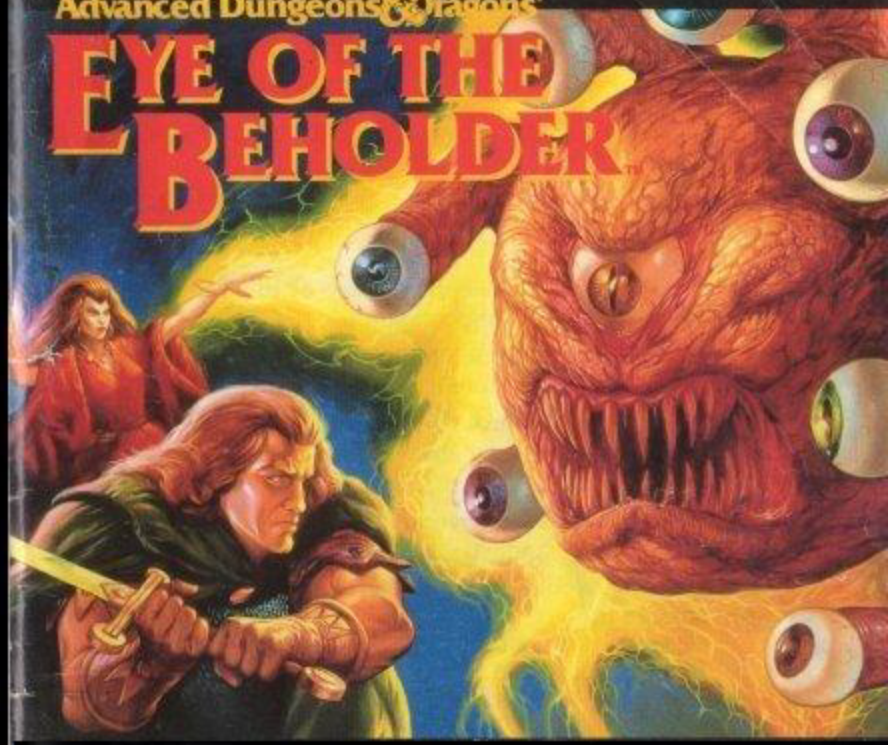
SNS-IB-USA

Advanced Dungeons & Dragons

EYE OF THE BEHOLDER



INSTRUCTION BOOKLET

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

Advanced Dungeons & Dragons

EYE OF THE BEHOLDER™

SAFETY PRECAUTIONS

Follow these suggestions to keep your **Eye of the Beholder** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

CAPCOM

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Getting Started

1. Insert your **EYE OF THE BEHOLDER** Game Pak into your Super Nintendo Entertainment System and turn the power ON.

2. Watch closely as a tale terror unfolds or press the **START** button to skip to the title screen.

3. When the title screen appears, you will see the following choices:

   LOAD A SAVED PARTY: This option allows you to return to the maze, if you have previously explored the maze and used the SAVE GAME option.

   CREATE A NEW PARTY: This option allows you to create a party of adventurers. Please read section entitled *"Building a Party"* on how to do this.

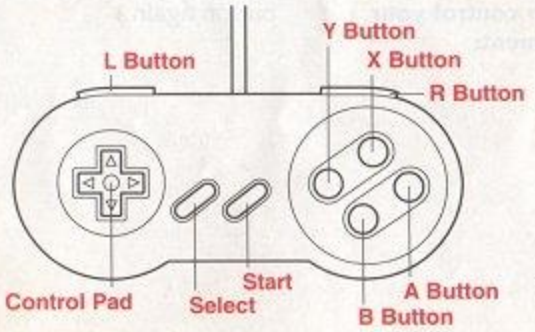
   Select the option you wish and press the **Y** Button to begin your journey into the twisting caverns beneath Waterdeep.

4. Once enter the tunnels of Waterdeep, you will soon find that there is no way out. It will be up to you to venture into the heart of the evil and dispell it for all time.

5. To end your adventure at any time, simply select the SAVE GAME option and turn your Super Nintendo Entertainment System OFF and remove your Game Pak.

