GAME BOY ADVANCE

DUNGEONS & DRAGONS

EYE OF THE BEHOLDER

INSTRUCTION BOOKLET

INFOGRAMES

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:
- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

TABLE OF CONTENTS

GETTING STARTED

Insert game cartridge and turn on Game Boy Advance system. Watch the opening story. Press START on title screen. Select the Dragon or Swords party and press the A BUTTON. To end your adventure at any time during exploration go to the menu, select Camp and select Rest, then turn off your Game Boy Advance system.

CONTROLS

There are two primary game modes: Exploration and Combat. Each mode uses a separate control scheme.

EXPLORATION CONTROLS

CONTROL PAD:	Navigate hallways and dungeons
UP:	Forward
DOWN:	Backwards
LEFT:	Turn Left
RIGHT:	Turn Right
A BUTTON:	Select Menu Item or activate a feature
B BUTTON:	Begin Menu Mode, Deselect Menu
L BUTTON:	Select Character (rotate left)
R BUTTON:	Select Character (rotate right)
START:	Display Map

COMBAT CONTROLS

CONTROL PAD:	Move Characters/Targeting Cursor
A BUTTON:	Select Menu Item
B BUTTON:	Begin Menu Mode, Deselect Menu

L BUTTON
Select Character
(Rotate Left)

R BUTTON
Select Character
(Rotate Right)

CONTROL PAD
Navigate in Hallways
Move Character
Targeting Cursor

SELECT

START
Display Map

B BUTTON
Menu Mode Toggle

A BUTTON
Select Menu Item
Select Feature
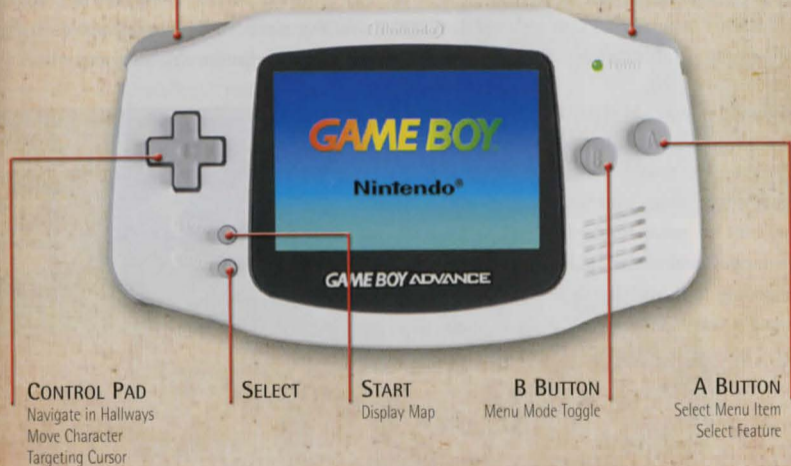
THE EYE OF THE BEHOLDER WORLD

Eye of the Beholder is a role-playing adventure based on the popular Dungeons & Dragons 3rd Edition game rules and an original story created for this game. The action takes place in the sewers and catacombs beneath the City of Waterdeep in the *Forgotten Realms* game world.

Exploration in *Eye of the Beholder* is from your point of view in 3D. Watch the walls pass by as you move through the sewers beneath the ancient city of Waterdeep. Find and manipulate buttons and switches to solve mysterious puzzles. Unlock and open doors and chests. Disarm traps. Battle monsters. Negotiate with merchants or use the services of a friendly healer. Check your map to make sure you don't get lost in the treacherous mazes.

Once you have engaged in battle, the screen will switch to an isometric combat view. Attack by using the weapons your characters have in their hands, or cast spells by using your cleric's divine powers and your wizard's arcane secrets. Those in the front of the party can combat with weapons such as swords and maces, while characters in the rear ranks may attack with spells or ranged weapons such as bows and slings.

WATERDEEP, THE CITY OF SPLENDORS

The tranquility of this once peaceful city has been destroyed. Thieves, assassins, kidnappers and monsters emerge under the cover of night. The inhabitants of Undermountain, once a disorganized collection of warring and bickering factions, now seem united and focused on choking Waterdeep in the grip of lawlessness. The citizens are no longer safe to move about the streets at night and they call for action from the Lords of Waterdeep to put an end to this menace.

The name "Xanathar," has reemerged in clues uncovered by the overburdened City Watch. The Xanathar's Guild, a powerful thieves' guild driven from Waterdeep years ago, is back and now directs the activities that have made nights in Waterdeep unsafe. Amidst these problems, men and women arrive in Waterdeep from far off places like Silverymoon and Neverwinter, along with other free cities of the North and the Western Heartlands. These representatives of the Lords' Alliance, an organization formed to oppose the notorious guild discuss the rise of Xanathar, for they know more than the City Watch. They know that the Xanathar's Guild is not operating alone.

