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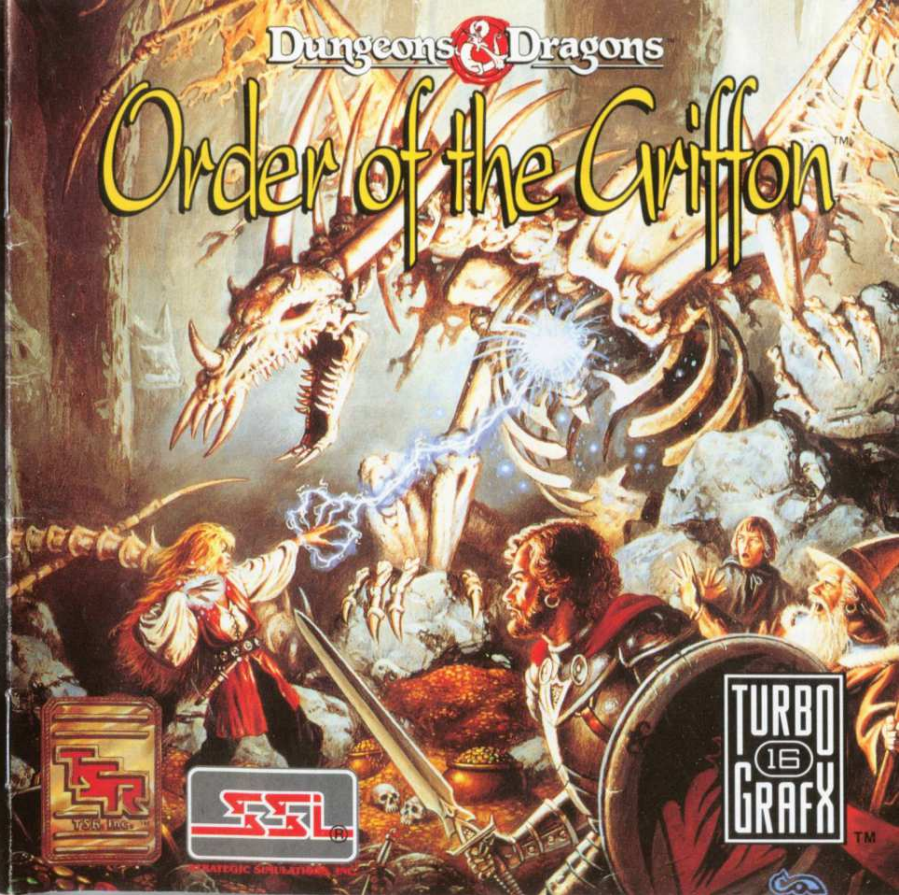
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THANK YOU !

THANK YOU for buying this Advanced TurboChip Game Card, "Order of the Griffon™".



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use, and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip® Game Card
TurboExpress™ Handheld Entertainment System

WARNINGS

1 **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**
2 Be sure that the power is turned off when changing game cards.
3 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
4 Do not forcibly bend your TurboChip game cards.
5 Do not touch the inside of the terminal area or expose the SuperSystem to water, as this might damage the unit.
6 Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication of this software is strictly prohibited.

