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DeathKeep™

RULE BOOK



A MINDSCAPE® COMPANY

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

THE EVIL HAS RETURNED

Summoned by the Oracle of the Keep one of three adventurers has been called to battle the evil Necromancer who has escaped from his icy prison. The Necromancer's goal: to resurrect his long-lost power in the ruins of the dwarven sanctuary. Within are three towers which may hold the magical orb keys to the legendary dwarven portal. No one knows where the portal leads, but it is rumored to hold vast powers and lead whoever passes through it to great riches.

Now the Necromancer has infested his DeathKeep with evil creatures and it is up to one of the three adventurers to find the orbs and defeat the Necromancer and his minions. Can they defeat him?

Getting Started

Choose one of three pre-generated adventurers in DEATHKEEP. The character's success depends on his or her skills and talents, so read on. The sections "Choosing a Character," starting on the next page, and "How to Play," starting on page 7, are important.

What Comes with This Game?

Your game box should contain this rule book and a game disk. The rule book explains how to play and contains handy references on characters, monsters, and spells. To play, simply put your disc into the 3DO machine and close the drawer.

Saving a Game

The game can be saved after each completed level, and there is room for several saved games.

Loading a Game

To load a saved game simply select this option from the Main Menu when the game starts, or press **P** from the Inventory Screen.

Viewing the Storage Manager

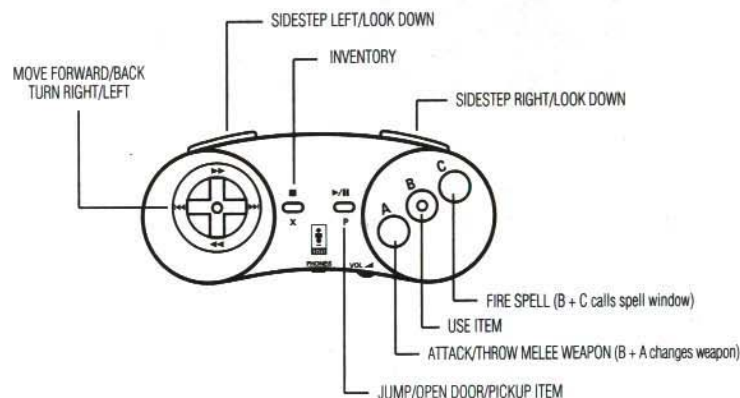
From the save game or load game screen press **P** to view the storage manager and see how much storage memory each saved game requires.

CHOOSING A CHARACTER

As a single-character game, DEATHKEEP requires you to pick one of three characters: a Dwarven Fighter, an Elven Mage, or a Half-Elf Fighter/Mage. The main difference between the characters is their preference for using weapons, casting spells, or both. But be warned: before picking a character strong enough to survive these dungeons, you should peruse this book with a careful eye (especially the pages on the spells the character may know, or the opponents he or she may encounter).

THE CONTROL PAD

The following diagram outlines the controls.



SPECIAL COMBINATIONS:

B + A	changes weapon
B + C	calls spell window, or changes weapon (Dwarf only)
B + LShift	looks down
B + RShift	looks up
B + ARROWS	slows movement
B + LSHIFT + RSHIFT	centers view

Play/Pause Button in backpack window calls options screen

To Look Up or Down: hold down the **B** button and press either the **Left** or **Right Sidestep** buttons.

To Slow Move: hold down the **B** button as you move the character. This is useful when crossing narrow ledges or walkways.

To Rest: have the character stand on the special floor tile and press the **X** button to go to the Inventory Screen. A change in music is the best way to find the special floor tiles.

Wisdom (WIS) helps characters to be less susceptible to the effects of magic spells.

Charisma (CHA) determines a character's ability to lead fellow adventurers into battle, or to persuade or command hostile opponents from attacking.

Other Characteristics

Armor Class (AC) reflects both a character's dexterity and whatever new armor or shield he may be wearing. It measures how difficult someone is to hit and damage. Magical armor and a high Dexterity score improve a character's Armor Class.

