

BRONZE
BRAGON
CONQUEST OF INFINITY

BRONZE RAGON

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PLAYERS MANUAL

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An Informal Notice

Bronze Dragon is the result of over four years of work by several dedicated individuals, none of whom are rich or even reasonably close. As a result of this effort, BD has an estimated play time of 30 hours for the module and 10 hours for each plot, or 150 hours altogether. What we're getting down to is this: there is no way to justify pirating this game because "it costs too much." That excuse simply doesn't cut it.

Just so you know where we stand.

Ourselves

We're Adam West, Dan Schnake, and Dale King. People we owe thanks to include Ray West, Tim Young, Doug Rollison, Dan Graves, Mr. Robert Shaw, Tom Truden, David Hall, Gary Walker, our families, and everyone at the Game Preserve. Geez, this list sounds like an academy award acceptance speech....

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Introduction

You've just entered another world. A world with fabulous riches, unbridled sorcery, and no end. Over 200 types of monsters are waiting for a chance to kill your characters in dozens of exotic ways. Even if the monsters don't get you, the traps lurking around every corner most certainly will.

You say you're a veteran of many types of role-playing games? You've seen it all? You'll find Bronze Dragon is an easy game to play, yet creates an infinite variety of situations. Even beginners can enjoy hours of adventuring without having the frustration of losing their characters every 5 minutes.

Overview

This manual is as short and simple as possible. If you find a term that you don't recognize, check the glossary. We strongly recommend that you read the entire manual at some time, although it isn't necessary to know everything about BD before beginning play. The information contained in the appendices will be a useful reference for a long time.

Mechanics

Every option in BD is represented by a number. Hit the number representing your choice, then hit the **Return** key. In some places, such as the provisioner's in Dragon Village, the **Space bar** will access another menu. If any other keys are needed, the screen will show them.

To abort most things, hit the **Return** key by itself (without typing a number first). While out on an adventure, the **Escape** key will abort most commands.

BD Expansion Stuff

The Dragon's Tale: The Bronze Dragon newsletter is free! Free, you hear?! Just send in your warranty card and we'll send you every issue we get around to making. Contests, info on new stuff, articles, etc.

Seekers of the Storm Solution: Are you stuck on the first module? If you want a hint or three, send **\$4.00** for complete maps and solution.

Dragon Side II: Available in December 1986 (October if we're lucky, 1987 if we're not). Contains 12 plots and a pub that sets new standards for intrigue and complexity. Check **The Dragon's Tale**.

The Burning Storm: The second part of the **Seekers of the Storm** series. Enthralling. Stupendous. Alas, unfinished. We're shooting for early 1987. Check **The Dragon's Tale**.

The Disks

Bronze Dragon consists of two disks that we provide and one that you must provide. Whenever you're prompted to insert a new disk, do so and press **Return**. To abort a procedure, press the **Space** bar at the disk prompt.

Disk One: Bronze Side - The Main Menu and Dragon Village are on this side. You must boot the Bronze Side to begin play.

Dragon Side - This side contains the monsters, the plots, and generates the castles.

Disk Two: Character Disk - This side contains up to 40 of your characters.

Module Side - Our first module, *Seekers of the Storm*, is contained in its magnificent entirety on this side. The monsters and the dastardly plot are already there, waiting for you. You must copy the module onto the Castle Disk before you can explore it. See "Copying Modules."

Disk Three: Castle Disk - Use one of your blank disks for this, attaching one of the labels we provide. You'll copy the module and castles onto it. Instructions on how to copy castles and modules are under "Constructing Castles" and "Copying Modules."

For Those With Two Drives

BD can be configured for two drives quite easily. Instead of switching disks and pressing **Return** when the program prompts you, just put the required disk in drive two and press "2".

From then on, the program will know to access drive two for that disk. The Character Disk should be put in drive two when you're in Dragon Village. The Castle Disk should be put in drive two when you're copying a module or creating a castle.

Beginning Play

Boot the *Bronze Side* to begin playing Bronze Dragon. The first screen you'll see after the BD logo clears is the **Main Menu**. The choices on that menu are summarized below, then explained in detail later.

Main Menu:

- 1) **Create a CHARACTER:** You can actually make a flesh and blood being! You can determine the name, race, class and alignment of each character.
- 2) **Enter DRAGON VILLAGE:** Dragon Village is a mystical town where almost anything can be bought or sold. Your characters can equip themselves, sell treasure, learn Martial Arts or spells, mingle in Boarshead Pub, pay for healing, raise the dead, or exchange money in the Bank.
- 3) **Copy a MODULE:** Seekers of the Storm cannot be played on the original disk. This will copy it onto your **Castle Disk**.
- 4) **Construct a CASTLE:** BD can generate castles of immense complexity, full of wonderful surprises. You can choose the size, difficulty and story.
- 5) **Gather a PARTY:** This assigns a group of characters to an adventure. Up to 5 characters *must* be gathered before they can go on an adventure.
- 6) **Go on an ADVENTURE:** Once you've equipped and gathered your party, it's time for the thrill of adventure. This takes your party into a castle or module.
- 7) **Go to the CROSSROADS:** After the adventure is over, your group of characters may travel to the Kingdom of King Leopold or the Pit of Lord Usul to gain skill points and skill levels.
- 8) **Use Character UTILITIES:** There are two options here. You can either check a character's status or delete a character. The status listing here is the most complete - you may even print characters out on hardcopy if you have a printer card in slot one. Also, this is the only place you can check a dead character's status.

How to Create a Character

Before going on an adventure, you must create at least one character. It is best to create a full party of 5 characters with a variety of classes and races. Up to 40 characters may be created and stored on the *Character Disk*.

You may specify the name, race, class, and alignment of each character. Each character starts with 75 bronze pieces and five ability scores. These are a function of race and class. See ability scores in the glossary for details.

Name: Up to 16 letters. Hit "R" to see the roster.

Race: This determines the basic abilities and characteristics of each character.

Humans are an odd race, one that isn't very well liked by more advanced beings. They stand about 6 feet in height and seem to regard this mutation as an advantage somehow. **Special Command:** Humans can approximate the value of any object.

Elves are the fairest of all races and never hesitate to point this out to others. "Arrogance" and "Vanity" are currently the two most popular elven children's names. **Special Command:** Elves can detect evil in characters or monsters.

Dwarves are generally sullen and ill-tempered. Many scholars attribute this to their incredible ugliness. In fact, most female dwarves possess beards, which is why so many males go on adventures. **Special Command:** Dwarves are always aware of their position above or below ground.

Halflings are short. Reeaaaaally short. They even look up to Dwarves. To be fair, they're humble about their deeds of valor. Well, they would be if they had any valor. **Special Command:** Halflings hurl weapons with startling accuracy.*

ABILITY SCORES:	Human	Elf	Dwarf	Halfling
Strength	13	8	12	10
Agility	10	13	9	12
Intelligence	11	14	8	9
Constitution	10	8	14	12
Endurance	11	8	13	11

RACIAL MODIFIERS:	Human	Elf	Dwarf	Halfling
"+" To Hit" in light	1	-2	0	-1
"+" To Hit" in darkness	-1	2	0	1
Base Hit Point Modifier	0	-3	6	3

* Halfling Knights (a strange combination) lose their hurling ability in favor of swordplay. It is replaced with Detect Evil. Check Appendix 6 to see which weapons may be hurled.

Class: This is the profession of a character. Each class is beneficial to a party and has at least two special commands.

Knights are fightin' strong, blood 'n guts, here's mud in yer eye type characters. They can wear any armor and use any weapon. **Special Commands:** Swordplay and Rage.

Assassins are shifty, underhanded, and incredibly dangerous. They can use almost as much armor and weaponry as Knights. **Special Commands:** Assassinate and Sneak.

Ninjas are mysterious masters of the oriental fighting arts. They can wear very little armor, but may wield most weapons. **Special Commands:** Martial Arts, Imitate Dead, and Leap.

Elders are spell-casters especially adept at healing and conjuring. They can wear average armor and use few weapons. **Special Commands:** Sorcery, Destroy, and Innate Heal.

Wizards are spell-casters who can dish out massive amounts of damage or alter reality at whim. They use almost no armor or weapons. **Special Commands:** Sorcery, Cast Energy.

CLASS MODIFIERS:	Knight	Assassin	Ninja	Elder	Wizard
Strength	0	0	-1	0	-1
Agility	0	1	2	0	0
Intelligence	-1	0	-1	0	1
Constitution	1	0	0	0	0
Hit Point Base	45	42	40	35	31
Max # of Objects	15	13	10	9	8
Skill Point Base	2000	1850	1850	2150	2500

Alignment: Ah, "the shadow of one's soul." It can be virtuous, lawful, chaotic, or vile. Good characters are virtuous or lawful. Evil ones are chaotic or vile. Good characters will go to King Leopold to gain skill levels, while evil ones must meet with Lord Usul. See "The Crossroads."

During an adventure, a character's alignment will change according to the player's actions. Striking good monsters makes one vile. Attacking evil monsters makes one a little more virtuous. The trip down is *much* faster than up. If you're not sure about the alignment of a monster, have an elf detect evil.