Basic Controls When Making Selections on the Adventure Screen

To move the pointer:	Press the control pad **UP**, **DOWN**, **LEFT** or **RIGHT**:
To select an item:	Move the cursor to the item and press the **A** button.
To use an item:	Move the cursor to the item and press the **B** button.
To open the Equipment Screen:	Press the **X** button.
To select the Camp Screen:	Press the **START** button.
To lock the pointer and use the control pad to control your movement:	Press the **Y** button. (To unlock, Press the **Y** button again.)



Basic Controls When Making Selections on the Equipment Screen

To move the pointer:	Press the control pad **UP**, **DOWN**, **LEFT** or **RIGHT**.
To select an item:	Move the cursor to the item and press the **A** button.
To use an item:	Move the cursor to the item and press the **B** button.
To close the Equipment Screen:	Press the **X** button.
To select another character in your party:	Press the **L** or **R** buttons.
To select the Camp Screen:	Press the **START** button.
To lock the pointer and use the control pad to control your movement:	Press the **Y** button. (To unlock, Press the **Y** button again.)

Basic Controls When Using the Mouse

To move the pointer:	Drag the mouse in the desired direction.
To select an item:	Move the cursor to the item and press the **LEFT** mouse button.
To use an item:	Move the cursor to the item and press the **RIGHT** mouse button.

All other function in the game can be activated by moving the pointer over the selected item and pressing the **RIGHT** mouse button.

The Invitation

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 magics 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 Eye of the Beholder World

Eye of the Beholder is an all 3-D, Legend Series 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 in TSR's forgotten realms, game world.

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 by grabbing them. 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, or cast spells by using your clerics and mages spells. 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.

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.

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
- Elf
- Half-Elf
- Dwarf
- Gnome
- Halfling

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 the Races section on page 28.

Building a Party cont.

CLASS

Classes are occupations. Some races have the option of having more than one class simultaneously, but there are six basic options:

- Fighter
- Ranger
- Paladin
- Mage
- Cleric
- Thief

A variety of classes is needed in a party to get all of the skills needed for the

adventure. Paladins will not join parties with evil characters. If you already have an evil party member you cannot generate a Paladin. For more information see the Classes section on page 31.

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 the Alignment section on page 35.

Building a Party cont.

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 characters' 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 the Ability Scores section beginning on page 36. After attribute scores are generated options to keep or modify your character are displayed. REROLL generates a new set of ability scores for the character.

KEEP Accepts the character into the party.

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

Building a Party cont.

WHEN THE PARTY IS COMPLETE

When you have generated four characters that you are happy with select the Play Button below the Character Portraits to begin the game.



CHARACTERS THAT JOIN YOUR PARTY (NPCs)

In addition to the four regular characters, up to two more non-player characters (NPCs) 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 NPCs offer advice or give you information. NPCs may leave your party or you may drop them at any time.

How to Play Eye of the Beholder

View 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.



1. **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.
2. **BUTTON** Buttons and levers can be found on the walls near some gates.
3. **ITEM** Treasure, food, weapons, and other items can be found throughout the dungeon.
4. **MOVEMENT BUTTONS** These move and turn the party.

How to Play Eye of the Beholder cont.

5. **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.
6. **FRONT RANK CHARACTERS** These two characters are the only ones that can attack with melee weapons (swords, maces, etc.) or certain short range spells.
7. **REAR RANK CHARACTERS** These characters are away from the front line risks and can only attack monsters with ranged weapons (bows, darts, etc.) 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.
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. **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.
10. **NAME BAR** Use this to exchange positions of party members. Use one Name Bar and then another. The two party members will trade places.
11. **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.

How to Play Eye of the Beholder cont.

12. **SECONDARY HAND** Generally a character carries a shield, secondary weapon, spell book, grail symbol, or miscella neous item in his secondary hand. Only fighters, paladins and rangers can use a secondary weapon and even they suffer a penaly in combat. Use spell book icons or grail symbols to cast spells.
13. **WEAPON** Use in-hand weapons to attack monsters. This is identical for both melee and ranged weapons.
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. **SYMBOL** Use this to cast cleric spells. To cast cleric spells USE a symbol and the compass is replaced by the Spell Menu. When the menu is displayed SELECT a level button and then a spell. Paladins invoke their natural healing ability as they would a cleric spell.
16. **HIT POINT BAR** This displays the character's current condition. Color changes indicate the character's status. To display hit points as a numeric value Select Bar Graphs ON/OFF from the Preferences Menu under the Camp options.
17. **CAMP BUTTON** Select this to rest the party, memorize spells, and heal the party. The camp menu also allows you to save the current game, quit, or make adjustments to game sounds and so on. See the Camp section on page 13 for more information.