Food reflects the percentage of food the character has. A starving character cannot rest until he or she finds food.

Inventory Slots

Place or pick up items in these slots by pressing the **A** button. Use a selected item by pressing **B** (orbs, scrolls, and wands must be placed in a hand to use).

To Ready an Item: press the **A** button to pick up an item (the item grays out). Then move the highlight square over the place where you want to put the item and press the **A** button again to put the item in the desired location. If you cannot place an item in a particular area the yellow highlight turns red.

To Wear Equipment: move the green highlight over the desired equipment and press the **A** button to pick it up. The highlight turns yellow. Then, with the directional pad, move the yellow highlight to a box connected to the character's mannequin and press **A** again to have the character 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 amulets on the character's neck. Place any footwear on your character's feet.

To Eat Food: simply press button **B** when a piece of food is highlighted.

Belt/Hand Slots

Place items here that the character may need to use quickly. The Dwarven Fighter can carry additional items in his hands.

Keys

The number of keys the character is carrying.

Character Mannequin

This displays what armor, belt, rings, and boots the character is currently wearing.

The Character Information Screen

To see your character's name, sex, race, class, and level, first press the **X** button, then press the **L** or **R** buttons.

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 (and spells if the character can cast them) are earned. See "Experience Levels" on page 23.

THE OPTIONS SCREEN

To view the Options Screen, press **X**, then press **P**.



View Controls

Displays the controls for the game.

Restart Level

Automatically restarts game-play at the beginning of the current level.

Exit to Main Menu

Returns to the Main Menu.



Settings

Status Bar On/Off

Choose to show or hide the Character Information Bar while playing.

Auto Item Pickup

Choose to have the character pick up items automatically, or not.

Music Volume

Adjust the music volume.

Sound Effects

Adjust the sound effects volume.

HOW TO PLAY

A Crash Course in Combat

Using a Weapon

To attack with a weapon, your character must have his or her weapon in his or her hand and "ready." Press the **A** button on the weapon and move it into your character's hand, then press **A** again. By "ready," we mean the weapon is in a usable condition. If it takes time to ready, the weapon becomes shaded out for a time. Two-handed weapons demand the attention of all ten of your character's fingers.

*To attack, simply press the **A** or **C** button. The character's left hand is controlled by the **A** button and is your character's primary hand. The right hand is controlled by the **C** button and is either the second-weapon hand for the Fighter or the spell-casting hand for the Mage or Fighter/Mage.*

Melee (close combat), thrown, and ranged weapons compose the three basic types of weapons your character can use. Press the **A** button 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 require ammunition. Arrows are conveniently carried in your character's quiver.
- ♦ Fire in-hand ranged weapons by pressing the **A** button.

A Crash Course in Spellcasting

1st Level Spells : 2

Afflict

Burning Hands

Fireball

Two of the characters can use spells to confront the evil that slinks through the dungeons. Magic comes at a price, however, and these characters must rest in order to regain their spells.

*Press the **C** button to cast the readied spell (which appears in the character bar at the bottom of the Main Game Screen). To select a different spell to cast, press the **B** and **C** buttons at the same time. Select the desired spell from the spell list by using the directional pad. Press the **A** button to cast the spells while the spell menu is open; this allows you to select and cast spells quickly. To exit the spell menu, press the **B** button. The spell that was last highlighted in the spell menu is now ready to be cast and its name appears in the character bar.*

For more information on casting spells, see the "Adventuring" section below. For more information on the effects of spells, see the "Spells" section on page 9.

Adventuring

All movement, combat, spellcasting, and exploration takes place from the Main Game Screen. When other screens are active, they overlay parts of the screen.

Things Your Character Can Do While Adventuring

Attack Opponent: As previously mentioned, launch your character's attack by pressing **A** for the primary attack and/or **C** for the secondary attack. Once used, a weapon is shaded-out until it is again made ready (perhaps by replenishing its supply of ammunition). Only the Dwarven Fighter can carry and fight with a second weapon.

