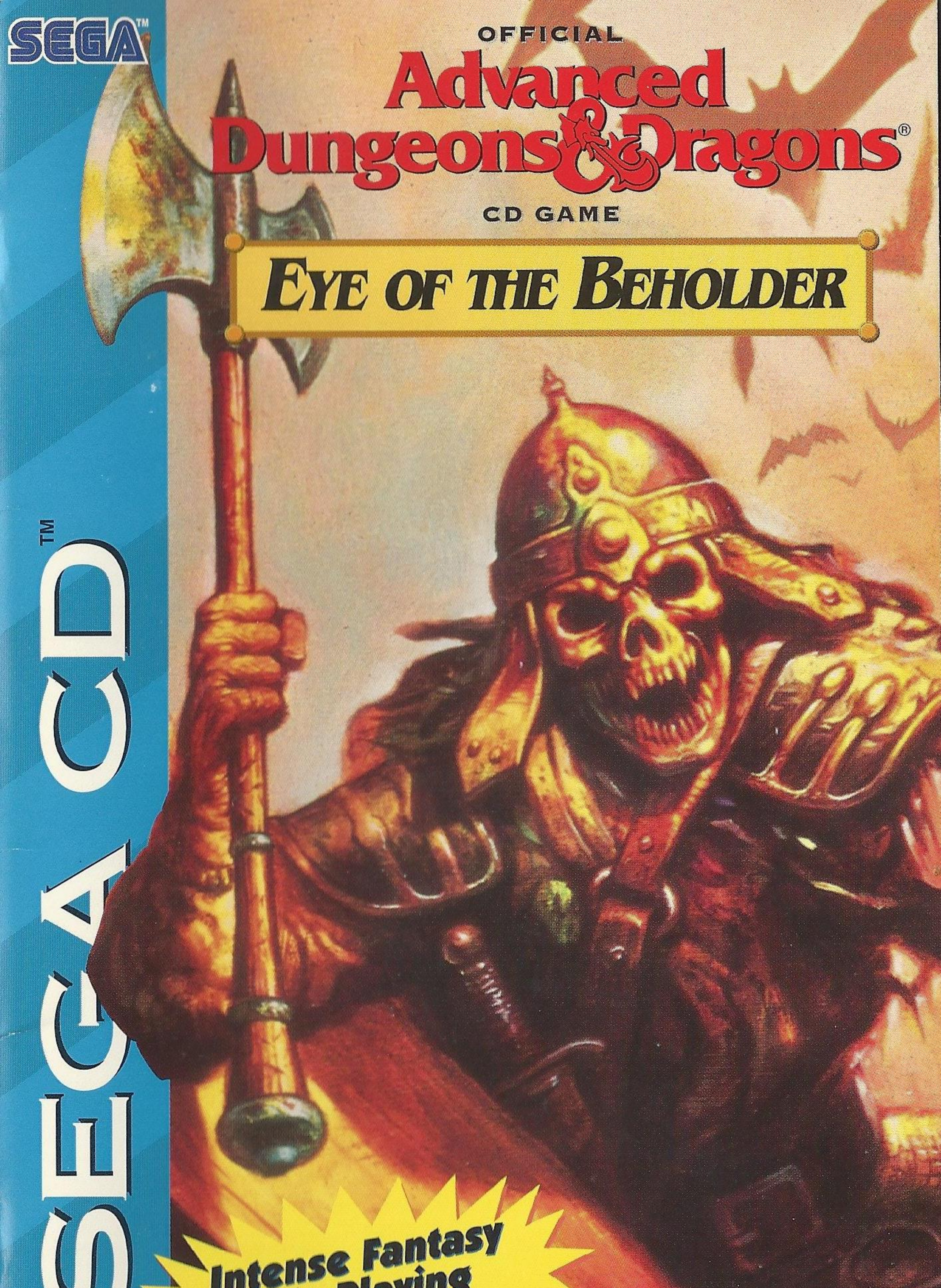
SEGA™

OFFICIAL

Advanced Dungeons & Dragons®

CD GAME

EYE OF THE BEHOLDER



SEGA™ CD

Intense Fantasy Role Playing Adventure!

OFFICIAL SEGA SEAL OF QUALITY

4655

FCI®

Rated by V.R.C.

GA

Appropriate for all audiences.

General Audiences

™

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

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THE EYE OF THE BEHOLDER WORLD

Eye of the Beholder is an all 3-D, Legend Series computer role-playing adventure based on the popular Advanced Dungeons & Dragons, 2nd 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.

Everything in Eye of the Beholder is from your point of view.

- Watch the walls pass by as you move through the sewers beneath the ancient city of Waterdeep.
- Pick up items that you find on your journey.
- Open doors with keys or by pressing buttons or pulling release levers.
- See monsters draw nearer to you and close for battle.
- Attack by using the weapons your characters have in their hands.
- Cast spells by using your clerics' or paladins' holy symbols and your mages' spell book icons.
- Those in the front of the party may attack with weapons such as swords and maces, while characters in the rear ranks may attack with spells or ranged weapons such as bows.

A key to playing Eye of the Beholder is understanding the difference between Take, Use, and Select.

- **Taking** involves actions such as picking up or dropping items.
- **Using** involves actions such as attacking monsters with weapons, or indicating that a cleric or mage wishes to cast a spell. **You can only use items from the main Adventure screen.**
- **Selecting** involves choosing buttons such as Spell Level buttons or the Camp button, or choosing from lists such as picking spells to cast or memorize.

STARTING UP

1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.

   NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.
3. Open the disc tray or CD door. Place the game disc into the disc tray, label side up. Close the tray or CD door.
4. If the Sega CD **logo** is on screen, press START to begin the game. If the **control panel** is on screen, move the cursor to the CD-ROM button and press BUTTON A, B or C to begin.

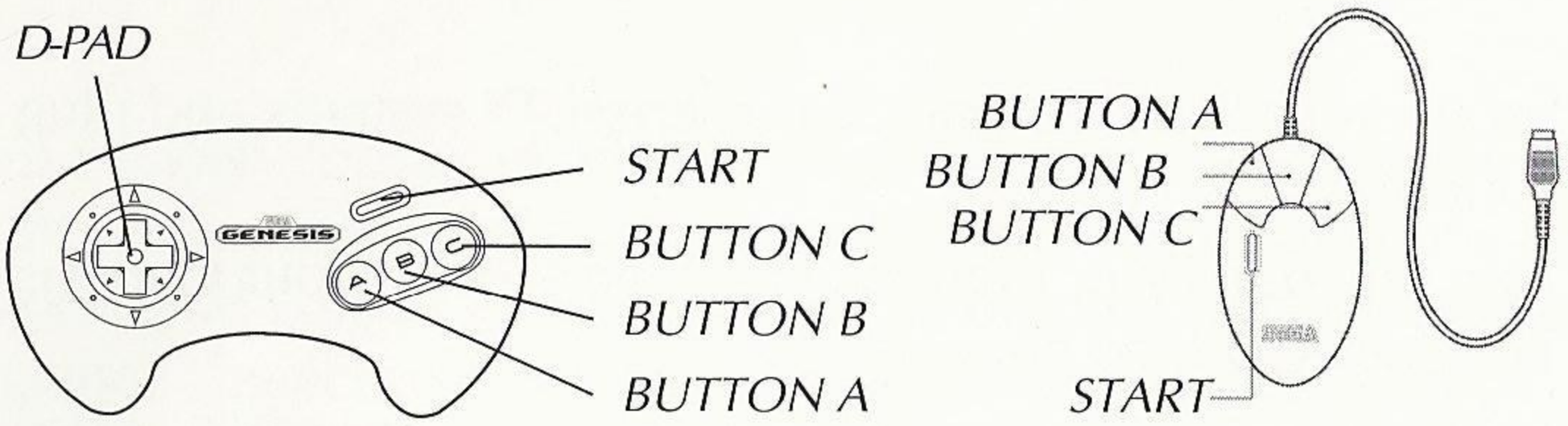
   NOTE: If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.
5. When the Title screen appears, press any button to display the game menu.
6. Use the D-PAD to highlight your game choice. Selections are:
   - LOAD GAME IN PROGRESS
     Continue a previously saved game.
   - START A NEW PARTY
     Choose your own warriors and begin a new quest.
   - START A DEFAULT PARTY
     Begin a new quest with pre-selected characters.
7. Press START or BUTTON A or B to set off with your party.

BACKUP MEMORY

The Sega CD's backup RAM memory must be formatted before you can save games to it. Use the first FORMAT option in the Sega CD control panel's Memory menu to format the internal memory before playing the game. To save your games for extended periods (longer than one month), save or copy them to a RAM cartridge (sold separately). Use the second FORMAT option in the Memory menu to format the RAM cartridge.

For more information, please see your Sega CD User's Manual.

TAKE CONTROL!



ACTION	CONTROL PAD
Begin game	Press START
Move cursor	Use D-PAD
Move character	Place cursor on a direction arrow and press BUTTON A or B
See character inventory	Move cursor to a character portrait and press BUTTON A or B
Pick up weapons or items; move them between characters	Press BUTTON A
Attack	Move cursor to character's weapon and press BUTTON B
Speed up cursor	BUTTON C

MEGA MOUSE™

Begin game	Press Button A or C
Move cursor	Roll Mega Mouse
Move character	Place cursor on a direction arrow and press BUTTON A or C
See character inventory	Move cursor to a character portrait and press BUTTON A or C
Pick up weapons or items; move them between characters	Press BUTTON A
Attack	Move cursor to character's weapon and press BUTTON C

NOTE: Button B has no function.

THE MEETING

Piergeiron, the chief Lord of Waterdeep, has called the party to a meeting and gives you the following letter:

Piergeiron,

I have investigated your concerns, my friend, and I am afraid the news is not good. More than that, it is maddening and frustrating. The signs of evil are clear, as you know, and growing. Before I left I heard rumors of assassins in the city, by Tyr. In Waterdeep! I am not sure what to believe anymore.

I have visited both Amn and Calimshan, these cities have given us trouble in the past. I suspected that our problems now might be their doing, but I find no evidence of it. My informants seem clear on this point at least. None have even heard of our elusive Xanathar. No, these traces of evil are not from outside Waterdeep, but from within . . . or perhaps below? My magic did detect the evil, but not its source. All of our attempts to find its cause have been for naught.

The only thing we have "learned" is that the name Xanathar recurs with grave persistence. Where have we NOT looked, Paladinson my friend? Where is it the City Watch never patrol? Where would YOU hide from the Watch and the Lords of Waterdeep without leaving the area of the city? I can only think that we are overlooking something under our very noses.

I will return to the Council soon, my investigations here are clearly fruitless. But do not wait for me — hire adventures as the others have suggested. They may not have our biases. Perhaps a new outlook will help.

Your trusted friend,

Khelben

THE COMMISSION

"The sewers," Piergeiron says. "I would hide in the sewers. And that is where I think you should start." He hands you an official document with the seal of Waterdeep prominently displayed.

Commission and Letter of Marque

This document is a binding commission of service to the Lords and sovereign city of Waterdeep.

The bearers of this document are agents of the Lords of Waterdeep and are granted full rights of passage beneath the city of Waterdeep.

Any who would dare interfere risk the full penalty of our wrath.

Information has been presented to us that there is a plot afoot in our city. Evidence points to the sewers that run beneath Waterdeep.

We have no information about the exact nature of the threat, but we feel the urgency is grave.

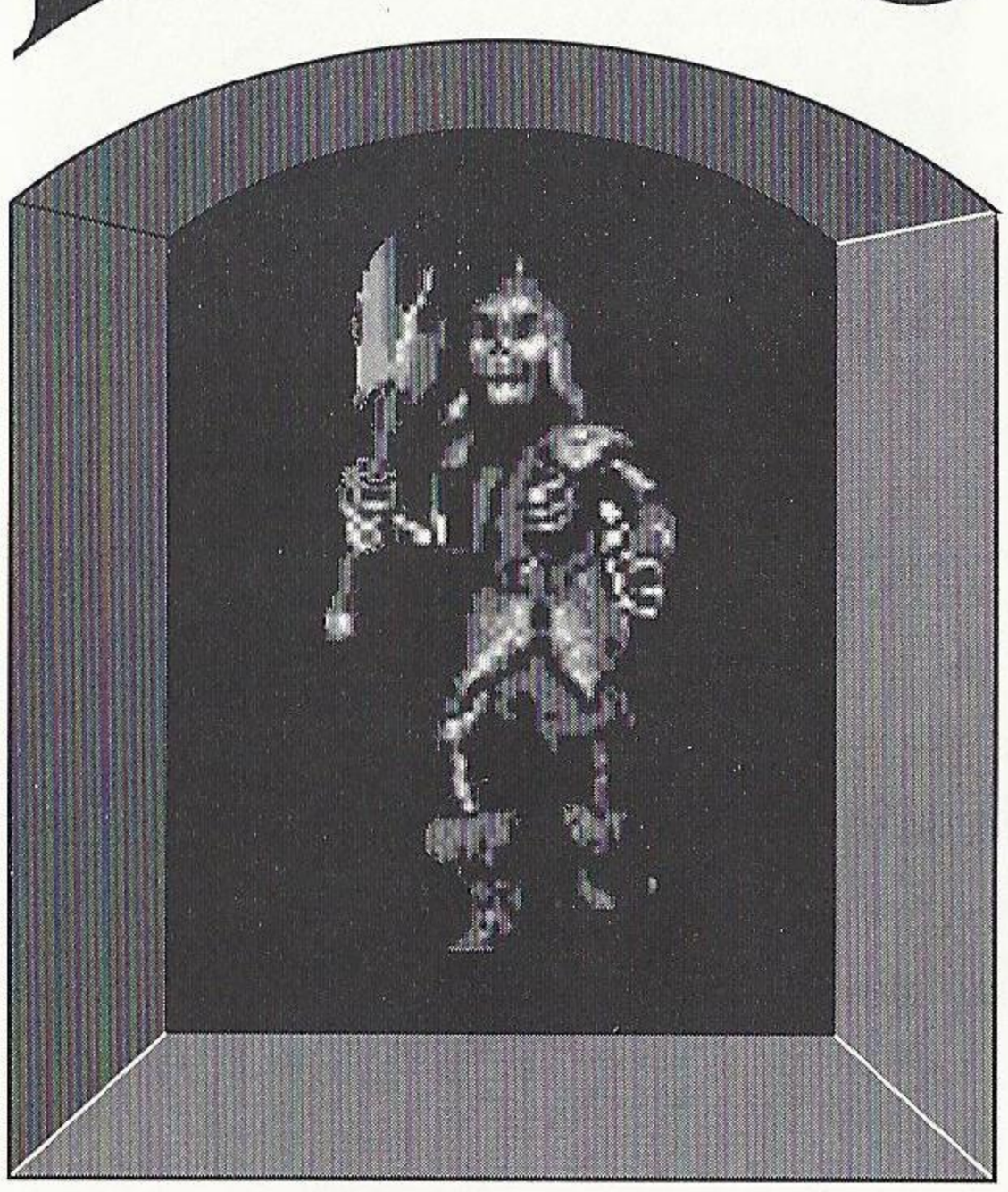
We commission you to find the nature of the danger and to destroy it if you are able.

