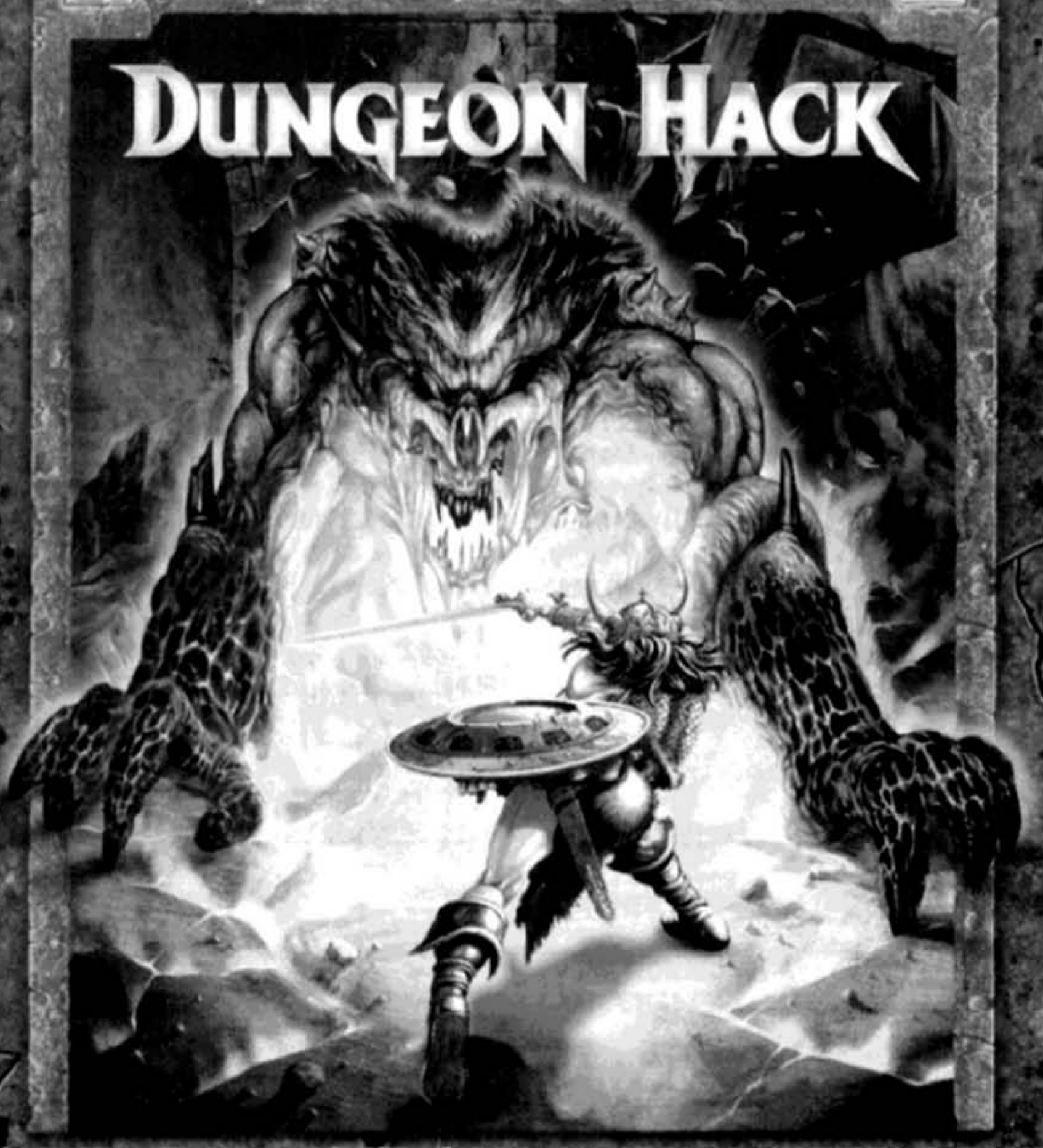
OFFICIAL

Advanced Dungeons & Dragons 2nd Edition

COMPUTER GAME

FORGOTTEN REALMS®

DUNGEON HACK



SSI

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INTRODUCTION

Welcome to Dungeon Hack!

Explore countless new dungeons in a game that never has to be the same twice. Send your character on quest after quest, down through the many pits, traps, and puzzles of DUNGEON HACK.

Take control, if you wish, and generate a new dungeon for every game. The random dungeon generator gives you the power to create a strikingly fresh layout every time! Where other games allow a few novel choices the second time around, DUNGEON HACK delivers many combinations of play, a variety of magical and non-magical items to be found in each game, and a bestiary stocked with over fifty formidable foes!

With DUNGEON HACK you spend more time playing than learning to play. Your character grasps a sword from inventory, finds a scroll, or casts a deadly spell, and all the action takes place on a single screen. There's no time to switch from screen to screen in this real time, 3-D environment, so everything is quick and easy to use. Click on that key your character needs to open the door; move it from inventory to the top of the keyhole, then click again. It's that easy!

Decide for yourself how many levels make up a dungeon, whether the creatures are deadly or dull, and if multi-level puzzles abound. When you choose, *DUNGEONHACK* allows almost every aspect of play to be tailored to your imagination. With this customization option, we put you in charge!

The time has come; a grand adventure awaits! Swords should be sharpened, spells prepared, and shields raised, for many dangers await within the menacing halls of DUNGEON HACK!

Getting Started Quickly

To start right away, select one of the pre-generated adventurers instead of creating one of your own. Your success in *DUNGEON HACK* depends on the skills and talents of your character, so read on, even when starting with a pre-generated character. The sections "All About the Characters of DUNGEON HACK" starting on page 4 and "How to Play" starting on page 13 are important.

What Comes with This Game?

Your game box should contain this rule book, game disks, and a data card. The rule book explains how to play and contains handy references on characters, monsters, and spells. To play, install your disks according to the instructions on the data card, which also shows how to start quickly with a pre-generated character.

Copy Protection

There is no physical copy protection on your DUNGEON HACK disks. This allows you to make copies of the disks and put the originals away for safekeeping, a procedure we recommend.

To assure you have a legitimate copy of the game, questions appear on your screen during play. When this happens, find the correct word in the rule book and use it to answer the question.

Clicking with Your Mouse

In this book, the term "click" means to move the cursor to the desired area on the screen, then to press either the left or right mouse buttons.

"Right-click" means move the cursor to the desired area and press the right mouse button.

"Left-click" means move the cursor to the desired area and press the left mouse button.

CREATING A CHARACTER

Relying on with, talent, and the strength to raise a sword yet one more time, your character journeys through this dungeon alone. As a single character game, DUNGEON HACK requires you to either pick one of the characters available with the game or generate your own dauntless adventurer. But be warned, before creating a character strong enough to survive these dungeons, you should peruse this book with a careful eye (especially the pages on the talents and abilities of the character classes).

Continues...



♦ Character Generation Screen ♦

Generating Characters

The race, sex, class, alignment, and attributes of your character are up to you. However, a selection in one area may limit your choices in another. If you make your character a paladin, for instance, the only alignment available is lawful good; it is impossible to be anything else! As you make your choices, selections which become restricted dim out, letting you know they are no longer available. Change your mind? You do not have to start all over. In this example, if you decide not to have a lawful good character, you need only change the class of your character from paladin to something else. Of course, your new choice may cause other restrictions!

The choices you make also affect the armor class and hit points of your character. Hit points increase or decrease depending on the class and constitution you've chosen, while armor class values change according to your character's dexterity. (Terms such as Armor Class, Hit Points, Constitution, and Dexterity are explained later on. Look under Ability Scores on page 69 and Other Characteristics on page 10.)

The Character Generation Screen

When you choose to create a character, the character generation screen is displayed. This screen appears with a set of scores automatically in place, representing your character's attributes.

You can modify your character's attributes and your character's hit points as you wish. To do this, move the mouse pointer over the score you wish to change, then watch as the cursor takes the form of a mouse with a plus sign on the right and a minus sign on the left. Point the arrow on the top of the mouse-shaped cursor to the score you wish to modify or to your character's hit points. Right-clicking increases values and left-clicking decreases them.

REROLL assigns new scores to the displayed attributes on a random basis. As the name implies, it's a new roll of the dice.

However invulnerable, infinitely powerful, or supremely brilliant you may wish your character to be, there are limits. Attribute scores and hit points cannot be increased beyond them. Scores also change automatically if they fall below the prerequisites for any chosen race or class. Elect a paladin (our favourite example) and the game ensures this warrior goes into battle with at least a Strength of 12, a Constitution of 9, Wisdom of 13, and a Charisma of 17.

Before playing, personalize the game with a portrait, heroic name, and a short history for your stalwart traveler. Select one of the available portraits to represent your character, then type in the name of your choice. The opportunity for a life's history follows (perhaps a brief explanation as to why you named him "Kruge the Unsavory").

Your Character's Portrait

The portrait is a picture that represents your character during the game. A variety of handsome male, charming female, and otherwise generally eccentric portraits have been provided for you to choose from.

ALL ABOUT THE CHARACTERS OF DUNGEON HACK

Character Basics

Six races inhabit the world of DUNGEON HACK: Of these, humans prove the most numerous and adaptable, but only you can decide if they are the most fun.

While the race of your character is important, there is another quality critical to his success: his class. This description of talents and abilities falls into one of seven basic categories, including cleric, fighter, ranger, mage, paladin, thief, and bard. Some races boast talented men and women able to handle more than one occupation at a time. These are referred to as multi-class characters.

Physical and mental prowess are defined by a character's ability scores. These are: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Races

There are six races of characters to choose from:

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

While all races can become experts in fighting, some are more adaptable than others, and a few can wield powerful magic. Only humans may join the paladins, those elite warriors battling in the name of truth. Each race possesses certain strengths, which show up as modifiers to their ability scores.

◆ **Dwarves** combine the qualities of the ferocious and the artistic. They are as at home crafting a circlet of jewels as they are wielding an axe in battle. Firm muscle accounts for much of their average 150 pound weight, although at a mere four to four and a half feet in height, dwarves appear stocky at best. They are tenacious and demonstrate a fanatical courage through most of their four centuries or more of life. Their weapons and other dwarven-crafted wares command high prices in the market place.

Part of the dwarven mystique is their innate resistance to spells and to many poisons. Dwarves are, by nature, non-magical creatures.

ABILITY SCORE MODIFIERS: Dexterity -1, Constitution +1, Charisma -2
ALLOWABLE CLASSES: Cleric, Fighter, Thief, Fighter/Cleric, Fighter/Thief
LEVEL RESTRICTIONS: Cleric, 13th level; Fighter, 18th level; Thief, 15th level

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◆ **Elves** spend much of their time in the company of nature, as far from cities and towns as possible. Because of this they are often thought to be haughty and cold, especially when forced into the company of others. At their best with a bow or a song, elves may spend more years in playful wandering than most other creatures live; their life span can exceed 1,200 years. Elves are distinguished by their fine features and pointed ears, and when standing beside the average man they appear a bit shorter than most. Taught archery from an early age, elves receive a +1 bonus with any type of bow, and with both short and long swords. Mages find them resistant to any type of sleep or charm spells. But unfortunately, raise dead spells do not affect them either.

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: Cleric 15th level; Fighter, 15th level; Mage, 18th level; Thief, 15th level

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◆ **Gnomes** may be the world's first practical jokers and have a proven reputation as enthusiastic pranksters. Carefree and lively, it is often as difficult to believe they are kin to dwarves as it is to get any gnome to admit the relation. They live to be around 600 years old, an age reached in part because of their resistance to magic.

ABILITY SCORE MODIFIERS: Intelligence +1, Wisdom -1
ALLOWABLE CLASSES: Cleric Fighter, Thief, Cleric/Thief, Fighter/Cleric, Fighter/Thief
LEVEL RESTRICTIONS: Cleric 12th level; Fighter, 14th level; Thief, 16th level

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◆ **Half-elves** prove to be skillful in a wide range of activities, their mix of elven and human blood providing them with many advantages over other races. Yet their talents are not so appreciated as to make them welcome company in either human or elven society. While they are seen to travel and mingle in both groups, they are often too tall and heavy to be accepted among the elves, while it is their slender, elven features that often make them outcasts among men.

On the average, half-elves live for some 250 years and inherit an inborn resistance to sleep and charm spells, though this protection proves weaker than in true 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, Bard
LEVEL RESTRICTIONS: Cleric, 17th level; Fighter, 17th level; Mage, 15th level; Ranger, 19th level; Thief, 15th level

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♦ **Halflings** avoid dungeons as a rule. Their backsides are accustomed to the comfort of padded chairs, and their feet enjoy resting atop mounds of well-feathered pillows. This is not to say they are lazy, for as a race halflings prove to be sturdy and industrious, always making certain their larders stay full to bursting and their burrows remain warm, well-furnished homes.

A bit shorter than dwarves, halflings can usually be spotted by their curly hair and round, broad facial features. They are plump, quiet, and well liked by the other races, especially the gnomes. When adventuring, halflings show their mettle by their innate resistance to magic and the +1 bonus they receive for their skill with slings.

ABILITY SCORE MODIFIERS: Dexterity +1, Strength -1 (for all classes)
ALLOWABLE CLASSES: Cleric, Fighter, Thief, Fighter/Thief
LEVEL RESTRICTIONS: Cleric, 11 th level; Fighter, 12th level; Thief, 18th level

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♦ **Humans** can be found nearly everywhere, the foul hearts of dungeons being but one of the locations these aggressive creatures seem willing to brave. Enterprising and materialistic by nature, humans often risk their short, 70 year life span in quests for immediate, personal gain. Yet it proves difficult to say any one thing about them. Though often impatient and short-sighted, humans live in the most diverse societies and frequently strive to meet high ideals.

ABILITY SCORE MODIFIERS: None
ALLOWABLE CLASSES: Cleric, Fighter, Mage, Paladin, Ranger, Thief, Bard
Level Restrictions: None.

Classes

There are characters who use magic and others who are experts in battle tactics. Some are masters of the arcane art of spell casting, while others are malcontents able to pick almost any lock. Each belongs to his own defined occupation, or class. While the members of some races may belong to more than a single class, the seven basic choices are:

♦ Cleric ♦ Fighter ♦ Ranger ♦ Paladin
♦ Mage ♦ Thief ♦ Bard

Select the class of your character with care. A good sword arm and knowledge of tactics are the hallmark of warriors such as the fighters, rangers, and paladins, but skill in battle alone is often not enough. In surviving a dungeon adventure, the art of picking locks and avoiding hidden traps can be useful too. These are the skills of a thief. Magic wielders such as mages and clerics possess the knowledge of powerful spells, and clerics are able to cure wounds.

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

♦ Clerics may be the most favored class of the gods, for they receive their power directly from them and cast spells through their holy symbols. Yet no cleric battles his adversaries with faith alone, preferring instead to back up magic with the authority of a mace or flail. Limited to using blunt, impact weapons, clerics are not opposed to wearing a good suit of armor on their journeys.

No tomes of spells and rituals dangle from a cleric's belt or hide in the dark and musty reaches of his pack, for clerical magic is of divine origin. While mages mutter endlessly over the spells they must memorize, clerics invite a meditative trance wherein they become receptive to divine magic.

The ability to turn undead is listed on the cleric's lst-level spells and is used like a spell, giving the wielder powers against undead monsters such as skeletons. Because this is an ability, it does not go away when used. As clerics advance in levels, they gain more spells and greater power against the undead.

Clerics with wisdom of 13 or higher gain extra spells. (See the Cleric Wisdom Spell Bonus table on page 66.)

PRIME REQUISITE: Wisdom
RACES ALLOWED: Human, Dwarf, Elf, Gnome, Half-Elf, Halfling
WEAPONS ALLOWED: Mace, Flail, Staff, Sling

♦ **Fighters** often tread in harm's way, relying on a strong sword arm and their brave, sometimes foolhardy natures to win the day. Trained in the use and maintenance of all types of weapons and armor, fighters can utilize any available piece of hardware without restriction. This includes magical items such as rings and gauntlets.

Like practicing athletes, fighters improve their skills and speed as they move up in levels. An extra sword thrust, delivered with blinding speed may prove the difference between the living and the dead, and high-level fighters such as paladins and rangers are able to attack more often with such melee weapons.

PRIME REQUISITE: Strength
RACES ALLOWED: All
WEAPONS ALLOWED: All

♦ **Mages**, it has been said, fight with their hands in the air and dispatch their adversaries by wiggling their fingers. The gestures of spellcasting are their treasure and the secret to their mysterious power.

Because their arcane art depends on freedom of movement, mages cannot wear armor. They also tend to make poor fighters. Instead of weapons (and they can use but very few), mages rely on their intellects and their ability to memorize spells to see them through.

Still, a high level mage is a potent entity. With a hoard of musty spell books and scrolls, gathered after many trials and much experience, a mage can become truly powerful.

PRIME REQUISITE: Intelligence
RACES ALLOWED: Human, Elf, HalfElf
WEAPONS ALLOWED: Dagger, Staff, Dart

♦ **Paladins** radiate an aura of protection, a shield of sorts which causes their attackers to suffer a penalty even before these elite warriors have unsheathed their swords. In this and other magical abilities, paladins prove themselves as more than mere fighters. Walking the most difficult path of any class, the paladin abides by the rules of lawful good and leads others by the example of his chaste and pious ways.

In addition to skill with all types of arms and armor, paladins are able to attack more often with melee weapons and also possess extra resistance to magical attacks

and poisons. No disease can lay them low. And once per day, they can heal with their lay on hands ability, a skill similar to the cleric's cure light wounds spell. This restores two hit points per level of advancement.

By the time they've reached the third level, paladins can turn undead as well as a cleric two levels below their own. Once they reach the ninth level, paladins can use certain cleric spells, praying for them and casting them exactly as the clerics themselves do. These are: bless, cure light wounds, detect magic protection from evil, and slow poison.

