

There are two classes of spells: Those that last for a while, and those that don't. In each of these classes are two further distinctions: Spells that are meant for use in combat, and those that aren't.

Combat spells are flagged with a '\*'. These may or may not work, depending on the relative levels of the spell caster and his target. If the opponent is a great deal more powerful than the Cleric, it is very highly resistant to the latter's magicking. The formula for spell efficacy varies from spell to spell, and contains a random factor.

Each spell is described briefly, and is labeled 'Combat,' if applicable. In addition, each is labeled either 'Immediate' or 'Duration.' The former do whatever it is that they do RIGHT NOW, while the latter's effects take a little while to disperse.

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#### Clerical Spells:

Level 1		Level 2	
-----		-----	
1	Protection from Evil	1	Detect Traps
2	Light	2	Silence
3	Cure Light Wounds	3	Pray
4*	Turn Undead	4*	Hold Monster
Level 3		Level 4	
-----		-----	
1	Cure Serious Wounds	1*	Holy Word
2*	Dispell Undead	2*	Finger of Death
3	Continual (Bright) Light	3*	Blade Barrier
4*	Plague	4	Heal

\* - Combat Spells

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#### First Level Spells:

Protection from Evil: Causes monsters to be at a disadvantage on attacks.

(Duration)

Light: Creates a point-source of light, equivalent to one (Duration) torch, to appear over the caster's head. Multiple applications of this spell increase visibility.

Cure Light Wounds: Heals 2-7 points of damage incurred by the caster. (Immediate) In no event will this increase hit points past their base value.

\*Turn Undead: Causes Vampires and Ghouls to run away in sheer terror.

(Immediate)

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### Second Level Spells:

- Detect Traps: Increases, for the duration of the spell, the caster's ability to find traps in loot, such as an exploding Chest.  
(Duration)
- Silence: Puts attacking monsters at a disadvantage, and lowers the probability of encountering Wandering Monsters.  
(Duration)
- Prayer: Gives the caster an advantage when attacking; i.e., makes it easier for him/her to hit his/her opponent.  
(Duration)
- \*Hold Monster: Causes the caster's opponent to be HELD (temporarily placed in stasis). A HELD monster cannot fight back, nor can it dodge.  
(Immediate)
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### Third Level Spells:

- Cure Serious Wounds: Heals 4-14 points of damage to the caster.  
(Immediate)
- \*Dispell Undead: Causes Vampires or Ghouls to be utterly annihilated.  
(Immediate)
- Continual Light: Causes a bright point-source of light to appear above the caster's head. This light will remain for the duration of the adventure. See also LIGHT (1st Level).  
(Duration)
- \*Plague: Causes the caster's opponent to contract a combination of several deadly diseases, which will kill it in one round. CAUTION: THE CASTER MAY CONTRACT THE PLAGUE AS WELL!!!  
(Immediate)
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### Fourth Level Spells:

- \*Holy Word: Banishes the caster's opponent to eternal damnation.  
(Immediate)
- \*Finger of Death: Imbues the caster's finger (which is immediately applied to the opponent) with such unspeakable God-granted power that living things cannot contain it. Therefore, they die instantly.  
(Immediate)
- \*Blade Barrier: Causes a circular wall of flashing, moving swords to appear around the caster. This wall increases in diameter with great rapidity, catching and destroying any attacking monster.  
(Immediate)
- Heal: Totally cures ALL damage the caster has incurred.  
(Immediate)
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Welcome to DND, a computer fantasy role playing game inspired by Dungeons and Dragons. This game is not for everyone. As Gary Gygax explained in the foreward of the original edition of Dungeons and Dragons, those...

"... who lack imagination, those who don't care for Burroughs' Martian adventures where John Carter is groping through black pits, who feel no thrill upon reading Howard's Conan saga, who do not enjoy the deCamp and Pratt fantasies or Fritz Leiber's Fafhrd and the Gray Mouser pitting their swords against evil sorceries will not be likely to find Dungeons and Dragons to their taste. But those whose imaginations know no bounds will find that these rules are the answer to their prayers. With this last bit of advice we invite you to read on and enjoy a 'world' where the fantastic is fact and magic really works."