Piergeiron the Paladinson has delivered a message requesting your immediate presence at Castle Waterdeep. When you arrive he is accompanied by several strange men that you have never seen before. He speaks to you while the strangers scrutinize you intensely. "I have watched you grow and train within the city, I am told that you are all quite skilled and that few are more loyal to Waterdeep. In these times we have need of that kind of loyalty."

"In the past, this guild has used the sewers and the tunnels beneath Waterdeep to move about and to hide their activities. I would send the Watch, but they are already under-manned, and we need a group whose loyalty to Waterdeep is certain. I entreat you to descend into the sewers to uncover the source of our woes, and destroy it if you can. You will be escorted to the sewer entrance. We hope you have the best of luck, for your sake and for that of Waterdeep."

A great evil is near...

GAME RULES

BUILDING A PARTY

You must generate four characters to have a complete party before you go into the dungeon. There are four pre-generated characters for you to choose from, or you can create your own. A good mix of races and classes is recommended for completing the adventure. Fighters can deal with the many horrors that block your path with their armor and swords. Clerics and Wizards support the quest with their magical abilities — Clerics have powerful divine magic for healing and protection, while Wizards attack with mystic arcane forces. Rogues are handy when progress is barred by a locked door or chest for which the party has no key, they can also disarm the many traps that will confront you. Read the CHARACTERS section for more information on selecting members of your party.

GENERATING CHARACTERS

To create your own character, select either the DRAGON PARTY or the SWORDS PARTY from the main menu. Select ROLL NEW CHARACTER from the menu selections.

Enter the name of your character by selecting the letters. To backspace, select DELETE. When you are satisfied, select ACCEPT.

Select a male or female character.

ALIGNMENT

Choose an alignment for your character. Alignment is the philosophy by which a character lives and deals with the world. You can select to play any of the following alignments.

Alignment	Description
Lawful Good	The Crusader
Lawful Neutral	The Judge
Neutral Good	The Benefactor
Neutral	Undecided
Chaotic Good	The Rebel
Chaotic Neutral	The Free Spirit

RACE

Choose one of the *Forgotten Realms* races for your character to play.

Shield Dwarves

Shield Dwarves are a short, heavily built race. Dwarves live from 350 to 450 years. Dwarves are by nature non-magical, and have innate resistances to spells as well as many poisons.

+2 bonus to Appraise skill   *+2 Constitution*
-2 Charisma   *+2 Resistance against spells*
+2 to on Fortitude Checks for Special attacks (Poison)

Moon Elves

Moon Elves are slimmer and somewhat shorter than the average human and are easily distinguished by their fine features and pointed ears. Elves of all classes are taught archery from a very young age, and they receive a +1 bonus with any type of bow, and long or short swords.

+2 bonus to Listen, Spot and Search skills +2 Dexterity
-2 Constitution   Immune to Sleep or Charm spells

Rock Gnomes

Rock Gnomes are distant kin of the dwarves, although the latter are loathe to admit the relation. Where dwarves are taciturn and hard working, the gnomes are more carefree and lively.

+1 bonus to Listen skill   +2 Constitution
-2 Strength   +4 Hide

Half-Elves

Half-elves inherit several advantages from their mixed parentage. They resemble their elvish parents in facial appearance, but half-elves are taller and heavier than most elves. They inherit an innate resistance to Sleep and Charm spells, but to a lesser extent than full-blooded elves.

+1 bonus to Listen, Spot and Search skills
Resistant to Sleep or Charm spells

Lightfoot Halflings

Lightfoot Halflings are a diminutive people famous for thief congeniality and love of comfort. Their facial features are round and broad and they typically have curly hair. Halflings are fairly short and quite plump. Halflings have innate magic resistance and have a +1 bonus with slings.

+2 bonus to Listen and Climb skills +2 Dexterity
-2 Strength   +1 to all Saving Throws
+4 Hide   +1 Climb

Half-Orcs

Half-Orcs are a short tempered and sullen mix of human and orc ancestry. They would rather act than ponder and would rather fight than argue. Half-orc are as tall as humans and a little heavier, thanks to their muscle. They are drawn toward violent careers where they can put their strength to good use.

+2 Strength   -2 Intelligence
-2 Charisma

Humans

Humans are the most adaptable and most prevalent race. Humans vary more than any other race in size, skin color, and hair color.

+4 Skill points at 1st level   +1 Skill point on additional levels
+1 Feat at 1st level

PORTRAIT

Select a portrait to represent your character. Select NEXT PORTRAIT to scroll forward through the available portraits, and PREVIOUS PORTRAIT to scroll backward through them. When you are satisfied with your portrait, select ACCEPT.