You are granted full rights of marque.

All treasure, artifacts or other valuables are yours by right of conquest.

This writ is made legal and binding by our mark on the fifth day or Marpenoth in the year of Shadows.

RULES

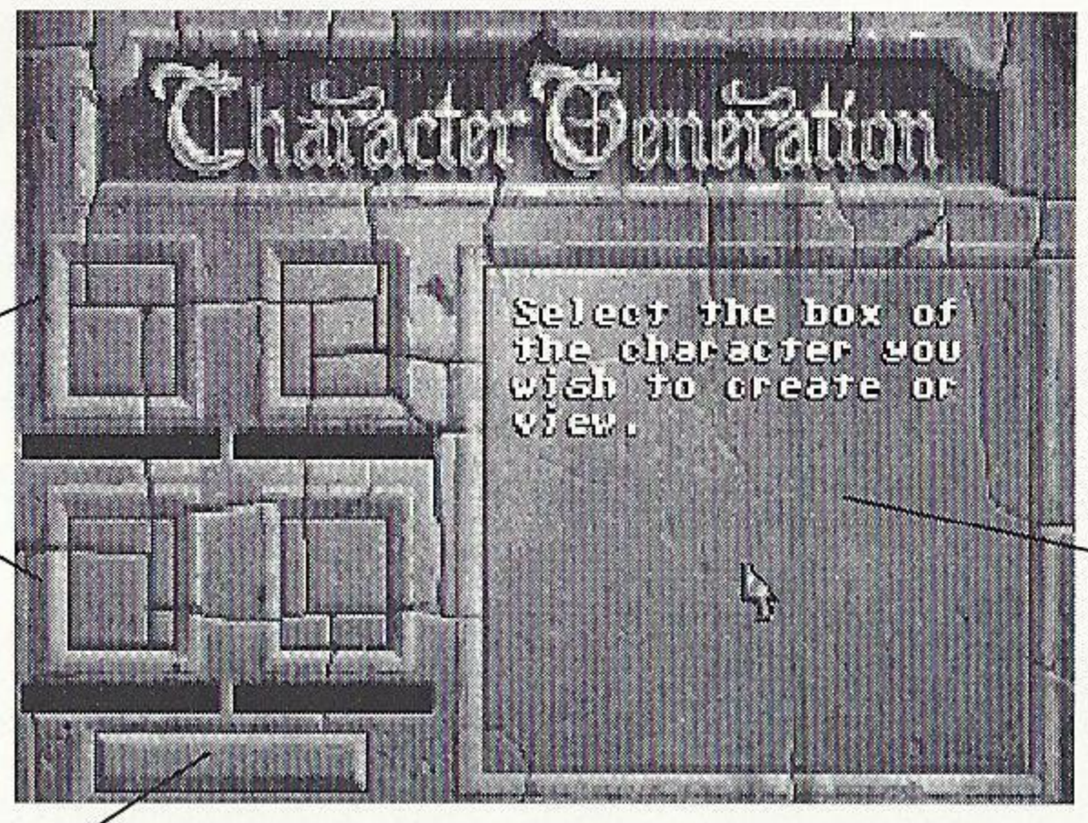


BUILDING A PARTY

You must generate four characters to have a complete party. A good mix of races and classes is essential to completing the adventure.

- Warrior classes such as fighters, paladins, and rangers are needed to deal with the many horrors that block your path.
- Clerics and mages support the quest with their magical abilities. Clerics have powerful healing and protective spells, while mages attack with mystic force.
- Thieves are handy when progress is barred by a locked gate for which the party has no key.

Read the *Characters* section beginning on page 23 for more information on selecting members of your party.



GENERATING CHARACTERS

To make a character, select one of the four Character Boxes. After you have chosen a box, select the new character's race and gender, class, alignment, and portrait. Generally you can change your last choice by selecting the Back button on the bottom right of the screen.

RACE

There are six races, or species to choose from:

Human	Halfling	Half-Elf
Elf	Gnome	Dwarf

Each race has unique advantages and characteristics. Different races are eligible for different classes and each has unique modifiers to attributes such as strength or wisdom. For more information, see *Races* on page 24.

CLASS

Classes are occupations. There are six basic classes; some races have the option of having more than one class simultaneously:

Fighter	Ranger	Paladin
Mage	Cleric	Thief

A variety of classes is needed in a party to supply all of the skills required for the adventure. Paladins will not join parties with evil characters. For more information, see *Classes* on page 27.



ALIGNMENT

Alignment is the philosophy by which a character lives and deals with the world. There are nine possible alignments, although a character's class may limit the selection. Paladins, for example, can only be Lawful Good. The choices are:

Lawful Good	Lawful Neutral	Lawful Evil
Neutral Good	True Neutral	Neutral Evil
Chaotic Good	Chaotic Neutral	Chaotic Evil

Evil characters cannot join parties with paladins. If you already have a paladin you cannot generate an evil character. For more information, see *Alignment* on page 30.

PORTRAIT

You must select the picture, or character portrait, that represents the character in the game. During the game the position of the portrait on the screen indicates if a character is in the front or rear ranks of the party. Select the portrait to examine that character's Equipment screens.

Select the arrows to display sets of portraits, and then select your character's portrait.

ABILITY SCORES

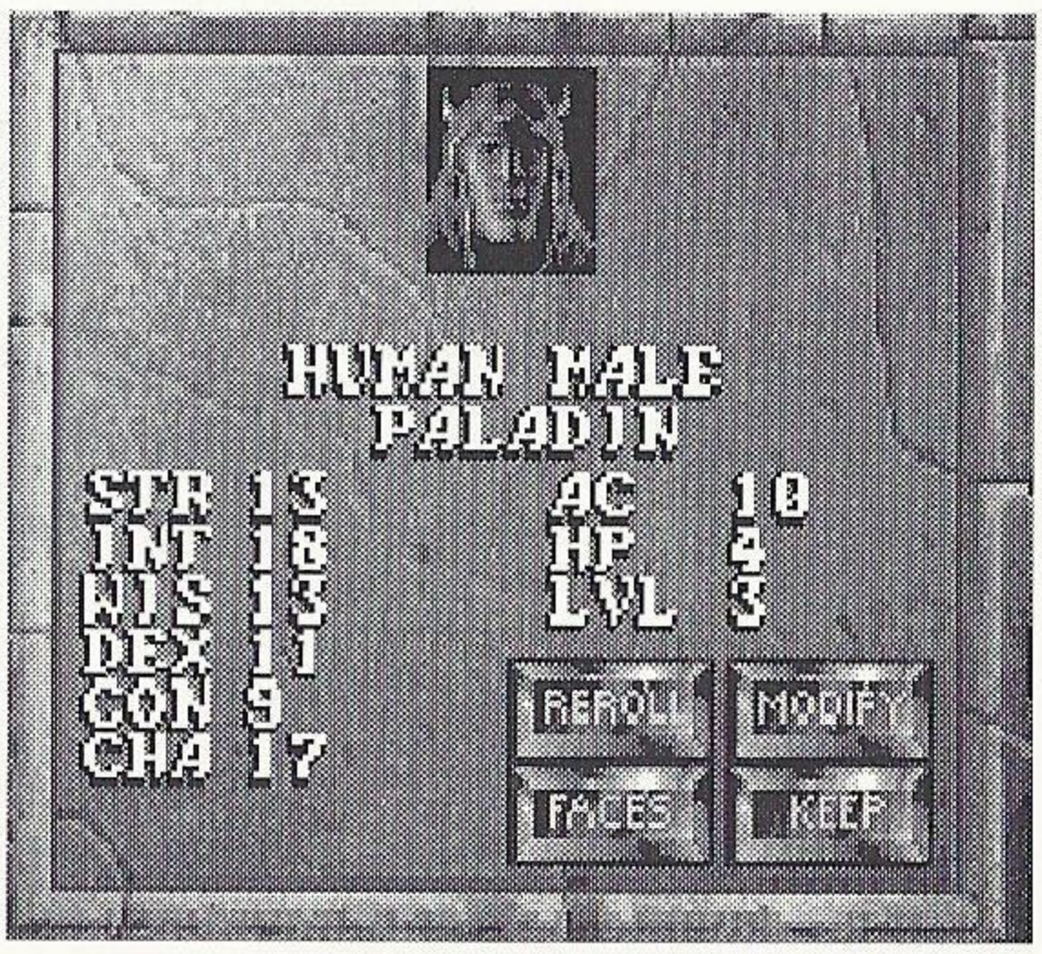
Ability scores are generated for the character after you select the character portrait. These are a summary of the character's natural abilities and faculties. Each character has the following scores:

Strength	Intelligence
Wisdom	Dexterity
Constitution	Charisma

These scores can be modified or generated again after you select a portrait for the character. For more information, see *Ability Scores* beginning on page 31.

KEEPING/MODIFYING CHARACTERS

After ability scores are generated, you'll see four options to keep or modify your character. These options are Reroll, Modify, Faces and Keep.



- **Reroll** generates a new set of ability scores for the character.
- **Modify** lets you selectively change the character's ability scores and hit points, to match a favorite AD&D® game character for example. After selecting Modify, select the score to change, and then select the Plus or Minus button to alter the score. Select the OK button when you are finished.
- **Faces** returns to the portrait selection option.
- **Keep** accepts the character into the party.

Name your character after selecting Keep and the new character will join the adventuring party.

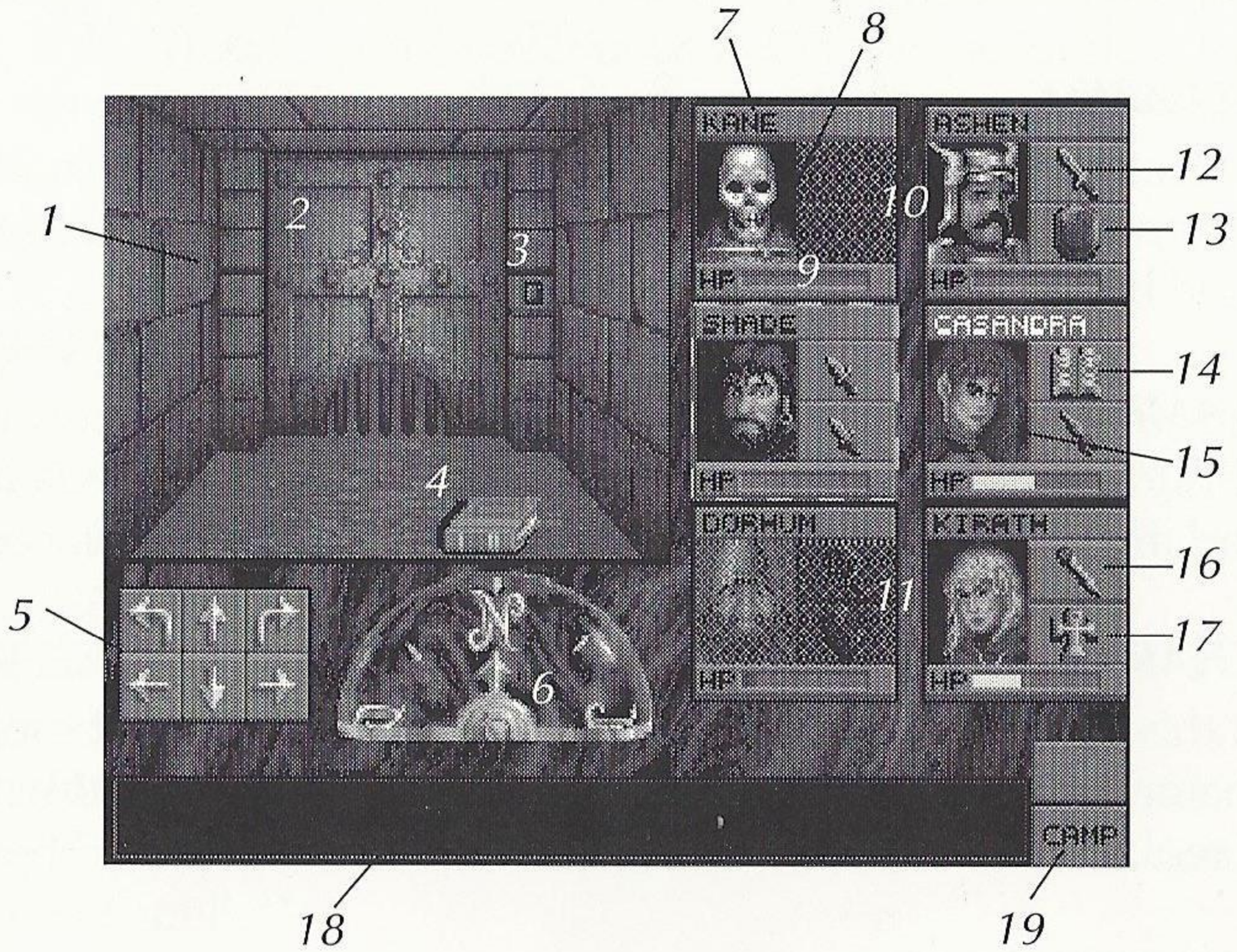
WHEN THE PARTY IS COMPLETE

When you have generated four characters that you are happy with, select the Play button to begin the game.

CHARACTERS WHO JOIN THE PARTY

In addition to the four regular characters, up to two more non-player characters may join the party at a time. As you adventure, these characters may ask to join your characters. If you accept, they join and act as any other characters under your control. Occasionally non-player characters offer advice or give you information.They may leave your party, or you can drop them at any time. See *Camp Menu* on pages 17-18.

PLAYING EYE OF THE BEHOLDER



ADVENTURE SCREEN

1 3-D WINDOW

This is your window to the world. Here you can see the area around your party, items lying in the dungeon, and attacking monsters.