PRIME REQUISITES: Strength, Charisma
RAGS ALLOWED: Human
WEAPONS ALLOWED: All

♦ **Rangers** follow the broken trails of their quarry across hard lands, or beneath the dim light of a forest canopy, yet never lose the spoor. They are trained trackers, hunters, and woodsmen, succeeding by their wits as much as by their skills with the bow and sword.

At one with any type of weapon or armor, rangers usually avoid heavy armor as too restricting. It prevents them from using their special ability to wield a weapon in both hands without penalty. For this reason they are seen more often in studded leather or other, lighter armors.

Rangers, like other high-level fighters, can attack more often with melee weapons.

PRIME REQUISITES: Strength, Dexterity, Wisdom
RACES ALLOWED: Human, Elf, HALF-ELF
WEAPONS ALLOWED: All

♦ **Thieves** accept no single rule or philosophy by which to run their lives. While some, with sleight of hand, may steal change from a beggar's cup, others may share their ill-gotten prizes with the less fortunate. Still others see themselves as basically good business men, with perhaps a slight character flaw.

In a dungeon, an experienced thief of many levels is proficient at picking locks and avoiding whatever traps have been laid to catch the unwary. To move freely and quietly, thieves prefer to wear leather armor, though they are not averse to traveling well-armed.

PRIME REQUISITES: Dexterity
RACES ALLOWED: All
WEAPONS ALLOWED: ALL

♦ **Bards** hold in their hearts the knowledge that they know and can do everything, though a more objective eye might see them as the world's great amateurs. It is tree they generally prove themselves to be well-rounded individuals, with the knowledge of many skills and the blessings of more than a single talent. Poets, song smiths, men of words and wit, bards often find themselves dabbling in the arcane arts. Upon reaching second level, a bard gains the ability to cast wizard spells. By the tenth level, a bard can attempt to use scrolls and books of magic. And while he may collect a repertoire of spells, there always remains a 15% chance that the bard will read these incantations incorrectly.

Besides a smattering of magic, bards trust their knowledge of picking pockets, climbing walls, reading languages, and detecting noise like a stealthy rogue. In their skill with weapons they are often compared to the rogue as well. Although they cannot use a shield, bards are comfortable in any armor up to and including chain mail.

A bard can be lawful, neutral, or chaotic. He or she can be good or chaotic, but in all cases he or she must be partially neutral.

PRIME REQUISITE: Dexterity, Charisma
RACES ALLOWED: Human, Half-Elf
WEAPONS ALLOWED: All

Alignments

In your character's fictional past, every time he or she stole food from the orphans to buy breakfast for the king, or, conversely, went to the temple early for an extra hour of prayer, he or she demonstrated a certain alignment or philosophy of life. There are nine possible alignments, although a character's class may limit your selections. Paladins, for instance, can be only lawful good. The choices are:

- Lawful Good
- Lawful Neutral
- Lawful Evil

- Neutral Good
- True Neutral
- Neutral Evil

- Chaotic Good
- Chaotic Neutral
- Chaotic Evil

Does your character carry a prayer book does to his or her heart and offer gestures of blessing to all passers-by? If so, the character can be described as lawful good, a person who believes strongly in society and in acts of individual altruism. The chaotic evil cousin, on the other hand, might enjoy tossing large stones through temple windows.

Two parts make up a character's alignment, and both are equally important: world view and personal ethics.

World View

Lawful means the character works within the framework and rules of a society.

Neutral means the character moves between valuing society and valuing the individual.

Chaotic means the character values the individual above society and others.

Personal Ethics

Good indicates the character acts 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

These numbers are a summary of natural faculties and abilities. Your character's summary includes the following faculties:

- Strength (STR)
- Wisdom (WIS)
- Constitution (CON)
- Intelligence (INT)
- Dexterity (DEX)
- Charisma (CHA)

Every character brings a different combination of strengths, weaknesses, talents, and abilities to the game. Fortunately, no super character, endowed with a mighty sword arm, the ability to cast spells of devastating magic, and the gritty street knowledge of a thief exists. It would hardly be fun to play if they did.

Instead, the game uses scores to keep track of a character's various abilities. High scores show strength in a particular area, low scores the opposite.

A number between 3 and 18 goes to make the base score. Modifications to the base score caused by the character's race are automatically factored in by the computer.

The highest any score can be is 19, unless boasted upward through magic.

Strength provides a measure of effectiveness in battle. As the word implies, physical power, muscle, and stamina are being gauged. Stronger characters are able to swing a sword or mace more often and thereby receive bonuses for the extra damage they do.

Fighters, rangers, and paladins are capable of extraordinary feats of physical prowess and so may possess Strength scores higher than 18. These special scores are displayed as a percent value following the base strength, such as: 18/23, where 23 means 23%.

Unfortunately, halflings, even halfling fighters, cannot acquire exceptional strengths.

Dexterity bestows the gifts of speed and agility on those characters who score high in this area. Accuracy in firing a bow or in letting loose with a sling rate as other advantages of being dexterous, as well as receiving bonuses to one's armor class. Adversaries simply find it hard to hit a quick-moving target.

When the Dexterity score reaches 16 and above, fighters can more effectively manage a weapon in each hand with less penalty.

Constitution measures the fitness, health, and physical toughness of your character. A high score in this area boosts the total number of hit points your character receives, and with more hit points, your character becomes all the more difficult to injure or kill.

Intelligence becomes a key factor in a character's ability to memorize and use spells. Mages especially must be highly intelligent to learn and use their repertoire of magic. In all, this quality measures memory, reasoning, and learning ability.

Wisdom ensures the character possessing it is less susceptible to magic. Likewise, a low score in this area (7 or less), leaves a character open to the slightest spell. Wisdom scores of 15 and above offer some protection.

Clerics find that a high Wisdom score (13 or more) enables them to cast extra spells. For more information, see the Cleric Wisdom Spell Bonus table on page 66.

Charisma and its value lie embodied in the words persuasive and commanding. For a character with high personal magnetism and the allure which persuades others to accept their leadership, the way lies open to join that elite group, the paladins.

Other Characteristics

- Armor Class (AC)
- Hit Points (HP)
- Level (LVL)

Five other elements of a character make up define performance at any given point. Unlike race or class, these scores change constantly based on a character's actions (either on what the character is doing or on what's being done to the character). They are: armor class, hit points, experience points, level, and alignment.

Armor Class (AC) reflects both a character's Dexterity and whatever new armor or shield he or she may be wearing. As a score, it measures how difficult someone is to hit and damage.

Low armor class values mean different things. While your character may wear the best, dwarven tooled armor, that beast skulking around the next comer may boast the same armor class, if only because it is fast and small.

Magical armor and a high Dexterity score improve a character's armor class.

Hit Points (HP) act like a scale showing your character's life force. Needless to say, the longer your character allows that troll to beat him or her about the head and shoulders, the more hit points he or she will lose. Higher values are better. And while armor and magical defenses provide some protection, when your character's hit points reach zero, he or she is dead. It is then, well... time to make a new character.

Experience Points (EXP or XP) can be thought of as milestones in your character's personal development. Avoiding that undead creature's silent leap from behind taught your character something, as did honing sword skills against overwhelming odds two doors back. Finding treasure, completing parts of the adventure, dispatching foes -- all lead to increased experience points and, eventually, to an increase in your character's level.

Characters with prime requisite scores of 16 or more increase their experience earned by 10%.

All characters begin the game with some experience points, and multi-class characters have these points distributed evenly among their classes.

Level measures how much a character has advanced in his or her class. When a character gains enough experience points to advance a level, extra hit points are earned. There is also an improvement in your characters fighting ability.

Characters at higher levels show a resistance to the effects of poisons and magical attacks. When at advanced levels ranges, clerics, and paladins find themselves able to memorize a greater number of spells.

These improvements happen automatically whenever a character has enough points.

Level Advancement Tables for all classes begin on page 66.

Creating Strong Characters

Assuming you've faithfully perused this rule book thus far, you have ideas as to the character you will choose, or design, for your adventures. In this section, a condensed version of the information is reviewed and some hints are offered.

Single Class vs. Multi-Class

Perhaps your character dedicates five hours out of every twenty four to calisthenics, deep knee bends, and a rousing afternoon of sword play. As a fighter, a member of a single class, he or she tosses scrolls aside as if they were so much litter. And why not? A fighter cannot cast spells; and after all, to a fighter, fighting ability wins the day.

Single class characters have more hit points than multi-class characters with the same amount of experience. They do more damage to their opponents in battle. Single class clerics and mages gain higher-level spells sooner than their multi-class counterparts.

Non-human characters may choose to belong to one or more classes, and in so doing reap a few rewards for their trouble. A fighter/ranger can both melee effectively and cast spells, though single-class counterparts prove better at their individual specialties. While this may sound at first like a weak choice, ask yourself what your brave fighter will do when he or she encounters a locked gate for which there is no key. Perhaps they should have taken a second major as a thief.

Because their experience points are distributed evenly between their classes, multi-class characters move up through the levels very slowly.

Racial Advantages

If you've been wondering which race/class combinations are best, we've taken the liberty to list some concrete examples.

Dwarvin Fighter: This character has less to worry about than most when battling poisonous creatures. With a Constitution of 19, the dwarven fighter may benefit as well from increased hit points. Reading dwarven writing is, of course, their specialty.

Paladin: With a gentle touch, your paladin may heal that wound which otherwise could signal the end for your character. Yet laying on hands is but one benefit of choosing this elite warrior to do battle in the dungeons. Capable of fighting as well as any fighter, when paladins reach the ninth level, they are able to master some clerical spells.

Elven Mage: Moving swiftly, your elven mage steps between the paths of two hurtling arrows, demonstrating inhuman grace and dexterity. Benefiting from a high armor class (due to Dexterity) and the ability to gain levels swiftly as a single class character, the elven mage boasts a maximum Constitution of 17 and a maximum Dexterity of 19. They also read elven writing.

Human or Half-Elven Cleric: Proud of their often formidable intellects, these single class characters gain levels swiftly. They can ascend to a maximum wisdom of 18, and in so doing acquire the maximum number of bonus spells. A good human or half-elven cleric can attain the maximum levels permitted in the game.

Half-Elvin Fighter/Mage/Cleric: If only this character can survive long enough, his various talents show promise in overcoming any obstacle a dungeon might offer. With the exception of lock picks, a specialty of thieves, your Half-Elven Fighter/Mage/Cleric can employ every item in the game. But while drawing a sword, casting a protection from evil spell, or healing that chimera bite are all possibilities, he or she can do none as well as a single class character with the same amount of experience.

They rise in levels very slowly and have few hit points to call their own for most of the game.

Elvin Fighter/Mage/Thief: Now we have a lack of all trades who can pick locks as well. But like the Half-Elven Fighter/Mage/Cleric listed previously, this character also rises slowly through the levels and suffers from a scarcity of hit points for most of the game.



AFTER SELECTING A CHARACTER

Once you have selected a pre-generated character or have finished designing one of your own, a game difficulty screen appears. To go right into play, choose the easy or moderate difficulty level and proceed. Before playing the hard setting, please read the warning which follows.

WARNING!

If your character dies after you have selected to play in the "hard" mode, all saves pertaining to that character are lost. "This is the Character Death Real" option for hardy game players, and we recommend you read more about it in the "Game Environment Options" section on page 26 before choosing this setting.

The game difficulty screen also allows extensive customization of the game. For more information see Customizing Settings (As You Like It) on page 25.

Once you have selected a difficulty level, the game begins.

HOW TO PLAY

A Crash Course in Combat

Basic Training

To attack, your character must have his or her weapon in-hand and ready. By in-hand, we mean the weapon is in your character's hand, a feat you can accomplish by clicking the mouse on the weapon and moving it into your character's hand. By ready, we mean the weapon is in a usable condition. If it is not, the weapon will be shaded out.

To attack, right-click or left-click on a ready weapon.

It is possible to have an item in hand but not ready. Two-handed weapons demand the attention of all ten of your characterÕs fingers. While the weapon appears to be in one hand on the screen, the other hand is shaded out. You could place a weapon in the grayed-out hand, but it would be of no benefit.

Melee, thrown, and ranged weapons compose the three basic types of arms your character uses. Right-click on the ready weapon and your character lunges to the attack. While it seems easy, keep some common sense rules in mind.

Thrown weapons have to be retrieved after a fight and made "ready" again. Ranged weapons, such as bows and slings, require ammunition. Arrows are conveniently carried in your character's quiver, while rocks for slings can be placed anywhere in inventory.

Fire ranged weapons by right-clicking on the ready weapon on the adventure screen. As with thrown weapons, however, you will have to have your character retrieve the ammunition used.

A Crash Course in Spellcasting

Mages and clerics contest the evil that slinks through dungeons by magic means, fighting and healing wounds with spells. The cost of wielding magic is that it drains a character's powers and they must rest in order to regain their spells. Once spells are memorized or prayed for, they are ready to be used. However, once employed, a spell is forgotten and must be memorized again.

If your character is a spellcaster, a piece of sound advice would be to have them rest and either pray for spells or memorize them before engaging in combat.

As a mage, your character searches for a unique treasure -- new spells to add to his spell book. These he must memorize before bringing their powers to bear in his defense.

Prayer is the means by which clerics and high-level paladins acquire their spells. Such magic comes in the form of insights bestowed by the gods, instead of from arcane scribblings on parchment.

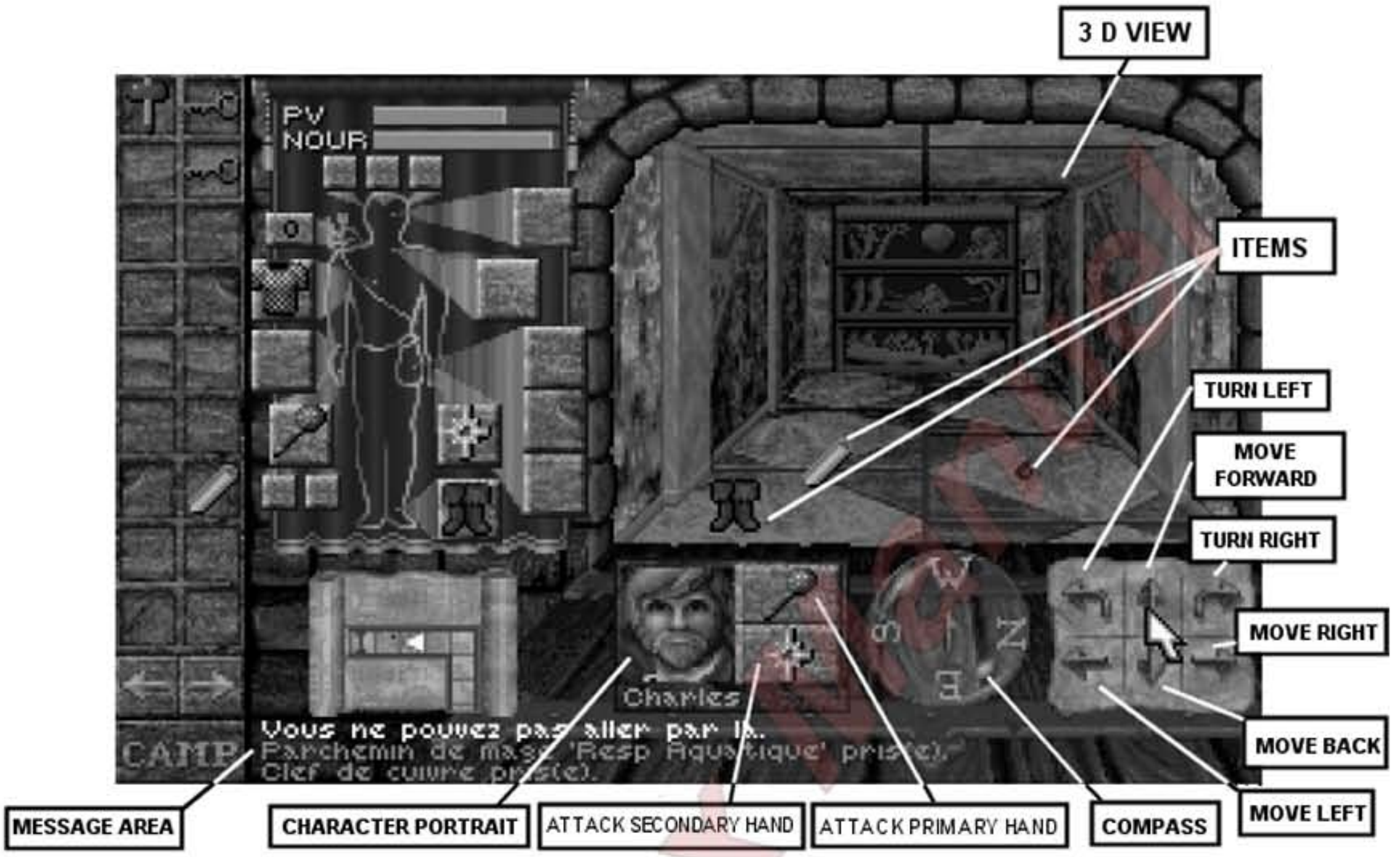
To ready spells, go into camp and select Memorize Spells or Pray for Spells. Click on Next Level or Previous Level to move through the various spell levels. Click on the + (plus sign) next to the spell names to choose the ones you want to memorize. Repeat this for all the different levels of spells your magic user knows, and then choose Done to return to the Camp menu.

Once spells have been selected, choose Rest and your character proceeds to memorize the spells. In the future, whenever your character rests, he or she re-memorizes the same spells.

If you want your character to memorize a different set of spells, then the next time your character is in camp, go to Memorize Spells or Pray for Spells. Click on the - (minus sign) next to the spells you want to remove, and then click on the + (plus sign) next to the spells you want to add.