MINIATURE

Select a miniature to represent your character by using NEXT MINIATURE to scroll forward through the selections and PREVIOUS MINIATURE to scroll backward. Select ACCEPT when you are satisfied.

ABILITIES

This is where you will roll the abilities for your character. Each number is generated by three six sided dice being rolled. You may roll as many times as you like. The higher the number, the stronger your character is in that ability. Select ACCEPT when you are satisfied.

Strength increases your combat abilities and your chance to break down doors.
Intelligence determines how many starting skills your character receives.
Wisdom is used by Clerics to gain bonus spells.
Dexterity used for ranged attacks and armor class.
Constitution helps your character's starting hit points.
Charisma is useful for clerics when turning undead.

CLASSES

Classes are occupations for your character. A variety of classes is beneficial in a party to get all of the skills, and abilities needed for the adventure. You have the option of being more than one class simultaneously, but there are four basic classes: Cleric, Fighter, Wizard and Rogue.

Each class has its own unique strengths, and each offers valuable talents and skills to a party. Fighters are the front line of defense in combat. Rogues are very handy when the party runs across traps or locked doors. Wizards offer powerful arcane spells, and clerics can both fight and heal the wounded.

Cleric

Clerics are warrior priests. Cleric training includes the use of divine magic and a limited selection of weapons. They can use any type of armor, but their selection of arms is limited to blunt, impact-type weapons such as maces and flails. Clerics also have powers against undead monsters such as skeletons and zombies. Clerics can attempt to turn undead, destroying them when successful. Clerics with wisdom of 12 or higher gain extra spells

Prime Requisite: Wisdom

Fighter

Fighters are warriors, experts in weapon skills and battle tactics. Fighter training includes use and maintenance of all manner of weapons and armor. Fighters cannot cast any type of magical spell, nor would they as a rule want to, preferring to rely on a strong sword-arm. They can use any type of magical weapon or armor and magic items such as rings and gauntlets. High level fighters are able to attack more often with melee weapons.

Prime Requisite: Strength

Wizard

Wizards are individuals trained in the arcane and mysterious secrets of magic and spellcasting gestures. Wizards tend to be poor fighters, preferring to rely on their intellect and magical abilities. Wizards have difficulty wearing any type of armor because armor is restrictive and interferes with some spell casting. Wizards are also severely limited in the weapons they can use. Wizards gain very powerful spells as they increase in level. Wizards with intelligence of 12 or higher gain extra spells.

Prime Requisite: Intelligence

Rogue

Rogues are hard to classify as a group. Adventurers long ago learned that a skilled rogue in the party increases overall party survival - especially when dealing with traps and locks. As Rogues gain new skills they become more proficient at picking locks, and avoiding traps.

Prime Requisite: Dexterity

FEATS

Feats are used to give your character a special ability. Some feats allow your character to perform better in combat while other feats aid your character in magical ways.

All characters get a feat at the 1st, 3rd & 6th character level.
Fighters get a bonus feat at 1st, 2nd, 4th & 6th levels.
Wizards get a bonus feat at 5th level.
Humans get a bonus feat at 1st level.

Feat	Prerequisite	Description
Alertness	None	Improves Listen and Spot Skills
Armor Prof. (Light)	None	Can wear armor without combat penalties
Armor Prof. (Med)	Must have Armor Prof. (Light)	Can wear armor without combat penalties
Armor Prof. (Heavy)	Must have Armor Prof. (Med)	Can wear armor without combat penalties
Combat Casting	Must be a Wizard or Cleric	Adept at casting spells in close combat
Combat Reflexes	Dexterity of 12	Additional Attack of Opportunity
Exotic Weapon Prof.	Level 1 Fighter (Level 2 for other classes)	No attack penalty for exotic weapons
Extra Turning	Must be Cleric	Additional turning attempts per day
Great Fortitude	None	Helps against poisons, paralysis, and death
Improved Initiative	None	Quicker reaction to combat (less surprises!)
Iron Will	None	Helps against mental attacks and magic

Table continued on next page.

Feat	Prerequisite	Description
Lightning Reflexes	None	Fast reflexes (helps to dodge magic attacks)
Martial Weapon Prof.	None	No attack penalty for Martial Weapons
Point Blank Shot	None	Improved proficiency with close ranged attacks
Precise Shot	Point Blank Shot	Negates cover bonus to enemies
Quick Draw	Level 1 Fighter (Level 2 for other classes)	Change weapons and attack as your action.
Rapid Shot	Point Blank Shot, Dexterity of 13	Extra ranged attack per round. Some accuracy loss.
Scribe Scroll	Must be a Wizard or Cleric	Spell casters can cast a spell on to a blank scroll to create a scroll of that spell
Shield Prof.	None	Can use a shield without combat penalties
Simple Weapon Prof.	None	No attack penalty for all simple weapons
Smooth Talk	None	Improves Diplomacy and Sense Motive Skills
Thug	None	Quick reaction to combat
Toughness	None	Additional 3 HP
Weapon Finesse	Weapon Proficiency	Chooses higher bonus between Str and Dex for Tiny or Small weapons

SKILLS

Unlike feats, skills are bought with points. The more points you spend on a skill, the more proficient you are with that skill. You will use your skills to do things like search for secret doors, open traps, and heal a wounded party member. Unused skill points will be saved and used for later skill purchases when you gain a level.


