## Loading the Game

Side one of the game disk includes Realms of Quest IV which requires a Commodore VIC-20 with a minimum of 16K memory expansion and a disk drive. 24K memory expansion is recommended as it provides reduced disk loading times, an improved 3D graphical perspective and game music. Side two has Special Anniversary Editions of Realms of Quest I and II for the unexpanded VIC-20 as well as Ultimate Quest: Catacomb for the Commodore 64.

To play any of these games, insert the game disk, then type LOAD"*",8 (followed by RETURN) and then RUN (plus RETURN). If you want to play the VIC-20 or C64 games on side two, the game disk will be able to detect which computer you are using and then load the appropriate games accordingly (after LOAD"*",8 + RUN).

The main focus of this instruction booklet will be on how to play Realms of Quest IV. The games on side two will contain their own in-game instructions on how to play them.
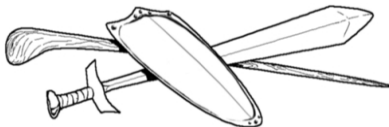
Introduction to Realms of Quest IV

At first, there was only chaos. Chaos flowed from those lords who stood above time itself. Within this chaos; violence, hatred and unspeakable cruelties had reigned, all to the delight of those lords of time itself.

Raised from this chaos were great creatures of renown; dragons and demons, some lifeless, others known to death but living still. Mindless wretches, obeying only their passions and desires ensuing war after war, conflict after conflict, and evermore the time lords delighted. But as chaos rages, comes new things, and eons would see the coming of thinking beings – some would cater to the lords, other would dare confront them. Gathered in their intelligence, struggles for supremacy carried on.

Then, from the northern mountains, the highest tips of the land, came forth a sorcerer, a magician of such power as to tame the wild as much as the thinking. He bore the name 'NIKAEDOR'. No longer did the beings beneath the lords of time be subdued to one another's passion, they called but one master; the dark sorcerer of the high mountain and his castle, center of his strength, Rivaria. But many of the thinking creatures were not content…

Gathered in strength, and in proper time, they overturned their master, and with the fall of all those under his will, fell as well those who once stood over time itself. Suffering henceforth imprisonment in endless Dungeons, they dwell and rot in their own ways, beneath the feet of those fairer beings.

However, time passes, and time changes things. NIKAEDOR attempted many a times to rise, along with the lords of time, and failed. Time sees all things end, and the reign of the fairer creatures above the earth is endlessly threatened. Befalls thus you, brave adventurers, to battle the labyrinth below all our feet, and ensure for yet another generation, that the evils and chaos do not rise. How it can be so, that this peace last forever, none knows. All one knows, is in the Dungeon, lay riches, glory and the immortality of your name!

Main Menu

From the main menu, you can press F1 to start a new game or F3 to resume a saved game from four save game slots. Use F5 to toggle music on or off (this can also be used during gameplay in the 24K version). Press F7 here to change the game font.

The Castle

This is the base from where you can create and manage your party, purchase or sell items, rest at the inn to heal your wounds, train for higher levels, visit the temple for advanced healing, save your game in progress, and finally, to enter the Dungeon and go out adventuring.

The up and down cursor keys let you select which command from the menu you want to use. The left-right cursor keys let you choose which player slot (1-8) to activate. As a shortcut, you can press 1-8 to immediately select a player. You can also press the first letter of the command from the menu to activate it right away (for example: pressing "C" for CREATE).

Special Note: For most of the menu options, whether they be in the castle, Dungeon, or in combat, you can always use the SPACE bar to exit or cancel any action.

CREATE. You can only create a player when an empty character slot (1-8) has been selected. When you create a player, you will be asked to choose from the following races living within the castle.

RACE	STR	INT	WIS	DEX	CON	CHA	AGE	EXP
Human	*	*	*	*	*	*	60	*
Elf	*	+	*	+	–	+	???	+++++
Dwarf	+	–	*	–	+	–	150	+
Hobbit	–	*	+	+	*	*	90	++
Gnoll	+	––	*	+	+	––	45	–
Gnome	–	*	++	*	*	–	225	+++
Kobold	–	––	–	*	–	––	75	----
Ogre	++	––	––	––	++	––	60	––
Orc	+	–	–	*	+	––	30	---
Sprite	––	++	*	++	––	++	150	++++

The above table represents the typical characteristics of the ten player races; + means higher than average, * indicates average, and – denotes below average. These racial characteristics shown here do not guarantee that a Sprite player will be intelligent, or that an Ogre player will be strong, but rather that those players selected from those races have a better chance of exhibiting those characteristics.

The player's characteristics are expressed in terms of six basic values: STR (strength), INT (intelligence), WIS (wisdom), DEX (dexterity), CON (constitution), DEX (dexterity) and CHA (charisma).

Strength determines how hard and effectively a player can strike his or her opponents (a bonus of 1 THACO & DAMAGE for every 6 points). Intelligence determines the effectiveness of Wizard-type spells and as a saving throw VS gaze (turn to stone). Wisdom determines the effectiveness of Priest-type spells and as a saving throw VS magical paralysis. Dexterity is used by thieves and ninjas to disarm traps, determines the ability to win initiative or to run away from combat, provides an armor bonus (-1 AC for every 6 points), and is used as a saving throw VS erosion (destroy armor) attacks. Constitution represents the overall health of the character and thus provides bonus hit points (1 HP for every 6 points, per level), and used as a saving throw VS poison and death magic attacks. Charisma represents the player's physical appearance, leadership, and ability to interact with intelligent monsters as well as being used as a saving throw VS charm magic.