How to Play Eye of the Beholder cont.



18. **CHARACTER PORTRAIT** Select this to return to the Adventure Screen.
19. **HIT POINT BAR** Displays the character's current condition.
20. **FOOD BAR** When a character has run out of food he loses 1 HP per 24 hours and cannot memorize spells. See Eating in the Actions section.
21. **FOOD PACKET** Food can be found in the dungeon.
22. **PLATE** Take food and Select it on the plate to have a character eat.
23. **NEXT/PREVIOUS CHARACTER BUTTONS** Select these to view other characters' equipment.
24. **BACKPACK** Items carried in the character's backpack are shown here.
25. **QUIVER** Indicates any arrows the character has. Select arrows over the quiver to fill it.

How to Play Eye of the Beholder cont.

26. **BODY PARTS** (Torso, Wrists, Fingers, Head, Neck and Feet) Place items to be worn on the appropriate box. For example, rings are placed on Fingers, armor on the Torso, etc.
27. **PRIMARY HAND** Shows what the character has in his primary or 'weapon' hand. Secondary Hand Shows what the character has in his secondary hand.
28. **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.
29. **OTHER PAGE BUTTON** Select this to see the Character Screen.



30. **CHARACTER PORTRAIT** Select this to return to the Adventure Screen.

How to Play Eye of the Beholder cont.

31. **HIT POINT BAR** Displays the character's current condition.
32. **NEXT/PREVIOUS CHARACTER BUTTONS** Select these to view other characters' equipment.
33. **CLASS** This is the character's occupation (or occupations if the character is multi-classed).
34. **ALIGNMENT** Describes the character's ethics and how he interacts with the world.
35. **ABILITY SCORES** Represent the character's natural abilities and strengths.
36. **CURRENT EXPERIENCE** Represents how much the character has learned throughout the adventure. When the character gains sufficient experience, his level increases.
37. **CURRENT LEVEL** How far the character has advanced in his class.
38. **OTHER PAGE BUTTON** Select this to return to the Equipment Screen.



REST PARTY Select 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.
A party's rest may be interrupted by wandering monsters.

Characters who have a blank Food Bar cannot regain spells until they eat.

MEMORIZE SPELLS Select to choose or examine the set of spells the mage 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.

PETITION Select to choose or examine the set of cleric 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 a list of spells on scrolls is displayed.

PREFERENCES MENU Select to control game functions such as sounds and display.

Preferences Menu

Tunes are ON/OFF

Sounds are ON/OFF

Bar Graphs are ON/OFF

Control is A/B

How to Play Eye of the Beholder cont.

- Tunes This turns background music on and off.
- Sounds This turns sound effects on and off.
- Bar Graphs This changes between displaying hit points as a bar graph or numeric value.
- Control. This changes the button configuration.

GAME OPTIONS Select to display a menu with options for saving the current game or loading a previously saved one.

GAME OPTIONS MENU

Load Game

Save Game

Drop NPC

- Load Game retrieves the stored game.
- Save Game stores the current game to the game pak. Saving regularly is a good idea.
- Drop NPC allows you to order an NPC (a Non-Player Character who has joined the party during the adventure) to leave the party.

ACTIONS

The following section describes how to perform most actions in the game. The basic parts of each action are the Take, Use, and Select functions. These are described BASIC CONTROLS section.

"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, etc.), and the monster must be visible in the 3-D Window. Characters in the rear ranks can attack with ranged weapons (bows, darts, etc.). 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 Grad symbol. The Grad 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.

ACTIONS

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 CHARACTERS EQUIPMENT
Select a Character Portrait from the Adventure Screen.

ACTIONS cont.

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 either 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 have a character move an item from his Equipment Screen to another, Take the item, Select the Next or Previous Button until you reach the recipient and Select the item again over the appropriate box.

ACTIONS cont.

MANIPULATE A DUNGEON FEATURE
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 section. Characters cannot pray for new spells if they are starving.