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Introduction

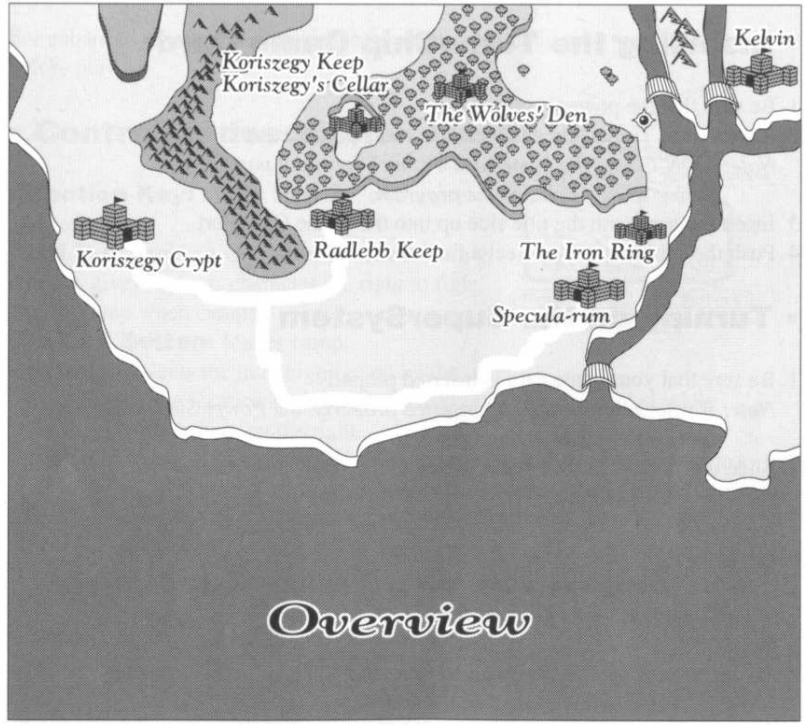
"Don't listen to those silly superstitions, my friends!" the hearty Lord Korrigan roars, slapping your character on the back and nearly bowling him over. "There are no vampires, no werewolves, no wereboars! The most dangerous thing you'll find will probably be a hungry rabbit or two! Ha ha ha ha!"

Your character is glad someone can see the humor in all this. He hadn't heard about the forests of Karameikos being fraught with vampires, werewolves, and other monsters -- that is, not until after he accepted Lord Korringan's commission to dispel the rumors of a vampire at Koriszegy Keep. There's no backing out now, not after Lord Korrigan gave him the weapons, supplies, and the right to probe the mysteries of the Keep. At least, your character told himself, walking into an area filled with undead beasts -- it could hardly get worse than that.

Or could it? It seems that vampires and lycanthropes weren't the only dangerous things lurking in Karameikos. During his simple "mapping expedition," he finds evidence of an evil slave operation, the Iron Ring, and a plot against Duke Stefan and his family. What wicked conspiracy binds them together? And what can your characters, wandering adventurers, do to stop them?

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• The Setting



Preparing for Play

• Inserting the TurboChip Game Card

1. Be sure that the power is turned off.
2. Remove the TurboChip game card from its plastic case.
   Note: DON'T bend the game card or touch its metal parts. Doing so may damage the program.
3. Insert the card with the title side up into the Game Card Port .
4. Push the card in until you feel a firm click.

• Turning on the SuperSystem

1. Be sure that your game card is inserted properly.
   Note: If your game card is not inserted properly, the Power Switch will not move all the way to the right.
2. Slide the Control Deck Power Switch to the "ON" position.
   The title screen appears.

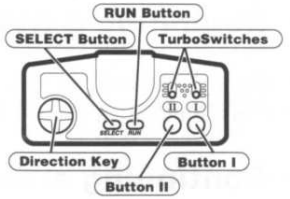
Note: To turn OFF power, press [SELECT] while holding down [RUN], reset the unit, and then turn OFF power.



Names and Functions of Controller Parts

For enhanced enjoyment, familiarize yourself completely with the controller before play.

• Controller description



Direction Key: Moves the party, characters, and cursor.
RUN Button: Cancels character actions during combat, gives the next character the right to fight. Breaks camp when camped.
SELECT Button: Makes camp.
Button I: Selects the item highlighted by the cursor. Selects the location highlighted by the cursor during combat while selecting the active item on the right.
Button II: Selects the item highlighted by the cursor. Selects the location highlighted by the cursor during combat while selecting the active item on the left.
TurboSwitches: Both switches should be placed in the down position for this game.

• Basic functions

Use either [Button I] or [Button II] to select the highlighted item. Press the [Direction Key] up, down, left, or right to highlight the desired item.

The Adventure Begins

Turn on the SuperSystem, and the title screen appears.
Note: If there is no saved game data, the "CONTINUE A SAVED GAME" item will not appear.

• Beginning a new game

1. Highlight the item "START A NEW GAME".
2. Press [Button I] or [Button II]. The character selection screen appears.

• Continuing a saved game

Note: A game that has been saved can be continued from the point it was saved.
For details on saving games, see p.20.
Enter your password to continue a game saved with a password.

Load the game as follows if you have a TurboBooster+ or TurboCD with back-up RAM and have saved the game to RAM.

1. Press the [Direction Key] up or down to highlight "CONTINUE A SAVED GAME".
2. Press [Button I] or [Button II].

The game will begin from the point saved.