"AGE" found in the table represents the number of years that the player can reach before they're considered to have achieved old age—and begin to deteriorate in their abilities. 1-3 points will be deducted from one of the six basic characteristics every year that has passed after reaching old age. When one of these reaches zero, that means that the player has died permanently from old age. Elves are not affected by aging, and as long as they aren't killed in the Dungeon, they can remain immortal.

"EXP" is the average degree of experience required in the Dungeon before a player of this race will advance a personal level. Kobolds and Orcs can make levels easily, while Elves and Sprites have a more difficult time of it.

Once a player's race has been selected, it's abilities and gender are randomly generated. Take note that males are stronger, while females have more charisma. You will have a choice of up to 12 different classes (or occupations) for that player. The player will always be allowed to choose from at least one class (Peasant) and possibly more, provided that he or she meets the minimum requirements to be accepted into that class.

							*** MAGIC SPELLS ***					MINIMUM REQUIREMENTS:						
CLASS	HP	B-S	U-C	WPN	ARM	SHD	SCHOOL	START	MAX	UNITS	D-T	STR	INT	WIS	DEX	CON	CHA	EXP
Fighter	12	–	–	4	4	yes	--	–	–	–	–	12	0	0	0	9	0	--
Wizard	4	–	–	1	1	–	wizard	1	6	2	–	0	12	0	9	0	0	+
Priest	8	–	–	2	3	yes	priest	1	6	2	–	9	0	12	0	0	0	–
Thief	6	yes	–	3	2	–	--	–	–	–	yes	9	0	0	12	0	0	---
Bard	6	–	–	3	2	–	both	3	4	1	–	9	12	12	12	0	12	++
Lord	10	–	–	4	4	yes	both	5	6	2	–	12	12	12	12	12	15	++++
Monk	6	–	yes	2	1	–	priest	3	2	1	–	9	0	9	9	0	0	--
Ninja	8	yes	yes	3	2	–	wizard	3	2	1	yes	9	9	0	15	0	0	*
Paladin	10	–	–	4	4	yes	priest	4	4	1	–	12	0	12	0	9	12	–
Peasant	6	–	–	2	2	yes	--	–	–	–	–	0	0	0	0	0	0	----
Ranger	10	–	–	4	2	yes	wizard	4	4	1	–	12	12	0	9	9	12	+
Sage	4	–	–	1	1	–	both	2	6	2	–	0	12	12	12	0	0	+++

HP = Hit Points. **B-S** = Back Stab. **U-C** = Unarmed Combat (bonus damage when attacking with bare hands).
WPN = Weapon Levels: 1 – Restricted to dagger and staff. 2 – No edged weapons. 3 – Any light weapon. 4 – Any weapon.
ARM = Armor Levels: 1 – Robe. 2 – Leather. 3 – Chain mail. 4 – Plate mail. **SHD** = Can use a shield.

SCHOOL = Can cast from Wizard or Priest school of magic (or both). **START** = Level at which player can cast spells of that type. **MAX** = Maximum spell level. **UNITS** = Number of Spell Units gained per level.

D-T = Disarm treasure traps. **EXP** = Amount of experience a player must obtain before he or she can progress to the next level: + means more experience is needed, * means average, and – means less than average.

Every class has strengths and weaknesses. After playing this game for a while, you will find that a balanced party is the best approach in making it far and achieving success in the Dungeon.

Once you've selected a class, you will be asked to type in a name to complete the player creation process.

DELETE. To delete an already existing player; for the purpose of removing them, or burying the dead.

EQUIP. This is where you can view the common inventory pool, which can contain up to 13 items. From here, you can select which item you wish to equip your character with and then press the RETURN key. If your character is allowed to equip the item, it will be marked with a + sign. You can also drop items (while you're in the Dungeon) by pressing the DELETE key.

INN. In order to recuperate your lost hit points and spell units prior to a trip in the Dungeon, your party will have to rest in the castle. The three inns vary in cost and quality of rest, and parties with financial stress may choose to sleep and recover in the stables for free. The less expensive your stay, the longer you will have to rest and this will age your party. Players can also use a period of rest here to gain levels once they've acquired enough experience to do so--you will know this when the player is marked with + (representing 1 level) or * (representing 2 levels) marked next to them.

LEAVE. When your party has been properly equipped and rested, you are ready to leave the castle and enter the Dungeon.

MARKET. You can buy and sell equipment here at Bolzaim's Trading Post.

ORDER. This option allows you to select the order of your party during encounters with monsters in the Dungeon. While the entire party can always make melee attacks with the monsters, the closer a player is placed to the front, the more attacks it will receive from the enemy. It is best to place the stronger and most well-armored players at the front while placing the weaker players (like spellcasters) in the back.

QUIT. You can exit and return to the main menu by selecting this option.

RENAME. To change the name of a player.

SAVE. You can save a game in progress by selecting this option in the castle.

TEMPLE. For a special donation, you can heal or revive members of your party.

VIEW. Shown here to the right is a sample player information display. Listed to the right of the player's name is the status in parentheses (G=good, P=poisoned, Z=paralyzed, S=statue, D=dead). Below that is the player's sex, race and class. After this, the level of the player is shown, followed by it's age. The number after the slash represents the year when they will reach old age.

Following all of this, the six player characteristics are displayed followed by his or her hit points and spell units.

DAMAGE represents the number of hits that can be scored with the player's currently-used weapon. A lower THACO means you have a greater chance you have of hitting an opponent. AC represents armor class; the lower this value, the better you are at blocking and evading attacks.