MERMORIZE MAGE SPELLS
Look under the Spells option in the Camp section. Characters cannot memorize new spells if they are starving.

MOVE IN DUNGEON
Select the Movement arrows or the keyboard commands described in your Data Card.

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.

PALADIN HEAL Select the Lay on Hands "spell" from the spell menu, then Select the target character.

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.

ACTIONS cont.

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, carry the item over the Character Portrait and Select the portrait to get the Equipment Screen and 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 carry the item over the Character Portrait and Select the picture.

CHARACTERS

Your adventuring party is made up of up to four 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 and there are six races to choose from: dwarf, elf, gnome, half-elf, halfling, and human. Class is the character's occupation. Some races are allowed to have more than one class simultaneously, these are called multi-class characters. The basic choices of class are: Cleric, Fighter, Mage, Paladin,Thief or Multi-class. Attribute scores define the character's physical and mental prowess, and they are: Strength, Dexterity, Intelligence, Wisdom, and Charisma.

RACES

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 literally 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 10th-level

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 very young age, and they receive a +1 bonus with any type of bow, and long or short swords. Elves are highly 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 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 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 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 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 are warriors of a sort, men and women who carry their faith in their weapon-arms as well as their hearts. Cleric training includes the use of magic and a limited selection of weapons. They can use any type of armor, but their selection of arms is limited to blunt, impact-type weapons such as maces and flails.

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 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 (See the Cleric Wisdom Bonus table on page 42).

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

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 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 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 such chaste piety that even clerics stand respectful. 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 several divine

magical abilities conferred for their piety. Paladins have extra resistance to magical attacks and poison. Paladins are immune to all 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 small 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 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 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 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 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 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 measures memory, reasoning and learning ability. Intelligence is the prime requisite for mages, where their skill and very survival hinges on learning and using the knowledge of magic.

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 greater get extra spells (see the Cleric Wisdom Bonus table on page 42.)

CHARISMA measures personal magnetism, persuasiveness, and ability to assume command. Characters with high charisma are useful as spokespersons when dealing with NPCs you may run across during your adventures.

Other Characteristics

In addition to race, class, and attribute scores, characters have several other characteristics that may change during the game: armor class (AC), hit points, experience points, level and alignment.

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.

SPELL DIRECTION

The following Spell Descriptions contain Range and Duration data. Range and Duration are defined as follows:

Ranges:

- 0=Target must be in same square as caster (can only effect party members).
- Close=Target must be in adjacent square.
- Medium=Target can be two squares away.
- Far=Can hit any visible target.

Durations:

- Instantaneous=Flash or instant effect.
- Short=Effect is very temporary, perhaps as short as a single combat.
- Medium=Effect lasts for some time allowing the party to move and explore a little.
- Long=Effect lasts quite a while.
- Permanent=Effect lasts for the entire game.

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 (EXP) measure how much a character has accomplished. EXP are earned for killing monsters, finding treasure, and completing parts of the adventure. Having prime requisite scores of 16 or greater increases experience earned by 10%. Characters increase

in level when they earn enough EXP. All characters start with some EXP, and these initial points are distributed evenly throughout all of a character's classes if he is multi-class.

Level measures how much a character has advanced in his or her class. Whenever a character has earned enough EXP to advance in level, he gains hit points, combat ability, and resistance to the effects of poisons and magical attacks. Mages, clerics, and high level paladins gain the ability to memorize a greater number of spells and cast new spell levels. Level advancement happens automatically whenever a character has enough EXP. Level Advancement tables for all of the classes begin on page 42.

First Level Mage Spells

Armor

- Range: 0
- Duration: Special
- Area of Effect: One character

With this spell the mage can surround a character with a magical field that protects as chain mail (AC 6). The spell has no effect on characters who already have AC 6 or greater and it does not have a cumulative effect with the Shield spell. The spell lasts until the character suffers 8 points +1 per level of the caster of damage or a Dispel Magic is cast.

Burning Hands

- Range: Close
- Duration: Instantaneous
- Area of Effect: One target

When a mage casts this spell, a jet of searing flame shoots from his fingertips. The damage inflicted by the flame increases

as the mage increases in level and gains power. The spell does one to three points of damage plus two points per level of the caster. For example, a 10th level mage would do 21-23 points of damage.