Organizing Parties

The adventure begins with you picking the members of your party. There are seven classes of adventurer, with three characters in each class. Each class has different capabilities and characteristics. The characters in each class differ slightly in ability.

Select four characters to form your party. A good, balanced party requires at least one Cleric, one Mage, and a Fighter or two. This is a good party: one Fighter or Dwarf, one Cleric, one Mage, and one Elf. The characters you choose affect the adventure you have, so select your characters carefully while referring to the individual status display that shows character Attributes and a descriptive Summary.

• The seven classes

Fighter
A typically strong character who can use any weapon or armor, and has many hit points.

Mage
A poor fighter who can learn and cast Magical spells, but cannot wear any armor and can use very few weapons.

Cleric
Can learn and cast Clerical spells, and can wear any armor and use non-bladed weapons.

Thief
A mediocre fighter who can wear armor and use any weapon.

Elf
A fighter who can also cast Magical spells, wear any armor and can use all weapons, but advances levels very slowly.

Dwarf
Very similar to Fighters, but more resistant to magic.

Halfling
Somewhat similar to thieves.

• Selecting characters

1. Press [Direction Key] left and right, up and down, to highlight the class you want.
2. Press a button. The available characters in that class appear in the window on the left.
3. Press [Direction Key] again to highlight the character you are interested in. The status of the character is shown in the window on the right, along with the statement.
4. Press a button to select the highlighted character. The character is put in the party.

   Note: If you select none of the characters in that class, press the [RUN] button instead of [Button I] or [Button II].

   Note: If you have selected a character you don't want, select "DROP" on the character selection screen. Highlight the character you want to drop, and press [Button I] or [Button II].

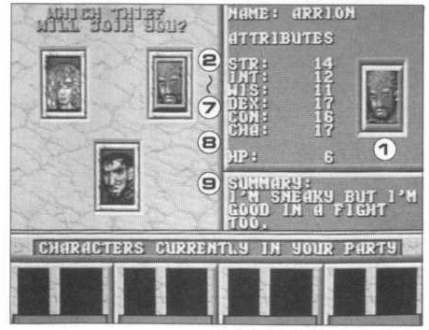
The character will be removed from your party, and you will have a chance to select a different character.

5. Repeat steps 1, 2, 3 and 4 until you have selected all four characters.
6. When you have selected all four characters, you are asked if you are satisfied with your party.

If satisfied, highlight "YES" and press [Button I] or [Button II].
The Adventure will now begin.
If not satisfied, select "NO". You will have a chance to drop and replace some characters.

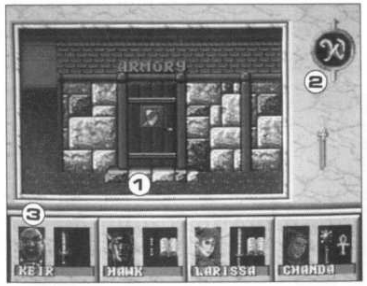
• Individual status

1. The face of the highlighted character
2. Strength
3. Intelligence
4. Wisdom
5. Dexterity
6. Configuration
7. Charm
8. Hit Points: A character dies if his hit points are decreased to zero through being attacked.
9. Summary: Brief summary that may help you to select among characters.



Wandering in the Cities

A new game begins in the city, Radlebb Keep.
When your party enters a city, a forest, a dungeon or other location, the screen switches to the 3-D display.
Make maps so that your party will not get lost.
Get some graph paper and map out the levels as you play them.



1. The area you are in
2. The compass which shows your heading
3. Party window: the members of your party and their active equipment

Wander through the 3-D locations, stepping on every square and bumping into every wall. To advance the plot your party may find special items which appear below the compass or secret doors. Most doors and stairways can be entered by walking through them.
If your party sees characters or monsters, you need to talk to them to get whatever clues they may have. Your party may be attacked by them. In that case, the screen switches to the combat screen. (See p.17.)
While wandering, your party can make camp. (See p.13.)

There are four basic shops in the city. Visit appropriate shops as necessary.

Armory
At this shop, your party can buy weapons and sell weapons and armor.

Temple
At this shop, your party can get healed, resurrected, and buy healing potions.