It is worth mentioning that characters can change their alignments by attacking themselves! If a good character attacks himself, he'll become evil. By the same token, an evil character will become a little less evil by attacking himself. Sure, it's a radical way of doing things, but BD inspires such lunacy.

Dragon Village

After creating a party of characters, they need to prepare themselves for the rigors of adventuring. To enter Dragon Village, enter the character's name at the prompt (Hit "R" for the roster).

Dragon Village Menu:

- 1) **Purchase Equipment:** The provisioner brings out objects in 4 groups: weapons, armor, equipment, and magic items. To purchase an object, enter the number of the object. **Space bar** brings the next group up. **Return** brings back the Dragon Village Menu. Appendices 4, 5, and 6 have details.
- 2) **Haggle with Merchants:** Want to sell something? Johan, Bernard and Herbert will buy anything except cursed objects. First, pick a merchant. To sell an object, enter the number of the object. They haggle, so don't accept their first offer or you'll be ripped off. To cut short a bargaining session, press **Return**.
- 3) **Learn Spells:** Elders and Wizards must learn a spell before they can cast it. The number of spells a Wizard or Elder may learn is limited by their spell points. A level 2 spell requires 2 spell points, a level 6 spell requires 6 spell points, etc. To learn a spell, enter the number of the spell. To forget a spell and regain the spell points, press "F" and enter the number of the spell. For characters above 2nd level, **Space bar** will access the next available spell level. Elders can learn up to 6 spells; Wizards can learn 7. See Appendix 7.
- 4) **Learn Martial Arts:** Ninjas can learn Martial Arts if they have enough money for training. To purchase training, enter the number of the move. If you already know six moves, you may replace an old one with a new one. For Ninjas above 2nd level, **Space bar** will access the next available discipline. See Appendix 3 and Ninja Special Commands (page 14).
- 5) **Mingle in the Pub:** You'll probably need help to solve the plots, and who better to turn to than the drunkards of Boarshead Pub? Some ask for money, some don't. Some tell the truth, some don't. Nobody said an adventurer's life would be easy.
- 6) **Visit Healers:** The Healers can cure anybody of anything except death (for death, see option 8). If you pay less than the amount asked for, they won't work quite so hard. Paying 25 BP will cure illusion, berserk, poison, etc.
- 7) **Consult Wizard:** The Tower Wizard loves to examine rare and wonderful goodies. Ask him about any object which seems magical or unusual. For no charge, he will tell you all he can. The Wizard can also uncurse objects, but he charges a fee for this service.

- 8) **Resurrect a Character:** Aw... did a monster snuff one of your characters? Well, who said death was permanent? The Tower Wizard can resurrect any character whose constitution is above 3. If you give him the recommended fee, he has a 50-50 chance. Giving more or less money will adjust the chances accordingly. Characters lose 3 points of constitution if the process is successful.
- 9) **Look at Status:** This shows the current status of the character in Dragon Village.
- 10) **Visit the Bank:** First Federal Dragon is the world's only socialistic bank. Characters may leave bronze pieces here for other characters to pick up. Alas, an ancient enchantment on the vault prevents characters with no skill points from entering the bank. **WARNING:** When you turn your computer off, the merchants will snaffle up any leftover change in the bank (capitalistic greed, that's what it is)! It's a good idea to have a character remove the money *before* going on an adventure.

"S" will save your character in Dragon Village. "B" will bring a new character in. Return by itself will return you to the Main Menu.

Copying Modules

Copying a module should take about 2 minutes. After you've done so, you're ready to go adventuring.

The first module, *Seekers of the Storm*, is a complex adventure of tremendous scope. If you find it too difficult, try solving a castle or two to make your characters more powerful. If you get stuck in the module, just send for the hints (see page 1).

WARNING #1: As you've probably guessed, copying a module onto another disk destroys the data on that disk. Our monsters can eat your spreadsheets, so use a blank disk and the labels we provide.

WARNING #2: After your characters have cleaned out a castle, you can copy a new castle onto your **Castle Disk**. *But before you do*, make sure the characters have returned to Dragon Village. You can check this under Character Utilities on the Main Menu. If any characters are "away," do not overwrite the castle they are on.

Constructing Castles

Important: The two warnings under Copying a Module (page 7) also apply to Creating a Castle.

BD can generate adventure settings (castles) for each of its 12 plots. You can customize these castles to your liking. A few limitations apply: a castle must have 10-100 rooms. For a castle to contain an entire plot, it should have over 50 rooms. If the castle does not contain the entire plot, there will be a message telling you so.

Some inputs are limited by others. For example, if you choose 25 rooms per level, you cannot have over 3 levels below ground.

- 1) **Rooms Per Level:** (10-30) This is the number of areas on each level of the castle. "Areas" include hallways, chambers, etc.
- 2) **Levels Below Ground:** (0-10) The number of floors below ground level.
- 3) **Levels Above Ground:** (1-10) The number of levels above ground. Level 1 is where you enter.
- 4) **Starting Monster Level:** (1-10) High level monsters are nastier than low level ones. On your first adventure, choose 1. Some plots have a minimum starting monster level.
- 5) **Difficulty:** (1-10) The higher the difficulty, the more monsters, traps, and treasure the castle contains. On your first adventure, choose 3 or less.
- 6) **Plot Number:** (1-12) Refer to Appendix 1 to choose the appropriate plot. Do not choose a sequel unless you've successfully completed the preceding plot.

Your castle will be built from the bottom up. When the word "making" is in the upper left corner, the map is created. When "filling" is there, rooms are being jam packed with monsters, traps, and treasure. A 60 room castle takes about 15 minutes to generate.

We recommend that you construct a castle with 17-20 rooms per level, 0 levels below ground and 3 levels above ground.

An appropriate monster level is half the skill level of the most powerful character in your party (5th level characters should fight 2nd or 3rd level monsters).

Difficulty is a matter of preference, but difficulty 1 gives little treasure while difficulty 10 gives many mean monsters. Also, castles are always more difficult the farther above or below ground level.

The higher numbered plots are more complex, but offer greater rewards.

Gathering a Party

If you have created and equipped up to 5 characters, and either Copied a Module or Created a Castle, you are ready to gather your party.

Characters are gathered by entering the numbers next to their names. "R" will remove a character from the party and place him on the list of available characters. However, if you remove a character who is on an adventure, that character will be lost if you save the party. The only way to recover a lost character is resurrection in Dragon Village.

When the last character has joined, hit **Return**. Each is now listed as "away" under Character Utilities. Your party is now ready to Go on an Adventure. You will not have to regather your party again until you enter a new castle or module.

IMPORTANT: To abort Gather a Party, remove everyone from the party and hit **Return**. Everything is as before.

Go on an Adventure

The Screen

During play, there is a four line menu window at the top of the screen that contains a lot of information. The top line shows which character and which menu are up. The numbers represent the commands which are highlighted on the right. The bottom line shows the character's current hit points, armor rank, and endurance.

```
SIR LANCELITTLE %[REGULAR COMMANDS]%%  
%%%%%%%%%%%%%%%%%%%%%%%%%%%%  
1 2 3 4 5 SEARCH  
6 7 8 9 0 %(HP 100)%(AR 4)%(END 12)%
```

Don't be put off by the complicated looks of this window. Before long, you'll be able to access any command with only a few keystrokes.

The arrow keys (or number keys) will move from number to number in the menu window. **Return** will then do what is shown in the window. For example, hitting **Return** while on number 4 will Look. Some commands will access a sub-menu such as Search, Use and Inventory. Other commands ask for more information. For example, Fight asks *whom* you wish to attack, Leave needs to know *which* exit, etc.

Space bar is used to access other menus or offer further choices. For example, while on Regular Commands, it will access Special Commands and vice versa. Commands affecting creatures will usually show monsters on one menu and characters on another. **Space bar** will switch between the two.

Turns

Bronze Dragon is a game of *individuals*. Each character has an opportunity to decide on a course of action. This is called a turn. After every party member has completed a turn, the first character in the party begins a new turn.

During each turn a character chooses a command which is immediately executed. Some commands do not take a turn, such as New in Hand, Sneak and Detect Evil. The commands are explained on the following pages.

Areas

Castles and modules consist of many areas. An area can be a room, hallway, courtyard, narrow path, section of woods, etc. Each has a description and at least one exit. An area can be filled with objects, monsters, and traps.

An adventure always begins "outside." This is the only area from which your party can return to Dragon Village and is always free from monsters.

Exits

An exit is a door, path or archway which leads to another area. To move from area to area, a character leaves through an exit. This is not to be confused with Advance and Retreat which allow movement within an area. See "Range."

Some exits may be hidden, but can be found by Searching for Secret Doors. Occasionally, you may have to kill a room full of monsters in order to Leave through an exit.

Monsters

Any creature that is not a character is a monster. Monsters attack in a variety of ways and can be found anywhere. Some monsters may be good. These you should bribe with objects or bronze pieces rather than kill. Like characters, monsters take turns and may have multiple attacks.

Wandering monsters are monsters that roam from area to area. Each castle or module has a unique wandering monster related to the story. There are a limited number of wandering monsters in a castle, but that number may be *hundreds*.