At the bottom, there are seven slots that show your equipped items: weapon, armor, shield, gem, jewelry, potion and scroll. Use the cursor keys to select, and then press the RETURN key to remove the selected item.

```
mirrenwen                    (g)
female elf lord
level 7               age 86/???

str 16                dex 15
int 20                con 15
wis 15                cha 10

hit points 12/12
spell units 0/0

damage 1d10+2
thaco: 18   ac: 7

weapon-short sword
 armor-chain mail
shield-shield
   gem-
jewelry-
potion-
scroll-
```

In The Dungeon

The Dungeon has 10 levels, and is populated by monsters which hide and roam in the rooms and corridors there. Some monsters have treasure, including gold and magical equipment that are won in combat. You will also encounter secret passages, teleporters, spinners and traps in your travels. You can detect these contraptions with the use of magic (refer to APPENDIX A & B for those spells that let you 'see'). Along the way, you'll also meet friendly adventurers who can give you help.

In every level, a Time Lord resides in a magically locked room. You will need to find the key before you can do battle against the all-powerful Time Lord.
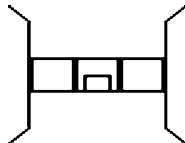
CAST. This allows you to cast a spell with the player selected. Certain spells only work during non-combat and others only work during combat, while others can work in both situations. There are six spell levels—it costs 1 spell unit per spell level to cast them. Please refer to APPENDIX A & B for more detailed information on the various Wizard and Priest spells. The following table denotes at which player levels that the classes can begin to invoke the appropriate spell levels.

SPELL LEVEL	WIZARD	PRIEST	BARD	LORD	MONK	NINJA	PALADIN	RANGER	SAGE
1	1	1	3	5	3	3	4	4	2
2	3	3	5	7	5	5	6	6	4
3	5	5	7	9	–	–	8	8	6
4	7	7	9	11	–	–	10	10	8
5	9	9	–	13	–	–	–	–	10
6	12	12	–	16	–	–	–	–	13

USE. Lets you select an equipped item in the player information screen and use it's special power. But beware--there may be a small percentage (%) chance of your item being destroyed if it's special power is used. See APPENDIX C for detailed information on the various items that you can find in the Dungeon.

I, J, L and K. These keys move let you forward, turn left, turn right and climb (K) up or down stairs. Moving your party into a pit (these are not displayed, unless you have cast a spell that can see these) will cause injury to each member of your party as you fall to the level below. The deeper you go, the harder you fall!

Moving your party to a teleporter will take you automatically to it's destination. A spinner will swing your party either left or right in order to disorient you. These are not displayed, unless you have cast a spell that can see them. There are also secret doors that appear to be like normal walls scattered throughout the Dungeon. You can find them by trying to move through them or by casting a spell that can see them.

If any of your party members are poisoned, they will lose 1 hit point for every space that you move until they die.

Little is known of the Dungeon beneath the castle, but a map of the first level has been circulating throughout and is thought to be correct. A copy is printed here on the last page of this booklet. Use graph paper to create your own maps of the deeper levels (22x23 squares).

EQUIP, ORDER, QUIT and VIEW. These functions perform the same respective functions that are available to you in the castle.

Combat

When you first encounter a group of monsters, your party leader (the currently highlighted player) makes a dexterity check to determine who wins initiative. At the beginning of each combat round, you are presented with the following options on how you wish to proceed.

FIGHT. If you wish to begin (or continue) the fight.

GREET. Instead of fighting, you can opt for the leader of your party to use his or her charisma in order to cajole, threaten, or persuade the enemy to avoid fighting. This can only work with reasonably intelligent monsters and if no actual fighting has taken place yet.

RUN. You can attempt to run away from combat instead of fighting. The party leader's dexterity determines if this is successful.

The following are the individual combat options that are available for each player.

ATTACK. This will perform a normal melee attack with whatever weapon the player is equipped with and if the hit is successful, to inflict the appropriate damage to the monster in the first row. Players of level 10 or higher may perform up to 2 melee attacks. Monks and Ninjas can inflict much more damage with their bare hands compared to other players, especially at higher levels.

If a player has a monster that is controlled or summoned under him or her, the monster will help the player perform additional damage appropriate to it's attack value. Refer to APPENDIX D for this information.

BACKSTAB. Thieves or Ninjas can use this to inflict an additional 8 hit points of damage at a penalty of 4 armor class points.

CAST. Spell-casters can wield their combat spells. For those spells that can be used against monsters, the player can select which row to attack--which effectively acts as a form of artillery. See APPENDIX A & B for more information on spells.

DEFEND. Instead of attacking, the player can choose to parry for the combat round to gain a bonus of 4 armor class points.

USE ITEM. This performs the same function as 'USE' that is available to you while traveling in the Dungeon.

VIEW. This performs the same function as 'VIEW' that is available to you in the castle or traveling in the Dungeon, except that you can't remove equipped items back to your inventory (because you are fighting in combat).

Once you've performed all of the available combat options for your party, it is the monsters' turn to attack. There can be up to 3 rows of monsters. Those monster groups you encounter with only one row are usually more powerful than the monsters that reside there. Those with two rows are appropriate to the Dungeon level where the encounter has occurred. And finally, those with three rows are comprised of monsters that are usually weaker for the level. Refer to APPENDIX D for more information on every monster's abilities, hit points, etc.

Treasure

If you find treasure after winning a hard-fought battle, it is useful to have a thief or ninja in your party in order to disarm traps that the treasure may be armed with. After opening the chest, you will find gold and possibly, a special item that is contained in there. Refer to APPENDIX C for more information on the various magic items that you can find while traveling in the Dungeon.