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If you dare, I will take you to such a world, but beware! You will find that this is somewhat more than just a clever computer game, that the characters you create may contain a tiny bit of yourself, and that the urge to return and explore just one more level down, if not carefully controlled, can begin to take precedence over work, family, eating, sleeping...

If you still wish to go on, I will help you create a character who will bear your weapons and armor and accompany you into a labyrinthine dungeon filled with fearsome monsters, fabulous treasure and frightful perils.

If you are patient and skillfull, your character will live to grow in power and wealth, and will be able to explore deeper and deeper into uncharted regions from which few return. But be warned! If you are too bold or too greedy, you won't survive long.

As long as it remains alive, your character will remain in the DND character file, waiting for you to return and bring it to life.

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Characters have these attributes:

Type	Strength
Level	Intelligence
Experience	Wisdom
Gold	Constitution
Hit points	Dexterity
Spells	Charisma
Dungeon	Magic possessions

Most of these attributes are displayed during your expedition. It is often quite important to watch them, as you will see.

TYPE

There are three character types: fighter, magician, and cleric. Each has some advantages and disadvantages. Fighters are much better in combat and harder to kill, but magicians and clerics can cast spells.  
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#### LEVEL

Level is a general indicator of your character's overall power. It is determined by experience and determines hit points and spells. There is essentially no limit to the level a character can attain.

#### EXPERIENCE

Experience is gained by killing monsters (immediate) and gathering treasure (cumulative). In order to advance a level, you must double your experience. This total is updated continually during your expedition, therefore you may advance a level at any time.

#### GOLD

Each treasure you find is worth some amount of gold. A temporary running total is kept during your expedition and added to your permanent total when you leave the dungeon. A portion of your temporary total also is added to your experience. Your permanent gold total is used to buy weapons, transportation between dungeons, etc.  
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#### HIT POINTS

Hit points represent the number of wounds you can absorb in combat. Each time you advance a level, they increase. You should watch this number very carefully in combat as you don't want to let it fall within range of a fatal blow. If you are lucky enough to find a magic ring, it will recover some lost hit points for you each time you move.

#### SPELLS

Four levels of six spells each are available to magicians and clerics. Also, fighters can find magic wands which can give the finder the ability to cast spells. Spells can be cast at any time. Each time your character gains a level you will be granted more and higher level spells. To see a list, type C (cast) and respond to LEVEL: with 0.

#### DUNGEON

There are currently five dungeons in the DND data base: Telengard, Shvenk's Lair, Lamorte, the Warren, and the Cavern. Transportation between dungeons is available in the store.  
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#### STRENGTH

Strength is of great importance to fighters as it partially determines how well they can fight. Magicians and clerics, however, do tend to run out of spells every now and then...

#### INTELLIGENCE

Intelligence is critical for magicians. It determines the power of spells.

#### WISDOM

Wisdom means to clerics what intelligence does to magicians.

#### CONSTITUTION

Of all the initial attributes, constitution is the most important to all as it determines hit points.

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#### DEXTERITY

Dexterity is also very important as it determines the probability of blows landing, spells working, and the ability to avoid falling in pits, etc.

#### CHARISMA

Charisma controls the ability to cast some spells.

#### MAGIC POSSESSIONS

Previous adventurers who were not fortunate enough to return alive have left all sorts of valuable possessions in the dungeon. You may find weapons, armor, shields or even elven boots and cloaks. All of these things will help you but none so much as a magic ring of regeneration, which recovers some lost hit points each time you move, allowing you to wander far from the safety of the entrance.

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When you enter the dungeon for the first time, stay near the entrance and by no means, fight dragons or anything else higher than level 1. If you lose more than a couple of hit points, evade if you can and run! If you reach the door, your hit points and spells will be returned.

I can't tell you too much more about what you will find in those dark and slimy passages. I am not stupid, er, brave enough go inside myself, but of those who have ventured within and returned alive, some have muttered of being suddenly transported to another room nearby, or of finding magnificent thrones with magic runes, and colored fountains which may grant great favor or great harm.

Many creatures have inhabited these caverns since their creation, somewhere in the mists of time, and most of them were quite evil or disgusting. One old story tells of an order of demented monks who built altars which still exist, although partly in this world and partly in theirs. Another tells of dwarves who made secret doors which may be seen only if you happen to stand in the right spot.