Detect Magic

- Range: 0
- Duration: Short
- Area of Effect: Carried items

This spell allows a mage to determine if any of the items carried by members of the party are magically enchanted. All magic items in the party are indicated for a short period of time.

Magic Missile

- Range: Long
- Duration: Instantaneous
- Area of Effect: One target

The mage creates a bolt of magic force that unerringly strikes one target. If there are two monsters, the missile automatically hits the one on the same side as the caster. Magic Missiles do greater damage as a mage increases in level. Initially, Magic Missile does two to five points of damage, and for every two extra levels the spell does two to five more points. So a first or second-level mage does two to five points of damage, but a third or fourth-level mage does four to ten, and so on.

Shield

- Range: 0
- Duration: Short to medium
- Area of Effect: Spell-caster

This spell produces an invisible barrier in front of the mage that

totally blocks Magic Missile attacks. It also offers AC 2 against hurled weapons (darts, spears) and AC 3 against propelled missiles (arrows, sling-stones). The spell does not have a cumulative effect with the Armor spell. The spell duration increases with the level of the caster.

Shocking Grasp

- Range: Close
- Duration: Variable or until mage touches a monster
- Area of Effect: One target

This spell magically charges the caster's hand with a powerful electrical field. The field remains in place until the spell dissipates naturally or the character touches an adjacent monster. When the spell is cast a hand picture appears in the caster's primary hand — Use this as you would any other weapon. The spell does one to eight points of damage plus one point per level of the caster. For example, a 10th-level mage does 11-18 points of damage. The amount of time it takes the spell to dissipate ranges from medium to long with the level of the caster.

Second Level Mage Spells

Invisibility

- Range: 0
- Duration: Special
- Area of Effect: One target

This spell causes the target to vanish from sight. The invisible character remains unseen until he attacks a monster or is hit. Certain powerful monsters can sense invisible characters, or even see them outright.

Melf's Acid Arrow

- Range: Long
- Duration: Special
- Area of Effect: One target

This spell creates a magical arrow that launches itself at a target as though it were fired by a fighter of the same level as the mage. The arrow is not affected by distance. The arrow does two to eight points of damage per attack. For every three levels the mage has earned, the arrow gains an additional attack. For example, at third to fifth-level the arrow attacks twice, and at sixth to eighth-level the arrow attacks three times.

Stinking Cloud

- Range: Medium
- Duration: Medium
- Area of Effect: Target square

This spell creates a billowing mass of noxious vapor. Any creature or character entering the cloud has a chance of becoming incapacitated by nausea. The spell duration increases with the level of the caster.

Third Level Mage Spells

Dispel Magic

- Range: Long
- Duration: Instantaneous
- Area of Effect: Whole party

This spell negates the effects of any spell affecting the party. Dispel does not counter Cure spells, but it will dispel Hold Person, Cloudkill and similar spells.

Fireball

- Range: Long
- Duration: Instantaneous
- Area of Effect: Target square

A fireball is an explosive blast of flame that damages everything in the target square. The explosion does one to six points of damage for every level of the caster to a maximum of 10th-level. For example, a 10th-level mage does 10-60 points of damage.

Flame Arrow

- Range: Long
- Duration: Special
- Area of Effect: One target

The caster of this spell can fire a flaming energy 'arrow' that does 3 to 30 hit points of damage. When the mage reaches 10th-level the amount of damage is doubled to 6 to 60 points.

Haste

- Range: 0
- Duration: Medium
- Area of Effect: One target per caster level

This spell causes all targets to move and fight at double their normal rate. The spell's duration increases with the level of the caster.

Hold Person

- Range: Long
- Duration: Medium
- Area of Effect: One to four targets

This spell can affect humans, demi-humans, or humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the caster.

Invisibility 10' Radius

- Range: 0
- Duration: Special
- Area of Effect: Entire party

This spell is similar to the second-level Invisibility spell, except that the entire party is affected. If an individual character is hit while under the spell's effect, that character becomes visible. If any character in the party attacks, the spell is broken for all.

Lightning Bolt

- Range: Long
- Duration: Instantaneous
- Area of Effect: Two squares

This spell allows the mage to cast a powerful bolt of electrical energy. The spell flies to its first target and then continues into the next square. The bolt does one to six points of damage for every level of the caster to a maximum of 10th-level. For example, a 10th-level mage does 10-60 points of damage.