APPENDIX A: Wizard Spells

LEVEL	SPELL	TYPE	POWER	RANGE	WHEN
1	CHARM MONSTER	control monster	1	single	combat
	FIND FAMILIAR	summon monster	1	single	combat
	MAGIC MISSILE	damage	1	single	combat
	SLEEP	takeout monster	1	row	combat
	STINKING CLOUD	kill monster	1	single	combat
2	CLOUDKILL	kill monster	2	single	combat
	DETECT MAGIC(M)	see teleporters	-	---	non-combat
	LIGHTNING BOLT	damage	2	single	combat
	REVEAL LOCATION	reveal location	-	---	non-combat
	STRENGTH	bonus damage	1	single	combat
3	FIREBALL	damage	1	row	combat
	HASTE	bonus attacks	1	single	combat
	MONSTER SUMMON 1	summon monster	3	single	combat
	PHANTASMAL FORCE	takeout monster	2	single	combat
	WIZARD'S EYE(W)	see secret doors	-	---	non-combat
4	DIMENSION DOOR	teleport random	-	---	non-combat
	ENCHANTED WEAPON	bonus damage	2	single	combat
	FEAR	takeout monster	2	row	combat
	ICE STORM	damage	2	row	combat
	MESMERIZE	control monster	2	single	combat
5	DEATH	kill monster	2	row	combat
	MONSTER SUMMON 2	summon monster	6	single	combat
	MORDENKAIS SWORD	bonus damage	3	single	combat
	POWER WORD STUN	takeout monster	2	all	combat
	STONE TO FLESH	cure statue	-	single	both
6	CLONE	summon monster	9	single	combat
	GATE	teleport level 10	-	---	non-combat
	METEOR SWARM	damage	2	all	combat
	POWER WORD KILL	kill monster	2	all	combat
	TIME STOP	bonus attacks	1	party	combat

bonus - augments an ability for the duration of the battle.
control - gain control of an enemy to make attacks on your behalf during combat.
cure - to change the status of your character from a state of distress to 'good'.
damage - caster inflicts damage automatically against the enemy.
heal - for healing hit point damage that was sustained in combat.
kill - enemy is removed from combat by killing it (experience is gained).
see - used for seeing darkness, traps or detecting monsters while traveling in the Dungeon.
summon - monster is summoned to make attacks on your behalf during combat.
takeout - enemy is removed from combat without killing it (no experience is gained).
teleport - move your party to another location in the Dungeon.

APPENDIX B: Priest Spells

LEVEL	SPELL	TYPE	POWER	RANGE	WHEN
1	BLESS	bonus saves	1	party	combat
	CURE LIGHT WNDS	heal hit points	1	single	both
	LIGHT(L)	see darkness	-	---	non-combat
	PROT. FROM EVIL	bonus armor	1	party	combat
	TURN THE UNDEAD	kill undead	1	row	combat
2	EXILE THE UNDEAD	kill undead	2	row	combat
	EXORCISM	kill demon	1	single	combat
	INVISIBILITY(I)	see avoid combat	-	---	non-combat
	MIRROR IMAGE	bonus armor	3	single	combat
	SPEAK WITH DEAD	control undead	1	single	combat
3	CURE SERIOUS WDS	heal hit points	2	single	both
	FIND TRAPS(T)	see pits	-	---	non-combat
	PRAYER	bonus saves	2	party	combat
	REMOVE CURSE	cure paralysis	-	single	both
	SPIRITUAL SHIELD	bonus armor	2	party	combat
4	COMMUNE W. DEAD	control undead	2	single	combat
	CURE POISON	cure poison	-	single	both
	DETECT EVIL(E)	see initiative	-	---	non-combat
	EXCOMMUNICATION	kill demon	1	row	combat
	REMOVE ALL CRSES	cure paralysis	-	party	both
5	CACODEMON	summon demon	4	single	combat
	CURE ALL POISONS	cure poison	-	party	both
	CURE CRIT WOUNDS	heal hit points	3	single	both
	TRUE SIGHT(S)	see everything	-	---	non-combat
	RAISE DEAD	cure death (1 hp)	-	single	both
6	ASTRAL SPELL	summon demon	8	single	combat
	HOLY SYMBOL	kill demon	1	all	combat
	RESTORATION	heal hit points	3	party	both
	RESURRECTION	cure death (all hp)	-	single	both
	WORD OF RECALL	teleport level 1	-	---	non-combat

APPENDIX C: Items

The following tables denote all of the items you can purchase in the store (**LEVEL** 0) and those that you can usually find in the Dungeon (**LEVEL** 1-10). Many of these are quite valuable, and you can sell them for a princely sum in the store as well.

TYPE – which item slot this item resides in. **DAMAGE** – how much the weapon can inflict. **BONUS** – for THACO (for weapons) or AC (for everything else). **POWER** – which magic spell is cast when the item is used. **%DEST** – chance of item being destroyed if the item's power is used. **BECOMES** – if item is destroyed, it becomes this. **CLASS** – which occupations can use the item (1-4 for weapon and armor, any = everybody, wizard = for wizard spellcasters only, priest = for priest spellcasters only).