Spells
At this magic shop, your party can buy magical items, learn a few new spells, and get newly-found items identified.

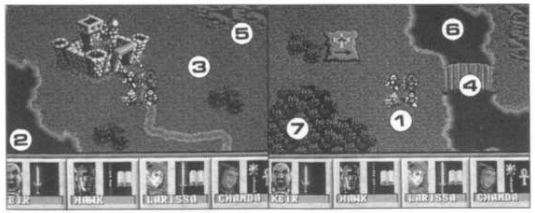
The Tavern
At this shop, your party can participate in numerous diversions, or you can rent a room. Renting a room is similar to Camping.

• Controller functions

To move your party forward, press [Direction Key] up.
To move your party backward, press [Direction Key] down.
To change your heading to the right, press [Direction Key] right.
To change your heading to the left, press [Direction Key] left.
To see the following text, press [Button I] or [Button II].
To make camp, press [SELECT].

Wandering in the Field

When your party exits a 3-D location to the field, the screen switches to the overhead screen.



1. Your party
2. Party window: the members of your party and their equipment
3. Grass
4. Bridge
5. Mountain
6. River
7. Tree

Your party can walk over grass and bridges, but cannot walk over the mountains, rivers, or trees.
When your party moves near the gate of a 3-D location, you are asked if your party should enter it. Select "YES" if you want to enter or select "NO" if not.
The Monsters are not shown in the overhead screen. But when your party runs into monsters, the screen switches to the combat screen.(See p.17.)
While wandering, your party can make camp.(See p.13.)

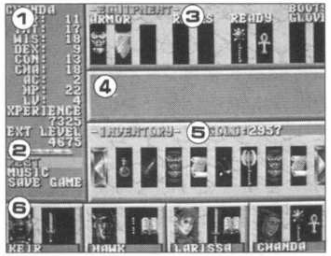
• Controller functions

To move your party up, down, left or right, press the [Direction Key].
To make camp, press [SELECT].

Making Camp

Press [SELECT] while wandering or fighting, and the screen switches to the inventory/camp screen.
This screen allows you to manipulate the inventory. The characters can carry or drop armor, rings, boots, gloves, and change the active items that the character can use in combat. Also, spellcasters can cast certain spells, or memorize spells for future use in combat.
This screen also allows you to save the game or toggle the music on and off using the optional menu while wandering, and to flee a combat while fighting.

To make camp, press the [SELECT] button anytime while wandering or fighting.



1. The status of the character the cursor is on.
   LV: Level
   NEXT LEVEL: Experience required for the next level
2. Optional menu
   Only displays "FLEE" during combat
3. Equipment window
4. Text window
5. Inventory window
6. Party window

• Controller functions

To move the cursor up, down, left or right, press the [Direction Key].
To break camp, press the [RUN] button.
To move the cursor within a window, press the [Direction Key] left and right.
To move the cursor to a different window, press the [Direction Key] up and down.
To move the cursor to the optional menu, use the [Direction Key] to first move to the inventory window, and then press the [Direction Key] left.

• Equipping characters with items in the Inventory window

1. Highlight the character you want in the party window.
2. Move the cursor in the inventory window and highlight the item you want him/her to carry.

   Note: Sixteen items can be put in the party inventory but only eight of them are shown in the window.

To see the rest of the inventory, highlight the arrow at the left or right of the party inventory and press [Button I] or [Button II].

5. Press [Button II] to carry the item or press [Button I] to drop it forever.
6. Repeat steps 1, 2, 3 and 4 until you are satisfied with the equipment.

   Note: If the slot for the item is full in the equipment window, first drop the equipment currently held and then perform the steps given above.

To trade items among party members, you would first put the item in the party inventory, then go to the new character and take the item out of the party inventory and give it to that character.

• Taking items off in the equipment window

1. Highlight the character you want in the party window.
2. Move the cursor in the equipment window and highlight the item you want him/her to take off or drop.
3. Press [Button II] to take it off or press [Button I] to drop it forever.
   If taken off, the item is removed from the equipment window, and appears in the inventory window.

• Memorizing or casting spells

Spellcasters must memorize spells and rest before they can cast spells. If you find a new scroll, wield it. You will see the spell in the spell list and the spellcaster can then memorize it.