Vampiric Touch

- Range: Close
- Duration: One attack
- Area of Effect: Caster

When the caster touches an opponent with a successful attack, the spells does 1-6 points of damage for every two levels of

the mage. For example, a 10th-level mage would do 5-30 points of damage. These points in turn are transferred temporarily to the mage, so any damage he takes is subtracted from these points first. When the spell is cast a hand picture appears in the caster's primary hand— Use this as you would any other weapon. This spell does not affect undead monsters such as skeletons.

Fourth Level Mage Spells

Fear

- Range: 0
- Duration: Medium
- Area of Effect: Two squares

When this spell is cast the mage projects an invisible cone of terror. Any creature affected by the spell will turn tail and run from the party. The amount of time the affected creatures remain terrified is based on the level of the casting mage. The spell's duration increases with the level of the caster.

Ice Storm

- Range: Medium to long
- Duration: Instantaneous
- Area of Effect: A cross-shaped area of 3x3 squares

The magically created storm this spell produces is a pounding torrent of huge hailstones. The spell pummels the targets with 3-30 points of damage. The range of this spell is based on the caster's level.

Stoneskin

- Range: 0
- Duration: Special
- Area of Effect: One character

This spell grants the recipient virtual immunity to any attack by cut, blow, projectile or the like. Stoneskin protects the user from almost any non-magical attack. The spell lasts for one to four attacks plus one for every two levels of the caster. For example, a ninth-level mage casting Stoneskin would protect against five to eight attacks.

Fifth Level Mage Spells

Cloudkill

- Range: Close
- Duration: Medium
- Area of Effect: Target square

This spell creates a billowing cloud of ghastly yellowish-green vapor that instantly kills lesser monsters such as giant leeches, while creatures such as hounds have a chance to avoid death. The spell's duration increases with the level of the caster.

Cone of Cold

- Range: 0
- Duration: Instantaneous
- Area of Effect: Three squares

This spell causes the mage to project a chilling cone of sub-zero cold. The numbing cone causes two to five points point of damage per level of the caster. For example, a 10th-level mage would do 20-50 points of damage.

Hold Monster

- Range: Long
- Duration: Medium
- Area of Effect: One square

This spell is similar to the Hold Person spell except that it affects a wider range of creatures. The spell does not affect undead creatures. The spell's duration increases with the the level of the caster.

First Level Cleric Spells

Empower

- Range: 0
- Duration: Medium
- Area of Effect: Entire party

Upon uttering this spell the morale of the entire party is raised. All characters gain a bonus to their attacks. Empower spells are not cumulative. Empower can be cast by paladins.

Cause Light Wounds

- Range: Close
- Duration: Permanent
- Area of Effect: One target

By casting this spell the cleric can cause one to eight hit points of damage.

Cure Light Wounds

- Range: 0
- Duration: Permanent
- Area of Effect: One character

By casting this spell on a wounded character the cleric can heal one to eight hit points of damage. Cure Light Wounds can be cast by paladins.

Detect Magic

- Range: 0
- Duration: Instantaneous
- Area of Effect: Carried items

This spell allows the caster to determine if any of the items carried by members of the party are magically enchanted. All magic items in the party are indicated for a short period of time. Detect Magic can be cast by paladins.

Protection from Evil

- Range: 0
- Duration: Medium
- Area of Effect: One character

This spell envelopes the recipient in a magical shell. The shell inhibits the attacks of any evil-aligned creatures. The spell's duration increases with the level of the caster. Can be cast by paladins.

Second Level Cleric Spells

Aid

- Range: 0
- Duration: Short to medium
- Area of Effect: One character

This spell acts like a Bless spell plus it confers one to eight extra hit points to the recipient. The temporary hit points are

subtracted before the character's own if he is injured in combat. The spell's duration increases with the level of the caster.

Flame Blade

- Range: Short
- Duration: Medium
- Area of Effect: One target

This spell causes a blazing scimitar-like flame to leap from the caster's hand. The blade attacks like a normal sword and normally does 7-10 points of damage. When the spell is cast a burning sword picture appears in the caster's primary hand — Use this as you would any other weapon. The spell does slightly less damage against targets protected from fire. Spell duration increases with the level of the caster.