ITEM	TYPE	DAMAGE	BONUS	POWER	%DEST	BECOMES	CLASS	LEVEL
AXE	weapon	8	0	---	-	---	3	0
AXE OF CHARMS	weapon	24	4	mesmerize	10	axe of might	3	9
AXE OF CIRGAR	weapon	24	3	---	-	---	3	7
AXE OF LORDS	weapon	30	8	meteor swarm	5	axe of cirgar	4	10
AXE OF MIGHT	weapon	12	2	---	-	---	3	3
AXE+1	weapon	10	1	---	-	---	3	1
BALMUNG	weapon	20	5	cloudkill	5	sword+3	4	8
BROAD SWORD	weapon	12	0	---	-	---	4	0
CLUB	weapon	6	0	---	-	---	2	0
CUTHBERTS MACE	weapon	30	10	restoration	5	mace+2	priest	10
DAGGER	weapon	4	0	---	-	---	1	0
DAGGER+1	weapon	4	1	---	-	---	1	1
DAGGER+2	weapon	6	2	---	-	---	1	3
DAGGER+3	weapon	8	3	---	-	---	1	5
DEATH BLADE	weapon	20	6	---	-	---	4	8
DEATH DAGGER	weapon	10	4	death	5	dagger+3	1	9
EXCALIBUR	weapon	25	7	death	3	sword+4	4	9
HAMMER OF THOR	weapon	20	4	lightning bolt	5	kargen hammer	2	4
KARGEN HAMMER	weapon	15	3	---	-	---	2	5
MACE	weapon	8	0	---	-	---	2	0
MACE OF WARGIR	weapon	15	3	---	-	---	2	5
MACE+1	weapon	10	1	---	-	---	2	1
MACE+2	weapon	12	2	---	-	---	2	3
MAUL OF NANREG	weapon	20	5	holy symbol	2	mace+2	priest	9
QUARTER STAFF	weapon	4	0	---	-	---	1	0
ROD OF CLOUDS	weapon	8	0	cloudkill	10	quarter staff	wizard	4
ROD OF COMMAND	weapon	12	0	phantasmal force	3	quarter staff	1	2
ROD OF DEATH	weapon	10	0	death	10	quarter staff	wizard	8
ROD OF HEALING	weapon	8	0	cure light wnds	5	quarter staff	priest	5
ROD OF KINGS	weapon	8	0	charm monster	3	quarter staff	1	3
ROD OF LIFE	weapon	10	0	resurrection	10	quarter staff	priest	7
ROD OF RESCUE	weapon	12	0	word of recall	25	quarter staff	1	9
SHORT SWORD	weapon	10	0	---	-	---	3	0
STAFF OF DIM	weapon	12	0	dimension door	25	quarter staff	1	6
STAFF OF FEAR	weapon	6	0	fear	3	quarter staff	wizard	6
STAFF OF FIRE	weapon	8	0	fireball	10	quarter staff	wizard	4
STAFF OF GLORY	weapon	20	0	gate	3	quarter staff	1	7
STAFF OF LIFE	weapon	10	0	raise dead	10	quarter staff	priest	5
STAFF OF LIGHT	weapon	8	0	lightning bolt	10	quarter staff	wizard	3
STAFF OF ORCUS	weapon	30	5	astral spell	5	quarter staff	priest	10
SWORD OF CHARM	weapon	10	2	mesmerize	10	sword+1	4	5
SWORD OF LIGHT	weapon	10	2	excommunication	10	sword+1	4	6
SWORD+1	weapon	10	1	---	-	---	3	1
SWORD+2	weapon	12	2	---	-	---	4	3
SWORD+3	weapon	15	3	---	-	---	4	5
SWORD+4	weapon	20	4	---	-	---	4	7
WAR HAMMER	weapon	6	1	---	-	---	2	0
WIZARD'S STAFF	weapon	12	5	death	2	quarter staff	wizard	9

ITEM	TYPE	DAMAGE	BONUS	POWER	%DEST	BECOMES	CLASS	LEVEL
CHAIN MAIL	armor	0	6	---	-	---	3	0
CHAIN MAIL+1	armor	0	7	---	-	---	3	1
CHAIN MAIL+2	armor	0	8	---	-	---	3	2
CHAIN MAIL+3	armor	0	9	---	-	---	3	3
CHAIN MAIL+4	armor	0	10	---	-	---	3	4
COAT OF ARND	armor	0	30	---	-	---	1	10
ELVEN ARMOR	armor	0	15	---	-	---	1	7
LEATHER ARMOR	armor	0	4	---	-	---	2	0
LEATHER+1	armor	0	5	---	-	---	2	1
LEATHER+2	armor	0	6	---	-	---	2	3
LEATHER+3	armor	0	7	---	-	---	2	5
MITHRIL MAIL	armor	0	20	---	-	---	1	9
PLATE MAIL	armor	0	8	---	-	---	4	0
PLATE MAIL+1	armor	0	9	---	-	---	4	1
PLATE MAIL+2	armor	0	10	---	-	---	4	2
PLATE MAIL+3	armor	0	11	---	-	---	4	3
PLATE MAIL+4	armor	0	12	---	-	---	4	4
PLATE MAIL+5	armor	0	13	---	-	---	4	5
ROBE	armor	0	2	---	-	---	1	0
ROBE+1	armor	0	3	---	-	---	1	1
ROBE+2	armor	0	4	---	-	---	1	2
MITHRIL SHIELD	shield	0	6	---	-	---	-	8
SHIELD	shield	0	1	---	-	---	-	0
SHIELD+1	shield	0	2	---	-	---	-	1
SHIELD+2	shield	0	3	---	-	---	-	3
SHIELD+3	shield	0	4	---	-	---	-	5