Skill Name	Key Ability	Fighter Cost	Rogue Cost	Wizard Cost	Cleric Cost	Description
Appraise	Intelligence	2	1	2	2	Determine an objects value
Bluff	Charisma	2	1	2	2	Mislead with faulty information
Climb	Strength	1	1	2	2	Climb out of a pit or up a trap door
Concentration	Dexterity	2	2	1	1	Maintain Concentration while casting in combat
Decipher Script	Intelligence	N/A	1	N/A	N/A	Read unknown languages (Rogue only)
Diplomacy	Charisma	2	1	2	1	Persuade people to get your way
Disable Device	Intelligence	2	1	2	2	Disarm a traps or magical devices
Escape Artist	Dexterity	2	1	2	2	Escape out of tight situations and traps
Forgery	Intelligence	2	1	2	2	Detect fake documents
Heal	Wisdom	2	1	2	1	Keep wounded party members from dying
Hide	Dexterity	2	1	2	2	Avoid being seen when resting
Intimidate	Charisma	2	1	2	2	Get information from others
Intuit Direction	Wisdom	2	1	2	2	Innate sense of direction
Listen	Wisdom	2	1	2	2	Sense enemies or unusual sounds
Open Lock	Dexterity	2	1	2	2	Pick locked doors that do not need a special key
Search	Intelligence	2	1	2	2	Find secret doors and traps
Sense Motive	Wisdom	2	1	2	2	Use to see if somebody is Bluffing you
Spellcraft	Intelligence	2	2	1	1	Identify spells cast in combat
Spot	Wisdom	2	1	2	2	Notice enemies hiding from you
Tumble	Dexterity	2	1	2	2	Land softly from falls
Use Magic Device	Charisma	N/A	1	N/A	N/A	Activate magical devices (Rogue only)

Add to Party

Once you have created your own characters, or you have decided to use the pre-generated characters, you will need to add four people to start your party. To add a party member, select ADD TO PARTY from the CURRENT PARTY screen. Select a character to add to your party, and they will appear in your roster.

NOTE: Enter characters into your party in the order you wish them to walk through the dungeon. As an example, put your fighters in the front and your casters in the back of the party to protect them.
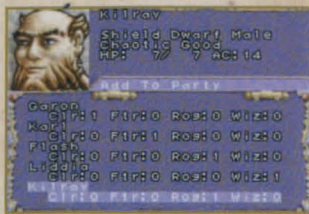
Remove From Party

To remove a character from your party, select REMOVE FROM PARTY and then select the character you want to remove.

When the Party is Complete

When you have generated four characters you are happy with select ENTER DUNGEON to begin the game.

Characters that Join the Party

In addition to the four regular characters, up to two more Non-Player Characters (NPCs) may try to join your party. If you accept, they join and act as any other characters under your control. Occasionally NPCs offer advice or give you information. NPCs may leave your party or you may drop them at any time. If you do not have room for an NPC in your party they will be added to your roster for later selection.

Returning to the Roster Screen

During gameplay it will be possible to return to the roster screen to roll new characters, remove characters and have up to six characters in one party. There are NPCs throughout the adventure that will allow you to adjust your roster.

CHARACTER CONDITION ICONS

Blinded	Dying	Panicked
Charmed	Entangled	Paralyzed
Cowering	Frightened	Petrified
Dead	Held	Shaken
Deafened	Nauseated	

PLAYING EYE OF THE BEHOLDER

DUNGEON MOVEMENT AND CONTROLS

Movement

Use the CONTROL PAD to navigate the dungeon corridors. UP moves you forward, DOWN moves you backward, LEFT turns you left, and RIGHT turns you to the right.

Doors

Doors occasionally block your path. Each door may be different. Some you can open by pulling a lever or pressing a button, others may require a key, strength, the Knock spell or the Open Lock Skill to circumvent. Not all doors are obvious; some will be hidden or illusionary.

Treasure

Chests with items can be found throughout the dungeon. To open an unlocked treasure chest use the A BUTTON. Defeating monsters can also gain your party treasure.

Buttons

Buttons and levers can be found on the walls near some doors. To activate them, use the A BUTTON.

ENCOUNTERS

Throughout the dungeon you will find creatures and other people. Some of these will be helpful, most will not. Monsters and evil characters will attack the party. Vendors, Healers, and other NPCs will speak to you and offer their services.