Cast all spells from the adventure screen. To do this, right or left-click on your character's spell book or holy symbol. The spell box appears over the adventure screen, allowing you to click on the level of the spell to cast and then on the spell itself.

For more information on memorizing, see the "Camp" section on Page 21. For more information on casting spells, see the "Adventuring" section on page 15. Refer to the Spells section for detailed information on the effect of spells. It begins on page 28.



Adventure Screen

Adventuring

All movement, combat, spellcasting, and exploration in "DUNGEON HACK" takes place from the adventuring screen. When other screens are active, they appear to overlay parts of the adventuring screen.

Things You Can Do from the Adventure Screen

Attack Opponent: As previously mentioned, launch your character's attack by right or left-clicking on an weapon which is "in-hand" and "ready". Once used, a weapon will be shaded out until it is again made ready (perhaps by replenishing its supply of ammunition). Fighters, paladins, and rangers can carry and fight with a second weapon, but may suffer a penalty to their combat ability.

Bash Obstacle: Left-click or right-click on your character's in-hand weapon to destroy (if possible) an object that's in the way.

Camp: Click on the camp button at the bottom left side of the screen. You can save the game, turn sounds on or off, have spellcasters memorize their spells, and more. For details, see the "Camp" section on page 21.

Display Dungeon Level Auto-map: Activate this function by right or left-clicking on the local auto-map display in the lower, left-hand area of the adventure screen.

Cast Cleric Spell: By right or left-clicking on your character's in-hand holy symbol, you allow your character to cast a spell. Click on the spell-level button from the spell menu and then on the spell to cast.

Cast Mage Spell: By right or left-clicking on your character's in-hand spell book, you allow your character to cast a spell. Click on the spell-level button from the spell menu and then on the spell.

Cast Spell from Cleric Scroll: Right or left-click on an in-hand scroll. The scroll is consumed when the spell is cast.

Cast Spell from Mage Scroll: Right or left-click on an in-hand scroll. The scroll is consumed when the spell is cast.

Check Character Status: If your character's portrait is normal, the character is conscious. The spell effect box surrounding the character shows if the character is protected by spells. A yellow spell box represents a spell that mainly defends against physical attacks. A red spell box represents a spell defending against magical attacks. A dashed spell box signifies that multiple spells are in effect.

The hit point bar displays your character's current condition. If it is green, your character may be injured, but is in good shape. If it is yellow, your character is gravely wounded.

To display hit points as a numeric value click on Bar Graphs from the Preferences menu under Camp options. Turn the Bar Graphs On or OFF.

Drink a Potion: Right or left click on an in-hand potion or select the potion and move it over the character's portrait, then right or left-click.

Drop an Item: Left-click on an item, carry it to the 3-D view and click on it again below the center line of the window to drop it. (To throw an item, click over the 3-D view center line.)

Examine Character Information: Click on the portrait of your character as it appears on the adventure screen, To examine part of the 3-D view, click on dungeon features, such as writing on the walls, Information about the selected item appears in the text window,

Fire a Ranged Weapon (Bow or Sling): Right or left-click on any in-hand bow or sling. To prepare a ranged weapon, place the weapon in the character's primary hand. As you fire the weapon, ammunition will be expended from either the quiver (arrows), or belt pouch and backpack (sling stones). This assumes ammunition is available.

Throw a Ranged Weapon (Dagger or Dart): Right or left-click on any in-hand dagger or dart. Replacements are automatically drawn from the bottom of the characters' belt pouch if they are available.

Force Open a Gate: Click on the bottom of a partially open gate to try to force it open.

Move in Dungeon: Click on the movement arrows in the lower right comer of the screen.

Navigate in the Dungeon: Watch the compass to maintain your orientation and to map the various levels.

Open a Gate: Click on the release lever or button near the gate. Some gates are locked or guarded by hidden traps and can only be opened with keys or special actions. See Force Open a Gate and Unlock a Gate.

Paladin Heal: Right or left-click on an in-hand holy symbol, click on the 1st-level spell button, then click on lay on hands ability. The Paladin will be healed for the appropriate amount of points.

Pick a Lock: Left-click on the thief's lock pick, place it over the lock and click. Thieves automatically attempt to disarm any traps they find associated with locks.

Pause the Game: Click on the Camp button at the bottom left side of the screen. This brings up the camp menu and pauses time in the game.

Ready a New Item: Left-click on the item and move it over your character's hand, then left-click again to put it in place.

Take an Item: Left-click on the item. To place it in a backpack or belt pouch, or to have your character wear it, carry the item over the character figure. Now, click over the item's destination. Treasure, food, weapons, and other items can be found throughout the dungeon. Please note that in this 3-D adventure, your character needs to be adjacent to an item to pick it up; sometimes an item will be in sight, but out of reach!

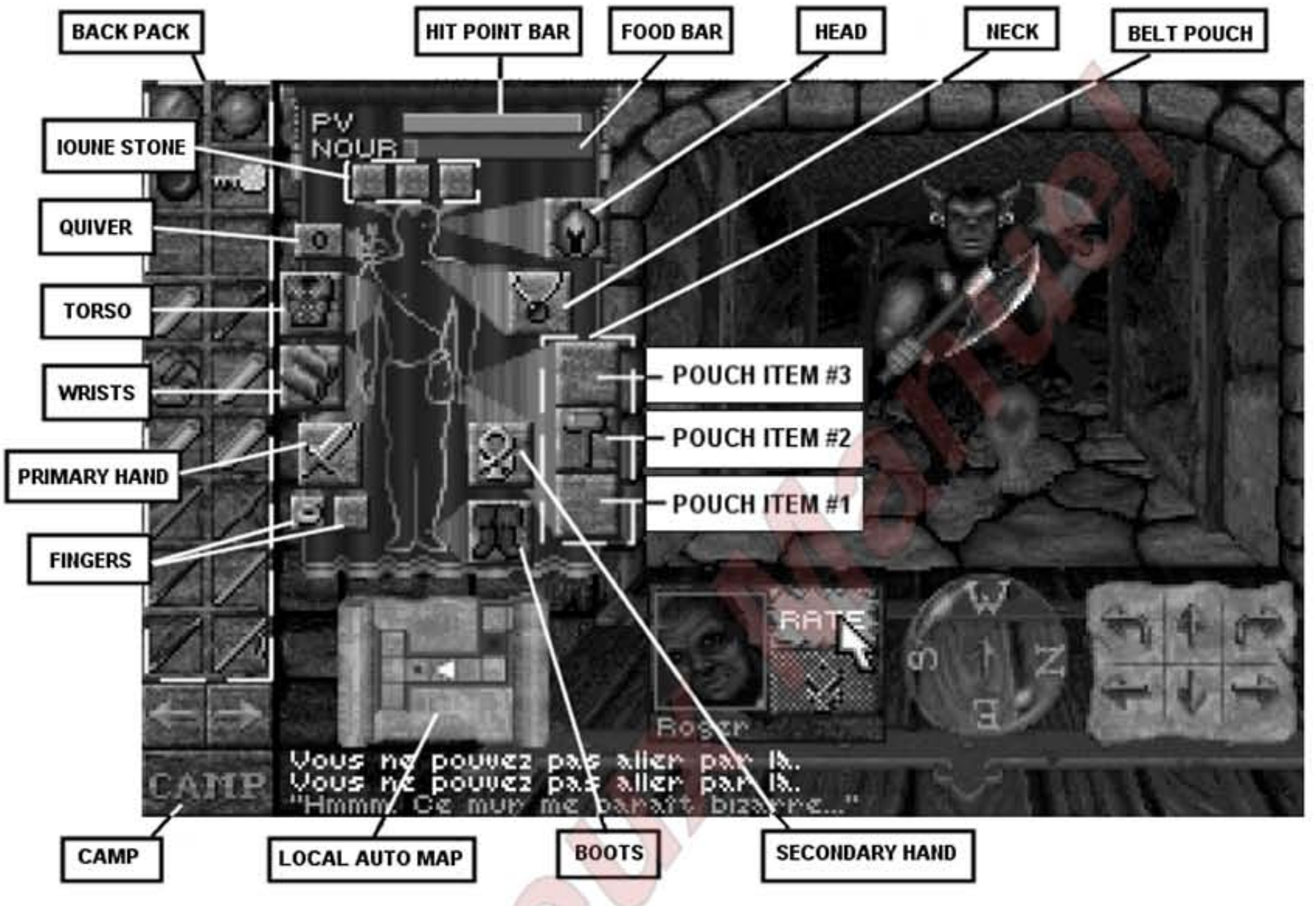
Throw an Item: Left-click on an item, carry it to the 3-D view and click on it again over the center line of the window to throw the object. (To drop an item click below the 3-D view center line.) This type of throwing is not the same as throwing a dart or dagger, which is described under Fire a Ranged Weapon.

Turn Undead: Right or left-click on your cleric or paladin's holy symbol, click on the lst-level spell button, then click on the turn undead ability.

Unlock a Gate: Left-click on the appropriate key, place it over a lock and click.

View Parchment: Right or left-click on an in-hand parchment.

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Equipment Screen

Inventory and Equipment Section of the Adventure Screen

The inventory and equipment section of the adventure screen displays all of your character's items. Items in the character's backpack and belt pouch are not readied and do not help the character, while those worn on the character's body or in-hand ore readied and give any bonuses (or penalties) they confer. Your character has more inventory spaces than can be displayed on the screen at one time. You can scroll through the inventory slots by clicking on the arrows underneath the bottom part of the inventory spaces (to the left of the local auto-map display).

Right or left-clicking on the arrows takes you through the sections of your character's inventory.

Check Arrows in Quiver: The number on the quiver indicates the number of arrows your character is carrying. Click arrows on the quiver to fill it.

Check Character Screen: Click on the portrait of your character to display information such as ability scores and experience levels.

Check Food Bar: The food bar is yellow when your character is hungry, red when close to starving, and blank when starving. Starving characters cannot memorize or pray for spells.

Eat: Click on a food packet, then bring it over your character's face and right-click to eat.

Keep Items Ready to Throw: Keep weapons for throwing in the belt pouch. An item in the belt pouch is transferred to the hand when the character attacks with a thrown weapon.

Ready an Item: Left-click on an item, move the item over to the box representing your character's hand, and left-click again to put it in place.

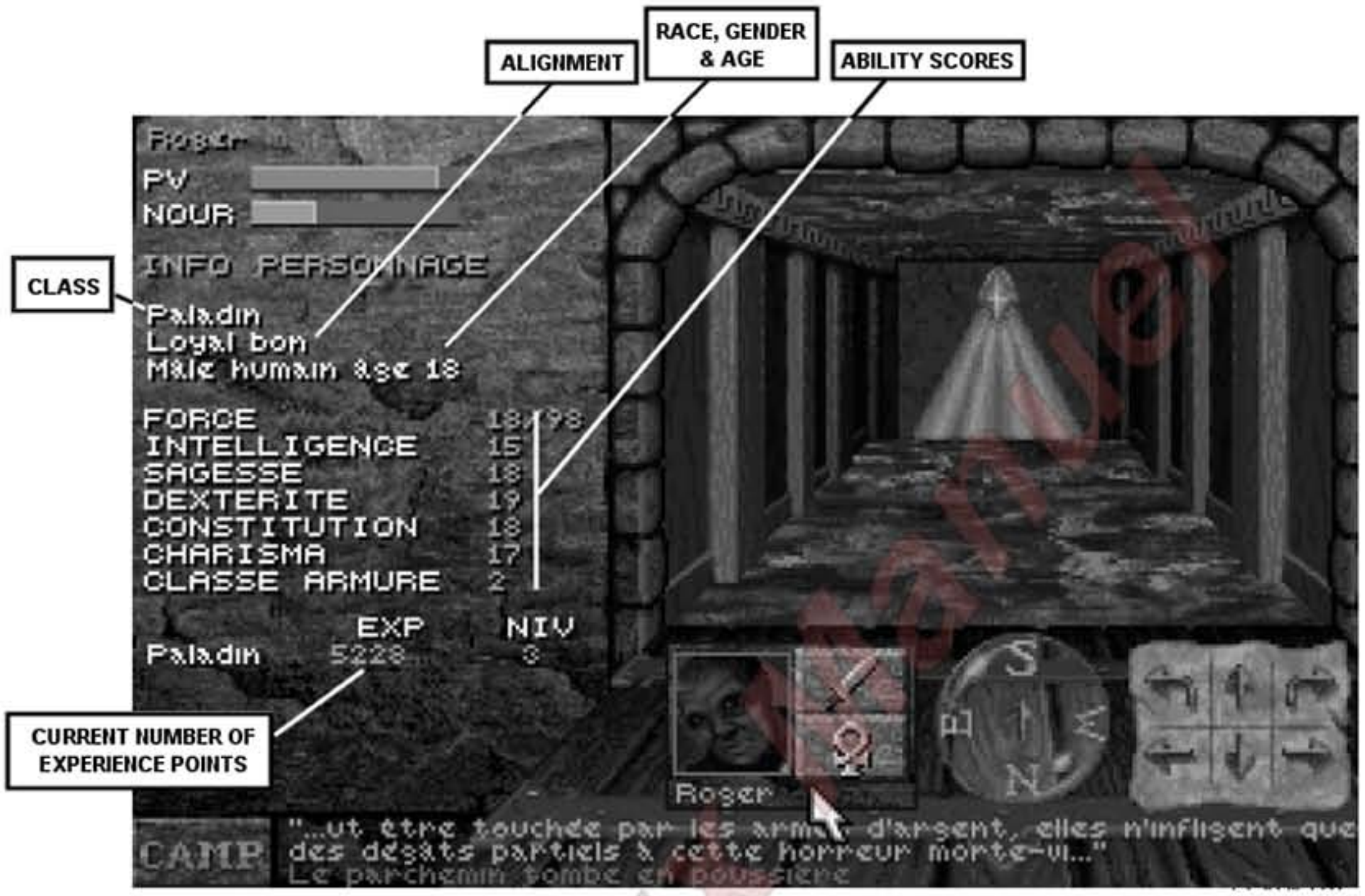
Scribe Scrolls: Left-click on the scroll you wish to scribe, move it on top of the spellcaster's spellbook and right-click to scribe the scroll. If the spell is already in the spellbook the scroll is not scribed a second time; instead the scroll is placed where the spellbook was and the spellbook is selected.



Store Items: Click on an item, carry it over the backpack, and click to place it inside. Items in the backpack are not readied and do not help your character.

Wear Equipment: Click the desired equipment over a box connected to the character's body to wear it. Place clothing or armor on the character's torso, bracelets on the character's wrists, rings on the character's fingers, helmets on the character's head, and necklaces on the character's neck. Place any foot gear on your character's feet, and loun stones in the area above your character's head.

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Character Generation Screen

Character Information

The character screen displays a character's class, alignment, race, gender, ability scores, armor class, experience points, and current level. For a detailed description of these values, see the Character Basics section on page 4.

Things You Can Do from the Character Screen

Check Equipment Screen Click on the portrait of your character to display inventory and equipment information.



Camp Screen

Camp

Rest

This option allows your character to rest, heal, and memorize spells. How long the character rests depends on the number and level of spells being memorized (or prayed for). Remember, hungry characters cannot concentrate. If your character has a blank food bar, he or she cannot regain spells until he or she has eaten.

Pray for Spells

You may examine any set of spells your cleric or high-level paladin has learned during rest. The Spells Available menu appears when you choose this option. Click on NEXT LEVEL or PREVIOUS LEVEL to move through the spell levels. The number of unmemorized spells and a list of available spells appears. Click on the + (plus sign) next to the spell names to choose the ones you want your character to memorize. Repeat this for all the levels of spells your cleric knows, then choose DONE to return to the Camp menu.

Memorize Spells

Examine any set of spells your mage has learned during rest. The Spells Available menu appears when you choose this option. Click on NEXT LEVEL or PREVIOUS LEVEL to move through the spell levels. The number of unmemorized spells and a list of available spells appears. Click on the + (plus sign) next to the spell names to choose the ones you want to memorize. Repeat this for all the levels of spells your mage knows, then choose DONE to return to the Camp menu.

Break Camp

Is your character rested, fit, and ready to go? Select this option to exit the camp menu and resume play.



Spells Available Menu

Save Game

This displays a list of named, saved games. Click on an available slot, type in a name for the game you are saving, the press Enter to save it. Saving your game from time to time during play is a good idea.

Restore Game

Select this option to display a list of twelve saved game slots, each with its own name. Click on a slot to restore the game you want.

Turn Sounds On/Off

Select this option to tam sound effects on and off.

Exit Game

Select this option to quit DUNGEON HACK. Be sure to save your game before you exit if you want to resume where you left off.

View Hall of Fame Screen

Select this option to take a look at the standings in the Hall of Fame. For more information, see A Tribute to Those Who Have Fallen- The Hall of Fame, on page 23.

Show Numbers

With the show numbers command, you may change the manner in which hit points are displayed from a bar representation to a numerical one.

Show Creature Totals

Interested in how many monsters your character has vanquished? With this command the number of creatures killed will be listed according to their type and how many have fallen.

AUTO-MAPPING

As your character goes up against the incredible odds in DUNGEON HACK the last thing you want to do is map each step of the way with pencil and paper. We've made it easy by including a versatile auto-map feature.

Local Auto-map

Most games played from the character's perspective suffer from a kind of tunnel vision; you can see ahead but not to the sides or rear. The local auto-map changes this by displaying the area immediately about your character. The map is shown in the lower left-hand comer of the main game screen, and all aspects of the dungeon (its doors and pits, etc.) appear on this chart in real time.

This allows you to see any creatures approaching your character from the sides or from behind. Right or left-click on the local auto-map and a map of the entire level is displayed.