Traps

Castles and modules often contain traps, such as a sliding panel which springs open releasing toxic gas or a trip wire which dumps a vat of acid on your party. Traps are set off in many different ways, but usually by attempting to take an object. Traps are usually avoided by searching for them.

The Controls

The number, arrow, and letter keys all perform the same function, highlighting commands. Choose the method of input which suits you best.

0-9: Pressing a number will highlight a command.

Arrow Keys: The arrow keys will highlight commands by moving from number to number

Letter Keys: While on the regular commands menu, you can highlight a command by pressing the first letter of the command. The two exceptions are "V" for Look and "Z" for retreat.

Return: Implements the highlighted command.

Space bar: Does one of two things:

1. If you haven't hit **Return**, **Space** will switch between Regular and Special Commands.
2. If you've chosen a command that affects a monster or character, **Space** will switch between the name groups.

Escape Key: (or /) Aborts a command.

Control-G: Toggles group move on or off. Must be on in the module.

Control-T: Sets the time delay, the delay after something prints out. The lower the number, the shorter the delay. Zero delay is press a key mode.

Control-Q: Saves the game (on the 1st character's turn only).

Control-R: Reorders the party (on the 1st character's turn only).

Control-D: Toggles area descriptions on or off. This allows for faster play when leaving through several areas already mapped.

Control-X: Lists all characters in the party, their hit points, armor rank, and turns without food. This lets you know who to feed or heal.

The Regular Commands

The following commands are available to any character. The numbers in brackets correspond to those in the menu window.

- [1] **Rest:** The pause that refreshes and regains endurance.
- [2] **Fight:** Fighting is attempting to hit a monster or character with a weapon. You must be in the proper range to have a chance at success. High level characters will have multiple attacks. See "How to Fight" and "Range."
- [3] **Search:** There are 4 ways to search.
 - [1] **Search for Objects:** You can pick up an object with this command. It is also used to read a scroll, flip a switch or just fiddle with an object on the ground. You cannot do this in the dark.
 - [2] **Search Creature:** This allows you to take an object from a dead character or monster.
 - [3] **Search for Secret Doors:** You can attempt to locate a secret door with this command. You will not find any in the dark. Repeated searches and high intelligence will help.
 - [4] **Search for Traps:** Paranoid? You may check for traps, but the search itself may set one off. Again, several attempts and intelligent characters will help.
- [4] **Look:** If there's enough light, this will show the dimensions, a description, all visible door locations, an object, and any monsters in the area. This is automatically done when you enter a room, unless description is turned off.
- [5] **Diversion:** This gives every character in the area a +1 on their next to hit roll. It also allows low-level Assassins to assassinate. **IMPORTANT:** The diverter draws attention from monsters.
- [6] **Advance:** Advance is moving within an area toward a certain character or monster. It's usually used to get in the proper range for combat. See "Range."
- [7] **Retreat:** The opposite of advance, retreat is often used when a short range weapon isn't available. See "Range."

[8] **Use Object:** There are 5 ways to use an object.

[1] **Unlock Item:** This command is used to try to unlock an object on the floor such as a chest or coffer with the object in hand (thieve's tools work best). This command won't unlock doors.

[2] **Use on Creature:** Using the object in hand on a monster or character is done with this command. Food, elixir, and many magic items are used this way. While food and elixir are beneficial, most characters don't appreciate a "Rod of Death" being used on them.

[3] **Examine Object:** You can look closely at any object you're carrying by examining it. It is a good idea to check out anything suspicious, confusing or interesting.

[4] **Use on your Possessions:** This is using the object in hand on another object. You can connect two rods together, put poison on a dagger and complete many plots and modules with this command.

[5] **Use in Room:** This is using the object in hand in a way other than on a creature or your possessions. Unlocking doors with keys, waving wands, tying ropes to windows and all sorts of magical feats are covered here.

[9] **Inventory:** There are 5 commands under Inventory.

[1] **New in Hand:** This puts an object you're carrying in hand so you can use it or fight with it. Putting a candle or lantern in hand will immediately light up the area. New in Hand does not take a turn.

[2] **Status:** Here's where you can see a detailed status of the character. It does not take a turn.

[3] **Get Rid Of:** This is used to erase the object of your choice. This does not affect the object in hand, unless you choose it for disposal. Get Rid of does not take a turn. **Warning:** Get Rid Of works as advertised. It's permanent, so be careful.

[4] **Give Object:** Give Object transfers an object from one character to another character or monster. It often bribes non-vile creatures into leaving peacefully.

[5] **Give Money:** This works like Give Object, except bronze pieces are exchanged.

[0] **Leave:** After conquering one piece of turf, it's time to move on to another. This command will take your party to the next frontier. Characters travel in a pack unless you turn group move off. Exits appear at numbers 1-4. If you're outside a castle, "Return to Dragon Village" will be at 5.

Special Commands

Hitting the **Space bar** on the Regular Commands menu will bring up a second menu, the Special Commands. These commands are different for each character, depending on one's class and race.

Knights have two special commands:

Swordplay: This adds +1 to hit for every two skill levels and maximizes the sword's damage. This command only works when a sword is in hand and only allows one attack per turn. See Appendix 4 for a list of swords.

Rage: This doubles the number of attacks in one round, but reduces endurance to 0.

Assassins have two special commands:

Assassinate: This instantly kills most monsters or characters if the Assassin hits. However, a dagger or garrote must be in hand and until the Assassin reaches 10th level, the area must be dark or someone must divert.

Sneak: This works like the regular command Advance, but it does not take your turn. Assassins Sneak better at higher skill levels.

Ninjas have three special commands:

Martial Arts: There are 10 disciplines of Martial Arts. Each discipline has 3 moves: Attack, Strike, and Defense. A Ninja can learn up to 6 moves. See Appendix 3 for details on disciplines.

Attacks: An Attack is a special method of fighting creatures in short range. It will do double the maximum damage if the creature is affected by that discipline.

Example: A Yeti Attack will do 1-10 damage against most monsters, but against monsters with a freeze attack it does 20 damage.

Strikes: Unlike Attacks, a Strike only affects monsters under that discipline and may affect more than one monster simultaneously. The actual effect depends on the discipline (Yeti Strike freezes for 2 turns).

Example: Tiger Strike, which only affects monsters that claw or bite, is useless against ghosts, but can severely cripple tigers or goblins.

Defenses: Defenses improve your armor rank and make you immune to attacks under that discipline. The effects are cumulative. **Example:** Having both Bear Defense (-1) and Eagle Defense (-2) would lower your armor rank by three and make you immune to encircle and drain level attacks.

Leap: This works like the regular command Advance, but doesn't take your turn. Ninjas must leap toward a creature, but only a martial arts Attack or Strike is allowed following the leap. First level Ninjas have a 25% chance of leaping with bonuses for agility and skill level.

Imitate Dead: Imitate Dead regains hit points; cures illusion, berserk, and poison; and prevents creatures from attacking the Ninja for 3-6 turns. Attempting to enter this trance-like state is a risky maneuver. If unsuccessful, the Ninja will suffer damage.

Elders have 3 special commands:

Sorcery: Sorcery is the act of casting a spell. Spells work at any range. Each spell has a certain number of charges or times it may be used. If the charges are used up, the spell is gone and the caster regains the spell points used to learn the spell. See Appendix 7 for all the details.

Destroy: Undead creatures less powerful than the Elder using this will be turned to dust. Undead creatures are those who have lived and died, yet still walk the earth. Typical undead include ghosts, demons, zombies, lethal deadlies, etc. Alas, characters gain no skill points for disposing of monsters in this way.

Innate Heal: This will heal characters whose hit points now have fallen below half their hit points max, but will also lower their hit points max. **Example:** Sir Lancelittle, a Knight, begins an adventure with 100 hit points now and 100 hit points max. His hit points now were reduced to 40 by a group of tempermental fire beetles. Guinevere, an Elder, uses Innate Heal on Sir Lancelittle, which puts both his hit points now and hit points max at 90.

Sir Lancelittle's hit points aren't permanently lowered. The Healers will restore them for a price and King Leopold will do it for the return of an unusual plot object.

Wizards have 2 special commands:

Sorcery: See Sorcery under the Elder's special commands.

Cast Energy: This is a special method of fighting which works at any range. The damage is 10 times the Wizard's level with a +1 to hit for every 2 skill levels, but reduces endurance to 0.

Humans:

Jeweler: With this command, a character can approximate the value of any object. Such knowledge comes in handy when bargaining with the merchants. Jeweller does not take a turn.

Elves:

Detect Evil: This enables a character to discern the actual alignment of a creature - whether evil or not evil. It does not take up a turn.

Dwarves:

Know Level: This allows a character to determine the level he is on. "Level 1" is the ground level. This does not take a turn.

Halfling:

Hurling: This adds a +1 to hit for every two skill levels and maximizes the damage of the weapon. This command only works when the proper weapon is in hand and only allows one attack per turn. (See Appendix 4).

Range

There are three ranges in Bronze Dragon: short (SR), medium (MR) and long (LR). Characters must be in the proper range to fight which depends on the weapon used (See Appendix 4). You can move into proper range with the Advance, Retreat, Sneak or Leap command. **Example:** Sir Lancelittle wants to stab a giant rat, but finds he is in long range. This leaves him with two choices. He may advance toward the helpless rodent or put a long range weapon in hand.