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But the legend that holds the most interest for fools, I mean adventurers such as yourself is that of the orb, an enormous eye-shaped gem which, if gazed into, grants its finder immortality. They say it was created and hidden by a mad wizard long, long ago and still waits deep

in the musty tunnels and dank caverns, guarded by enormous dragons and, er, well, never mind.

The last and best advice I can give you is to use the keypad with one hand and map your route with the other. Some have found a pad of graph paper useful. If you don't make a map, you will surely become lost and die. I have warned uncounted novice adventurers in the past, most rooms and passages look the same in the dark. But they never listen ...

If you need help during your expedition, type L or H.

When you get the "Move>" prompt the following keys are meaningful:

	W=North		7=Evade	8=North	9=Up	--=Cast
A=West	S=Stay	D=East	4=West	5=Stay	6=East	
	X=South		1=Fight	2=South	3=Down	+=<CR>
			0=Help		.	=<DEL>

Other keys:

H=Help  
.=<DEL>  
+=<CR>  
C=Cast a spell (0=Help)  
Q=Quit your adventure  
P=Pray to the nameless God  
K=Kill yourself  
?=Redraw the screen

#### DND Keypad

Evade	North	Up	Cast
West	Stay	East	
Fight	South	Down	CR
Help		DEL	

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Combat spells are flagged with a '\*'. These may or may not work, depending on the relative levels of the spell caster and his target. If the opponent is a great deal more powerful than the Magic-User, it is very highly resistant to the latter's magicking. The formula for spell efficacy varies from spell to spell, and contains a random factor.

Some spells become more effective as the Magic-User increases in power. Spells such as Lightning Bolt use the caster's level as a base number of points delivered, and then add on a random factor. If this is the case, the spell description mentions the exact formula.

Each spell is described briefly, and is labeled with a '\*', if applicable. In addition, each is labeled either 'Immediate' or 'Duration.' The former do whatever it is that they do RIGHT NOW, while the latter's effects take a little while to disperse.

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#### Magic-User Spells:

Level 1	Level 2
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1* Magic Missile	1* Phantasmal Forces
2* Charm Monster	2* Web
3 Shield	3* Lightning Bolt
4* Sleep	4 Strength
5 Protection from Evil	5 Levitate
6 Light	6 Invisibility
Level 3	Level 4
-----	-----
1* Fireball	1 Teleport
2* Confusion	2* Power Word KILL
3 Pass Wall	3* Prismatic Wall

4\* Hold Monster  
5 Fear  
6 Continual Light

4 Time Stop  
5\* Pillar of Fire  
6\* Summon Demon

\* - Combat Spell  
^

#### Level 1 Spells:

\*Magic Missile: Fires a magical dart from the caster's finger.  
This (Immediate) does not miss, and does (level)+ 1-10 points of damage.

\*Charm Monster: Basically, this hypnotises the caster's opponent, (Immediate) which therefore neither attacks nor dodges. This spell is easily broken, however.

Shield: Creates an invisible wall around the caster, causing (Duration) any monster attacking to do so at a disadvantage.

\*Sleep: Puts the caster's opponent into a deep sleep. While (Immediate) sleeping, it neither attacks nor dodges (obviously).

Protection from Evil: Causes the caster's opponent to attack at a disad- (Duration) vantage.

Light: Creates a point-source light, equivalent to one torch, (Duration) over the caster's head. Effects are cumulative.  
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#### Level 2 Spells:

\*Phantasmal Force: Causes the caster's opponent to believe it is confront- (Immediate) ing a creature much mightier than itself. This often causes flight.

\*Web: Entangles the caster's opponent in a magical net, (Immediate) making it helpless to attack or defend itself.

\*Lightning Bolt: Delivers (level) + 2-16 points of electrical damage to (Immediate) the caster's opponent.

Strength: Temporarily augments the caster's Strength attribute, (Duration) improving his/her combat skill commensurately.

Levitate: Causes the caster to float (level) feet off the floor, (Duration) making him/her harder to hit.

Invisibility: Strangely enough, causes the caster to fade from sight.  
(Duration) This puts monsters at a decided disadvantage.

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#### Level 3 Spells:

\*Fireball: Causes a fiery explosion in the vicinity of the  
(Immediate) caster's opponent. Does (level) + 4-24 points of  
fire damage.