Dungeon Map

The dungeon map is based on your character's line-of-sight, so only the parts of the dungeon that have been explored are shown. Everything on the map reflects the current status of items in the dungeon; doors are displayed open or closed; pits am only shown when open. This makes the auto-map a very useful tool.

If you press a button and something does not seem to happen, take a look at the dungeon map. Go back and press the button again, then look at the map once more to see if anything has changed.

Printing Out Dungeon Maps

This unique feature allows you to print the layout of the dungeon level your character is exploring. Print out a map by selecting the print map option on the right-hand side of the auto-map display.

Special Note: *Please be certain your printer is* ***on*** *and set up to print out a map. In order for the print function to work, the printer must be set to print the IBM character set. Refer to your printer instructions for information on how to set up your printer, and if you are using a laser printer, be aware you may have to change the printer font to the IBM character set.*

THE HALL OF FAME

A Tribute to Those Who Have Fallen

From the Camp menu:
Upon completing the game, or dying bravely in the attempt, your character enters the Ranks of the Valiant. A screen appears comparing your character with others who have died in the dungeons of DUNGEON HACK; as well those victorious heroes who have made it all the way through the game.

Each hard won experience point, earned at sword's length or by the crafty use of your character's talents, now proves its worth. Your character's final level is displayed, ranked by the number of experience points earned during play.

A few heroes on the list are characters used by the skilled game testers at SSI. How well does your score compare to the creations of these expert game players? If you fared badly, try again and again. Challenge fate until one of your characters battles to the forefront of the Ranks of the Valiant!

You can also see how well your characters' have done compared to the creations of a friend who is playing DUNGEON HACK.



MAGICAL OBJECTS

Relics From the Past- Magical Objects of Power

Each game of DUNGEON HACK contains sets of powerful, special objects your character can find. These objects once belonged to men and women who lived out their lives in ages past. Though they bestowed great power upon these individuals, the objects were thought lost forever-- until now! With a sharp eye and ready wit, your character can find many 3f them within the walls of the dungeon. And their power is for the taking!

Remember, all of the objects are not in one place; instead, they have been scattered throughout the dungeon. Each item bears the mark of those who once owned them, such as:

- Fhang the Fierce, a warrior
- Midnight, a warrior femme fatale
- The barbarian Keign
- Ravenna the magician
- The wizard Onex the Great
- The high priest called Myrh
- The high priest Phoos
- Ghreu the devious, a thief



Customization Screen

CUSTOMIZING SETTINGS (AS YOU LIKE IT)

After selecting a pro-generated character or designing one of your own, the game difficulty screen is revealed.

Easy, moderate, or hard: the choice of play difficulty is yours as you arrange your character's adventure through DUNGEON HACK.

Select the custom option and the customization screen appears.

Welcome to the bridge, command central, the crystal palace, or any other place from which complex and weighty judgments are made after much careful deliberation. You are in control! Change aspects of the game environment if you wish, or recreate the game a friend is playing by entering a "dungeon seed" and an "option seed".

There are two types of choices: dungeon generation options and game options. Some options, like imaginary switches, can be either on or off, while others are set between a high and a low level.

Dungeon Generation Options affect the physical layout and structure of a dungeon, as well as anything placed inside, such as objects, creatures, and traps.

Game Environment Options change some of the more insubstantial elements of play. In a sense, you can determine just how hungry a fellow your character is, or how cunningly lethal his opponents are.

Dungeon Generation Options

Dungeon Depth: How many levels is your character willing to endure? Pick the size of the dungeon for today's adventure, choosing from 10 to 25 levels.

Monster Frequency (Low to High): Is there a beast ready to slink out from behind every comer and half-opened gate, or will the number of adversaries be more manageable? You decide.

Treasure (Low to High): Pick High and a wealth of magical and non-magical objects all but litter the dungeon floor. An easy choice? Not for game players who enjoy a challenge.

Illusionary Walls (Off to High): This option turns illusionary walls on or off, and varies the frequency with which your character encounters them.

Food Availability (Low to High): Halflings like to eat, and even a paladin can work up an appetite after facing down a squadron of screaming banshees. Will your dungeon resemble a well-stocked larder or an empty cupboard?

Keys (Off to High): Choose High with this option and then play with any character but a thief. (If you have that certain sense of humor.) This setting determines the frequency with which keys for locks are used in the game.

Magical Traps (Off to High): By employing this option, you can determine if there are magical traps in the dungeon and, if so, how frequently they are placed. For example, a spell trap is a plate in a hallway. When stepped upon, it causes a fireball to shoot at your character. Watch out!

Pits (Off to High): This option determines whether or not pits are placed in the dungeon, and if so, how frequently they are found.

Hint Sheets (Off to High): Good reading material can be hard to find, especially in dungeons. A High selection here causes hint sheets to be dropped frequently during your character's adventure.

Magical Zones (On or Off): You decide if the various magical zones in the game will be on or off. A magical zone is an area where magic either works (zone is on) or doesn't work (zone is off).

Water Level (On of Off): Dry or wet? This option gives you the choice of placing a water level in your dungeon.

Multi-level Puzzles (On or Off): It may comfort your character to know everything required to get through the current level can be found on that level. If this is true (and he need not admit it to his friends), turn this option off.

Undead Creatures (On or Off): What is a proper dungeon without the rotting stench of the undead? A safer place, perhaps? You decide.

Game Environment Options

Food Consumption (Slow to Fast): How often must your character dip into the lunch you packed before his quest, or find other sustenance along the way? There's more at stake here than a growling belly.

Monster Difficulty (Easy to Hard): In a dungeon where each creature does its best to do your character in, you can decide just how good their best will be!

Character Death Real (On or Off): Consider this option carefully, for it is not for the faint of heart, nor for players easily frustrated by their character's demise. Should your character succumb while this option is on, all traces of your adventurer, including the saves you have made along the way, vanish. Character death real is automatically turned on when the SET TO HARD difficulty setting is chosen for game play. And it is available here for the hardy adventurer who wants to add a sense of excitement to the game.

Magic Power (Low to High): Your mage repels the advance of a minotaur with burning hands. Is the beast slightly sunburnt, singed, or seared to the bone? How powerful you set the game's "Magic Power" level may decide.

Poison Strength (Low to High): This option determines how much damage a poison inflicts and how frequently it is inflicted.

Enemy Spell Casting (On or Off): Lurking in the shadows, magical creatures wait to cast their spells against your character. Or do they?

Once you have customized the game according your tastes, you may either save the settings by selecting SAVE SETTINGS or begin your game by selecting PLAY.

Dungeon Generation and Game Environment Seeds

As you play, each game seeds itself, creating a code which can recreate the dungeon or game environment in which you are playing. We call these codes the dungeon generation seed and the game environment seed. You can find them by selecting the Camp option on the main game screen. Both seeds need to be entered in order to recreate a dungeon that is exactly the same as the game from which they are taken.

The dungeon generation seed "remembers" items such as the "Dungeon Depth" and "Monster Frequency".

The game environment seed "remembers" items such as Food Consumption and "Character Death Real".

One or both of these seeds may be entered from the game customization screen. Once entered, the settings on the screen change to reflect those of the game from which the seeds were taken. Of course, after a seed has been entered, you can still make changes, modifying the values just as you did to customize your game in the first place.

Easy, Moderate, and Hard Settings

These settings await you on the game customization screen. Right-click on any one of them and all of the options on the screen change to reflect our programmer's idea of that difficulty level. Before making a choice, you may wish to review the option settings for that difficulty.

When you become familiar with what the terms "Easy, Moderate, and Hard" imply, you can save time by picking the difficulty you want from a menu which appears just before the customization screen. Remember, if you choose SET TO HARD, then Character Death is Real (see page 26).

Sating and Restoring Your Custom Settings

Select SAVE SETTINGS from the game customization screen to write your settings to the disk.

Select RESTORE Settings from the game customization screen to load your favorite settings from the disk.

SPELLS

The following sections contain descriptions of the spells that your character can use to attack opponents or protect himself.

Legend for Mage and Cleric Spell Descriptions

Range:

0 = Your character
Medium = up to 2 squares away
Close = adjacent object
Long = as far as visible range

Duration:

Short = single combat round
Long = effect lasts quite a while
Instantaneous = flash or instant effect
Medium = effect lasts for some time
Permanent = effect lasts for the entire game
Variable or Special = see spell description

MAGE SPELLS

First-level Mage Spells

◆ ARMOR

RANGE: *0* **DURATION:** *SPECIAL* **AREA OF EFFECT:** *YOUR CHARACTER*

With this spell your mage can surround himself with a magical field that protects as scale mail (AC 6). The spell has no effect on characters who already have AC 6 or better and it does not have a cumulative effect with the shield spell. The spell lasts until dispelled, or until the character suffers damage that is equal to or greater than 8 hit points plus 1 hit point for every level of the caster.

◆ BURNING HANDS

RANGE: *CLOSE* **DURATION:** *INSTANTANEOUS* **AREA OF EFFECT:** *FRONT RANK*

When a mage casts this spell, a jet of searing flame shoots from his or her 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.

◆ CHILL TOUCH

RANGE: *0* **DURATION:** *3 ROUNDS + 1 ROUND/LEVEL* **AREA OF EFFECT:** *YOUR CHARACTER*

When casting this spell, a blue glow encompasses your character's hand. This energy attacks the life force of any living thing upon which your character makes a successful melee attack. Because of this, the creature suffers a -1 to its attack rolls for every other successful touch.

◆ Detect Magic

RANGE: *0* **DURATION:** *SHORT* **AREA OF EFFECT:** *Carried Items*

This spell allows a mage to determine if any of the items he or she is carrying are magically enchanted. All magic items glow for a short period of time.

◆ DETECT UNDEAD

RANGE: *0* **DURATION:** *3 TURNS* **AREA OF EFFECT:** *60' + 10'/LEVEL*

This spell displays the dungeon map and shows the location of any undead creature on that map. In this way it can detect the undead through walls and obstacles.

◆ MAGIC MISSILE

RANGE: *LONG* **DURATION:** *INSTANTANEOUS* **AREA OF EFFECT:** *ONE TARGET*

Your mage creates a bolt of magic force that unerringly strikes one target. "Magic missile" spells do greater damage as a mage increases in level. Initially, "magic missiles" do 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.

◆ PROTECTION VS. EVIL

RANGE: *0* **DURATION:** *MEDIUM TO LONG* **AREA OF EFFECT:** *YOUR CHARACTER*

This spell envelopes your character in a magical shell. The shell inhibits the attach of evil creatures. Its duration increases with the level of the spellcaster.

◆ SHIELD

RANGE: *0* **DURATION:** *SHORT TO MEDIUM* **AREA OF EFFECT:** *SPELLCASTER*

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:** *SPELLCASTER*

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, the caster's hand looks electrified, The mage may attack with this hand like any other melee 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.

◆ SNILLOC'S SNOWBALLS

RANGE: *20 YARDS/LEVEL* **DURATION:** *INSTANTANEOUS* **AREA OF EFFECT:** *ONE TARGET OR CREATURE*

This spell creates a mystical snowball in the hand of the caster which can then be thrown against any target within range. It hits automatically for 1-3 points of damage, or 1-6 points if used against a fire-using or fire-dwelling opponent. The snowball strikes like a "magic missile" and can be affected and repelled in the same way.

Second-Level Mage Spells

◆ AGANAZZER'S SCORCHER

RANGE: *20 YARDS* DURATION: *2 ROUNDS* AREA OF EFFECT: *2-FOOT BY 60 FOOT JET*

Upon casting this spell a jet of flame appears at the caster's fingertips and bursts outward toward a chosen target. If the target remains within range it suffers 3-18 points of damage in the first round and 3-18 again in the second. The casting mage cannot perform other actions during the second round of the spell or discontinue the spell until it has run its course.

◆ BLUR

RANGE: *0* DURATION: *SHORT* AREA OF EFFECT: *SPELLCASTER*

The position of a mage with an active blur spell shifts and wavers. This distortion makes the character harder to hit with an attack. A true "seeing" spell will counter a "blur" spell.

◆ DETECT INVISIBILITY

RANGE: *CLOSE* DURATION: *MEDIUM* AREA OF EFFECT: *ONE SQUARE IN FRONT OF THE CHARACTER*

With this spell, your character can see invisible monsters, items, or magical effects. It does not reveal illusions.

◆ INVISIBILITY

RANGE: *0* DURATION: *SPECIAL* AREA OF EFFECT: *YOUR CHARACTER*

This spell causes your character to vanish from sight. He or she remains unseen until attacking a monster. However, certain powerful monsters can sense invisible characters, or even see them outright.

◆ IMPROVED IDENTIFY

RANGE: *0* DURATION: *INSTANTANEOUS* AREA OF EFFECT: *ONE ITEM IN THE SPELLCASTER'S HAND*

When this spell is cast, one item in the mage's hand is identified for what it really is. The mage learns the item's name and the attack or damage bonuses it has. Note that some items, such as special magical tomes, cannot be identified with this spell.

◆ 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.

◆ PROTECTION FROM PARALYSIS

RANGE: *0* DURATION: *LONG* AREA OF EFFECT: *YOUR CHARACTER*

Upon using this spell, your mage becomes totally immune to paralyzing substances (such as poison or venom) and paralyzing spells (such as hold person and slow). Keep in mind that although the spell protects the character from paralysis, the spell cannot protect against physical damage from an attack.

Third-Level Mage Spells

◆ DISPEL MAGIC

RANGE: *0* DURATION: *INSTANTANEOUS* AREA OF EFFECT: *YOUR CHARACTER*

This spell negates the effects of any spell affecting your character. Dispel does not counter cure spells, but it dispels hold person, bless, 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.

◆ HASTE

RANGE: *0* DURATION: *MEDIUM* AREA OF EFFECT: *YOUR CHARACTER*

This spell allows your character to move and fight at double the normal rate. (However, it does not allow spells to be cast at a faster rate.) The spell's duration increases with the level of the caster.

◆ HOLD PERSON

RANGE: *LONG* DURATION: *MEDIUM* AREA OF EFFECT: *UP 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.

◆ HOLD UNDEAD

RANGE: *LONG* DURATION: *MEDIUM* AREA OF EFFECT: *UP TO 3 TARGETS*

This spell affects undead creatures who are as powerful or weaker than the caster. It automatically affects skeletons, zombies, or ghouls. All other undead creatures may resist the spell; those who do not become rigid and unable to move or speak. Duration increases with the level of the caster.

◆ 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 1-6 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.

◆ SLOW

RANGE: *LONG* DURATION: *LONG* AREA OF EFFECT: *TWO SQUARES*

This spell makes enemies move and attack at half their normal rate. Slowed creatures have a penalty of 4 on their armor class and attack with penalties. All dexterity combat bonuses are negated.

◆ VAMPIRIC TOUCH

RANGE: *CLOSE* DURATION: *ONE ATTACK* AREA OF EFFECT: *SPELLCASTER*

When this spell is cast, a glowing hand appears. A mage may attack with this hand like any other melee weapon. When the caster touches an opponent with a successful attack, the spell 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 are transferred temporarily to the mage, so any damage he takes is subtracted from these points first. This spell does not affect undead monsters such as skeletons.

◆ WATER BREATHING

RANGE: *0* DURATION: *LONG* AREA OF EFFECT: *YOUR CHARACTER*

When this spell is cast, your character is able to breathe water freely for the duration of the spell.

Fourth-Level Mage Spells

◆ FEAR

RANGE: *CLOSE* DURATION: *MEDIUM* AREA OF EFFECT: *ONE SQUARE*

When this spell is cast the mage projects a cone of terror. Any creature affected by the spell will turn tail and run. 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 3X3 SQUARES*

This spell produces 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.

◆ ILYYKUR'S MANTLE

RANGE: *0* DURATION: *1 ROUND/LEVEL OF CASTER* AREA OF EFFECT: *YOUR CHARACTER*

When casting "Ilyykur's Mantle", your character is surrounded by a luminous aura, a shield of sorts against magical attack. This spell bestows +1 on saving throws against all spells and, as a bonus, offers some protection against electrical attacks such as "lightning" and "shocking grasp".

◆ IMPROVED INVISIBILITY

RANGE: *0* DURATION: *SHORT* AREA OF EFFECT: *YOUR CHARACTER*

This spell causes your character to vanish from sight. He or she remains unseen, even if attacking with a weapon or spell. The invisibility makes the character harder to hit with an attack. A true seeing spell counters an improved "invisibility" spell. Certain powerful monsters can sense invisible characters, or even see them outright.

◆ MISSILE MASTERY

RANGE: *10 YARDS/LEVEL* DURATION: *4 ROUNDS* AREA OF EFFECT: *ONE MISSILE*

When this spell is in effect, the wizard can alter the flight of a single missile that passes within the range of the spell, stopping it altogether. The wizard can affect only a single missile per round. Magic missiles are negated entirely, but only one particular missile is dispelled in a single round.

◆ REMOVE CURSE

RANGE: *0* DURATION: *PERMANENT* AREA OF EFFECT: *YOUR CHARACTER*

This spell allows a character with a cursed item to drop the item. However, the item itself will still be cursed with its negative properties.

Fifth-Level Mage Spells

◆ CONE OF COLD

RANGE: *CLOSE* **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 2-5 points 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. However, the spell does not affect undead creatures. The spell's duration increases with the level of the caster.

◆ SNILLOC'S MAJOR MISSILE

RANGE: *60 YARDS + 10 YARDS/LEVEL* **DURATION:** *INSTANTANEOUS* **AREA OF EFFECT:** *ONE CREATURE*

Major missile inflicts 2-5 points of damage to a single target, much as "magic missile". In addition, the caster does an additional 2-5 points of damage for every two levels thereafter, to a maximum of 30-75 points of damage. The "major missile" cannot be split up between multiple targets and will be affected by all spells which negate or affect "magic missile".