How to Fight

Before you fight, you should put a weapon in hand. This is done with the New in Hand command.

The next step is choosing the proper fight command (Fight, Swordplay, Hurling, Assassinate, etc.) and a victim. The **Space bar** will switch between monsters and characters. The **Escape** key aborts a fight command.

After selecting a victim, the screen will display the number needed to hit. Below this is a flickering number ranging from 1-20. To stop the number, press any key. Bonuses to hit will then be added to your roll. If the resulting number is equal to or greater than the number needed, you hit! If you roll twice the number needed to hit, you usually do double damage.

How to Eat

After 160 turns without food, your party will begin to complain of being famished. Characters are fed one at a time. To feed a character, you should put some food in hand with the New in Hand command. The next step is selecting the Use on Creature command and a character who needs to be fed. You can monitor turns without food with the Status command or **Control-X**.

Important: If you do not feed a character within 200 turns, he will drop unconscious. Unconsciousness can only be cured by a spell or elixir.

Elixir will also feed a character as well as cure illusion, berserk, freeze, etc. Food purchased in Dragon Village will have more than one meal. **Example:** Merchant's Meal has 15 meals which can feed a party of 5 three times.

There are several different types of food that can be found on an adventure. Poison and spoiled food will severely weaken a character, while magic food will enhance armor rank or hit points. The Tower Wizard will be able to tell which is beneficial and which is harmful.

Saving a Game

Since it takes hours to complete an adventure, you will probably wish to save the game. You can save the game in progress at any area in the castle or module; you *do not* have to go back to Dragon Village. Simply press **Control-Q** during the first character's turn. After the game is saved, you can continue play by entering "Y." Entering "N" will take you back to the Main Menu, but your characters will remain on the adventure.

You may also save the game by having your party return to Dragon Village for supplies, healing, etc. The party will remain gathered until they are gathered for another adventure.

If a character dies and is left alone while the game is saved, hungry monsters might find the body and.... Well, we shan't go into the grisly aspects of adventuring here. The Tower Wizard is the only person who can recover lost characters. See Appendix 7, Raise Dead spells.

To restart the game later, boot the **Bronze Side** and select Go on an Adventure. You'll be back exactly where you left off.

Mapping

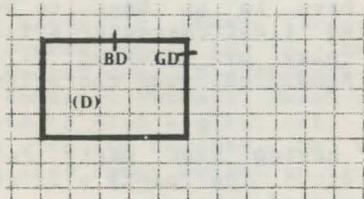
You'll need graph paper and a pencil. In a castle, each level will have exactly the number of rooms you specified. Also, each level's dimensions are based off the number of rooms it has. **Example:** If you made 15 rooms per level, the level would be 150x150 meters (15 blocks high and 15 blocks wide).

Each room will display its dimensions in the menu window. A **30 NS 50 EW** room would be 3 blocks high and 5 wide. Door locations are indicated by the number in brackets - you must count over that number of blocks from the north or west wall.

Example 1: The party has just climbed a staircase and is now on level 2 according to the dwarf. In the menu window it says: **40 NS 50 EW**. This means the room is 4 blocks high (north-south) and 5 wide (east-west).

The exit description says: Leading down, there is a huge staircase.
 [3] North, there is a blue door.
 [4] East, there is a green door.

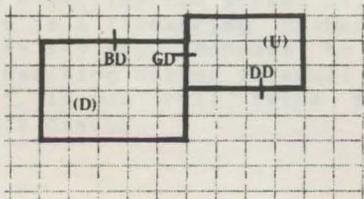
Count 3 blocks from the left along the north wall and mark the 1st door. Count 1 block down from the top along the east wall for the 2nd door. The staircase would be denoted with (D) for down. The room should look like this:



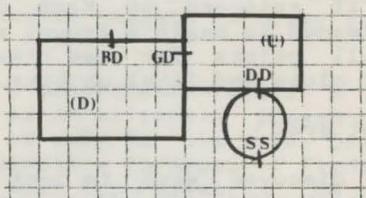
Example 2: The party leaves through the green door and enters a room which is **30 NS 40 EW**.

The exit description shows: [2] West, there is a green door.
 [3] South, there is a double door.
 There is a stairway leading up.

The room should look like this:



Example 3: In a module, many areas do not have exact dimensions. The party leaves through the double door and enters a place described only as a small, circular chamber. There is a set of double doors on the north wall and a sliding screen on the south. It should look like this:

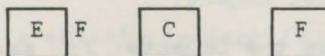


Mazes are confusing places; the exits are right, left, forward, and backward instead of "wooden door" or "beaded tapstry." A description might read: You're in a misty, disorienting section of the marsh.

Even mazes are mappable. One maze location has three sections: the entrance, the center, and the far side. Each section has the four directions: right, left, forward, and backward. The party starts at the entrance, but each character moves individually until someone finds a way out.

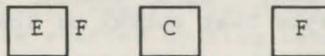
Example 4: The party has just entered a twisty, disorienting maze.

The Knight moves right and moves to the far side.
(Now you know that going right at the entrance will take you to the far side)



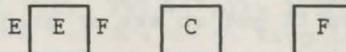
C

The Assassin goes forward and moves to the center.



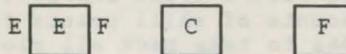
C

The Ninja goes left and moves to the entrance.



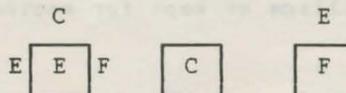
C

The Knight, who's at the farside, goes forward and moves to the entrance.



E

The Assassin, who's in the center, goes backward and finds a way out.



E

out

Solving Plots

A plot is a series of puzzles connected to a specific story. Several objects are needed to solve a plot. These are called plot objects. Most plots lead to the recovery of an unusual object which is worth several thousand skill points if returned to King Leopold or Lord Usul. If the final object is needed to begin a sequel plot, they will not take it, but will award skill points for some other plot object. See Appendix 1 for a listing of plots and final objects.

The four steps to solving a plot are:

- 1. Study the Legends:** To discover what to look for and how to recover it, you should visit the pub before setting off on an adventure. Pay attention to what's going on, who says what and write down anything that seems important. After visiting the pub several times, you'll know exactly who to listen to and who not to. At the beginning of an adventure, more legends will be told in the opening story. Again, write down important information.
- 2. Find the Objects:** You'll encounter hundreds of objects while adventuring; some will be plot objects. Inaccessible objects are almost always plot objects. Examining objects and asking the Tower Wizard will also help in determining if an object is a plot object. **Examples:** Twine, rags, and broken dishes are garbage. Pots of glue and crimson rods are probably important. A golden helm affixed to a statue is almost certain to be a plot object.
- 3. Use the Objects:** To solve a plot, you will need to use plot objects. If something is inaccessible, think about what you might use to recover it. **Example:** You find a glowing iron crown. Sure sounds important, but it's too hot to touch. Maybe that bucket of ice water will work! (Use in Room)

You may even have to assemble certain objects yourself. **Example:** You find an axe handle. You already have an axe blade. If you use the blade on the handle or vice versa, you'll get an axe of giant slaying! (Use on Possessions)

- 4. Take It Back:** After obtaining the final object, you can take it back to King Leopold or Lord Usul at the Crossroads. The two rulers treat characters differently and reward different amounts of skill points to characters. It is generally a good idea to take back all plot objects, just in case. Some plot objects are valuable magic items and can be sold in Dragon Village or kept for another adventure.

The Crossroads

After you've completed a plot, your characters should go to the Crossroads. Good characters should visit King Leopold, while evil characters should go to Lord Usul. Characters are rewarded with skill points and bonuses to ability scores for the return of unusual plot objects.

King Leopold is a benevolent ruler, a champion of truth and justice everywhere. He is an extremely pleasant man to deal with, although the same cannot be said for his wife, Queen Putrid. He'll look over a character's possessions in hopes of finding unusual plot objects which he'll naturally want for himself. He desires the final plot object most of all. In return, King Leopold will grant each character in the party skill points and, if anyone has enough skill points, skill levels. If he's in a good mood, the King may even grant bonuses to the ability scores of favored characters. Incidentally, Leopold also heals party members after they give him an unusual plot object.

Lord Usul is the evil counterpart to King Leopold. If a character brings anything to Lord Usul that interests him, he'll just take it - no arguments allowed. He may give more skill points than Leopold, but he's been known to take skill points away if he's in a really foul mood. Unsubstantiated rumors have it that Usul becomes very friendly to high level servants, giving many bonuses to ability scores. Lord Usul does not heal characters.

Skill Levels and Skill Points

A skill level is a measure of a character's ability in fighting, spell casting, etc. All characters begin at 1st skill level. Skill points are a measure of how experienced a character is and are gained through slaying monsters and recovering plot objects. Having the correct number of skill points *does not* instantly result in increasing a character's skill level. Skill levels are awarded by King Leopold or Lord Usul. They can also be gained upon entering Dragon Village at a skill point base of 2,700. See Appendix 8.