Rest: Resting is only available when the character stands in certain protected areas of the floor indicated by the design of the tiles and of the change in music. Press the **X** button to go to the Inventory Screen and the character automatically rests and memorizes spells.

Cast Spell: By pressing the **B** and **C** button and using the directional pad, you can select a spell. You can then cast it by pressing **C**, or **A** if the spell window is open.

Cast Spell from Scroll: Place the scroll in one of your character's hands, then while adventuring, press **A** or **C** depending what hand the scroll is in to cast the spell. The scroll is consumed when the spell is cast.

Fly: Your character can fly if he or she casts the spell *fly*, or uses a magic item which allows flight.

Drink a Potion: Press the **B** button to use the item that is highlighted in the inventory screen.

Drop an Item: To drop an item, highlight the item and press the **C** button while in the inventory screen.

Fire a Ranged Weapon (Bow or Sling): To prepare a ranged weapon, ammunition is automatically replaced from the character's quiver or backpack. This assumes ammunition is available. To fire a bow or sling the weapon must be in the primary hand. Press the **A** button to fire the bow or sling.

Throw a Ranged Weapon (Fighter): Place the item in either one of the Fighter's hands and press the **A** or **C** button. **C** is only available for the Dwarf.

Open a Gate: Press the **P** button when you come to a door or gate. The door opens unless it is locked and you do not have the correct key.

Pause the Game: Press the **X** then **P** buttons on your pad. This brings up the Options Screen and pauses the game.

Ready a New Item: First bring up the character's inventory by pressing the **X** button. Press the **A** button when the green highlight is moved over the desired item. Then move the yellow highlight over the place you wish to put the item and press **A**. If the highlight turns red, that item cannot be placed in that location.

Sidestep: To sidestep press the **L** or **R** buttons.

Take an Item: If you have **Automatic Pick Up** (found in the options screen) turned On, simply walk over the item. If you have this option turned off, press the **P** button to pick up the item.

Look Up or Down: Hold down the **B** button and press the **L** or **R** buttons.

SPELLS

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

Legend for Mage Spell Descriptions

RANGE:

0 = your character

Close = adjacent square

Medium = up to 2 squares away

Long = as far as visible range

DURATION:

Instantaneous = flash or instant effect

Short = single combat round

Medium = effect lasts for some time

Long = effect lasts quite a while

Permanent = effect lasts for the entire game

Variable or Special = see spell description

First Level Mage Spells

◆ ARMOR

RANGE: 0

DURATION: Special

AREA OF EFFECT: Your character

With this spell a mage can surround him or herself 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. The spell lasts until dispelled, or until the character suffers damage that is equal to or greater than 8 hit points +1 hit point for every level of the caster.

◆ BURNING HANDS

RANGE: 0

DURATION: Instantaneous

AREA OF EFFECT: Your character

When cast, searing flame shoots from the caster's fingertips, sending out five-foot long flame jets in a horizontal arc of about 120 degrees. Any creature in the area of the flames suffers 1-3 hit points of damage, plus 2 points for each level of the caster.

◆ MAGIC MISSILE

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: One target

Your mage creates a bolt of magic force that will only miss if the monster happens to dodge behind a wall or door. If there are two monsters, the missile automatically hits the one closer to the caster. *Magic missile* spells do greater damage as a mage increases in level. Initially, *magic missiles* do 2-5 points of damage, and for every 2 extra levels the spell does 2-5 more points. So, a 1st or 2nd-level mage does 2-5 points of damage, but a 3rd or 4th-level mage does 4-10, and so on.

Second Level Mage Spells

◆ IMPROVED IDENTIFY

RANGE: 0

DURATION: Instantaneous

AREA OF EFFECT: One item in the spellcaster's hand

When this spell is cast, move the cursor over one item in the mage's inventory, and press the **A** button. The mage learns the item's name and the attack or damage bonuses it has.