2 GATE

Gates occasionally block your path. Each gate may be different. For example, some you can open simply by pulling a lever or pressing a button, others may require a key or lockpick.

3 BUTTON

Buttons and levers can be found on the walls near some gates.

4 ITEM

Treasure, food, weapons, and other items can be found throughout the dungeon.

5 DIRECTION ARROWS

These move and turn the party forward, backward, left and right.

6 COMPASS

This indicates the party's heading. Use the compass to maintain your orientation and to map the lower levels. The compass is replaced by the Spell menu when characters cast spells.

7 NAME BAR

Use this to exchange positions of party members. Use one Name Bar and then another. The two party members will trade places.

8 CHARACTER PORTRAIT

Select this to choose a character or view his equipment. If the character portrait is grayed, the character is unconscious. If it is replaced by a skull, the character is dead.

9 HIT POINT BAR

This displays the character's current condition. Color changes indicate the character's status.

10 FRONT RANK CHARACTERS

These two characters are the only ones that can attack with melee weapons (swords, maces, and so on) or certain short range spells.

11 REAR RANK CHARACTERS

These characters are away from the front line risks and can only attack monsters with ranged weapons (bows, darts, and so on) and spells. Rear rank characters can only be hit by monsters' melee attacks if the creatures are attacking from the sides or rear of the party.

12 PRIMARY HAND

Generally a character carries a weapon in his primary hand. The character can hold anything in his primary hand that he can hold in his secondary hand. Use in-hand weapons to attack monsters.

13 SECONDARY HAND

Generally a character carries a shield, secondary weapon, spell book, holy symbol, or miscellaneous item in his secondary hand. Only fighters, paladins and rangers can use a secondary weapon and even they suffer a penalty in combat. Use spell book icons or holy symbols to cast spells.

14 SPELL BOOK

Use this icon to cast memorized mage spells. When you use a spell book the compass is replaced by the Spell menu. When the menu is displayed select a Level button and then the spell.

15 SPELL EFFECT BOX

A colored line around a character shows that the character is affected by a spell. A dashed line shows that the character is affected by two types of spells. The color of the indicator describes the type of spell.

16 WEAPON

Use in-hand weapons to attack monsters. This is identical for both melee and ranged weapons.

17 HOLY SYMBOL

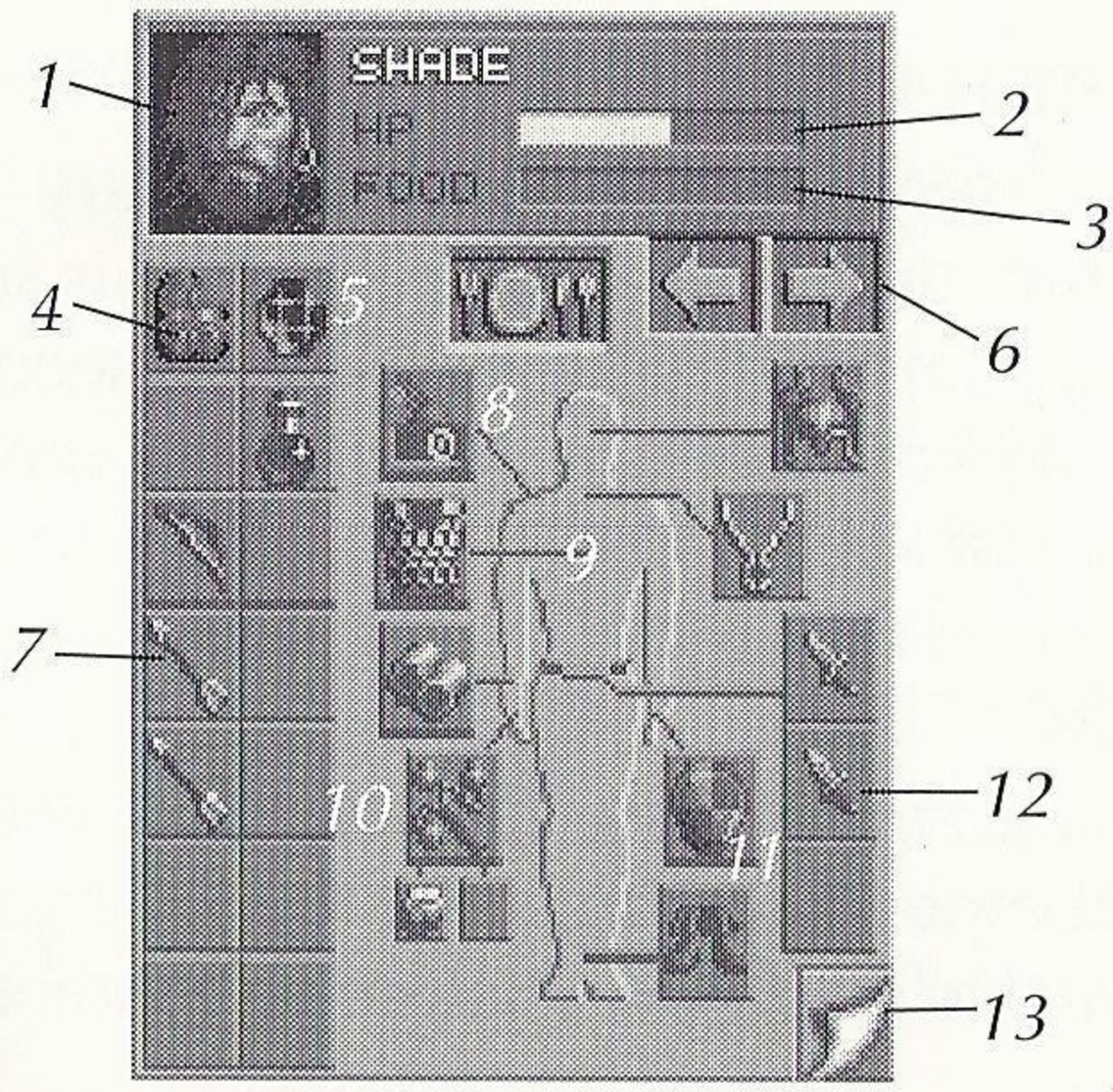
Use this to cast cleric spells. To cast cleric spells use a holy symbol and the compass is replaced by the Spell menu. When the menu is displayed, select a Level button and then a spell.

18 MESSAGE AREA

Important information appears here.

19 CAMP BUTTON

Select this to rest the party, memorize spells and heal the party. The Camp menu also lets you save the current game, quit, or make adjustments to game sounds and so on. See *Camp Menu* on pages 17-18 for more information.



EQUIPMENT SCREEN

1 CHARACTER PORTRAIT

Select this to return to the Adventure screen.

2 HIT POINT BAR

Displays the character's current condition.

3 FOOD BAR

When a character has run out of food he loses one hit point every 24 hours and cannot memorize or pray for spells. To remedy the situation, see *Eat* on page 20.

4 FOOD PACKET

Food can be found in the dungeon.

5 PLATE

Take food and select it on the plate to have a character eat.

6 NEXT/PREVIOUS CHARACTER BUTTONS

Select these to view other characters' equipment.

7 BACKPACK

Items carried in the character's backpack are shown here.

8 QUIVER

Indicates any arrows the character has. Select arrows over the quiver to fill it.

9 BODY PARTS (HEAD, NECK, TORSO, WRISTS, FINGERS, FEET)

Place items to be worn on the appropriate box. For example, rings are placed on fingers, armor on the torso, and so on.

10 PRIMARY HAND

Shows what the character has in his primary or "weapon" hand.

11 SECONDARY HAND

Shows what the character has in his secondary hand.

12 BELT POUCH

Up to three items can be carried in the character's belt pouch. If the character keeps spare throwing-type weapons in the pouch, replacements are automatically transferred to the character's hand as weapons are spent in combat.

13 OTHER PAGE BUTTON

Select this to see the Character screen.

CHARACTER SCREEN

1 CHARACTER PORTRAIT

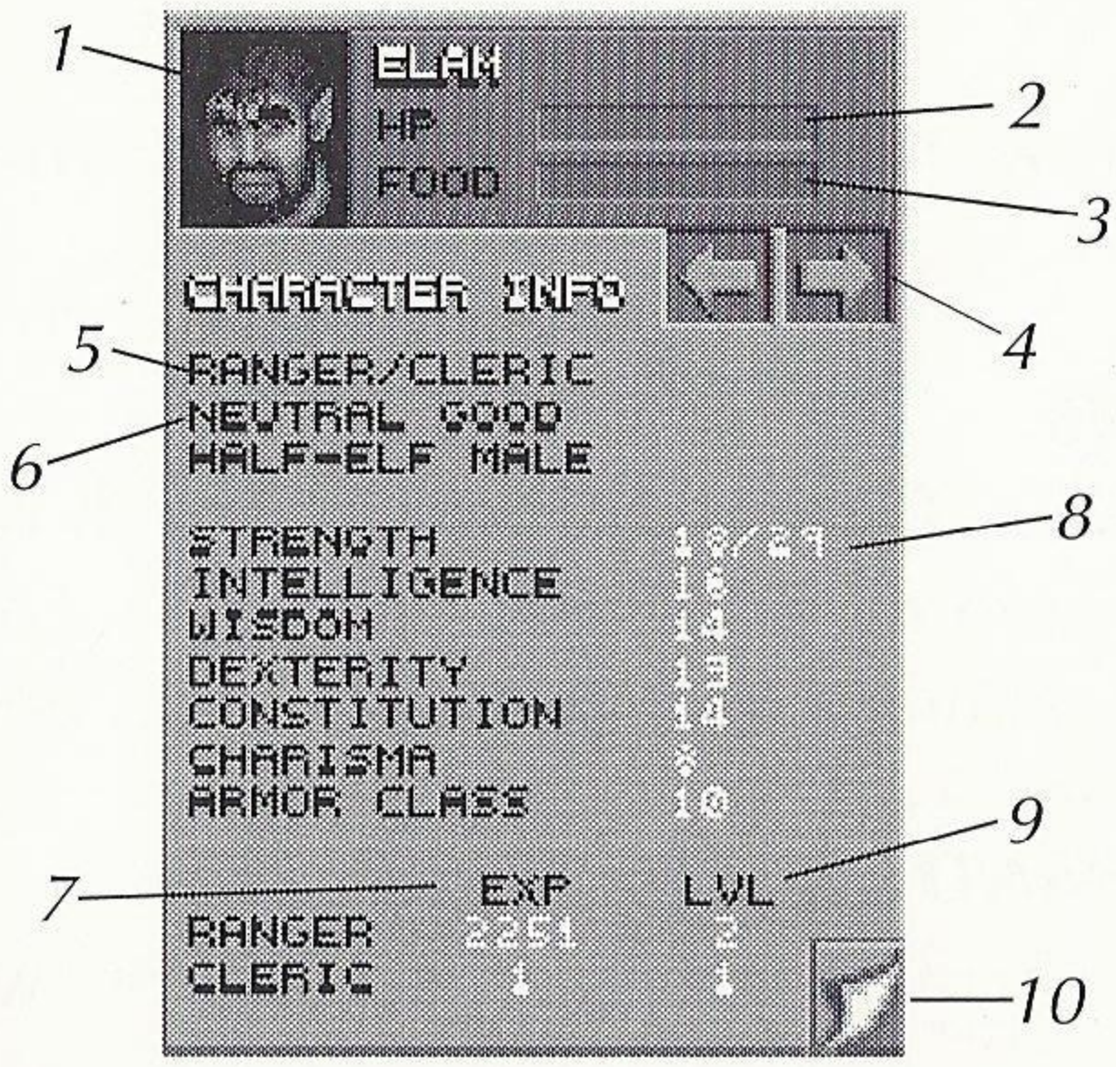
Select this to return to the Adventure screen.

2 HIT POINT BAR

Displays the character's current condition.

3 FOOD BAR

Indicates if the character has enough food.



4 NEXT/PREVIOUS CHARACTER BUTTONS

Select these to view other characters' equipment.

5 CLASS

This is the character's occupation (or occupations, if the character is multi-classed).

6 ALIGNMENT

Describes the character's ethics and how he interacts with the world.

7 CURRENT EXPERIENCE

Represents how much the character has learned throughout the adventure. When the character gains sufficient experience, his level increases.

8 ABILITY SCORES

Represent the character's natural abilities and strengths.

9 CURRENT LEVEL

How far the character has advanced in his class.

10 OTHER PAGE BUTTON

Select this to return to the Equipment screen.

CAMP MENU

REST PARTY

Select this option to have the party rest, heal, and memorize spells. When you choose this option, you will be asked if you want to have healers cure the party.

If you select the Yes button, characters with cure spells automatically cast them on wounded characters and rememorize those spells, and any others chosen, while the party is resting. Unless you choose new spells, characters will rememorize the same spells as before.

The amount of time the party rests is based on the highest number and level of spells being memorized or prayed for. A party's rest may be interrupted by wandering monsters.

Characters with blank Food Bars cannot regain spells until they eat.

SAVE GAME

This option stores the current game to disk. It's a good idea to save your game regularly.

LOAD GAME

This option retrieves a stored game.

SELECT OPTION

Select to control various game functions:

- **Speed** sets the speed of the controller response from 1 (slowest) to 5 (fastest).
- **Music** turns background music ON or OFF.
- **SE** turns sound effects ON or OFF.
- **Modes 1** and **2** let you move the cursor freely around the screen. **Mode 3** snaps the cursor to the nearest screen or menu feature when you move it.

MEMORIZE SPELLS

Select this option to choose or examine the set of spells the mage will learn when he rests. The Spells Available menu will appear. Select spells to memorize. The numbers to the right of the spell names are the number of each type of spell the character will have when he finishes resting. Highlighted numbers indicate unmemorized spells.

Select the Clear button to blank any unmemorized spell choices or a Level button to choose spells of another level. Select the Exit button to end choices for that character.

PRAY FOR SPELLS

Select to choose or examine the set of spells the character will learn when he rests. The Spells Available menu will appear when you select this option. Select spells to memorize. The numbers to the right of the spell names are the number of each type of spell the character will have when he finishes resting. Highlighted numbers are unmemorized spells.

Select the Clear button to blank any unmemorized spell choices or a Level button to choose spells of another level. Select the Exit button to end choices for that character.

SCRIBE SCROLLS

Transfers spells from a scroll to a spell book. After selecting Scribe, you'll see a list of spells on scrolls.