Vendors

The price of buying or selling an item is determined every time a new character is selected based on that character's Appraise Skill. Success means the price benefits the character by 20%; failure means the price is higher by 20%.

Healers

Any help that a healer must perform for a character takes 2% of the party's gold each time.

NOTE: A healer will only heal the party member that appears on the screen. To change characters while talking to a healer, toggle your party members with the L BUTTON and R BUTTON. Healers also restore any abilities that a character may lose from a monster encounter.

EXPLORE MENU

Character Status

To view your party member's status, use the B BUTTON to toggle the menu on or off. A character's current status is displayed here with their portrait and name. It will show the current hit points and the Character State Box. Select other party members by using the L BUTTON and R BUTTON.

Character State Box

Next to a character's portrait, just before the name is a tile that indicates the character's state. If the character suffers from any ailment or is affected by some spell the tile will change to show an icon representing the condition.

Icons

Depending on the surrounding encounters and the abilities of the character different icons will indicate the actions that may be attempted. Toggle to these icons using the control pad and select with the A BUTTON.

DUNGEON CRAWL VIEW

Character Menu Icons

 Character

The first icon is for character information. Select this and use the control pad to move left or right through the separate information screens on the character. The information screens available for each character are View Abilities, View Levels, View Feats, View Skills, View Arcane Spellbook, View Arcane Spells, View Divine Spells, and View Equipped Items.

View Levels

This menu allows you to see which level in each class your characters are, as well as their current amount of experience.

Experience Levels

Level	EXP to Reach Level
1	0
2	1,000
3	3,000
4	6,000
5	10,000
6	15,000
7	21,000

INVENTORY MENUS

Inventory

Use a potion or scroll, equip some newly discovered weapon, or trade items between members of your party. Having the right tools in the right hands can mean the difference between life and death. Here you will be able to manage inventories and use the items you have gathered by selecting the Inventory icon.

Use Item

If a character has a potion or scroll they can use, here is where a player can access the item. Select item and use the A BUTTON.

Equip Item

Here you can toggle through each slot where you can equip an item. To equip an item, select the slot you wish to equip an item to, and use the A BUTTON to select it. To unequip an item, select EMPTY and select it for that item slot.

Trade Item

Any unequipped items can be traded to another character in your party using the Trade Item menu. Select the item you wish to trade and a Trade screen will appear with the names and portraits of your other party members. Using the Control Pad select the character you wish to trade a selected item to.

Party Inventory

Here you can view what your entire party has in inventory including gold, magical artifacts, and keys.

Attack

Selecting the Attack icon allows player to enter into combat before a monster has closed the distance with their party.

CAST ICON MENU

Cast

By selecting the Cast icon the player can have their spellcasters cast non-combat spells on other party members, obstacles they encounter, or on objects in their possession.

SKILL ICON MENU

Skill

A deft touch and the application of specialized knowledge is often the best way around a problem. Pick a lock, climb a pit, search for secrets. The player is able to direct characters to use particular talents and skills by selecting the Skill icon. The menu will list only usable skills.

TALK ICON MENU

Talk

Not all creatures and beings you encounter in dungeons are out to kill you. Some may have valuable information, while others may let the party pass unscathed for a bribe or if frightened off. The player will be able to use their smooth-tongued characters to talk their way out of conflict, and their more thuggish characters to frighten off some weaker creatures by choosing the Talk icon.

CAMP ICON MENUS

Camp

Adventures can be quite draining. Ordering the party to set up camp, rest, heal and have chance to memorize spells is done by selecting the Camp icon. Monsters have been known to ambush sleeping parties, so the party may not find the rest that they need.

Rest

If you succeed in resting your party, your characters will heal to full if you have a cleric in your group. If a party member is dead and the cleric does not have "Raise Dead" they will stay dead until you get to a healer. If you do not have a Cleric or the Cleric is dead the party will recover 1 hit point per character level per time rested and the game will be saved. All Wizards and Clerics will prepare their spells.

YOUR GAME IS AUTOMATICALLY SAVED when you successfully rest.

Reorder

To change the order of your characters, use the reorder icon for the character you wish to move, scroll to the name of the character you wish that character to swap with. Use this option to move a character with spells or missile weapons to the back of the party to avoid Attacks of Opportunity.

Prepare Spells

The Spells Available menu will appear when you select this option. You can choose spells for each level of spells you know. Press the B Button to end choices for that character. Your character will begin using the spells you have selected upon successfully resting.

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Scribe Scrolls

If you have a Wizard or Cleric that has taken the Scribe Scroll Feat and you have a scroll with a spell that you already know you may transfer one of your memorized spells to it gaining an additional charge. If a scroll already has 10 charges you cannot add more. This allows Wizards and Clerics to effectively increase their spell casting options by planning for the future.