◆ 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 2-8 points of damage per attack. For every three levels the mage has earned, the arrow gains an additional attack. For example, at 3rd-5th level the arrow attacks twice, and at 6th-8th level the arrow attacks three times.

◆ RAY OF ENFEEBLEMENT

RANGE: Close

DURATION: Short

AREA OF EFFECT: One target

By way of a *ray of enfeeblement*, a wizard weakens an opponent, reducing its Strength and thereby the attacks that rely upon it. Man-sized or smaller creatures are reduced to an effective Strength of 5, losing all Strength bonuses and suffering an attack roll penalty of -2 and a -1 penalty to damage. Other creatures suffer a -2 penalty to their attack rolls. Furthermore, they have a -1 penalty for each die of damage they inflict.

Third Level Mage 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 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. *Fireballs* may ricochet, so casters should be careful when aiming.

◆ FLY

RANGE: 0

DURATION: Medium

AREA OF EFFECT: Your character

This spell allows the character to fly over pits and traps he or she may have discovered, as well as ascend to or descend from balconies or ledges.

◆ 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 onward, hitting any targets that may be in your character's path. 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.

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 turns tail and runs. 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 IF CASTER IS LESS THAN 7TH LEVEL

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. If the caster is 7th level or greater then the area of effect is 5X5 squares.

◆ STONESKIN

RANGE: 0 DURATION: Special AREA OF EFFECT: Your character

When this spell is cast, the caster gains a virtual immunity to any attack by cut, blow, projectile, or the like. Nevertheless, magical attacks from such spells as *fireball*, *lightning bolt*, and *magic missile* have their normal effects. This spell blocks 1-4 attacks, plus one attack per two levels of the caster.

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 stops a monster dead in its tracks and makes it so that the character may slay it easily. The spell does not affect undead creatures, however, but the spell's duration increases with the level of the caster.

◆ FEEBLEMIND

RANGE: Close DURATION: Permanent AREA OF EFFECT: One target

This spell is used solely against creatures who use magic spells. *Feeblemind* causes the subject's intellect to lower to that of an infant. Magic-using beings are very vulnerable to this spell.

Sixth Level Mage Spells

◆ DEATH FOG

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 matter to vanish instantaneously and permanently. A single creature can be targeted, even undead. Some creatures may be less susceptible to this spell, however, and may be able to avoid its deadly effects.

◆ TRUE SEEING

RANGE: 0 DURATION: Short AREA OF EFFECT: Your character

When this spell is employed, the caster gains the ability to see things as they really are. This spell penetrates magical darkness, secret doors become plain, displaced things are obvious, invisible things become visible, illusions are seen through, and magic items in the inventory glow.

Seventh Level Mage Spell

◆ 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.

Eighth Level Mage Spell

◆ ABI-DOLZIN'S HORRID WILTING

RANGE: Close DURATION: Permanent AREA OF EFFECT: Targets in front of caster

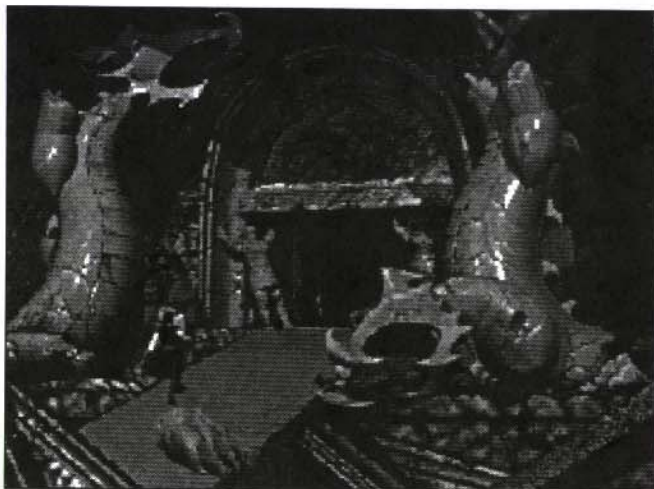
Creatures affected by this spell begin to wither, and shrink, thus reducing their Strength. Creatures can be effected by this spell only twice before the maximum wilting has taken place. The first time this occurs, the targets' Strength is reduced to 5 causing them to suffer a -2 penalty on all attack rolls, and a -1 on all damage. The second, and more potent time creatures are affected, all damage is reduced to 1.