Example: Sir Lancelittle, a 3rd level human Knight with 7,500 skill points, brings the wonderous *Lore Stone of Acalon* to King Leopold. Leopold rewards him with 5,700 skill points (for a total of 13,200) and increases his skill level to 4th. The King also grants an additional strength point and increases Lancelittle's hit points now and hit points max to 180.

The Glossary

Ability Scores - Ability scores are numbers which represent how strong, smart, agile and hardy an individual character is. An average ability score is 10. High ability scores will add bonuses in fighting, searching, spell points, etc. Low scores can penalize a character. Each character has five ability scores: Strength, Agility, Intelligence, Constitution and Endurance.

Adventure - Any castle or module in which characters find monsters, treasure and surprises.

Agility - Agility is an ability score measuring how quick and nimble a character is. Special traits such as Leap and Sneak are affected by agility. High agility can give bonuses to hit and added protection from attacks.

Armor - Objects which protect characters from damage are called armor. Any armor carried is automatically worn. Armor is classified by types such as body, shield, boot, belt, etc. Characters can wear more than one piece of armor, but no more than one of each type. Not all armor may be worn by all character classes. See Appendix 5.

Armor Rank - Armor rank or AR is a measure of how vulnerable a creature is to physical attacks. Low numbers are better than high ones. A creature with no armor has an armor rank of 10, which means an unlucky dart-throwing blind man could strike him at 500 peters.

Attack - This is a special method of fighting without weapons. It is short range and available only to Ninjas. See "Martial Arts" (page 14). Attack also refers to the method a creature uses to damage another creature.

Base Hit Points - A number of hit points from which hit points are calculated. Base hit points are determined by race and class.

Base Skill Points - A number of skill points from which skill levels are determined. See Appendix 8.

Berserk - An insane state in which a character lashes out at fellow party members in an unthinking rage. The effects will eventually subside or can be cured with spells or elixir.

Beter - The standard unit of length in Bronze Dragon. It's the length between the tip of King Leopold's nose and his outstretched hand (approximately 2.55 feet).

Bilo - The standard unit of weight in Bronze Dragon. It's the weight of one bronze coin (approximately 1.55 ounces).

Bronze Pieces - Otherwise known as BP or bronpies, bronze pieces are the standard unit of money in Bronze Dragon. Fifty-five BP is a good day's wage.

Castle - Castle is a general term used for a place to adventure. Every castle is filled with monsters and treasures.

Character - The role played by an individual is called a character. Up to five characters may adventure together in a castle or module.

Charges - This number measures the amount of times a spell can be cast or an object can be used. When all charges are gone, a spell will be forgotten and an object will lose its power or disappear completely.

Class - This is the profession of a character. There are currently five classes: Knight, Assassin, Ninja, Elder and Wizard.

Constitution - This is an ability score measuring the hardness of a character. Constitution determines maximum endurance and how quickly endurance is regained by resting. Three points of constitution are taken away if a character is resurrected in Dragon Village.

Creature - This generally refers to a monster or character.

Cursed Object - This is any object which cannot be dropped, given away or sold. The Tower Wizard or the remove curse spell can remove a curse from any object.

Damage - Anytime hit points are taken away from a creature, damage has occurred. Damage also refers to the present condition of an object such as a lantern after it has been used to hit a troll.

Death - This is the condition of a creature when they lose all their hit points or skill levels. A dead creature will no longer have a turn.

Defense - A Defense improves a character's armor rank and gives immunity to certain monster attacks. See "Martial Arts" (page 14).

Difficulty - Difficulty is a measure of how tough a castle is. High difficulty also means greater treasure.

Discipline - A level of martial arts which affects a certain type of monster attack. There are 3 moves in each of the 10 disciplines.

Double Damage - This means twice normal damage.

Elixir - A special substance which is used to feed and cure a character of berserk, illusion, freeze, etc.

Endurance - This is the ability score which measures how tired a character is. Fighting and Sorcery lower endurance and Resting will regain endurance. If a character fights or casts a spell while at zero endurance, he will suffer damage. Maximum endurance is the average of a character's strength and constitution.

Familiar - This is a conjured or created creature that defends and fights for the spell caster.

Fight - A command used to damage a creature.

Food - Any object which is edible is food. Food can be poisonous, spoiled, magical, or typical.

Frozen - A state of immobility in which a creature cannot do anything. This will eventually wear off or can be cured by elixir.

Group Move - This is a command which determines if a party moves together or separately.

Haggling - The merchants in Dragon Village will bargain for your treasures. You will ask for a high price, they will offer a low price. This process is called haggling.

Heal - Raising hit points is called healing.

Hit Points - A measure of how much life a creature has. When a creature is damaged, hit points are lost. When hit points fall below 1, the creature is dead.

Hit Points Max - Hit points max is the maximum number of hit points a character should have at their present skill level. Hit points max is lowered when an Elder uses Innate Heal on a character.

Hit Points Now - This is the number of hit points a character currently has.

Illusion - A confused state in which a character flops on the floor, smashes objects, goes beserk, etc. The effects will eventually wear off or can be cured by elixir.

Intelligence - This is the ability score which measures how smart a character is. High intelligence helps in detecting secret doors and detecting traps. Intelligence also determines the number of spell points a character has and the chance for spell failure.

Level - This is the term used for the floor of a castle. Level 1 is ground level, -1 is one level below ground, etc.

Light - Light affects how well a character can see in an area. Objects, secret doors, and creatures not in short range are impossible to see in the dark.

Magic Item - An item with a special power is a magic item. Magic items usually have a limited number of charges and can be used a number of different ways.

Martial Arts - These are special forms of open hand combat and defense available to Ninjas. There are 10 disciplines and 3 moves per discipline.

Maze - An area with exits leading left, right, forward and backward. Mazes are always found at the bottom of castles and are normally very difficult to map.

Menu Window - This is the four line information box at the top of the screen which is used to select commands while a party is on an adventure. The top line shows which character and menu are currently up.

Module - This is a complete adventure designed by Commonwealth Software. It contains new monsters and magic items, several puzzles, and an immensely entertaining story.

Monster Level - This indicates how mean and nasty a monster is. There are currently 10 levels of monsters. Level 1 monsters are geared toward low level characters; Level 10 is geared toward level 20 characters.

Monster - Any creature which is not a character is a monster. They can be good or evil.

Move - There are 3 types of moves in each martial arts discipline: attack, strike and defense. A Ninja can know up to 6 moves at one time.

Multiple Attacks - High level creatures can attack more than one time per turn. See Appendix 2 and 10.

Object - Any item or thing which can be taken or purchased by a character is called an object.

Party - A group of up to 5 characters who adventure together is called a party.

Plot - A series of puzzles and objects related to a specific story.

Plot Object - Any object used to solve a plot is called a plot object. Each plot has a final plot object which is usually worth several thousand skill points. See Appendix 1.

Poison - Poison normally refers to the weakening condition of a character. Each turn a character remains poisoned, he will suffer damage. The effects of poison will eventually wear off or kill the character, but can be diluted by using elixir. Poison can also be purchased in Dragon Village and used on weapons to increase the damage they do when fighting. However, doing this will negate the magical ability of some weapons. Poison on a weapon will eventually wear off.

Race - The race is the type of creature a character can be. Race determines ability scores and the number of hit points a character has. The four available races are: Human, Elf, Dwarf and Halfling.

Range - The distance between two creatures is the range. Short range is close enough for hand to hand combat, medium range is about 2 - 4 beters away and long range is over 4 beters away.

Regular Commands - These are the commands available to any character.

Room - A general term used to describe an area within a castle.

Roster - The roster is a list of up to 40 characters saved on the **Character Disk**.

Skill Level - This is a number representing the measure of a character's ability in fighting, spell casting, and general adventuring. Higher skill levels mean greater hit points, better ability scores, bonuses in fighting, multiple attacks, more martial arts disciplines and more spell levels. See Appendix 10.

Skill Points - This is a number representing how experienced a character is in his class. Skill points are awarded for slaying monsters and recovering unusual plot objects. See Appendix 10.

Special Commands - These are the commands available only to certain classes and races. Some special commands are Detect Evil, Swordplay, Assassinate, Know Level, Sorcery, etc.

Spell - A spell is a method of harnessing and directing magical energies. Spells are learned in Dragon Village and cast using the Sorcery command.

Spell Level - A measure of spell difficulty and power. There are 10 levels of spells for Elders and Wizards. High spell levels are only available to high level characters.

Spell Points - Spell points limit the number of spells a Wizard or Elder may learn. Spell points are expended by learning a spell and regained by forgetting or dispelling it. Two spell points are gained for every skill level and extra points are gained for intelligence greater than 14. See "**Dragon Village** (page 6).

Strength - Strength is an ability score measuring the physical power of a character. High strength adds bonuses to hit and damage. It also determines maximum endurance and how many bilos a character can carry.

Strike - A strike is a special martial arts move which only affects monsters in its discipline. See "**Martial Arts**" (page 14).

Time Delay - This determines the speed at which the game plays and ranges from 0 to 50. More specifically, it is the amount of time text remains on the screen. A time delay of zero will wait until a key is pressed.

To Hit - This is the number needed to successfully hit a creature. An average to hit value is 10. Lower to hit numbers mean an easy hit, while higher numbers are more difficult.