Map View

At any time during exploration the player may look at the map by pressing START. Each time the party rests an Intuit Direction roll is made for each party member. If successful, the party will know which direction it is facing, an arrow and the map will be properly aligned. If you fail, the map and direction arrow will not be oriented correctly. Press START again to return to explore mode.

COMBAT

When you enter into battle, each character in battle will have a set order of attack, determined by a random number generated from a 20-sided die. This is called "initiative". You will have initiative rolled each time you enter into combat. The character that rolls the highest number will get their actions first, the next highest will go after that character, and so on until combat has ended. If combat does not end on the first round, you will keep the same initiative roll on each consecutive round.

Actions

Each character has two actions per turn. An action is comprised of movement, attack, spell casting (considered an attack action) or equipping an item. Any of these actions may be taken two times per round with the exception of attacking. A character may only take the attack action one time per turn.

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Movement

Melee is viewed in a third person isometric view. Use the CONTROL PAD diagonally in the direction you want to move. Each space that your character moves is counted as five feet.

Attacks of Opportunity

Attacks of Opportunity are provoked when your character or an enemy takes an action within range of an enemy taking their attention away from combat. Moving through a threatened area, casting spells, using an item from your inventory and using ranged weapons in close combat will all provoke (or allow) an extra attack to be made. Higher dexterity will allow you to make additional attacks of opportunity. If you are surprised, you won't be able to make an attack of opportunity until your character has a chance to get into combat.

Cover

When fighting an enemy around a corner or behind another creature, that enemy will be harder to hit.

Flanking

When you have an enemy between you and another member of your party, you are flanking that enemy, with a greater chance of hitting that target. A Rogue flanking an enemy can be very deadly.

Flatfooted

Before your characters turn, they are considered flat-footed and not in combat mode. Flat-footed characters are easier to hit. Once a character has a chance to act, they are no longer flat-footed. High Dexterity and feats will help get your character into combat early and avoid being caught flat-footed.

Multiple Attacks

When fighters reach 6th level, they receive an extra attack. Your fighter will need to focus all his energy on making this additional attack. You will only be able to move once in any direction before making this attack. Another way for characters to receive multiple attacks is to take the Rapid Shot Feat. This will allow your character an extra attack with a ranged weapon.

Death

Hit points (HP) represent how much damage your characters can take before dying. When your characters hit points fall below zero, they will begin losing their life. You will have to make the decision to heal them immediately or risk their life while your remaining characters continue fighting. Dying characters have a 10 percent chance to stabilize each round. If they do not stabilize, they will lose 1 HP per round. Characters will die when their hit point total reaches -10. If you win the battle, any characters that were dying, will be restored to 1 HP at the end of battle. Clerics are master healers and will have the ability to cure people far more effectively than a character using the Heal skill.

COMBAT VIEW

When you enter into battle, your screen will change to the COMBAT VIEW (See sample at right). The character that has rolled the initiative will make the first action movements. When it is your turn, a menu interface will display the options available for that character.

ACTION ICONS

🏃 Move

Select this icon to enable your character to move in combat. You may move into any adjacent space without another character in that space. *REMEMBER: Enemies get an Attack of Opportunity on you, too! Watch your step.*

🗡 Attack

Selecting this will allow you to choose the enemy you wish to attack. Select with the A Button and the weapons you are allowed to attack with become visible on the next menu. *REMINDER: Ranged attacks when an enemy is in an adjacent space will allow the enemy to get an Attack of Opportunity on you.*

To select what you wish to attack, once you have selected your weapon, a targeting reticle will appear. You will automatically select the nearest target. If the reticle is green, you may attack this character. If it is red you may not.

Select the A BUTTON to execute your attack.

📖 Cast

Selecting this icon will display the spells your character has available in combat. Each spell cast is considered a combat action movement.

Wizards

Select your spell, and select your target. You may fire through the space your comrades occupy for spells but remember that spells that affect an area rather than just a single target will affect your party members as well.

Clerics

Select your spell, and select your target. For most healing spells you will need to be an adjacent space to the character you wish to heal. Casting a healing spell counts as one attack action.

Multi-Class Casters

Select from among the Divine (Cleric) or Arcane (Wizard) spells you have available.

🏹 Use Skill/Ability

This will allow you to select a skill your character may use in combat. An example is the cleric ability to Turn Undead. This counts as an action in combat.

🎒 Inventory

Selecting this icon in Combat View will allow you to equip items. This counts as an action turn.