Ninth Level Mage Spell

◆ METEOR SWARM

RANGE: Long DURATION: Instantaneous AREA OF EFFECT: Targets in front of caster

A *meteor swarm* is a powerful and spectacular spell, somewhat similar to a *fireball* spell. The spheres launched from the caster's hands fire in a straight line, and any creature in their path suffer the full effects of the missiles. The meteor missiles leave a fiery trail of sparks, and each bursts as a *fireball*. The spheres inflict 10-40 points of damage each.



*What dangers
lurk within
the ruined
stronghold?
Only the
Necromancer
knows.*

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 thrown weapons.

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 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.

Damage

Damage is the hit point loss an attacker inflicts on his or her 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 24.

Hints and Combat Strategies

Quick Use of Items in Belt Slots

To quickly use items the character has in his or her belt slots, simply press the **A** and **B** buttons to cycle through the items for the character's left hand, or the **B** and **C** buttons to cycle through the items for the characters right hand if your character is the Dwarf.

Using Thrown Weapons

Characters who use thrown weapons should carry them in-hand. 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

Prepare your character for battle before opening any door, searching for hidden doors, or leaving the current dungeon level. Monsters often crouch behind closed doors, waiting and hungry for combat!

Remember, your character can move and fight at the same time, even backward 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.

Carry Items

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 the character's inventory. 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.

Look for Hidden Doors in the Walls

Always check walls for secret doors which are hidden from view. Some doors are more difficult to find than others.

Watch for Teleporters

Teleporters magically transport your character to different parts of the dungeon, even into rooms without doors. Be careful when entering teleporters — you never know where you'll end up.

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 —

The Creatures that Prowl the Corridors

This section contains descriptions of the common denizens lurking in the dark passages of DEATHKEEP. You may discover others, however, particularly when you've reached the deepest levels of the tower. You never know what mutated monster is waiting for you in the darkness.

Ankheg

The ankheg resembles an enormous many-legged worm and has a fondness for fresh meat. Its 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 soft, pink belly. With glistening black eyes and two sensitive antennae, the ankheg can easily detect the movement of a man-sized creature.

The ankheg's preferred attack is to lie 5–10 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. All but the fiercest predators avoid ankhegs.



Bone Golem

The bone golem is built from the previously animated bones of skeletal undead. These horrors stand roughly six feet tall, and weigh between 50 and 60 pounds. They are seldom armored, and can easily be mistaken for undead, much to the dismay of those who make this error.



Bulette

The bulette burrows under the ground until it is below its victim, and then attacks from underneath. These creatures are extremely tough fighters that take a lot of damage to dispatch. Be careful, for where there is one bulette there will surely be more.



Cildabrin

Cildabrin are a race of either huge, intelligent spiders, with elements of a giant scorpion's anatomy, or a race of huge scorpions with elements of a spider's anatomy. No one knows for certain. Cildabrin's bodies are dark purple and furry, and their eyes are turquoise blue. When in combat, cildabrin can spit poison and attack with their claws and their stinger.



Cornugon

Cornugons are elite defense forces in baatezu armies. Standing over 9 feet tall, looking only vaguely humanoid, and covered with grotesque scales, these creatures are frightening. Their huge wings and snaking, prehensile tail add to their intimidating demeanor. In combat they favor a long barbed whip and are fearless fighters, rarely retreating even against overwhelming odds. Only +2 or better weapons can hit a cornugon.



Disir



The disir are a race of deep-dwelling subterranean creatures of disgusting appearance. Disir usually fight with claw and bite, but they have been known to use weapons on occasions. All attacks from the disir are poisonous, due to the slimy jelly that drips from their bodies. The jelly causes intense pain (but does not kill) its victims. This gel also protects the disir from fire-based attacks, reducing 1 point from all fire-based damage.