ITEM	TYPE	DAMAGE	BONUS	POWER	%DEST	BECOMES	CLASS	LEVEL
BISHOP'S GEM	gem	0	0	restore spells	100	destroyed	priest	2
GEM OF ANNIHIL	gem	0	0	power word kill	10	destroyed	wizard	9
GEM OF COTIAR	gem	0	0	remove curse	100	destroyed	priest	2
GEM OF DEATH	gem	0	0	death	10	destroyed	wizard	9
GEM OF FIRE	gem	0	0	fireball	100	destroyed	wizard	2
GEM OF HEALER	gem	0	0	cure serious wds	100	destroyed	priest	2
GEM OF HEALING	gem	0	0	cure light wnds	100	destroyed	priest	2
GEM OF HELIA	gem	0	0	cure crit wounds	100	destroyed	priest	2
GEM OF ICEPIC	gem	0	0	ice storm	100	destroyed	wizard	2
GEM OF METEORS	gem	0	0	meteor storm	25	destroyed	wizard	5
GEM OF MISSILE	gem	0	0	magic missile	10	destroyed	wizard	2
GEM OF NIMROD	gem	0	0	exile the undead	100	destroyed	priest	2
SORCERER'S GEM	gem	0	0	restore spells	100	destroyed	wizard	2
AMULET OF ISIS	jewelry	0	0	power word stun	10	destroyed	any	7
BISHOP'S RING	jewelry	0	0	restore spells	10	destroyed	priest	4
CROWN OF MIGHT	jewelry	0	10	time stop	5	destroyed	any	10
DAPHNI'S RING	jewelry	0	0	switch gender	50	destroyed	any	10
EYE OF VECNA	jewelry	0	0	true sight(s)	5	destroyed	any	10

ITEM	TYPE	DAMAGE	BONUS	POWER	%DEST	BECOMES	CLASS	LEVEL
HOLY CROSS	jewelry	0	0	holy symbol	3	destroyed	priest	9
IMPERIAL RING	jewelry	0	0	death	5	destroyed	any	9
NECKLACE/MISSL	jewelry	0	0	magic missile	5	destroyed	wizard	4
PLATINUM RING	jewelry	0	0	holy symbol	5	destroyed	any	9
RING OF DEAD	jewelry	0	0	commune w. dead	10	destroyed	any	9
RING OF PROT+1	jewelry	0	1	---	-	---	any	4
RING OF PROT+2	jewelry	0	2	---	-	---	any	6
RING OF PROT+3	jewelry	0	3	---	-	---	any	8
RING OF REGEN	jewelry	0	0	restoration	5	destroyed	any	6
RING OF WORLDS	jewelry	0	0	dimension door	25	destroyed	any	5
RING/HERACLES	jewelry	0	0	+1 strength	100	destroyed	any	9
RING/INVISIBLE	jewelry	0	0	invisibility(i)	5	destroyed	any	2
RING/WIZARDRY	jewelry	0	0	restore spells	10	destroyed	wizard	4
SEERING STONE	jewelry	0	0	detect magic	5	destroyed	any	2
SILVER CROSS	jewelry	0	0	excommunication	10	destroyed	priest	5
FULL HEAL POT.	potion	0	0	cure crit wounds	100	destroyed	any	3
HEALER POTION	potion	0	0	cure serious wds	100	destroyed	any	2
HEALING POTION	potion	0	0	cure light wnds	100	destroyed	any	1
HOLY WATER	potion	0	0	excommunication	25	destroyed	priest	2
POTION OF DEAD	potion	0	0	commune w. dead	100	destroyed	any	2
POTION OF LIFE	potion	0	0	resurrection	100	destroyed	any	6
POTION OF LONG	potion	0	0	-1 age	100	destroyed	any	5
POTION OF SPED	potion	0	0	haste	100	destroyed	any	2
POTION/CLAIRV	potion	0	0	true sight(s)	100	destroyed	any	3
POTION/CURE P	potion	0	0	cure poison	100	destroyed	any	1

ITEM	TYPE	DAMAGE	BONUS	POWER	%DEST	BECOMES	CLASS	LEVEL
BOOK OF BEASTS	scroll	0	0	monster summon 2	5	destroyed	wizard	8
BOOK OF BEAUTY	scroll	0	0	+1 charisma	100	destroyed	any	9
BOOK OF DARK	scroll	0	0	gate	25	destroyed	any	9
BOOK OF HEALTH	scroll	0	0	+1 constitution	100	destroyed	any	9
CODEX I PLANES	scroll	0	0	gate	5	destroyed	any	10
MAP QUEST	scroll	0	0	reveal location	25	destroyed	any	1
NECRONOMICON	scroll	0	0	astral spell	5	destroyed	priest	8
RECORD OF SPED	scroll	0	0	+1 dexterity	100	destroyed	any	9
SCROLL OF DUMA	scroll	0	0	charm monster	25	destroyed	wizard	5
SCROLL OF FIRE	scroll	0	0	fireball	25	destroyed	wizard	3
SCROLL OF HEAL	scroll	0	0	cure light wnds	5	destroyed	priest	3
SCROLL OF LIFE	scroll	0	0	raise dead	50	destroyed	priest	3
SCROLL OF MAPS	scroll	0	0	reveal location	25	destroyed	any	2
SCROLL/COTIAR	scroll	0	0	remove curse	25	destroyed	priest	3
SCROLL/DEATH	scroll	0	0	power word kill	25	destroyed	wizard	7
SCROLL/FLESH	scroll	0	0	stone to flesh	25	destroyed	wizard	3
SCROLL/LIGHTNG	scroll	0	0	lightning bolt	25	destroyed	wizard	2
SCROLL/SLEEP	scroll	0	0	sleep	25	destroyed	wizard	1
TOME OF LIGHT	scroll	0	0	+1 wisdom	100	destroyed	any	9
TOME OF MAGI	scroll	0	0	+1 intelligence	100	destroyed	any	9

APPENDIX D: Monsters

There are four basic types of monsters: intelligent (humanoid or other), animal (A), undead (U) and demon (D). Depending on the type, they may be immune to certain Wizard and Priest spelltypes (see Appendix A & B). **LEVEL** indicates the level where the monster normally resides. **HIT PTS** is the range of damage that the monster can absorb. **AC** is the armor class of the monster. **#AT** is the number of times the monster can make melee attacks per round (SWING), and **DAMAGE** is the maximum damage the monster can do per melee attack. Each monster can have up to four **ATTACK#** types—they are:

> BREATHE - monster breathes fire at your whole party
> CAST - cast a spell to inflict automatic damage against you
> CHARM - paralyze by saving throw VS charisma
> DEATH - death magic with saving throw VS constitution
> DRAIN - drain player's level with saving throw VS constitution
> ERODE - destroy armor by saving throw VS dexterity
> GAZE - turn player to stone with saving throw VS intelligence
> HEAL - monster heals itself
> POISON - player is poisoned when failing to save VS constitution
> STUN - paralyze by saving throw VS wisdom
> SUMMON - monster cries out for additional reinforcements
> SWING - normal melee attack

MONSTER	LEVEL	HIT PTS	AC	#AT	DAMAGE	ATTACK1	ATTACK2	ATTACK3	ATTACK4
AIR EL (A)	7	16-128	2	2	1-10	SWING	SWING	SWING	SUMMON
ANKHEG (A)	5	5-40	2	1	1-6	SWING	SWING	POISON	STUN
APE (A)	3	5-40	6	2	1-8	SWING	SWING	SWING	SWING
ASMODEUS (D)	10	35-280	-10	4	1-15	SWING	STUN	DEATH	DEATH
AXE BEAK (A)	2	3-24	6	2	1-3	SWING	SWING	SWING	SWING
BALRON (D)	10	36-432	-2	1	1-13	SWING	DEATH	ERODE	DRAIN
BASILISK (A)	5	5-40	0	1	1-10	SWING	SWING	SWING	GAZE
BEHOLDER (A)	9	32-288	-8	2	1-8	SWING	CAST	STUN	DEATH
BERZERKER	9	25-250	-10	3	1-15	SWING	SWING	SWING	SWING
BLACK DRAGON	8	15-120	-11	2	1-15	SWING	SWING	SWING	BREATHE
BLINK DOG (A)	3	4-32	5	1	1-6	SWING	SWING	SWING	SUMMON
BROWNIE	2	1-4	7	1	1-3	SWING	SWING	SUMMON	CHARM
BUGBEAR	2	3-24	5	2	1-6	SWING	SWING	SWING	SWING
CARRION (A)	3	3-24	4	3	1-2	SWING	SWING	SWING	STUN
CATOBLEPAS (A)	4	10-60	1	1	1-6	SWING	SWING	SWING	SWING
CENTIPEDE (A)	1	1-2	9	4	1-2	SWING	SWING	SWING	POISON
CHIMERA (A)	6	9-72	2	2	1-6	SWING	SWING	SWING	BREATHE
CLAY GOLEM (A)	7	10-80	2	3	1-10	SWING	SWING	SWING	SUMMON
COCKATRICE (A)	4	5-40	4	1	1-3	SWING	SWING	SWING	GAZE
DEMOGORGON (D)	10	40-400	-15	3	1-30	SWING	SUMMON	DEATH	DRAIN
DEMON MANES (D)	3	1-12	3	2	1-8	SWING	SWING	SWING	SUMMON
DEVIL LEMURE (D)	2	3-24	7	1	1-3	SWING	SWING	SWING	HEAL
DISPLACER (A)	5	6-48	4	2	1-6	SWING	SWING	SWING	SUMMON
DRAGONNE	8	18-144	0	2	1-10	SWING	SWING	SWING	BREATHE
DWARF	2	2-12	4	1	1-8	SWING	SWING	SWING	SWING
EARTH ELEMENT (A)	8	16-128	2	4	1-8	SWING	SWING	SWING	SUMMON
ELF	1	1-10	5	1	1-8	SWING	SWING	SWING	SWING
ERINYES (D)	10	25-150	-20	2	1-8	SWING	GAZE	GAZE	GAZE
ETTIN	6	10-80	-1	2	1-10	SWING	SWING	SWING	SWING