DROP CHARACTER

This option lets you order a non-player character who has joined the party during the adventure to leave the party. See *Characters Who Join the Party* on page 10.

EXIT

Select this button to leave the Camp menu.

ACTIONS

This section describes how to perform actions in the game. The basic parts of each action are the Take, Use and Select functions. "In-hand" refers to items in either the primary or secondary hand. You can only use items from the Adventure screen.

ATTACK MONSTER

To attack monsters, use a character's in-hand weapons. Only the front rank characters can attack with melee weapons (swords, maces, and so on), and the monster must be visible in the 3-D window. Characters in the rear ranks can attack with ranged weapons (bows, darts, and so on). After you have attacked with a weapon it is grayed until it is ready again.

CAMP

Select the Camp button on the bottom right side of the screen. Camp gives you options to save the game, turn sounds on and off, have spell-casters memorize spells, and more.

CAST CLERIC SPELL

Use the character's in-hand holy symbol. The holy symbol can be in the character's secondary hand. Select the spell Level button from the Spell menu and then the spell to cast. Select target characters for any spell that affects members of the party. Attack spells can only be launched at monsters that are visible in the 3-D window.

CAST MAGIC USER SPELL

Use the character's in-hand spell book icon. The spell book can be in the mage's secondary hand. Select the spell Level button from the Spell menu and then the spell to cast. Select target characters for any spell that affects members of the party. Attack spells can only be launched at monsters that are visible in the 3-D window.

CAST A CLERIC SCROLL SPELL

Use an in-hand scroll. The scroll is consumed when the spell is released, and lost forever.

CAST A MAGE SCROLL SPELL

Use an in-hand scroll. The scroll is consumed when the spell is released, and lost forever.

CHANGE ORDER OF CHARACTERS

To change the order of the party, use the Name Bar of one character from the Adventure screen and then the Name Bar of a second. The two will trade places.

DRINK A POTION

Use an in-hand potion.

DROP AN ITEM

Select an item, carry it to the 3-D window and select it again below the center line of the window to drop the object. To throw an item select it above the 3-D window center line.

EAT

Go to the Equipment screen, take food and select it over the character's plate.

EXAMINE CHARACTER'S EQUIPMENT

Select a character portrait from the Adventure screen.

EXAMINE CHARACTER INFORMATION

Select a character portrait from the Adventure screen, then select the Next Page button.

EXAMINE PART OF THE DUNGEON

Move the cursor over an item, such as a dagger or body, or a dungeon feature, such as writings or drains on walls and select it. Information about the selected item or feature is displayed in the message area below the 3-D window.

FIRE A RANGED WEAPON (BOW OR SLING)

Place the weapon in the character's primary hand and place ammunition in the secondary hand. To get an arrow, select a filled quiver, and then select again over the hand. As you fire the weapon, replacement ammo will be automatically transferred from the quiver (bows) or belt pouch (sling stones) if it is available.

FIRE A RANGED WEAPON (DAGGER OR DART)

Use any in-hand dagger or dart. Replacements are automatically drawn from the character's belt pouch if they are available.

FORCE OPEN A GATE

Select the bottom of a partially open gate to attempt to force it open. The strongest character automatically makes the attempt.

GIVE AN ITEM

To transfer an item from one character's Equipment screen to another's, take the item, select the Next or Previous to reach the recipient, and select the item again over the appropriate box.

MANIPULATE DUNGEON FEATURES

Move the cursor over a dungeon feature, such as a lever, button, or a chain and select it.

MEMORIZE CLERIC SPELLS

Look under the Spells option in the Camp menu. Characters who are starving cannot pray for new spells.

MEMORIZE MAGE SPELLS

Look under Spells in the Camp menu. Starving characters cannot memorize new spells.

MOVE IN DUNGEON

Select the direction arrows.

OPEN A GATE

Gates throughout the sewers are not all opened in the same fashion. Some gates are opened by release levers or buttons. To open these, place the cursor over the release and select it. If the door is locked, you need to select a key over the lock or a thief may select a lockpick over the lock.

PICK A LOCK

To pick a lock, take the thief's lockpick and select it over the lock. The thief character will automatically attempt to disarm any traps he finds in the lock.

SCRIBE SCROLL SPELLS INTO SPELL BOOK

Select the Camp button, then the Spells option, then Scribe Scrolls. A menu of all available spells is displayed.

TAKE AN ITEM

Move the cursor over the item and take it. To place it in a backpack or belt pouch, or to wear it, move the item over the character portrait. Select the portrait to see the Equipment screen and then select the item over its destination.

THROW AN ITEM

Select an item, carry it to the 3-D window and select it again above the center line of the window to throw the object. To drop an item, select it below the 3-D window center line. This type of throwing is not the same as "throwing" a dart or dagger, which is described under *Fire a Ranged Weapon*.

TURN UNDEAD

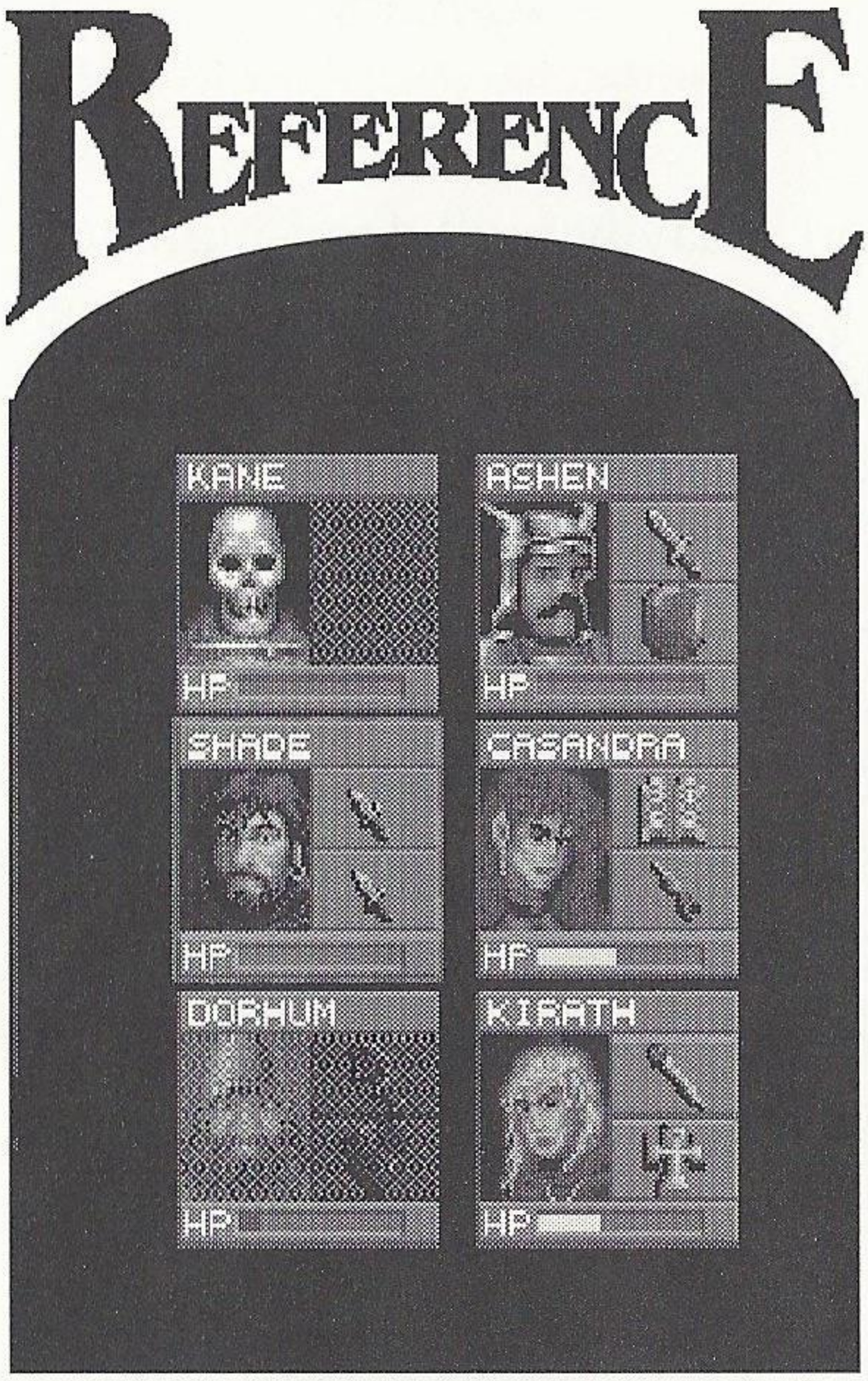
Paladins of third-level or higher and all clerics automatically attempt to turn any visible undead. Undead approaching the party from the back or sides are unaffected until the adventurers turn to face them.

UNLOCK A GATE

To unlock a gate, take a key and select it over the lock.

WEAR AN ITEM

To wear an item such as armor, a helmet, or a ring, take the item and place it in the appropriate box on the Equipment screen. To get to the Equipment screen from the Adventure screen, move the item over the character portrait and select the picture.



CHARACTERS

Your adventuring party is made up of up to six characters, each with his or her own unique strengths and weaknesses. Every character has a race, class, and set of attribute scores. Race is the character's species. There are six races to choose from: dwarf, elf, gnome, half-elf, halfling and human. Class is the character's occupation. Some races can have more than one class simultaneously; these are called "multi-class characters."

The basic choices of class are: cleric, fighter, mage, paladin, thief and multi-class. Attribute scores define the character's physical and mental prowess; they are: strength, dexterity, intelligence, wisdom and charisma.

RACES

DWARVES

Dwarves are a short, heavily built demi-human race. They stand between 4 and 4 1/2 feet tall, but generally weigh more than 150 pounds due to their heavily muscled build. Dwarves live from 350 to 450 years. They are famous for their skill in all manner of crafts, from metalworking to stone masonry.

Dwarven weapons command high prices in markets around the world, and pieces of their fine jewelry are part of every king's ransom. In addition to intricate workmanship, dwarves are known for tremendous courage and tenacity that borders on the fanatic.

Dwarves are by nature non-magical, and have innate resistances to spells as well as many poisons.

- Ability Score Modifiers — Constitution +1, Charisma -1
- Allowable Classes — Cleric, Fighter, Thief, Fighter/Cleric, Fighter/Thief
- Level Restrictions — Cleric tenth-level

ELVES

Elves are slimmer and somewhat shorter than the average human and are easily distinguished by their fine features and pointed ears. They often live more than 1,200 years. Elves do not like the confines of civilization. They delight in natural beauty, singing, and carefree playing. To outsiders, elves often appear to be haughty and cold, although they are known to be fiercely loyal to friends.

Elves of all classes are taught archery from a young age, and receive a +1 bonus with any type of bow, and long or short swords. Elves are resistant to any type of Sleep or Charm spell.

- Ability Score Modifiers — Dexterity +1, Constitution -1
- Allowable Classes — Cleric, Fighter, Mage, Ranger, Thief, Fighter/Mage, Fighter/Thief, Mage/Thief, Fighter/Mage/Thief
- Level Restrictions — None



GNOMES

Gnomes are distant kin of the dwarves, although the latter are loathe to admit the relation. Gnomes typically live to be around 600 years old.

Where dwarves are taciturn and hard working, the gnomes are more carefree and lively. Never turn your back on a gnome, however — they are diabolical and enthusiastic practical jokers.

Gnomes are fairly magic-resistant, and gain a +1 combat bonus against kobolds.

- Ability Score Modifiers — Intelligence +1, Wisdom -1
- Allowable Classes — Cleric, Fighter, Thief, Cleric/Thief, Fighter/Cleric, Fighter/Thief
- Level Restrictions — Cleric ninth-level

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, approaching human norms. While not as long-lived as true elves, they live, on average, about 250 years .

For the most part, half-elves can travel and mingle in both elvish and human company, although rarely are they truly accepted in either.

Half-elves have the greatest selection of class combinations of any of the races. They inherit an innate resistance to Sleep and Charm spells, but to a lesser extent than full-blooded elves.

- Ability Score Modifiers — None
- Allowable Classes — Cleric, Fighter, Mage, Ranger, Thief, Fighter/Cleric, Fighter/Thief, Fighter/Mage, Cleric/Ranger, Cleric/Mage, Thief/Mage, Fighter/Mage/Cleric, Fighter/Mage/Thief
- Level Restrictions — None

HALFLINGS

Halflings are a diminutive people famous for their congeniality and love of comfort. Their facial features are round and broad and they typically have curly hair. Halflings are fairly short, a little shorter than dwarves, and quite plump. They are sturdy, industrious, and generally quiet and peaceful. Their burrow homes are well furnished, and their larders are always well stocked.

Halflings are well liked by nearly all other races. Gnomes especially like the halflings, whom they feel are kindred spirits.

Halflings have innate magic resistance and have a +1 bonus with slings.

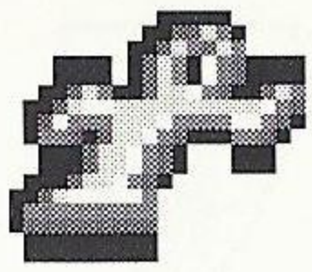
• Ability Score Modifiers	Strength-1, Dexterity +1
• Allowable Classes	Cleric, Fighter, Thief, Fighter/Thief
• Level Restriction	Cleric eighth-level, Fighter ninth-level.

HUMANS

Humans are the most adaptable and, hence, most prevalent race. Humans vary more than any other race in size, skin color, and hair color. Typically they live around 70 years.

Human societies are more diversified than any of the other races, and also more aggressive and acquisitive. Where the longer-lived races wait patiently and take a long-range view of the world, humans tend to muster their efforts for immediate gain.

• Ability Score Modifiers	None
• Allowable Classes	Cleric, Fighter, Mage, Paladin, Ranger, Thief
• Level Restrictions	None



CLASSES

Each class has its own unique strengths, and each offers valuable talents and skills to a party. Fighter-types — fighters, rangers, and paladins — are needed to battle past the creatures that stand in the way of victory and glory. Thieves are very handy when the party runs across traps. Mages offer powerful spells, and clerics can both fight and heal the wounded.

Each class has one or more prime requisites, or ability scores that are important to the class. A character with prime requisite score(s) of 16 or greater advances somewhat faster in levels.

CLERICS

Clerics are warrior priests, men and women who carry their faith in their weapon-arms as well as in their hearts. 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.