Farastu



The farastu is tall and slender. Compared to other fiends, it is the least powerful, but can leap upon unsuspecting adventurers. It attacks with its long-nailed hands and huge jaws. Farastu are humanoid in appearance with long arms and heads. Their effective Strength is 19, and their weight is about 420 pounds.

Fire Elemental

The fire elemental is a beast of pure flame which can hurl fireballs at its victims to consume them in the flames. Be careful for the range of the fireball is long; an adventurer would do well to avoid them. The fire elemental is immune to all fire-based spells, as well as acid and hold spells. It is most susceptible to cold-based attacks. The fire elemental has lots of hit points and can inflict lots of damage. Only magical weapons of +3 or greater can damage it.





Fire Mephit

The most mischievous of all mephits, these fiends play terrible pranks on other mephits, such as pushing magma mephits into water to watch them harden.

Touching a fire mephit causes 1 hit point of heat damage. It rakes its victims with its two clawed hands and inflicts both physical and heat damage.

Flesh Golem

A golem is an artificial humanoid body animated by an elemental spirit. The flesh golem is made from a ghoulish collection of stolen human body parts, stitched together to form a single, decaying horror. 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 all other spells are powerless against the creatures.



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 their helpless prey to death. They are winged creatures and excellent fighters, with four attacks each time they try to hit the character. Counting on their appearance as sculptures, gargoyles often stand or sit motionless, 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.



Glabrezu

Glabrezu typically respond to summoning from other planes. They go forth and secure power for their cause. Glabrezu are towering opponents with four arms, and dog-like heads. +2 or better weapons are required to hit a glabrezu, and they are fairly resistant to magic. A glabrezu can attack with two claws, two pincers, and a bite, as well as use magic.

Glass Golem

The glass golem is very nearly a piece of art. Built in the form of a stained glass knight, the creature is often built into a window fashioned from such glass. Thus, it usually acts as a guardian of a given location — often a church or shrine. Once combat is joined, the stained glass figure strikes with a sword. +2 or better weapons are required to hit a glass golem.



Goblin



Goblins are small, evil humanoids who live in the dank and dismal mazes of the Keep. They have sharp fangs, pointed ears, and wide mouths. Often wearing leather armor, goblins are fierce fighters who hate the light and the beings who live within it. They often kill others for the sheer pleasure of it and like to eat any creature from rats and snakes to humans.

Ice Mephit

Ice mephits are angular creatures with translucent, ice-blue skin. They live on the colder lower planes, and act aloof and cruel, surpassing other mephits in torture and wanton destruction. Ice mephits can employ two forms of attack. Its icy claws reduce the damage its victim can cause in combat, and it can use its frigid breath several times per day.



Ice Troll



The ice troll is a smaller and more intelligent relative of the normal troll, and is probably the result of magical experimentation. The regenerative powers of ice trolls are not as great as normal trolls. An ice troll must be immersed in water to regenerate 2 hit points and must stay in the water to regain all of its hit points. Ice trolls attack with two claw attacks and a bite, and are only injured by +1 or better weapons.

Jermlain

Jermlain are cowards who have made an art of the ambush. They typically arm themselves with needle sharp darts which can be hurled up to 120 yards. Jermlain appear to be small humans with baggy clothing and leather heads. In fact, the "clothing" is their own sagging skin.



Kelubar

Known as a slime demodand, a kelubar is of shorter stature and thicker build than a farastu. Although it is ebony skinned, a kelubar tends to glisten due to a slimy secretion. A kelubar attacks with its nails and fierce bite, and any hit incurs an additional 1-6 points of damage due to the acidic nature of the beast. Only +2 or better weapons are effective against a kelubar.



Knight Haunt

A knight haunt is a floating suit of armor, always accompanied by some sort of weapon. The armor is always mirror bright and its weapon is always in perfect condition. A knight haunt still has the inner fighting spirit of its former human form, and seeks out opponents to fight. Their immunity to some spells makes them dangerous adversaries.