Treasure - An object of great value.

Turns Without Food - This number represents the total turns a character has not eaten. After 200 turns without food, the character will drop unconscious.

Unconscious - A character in this state will continually lose hit points until death occurs. Elixir and some spells may revive an unconscious character.

Uncurse - This simply means removing the curse an object may have. A cursed object must be uncursed before dropping, giving or selling it.

Undead - Any monster which has died, but doesn't quite accept that fact is an undead. Undead can be destroyed instantly by a powerful Elder.

Weapon - An object used in combat is a weapon.

Weight - This is a measurement of how heavy an object is in bilos. Each character can carry a number of bilos equal to their base hit points times their strength. Carrying a heavy load does not inhibit a character at all.

Appendix 1: The Plots

<u>Castle</u>	<u>Final Object</u>	<u>Skill Level</u>
<i>Seekers of the Storm</i>	Who knows?	1st-3rd
1. Dungeon of the Undead	Parchment of Power	1st only
2. The Philosopher's Stone	Philosopher's Stone	1st-2nd
3. Shadowland (Part 1)	Talisman	3rd-4th
4. Shadowland (Part 2)	Walking Stick	4th-5th
5. Shadowland (Part 3)	Crown of Everlasting Evil	5th-7th
6. The Wedding Present	White Fleece	7th-9th
7. BEWARE the Drek!	Silver and Gold Rings	9th-12th
8. Tul'Shar (Part 1)	Half Complete Statue	12th-15th
9. Tul'Shar (Part 2)	Statue of Tul'Shar	15th-18th
10. Storm Raven (Part 1)	Steel Shaft or Iron Shaft	15th-20th
11. Storm Raven (Part 2)	Ebony Raven or Storm Bow	18th-24th
12. The Alchemist's Legacy	Beautiful Emerald	20th-25th

Appendix 2: Monster Attacks

<u>Name of Attack</u>	<u>Explanation</u>
Claw & Bite	Just a straight damage attack.
Poison	This will severely weaken a character for a period of time. Elixir can dilute the poison.
Breath Weapon	This attack never misses. If the monster fails its to hit roll, the character only suffers half damage. Most dragons use this attack.
Normal Weapon	This attack means the monster is using some type of weapon. Weapons carried by higher level monsters might be worth taking.
Drain Level	This attack removes one or more skill levels from a character. If a character's level is reduced below 1, death occurs. This attack does not drain skill points, only levels. If King Leopold or Lord Usul reward you later, they will raise you to the proper level.
Drain Anything	This could be constitution, intelligence, bronze pieces, or just about anything a character can possess.
Freeze	Immobilizes characters for a few turns.
Berserk	This makes a character attack his fellow party members in an unthinking rage.

<u>Name of Attack</u>	<u>Explanation</u>
Encircle	Many gooey monsters use this attack. They immobilize characters by wrapping themselves around the character.
Flying	This is a defensive tactic, allowing a monster to get in long range by flying above the characters.
Disappear	This is also a defensive tactic, often used to regain endurance and sneak up on unsuspecting characters.
Mutate	Some monsters can divide and become two. Each new monster has half the hit points of the original.
Explode	Some monsters will actually kill themselves in an effort to damage characters.
Immunity to Weapons	Immunity to weapons and martial arts.
Immunity to Spells	Immunity to spells, but not necessarily to magic items.
Illusion	This attack could make a character berserk, paralyzed, imitate dead, or have many other strange results.
Special	The infinite variety of attacks not covered by the previous attacks.

Appendix 3: Martial Arts

<u>Style</u>	<u>Cost</u>	<u>Damage¹</u>	<u>+ to AR²</u>	<u>Type of Monster Attack</u>
Yeti	20	1-10	1	Freeze
Volcano	40	1-20	1	Explode
Tiger	70	1-30	1	Claw & Bite
Bear	90	1-40	1	Encircle
Snake	200	1-50	2	Poison
Hawk	250	1-60	2	Berserk
Magi	300	1-70	2	Illusion
Eagle	340	1-80	2	Drain Level
Iron	500	1-90	3	Short Range Weapons
Dragon	900	1-100	4	Breath Weapon

¹Only for Attacks

²Only for Defenses

Appendix 4: Weapons

<u>Knight Weapons</u>	<u>Cost</u>	<u>+ to Hit</u>	<u>Damage</u>	<u>Range</u> ¹
10 Arrows & Bow	20	0	1-8	M-L
Battle Axe	15	0	1-10	S-M
⁴ Throwing Axe	11	6	6-10	M-L
Club	5	0	1-5	S
³ Dagger	5	0	1-6	S
⁴ Dart	2	0	1-5	M-L
Flail	13	0	1-9	M
Halberd	17	0	1-11	M
Hammer	10	0	1-8	S
⁴ Javelin	10	7	5-11	M-L
Mace	11	0	1-9	S
Morning Star	14	0	1-10	M
10 Shaft & Bow	35	4	6-10	M-L
10 Bolt & Bow	43	4	6-12	M-L
Scimitar	7	0	1-6	S
⁴ 20 Pellets & Sling	15	2	3-7	M-L
⁴ 20 Stones & Sling	10	0	1-6	M-L
Pole-Arm	15	0	1-9	S-M
² Bastard Sword	15	0	3-10	S
² Broad Sword	10	0	2-8	S
² Long Sword	20	0	2-12	S
² Short Sword	5	0	1-5	S
² Two-Handed Sword	17	0	5-10	S
Iron Gloves	9	2	1-6	S
⁴ Throwing Knife	8	5	6-10	M-L
Quarter Staff	6	0	2-5	S-M

<u>Assassin Weapons</u>	<u>Cost</u>	<u>+ to Hit</u>	<u>Damage</u>	<u>Range</u> ¹
Curved Sabre	13	0	2-11	S
Rapier	10	0	2-9	S
² Bastard Sword	15	0	3-10	S
² Broad Sword	10	0	2-8	S
² Short Sword	5	0	1-5	S
⁴ Throwing Knife	8	5	6-10	M-L
³ Dagger	5	0	1-6	S
³ Long Dagger	8	0	1-7	S
⁴ Dart	2	0	1-5	M-L
Hand Axe	6	0	1-6	S
Quarter Staff	6	0	2-5	S-M
⁴ 20 Pellets & Sling	15	2	3-7	M-L
⁴ 20 Stones & Sling	10	0	1-6	M-L
³ Garrote	11	0	5-8	S
Bullwhip	12	0	4-8	M

¹S=Short Range M=Medium Range L=Long Range

²Can be used for Swordplay

³Can be used for Assassination

⁴Can be used for Hurling

<u>Ninja Weapons</u>	<u>Cost</u>	<u>+ to Hit</u>	<u>Damage</u>	<u>Range¹</u>
10 Darts & Blowgun	32	2	5-8	M-L
Blackjack	10	0	2-7	S
⁴ Bola	10	7	8-11	M-L
⁴ Spiked Bola	15	8	11-14	M-L
Bullwhip	12	0	4-8	M
⁴ 5 Throwing Stars	25	3	9-12	M-L
³ Garrote	11	0	5-8	S
Iron Fan	10	0	2-5	S
Spearwhip	10	0	3-6	M
Nunchakus	20	2	5-9	S
Battle Scythe	11	0	4-7	M
Tri-Staff	15	0	5-9	S-M
⁴ Throwing Knife	8	5	6-10	M-L

<u>Elder Weapons</u>	<u>Cost</u>	<u>+ to Hit</u>	<u>Damage</u>	<u>Range¹</u>
Club	5	0	1-5	S
Lucern Hammer	10	0	4-7	S
⁴ 20 Pellets & Sling	15	2	3-7	M-L
⁴ 20 Stones & Sling	10	0	1-6	M-L
Flail	13	0	1-9	M
Knotted Whip	10	0	1-8	M
Quarter Staff	6	0	2-5	S-M

<u>Wizard Weapons</u>	<u>Cost</u>	<u>+ to Hit</u>	<u>Damage</u>	<u>Range¹</u>
⁴ 5 Orbs	50	2	11-25	M-L
³ Dagger	5	0	1-6	S
Crooked Staff	12	1	2-5	S-M
Gnarled Staff	15	1	3-7	S-M

¹S=Short Range M=Medium Range L=Long Range

²Can be used for Swordplay

³Can be used for Assassination

⁴Can be used for Hurling

Note: Weapons that work in Medium-Long Range have a limited number of uses. Example: 5 Orbs have 5 uses, but a bola can only be used once.

These lists are a result of the Provisioner's prejudice regarding which weapons are proper for each class. Your characters should not feel constrained by this list. Feel free to exchange weapons and experiment with new ones found on adventures.