◆ WALL of FORCE

RANGE: *CLOSE* **DURATION:** *SHORT* **AREA OF EFFECT:** *ONE SQUARE*

A "wall of force" creates a barrier which stops monsters and spells from passing. A wall cast by a character is dispelled with a "disintegrate" spell, or if your character enters the square with the wall of force.

Sixth-Level Mage Spells

◆ DEATH SPELL

RANGE: *LONG* **DURATION:** *INSTANTANEOUS* **AREA OF EFFECT:** *3 SQUARES LONG*

This spell slays many weak creatures easily, but kills few strong ones. Some very powerful monsters may not be affected by this spell.

◆ DISINTEGRATE

RANGE: *CLOSE* **DURATION:** *INSTANTANEOUS* **AREA OF EFFECT:** *ONE TARGET*

This spell causes any one creature it hits to vanish. Disintegration is instantaneous and its effects are permanent.

◆ FLESH TO STONE

RANGE: *MEDIUM* **DURATION:** *PERMANENT (OR UNTIL REVERSED)* **AREA OF EFFECT:** *ONE TARGET*

This spell causes any one target to turn to stone. The spell's effects can be reversed with the "stone to flesh" spell.

◆ LICH TOUCH

RANGE: *TOUCH* **DURATION:** *1 ROUND/LEVEL* **AREA OF EFFECT:** *YOUR CHARACTER*

By this spell, the caster gains both the chilling touch of the lich and invulnerability to several lich-like attacks and effects. The caster is immune to all forms of paralysis and fear, and the caster's touch does 1-10 points of damage as well as paralyzing the target. Undead and creatures not affected by paralysis are entirely immune to this spell.

◆ OTILUKE'S FREEZING SPHERE

RANGE: *SPECIAL* **DURATION:** *SPECIAL* **AREA OF EFFECT:** *SPECIAL*

When casting this spell, your character creates a small globe about the size of a sling stone. It can he hurled by hand or in a sling, but upon hitting the target it does 6-36 points of cold damage upon all creatures within a 10-foot radius. These special sling stones should be created just before a battle in which they will be used, for they cannot be stored forever and disappear with time.

◆ TRUE SEEING

RANGE: *O* **DURATION:** *SHORT* **AREA OF EFFECT:** *SPECIAL*

With this spell, your character can see things as they really are. Illusionary walls do not fool your character, and invisible monsters, items, or magical effects appear. This spell also reveals certain traps or trapped items by casting a red glow around the item.

Seventh-Level Mage Spells

◆ ACID STORM

RANGE: *LONG* **DURATION:** *INSTANTANEOUS* **AREA OF EFFECT:** *THREE SQUARES*

This spell causes a downpour of acid in the area of effect. Creatures that are within the area suffer approximately 1-8 points of damage plus an additional 1-8 points of damage for every caster level above 7th.

◆ FINGER OF DEATH

RANGE: *0* **DURATION:** *PERMANENT* **AREA OF EFFECT:** *ONE TARGET*

This spell snuffs out the victim's life force. If successful, the victim can neither be raised nor resurrected. The caster utters the finger of death spell incantation, points his or her finger at the creature to be slain, and (with luck) slays the creature. If the creature does not die, it suffers 3-17 points of damage.

◆ MORDENKAINEN'S SWORD

RANGE: *CLOSE* **DURATION:** *MEDIUM* **AREA OF EFFECT:** *ONE TARGET PER ATTACK*

This spell creates a sword that the mage can wield in melee. The sword attacks as if a fighter that is half the wizard's level were wielding it. For example, if a 14th level wizard casts the spell, the sword would attack as if a 7th level fighter were wielding it. The sword has no magical attack bonuses or damage bonuses. The sword does 5-20 hit points of damage to man-sized creatures and 5-30 hit points to large creatures.

◆ POWER WORD, STUN

RANGE: *LONG* **DURATION:** *SPECIAL* **AREA OF EFFECT:** *ONE TARGET*

When this spell is cast, the target is stunned and unable to move. The fewer the hit points a creature has, the longer it stays stunned. Very strong or healthy creatures may not be affected by this spell.

Eighth-Level Mage Spells

◆ ABI-DALZIM'S HORRID WILTING

RANGE: *CLOSE* **DURATION:** *INSTANT* **AREA OF EFFECT:** *ONE SQUARE*

This spell evaporates moisture from the bodies of all the targets within the area of effect. The creatures suffer 1-8 points of damage per level of the caster. This spell is especially devastating to water elementals and plant creatures.

◆ BIGBY'S CLENCHED FIST

RANGE: *CLOSE* **DURATION:** *MEDIUM* **AREA OF EFFECT:** *ONE TARGET PER ATTACK*

This spell creates a huge fist that the mage controls (from a distance) in combat. The fist always hits, but the damage range is from light to heavy depending on how well it hits.

Ninth-Level Mage Spells

◆ ENERGY DRAIN

RANGE: *CLOSE* **DURATION:** *PERMANENT* **AREA OF EFFECT:** *ONE TARGET*

If the creature is hit by the mage, the creature loses two levels or 2-16 hit points. The creature also loses attack bonuses.

◆ METEOR SWARM

RANGE: *LONG* **DURATION:** *INSTANT* **AREA OF EFFECT:** *3X3 SQUARE AREA*

Four fireballs travel down the corridor. Anything in their path suffers the maximum damage from the spell. The fireballs fly in a line and form a diamond or square area of effect. Anything unlucky enough to get caught in the center is affected by all four of the spheres.

◆ POWER WORD, KILL

RANGE: *LONG* **DURATION:** *PERMANENT* **AREA OF EFFECT:** *ONE SQUARE*

This spell kills a creature with up to 60 hit points. It also kills two or more creatures with less than ten hit points each (up to a maximum of 120 total hit points). For example, the spell can kill 12 creatures with ten hit points each.

◆ TIME STOP

RANGE: *0* **DURATION:** *SHORT* **AREA OF EFFECT:** *YOUR CHARACTER*

This spell stops time momentarily and gives your mage time to do things such as cast more spells or run away. Everything outside the area of effect temporarily stops moving; it is as if time were suspended. Only unique creatures or creatures of demigod and greater status are immune to this spell.

CLERIC SPELLS

First-Level Cleric Spells

◆ BLESS

RANGE: *0* **DURATION:** *MEDIUM* **AREA OF EFFECT:** *YOUR CHARACTER*

Upon uttering this spell the morale of your character is raised, and he or she gains a bonus to his or her attacks. "Bless" spells are not cumulative. High- level paladins can cast "bless" spells.

◆ CAUSE LIGHT WOUNDS

RANGE: *CLOSE* **DURATION:** *PERMANENT* **AREA OF EFFECT:** *ONE TARGET*

By casting this spell, the cleric can cause 1-8 hit points of damage.

◆ CURE LIGHT WOUNDS

RANGE: *0* **DURATION:** *PERMANENT* **AREA OF EFFECT:** *YOUR CHARACTER*

By casting this spell on your wounded character, up to eight hit points of damage can be cured. High-level paladins can cast "cure light wounds" spells.

◆ DETECT MAGIC

RANGE: *0* **DURATION:** *INSTANTANEOUS* **AREA OF EFFECT:** *CARRIED ITEMS*

This spell allows the caster to determine if any of the items being carried are magically enchanted. All magic items are indicated for a short period of time. High-level paladins can cast "detect magic" spells.

◆ DETECT PITS

RANGE: *0* **DURATION:** *SPECIAL* **AREA OF EFFECT:** *SPECIAL*

When this spell is cast, the dungeon map is displayed and all pits on the level are marked.

◆ INVISIBILITY TO UNDEAD

RANGE: *TOUCH* **DURATION:** *6 ROUNDS* **AREA OF EFFECT:** *CREATURE TOUCHED*

Invisibility to undead means that upon casting this spell undead lose track of and ignore your character. Powerful undead with many hit points may avoid the effect of this spell. Note also that a priest protected by this spell cannot turn affected undead and that the spell ends immediately if your character makes any attack.

◆ PROTECTION FROM EVIL

RANGE: *0* **DURATION:** *MEDIUM* **AREA OF EFFECT:** YOUR *CHARACTER*

This spell envelops your character in a magical shell which inhibits the attacks of any evil creatures. The spell's duration increases with the level of the caster. High-level paladins can cast protection from evil spells.

Second-Level Cleric Spells

◆ AID

RANGE: *0* **DURATION:** *SHORT TO MEDIUM* **AREA OF EFFECT:** *YOUR CHARACTER*

This spell acts like a bless spell and confers 1-8 extra hit points. The temporary hit points are subtracted before the character's own if he or she 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 flame-like blade to leap from the caster's hand. The blade attacks like a normal sword and does 7-10 points of damage. When cast, a burning sword appears in the caster's hand. Your character attacks with this as he or she would with any other melee 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:** *MEDIUM* **AREA OF EFFECT:** *UP TO FOUR CHARACTERS*

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.

◆ RESIST COLD

RANGE: *0* **DURATION:** *MEDIUM* **AREA OF EFFECT:** *YOUR CHARACTER*

When cast, this spell gives your character some resistance to cold-based attacks or spells. He or she takes reduced damage from such attacks.

◆ RESIST FIRE

RANGE: *0* **DURATION:** *MEDIUM* **AREA OF EFFECT:** *YOUR CHARACTER*

When this spell is cast it gives the character some resistance to fire-based attach or spells. He or she takes reduced damage from such attacks.

◆ SLOW POISON

RANGE: *0* **DURATION:** *LONG* **AREA OF EFFECT:** *YOUR CHARACTER*

This spell slows the effects of any type of poison for a limited time. When the spell dissipates the victims suffer the poison's full effect unless a "neutralize" poison spell is cast. The spell's duration increases with the level of the caster. High-level paladins can cast "slow poison" spells.

◆ SPIRITUAL HAMMER

RANGE: *LONG* **DURATION:** *MEDIUM* **AREA OF EFFECT:** *ONE TARGET PER ATTACK*

This spell creates a hammer of force that your cleric can hurl at opponents. The higher the level the cleric is, the more damage his or her hammer does. The hammer returns to the caster after each attack, and disappears when the spell wears off.

Third-Level Cleric Spells

◆ CREATE FOOD & WAFER

RANGE: *0* DURATION: *PERMANENT* AREA OF EFFECT: *SPECIAL*

This spell allows your cleric to conjure nourishment for himself. When your character's food bar is blank, he or she suffers one hit point of damage every 24 hours. Starving mages and clerics are unable to regain their spells.

◆ DISPEL MAGIC

RANGE: *0* DURATION: *INSTANTANEOUS* AREA OF EFFECT: *YOUR CHARACTER*

This spell negates the effects of any spell affecting your character. "Dispel magic" does not counter cure spells, but it will dispel "hold person", "bless", and similar spells.

◆ MAGICAL VESTMENT

RANGE: *0* DURATION: *MEDIUM* AREA OF EFFECT: *SPELLCASTER*

This spell enchants the cleric's own robes, providing protection at least equivalent to chain mail (AC 5). The vestment gains a +1 enchantment for every three levels the cleric earns above 5th level. For example, an 11th-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.

◆ NEGATIVE PLANE PROTECTION

RANGE: *0* DURATION: *LONG OR UNTIL THE CHARACTER IS HIT* AREA OF EFFECT: *YOUR CHARACTER*

This spell gives your character partial protection from undead attacks that drain levels. However, the character still takes any physical damage done by the attack. Undead creatures that attack characters protected by this spell suffer 2-12 points of damage from the spell's positive energy.

◆ PRAYER

RANGE: *0* DURATION: *SHORT TO MEDIUM* AREA OF EFFECT: *YOUR CHARACTER*

This spell is a powerful version of the first-level "bless". This spell increases your character'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.

◆ PROTECTION FROM FIRE

RANGE: *0* DURATION: *LONG* AREA OF EFFECT: *YOUR CHARACTER*

When the spell is cast, your character takes no damage from any fire attacks for a certain amount of time. The spell absorbs the damage from those attacks. After the spell has absorbed all it can, it dissipates.

◆ REMOVE CURSE

RANGE: *0* DURATION: *PERMANENT* AREA OF EFFECT: *YOUR CHARACTER*

This spell allows a character with a cursed item to drop the item. However, the item itself will still be cursed with its negative properties.

◆ REMOVE PARALYSIS

RANGE; *0* DURATION: *PERMANENT* AREA OF EFFECT: *YOUR CHARACTER*

This spell negates the effects of any type of paralyzation or related magic. The spell counters "hold" or "slow" spells.

◆ WATER BREATHING

RANGE: *0* DURATION: *LONG* AREA OF EFFECT: *YOUR CHARACTER*

When this spell is cast, your character is able to breathe water freely for the duration of the spell.

Fourth-Level Cleric Spells

◆ BLESSED WARMTH

RANGE: *0* **DURATION:** *MEDIUM* **AREA OF EFFECT:** *YOUR CHARACTER*

This spell makes your character immune to natural cold and provides extra resistance against magical cold attacks.

◆ CAUSE SERIOUS WOUNDS

RANGE: *CLOSE* **DURATION:** *PERMANENT* **AREA OF EFFECT:** *ONE TARGET*

This spell is identical to the first-level "cause light wounds" spell, except that it inflicts 3-17 hit points of damage.

◆ CURE SERIOUS WOUNDS

RANGE: *0* **DURATION:** *PERMANENT* **AREA OF EFFECT:** *YOUR CHARACTER*

This spell is identical to the first-level "cure light wounds" spell, except that it heals 3-17 hit points of damage.

◆ FREE ACTION

RANGE: *0* **DURATION:** *LONG* **AREA OF EFFECT:** *YOUR CHARACTER*

With this spell, your character is unhindered and can attack normally underwater. This spell also gives the character immunity to spells like slow, hold, and paralysis. Note that while the spell allows unhindered movement underwater, it does not enable characters to breathe underwater.

◆ NEUTRALIZE POISON

RANGE: *0* **DURATION:** *PERMANENT* **AREA OF EFFECT:** *YOUR CHARACTER*

This spell detoxifies any sort of poison or venom, although it cannot bring your character back to life if he or she has already died.

◆ POISON

RANGE: *CLOSE* **DURATION:** *INSTANTANEOUS* **AREA OF EFFECT:** *ONE TARGET*

When the spellcaster uses this spell, he or she gains a poisonous touch. If the caster hits a creature with this touch, the creature may die of poisoning.

Fifth-Level Cleric Spells

◆ CAUSE CRITICAL 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 6-27 hit points of damage.

◆ CURE CRITICAL WOUNDS

RANGE: *0* **DURATION:** *PERMANENT* **AREA OF EFFECT:** *YOUR CHARACTER*

This spell is identical to the first-level "cure light wounds" spell, except that it heals 6-27 hit points of damage.

◆ FLAME STRIKE

RANGE: *LONG* **DURATION:** *INSTANTANEOUS* **AREA OF EFFECT:** *ONE SQUARE*

By means of this spell, the cleric calls down from the sky a column of flame. Creatures fully affected by the spell suffer 6-48 points of damage.

◆ SLAY LIVING

RANGE: *SHORT* **DURATION:** *PERMANENT* **AREA OF EFFECT:** *ONE TARGET*

The target of a slay living spell either suffers damage or dies instantly. Higher level opponents have a better chance of only taking damage.

◆ TRUE SEEING

RANGE: *0* **DURATION:** *SHORT* **AREA OF EFFECT:** *SPECIAL*

With this spell, your character can see things as they really are. Illusionary walls do not fool him or her, and invisible monsters, items, or magical effects appear. This spell also reveals certain traps or trapped items by casting a red glow around the item.

Sixth-Level Cleric Spells

◆ HARM

RANGE: *CLOSE* DURATION: *PERMANENT* AREA OF EFFECT: *ONE TARGET*

This spell will bring a target to death's door, reducing it to very few hit points, no matter how many hit points the target had before the spell.

◆ HEAL

RANGE: *0* DURATION: *PERMANENT* AREA OF EFFECT: *YOUR CHARACTER*

This spell completely heals your character of all damage, poison, blindness, and paralysis.

◆ HEROES' FEAST

RANGE: *0* DURATION: *PERMANENT* AREA OF EFFECT: *YOUR CHARACTER*

The spell, in addition to feeding your character, cures disease, heals, blesses (as per the "bless" spell), and makes your character immune to fear, poison, hopelessness, and panic for an extended period of time.

◆ SOL'S SEARING ORB

RANGE: *LONG* DURATION: *INSTANTANEOUS* AREA OF EFFECT: *ONE TARGET*

This spell turns a gem into a weapon. The gem must be thrown immediately because it turns into a searing orb. The priest's chances of hitting a victim are greatly increased. If the gem hits, it causes 6-36 points of fire damage and the target is blinded for a short period of time. Undead creatures suffer double the damage effect.

Seventh-Level Cleric Spells

◆ FIRE STORM

RANGE: *LONG* DURATION: *INSTANTANEOUS* AREA OF EFFECT: *A CROSS-SHAPED AREA OF 33/3 SQUARES*

When a "firestorm" spell is cast, the whole area is shot through with sheets of roaring flame that equal a "fireball" spell in effect. All creatures within the area of fire suffer 2-16 points of damage, plus additional damage equal to the caster's level.

◆ RESTORATION

RANGE: *TOUCH* DURATION: *PERMANENT* AREA OF EFFECT; *CREATURE TOUCHED*

This spell raises the life energy of the recipient by one, reversing any previous life energy level drain. For example, if a 10th-level character was struck by a wight and drained to the 9th-level, the "restoration" spell would restore him or her to 10th-level. Restoration is effective only if cast within one day of the original loss of life energy.