Large Slime



Large slimes crawl about as gelatinous cubes do, and are scavengers of dungeon settings. It is not quite known whether large slimes were created magically, or were the byproduct of some other being. Their adhesive nature

makes it possible for them to cling to ceilings and drop upon unwary prey.

Lightning Golem

Lightning golems are tall, mechanical-like creatures used to guard important locations or treasures. +2 weapons are needed to strike them, and they can cast *lightning bolts* at their foes. They stand approximately 7 feet tall and weigh nearly one thousand pounds.



Mage

Mages are standard fare in the world, but many use their magic with no thought for the well-being of others in order to gain power. Some mages focus on the art of Necromancy, the power over undeath.

Mist Mephrit



Mist mephrits fancy themselves spies of the highest caliber. They quickly report other mephrits who show mercy or other treasonous behavior. Mist mephrits can see clearly in fog or mist and their skin is a pale green. They can exhale a sickly-green ball of mist which envelopes its prey in a poisonous vapor.

Mudman

Mudmen are formed in pools of mud where enchanted rivers collect and evaporate, and concentrate the mudmen's essence. Mudmen can move silently through mud appearing seemingly out of nowhere to strike their foes, often gaining surprise. They swing with their mud fists, or hurl balls of mud to cause damage and suffocate their victims.



Myconid

Myconids (or fungus men) are a race of intelligent fungi that live in remote areas where darkness prevails. They are cautious creatures which resemble walking toadstools in human form. Their flesh is bloated and spongy and they fight by clubbing opponents with their clasped pudgy hands. Myconids are also able to exhale clouds of poisonous spores.



Nabassu



Nabassu are creatures spawned and nurtured on other planes, where they grow and gain power by slaying and devouring humans. Nabassu, unmistakably fiends, are like gargoyles in appearance, standing 7' tall. They are gaunt with leathery skin and wings, tightly corded muscles, long claws on hands and feet, steely green eyes, and have a wide mouth lined with sharp fangs. Magical weapons of +1 or better are required to harm them.

Pit Fiend

Pit fiends appear to be giant humanoids with huge wings that wrap around their bodies for defense. Their fangs are large and drip with a vile, green liquid. Their bodies are red and scaly, often emitting flames when they are angered or excited. In combat, a pit fiend is capable of dealing out tremendous punishment, and can damage the character six ways each time it attacks.





Purple Worm

Purple worms, like the ankheg, burrow under the ground until they can surprise their foes and attack from below. Purple worms poison their victims, so be careful not to get hit!

Shator

The great shator, or shaggy demodand, is the most fearsome of its kind. It is the shortest and broadest of demodands, and its hide hangs in overlapping patches, giving it its name. A shator can inflict massive damage with its claws and bite, or use huge weapons to do the same. Additionally, shators can cast spells and their magic resistance makes them dangerous adversaries.



Skeleton

Skeletons are the animated bones of dead humanoids or animals. Blunt weapons do normal damage to them, whereas bladed weapons only do half damage. They are brought into existence with one purpose: to unerringly follow the orders of their new master.

Skeleton Warrior

Although similar in appearance, skeleton warriors are much more powerful than normal skeletons. Some think they may be sentient, as they fight intelligently. It may just be an imprint of their former selves, like an echo from their past lives, which stays with them even in undeath.



Tentamort

These hideous creatures are dungeon dwellers who wait for unsuspecting prey to snatch up for a meal. They are bulbous creatures, often green or brown, with long tentacles which they can extend from walls or ceilings to grab their prey. Humanoids are their preferred diet.



Tshala

The nature of this creature has made it a being of awe and legend. The tshala appears as a creature of living flame that loops and darts in the air, bewitching those who gaze upon it. It uses magic and while casting a spell can make no other action. They are immune to heat attacks but suffer additional damage from water and ice-based attacks.