Appendix 5: Armor

<u>Name</u>	<u>Cost</u>	<u>Weight</u>	<u>Armor Rank Improvement</u>	<u>Who can Wear It</u>	<u>Type</u>
Belt	5	2	.2	K A E N W	Belt
Low Boots	5	2	.1	K A E N W	Boot
High Boots	15	2	.2	K A E N W	Boot
Cape	20	6	.6	K A E N W	Cape
Cloak	25	7	.7	K A E N W	Cloak
Hooded Cloak	35	8	.8	K A E N W	Cloak
Robe	45	9	.9	K A E N W	Cloak
Wristlets	10	3	.3	K A E N -	Arm
Copper Wristlets	20	4	.5	K A E N -	Arm
Padded Armor	10	40	1	K A E - -	Body
Ringed Armor	30	100	2	K A E - -	Body
Leather Armor	50	70	3	K A E - -	Body
Studded Armor	100	90	4	K A E - -	Body
Wooden Shield	25	50	.3	K A - - -	Shield
Small Shield	40	20	.4	K A - - -	Shield
Round Shield	55	18	.8	K A - - -	Shield
Large Shield	75	50	1	K A - - -	Shield
Face Plate	20	10	.3	K - - - -	Face
Light Helm	35	40	.4	K - - - -	Head
Great Helm	75	80	.7	K - - - -	Head
Chain Armor	300	160	5	K - - - -	Body
Plate Armor	1000	190	6	K - - - -	Body
Field Armor	2500	250	7	K - - - -	Body

¹Characters may only wear one from each type.

Appendix 6: Equipment

<u>Name</u>	<u>Cost</u>	<u>Notes</u>
Candle	5	2 charges, lights the area when put in hand
Torch	15	6 charges, lights the area when put in hand
Lantern	40	20 charges, lights the area when put in hand
Rope	17	1 use, allows party to escape through windows
Thieve's Tools	14	+75% chance to open chests
Oxalic Poison	15	+10% damage (see poison in glossary)
Vitriol Poison	60	+50% damage (see poison in glossary)
Aconite Poison	150	+100% damage (see poison in glossary)
Flask of Elixir	20	2 drinks; cures illusion, freeze, berserk etc.
Skin of Elixir	50	6 drinks; cures illusion, freeze, berserk etc.
Standard Rations	15	food, 5 meals
Iron Rations	20	food, 10 meals
Merchant's Meal	25	food, 15 meals
Rod of Detection	30	3 charges; finds and removes traps
Healing Potion	50	3 charges; +50% to hit points now
Healing Amulet	150	4 charges; +100% to hit points now

Appendix 7: Spells

Spells are learned in Dragon Village and cast using the Sorcery command on the Special Commands menu. Spells have a limited number of charges or times they can be cast. Each time a spell is cast, a charge is removed and when there are no charges left, the spell is forgotten or dispelled.

There is a chance to fail casting a spell. If this happens, the caster's endurance will be reduced to 0, but a charge will not be removed. Character Utilities will display the exact chance of failing. The formula is listed in Appendix 9.

Spells are explained on the following pages. If a spell has a number by its name, it belongs to one of the following categories:

¹**Familiars** are conjured or summoned creatures that will defend and fight for the spell caster. You cannot cast a long-term spell or another familiar while your familiar is still alive. Familiar spells always have two charges, one to summon the familiar and one to dispell (forget) it.

Once a familiar is summoned, it can either fight or rest if there are monsters in the area. To rest hit **Escape**; to fight choose a creature. It can attack creatures at any range and will automatically rest if there are no monsters to attack.

A familiar will also intercept blows aimed at the spell caster, taking the damage itself. However, if a familiar dies, the caster suffers triple damage from the killing blow. It is wise to dispell a familiar if its hitpoints become low. You can monitor a familiar's hit points in the menu window when monsters are in the area or with the Sorcery command.

²**Multiple Damage** spells can hurt more than one monster simultaneously. However, characters receive no skill points if a monster is killed this way. To use a multiple damage spell effectively, you should cast it on the first monster appearing in the menu window.

³**Raise Dead** spells bring a character back from the dead. If successful, the resurrected character will have 1 hit point. If Raise Dead V doesn't work, your best resort is to go back to Dragon Village and pay the Tower Wizard.

Important: If a character dies, it is a good idea to leave someone in the room to guard the body if the Elder needs to return to Dragon Village for a Raise Dead spell. See "**Saving a Game.**"

⁴**Long-Term** spells last 1 turn for each charge. You cannot cast a familiar or another long-term spell while a long-term spell is still active. Like familiars, long-term spells can be dispelled (forgotten) at any time.

Elder Spells

Level 1

Zombie¹ 2 charges
This creates a familiar who has 20 hit points and does about 9 damage.

Heal Wounds 5 charges
Heals 10 hit points when cast on a wounded character.

Sanctuary⁴ 17 charges
This confuses monsters so they don't know who to attack and probably will not attack the caster.

Inflict Wounds 5 charges
Does about 5 damage to a monster or character.

Create Food 5 charges
Will turn an object carried by the caster into food.

Level 2

Stave off Evil⁴ 8 charges
Evil monsters cannot attack the caster at all.

Scintillating Lights 5 charges
Lights the room in a way that slightly baffles monsters.

Tomb Acid 5 charges
This will only affect monsters that use short range weapons. It will cripple one and take all but 1 of its hit points.

Thunder Storm² 1 charge
Will do about 40 damage to 1-3 monsters.

Mending Touch 3 charges
Heals 35 hit points when cast on a character who has lost at least 35 hit points.

Level 3

Wolverine¹ 2 charges
This creates a familiar that has 100 hit points and does about 18 damage.

Protection 3 charges
Makes the caster's armor rank 0 for a number of turns equal to his current endurance.

Undead Acid 5 charges
This removes all but 1 hit point and cripples a monster that claws or bites.

Hurricane² 1 charge
This will do about 80 damage to 1-3 monsters.

Exorcise 7 charges
Will instantly kill any undead in the area.

Level 4

Trip⁴ 11 charges
This causes any monster that attacks the caster to trip and injure itself.

Flying Fist 3 charges
Does about 50 damage to a monster or character.

Fire Acid 4 charges
Will cripple a monster using a breath weapon and leave it with only 1 hit point.

Earthquake² 1 charge
Does around 120 in damage to 1-3 monsters.

Paralyzation 3 charges
Freezes a monster or character for 5 turns.

Elder Spells

Level 5

Blade Barrier⁴ 7 charges
Monsters who attack the caster from short range suffer 50 damage.

Restore 5 charges
Heals 250 hit points when cast on a wounded character.

Necro Acid 5 charges
Reduces a drain level monster to 1 hit point and cripples it.

Push 6 charges
Puts a monster in long range and stuns it for 1 turn.

Elderblast 5 charges
Does about 60 damage to a monster or character.

Level 7

Reflection⁴ 9 charges
A monster suffers the damage it would have inflicted on the caster. The caster suffers half damage.

Flamestrike 6 charges
Does about 100 damage to a monster or character.

Raise Dead II³ 3 charges
This will resurrect a dead character that still has at least -100 hit points.

Vitalize 5 charges
This heals 400 hit points when cast on a wounded character.

Enslave 2 charges
This will turn a monster into your familiar with its hit points and damage.

Level 6

Stone Golem¹ 2 charges
This creates a familiar that has 700 hit points and does about 90 damage.

Blight 4 charges
Does about 85 damage to a monster or character.

Raise Dead³ 3 charges
This will resurrect a dead character that still has at least -50 hit points.

Orb of Healing⁴ 10 charges
Heals 35 hit points each turn for every character in the area.

Spirit Wrack 2 charges
Does about 150 damage to a monster or character.

Level 8

Neutralize 5 charges
This cures every character in the area of illusion, berserk, poison, etc.

Fire Fiend¹ 2 charges
This creates a familiar that has 1000 hit points and does about 150 damage.

Raise Dead III³ 3 charges
This will resurrect a dead character that still has at least -150 hit points.

Insect Horde 4 charges
Does around 175 in damage to a monster or character.

Regeneration 2 charges
Completely heals a character's hit points.

Elder Spells

Level 9

Thunderstrike² 2 charges
Does about 200 damage to 1-3 monsters.

Creeping Plague⁴ 10 charges
Any monster that attacks the caster is engulfed. All others suffer 5 damage.

Raise Dead IV³ 3 charges
This will resurrect a dead character that still has at least -200 hit points.

Haste 5 charges
Gives every character in the area an extra turn.

Crystalize 5 charges
Freezes a monster or character for 10 turns.

Level 10

Earth Dragon¹ 2 charges
This creates a familiar that has 2000 hit points and does about 200 damage.

Elemental Wrath² 3 charges
Does about 300 damage to 1-3 monsters.

Raise Dead V³ 3 charges
This will resurrect a dead character that still has at least -300 hit points.

Power Kill 4 charges
This will severely weaken or possibly kill a monster.

Phantom Force 3 charges
This removes two attacks from a monster.

Wizard Spells

Level 1

Find Traps 25 charges
This spell locates and removes traps.

Shatterglass 4 charges
Does about 12 damage to a monster or character.

Snare 4 charges
Freezes a monster or character for 2 turns.

Attraction 15 charges
This pulls a monster into short range.

Protect 5 charges
Improves a creature's armor rank by 3 for 4 turns.

Level 2

Energize 10 charges
This gives every character his maximum endurance.

Double Image 4 charges
Improves the caster's armor rank by 4 for a number of turns equalling his level.

Wizard Shock 2 charges
Does about 50 damage to a character or monster.

Bright Light 25 charges
Lights the area.