Strategies for Using Spells

The spells your spellcaster memorizes have an important effect on the characters tactics. In the following section, the spells are divided into types: offensive, defensive, healing, and others. Hints are given on when each type of spell is most effective.

Spells that are available only to clerics are marked with a caret sign (^).

◆ Offensive Spells

BURNING HANDS, ^CAUSE LIGHT WOUNDS, SHOCKING GRASP, ^FLAME BLADE, VAMPIRIC TOUCH, ^CAUSE SERIOUS WOUNDS, ^CAUSE CRITICAL WOUNDS

These are hand to hand magical attacks. Because of the time it takes to cast these spells and the vulnerability of many spellcasters, they are normally the offensive spells of last resort.

MAGIC MISSILE, MELF'S ACID ARROW,^SPIRITUAL HAMMER,^SOL'S SEARING ORB, MORDENKAINEN'S SWORD, and BIGBY'S CLENCHED FIST

As magical attacks, they affect only one monster at a time.

DISINTEGRATE, FLESH TO STONE, DEATH SPELL, FINGER OF DEATH, and POWER WORD, KILL

These ranged magical attacks can eliminate one target with a single attempt. They are the favorite offensive spells of high-level mages when engaging monsters with many hit points.

HOLD PERSON, FIREBALL, LIGHTNING BOLT, SLOW, FEAR, HOLD UNDEAD, ICE STORM, CONE OF COLD, ^FLAME STRIKE, HOLD MONSTER, ACID STORM

These spells affect several monsters in an area. Because of the damage they do, they are often the preferred offensive spells of high-level spellcasters. Look closely at the area of effect for each spell. Spells affecting several squares are more effective against monsters that cannot attack in groups. Spells affecting a single square are most effective against monsters that attack in groups.

Be careful when using the "ice storm" and "hold person" spells. If the target of an "ice storm" is within melee range, your character also takes damage from the spell.

The "hold person" spell only affects men and other humanoid creatures.

◆ Defensive Spells

ARMOR, BLUR, ^PROTECTION FROM EVIL, SHIELD, AND ^MAGICAL VESTMENT

These spells provide protection from physical attacks. Cast them on your character before battles that involve physical attacks.

^BLESS, ^PRAYER, NEGATIVE PLANE PROTECTION

These spells provide protection from magical attacks. Cast them on your character before battles that involve magical attach.

^RESIST COLD, ^RESIST FIRE, PROTECTION FROM PARALYSIS, PROTECTION FROM FIRE, and BLESSED WARMTH

Ward off certain magical and physical attacks with these spells. For example, "protection from paralysis" protects your character from both paralysis spells and paralysis from physical attacks.

◆ Healing Spells

^CURE LIGHT WOUNDS, ^AID, ^CURE SERIOUS WOUNDS, ^CURE CRITICAL WOUNDS, ^HEAL, and ^HEROES' FEAST

Replace lost hit points with these spells. The "aid" spell can increase your character's hit points over their normal maximum value, but only temporarily. Cleric class characters should always have a few "cure light wounds" spells memorized to quickly heal any wounds while resting.

^SLOW POISON, ^REMOVE PARALYSIS, ^NEUTRALIZE POISON, REMOVE CURSE, and STONE TO FLESH

To slow or remove the effects of poison, paralysis, and curses, keep a number of these spells memorized whenever your character is near a monster who can poison or paralyze.

◆ Other Spells

DETECT MAGIC

This spell is very useful in evaluating the items your character picks up during the game. The spell causes all magical items carried by the character to glow.

INVISIBILITY

Invisibility is useful to hide your character from mystic sensors and prying eyes. Even when your character is invisible, most monsters will sense his general location, though monsters receive big penalties on attacks against invisible targets.

^CREATE FOOD & WATER

This spell is useful where food is scarce (in the later levels of the game). Be sure your character memorizes this spell before he or she runs out of food!

HASTE

Use haste when your character faces monsters who prove to be very fast. The haste spell allows melee attacks to be made much faster. Cast this spell on your character before dangerous battles.

TRUE SEEING

Stuck in an area with many illusions, invisible monsters, traps, etc.? Have your character try true seeing.

WATER BREATHING

This spell allows your character to breathe underwater.

FREE ACTION

Allows your character to move without penalty underwater and gains immunity from certain paralyzing and movement-hindering spells.

ADVENTURING STRATEGY

Attacking Opponents

Characters most often engage in "melee combat", which is face-to-face battle with weapons such as swords and maces. Other options include casting spells and ranged combat using bows or slings.

In general, a character attacks the enemy in the front rank on his side of the screen. When there is only one enemy left in a battle, it moves to the center of its square and can be attacked there.

Combat Mechanics

Understanding the technical side of combat allows you to choose the most effective strategy for your character in battle. Each character's ability in combat is defined by his armor class, THAC0, and damage.

Armor Class

Armor class (AC) is how difficult a monster is to hit with a weapon. The lower the armor class, the harder it is to hit the target. Armor class is based on armor and a bonus for the character's dexterity.

Some magic items help improve (or lower) armor class rating.

THAC0

THAC0 is your character's ability to hit enemies. THAC0 stands for "To Hit Armor Class 0". A character must "roll" a number equal to or greater than this to damage a target with an armor class of 0. The lower the attacker's THAC0, the better his chance to hit the target. A character's THAC0 is based on his or her class and level.

NOTE: *the generation of a random number is often referred to as a "roll". In determining if an attack hit, the number generated is from 1 through 20. The base roll is modified by the character's ability scores and by the use of magic weapons.*

An attack is successful if the roll is greater than or equal to the attacker's THAC0 minus the target's AC.

Example: *A fighter with a THAC0 of 15 attacking a monster with an AC of 3 would need to roll: (THAC0 15) - (AC 3) = 12+. But to hit a monster with an AC of -2 he or she would need to roll: (THAC0 15) - (AC -2) =17+.*

Damage

Damage is the hit point loss an attacker inflicts on his opponent. This damage is based on the attacker's strength and the weapon being used. What damage each weapon can do is summarized in the "Weapons Chart" on page 71.

Sometimes, monsters take partial or no damage from certain weapons. Skeletons, for example, take half-damage from sharp or edged weapons.

Combat Strategies

Characters who use thrown weapons should carry them in-hand and in their belt pouch for quick reloading. A shield or short sword in that position will be readied automatically after the character attacks with the last of his or her thrown weapons. Be sure to recover your character's ranged weapons after each battle. You may wish to collect all the ranged weapons your character finds, for they are used quickly in battle.

Moving and Fighting

Pay attention to the compass on the screen to help with mapping. In an unexplored area, move with a spell menu on the screen and an attack spell showing.

Prepare your character for battle before opening any door, climbing or descending stairs, or pushing any button

that might open a door or secret wall. Monsters often crouch behind closed doors or secret walls, waiting and hungry for combat!

Remember, your character can move and fight at the same time, even backwards to dodge a melee attack and sideways to dodge a ranged attack. Another strategy is to retreat behind a door and close it, blocking the attack of a particularly nasty beast. Be careful though, some monsters can open doors to follow.

More Hints

Here are a few hints to help your character along the way.

Carry Items with You

You never know when your character will need something he or she has found! To carry an item along for the adventure, pick it up and move it into a backpack. If there is no more room in your character's inventory, find a safe and easily accessible location to stash items that can't be carried.

Keep Track of Buttons and Levers

Some puzzles are activated in one part of the dungeon, yet affect other parts farther off. If your character cannot get through an area, go back and change a few buttons or levers, one at a time, then see if the change makes a difference.

Use the dungeon auto-map to assist you in learning the workings of certain puzzles.

Look for Hidden Buttons on the Walls

Always check walls for hidden buttons and bricks. Moving your character sideways down a wall often makes such things easier to spot.

Keep Your Eye on the Compass

Watch the compass as your character explores the dungeon. There are a number of traps that change your character's facing. Teleporters often reveal themselves in this way.

Watch for Teleporters

Do you suspect your character is being teleported while moving through an area? Throw an item past the suspected teleporter, then watch. The item 'disappears' if it teleports.

When to Save the Game

Save the game any time you believe something might happen to hurt your character.

We also recommend saving at the beginning of each level.

If a puzzle is difficult to solve, save the game and try different solutions.

If monsters are attacking thick and fast, save the game and try new strategies.

When things are really tough, save before opening doors.

Special Note: if you are playing "DUNGEON HACK" in the HARD difficulty setting or if you have turned the Character Death Real option On and your character dies, all saves pertaining to that character are lost. Refer to the Character Death Real option described in the "Customization" section on pages 25 and 26.

Go On

When all else fails, go on with the game. Your character need not open every door, fight every monster, and obtain every item to win. Remember any areas your character bypasses. If he or she is stumped in a later area, or needs an item to go on, go back and try the puzzle again.

♦ BESTIARY ♦

Creatures Inhabiting the Corridors of DUNGEON HACK

This section contains descriptions of the denizens lurking in the dark passages of DUNGEON HACK. However, do keep in mind that you may discover a few others...

♦ Ankheg



The ankheg resembles an enormous many-legged worm and has a fondness for fresh meat. Its many legs end in sharp hooks suitable for burrowing and grasping, and its powerful mandibles are capable of snapping a small tree in half with a single bite. A tough chitinous shell, usually brown or yellow, covers the entire body except for its pink, soft belly. With glistening black eyes and two sensitive antennae, the ankheg can detect the movement of a man-sized creature up to 300 feet away.

The ankheg's preferred attack is to lie five to ten feet below the surface of the ground until it detects the approach of a victim. Burrowing to the surface, it then attempts to grab its victim in its powerful mandibles. When desperate, an ankheg may squirt a stream of acid up to 30 feet. All but the fiercest predators avoid ankhegs.

♦ Beast, Undead



The undead beast is a killer of unknown origin, compelled by its nature to destroy any living thing. The size of a small dragon with bones protruding from its rotting flesh, it has a great horned head. Its ribs are bare and barbed, forming a nasty cage. Moving on all fours, it can rear on its hind legs by balancing with its stubby tail, thus bringing its powerful forearms against its opponent.

♦ Bugbear



Bugbears are the giant, hairy cousins of goblins. Large and muscular, they are vaguely humanoid in appearance, with a mouth full of long, sharp fangs. The feature giving them their name is their large nose, which is similar to that of a bear and provides them with an excellent sense of smell. Their attacks are tactically sound and they do not hesitate to call for reinforcements. Before closing with their foes, they tend to hurl small weapons such as maces, hammers, and spears. When overmatched or outnumbered, a bugbear does not hesitate to retreat.

Le Viet Nam

◆ Carrion Crawler



The carrion crawler is a scavenger of subterranean areas, feeding primarily on carrion. When such food becomes scarce, however, it attacks and kills any living thing. Looking like a cross between a giant green cutworm and a cephalopod, the carrion cralwer is thought to be the result of genetic experimentation by an evil wizard. Moving quickly, the carrion crawler lashes out with 2' long tentacles, each of which produces a sticky secretion that can paralyze its victims. They then kill their paralyzed prey. Some underground inhabitants such as goblins and trolls may make use of carrion crawlers by leaving the bodies of dead foes in designated areas. This has the effect of encouraging carrion crawlers to patrol the area in question.

◆ Chimera



A chimera has the hindquarters of a large, black goat and the forequarters of a lion. Brownish black wings rise from its back and it possesses three heads: that of a goat, a lion, and a fierce dragon. The goat head is pitch black with glowing amber eyes and long ochre horns. The lion head is framed by a brown mane and has green eyes. The dragon head is covered with orange scales and has black eyes. Its three heads and powerful physique make the chimera a deadly foe in combat. If it's in the mood, the dragon head can loose a searing stream of flame in lieu of a lethal bite.

◆ Cockatrice



Infamous for its ability to turn flesh into stone, the cockatrice is an eerie hybrid of lizard, rooster, and bat. About the size of a large goose or turkey, it boasts bat-like wings and the long tail of a lizard. The cockatrice fiercely attacks anything it deems a threat to its lair, human or otherwise. The method of attack is for the beast to grapple with its foe, touching exposed flesh and turning it to stone. Flocks of cockatrices do their utmost to overwhelm and confuse their opponents, sometimes flying directly into their victim's faces.

The touch of a cockatrice is powerful enough to affect its victims through leather and fabric, with only metal armor being strong enough to deflect their deadly beaks. A cockatrice senses where its victim are vulnerable and proves very effective at finding an area of exposed flesh which it can turn to stone.

◆ Dragon, Blue



Blue dragons love to spend long hours preparing ambushes for their prey, be it a herd of migrating herbivores or an unwary traveler. They are known to dwell on their successes and admire their trophies for an equally long time. Highly intelligent, blue dragons speak a tongue common to all evil dragons, while a few possess the ability to communicate with any intelligent creature. These creatures prefer to stand off and deliver a terrible blow with their breath weapon, a 5' wide bolt of lightning that can streak 100' in a straight line from the dragon's mouth. This attack is delivered from a distance as a matter of pride, with the dragon as intent on demonstrating its dreadful talent as on killing its prey. Older blue dragons possess special skills such as "hallucinatory terrain",
the ability to camouflage their hiding place and thus aid in their chances to surprise the unwary. They can also cast spells and demonstrate a variety of magical abilities.

◆ Elemental

Earth Elemental



Earth elementals can be conjured in any area of earth or stone. This type of common elemental appears on the Prime Material Plane as a very large humanoid made of dirt, stones, precious metals, and gems. It has a cold, expressionless face, and its two eyes sparkle like brilliant multifaceted gems. Though they travel very slowly, they are relentless in the fulfillment of their appointed tasks. An earth elemental can travel through solid ground or stone with no penalty to movement or dexterity.

Water Elemental



Water elementals can be conjured in any area containing a large amount of water or watery liquid. Usually a large pool serves this purpose, but several large kegs of wine or ale have been known to work as well. The water elemental appears on the Prime Material Plane as a high-crested wave. The elemental's arms appear as smaller waves, one thrust out on each side of its main body. The arms ebb and flow, growing longer and shorter as the elemental moves. Two orbs of deep green peer out of the front of the wave and serve the elemental as eyes. Like all other common elementals, water elementals rarely speak.

◆ Ettin



Ettins am two-headed giants. They are vicious and unpredictable hunters, stalking by night for any meat they can catch. Uncivilized giants, ettins abhor bathing or any other activity which might soften their thick, grime encrusted skin. This thick skin gives the ettin a low Armor Class. They prefer to ambush their victims, but however the battle starts, ettins fight furiously until they either win or are so badly injured that retreat is the only alternative to death. In combat an ettin has two attacks. Because each of its two heads controls an arm, an ettin does not suffer an attack roll penalty for attacking with both arms. Two dubs covered with spikes are the sole weapons of the ettin. Though ettins collect treasure, adventurers rummaging through their lairs find them disgusting, dangerous places.

◆ Feyr



Feyrs (pronounced fears) are created from the remnants of ordinary nightmares mixed with residual magical energies. They are unknowingly brought to life by the strong emotions of a large group of people. They are most commonly found in large cities that have a good number of mages, priests, and other spellcasters. Feyrs appear as humped, hunchbacked creatures, grim and inhuman in appearance. Their hide is mottled and curved like the surface of the human brain. The creature is supported by two main tentacles which act as legs, and by a handful of other tentacled limbs.

◆ Gargoyle



Gargoyles are ferocious creatures, magical by nature and often found dwelling amid ruins or in underground caverns. Originally, gargoyles were carved roof spouts designed to represent grotesque human and animal figures. A powerful enchantment cast long ago brought these sculptures to life. Gargoyles take great pleasure in torturing to death their helpless prey. They are winged creatures and excellent fighters, with four attacks per round. Counting on their appearance as sculptures, gargoyles often stand or sit motionlessly, perhaps posing in a fountain or standing beside a doorway. When their victim is close enough, they strike out. When possible, they also enjoy swooping down on their victims from above. Sometimes the treasure they collect from their victims can be found buried or under a large stone.

◆ Ghoul



Once human, ghouls are the undead who feed on the flesh of corpses. Their transformation has left them deranged, destroying their minds and leaving behind only a terrible cunning. With long, toughened tongues they lick marrow from cracked bones. Ghouls attack by clawing with their filthy nails and biting with their fangs. Unfortunately, the very touch of a ghoul causes many creatures to become rigid, a paralysis which can last for many rounds unless negated. Any human or demi-human (except elves) killed in a ghoulish attack become ghouls themselves. This fate can be avoided if the victim is devoured by the ghouls, or the proper blessing is obtained. They can be kept at bay with the magic circle of protection from evil, but are immune to sleep and charm spells.

◆ Goblin



If not for their great numbers, these small, evil humanoids would be mere pests. With sloping foreheads and arms hanging down almost to their knees, they menace other races with their spears and axes, or with any weapon which takes little training to use. Goblins hate sunlight and prefer to fight underground where their infravision to 60 feet gives them the advantage. Cowardly, goblins generally avoid a face-to-face fight. Their specialty is ambush. Even in an ambush, however, goblin tactics prove to be simple and crude. Goblins hate most other humanoids, gnomes and dwarves in particular, and work to exterminate them. Those not killed are taken as slaves or are dispatched later and used for food.

◆ Grave Mist

These terrible undead are typically found in desolate graveyards and burial grounds. They do, however, dwell anywhere corpses may be found. Grave mists seep into the Prime Material Plane where dead bodies are present and feed on any remaining life essence the corpse retains. Grave mists appear vaguely humanoid in shape with grey swirling mist as the outline of their bodies. Dark, black holes are all that show on the face to denote eyes. Their movements are swift and deft. A group may appear as smoke or fog to the unwary traveler. They attack with a chilling touch similar to that of a wraith.