MAGIC

Clerics and Wizards gain new spells at levels 1, 3, 5 and 7

Clerics without the Wisdom bonus spells get the following number of spells per level:

Cleric Level	Lvl 0 spells	Lvl 1 spells	Lvl 2 spells	Lvl 3 spells	Lvl 4 spells
1	3	1	–	–	–
2	4	2	–	–	–
3	4	2	1	–	–
4	5	3	2	–	–
5	5	3	2	1	–
6	5	3	3	2	–
7	6	4	3	2	1

Wizards without the Intelligence bonus spells get the following number of spells per level:

Wizard Level	Lvl 0 spells	Lvl 1 spells	Lvl 2 spells	Lvl 3 spells	Lvl 4 spells
1	3	1	–	–	–
2	4	2	–	–	–
3	4	2	1	–	–
4	4	3	2	–	–
5	4	3	2	1	–
6	4	3	3	2	–
7	4	4	3	2	1

Spell Range

Each move is a 5' distance.

PERSONAL	Self
TOUCH	Your square or adjacent square or less than 10 feet
CLOSE	Less than 20 feet
MEDIUM	Less than 40 feet
LONG	Less than 60 feet

Spell Duration

ACTION	Flash or instant, no duration
ROUNDS	Effect lasts for a number of combat rounds, ends when combat ends
MINUTES	Effect lasts for a number of minutes in game time
HOURS	Effect lasts for a number of hours in game time or until party rests
PERMANENT	Effect lasts forever or until dispelled

CLERIC SPELL DESCRIPTIONS

Spell Name (by level)	Level	Range	Duration	Description
Cure Minor Wounds	0	Touch	Action	Cures 1 HP
Inflict Minor Wounds	0	Touch	Action	Inflict 1 HP
Resistance	0	Touch	Minutes	Makes target stronger against magic attack
Virtue	0	Touch	Minutes	Subject gains 1 temporary HP
Bane	1	Personal	Minutes	Fills enemies with doubt
Bless	1	Personal	Minutes	Fills allies with courage
Cause Fear	1	Close	Round	Fills enemies with fear
Cure Light Wounds	1	Touch	Action	Cures 1-6 HP (+1 for every level)
Doom	1	Medium	Minutes	Fills target with dread
Inflict Light Wounds	1	Touch	Action	Inflicts 1-6 level damage (+1 for every level)
Protection from Chaos	1	Touch	Minutes	Wards attacks from chaotic creatures
Protection from Evil	1	Touch	Minutes	Wards attacks from evil creatures
Protection from Good	1	Touch	Minutes	Wards attacks from good creatures
Protection from Law	1	Touch	Minutes	Wards attacks from lawful creatures
Remove Fear	1	Close	Minutes	Cures allies inflicted with fear
Shield of Faith	1	Touch	Minutes	Makes target harder to hit (+2 AC)
Aid	2	Touch	Minutes	Fills target with courage and 1-8 HP
Bull's Strength	2	Touch	Hours	Adds 2-5 Strength
Cure Moderate Wounds	2	Touch	Action	Cures 2-16 HP (+1 for every level)
Curse of Ill Fortunes	2	Touch	Hours	Makes target ineffective in combat
Endurance	2	Touch	Hours	Adds 2-5 Constitution

Spell Name (by level)	Level	Range	Duration	Description
Hold Person	2	Medium	Round	Makes target stand in place helpless
Inflict Moderate Wounds	2	Touch	Action	Causes 2-16 damage (+1 for every level)
Lesser Restoration	2	Touch	Action	Cures 1-4 ability damage
Remove Paralysis	2	Close	Action	Free target of paralysis effects
Spell Shield	2	Touch	Minutes	Helps protect target against spells
Bestow Curse	3	Touch	Permanent	Makes target ineffective in combat
Blindness	3	Medium	Permanent	50% miss chance in combat
Cure Serious Wounds	3	Touch	Action	Cures 3-24 damage (+1 for every level)
Deafness	3	Medium	Permanent	20% miss chance, can't cast some spells
Dispel Magic	3	Medium	Action	Cancels magical effects
Inflict Serious Wounds	3	Touch	Action	Causes 3-24 damage (+1 for every level)
Negative Energy	3	Touch	Round	Protection against undead creatures
Remove Blind/Deaf	3	Touch	Action	Removes Blindness and Deafness
Remove Curse	3	Touch	Action	Removes curse bestowed on target
Cure Critical Wounds	4	Touch	Action	Cures 4-32 damage (+1 for every level)
Divine Power	4	Touch	Round	Target gains attack bonus of a fighter and adds 1 HP per level
Inflict Critical Wounds	4	Touch	Action	Causes 4-32 damage (+1 for every level)
Neutralize Poison	4	Touch	Action	Detoxify poison effects
Poison	4	Touch	Action	Poisons target, causing 1-10 Constitution dam.
Restoration	4	Touch	Action	Restores drained levels
Circle of Doom	5	Close	Action	2-57 damage in all directions
Flame Strike	5	Medium	Action	Smites foes with a divine fire for 1-42 damage