MONSTER	LEVEL	HIT PTS	AC	#AT	DAMAGE	ATTACK1	ATTACK2	ATTACK3	ATTACK4
FIRE ELEMENT (A)	8	16-128	2	3	1-8	SWING	SWING	SWING	SUMMON
FIRE GIANT	10	25-300	-12	2	1-30	SWING	STUN	BREATHE	DEATH
GARGOYLE	2	4-32	0	2	1-3	SWING	SWING	SWING	SWING
GHOST (U)	9	18-144	-1	2	1-15	SWING	DRAIN	DRAIN	DRAIN
GHOUL (U)	2	2-16	5	1	1-3	SWING	SWING	SWING	SUMMON
GIANT SLUG (A)	5	12-96	8	1	1-12	SWING	SWING	SWING	SWING
GIANT SPIDER (A)	4	5-40	4	2	1-4	SWING	SWING	SWING	POISON
GNOLL	2	2-16	4	1	1-8	SWING	SWING	SWING	SWING
GNOME	1	1-6	5	1	1-6	SWING	SWING	SWING	SWING
GOBLIN	1	1-7	6	1	1-6	SWING	SWING	SWING	SWING
GOLD DRAGON	10	25-250	-15	2	1-25	SWING	CAST	BREATHE	BREATHE
GORGON (A)	6	8-64	0	2	1-6	SWING	SWING	SWING	GAZE
GREEN DRAGON	9	22-220	-13	1	1-15	SWING	SWING	CAST	BREATHE
GREEN SLIME (A)	3	2-16	9	1	1-6	SWING	SWING	SUMMON	ERODE
HELL HOUND (D)	5	6-48	4	1	1-6	SWING	SWING	SWING	BREATHE
HILL GIANT	6	9-72	1	1	1-20	SWING	SWING	SWING	SWING
HOBBIT	1	2-6	7	1	1-6	SWING	SWING	SWING	SWING
HYDRA	7	8-64	4	8	1-8	SWING	SWING	SWING	SWING
IRON GOLEM (A)	8	16-128	-4	4	1-10	SWING	SWING	SWING	SUMMON
JACKALWERE (A)	3	4-32	4	1	1-4	SWING	SWING	POISON	POISON
KOBOLD	1	1-4	7	1	1-4	SWING	SWING	SWING	SWING
LAMIA	4	15-75	3	1	1-4	SWING	SWING	SWING	SWING
LAMMASU (A)	6	8-64	0	2	1-12	SWING	SWING	SWING	SWING
LEPRECHAUN	3	3-12	8	1	1-3	SWING	SWING	SUMMON	CHARM
LICH (U)	9	26-208	-4	3	1-10	SWING	CAST	SUMMON	DEATH
LURKER (A)	6	10-80	4	1	1-6	SWING	SWING	SWING	ERODE
MANTICORE (A)	5	6-48	4	6	1-6	SWING	SWING	SWING	SWING
MARILITH (D)	8	8-88	-8	8	1-8	SWING	DEATH	DEATH	DEATH
MEDUSA	5	6-48	3	1	1-4	SWING	GAZE	GAZE	GAZE
MINOTAUR	4	6-48	0	1	1-12	SWING	SWING	SWING	SWING
MUMMY (U)	6	6-48	1	1	1-12	SWING	POISON	POISON	DRAIN
NEO-OTYUGH (A)	6	9-72	0	2	1-12	SWING	SWING	SWING	SWING
OGRE	3	4-32	2	1	1-10	SWING	SWING	SWING	SWING
OGRE MAGE	4	5-40	3	1	1-12	SWING	SWING	HEAL	CAST
ORC	1	1-8	4	1	1-8	SWING	SWING	SWING	SWING
ORCUS (D)	10	30-300	-9	3	1-20	SWING	CAST	STUN	DEATH
OTYUGH (A)	5	7-56	3	3	1-6	SWING	SWING	SWING	SWING
OWL BEAR (A)	4	5-40	5	2	1-10	SWING	SWING	SWING	SWING
PIERCER (A)	3	4-32	3	2	1-6	SWING	SWING	SWING	SWING
PSEUDODRAGON	3	2-16	0	1	1-3	SWING	SWING	SWING	BREATHE
PURPLE WORM (A)	9	30-450	3	4	1-10	SWING	SWING	SWING	ERODE
QUASIT (A)	2	3-18	2	1	1-4	SWING	SWING	SWING	SWING
RAKHASA (D)	7	7-56	-15	2	1-15	SWING	SWING	SWING	SWING
RED DRAGON	9	25-200	-12	2	1-12	SWING	SWING	CAST	BREATHE
SHAMBLER (A)	7	8-64	-1	4	1-8	SWING	SWING	SWING	ERODE
SHRIEKER (A)	1	1-2	7	1	1-2	SWING	SWING	SWING	STUN
SILVER DRAGON	9	20-200	-14	2	1-10	SWING	SWING	CAST	BREATHE
SIREN	4	3-24	5	2	1-4	SWING	SWING	CHARM	CHARM

MONSTER	LEVEL	HIT PTS	AC	#AT	DAMAGE	ATTACK1	ATTACK2	ATTACK3	ATTACK4
SKELETON (U)	1	1-6	7	1	1-6	SWING	SWING	SWING	SWING
SPECTRE (U)	7	10-80	2	1	1-8	SWING	SWING	DRAIN	DRAIN
STIRGE (A)	1	1-8	8	2	1-6	SWING	SWING	SWING	SWING
STONE GIANT	7	12-96	-1	2	1-12	SWING	SWING	SWING	SWING
STONE GOLEM (A)	7	12-96	-2	3	1-8	SWING	SWING	SWING	SUMMON
STORM GIANT	10	30-300	-16	2	1-40	CAST	DEATH	DEATH	DEATH
SU-MONSTER (A)	6	12-96	2	2	1-12	SWING	SWING	SWING	SWING
SUCCUBUS (D)	5	6-48	0	2	1-3	SWING	SWING	SWING	DRAIN
TITAN	10	50-500	-10	4	1-40	SWING	HEAL	STUN	DEATH
TROLL	7	10-80	2	3	1-10	SWING	SWING	SWING	HEAL
VAMPIRE (U)	10	30-240	-6	3	1-20	SWING	CHARM	DRAIN	DRAIN
WATER ELEMENT (A)	8	16-128	2	3	1-8	SWING	SWING	SWING	SUMMON
WEREBEAR (A)	8	15-120	0	2	1-10	SWING	SWING	POISON	POISON
WEREBOAR (A)	5	8-64	1	1	1-8	SWING	SWING	SWING	POISON
WERERAT (A)	2	3-24	5	1	1-8	SWING	SWING	SWING	POISON
WERETIGER (A)	6	10-80	0	2	1-10	SWING	SWING	SWING	POISON
WEREWOLF (A)	4	5-40	4	1	1-12	SWING	SWING	SWING	POISON
WHITE DRAGON	8	12-96	-9	2	1-10	SWING	SWING	SWING	BREATHE
WIGHT (U)	7	10-80	2	1	1-10	SWING	SWING	CAST	DRAIN
WRAITH (U)	8	15-120	0	2	1-15	SWING	SWING	SUMMON	DEATH
WYVERN	9	20-200	-2	3	1-15	SWING	SWING	CAST	CAST
YEENOGHU (D)	9	20-160	-5	1	1-18	SWING	STUN	STUN	DEATH
ZOMBIE (U)	4	4-32	4	1	1-10	SWING	SWING	POISON	POISON
TIME LORD (?)	?	??????	???	?	??????	???????	???????	???????	???????