\*Confusion: Causes the caster's opponent to lose clarity of  
mind, with attendant co-ordination. It cannot attack.  
(Immediate) Spell lasts for (level) + 1-6 rounds.

Pass Wall: Shifts the molecular structure of the desired  
wall such that it becomes as air, allowing passage through  
(Immediate) it.

\*Hold Monster: Mesmerises the caster's opponent so that it  
cannot attack or dodge.  
(Immediate)

Fear: Causes the caster's opponent to become fearful of  
(Duration) him/her, and attack at a disadvantage.

Continual Light: Same as a Light spell (qv), save that this is  
twice as bright and lasts for the duration of the  
(Duration) adventure.

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#### Level 4 Spells:

Teleport: Transports, instantly, the caster from where he  
is to somewhere else. The caster has no control of the  
(Immediate) destination.

\*Power Word KILL: Your basic Death Spell. Causes the caster's  
opponent to drop dead on the spot.  
(Immediate)

\*Prismatic Wall: Encases the caster in a multicoloured sphere with  
re- markable powers of monster-damaging. Does 5-40  
(Immediate) points of damage to the caster's antagonist.

Time Stop: Freezes Time in the caster's vicinity, while  
permitting

(Duration) him/her to move freely. Monsters cannot fight back.

\*Pillar of Fire: Causes the caster's target to be immolated in a pillar of flames, causing (level)+ 3-18 points of fire damage. (Immediate)

\*Summon Demon: Calls one of Hell's denizens to the caster's aid. The demon will attempt to drag the caster's antagonist back to Hell with it. (Immediate)

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The dungeons below have been inhabited by many creatures since the time of creation. They are mean and vicious and deranged beyond all imagination. If you insist upon entering, the following pages will give you some information about the foes you may encounter. My knowledge is by no means complete however, and the 'Monster Manual' by Gary Gygax might prove to be a valuable source of additional information.

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#### KOBOLD

A dog faced, two legged creature approximately three feet tall. They are reasonably well armed, but never-the-less, are not too difficult to kill.

#### GOBLIN

A short (four foot tall) creature with large forearms and hands. Their average intelligence and lack of special attacks or defenses makes them only slightly more resistant a foe than the Kobold.

#### ORC

This boar faced, upright creature is fierce. They are of average size (about six feet tall) but with long upper limbs. They live for about forty years.

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#### DWARF

The dwarf is a human looking creature. Although only 4 or so feet tall, they weigh no less than 150 pounds due to their stocky build. They live 350 years on the average.

#### HARPIE

Harpies have the bodies of vultures but the upper torsos and heads of women. The touch or sound of a harpie is extremely difficult to resist. They are of average size.

#### TROLL

Trolls are large (nine foot tall) creatures that know no fear. Their ability to regenerate makes them especially dangerous foes.  
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#### BUGBEAR

The bugbear is approximately seven feet tall and is armed with an assorted collection of mismatched weapons and armor. They are dangerous foes however, because of their clumsy manner disguises their lightning quickness.

#### DOPPLEGANGER

These two-legged creatures have the ability to take on whatever shape they choose. In combat they typically will assume the appearance of their opponent. They are subject to neither SLEEP nor CHARM spells.

#### GHOUL

Ghouls are "undead", once human creatures which feed on human and other corpses. They are unaffected by either SLEEP or CHARM spells. The magic circle of protection from evil keeps these monsters completely at bay.  
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#### MINOTAUR

Minotaurs are large creatures having the head of a steer. They are cunning and have excellent senses.

#### OGRE

Ogres are over nine feet tall with low intelligence. Their great strength

makes them an able opponent.

#### GIANT

The giant is a very large human-like creature of slow gait and questionable intelligence. Its great size and strength and its single-mindedness make it a very dangerous creature in combat.

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#### VAMPIRE

The vampire is the most dreaded of the undead. Their great strength is derived from the blood of their victims. SLEEP, CHARM, and HOLD spells have no affect on them.

#### BALROG

The balrog is a reptilian humanoid of extremely large size. They are fierce in combat and are difficult to kill.

#### DRAGON

The dragon is a winged snake-like creature of gigantic size. Its scales offer protection to all but magic weapons, and it is not often attacked by anything in its right senses.

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