Ultrloth

Ultriloths are the strange, enigmatic rulers of the yugoloths. These creatures hold sway over their underlings by force of will and a reputation for cruelty. These ruling yugoloths appear as faceless humanoids with large eyes that resemble fire-opals. They have dark gray skin, and typically wear flowing capes or cloaks. Ultriloths, though evil, are highly intelligent and reserved. +3 or better weapons are required to damage ultriloths, and they are highly resistant to spells.

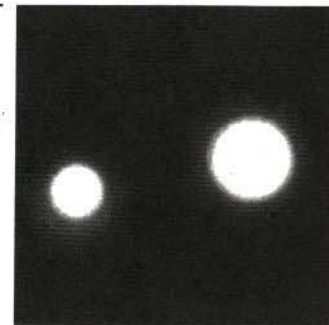


Vampire

Of all the chaotic and evil undead in the world, none is more dreadful than the vampire. +1 weapons or better must be employed to damage a vampire.

Will o' Wisp

Will o' wisps are 90% resistant to most magic. They are mainly susceptible to *magic missile* spells. These creatures attack with an energy blast, and move very quickly. They are impossible to outrun and are very difficult to hit.



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

MAGE EXPERIENCE LEVELS

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

MAGE SPELL PROGRESSION

MAGE 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	1

Note: The Fighter/Mage gains levels according to the Fighter listing, and can only ascend to a 17th level Fighter and a 15th level Mage.

WEAPONS

Weapons are divided into three classes: melee, thrown, and fired. Melee weapons are used only in close combat, while thrown and fired weapons are used at range. 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:		
Axe	1-8	1-8
Hammer	2-5	1-4
Long Sword	1-8	1-12
Short Sword	1-6	1-8
Staff*	1-6	1-6
Two Handed Sword*	1-10	3-18
Thrown Weapons:		
Dagger	1-4	1-3
Dart	1-3	1-2
Rock	1-2	1-2
Ranged Weapons:		
Bow & Arrows*	1-6	1-6
Crossbow Bolts	1-6	1-6
Rocks*	1-4	1-4
Sling Stones	1-4	1-4

* These two-handed weapons must be used from the primary (left) 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 character's armor and his or her Dexterity bonus. Some magic items also help a character's Armor Class. Note that the mage or the fighter-mage cannot cast spells while wearing armor. The armor chart lists the types of armor and the base Armor Class they provide a character.

ARMOR CHART

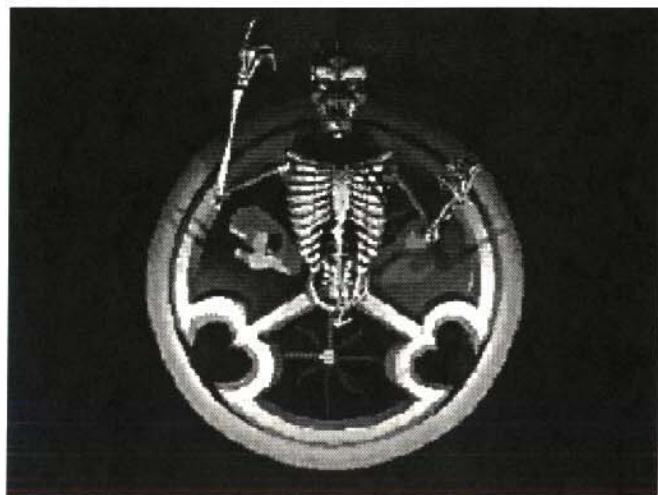
ARMOR TYPE	BASE AC
Cloak	10
Shield*	9
Leather Armor	8
Ring Mail	7
Scale Mail	6
Chain Mail	5
Plate Mail	3

* A shield subtracts 1 AC from any armor it is used with.

Boots, helmets, and non-magical bracers may look like armor, but they do not modify a character's Armor Class. Magical bracers, however, can modify a character's Armor Class.

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*Only your
character can
defeat the
Necromancer
and save
the land!*

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