◆ Golem, Flesh



A golem is an artificial form, a humanoid body animated by an elemental spirit. It is under the complete control of its creator. The flesh golem is made from a ghoulish collection of stolen human body parts, stitched together to form a single, decaying honor. This creature has no possessions, including weapons. it cannot speak, but does roar occasionally as it walks along in its stiff, disjointed gait. Incapable of strategy or tactics, flesh golems are emotionless in combat. As they do not use weapons, it is their Strength of 19 which proves dangerous -- especially since only a magical weapon can be used against them. Fire and cold-based spells slow them down, while electrical attach actually add hit points to the golem. All other spells are powerless against the creature.

◆ Groaning Spirit (Banshee)



The groaning spirit, or banshee, is the spirit of an evil female elf -- a very rare thing indeed. Groaning spirits hate the living; they find the presence of living beings painful, and seek to harm whomever they meet. Groaning spirits appear as floating, luminous phantasms of their former selves. Their image glows brightly at night, but is transparent in sunlight. Most groaning spirits look old and withered, have hair that is wild and unkempt, and dress in tattered rags. They have faces of pain and anguish, and eyes burning brightly with hatred and ire. Groaning spirits frequently cry out in pain -- hence their name.

◆ Hag



Hags are witch-like beings that spread havoc and destruction, working their magic and slaying all whom they encounter. They appear as wretched old women with long, frayed hair and withered faces. Grotesque moles and wars dot their blotchy skin. They wear clothing similar to that of peasant women. Their mouths contain blackened teeth, and their breath is foul. Though they appear wrinkled and weak, hags possess supernatural strength and can easily crush smaller creatures (goblins, for example) with one hand. And though hags look decrepit and dilapidated, they run surprisingly swiftly -- they can even can lithely bound over and around rocks and logs in their path. Iron-like claws grow from their skinny fingers. They use these claws and their supernatural strength to rend and tear opponents in combat.

◆ Hobgoblin



Intelligent, organized, and aggressive, hobgoblins wage a perpetual war with other humanoid races. They appear typically as burly humanoids, with hairy hides and dark red or red-orange skin. A typical force of hobgoblins may be equipped with such weapons as polearms, morningstars, swords, whips, and spears. They fight equally well in bright light or darkness, having an infravision good to a range of 60 feet. As the sworn enemies of elves, they always pay special attention to an elven opponent, often attacking them first.

◆ Knight, Death



A death knight is the horrifying corruption of a knight; it was cursed by the gods as punishment for betraying the code of honor it held in its former life. Death knights are typically taller than six feet and weigh more than 300 pounds. A death knight's face is a blackened skull covered with shards of shriveled, rotting flesh. It has two tiny, glowing, orange-red pinpoints for eyes.

◆ Lycanthrope, Wererat



Usually found in tunnel complexes beneath cities, wererats can transform themselves into human-sized ratmen or into giant rats. As humans, they tend to be thin, wiry individuals of shorter than average height. Their noses may twitch when they are excited. In ratman form, they am shorter still. Head, torso, and tail in this form become those of a rat while the limbs remain visibly human. In its last metamorphosis, the creature becomes a two-foot-long rat. In all three forms, wererats rely on weapons for their attacks, preferring short swords and daggers. As ratmen or giant rats, the wererat can be hurt only by silver or magical weapons. They are never alone if they can help it.

Le Vieux Manoir

◆ Meazel



The meazel is a vicious, malevolent creature that preys on other subterranean dwellers. Slightly smaller than the average human, the meazel can only be called ugly, afflicted as many of them are by a contagious skin disease which gives them a horrid, leprous appearance. If they can approach from the rear, their favorite tactic is to strangle their victims with a cord. The victim dies in two rounds unless the meazel relaxes its grip, an unlikely occurrence unless the cord breaks or the meazel dies. They pick the pockets of their victims, collecting the treasure into a hoard which serves as the meazel's bed. Strangely, gems can be found in the meazel's garbage sacks, sacks of the bones of past meals found near the creature's lair. Not recognizing the value of precious stones, they often throw them away.

◆ Medusa, Greater



Hateful beings able to petrify any creature that meets their gaze, medusa are typically female humanoids with a swarming nest of snakes in lieu of hair. Rarer still, the greater medusa have serpentine bodies in place of a humanoid torso and legs. So powerful is the medusa's petrifying gaze that it maintains this ability even after death. When within 30 feet, the medusa attempts to get its victim to look into its eyes, thus causing petrification. Should an opponent avert his or her eyes, the medusa rushes forward to allow its serpentine hair an attack. Greater medusa are known to use poisoned arrows, and their blood is so poisonous that, after one has been killed, touching the body requires a saving throw versus poison.

◆ Mummy



Clothed in rotting strips of linen, mummies are corpses from areas where the dead are entombed by a process known as mummification. When their tombs are disturbed, the corpses enter a weird, unlife state and are imbued with an unholy hatred of life. They attack all living things without mercy. The mere sight of a mummy causes such terror that a saving throw versus spell must be made or the victim becomes paralyzed with fright. Mummies are always extremely vulnerable to fire, so a blow with a torch or a flask of burning oil are good defenses against such creatures.

◆ Minotaur



Minotaurs am either cursed humans or the offspring of minotaurs and humans. They usually dwell in labyrinths, for they are not confused in these places; this gives them an advantage over their prey. Minotaurs are huge, well over seven feet tall, and quite broad and muscular. They have the head of a bull and the body of a human male. Minotaurs are not extraordinarily intelligent, but are extremely cunning and have excellent senses.

◆ Naga, Bone



Bone nagas are created undead. They appear as snakes with large, human-like skull heads. Their empty eye sockets glow with hatred. Created by dark nagas (and a few evil mages) to serve as guardians, these worms serve their masters with absolute loyalty. Their creation is an exacting process, hence their rarity -- a good thing for the gentler creatures of the Realms. In battle, bone nagas bite with their long fangs and have been known to use other means of attacking those foolish enough to seek their wrath. Bone nagas eat nothing and fill no niche in the life cycles of the Realms -- except for the fact that they sometimes kill large, aggressive natural predators (including man) for sport.

◆ Naga, Spirit



These black-and-crimson-banded naga have a human-like head with stringy hair and deep brown eyes. Spirit naga smell of rotting flesh which also happens to be their favorite food. Hiding in deserted ruins or caverns, the evil and cunning spirit naga try to harm any creature that passes through their domain. They set traps and frequently attack without warning.

◆ Ogre Slug



The appearance of ogre slugs is unmistakable: they have the upper torso, arms, and head of an ogre but the lower body of a large slug. Their coloring is swampy, with grey-green skin on the upper body area, fading into a deep, blackish green for the lower portion. Ogre slugs are just as mean and ugly (if not uglier) than their full-bodied cousins. Their main attack is a corrosive acidic saliva. An ogre slug may opt to spit acid once per round instead of attacking with its fists.

◆ Orc/Orog



Orc are a species of aggressive mammalian carnivores that band together in tribes and survive by hunting and raiding. Constantly working to expand their territory, orcs have many enemies and are usually at war with humans, elves, dwarves, goblins, and other orc tribes. They resemble primitive humans with gray-green skin and coarse hair, but perhaps their most distinctive feature is their pig-like snout. The orog is a separate race of elite orcs, possibly of mixed blood origin with ogres. Highly disciplined, orogs are usually found in the vanguard of any orc force. Orcs fight with many weapons, but most commonly with axes in combination with spears, polearms, or bows.

◆ Otyugh



Otyughs (Aw-tee-ug), also known as the gulguthra, are terrifying creatures that lurk in heaps of dung and decay, waiting for something to disturb them. While generally feeding on the wastes of other dungeon creatures, they occasionally enjoy a snack of fresh meat. Gulguthra have infravision with a 90-foot range. Otyughs can be thought of as a waste disposal system for the dungeons they inhabit.

◆ Scaladar



Scaladar are scorpion-like monsters that have been described as smoothly-moving metallic constructs. Formally found only in Undermountain, they are beginning to spread to both subterranean and surface areas nearby... though none have surfaced within Waterdeep proper. Rumor has it that some of these cold, methodical killers are released with orders to simply destroy all living things they encounter. They attack by grabbing prey with two huge pincer claws while lashing out with their sting-equipped tails.

◆ Shade





All knowledgeable authorities agree that shades are (or were) normal humans who, through arcane magic or dark sciences, have traded their souls or spirits for the essence of shadowstuff. Although they retain the shape and abilities of their original body, they are rumored to have grown in power by joining with the dark side. The true native shade is unknown, and no one knows if shades are connected with shadows (see the next monster description), or some power or substance from the Plane of Shadow. The method of transmutation from living being to unliving
shade life has been lost.

◆ Shadow



Shadows are shadow, undead creatures that drain strength from their victims with their chilling touch. Shadows are 90% undetectable in all but the brightest of surroundings as they normally appear to be nothing more than their name would suggest: shadows. However, you can clearly see them in bright light. Shadows travel in loosely organized packs that freely roam ancient ruins, graveyards, and dungeons. They specialize in terrifying their victims.

◆ Shambling Mound



Shambling mounds, also known as shamblers',' appear as heaps of rotting vegetation. They are actually an intelligent form of vegetable life that is roughly humanoid-shaped. They measure six to nine feet tall; their girth is about six feet at their base (legs to waist), and two feet at their summit (the head). Shambling mounds are fearless attackers and are perhaps the most deadly form of plant life known; they are not above creeping slowly into the camps of unsuspecting travelers at night. One bit of trivia: shambling mounds are excellent swimmers as well.

◆ Sheet Ghoul



Under normal circumstances, sheet ghouls are indistinguishable from normal ghouls. With wispy, spiderweb-like strands of white clinging to their faces, sheet ghouls carry what look like burial shrouds. They attack with claws and fangs, but unlike the conventional ghoul, the sheet ghoul's touch does not cause paralysis; however, this creature squirts a jet of corrosive acid out of its mouth. This causes severe damage at a range of ten feet. They are subject to all forms of attack except sleep, charm, and other mind-affecting spells. Corpses are the preferred meal of a sheet ghoul, although they are not above eating a living victim.

◆ Slithermorph





A slithermorph is an amphibious predator and carrion-eater. Most of the time it resembles a black pudding, creeping about in a glistening black, amorphous form. At will, it can shape change into and out of the form of a serpentine, four-armed monster resembling a yuan-ti. In serpentine form, a slithermorph appears as a thick-bodied, scaled snake. Four muscular arms protrude near its head; these arms can employ clubs and other crude weapons.

♦ Spectre



Spectres are powerful undead that haunt the most desolate and deserted places. They hate all life and light. Appearing as semi-transparent beings, they are often mistaken for haunts or ghosts. The chilling touch of a spectre drains energy from living creatures. Any being totally drained of life energy becomes a spectre under the control of the one who created him or her.

Spectres am immune to all "sleep", "charm", "hold", and cold-based spells, as well as poisons and paralyzation attacks. They can be attacked only with magical weapons. A "raise dead" spell reverses the undead status of the spectre and often destroys it immediately.

♦ Steel Shadow



Although steel shadows look rather like giant planarion worms, equally at home on land and underwater, they are rarely seen in their true forms. They merge with metal to enter and animate metal items. They use the metal shells as both homes and weapons; they can remain inside metal indefinitely without harm. As long as metal of some sort is nearby, you can find steel shadows in almost any habitat: from the wrecks of ships in the ocean depths to ancient tombs locked in glacial ice in the high mountains.

♦ Swordwraith



Swordwraiths are the spirits of warriors cut down during battle and kept from the dissolution of death by their indomitable wills. Only seen at night or underground where the sun never shines, swordwraiths appear as warriors. Their weapons and armor are unremarkable; their flesh within the armor appears insubstantial. Swordwraiths were hardened, professional soldiers at one time, and as undead, they have retained their knowledge of strategy and tactics... and continue fighting because fighting is all they know. In many cases, these soldiers are too stubborn to even admit that they are dead.

◆ Tlincalli



These horrors am part human and part scorpion. Bony plates cover their chest and stomach, while the ribs and backbone protrude from the body. Tlincallis patrol theft territory in squads of six warriors. They attack in an organized manner as directed by their squad leader, usually throwing bolas or other long range weapons before dosing to melee. In close combat, attacks with claw and tail are common. A tlincalli spellcaster may also be present and, if so, is capable of casting spells as a 4th-level priest. They often hold humans and dwarves as slaves, and use them to mine and create weaponry.

◆ Troglodyte



Troglodytes are a warlike race of carnivorous reptilian humanoids that dwell in natural subterranean caverns and in the cracks and crevices of mountains. They hate man above all other creatures and often launch bloody raids on human communities in search of food and steel. Troglodytes are experts with the javelin, but their favorite tactic is to use their natural chameleon abilities to blend in to the background and set up an ambush. A victim is often first aware of them when a volley of javelins is thrown. When angered, these creatures secrete an oil that smells so disgusting that it actually causes the victim to lose some of his or her strength.

◆ Troll



Trolls are horrid carnivores found in all climes: from arctic wastelands to tropical jungles. Most creatures avoid these beasts because trolls know no fear and attack unceasingly when hungry (which is most of the time). Their limited intelligence and ravenous appetites are commonly known character traits. They grow to a height of 9 feet or more. A rubbery hide serves as skin, and regenerates at a phenomenal rote. The color of this skin is a nauseating moss green, mottled green and gray, or putrid gray. A writhing hair-like mass grows from their skulls and is usually greenish black or iron gray in color. Trolls walk upright, but hunched forward with sagging shoulders. Their gait is uneven, and when they run their arms dangle free -- often dragging along the ground. In spite of this awkwardness and pathetic lack of grace, trolls are extremely agile climbers and runners.

◆ Umber Hulk



Umber hulks am powerful subterranean predators whose ironlike claws allow them to burrow through solid stone in search of prey. These beasts are tremendously strong, standing nearly eight feet tall and over five feet wide. They often dig to a point near a main corridor, then peek through a crack they've made. As their prey approaches, the umber hulk springs out. Looking into an umber hulks eyes causes confusion. Fortunately, these beasts are slow and show poor balance. Solitary hunters, they possess no known culture; however, legend has it that somewhere, entire umber hulk cities exist.

◆ Watchghost



These undead, sometimes called 'unsleeping guardians, appear as graceful, beautiful humans of either sex who drift or walk about silently. Their limbs and appendages sometimes retain chalk-white flesh, but their torsos and lower bodies are always skeletal, and their eyes are always dark, empty pits. Watchghosts are intelligent, dangerous opponents; they are usually found as guardians serving powerful undead lords such as specters, vampires, and liches. Often, powerful, evil priests or wizards set watchghosts to guard a tomb, treasure vault, or other enclosed areas.

◆ Water Weird



These unusual creatures are natives of the elemental plane of Water, but they are being encountered more and more often on the Prime Material Plane. When they are found in this realm, they are violent and hostile, attacking all living things instantly. In some manner that has never been fully understood, water weirds are able to feed on the life essences of those they slay. Water weirds look like serpents composed entirely of water.

◆ Wight



Long ago, the word wight' meant simply man. As the centuries have passed, though, it has come to be associated only with those undead that typically inhabit barrow mounds and catacombs. From a distance, wights can easily be mistaken for any number of humanoid races. Upon closer examination, however, their t-rue nature becomes apparent. As undead creatures, wights are nightmarish reflections of their former selves with cruel, burning eyes set in mummified flesh over a twisted skeleton with hands that end in sharp claws.

◆ Wraith



Once a powerful human, the wraith is an undead spirit seeking to absorb human life and energy. These evil creatures are seen as black, vaguely man-shaped clouds. The chilling touch of a wraith does damage even to creatures immune to cold, but worse, each hit drains a level of experience from its victim. Wraiths are immune to normal weapons. Silver weapons cause only half damage. Magical weapons inflict full damage, causing a black vapor to boil away from the body of the wraith. However, like most undead, wraiths are immune to sleep, charm, hold, death, and cold-based spells. A raise dead spell stands a good chance of utterly destroying the creature.

◆ Wyvern



A distant cousin to the dragon, the wyvem is a huge flying lizard with a poisonous stinger in its tail. The dark brown to gray body of the wyvem is half tail. The tip of the tail is a thick knot of cartilage from which a 2-foot-long stinger protrudes, much like that of a scorpion. This tail is very mobile, easily striking over the back of the wyvem to hit an opponent to its front. The wyvern's eyes are red or orange. It does not have a strong odor, although its lair might smell of a recent kill. Like many other monsters, it is rather stupid, aggressive, and always ready to attack.

◆ Xill



Xill appear as short, brawny bipeds with bright red skin and four arms, all of which are capable of wielding weapons simultaneously! Though xill are asexual, their one aim in life is to reproduce by laying their eggs within the human stomach. These young feed on the sustenance taken in by their human hosts, until it is time for them to hatch. They prefer to attack by appearing suddenly from the Ethereal Plane near the intended prey. Magic use attracts them, and hence they are a particular danger to mages and clerics. Once a victim has been infested with xill eggs, a cure disease spell must be used to remove the infestation within four days.