Cleric magic differs from mage spells in that cleric magic is of divine origin. Clerics do not carry tomes of spells and rituals. They receive power directly from the gods and cast spells through their holy symbols. While mages study and pour over their spells to imprint the rituals in their minds, clerics enter a meditative trance where they are receptive to the divine magic.

Clerics also have powers against undead monsters such as skeletons and zombies. Clerics automatically attempt to turn undead, driving them away, or possibly even destroying them. As clerics advance in level they gain more spells and greater power against undead. Clerics with wisdom of 13 or higher gain extra spells.

- Prime Requisite — Wisdom
- Races Allowed — Human, Dwarf, Elf, Gnome, Half-Elf, Halfling
- Weapons Allowed — Mace, Flail, Staff, Sling

Fighters

Fighters are warriors, experts in weapon-skills and battle tactics. Fighter training includes use and maintenance of all manner of weapons and armor. Fighters can use any type of armor or weapon without restriction. Whether for glory or profit, fighters can be found in the thickest parts of battles, where only skill and bravery triumph.

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. Fighters gain speed as well as skill when they go up in levels. High level fighter-types including fighters, paladins and rangers, are able to attack more often with melee weapons such as swords than other types of characters.

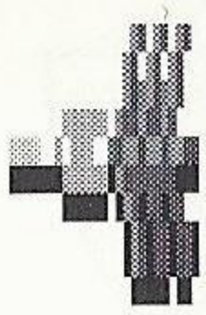
- Prime Requisite — Strength
- Races Allowed — All
- Weapons Allowed — All

Mages

Mages are individuals trained in the arcane and mysterious secrets of magic and spellcasting gestures. Mages tend to be poor fighters, preferring to rely on their intellect and magical abilities. While warriors and clerics may charge to the fore of a battle, mages tend to hang back and pummel foes with mystic attacks. Mages tend to be reclusive and spend most of their time researching new spells and ancient magical lore.

Mages cannot wear any type of armor. This is because they have no training or aptitude for martial skills, and armor is restrictive and interferes with some spellcasting. Also because of their lack of martial inclination, mages are severely limited in the weapons they can use. Mages become very powerful as they increase in level.

- Prime Requisite — Intelligence
- Races Allowed — Human, Elf, Half-Elf
- Weapons Allowed — Dagger, Staff, Dart



PALADINS

Paladins are elite warriors who battle in the name of Truth and Justice. Lawfulness and good deeds are their meat and drink, and they lead lives of chaste piety. Paladins will not join a party that includes evil characters. Like other high level fighter-types, paladins are able to attack more often with melee weapons, such as swords, than other types of characters.

In addition to skill in all types of arms and armor, paladins have divine magical abilities conferred for their piety. Paladins have extra resistance to magical attacks and poison and are immune to disease. Paladins can heal once per day (two hit points per level of advancement). They are always surrounded by a Protection Versus Evil aura that encompasses the entire party. All evil attackers suffer a penalty to their attacks if a paladin is in the party.

At third-level, paladins can turn undead as a cleric two levels below their own. At ninth-level, paladins gain the ability to cast certain cleric spells, although they can never use cleric scrolls. Paladins pray for their spells and cast them exactly as clerics. Paladins can use the following cleric spells: Bless, Cure Light Wounds, Detect Magic, Protection From Evil, Slow Poison.

- Prime Requisites — Strength, Charisma
- Races Allowed — Only Human
- Weapons Allowed — All

RANGERS

Rangers are trained hunters, trackers, and woodsmen. They are taught to live as much by their wits and skills as by their swords and bows. Like fighters, rangers can use any type of weapon or armor, although heavy armor interferes with their special abilities.

When wearing studded leather or lighter armor, rangers can fight with weapons in both hands without any penalties. Like other high level fighter-types, rangers are able to attack more often with melee weapons, such as swords, than other types of characters.

- Prime Requisites — Strength, Dexterity, Wisdom
- Races Allowed — Human, Elf, Half-Elf
- Weapons Allowed — All

THIEVES

Thieves are hard to classify as a group. Some are malcontents, who prey on the unsuspecting. Others are basically good, but are a little wanting in strength of character. Adventurers long ago learned that a skilled thief in the party increases overall party survival — especially when dealing with trapped locks. As thieves gain levels they become more proficient at picking locks, and avoiding any attached traps.

Because they need to move freely and quietly thieves' abilities are restricted when they wear anything except leather-type armor. Thieves have a greater choice of weapons than clerics or mages, but less than fighter-types.

- Prime Requisites Dexterity
- Races Allowed All
- Weapons Allowed Any

ALIGNMENT

Alignment describes a character's outlook and how he deals with life. The possibilities encompass a range of views from believing strongly in society and altruism (Lawful Good) to completely selfish and without any regard for others (Chaotic Evil). Alignment is presented in two parts: the character's world view and personal ethics.

WORLD VIEW

Lawful indicates that the character understands himself to work within the frameworks and rules of a society.

Neutral indicates that the character moves between valuing society and its rules, and the value of the individual.

Chaotic indicates that the character values the individual (himself) above society and others.



ETHICS

Good indicates the character tries to act in a moral and upstanding manner. **Neutral** indicates the character leans towards "situational ethics," evaluating each set of circumstances. **Evil** indicates the character acts either with no regard for others, or in an overtly malignant manner.

ABILITY SCORES

The base for each attribute score is a number between 3 and 18. Racial modifiers are automatically factored into the base number by the computer when any value is shown. The maximum value for scores is 19, except fighters' strength, which may have a percentile value added to indicate exceptional prowess. Higher values always offer greater advantages.

STRENGTH

Strength measures physical power, muscle, and stamina. Fighter-type characters (fighters, rangers, and paladins) can have exceptional strengths greater than 18. Exceptional strength is indicated by a percent value (01, 02, 03 . . . 98, 99, 00) following the base strength (for example 18/23). High strength allows characters to fight better. With hand weapons such as swords or maces they hit more often and get damage bonuses. Halflings, even halfling-fighters, cannot have exceptional strengths.

DEXTERITY

Dexterity measures agility, eye-hand coordination, and reflex speed. Characters with high dexterities have bonuses to armor class, which indicates how difficult they are to hit. Good dexterity also gives bonuses when using missile weapons such as bows or slings. Dexterity of 16 or higher counters some of the minuses fighters suffer when using weapons in both hands.

CONSTITUTION

Constitution measures fitness, health, and physical toughness. High constitution increases the number of hit points a character gets. Hit points measure how difficult a character is to incapacitate or kill.

INTELLIGENCE

Intelligence measures memory, reasoning and learning ability. It is the prime requisite for mages, where their skill and very survival hinges on learning and using the knowledge of magic.

WISDOM

Wisdom measures a composite of judgment, enlightenment, will power, and intuition. Characters with wisdom of 7 or less are more susceptible to magical spells, while wisdom of 15 or greater lends some resistance. Clerics with wisdom of 13 or more get extra spells.

CHARISMA

Charisma measures personal magnetism, persuasiveness, and ability to assume command. Characters with high charisma are useful as spokespersons when dealing with non-player characters. (See page 10.)

OTHER CHARACTERISTICS

ARMOR CLASS

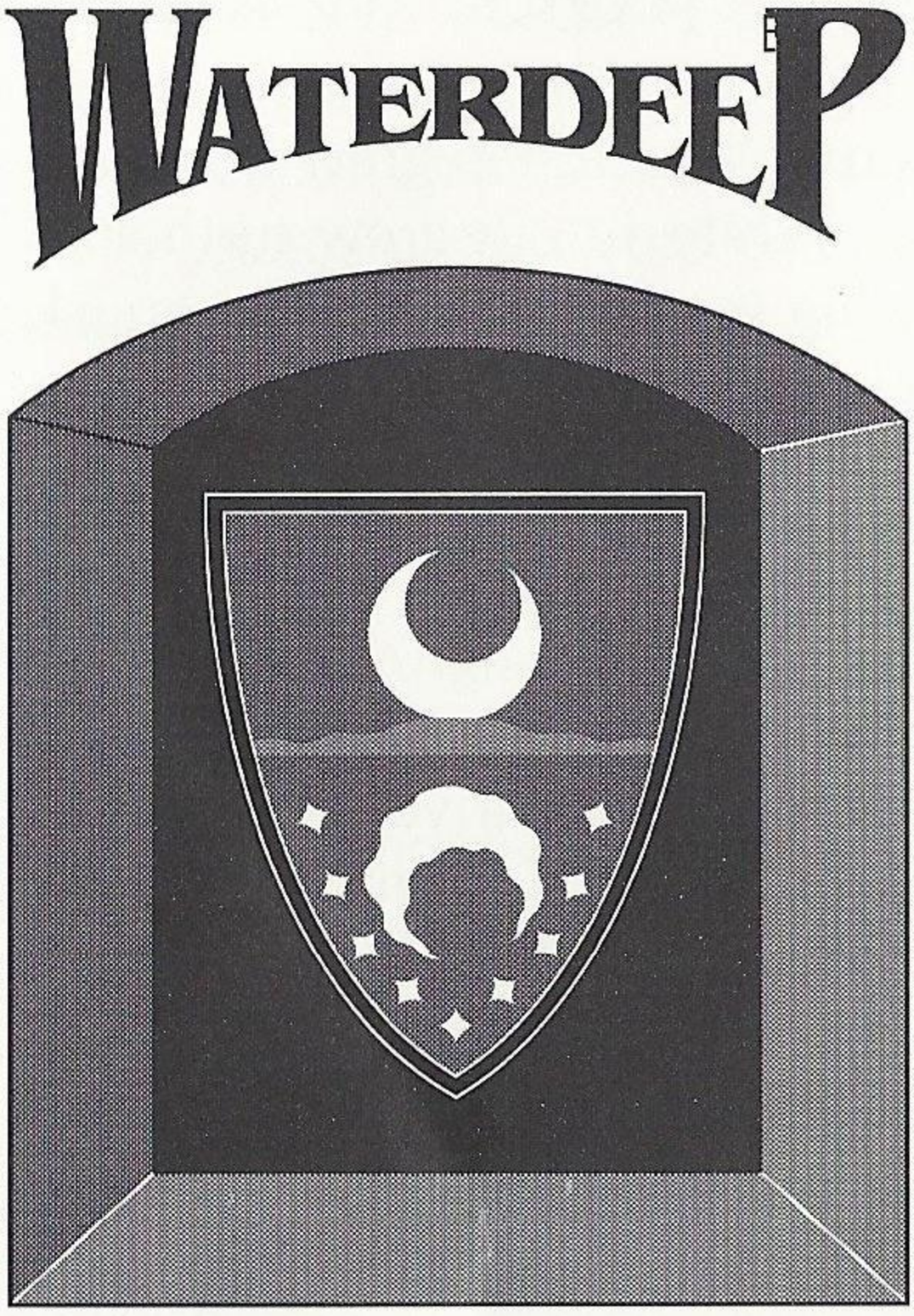
Armor Class (AC) measures how difficult a target is to hit and damage — the lower the AC value, the harder the target is to hit. Good AC can indicate different things. A character might be difficult to hit because he is outfitted with magical armor, while a monster might have the same AC because it is small and fast. AC changes only when characters find and use new armor or shields. High dexterity improves a character's AC.

HIT POINTS

Hit Points measure how difficult a character or opponent is to incapacitate or kill — higher values are better. Every time an attack gets past armor and defenses, it does damage that is subtracted from the target's hit points. If the target takes too much damage, he will die or become unconscious.

EXPERIENCE POINTS

Experience Points (EXP) measure how much a character has accomplished.



HISTORY

THE EARLY YEARS

A thousand years ago the city of Waterdeep was merely a stopover for merchant ships trading in the northern lands. The scattered human tribes would come to the coast and trade furs for the traders' baubles, metal weapons and tools. If trading was poor, the merchant ships would hole up in the deep bay and fill their holds with lumber to cut their losses. Several local tribes came to settle and farm the clear cut lands. A year-round trading settlement soon grew along the shores.

Soon the new wealth spawned a battleground. Warrior tribes raided the farms. Warlords waged battles for domination of the coveted trading base and fertile fields. Finally a chieftain named Nimoar seized the farms and the ramshackle docks and buildings of the trading enclave. Nimoar ordered a log palisade and earthen embankments built around the trading enclave. The following spring the newly fortified community repelled several pirate and tribal raids and began to prosper.

TROLL WARS

Under Nimoar's rule Waterdeep grew from a trading enclave to a small fortified city. While the city grew, further to the north orc tribes too were expanding their territories. The orcs had outgrown their mountain strongholds and were streaming into the lands below. Dwarves and elves took the worst of the onslaught, with only occasional orc raids troubling the scattered human tribes or the new city of Waterdeep.



The real threat was the tribes that the orc push had displaced and driven south, most notably the "everlasting ones," as trolls were then called. Nimoar died of old age at the beginning of this war. The young warlords who followed the old leader led the men of Waterdeep in valiant defense. The city swelled with refugees seeking the high walls of safety. The struggles continued in stalemate for a decade, until a youthful northern mage named Ahghairon helped tip the balance. The "everlasting ones" were destroyed or scattered.

Fearing further attacks, the men of the city raised a small keep on the slopes of Mount Waterdeep. The keep commanded all land approaches to the city. Any troll attackers would be met with a deadly rain of fire arrows. Many who had moved to the city for safety during the Troll Wars stayed on and expanded the walls several times to encompass the new farms.

FIRST LORDS OF WATERDEEP

After the Troll Wars, the free city of Waterdeep was ruled by War Lords. The young mage, Ahghairon, gained knowledge and power until he became a great mage. Somewhere in his studies or travels, he discovered a supply of Potions of Longevity. The never aging wizard offered his wisdom and experience and became a fixture in Waterdeep politics.

In his 112th year, Ahghairon had a falling out with Raurlor the Warlord of Waterdeep. Raurlor wanted to use the city's great wealth and force-of-arms to wage a war of conquest. Ahghairon defied the Warlord in public, before a large gathering of citizens and officials.

When Raurlor ordered the wizard bound and imprisoned, Ahghairon rose into the air, out of reach of the guards and the angered Warlord. When Raurlor drew his weapon and attacked the wizard. Ahghairon answered the affront by changing the sword into a venomous viper. The Warlord was bitten and died in writhing agony.

Ahghairon gathered all the captains of Waterdeep and all of the great families. While runners were sent to bring them to the palace, flames roared and crackled around the Warlord's empty throne. When the last of the attendants arrived, Ahghairon gestured and the flames disappeared, leaving the seat unharmed.