True Seeing 15 charges
This will automatically detect one secret door.

Wizard Spells

Level 3

Gelity 5 charges
This raises a creature's armor rank by 4 for 3 turns. Usually used to weaken a monster.

Remove Curse 5 charges
This will uncurse the object in any character's hand.

Imminent Doom 12 charges
This will prevent a monster from using multiple attacks.

Flame Sphere² 2 charges
Does about 60 damage to 1-3 monsters.

Detect Magic 25 charges
This will detect if an object in the room is cursed, has a + to hit, or is a magic item.

Level 5

Raven¹ 2 charges
This creates a familiar that has 200 hit points and does about 30 damage.

Fighter's Hold 6 charges
This immobilizes a character or monster for 3 turns.

Sorcerer's Blade 6 charges
Creates a magical sword the caster can wield for 1 turn.

Heatshot² 1 charge
Does about 150 damage to 1-5 monsters.

Dimension Door 2 charges
Teleports all characters outside the castle or module to allow a quick trip to Dragon Village.

Level 4

Black Cat¹ 2 charges
This creates a familiar that has 150 hit points and does about 25 damage.

Screen 5 charges
This improves a creature's armor rank by 6 for 5 turns.

ESP 3 charges
This spell might tell you what object is need to recover an inaccessible plot object.

Smite 4 charges
Does about 75 damage to a monster or character

Death Gaze² 2 charges
Caster's intelligence and hit points determine damage and number of monsters affected.

Level 6

Absorption Wall 3 charges
This improves a creature's armor rank by 7 for 9 turns.

Scare 2 charges
This causes all monsters in an area to flee for their lives.

Nerve Shock 2 charges
Does about 120 damage to a character or monster.

Stop 9 charges
This will freeze a monster or character for 4 turns.

Transmute to Bronze 3 charges
Turns an object carried by the caster into a number of bronze pieces equal to its weight.

Wizard Spells

Level 7

Time Stop 3 charges
Freezes all creatures except the caster for a number of turns equal to the caster's skill level divided by 4.

Force Once² 1 charge
This does about 350 damage to 1-3 monsters.

Djinni¹ 2 charges
This creates a familiar that has 500 hit points and does about 80 damage

Repel⁴ 15 charges
This will toss any monster attacking the caster across the area doing 100 damage.

Cripple 4 charges
Takes away 2 of the ways a monster can attack.

Level 9

Random 6 charges
75% chance it kills a monster, 25% chance it doubles its hit points.

Force Thrice² 3 charges
Does about 350 damage to 1-9 monsters.

Apprentice¹ 2 charges
This creates a familiar with 950 hit points and does about 140 damage.

Eradicate 1 charge
Does 2000 damage to a monster or character.

Polymorph 3 charges
Turns a monster into a newt.

Level 8

Fireblast 7 charges
Does about 200 damage to a monster or character.

Force Twice² 2 charges
Does about 350 damage to 1-6 monsters.

Ethereal Keep 13 charges
Freezes a monster or character for 5 turns.

Illusory Army 10 charges
When cast on a monster that attacks with a weapon, it reduces its damage to 5.

Interchange 5 charges
Exchanges the caster's armor rank and endurance with a monster temporarily.

Level 10

Imprison 7 charges
Freezes a monster forever.

Starfall 3 charges
Does about 900 damage to a monster or character.

Summon Chaos 5 charges
Kills all monsters in the area but there is a 10% chance that the caster is also killed.

Thought Fortress 3 charges
Improves the armor rank of all characters in the area by 12 for 4 turns.

Armornil 8 charges
Adds 20 to a creature's armor rank for 5 turns. Makes a monster almost defenseless.

Appendix 8: Skill Levels

This table shows the number of skill points necessary to obtain a given skill level. The formula is in Appendix 9.

<u>Level</u>	<u>Knights</u>	<u>Assassins</u>	<u>Ninjas</u>	<u>Elders</u>	<u>Wizards</u>	<u>In DV¹</u>
1	0	0	0	0	0	0
2	2,000	1,850	1,850	2,150	2,500	2,700
3	6,000	5,550	5,550	6,450	7,500	8,100
4	12,000	11,100	11,100	12,900	15,000	16,200
5	20,000	18,500	18,500	21,500	25,000	27,000
6	30,000	27,750	27,750	32,250	37,500	40,500
7	42,000	38,850	38,850	45,150	52,500	56,700
8	56,000	51,800	51,800	60,200	70,000	75,600
9	72,000	66,600	66,600	77,400	90,000	97,200
10	90,000	83,250	83,250	96,750	112,500	121,500
11	110,000	101,750	101,750	118,250	137,500	148,500
12	132,000	122,100	122,100	141,900	165,000	178,200
13	156,000	144,300	144,300	167,700	195,000	210,600
14	182,000	168,350	168,350	195,650	227,500	245,700
15	210,000	194,250	194,250	225,750	262,500	283,500
16	240,000	222,000	222,000	258,000	300,000	324,000
17	272,000	251,600	251,600	292,400	340,000	367,200
18	306,000	283,050	283,050	328,950	382,500	413,100
19	342,000	316,350	316,350	367,650	427,500	461,700
20	380,000	351,500	351,500	408,500	475,000	513,000

¹Skill points necessary when entering Dragon Village.

Appendix 9: Three Formulas

Maximum Hit Points

Level 1-5: Max hit pts. = (Skill level X Base Hit Pts.)

Level 6-10: Max hit pts. = ((Skill level X 2)-5) X Base Hit Pts.

Level 11-15: Max hit pts. = ((Skill level X 3)-15) X Base Hit Pts.

Level 16-20: Max hit pts. = ((Skill level X 4)-30) X Base Hit Pts.

Example: Fafnir Gudrun is a 9th level Knight.

$((9 \times 2) - 5) \times 5 \times 42 = 546$ Hit Points Max.

Chance of Spell Failure

% Chance = (Spell level X 10) - (Skill level X 2) - Intelligence + 10

Example: Guinevere is a 12th level Elder with 21 intelligence is casting the 6th level spell, Orb of Healing.

$(6 \times 10) - (12 \times 2) - 21 + 10 = 25\%$ chance of failure.

Skill Level

This is the number of skill points necessary for a given skill level. It is tabulated in Appendix 8.

Skill points = Level X (Level-1) X Base Skill Points ÷ 2

Appendix 10: Multiple Attacks

This represents the number of times a character can attack when using the Fight command or Martial Arts unless endurance reaches 0.

<u>Level</u>	<u>Knights</u>	<u>Assassins</u>	<u>Ninjas</u>	<u>Elders</u>	<u>Wizards</u>
1	1	1	1	1	1
2	1	1	1	1	1
3	1	1	1	1	1
4	1	1	1	1	1
5	1	1	2	1	1
6	2	2	2	1	1
7	2	2	3	1	1
8	2	2	3	1	1
9	3	3	3	1	1
10	3	3	4	1	1
11	3	3	4	1	1
12	4	4	5	1	1
13	4	4	5	1	1
14	4	4	5	1	1
15	5	4	6	1	1
16	5	4	6	1	2
17	5	4	7	1	2
18	5	4	7	1	2
19	5	4	7	1	2
20 ¹	5	4	8	2	2

¹No more attacks are gained after 20th level.

Tips

1. Bargaining: Start with a price that's nearly double the object's true value.
2. Boarshead Pub: Talk to everyone. Remember their personalities and take into account what's going on when you enter.
3. Sorcery: Conserve your spells, but not at the cost of a character's life. Recommended spells are: Find Traps, Energize, Dimension Door and Orb of Healing.
4. Equipment: Everyone should buy a weapon. Wizards usually have extra BP so have them buy the equipment. Recommended equipment is a torch, merchant's meal, flask of elixir, and thief's tools.
5. The Tower Wizard: Consult the Wizard about every object you bring back. After all, it is free.
6. The Module: Read every description carefully taking note of changes and unusual happenings.

7. Dead Characters: If a character dies and is beyond resurrecting, don't be afraid to strip him clean.
8. Parties: Create a party of characters with a variety of special commands - one of each class and race.
9. Diversion: Have the character with the lowest armor rank or an Elder with a long-term spell divert in difficult fights.
10. Fighting: Concentrate on killing one monster at a time. Less monsters do less damage.
11. Reorder Party: The first character in a party always suffers the most damage. Reorder and give the rear guard a chance to experience pain.
12. Where?: If you still can't find the final plot object, search for secret doors, map every staircase and come in through different outside exits.
13. Monsters: Learn how monsters attack and how to best counter attack. Remember alignments. Ninjas have a special way of dealing with certain monsters.
14. Special Commands: Use your special commands for they are your ultimate advantage.
15. Resting: Go back to Dragon Village when you run low on hit points and supplies. Never fight with zero endurance.
16. Valor: Who needs it? Be a coward - those who fight and run away live to fight another day.
17. What is It?: Examine anything which may be a plot object. And why not appraise it too?
18. How?: Where you use an object is just as important as how. Some objects can be used in more than one way. And most plot objects are actually useful too.
19. Traps: Search for them.
20. While you're standing there: Try putting objects together. Feed the hungry. Heal the sick. Rest the weary. Examine objects. Comb the sheep.