Hold Person

- Range: Long
- Duration: Short to medium
- Area of Effect: One square

This spell can affect human, demi-human, or humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the caster.

Slow Poison

- Range: 0
- Duration: Long
- Area of Effect: One character

This spell slows the effects of any type of poison for a limited amount of time. When the spell dissipates the victims suffer

the poison's full effect unless a Neutralize Poison spell can be cast. The spell's duration increases with the level of the caster. Can be cast by paladins.

Third Level Cleric Spells

Create Food & Water

- Range: 0
- Duration: Permanent
- Area of Effect: Special

This spell allows the cleric to conjure nourishment for the entire party. When characters' food bars are blank, and they do not eat, they suffer 1 hit point of damage every 24 hours and starving mages and clerics are unable to regain spells.

Dispel Magic

- Range: Long
- Duration: Instantaneous
- Area of Effect: Whole party

This spell negates the effects of any spell affecting the party. Dispel Magic does not counter Cure spells, but it will dispel Hold Person, Cloudkill, Bless, and similar spells.

Magical Vestment

- Range: 0
- Duration: Medium
- Area of Effect: Casterproviding protection at least equivalent to chain mail (AC 5).

The vestment gains a +1 enchantment for every three levels the cleric earns above fifth-level. For example, a 10th-level

cleric would have AC 3 protection. This spell is not cumulative with itself or any other spells or armor. The spell's duration increases with the level of the caster.

Empower

- Range: 0
- Duration: Short to medium
- Area of Effect: Entire party

This spell is a more powerful version of the first-level Empower. This spell increases the party's combat ability and decreases the enemy's. The spell has no cumulative effect. The spell's duration increases with the level of the caster.

Remove Paralysis

- Range: 0
- Duration: Permanent
- Area of Effect: One to four characters

This spell negates the effects of any type of paralyzation or related magic. The spell counters Hold or Slow spells.

Fourth Level Cleric Spells

Cause Serious Wounds

- Range: Close
- Duration: Permanent
- Area of Effect: One target

This spell is identical to the first-level Cause Light Wounds, except that it inflicts 3-17 hit points of damage.

Cure Serious Wounds

- Range: 0
- Duration: Permanent
- Area of Effect: One character

This spell is identical to the first-level Cure Light Wounds, except that it heals 3-17 hit points of damage.

Neutralize Poison

- Range: 0
- Duration: Permanent
- Area of Effect: One character

This spell detoxifies any sort of poison or venom and counters the effects in any character. The spell cannot return to life characters who have died from poison.

Protection from Evil 10' Radius

- Range: 0
- Duration: Medium to Long
- Area of Effect: Entire party

This spell is identical to the first-level spell except that it affects the entire party. The spell's duration increases with the level of the caster.

Protection from Lightning

- Range: 0
- Duration: Special
- Area of Effect: One character

This spell grants protection from any type of electrical attack. If the spell recipient is the caster, the cleric receives complete

protection against attacks until the spell dissipates or it has absorbed 10 points times the cleric's level of electrical damage. If the recipient is a character other than the caster, the spell confers bonuses against electrical attacks, and reduces damage by 50%. The spell duration ranges from medium to long with the the level of the caster.

Fifth Level Cleric Spells

Cause Critical Wounds

- Range: 0
- Duration: Permanent

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.

Dwarf:
These stocky demi-humans stand between 4 and 4 1/2 feet tall and weigh between 130 and 170 pounds. Dwarves are very tough warriors, and are resistant to both poisons and magical attacks.

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.

Hound:
The 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 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 sunlit 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, Giant:
This 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.

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, pupilless 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. 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.

Player References cont.

Spider, Giant:
This 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, and its mouth is located at the top of its head. 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:
Like skeletons, zombies are undead creatures that are animated and controlled by powerful wizards or clerics. The animation ritual does not alter the condition of the zombie's body, so most are in severe states of decay, often missing patches of skin and hair, and occasionally whole limbs. Zombies are very slow and clumsy, but they fight with determination and persistence.

Limited Warranty

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.
To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, California 94086

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.
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CAPCOM

CAPCOM U.S.A., Inc.
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, California 94086

Game Counselors Available
8:00AM to 5:00 PM (PST)
408.774.0400

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