The wizard sat on the throne and declared himself the first Lord of Waterdeep, proclaiming that henceforth wisdom and not armed force would rule in the city. Ahghairon assembled the first Lords. Each had an equal vote, even the powerful wizard. When they appeared in public the Lords went hooded, and their identities were kept secret. The Lords were to be above petty politicking and influence, and together their word was supreme law.

GUILDMASTERS WAR

Ahghairon and the other Lords ruled well and wisely for two hundred years. The Lords directed that roads be built. Guilds were formed to regulate the burgeoning trades and crafts for which the city was becoming famous. The city grew fivefold and walls were expanded twice more during this time.

After many years of peace and wise rule, Ahghairon's vitality failed. The magic that had kept him young was no longer sufficient to keep the years at bay and the venerated wizard died.

The whole city grieved, and he was interned with the greatest honors ever known before or since. Several who had tutored under the old mage placed potent magical wards and protective spells around his resting-place—which is believed to remain inviolate to this day.

During Ahghairon's waning days, several powerful Guildmasters quietly learned the identities of nearly all of the Lords of Waterdeep. When the old mage was interred, the Lords were assassinated and the Guildmasters vied for control.

The Guildmasters ruled for six short, bloody years. All but two of the original masters were slain. Only Lhorar Gildeggh Master of the Shipwrights, and Ehlemm Zoar of the Gemcutters ruled. These two ruthless manipulators were evenly matched foes and the city suffered under their incessant maneuvering and conflict.

Open warfare between the factional forces was common. At length they both sickened of the bloodshed and formed a truce. Two thrones were set in Castle Waterdeep, and from them the two Lords Magister, as they were called, argued and issued decrees.

RETURN OF THE LORDS

One day two people came to the Court of the Lords Magister. They wore the black robes and hoods as had the old Lords of Waterdeep. No one knew where the masked pair had come from. If they were legitimate, why they had stayed silent so long?

When they came before the Magisters they commanded the two guildmasters to leave the city forthwith. The Lords Magister refused, laughing at the impudence of the pair. The shorter of the robed pair gestured, and the erstwhile rulers and their twin thrones disappeared in a fiery blast of fire and lightning.



The two robed ones had indeed been Lords of Waterdeep. The shorter was the Lady Shilarn, once apprentice to Ahghairon himself and his undeclared heir as first Lord of the City. The other was a carpenter named Baeron. The two were the junior-most of the old Lords, and their identities had not yet been discovered by the greedy guildmasters.

Baeron called for the city leaders and the heads of the noble house to gather, or to leave the city forever. Speaking as Ahghairon had so many years before, Baeron declared to the nobles and an assembly of citizens that the fratricide of the Guild Wars "must not happen again." If the city was to be safe, he told them, all must support his plan as they had supported Ahghairon before.

The two remaining Lords, he told the assembly, would gather more as in the past. To dramatize his faith, the man removed his hood and declared, "I am Baeron. I would be Lord as Ahghairon was before. I would be safe in my city again." And so the present reign of the Lords of Waterdeep began.

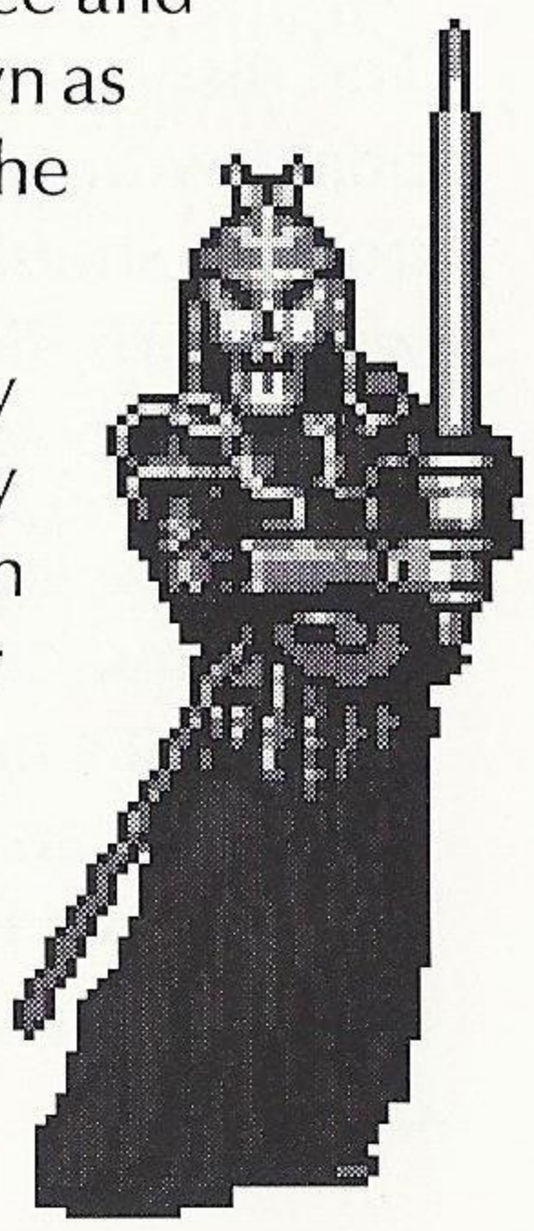
NEW REIGN OF THE LORDS

Peace returned to the city when the new Lords were formed. To better protect the identities of the new members, Baeron selected certain citizens of character and appointed them Magisters, or "Black Robes" as they were soon called, after their robes of office. The Magisters were below the Lords in power, but could judge and apply the laws in daily affairs.

The Lords themselves now meet in very secure privacy and seldom deal in official capacity with any other than the Magisters. Slowly the people of Waterdeep came to fully accept that the new reign would be a long-lasting and just rule. Waterdeep has grown to unrivaled might and respect, truly deserving the title "Crown of the North."

THE LORDS TODAY

After the tradition of Ahghairon and Baeron, one Lord always remains unmasked—to give the Lords a public voice and face. The current chief Lord is Piergeiron, also known as "Paladinson" for his famous paladin father, Athar "the Shining Knight."

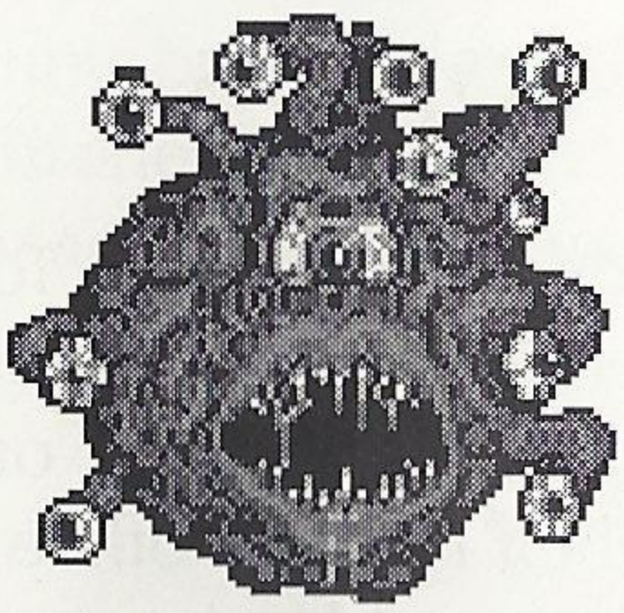


Paladinson is also both the Commander of the City Watch and Warden of the Guard. He speaks slowly and carefully, hiding a keen mind behind a taciturn exterior. As always, rumors abound about the other Lords' identities.

Some say Paladinson's wizard friend and confidant Khelben Arunson is surely a Lord. Of course, the number of names bandied about is much greater than the actual number of Lords.

BESTIARY

BEHOLDER



Also known as Eye Tyrant or Sphere of Many Eyes, this solitary horror is most often found underground. Beholders have a globular body and move with an innate levitation.

Atop the beholder's spherical body are ten eye-stalks, and in the center is a single large eye and a gaping maw adorned with several rows of razor-sharp teeth.

Each of the eye-stalks has a unique magical ability — the beholder can cast a different spell with each. Fortunately, not all of the eyes can be brought to bear on a given target. Beholders are covered with hard, chitinous armor, making them relatively tough to hit in combat.

DISPLACER BEAST

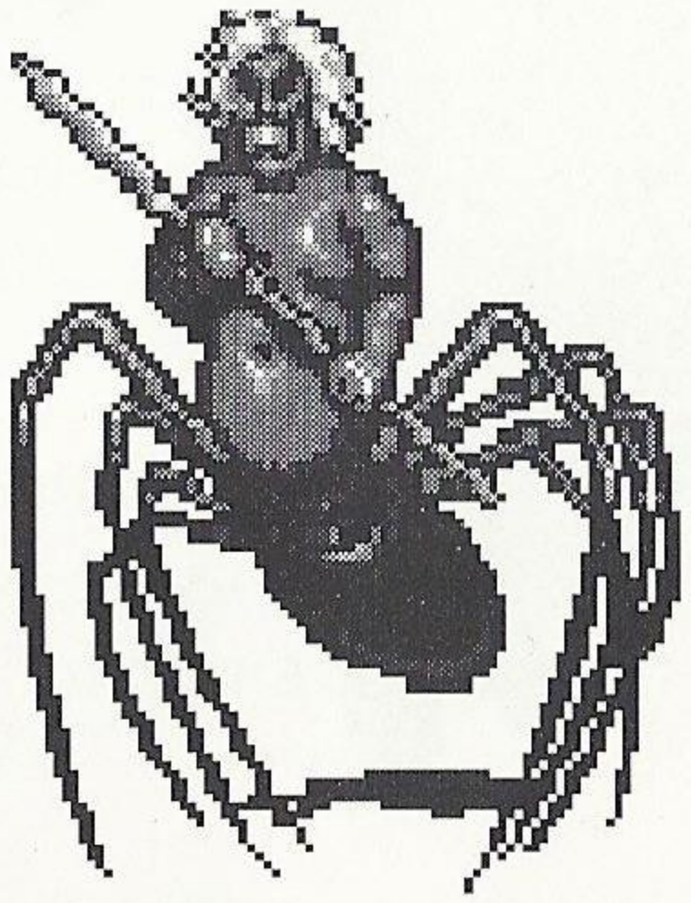
The displacer beast resembles a blue-black puma with two powerful tentacles growing from its shoulders. The tentacles are tipped with sharp, horny protuberances that can punch through even steel armor.



The beasts range in size from 8 to 12 feet in length and can reach upwards of 500 pounds. The beast's name describes its most dangerous feature — an ability to "displace" its image up to three feet from its actual location. This makes the displacer beast very difficult to hit in combat.

DRIDER

This strange creature has the head and torso of a drow (see below) and the lower body of a giant spider.



When drow of exceptional ability reach the sixth-level, they are subjected to a test by the drow's dark goddess. Those who pass the test are elevated to special services. Those who fail are transformed into driders and cast out of drow society.

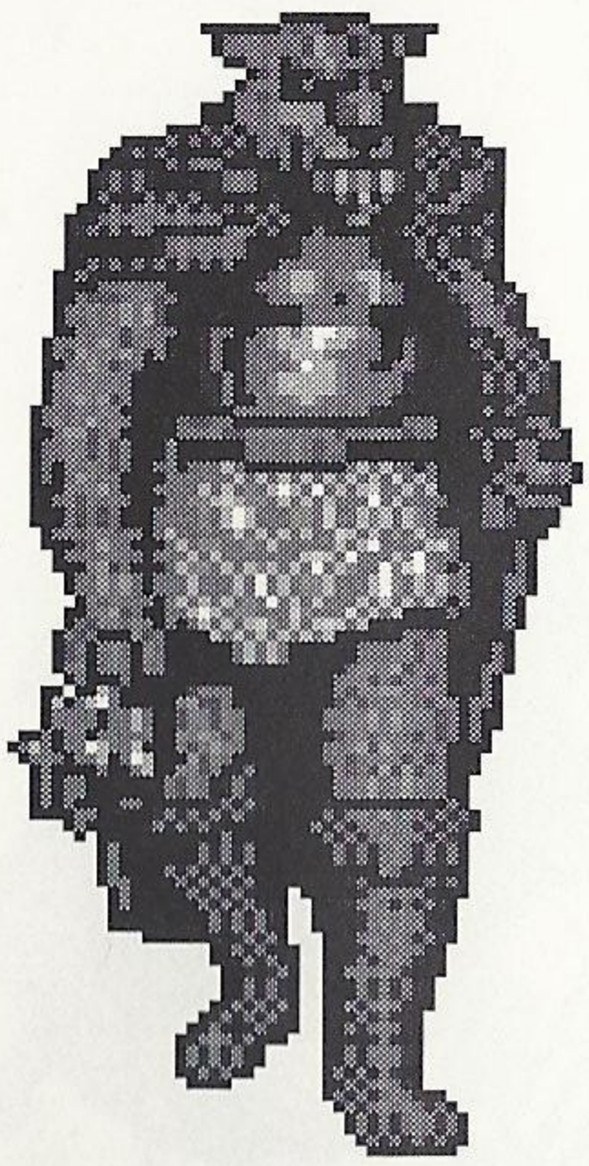
Driders can generally cast spells as well as fight with weapons.



DROW

In their long-past history, the drow were part of the elf community that still roams the world's forests. Something turned these elves evil, and drove them from the sunlight into their present subterranean caves and cities.

Drow are shorter and more lightly built than men. They have black skin and pale, usually white hair. All drow can cast some magic spells, and they often carry swords of adamite alloy.