♦ TABLES ♦

Objects You May Find in the DUNGEON HACK game

♦ Weapons

Dart (#1)
Dart (#2)
Dagger
Dagger of Venom
Staff
Short Sword
Rock
Mace
Flail
Morning Star
Hammer
Axe
Club
Polearm
Halberd
Long Sword
Two-Handed Sword
Arrow
Bow
Sling
Maul of the Titans
Staff of Striking
Arrows of Slaying
Sword of Slaying

♦ Special Objects

Sword of Fhang
Shield of Fhang
Armor of Fhang
Helm of Fhang
Lost Sword of Midnight
Lost Shield of Midnight
Lost Armor of Midnight
Lost Helm of Midnight
Sword of Keign
Shield of Keign
Plate Armor of Keign
Helm of Keign
Ravenna's Staff of Swiftness
Ravenna's Signet of Priestly Skill
Ravenna's Elven Mantle of Warding
Ravenna's Hat of Intellect
Quarterstaff of Onex
Ring of Onex
Robe of Onex
Hat of Onex
Ghreu's Tools of Opening
Ghreu's Shield of Dexterity
Ghreu's Leather Armor of Free Action
Ghreu's Nimble Boots of Prowling
Mace of High Priest Myrh
High Priest Myrh's Holy Symbol
Chainmail of High Priest Myrh
Steel Helm of High Priest Myrh
The Mace of Phoos
The Symbol of Phoos
The Chain Armor of Phoos
The Helm of Phoos

♦ Amulets

Necklace of Adornment
Amulet of Magic Missiles
Amulet of Fireballs
Amulet of Magic Resistance
Amulet of Imminent Return

♦ Gauntlets

Gauntlets of Fire Giant Strength
Gauntlets of Hill Giant Strength
Gauntlets of Dexterity
Gauntlets of Ogre Power

♦ Boors

Leather Boots
Drow Boots

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♦ Potions

Healing
Extra-Healing
Poison
Vitality
Speed
Invisibility
Cure Poison
Elixir of Health
Fire Resistance
Invulnerability
Oil of Fiery Burning
Water Breathing
Hill Giant Strength
Stone Giant Strength
Frost Giant Strength
Fire Giant Strength
Cloud Giant Strength
Storm Giant Strength
Aquo Regia (Colored Water)
Confusion
Monster Detection
Magic Detection
Trap Detection
Restore Strength
Food Detection

♦ Scrolls

Protection -- Cold
Protection -- Dragon Breath
Protection -- Electricity
Protection -- Fire
Protection -- Gas
Protection -- Magic
Protection -- Petrification
Protection -- Paralysis
Protection -- Poison
Hint Sheets
Maps
Blank
Protection -- Level Draining

♦ Armor

Robe
Leather
Ring mail
Brigondine
Scale mail
Chain mail
Bonded moil
Bronze Plate mail
Plate mail
Field Plate mail
Dragonskin Armor
Elven Chain mail
Cloak of Protection
Bracers of Protection (AC 8 through 2)
Bracers of Defenselessness (AC 8 through 2)
Shield (Design #1)
Shield (Design #2)
Shield (Design #3)
Shield (Design #4)
Shield (Design #5)
Shield (Design #6)
Helm (Design #1)
Helm (Design #2)
Helm (Design #3)
Helm of Underwater Action
Helm of Stupidity
Robe of the Archmagi
Robe of Powerlessness

♦ Books

Book of Exalted Deeds
Book of Vile Darkness
Libram of Gainful Conjuration
Libram of Ineffable Damnation
Libram of Silver Magic
Manual of Bodily Health
Manual of Gainful Exercise
Manual of Puissant Skill at Arms
Manual of Quickness in Action
Manual of Stealthy Pilfereing
Tome of Clear Thought
Tome of Leadership and Influence
Tome of Understanding
Vacuous Grimoire

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♦ Ioun Stones

Pale Blue - rhomboid
Scarlet & Blue - sphere
Incandescent Blue - sphere
Deep Red- sphere
Pink - rhomboid
Pink & Green - sphere
Pale Green - prism
Clear- spindle
Iridescent - spindle
Pearly White - spindle
Pale Lavender- ellipsoid
Lavender & Green - ellipsoid
Dusty Rose- prism
Dull Gray - any
Gold - prism
Bright Red - rhomboid
Deep Blue - ellipsoid
Yellow- spindle
Green - ellipsoid

♦ Wands

Wand of Restoration
Wand of Smiting
Wand of Curing
Wand of Fire
Wand of Lightning
Wand of Acid
Wand of Frost
Wand of Magic Missiles
Wand of Cold
Wand of Paralyzation
Wand, Normal (a wand of wood, bone, etc. without any magical powers)
Wand of Trap Detection
Wand of Hasten Foe
Wand of Hinder Foe
Wand of Allurement
Wand of Distance

♦ Rings

Ring of Fire Resistance
Ring of Feather Falling
Ring of Sustenance
Ring of Adornment
Ring of Free Action
Ring of Invisibility
Ring of Protection
Ring of Regeneration
Ring of Shocking Grasp
Ring of Wizardry
Ring of Weakness
Ring of Strength
Ring of Dexterity
Ring of Constitution
Ring of Wisdom
Ring of Sustain Strength
Ring of Provocation
Ring of Might

♦ Miscellaneous Magic Items

Bracers of Archery
Dust of Disappearance
Jewel of Attacks
Stone of Good Luck
Dust of Remove Curse

♦ Musical Instruments

Drums of Panic
Drums, Normal
Pipes, Normal
Harp, Normal
Lute, Normal
Chimes of Interruption
Chime of Hunger
Chime of Opening
Pipes of Feign Imagery
Drums of Distant Thunder
Harp of Despair
Lute of Well Being

♦ Non-Magical Items

Holy Symbol
Paladin Holy Symbol
Spellbook
Thieves' Tools
Rations
Iron Rations
Gold Coin
Silver Coin
Assorted Gems
Sphere of Fire
Grappling Hook
Scrying Glass
Cleric Scroll
Mage Scroll
Parchment

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Experience Levels

◆ 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
13	1,250,000	+3
14	1,500,000	+3
15	1,750,000	+3
16	2,000,000	+3
17	2,250,000	+3
18	2,500,000	+3
19	2,750,000	+3
20	3,000,000	+3

◆ 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
11	675,000	+2
12	900,000	+2
13	1,125,000	+2
14	1,350,000	+2
15	1,575,000	+2
16	1,800,000	+2
17	2,025,000	+2
18	2,250,000	+2
19	2,475,000	+2
20	2,700,000	+2

◆ CLERIC WISDOM SPELL BONUS *

WISDOM SCORE	SPELL LEVEL 1	2	3	4	5	6	7
13	1	-	-	-	-	-	-
14	2	-	-	-	-	-	-
15	2	1	-	-	-	-	-
16	2	2	-	-	-	-	-
17	2	2	1	-	-	-	-
18	2	2	1	1	-	-	-
19	3	2	1	2	-	-	-

* Bonus spells become available when the cleric can normally cast spells of that level.

◆ CLERIC SPELL PROGRESSION

CLERIC LEVEL	SPELL LEVEL 1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	1	-	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2

◆ 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
11	375,000	+1
12	750,000	+1
13	1,125,000	+1
14	1,500,000	+1
15	1,875,000	+1
16	2,250,000	+1
17	2,625,000	+1
18	3,000,000	+1
19	3,375,000	+1
20	3,750,000	+1

◆ MAGE SPELL PROGRESSION

WIZARD LEVEL	SPELL LEVEL 1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	2	2	-	-	-	-
11	4	4	4	3	3	-	-	-	-
12	4	4	4	4	4	1	-	-	-
13	5	5	5	4	4	2	-	-	-
14	5	5	5	4	4	2	1	-	-
15	5	5	5	5	5	2	1	-	-
16	5	5	5	5	5	3	2	1	-
17	5	5	5	5	5	3	3	2	-
18	5	5	5	5	5	3	3	2	2
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2

◆ 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	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+(1-10)
11	900,000	+3
12	1,200,000	+3
13	1,500,000	+3
14	1,800,000	+3
15	2,100,000	+3
16	2,400,000	+3
17	2,700,000	+3
18	3,000,000	+3
19	3,300,000	+3
20	3,600,000	+3

◆ PALADIN SPELL PROGRESSION

PALADIN LEVEL	SPELL LEVEL 1	2	3	4
9	1	-	-	-
10	2	-	-	-
11	2	1	-	-
12	2	2	-	-
13	2	2	1	-
14	3	2	1	-
15	3	2	1	1
16	3	3	2	1
17	3	3	3	1
18	3	3	3	1
19	3	3	3	2
20	3	3	3	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	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+3
11	900,000	+3
12	1,200,000	+3
13	1,500,000	+3
14	1,800,000	+3
15	2,100,000	+3
16	2,400,000	+3
17	2,700,000	+3
18	3,000,000	+3
19	3,300,000	+3
20	3,600,000	+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	+2
11	220,000	+2
12	440,000	+2
13	660,000	+2
14	880,000	+2
15	1,100,000	+2
16	1,320,000	+2
17	1,540,000	+2
18	1,760,000	+2
19	1,980,000	+2
20	2,200,000	+2

◆ BARD 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	+2
11	220,000	+2
12	440,000	+2
13	660,000	+2
14	880,000	+2
15	1,100,000	+2
16	1,320,000	+2
17	1,540,000	+2
18	1,760,000	+2
19	1,980,000	+2
20	2,200,000	+2

◆ BARD SPELL PROGRESSION

BARD LEVEL	SPELL LEVEL 1	2	3	4	5	6
1	-	-	-	-	-	-
2	1	-	-	-	-	-
3	2	-	-	-	-	-
4	2	1	-	-	-	-
5	3	1	-	-	-	-
6	3	2	-	-	-	-
7	3	2	1	-	-	-
8	3	3	1	-	-	-
9	3	3	2	-	-	-
10	3	3	2	1	-	-
11	3	3	3	1	-	-
12	3	3	3	2	-	-
13	3	3	3	2	1	-
14	3	3	3	3	1	-
15	3	3	3	3	2	-
16	4	3	3	3	2	1
17	4	4	3	3	3	1
18	4	4	4	3	3	2
19	4	4	4	4	3	2
20	4	4	4	4	4	3

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Ability Scores

Strength

The Strength Chart lists the modifiers to melee hit probability and the damage adjustment based on the character's Strength.

◆ STRENGTH CHART

ABILITY SCORE	MELEE HIT PROBABILITY	DAMAGE ADJUSTMENT
3	-3	-1
4-5	-2	-1
6-7	-1	none
8-15	normal	none
16	normal	+1
17	+1	+1
18	+1	+2
18/01-50*	+1	+3
18/51-75*	+2	+3
18/76-90*	+2	+4
18/91-99*	+2	+5
19#	+3	+7
20#	+3	+8
21#	+4	+9
22#	+4	+10

** These bonuses are available only to fighters, paladins, and rangers.*

 # These scores are only possible in this game through magic.

Dexterity

The Dexterity Chart lists the modifiers to missile hit probability and the armor class adjustment based on the character's Dexterity.

◆ DEXTERITY CHART

ABILITY SCORE	MISSILE HIT PROBABILITY	AC ADJUSTMENT
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7-14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+2	-4
19	+3	-4

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THAC0

THAC0 is not an ability score, but it is an important characteristic. The THAC0 Chart lists a character's base THACO for his class and level.

◆ THAC0 CHART

	CHARACTER LEVEL																			
CLASS	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**
Bard	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11
Cleric	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Fighter	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Mage	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14
Paladin	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Ranger	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Thief	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11

Constitution

The Constitution Chart lists the Hit Point Adjustment that a character gets every level

◆ CONSTITUTION CHART

ABILITY SCORE	HIT POINT ADJUSTMENT
3	-2
4-6	-1
7-14	0
15+1	
16+2	
17+2(+3)*	
18+2(+4)*	
19+2(+5)*	

** These bonuses are available only to fighters, paladins, and rangers; for all other classes the maximum hit point adjustment or constitution is +2.*

Weapons

Weapons are divided into 3 classes: melee, thrown, and fired. Melee weapons are used only in dose combat, while thrown and fired weapons are used at range. Characters in the front rank can use melee and ranged weapons. Characters in the rear ranks can only use ranged weapons. Note the Classes section starting on page 6 in the rules that limit some character classes to certain weapons. The Weapons Chart lists the weapons with their range of hit point damage versus small, medium, and large-sized creatures. The damage done by a melee weapon is adjusted by the attacking character's strength and any magical bonus the weapon may have.

◆ WEAPONS CHART

	DAMAGE VS. SMALL & MEDIUM	DAMAGE VS. LARGE
Melee Weapons		
Staff*	1-6	1-6
Mace	2-7	1-6
Short Sword	1-6	1-8
Flail	2-7	2-8
Axe	1-8	1-8
Long Sword	1-8	1-12
Halberd*	1-10	2-12
Warhammer	2-5	1-4
Trident*	2-7	3-12
Two-hand Sword	1-10	3-18
Club	1-6	1-3
Morning Sun	2-8	2-7
Polearm	2-8	2-8
Thrown Weapons		
Rock	1-2	1-2
Dart	1-3	1-2
Dagger	1-4	1-3
Spear	1-6	1-8
Warhammer	2-5	1-4
Ranged Weapons		
Sling & Rocks*	1-4	1-4
Bow &Arrows*	1-6	1-6

** These two-handed weapons must be used from the primary hand. Note that items in the other hand are unavailable.*

Armor

Armor provides your character with a base armor class. The lower the character's armor class, the harder it is for an attack to hit. Armor class is based on the characters armor and his or her dexterity bonus. Some magic items also help a character's armor class. Note in the Classes section, starting on page 6, that some character classes are limited to certain types of armor. The Armor Chart lists the types of armor and the base armor class they provide a character.

◆ ARMOR CHART

ARMOR TYPE	BASE AC
Robe	10
Shield*	9
Leather Armor	8
Ring Mail	7
Scale Mail	6
Brigandine	6
Chain Mail	5
Chain Mail	5
Banded Mail	4
Bronze Plate Mail	4
Plate Mail	3
Dragonskin Armor	3
Field Plate Mail	2

** A shield subtracts 1 AC from any armor it is used with boots, helmets, and non-magical bracelets may look like armor, but they do not modify a character's armor class. They can safely be left as weights on pressure plates. Magical bracelets, however, can modify a character's armor class.*

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◆ INDEX OF SPELLS ◆

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Le Viel

◆ DESIGNER'S NOTES ◆

Some Thoughts from Tom Holmes, Creative Designer and Programmer

"DUNGEON HACK" is a fun game. Plain and simple. Although it has many features to make your games enjoyable, such as printable automaps and an enhanced interface and driver, it is not really any of these things which make the game unique and exciting. What makes booting up DUNGEON
HACK a real treat is that you never know what the game is going to come up with next. I don't even know, and I programmed the silly thing!

Every role-playing game gives the player that I wonder what's around this comer...' feeling as they are playing. But once you have been around the comer, you know what is there. It's not a surprise anymore. "DUNGEON HACK", on the other hand, can create over four billion mazes for your enjoyment. That's a lot of corners to go around, and every one brings new surprises. Coupled with a huge variety of creatures and objects, you'll never see all that "DUNGEON HACK" has to offer in one game. You'll have to play it again and again, fighting different monsters and finding new treasure as you go.

One of the best features of "DUNGEON HACK" for garners is its customization abilities. Don't like having to search for food? No problem, just crank up the food amount dropped on each level and crank down your food consumption rate! You want to fight a horde of tough creatures? No problem, just crank up the monster amount and monster difficulty levels! This customization allows you to have the dungeon generator make dungeons the way you want them made. If you want a real challenge try to finish a game with the Character Death Real switch on -- you can save your progress as you go, but one mistake and your character is dead and those saves are deleted too! Now the death of your character means something besides Oh well, time to restore.

I think our artists have done a fine job creating new artwork and reworking old so that it all looks wonderful in DUNGEON HACK. A very important part of any game is what you see, and I like what I see in "DUNGEON HACK". It is always fun to
open a door, encounter a new creature and think that looks cool. I know I've done that, and I hope you do too.

A prime goal in the creation of this game was to make it very easy to play. From the character generator to the game interface, care was taken to try to make operations quick and painless. The character generator lets you easily select the features you want in your character, and lets the computer randomly pick the rest. This gives you great flexibility -- you can detail every specific part of your character, all the way down to picking attributes and hit points, or you can let the computer generate o completely random character. It is up to you. In the game, the screens you use the most (the dungeon view, inventory, and action icons) are all available at the same time to make the game play smoothly. Other features (camp and automap, for example) are just a mouse click away.

I hope that "DUNGEON HACK" becomes a permanent fixture on your gaming shelf. It is the kind of game that you can come back to when you are just looking for something to play, whether you have only a little time or hours to kill. I think "DUNGEON HACK" will entertain you for the long haul. When someone is playing a new game here we always

ask are you having fun yet? That is our tried and true test, sort of a game barometer, going beyond artwork, sound, design and programming straight to the root of the matter. If you are having fun, then the game is worth playing. So, I'll ask you, game player, Are you having fan yet? I certainly hope so!

Whether you are an old Event Horizon and/or SSI gamer, if this is the first product of ours you have ever played, look for the next exciting adventure to come your way from DreamForge and SSI. Was that a chill wind that just blew through my office? And why is there fog seeping in from under my door... ?

♦ EVENT HORIZON'S NAME CHANGE ♦

Corporate Spew by Jim Namestka

"Why are you changing your company name?"

Glad you asked.

Event Horizon Software has been in the industry for well over three years now. During this time, magazines and customers have praised our products for their quality and fun factor. Unfortunately, we feel that our publishers before SSI could not live up to their end of the deal and that our products did not receive the marketing and distribution push that is standard for commercial products.

Then came our rebirth. With SSI's publishing and EA's distribution our games have finally been accepted into the mass market. Our first two games, THE SUMMONING and VEIL OF DARKNESS, have both received high praise from the industry. Due to their success and the opportunities they have brought, the company is growing.

Recently, it was brought to our attention that there is another company named Event Horizons. Thus, we can not trademark the name Event Horizon. We did not want any confusion with other products. We are very proud of our products and enjoy playing them ourselves. We want people to see our name and know the quality that name represents.

The way technology continues to rapidly change presented yet another potential problem. What if our products go beyond software? So we asked ourselves, What media will the company be using in the future? We realized if we knew that, perhaps the stock market should be our business. We decided that it did not matter what media was used, because we will always create interactive entertainment. (Hey--"Intertainment!")

We are committed to bringing you the very best in Intertainment, hence the creation of...

DREAMFORGE™

RULE BOOK CREDITS

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Le vieux Manuel

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Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.