WIZARD SPELL DESCRIPTIONS

Spell Name (by level)	Level	Range	Duration	Description
Acid Splash	0	Close	Action	Orb of acid that does 1 - 3 damage
Electric Jolt	0	Close	Action	Electrical jolt does 1-3 damage
Ray of Frost	0	Close	Action	Freezing ice that does 1 - 3 damage
Charm Person	1	Close	Hours	Prevents enemies from attacking you
Detect Secret Door	1	Personal	Minutes	Detects secret doors and compartments
Feather Fall	1	Close	Action	Objects or creatures fall slowly
Mage Armor	1	Touch	Hours	Makes target harder to hit (+4 AC)
Magic Missile	1	Medium	Action	One missile every 2 levels causes 2-5 damage
Protection from Chaos	1	Touch	Minutes	Wards attacks from chaotic creatures
Protection from Evil	1	Touch	Minutes	Wards attacks from evil creatures
Protection from Good	1	Touch	Minutes	Wards attacks from good creatures
Protection from Law	1	Touch	Minutes	Wards attacks from lawful creatures
Ray of Enfeeblement	1	Close	Minutes	Makes target weak
Sleep	1	Medium	Round	Causes a comatose slumber on targets
Spider Climb	1	Touch	Action	Climb walls as a spider does
True Strike	1	Personal	Round	Helps you hit your target
Aganazzar's Scorcher	2	Close	Action	Fire stream causing 1-11 damage
Blur	2	Touch	Minutes	Makes target harder to hit
Bull's Strength	2	Touch	Hours	Adds 2-5 Strength
Cat's Grace	2	Touch	Hours	Adds 2-5 Dexterity
Eagle's Spendor	2	Touch	Hours	Adds 2-5 Charisma
Endurance	2	Touch	Hours	Adds 2-5 Constitution

Spell Name (by level)	Level	Range	Duration	Description
Gedlee's Electric Loop	2	Close	Action	1-18 points of damage in a 5 ft. radius
Ghoul Touch	2	Touch	Round	Paralyzes target
Knock	2	Medium	Action	Opens locked, stuck, and barred doors
Melf's Acid Arrow	2	Long	Round	Arrow which does 2-8 damage
Scare	2	Medium	Round	More powerful than Cause Fear
Snilloc's Snowball Swarm	2	Medium	Action	Snow erupts from target, 2-24 damage area
Web	2	Medium	Round	Entangles creatures making it harder to fight
Dispel Magic	3	Medium	Action	Cancels magical effects
Fireball	3	Long	Action	1-6 fire damage per caster level in a large area
Flame Arrow	3	Medium	Action	Shoots a fiery bolt for 4-24 points of damage
Hold Person	3	Medium	Round	Makes target stand in place helpless
Lightning Bolt	3	Medium	Action	1-6 lightning damage per caster level
Stinking Cloud	3	Medium	Round	Nauseates targets in the cloud
Vampiric Touch	3	Touch	Action	Caster gains 1-6 damage every two caster levels
Bestow Curse	4	Touch	Permanent	-6 to an ability, -4 on attacks, saves & checks
Enervation	4	Medium	Hours	Reduces 1-4 target levels
Fear	4	Close	Round	More powerful than Scare
Ice Storm	4	Long	Action	Causes 5-30 damage in a large area
Remove Curse	4	Touch	Action	Remoes curse bestowed on target
Stoneskin	4	Touch	Minutes	Target gains damage resistance
Cone of Cold	5	Close	Action	Cold radiates from caster, 1-6 damage per level
Hold Monster	5	Medium	Round	Holds a monster in place

TIPS & TRICKS

- Look everywhere! Often hidden doors and pits you can climb up are right in front of you if you know where to look.
- When selling items, use the character with the highest appraise skill to get the best prices.
- Some switches can only be seen when looking directly at them, and not from the side.
- Check your map often to see if you have missed anything.
- Try using a skill or a spell if you are unable to open a door.
- Rogues get a sneak attack if you are flanking a monster. Flanking is when two of your party members are surrounding your opponent. Rogue sneak attacks damage is:

Level 1,2	1-6 damage
Level 3,4	1-12 damage
Level 5,6	1-18 damage
Level 7	1-24 damage

- You will not be able to use the spells you have prepared until you have rested.
- Rest after making a new level so you can use your new spells and save your progress.
- If you come to an area you are having troubles with, find an NPC that can swap new characters into your party and try a new party configuration, or try switching your characters into new placements in your party.
- When using a ranged item, shoot at the monsters not engaged with your other party members. You receive a -4 penalty for shooting a monster engaged with your party members. Another way to avoid this is to give the character using a ranged item the feats of Point Blank Shot, which gives you a +1 to ranged attacks, followed by Precise Shot that removes the -4 penalty entirely.

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