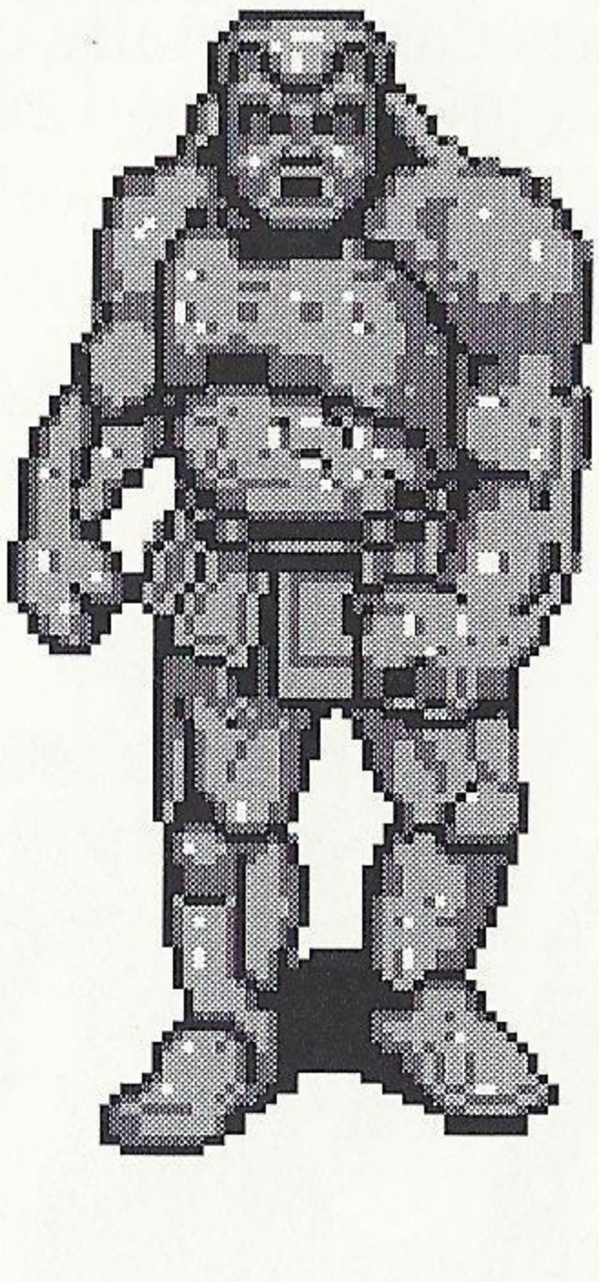


FLIND

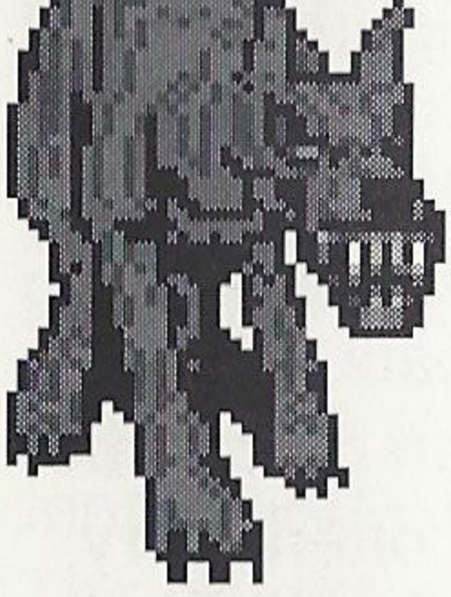
This humanoid creature vaguely resembles a heavily muscled human with a canine head. Flind are of average intelligence, and can be found both above-ground and in caverns.

GOLEM

A golem is an artificial creature animated by an elemental spirit. The process of creating a golem begins with the creation of a body made of stone, iron, clay, or even flesh. After the body has been assembled, the creator must undergo a lengthy ritual to bind the elemental to the body, and subordinate its will to the new master.



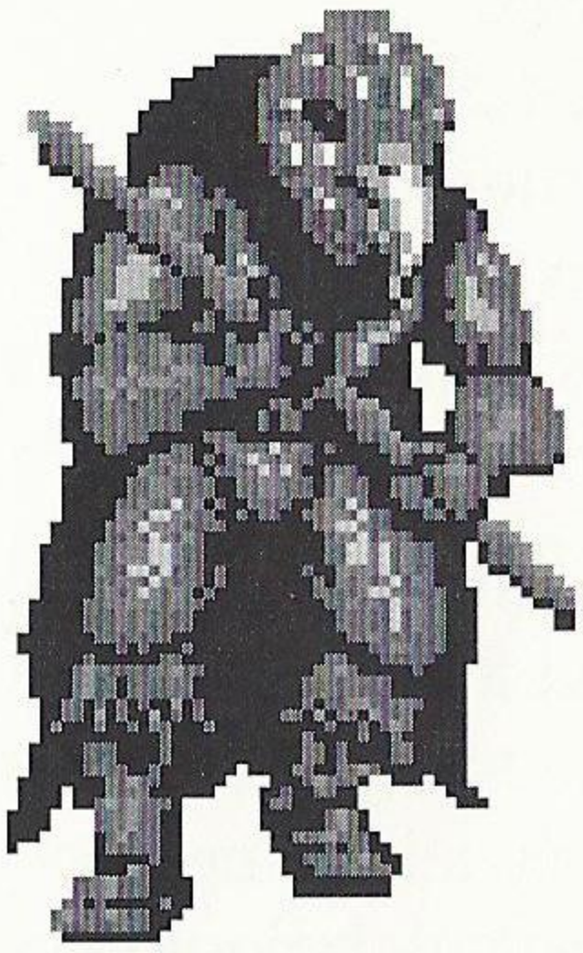
The ritual is a closely guarded secret of a handful of powerful wizards. Golems are utterly fearless, and battle with single-minded determination.



HELL HOUND

The hell hound is a very large, rust-red or brown beast with burning red eyes. The beast's markings, teeth, and tongue are soot-black. The baying of a hell hound has been described as "eerie," "hollow," and "disturbing." The beast attacks with flaming breath and piercing teeth.

KENKU

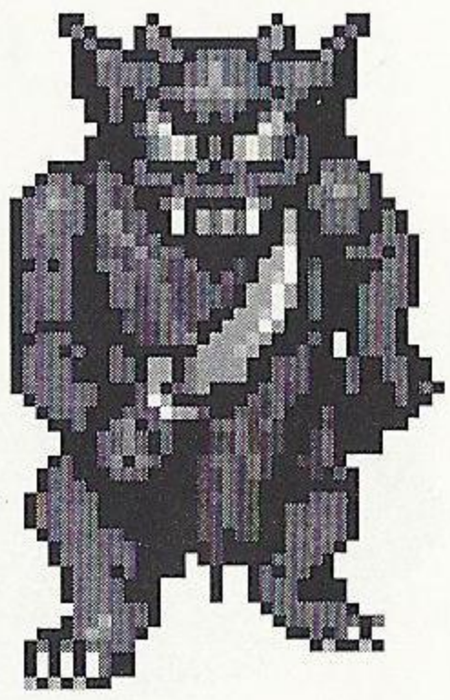


These beings resemble humanoid hawks, with both arms and wings. Their height ranges from five to seven feet, their feathers are predominantly brown with white under-feathers, and their eyes are brilliant yellow.

Kenku all have natural thieving abilities, and take perverse pleasure in annoying and inconveniencing human and demi-human races.

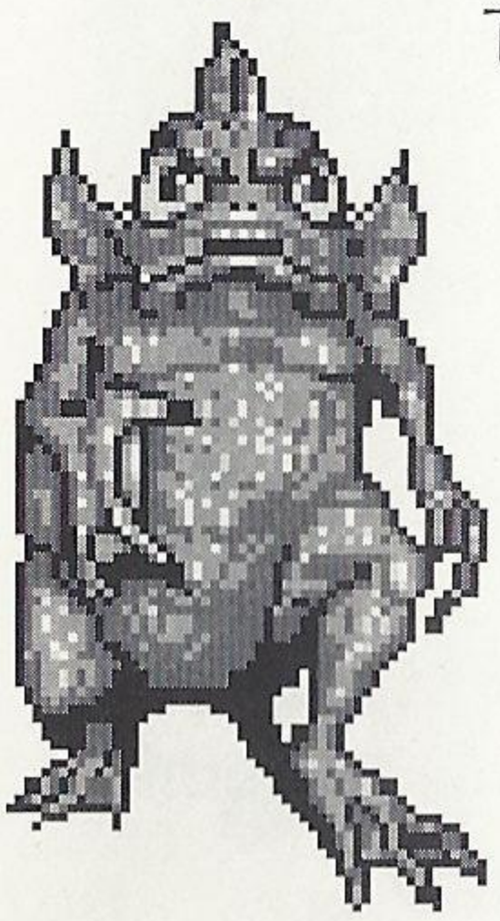
KOBOLD

Well known for cowardice and a wide sadistic streak, kobolds are usually only dangerous in large groups.



Kobolds stand about three feet tall, and their dark rusty hides are somewhat scaly. The smell of a kobold has been described as "a cross between a wet dog and a swamp." They have an ancestral hatred for gnomes, and attack them on sight. Kobolds generally prefer to attack other opponents en masse, or from a distance.

KUO-TOA

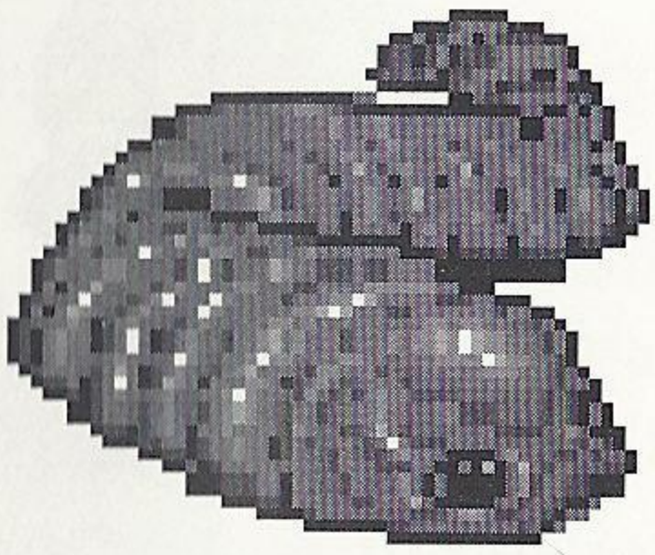


This is an ancient race of fish-men that now dwell in subterranean caverns. The kuo-toa harbor an age-old hatred for surface dwellers and their sun-lit world.

These creatures have a vaguely human body, topped with a wide-mouthed fish head. They have short legs and long, three-fingered hands. Kuo-toa wear no clothing, only a leather harness for their weapons and few belongings.

LEECH

The giant leech is a slimy, slug-like parasite that feeds on its victim's bodily fluids. Leeches wait in the mud, sludge, and slime of swamps and sewers for unsuspecting prey. The giant leech rears up from the ooze when it detects the presence of a living creature, and attempts to subdue its prey.



Sega CD 

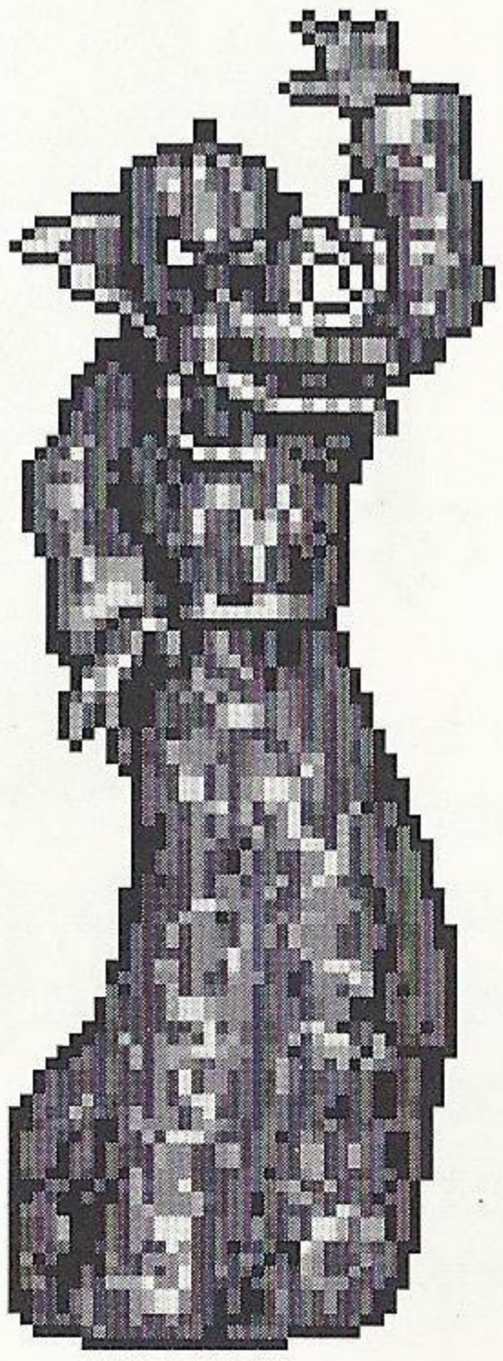
MANTIS WARRIOR



Also called Thri-Kreen, this is a carnivorous insect man. A mantis warrior resembles a man-sized preying mantis.

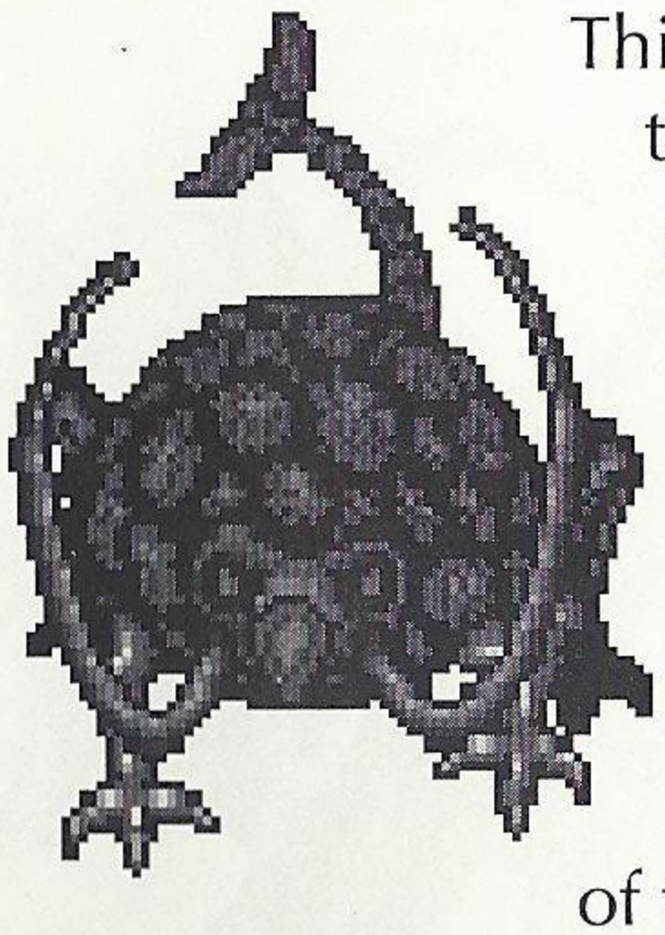
Mantis warriors are often armed with a peculiar, viciously bladed polearm. The name for this weapon has never been translated into the common tongue, but the ferocious reputation of the deadly thing, and the warriors who wield it, has spread far.

MIND FLAYER



Also called Illithid, this is one of the most feared of the subterranean dwellers. Mind flayers feed on the very minds of sentient beings. Mind flayers are a slime mauve color, stand about six feet tall, and adorn themselves with flowing robes decorated with images of suffering, death, and despair. Their faces resemble octopi with two large, white, pupil-less eyes.

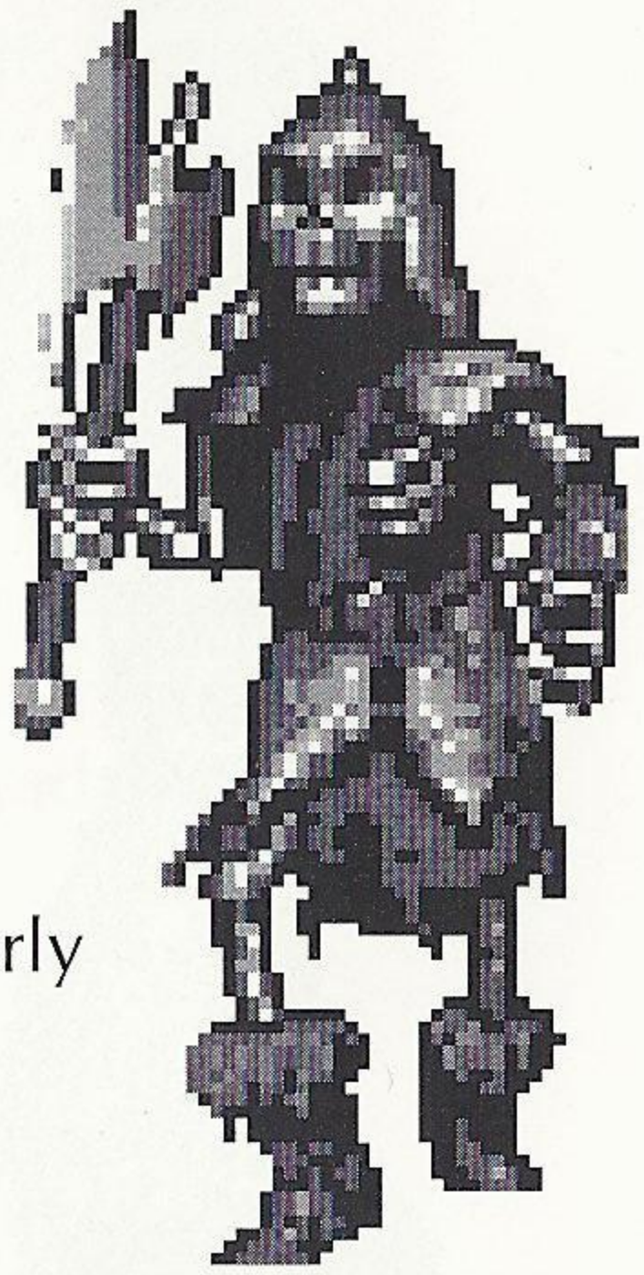
RUST MONSTER



This is a subterranean creature with an appetite for metals of all kinds. Rust monsters are about five feet in length, and have a long, armored tail and two prehensile antennae. The tail is tipped with a strange paddle-like appendage.

The creature is normally placid and inoffensive — until it smells metal. Whenever the creature detects the scent of food (armor, weapons, and the like) it charges. Whenever the monster hits metal with its antennae, the metal corrodes and "feeds" the creature. Even magical weapons can be susceptible to the rust monster's attack.

SKELETON



This is a magically animated body, created and controlled by a powerful evil wizard or priest. Skeletons are one of the lessor undead monsters, though powerful skeletons have been crated from the bodies of powerful warriors.

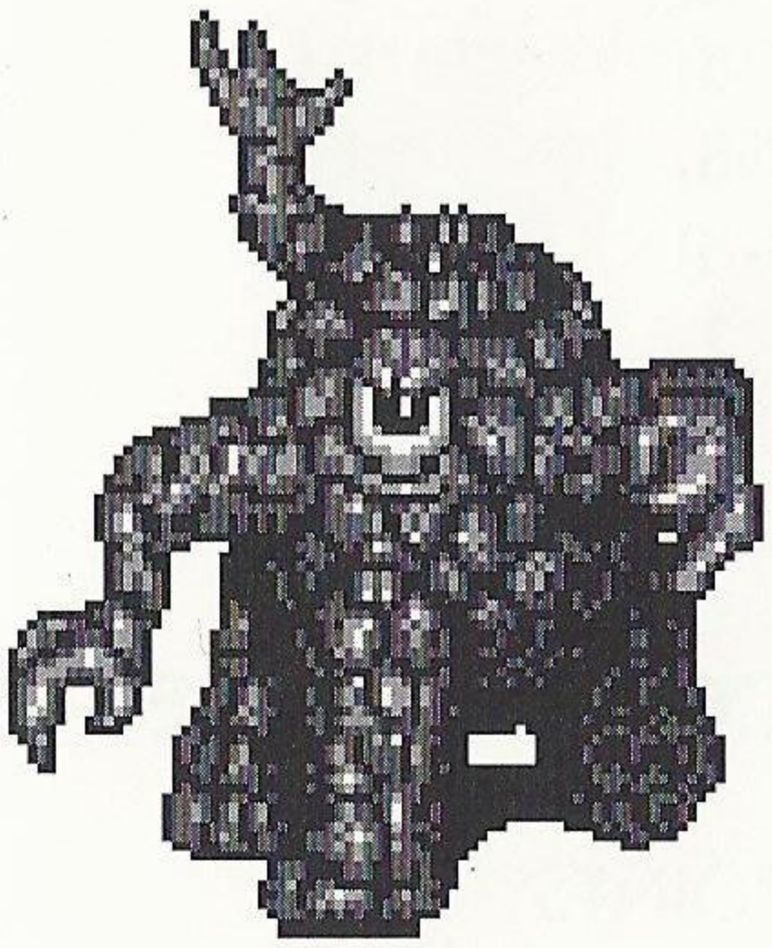
Because they have no intelligence or will, skeletons are immune to spells such as Sleep, Charm, and Hold. They are also utterly fearless, and never retreat from a fight.

SPIDER



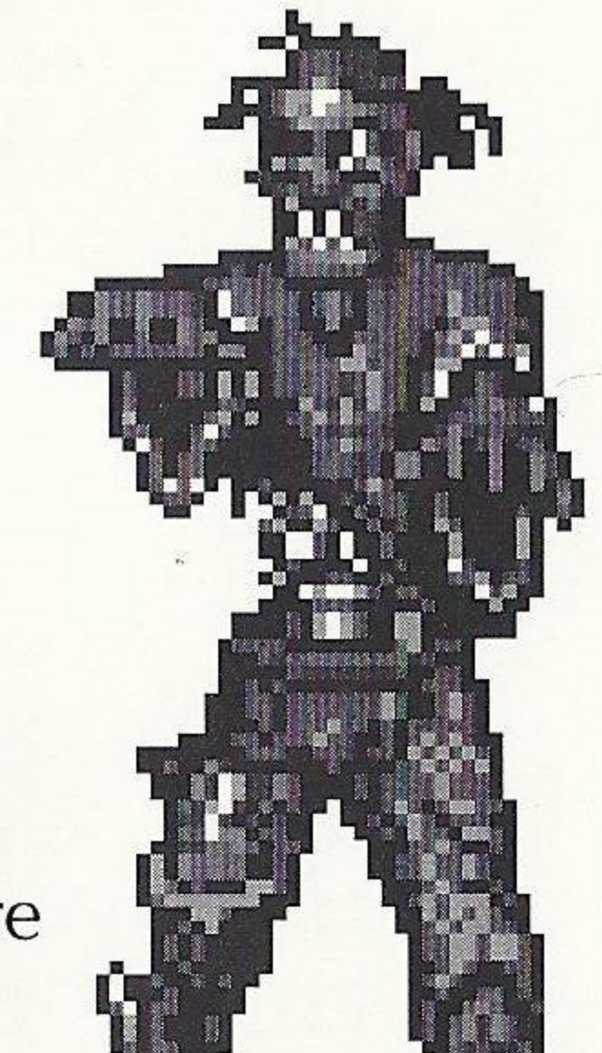
This giant predator haunts many regions and helps to keep down the level of pests such as kobolds and adventurers. Giant spiders weave webs for unwary victims, and attack with poisonous bites.

XORN



This creature is a native to the elemental plane of Earth and feeds on precious metal deep underground. The wide body of a xorn is made of a pebbly material. Three talon-clawed arms are positioned symmetrically around its body. In the few reported cases of xorn attacks, the creatures seem to have been attracted by jewels or precious metals, rather than malice.

ZOMBIE



Zombies are undead creatures that are animated and controlled by powerful wizards or priests. The animation ritual does not alter the condition of the zombie's body, so most are in severe states of decay, often missing whole limbs. Zombies are slow and clumsy, but they fight with determination and persistence.

TABLES

CLERIC EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-8
2	1,500	+ (1-8)
3	3,000	+ (1-8)
4	6,000	+ (1-8)
5	13,000	+ (1-8)
6	27,500	+ (1-8)
7	55,000	+ (1-8)
8	110,000	+ (1-8)
9	225,000	+ (1-8)
10	450,000	+ 2

FIGHTER EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,000	+(1-10)
3	4,000	+(1-10)
4	8,000	+(1-10)
5	16,000	+(1-10)
6	32,000	+(1-10)
7	64,000	+(1-10)
8	125,000	+(1-10)
9	250,000	+(1-10)
10	500,000	+ 3
11	750,000	+ 3
12	1,000,000	+ 3

MAGE EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-4
2	2,500	+(1-4)
3	5,000	+(1-4)
4	10,000	+(1-4)
5	20,000	+(1-4)
6	40,000	+(1-4)
7	60,000	+(1-4)
8	90,000	+(1-4)
9	135,000	+(1-4)
10	250,000	+(1-4)
11	375,000	+ 1

PALADIN EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150000	+(1-10)
9	300,000	+(1-10)
10	600,000	+ 3
11	900,000	+ 3

RANGER EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150000	+(1-10)
9	300,000	+(1-10)
10	600,000	+ 3
11	900,000	+ 3
12	1,200,000	+ 3

THIEF EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-6
2	1,250	+(1-6)
3	2,500	+(1-6)
4	5,000	+(1-6)
5	10,000	+(1-6)
6	20,000	+(1-6)
7	40,000	+(1-6)
8	70,000	+(1-6)
9	110,000	+(1-6)
10	160,000	+(1-6)
11	220,000	+ 2
12	440,000	+ 2

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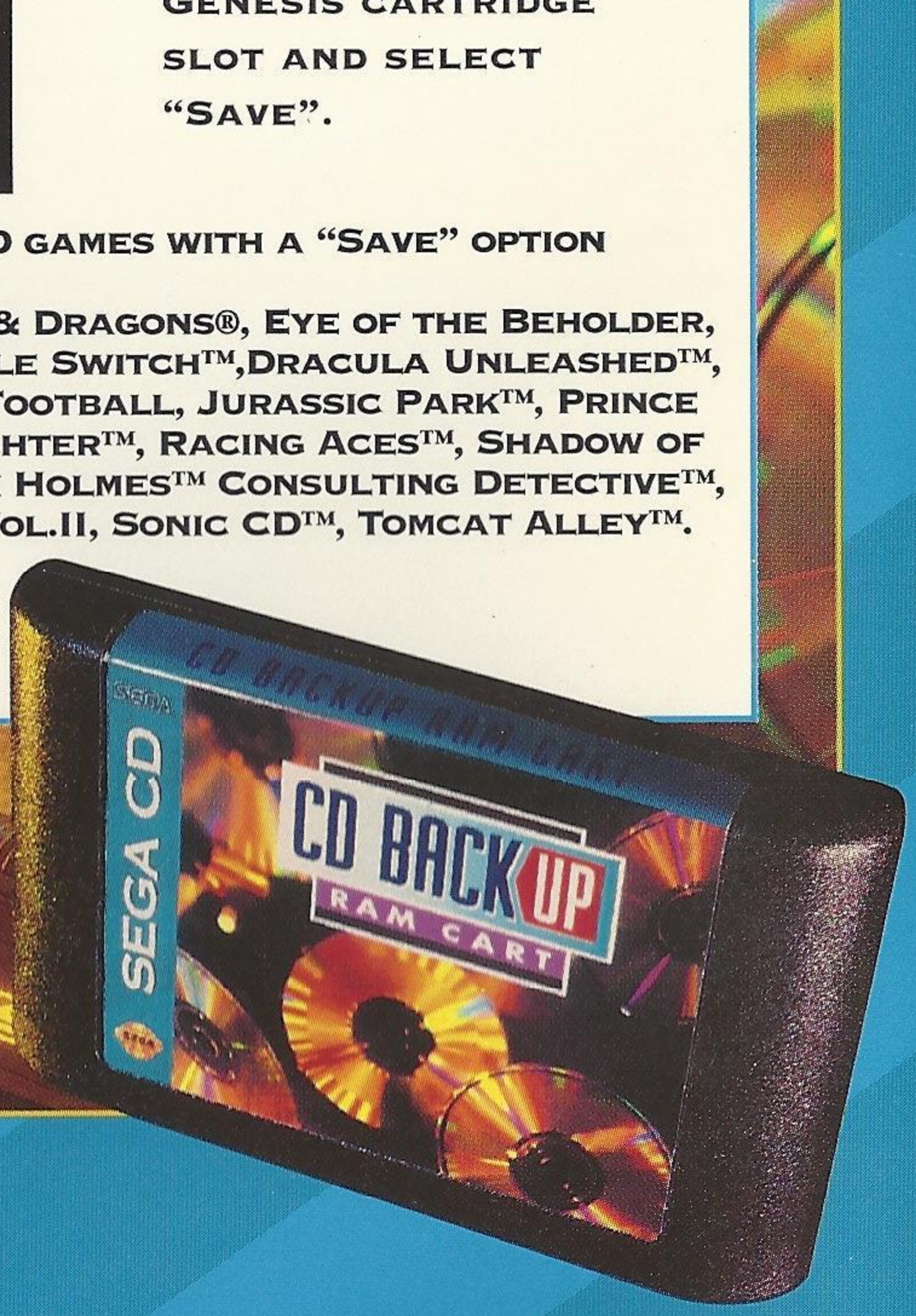
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