1. In the party window, highlight the character who can cast spells. Press [Button I] or [Button II]. You are asked whether you want to cast a spell or memorize new ones.
2. If you want to memorize spells, select "memorize." The list of spells the character knows appears.
3. Highlight the spells you want to have memorized, and press [Button II]. The number of the memorized spells increases. Pressing [Button II] decreases the number.

Note: The number of spells a character can memorize depends on his/her class and level. Carefully select spells that complement each other well.

4. After you have selected the spells to be memorized, select "REST" in the optional menu to memorize the spells.

Note: If you choose spells to memorize but do not rest, the spellcaster will not be able to memorize the spells.

Only certain spells like healing or protection are appropriate for casting when in camp. If you want to cast a spell, select "cast" after step 1. The list of spells the character knows appears. Select the spell in the list to be cast.

• Optional menu

The following items are listed on the Optional menu:

REST
Allows the specified spell(s) to be memorized.

SAVE GAME
Saves current game data. (See p.20.)

MUSIC
Select ON to turn the background music on.
Select OFF if you do not want sound effects.

FLEE
Select this item during combat if you need to flee.

1. Move the cursor to the optional menu.
2. Select the menu you want.

Fighting a Battle

When you encounter monsters in cities, forests, dungeons, or fields, the screen switches to the combat screen.
All combat is tactical. The action taken by each of your characters is entirely your decision. You can defeat even the strongest of opponents if you choose the right method of attack.
If you surprise a monster or group of monsters, you may attack the enemy first. If a monster or group of monsters surprises you, the enemy may attack you first. The order in which party members attack is based upon character level and Dexterity. The fight continues until the enemy's hit points reach zero.



1. Cursor
2. Range of motion
3. Text window
   - Enemy name
   - Hit points
   - Distance to enemy
4. Active items
5. Party window

• Controller functions

To move the cursor, press the [Direction Key] up, down, left or right.
To change active items and armor, make camp and press the [SELECT] button.

• Offense

1. Move the attacking character (indicated by the cursor highlight.)
   Note: Usually, to attack, your character needs to move next to the enemy monster. Certain weapons and spells can be used or cast from a distance, as long as walls or trees do not block your line-of-sight to the targeted enemy. Other characters and monsters do not block your line-of-sight. For further details on moving characters, see p.11.
2. If you wish only to move without attacking, successively press the [RUN] button. The right to attack will be transferred to the next character. If you wish to attack, decide which active item to attack with by pressing [Button I] for the right item or [Button II] for the left one. The cursor will move on top of a nearby enemy.
   Note: If you wish to cancel the selected item, press the [RUN] button.
3. Put the cursor on the enemy to be attacked. Name, hit points, and distance to the targeted enemy will be displayed.
4. Press [Button I] or [Button II].
   The character will attack the targeted enemy.
   Note: A spell will be cast if the selected item is a spell book or an ankh. A spell cannot be cast if it has not been memorized, if all spells of that type have been used or the character's spell casting ability has been disabled.
   Results of the attack are shown in the text window.
5. The fight continues until the enemy's hit points reach zero.
   Note: If you need to flee from combat, make camp and select "FLEE" from the Optional menu.

• If you win the battle

The character can obtain weapons, various other items, and gold if the defeated monster was carrying a treasure chest. The character can also obtain experience points. Once experience points pass a certain value, the character's level is increased. When a character's level is increased, his hit points are raised, his fighting abilities are increased and, if a spellcaster, he becomes capable of casting more powerful spells. Nothing is gained if you flee from combat.

Found items can be placed in the party inventory as follows.

1. Highlight the item that you want in the found items window.

2. Press [Button I] or [Button II] to put it in the inventory. These spoils are now the property of your party and can be given to a party member to wield.

3. Press [RUN] to leave behind any unwanted items.

Suspending Play (Saving Game Data)

The adventure you are about to set out on cannot be completed in a single session. You are therefore allowed to save game data. You may continue an adventure from the point a game was saved at by loading the game data of the saved game.

• Saving game data

Note: You cannot save the game with a password while in the city. If you have a TurboBooster+ or TurboCD with back-up RAM, you can save the game to RAM while in the city.

1. Press [SELECT] and make camp.
2. Select "SAVE GAME" from the optional menu. A password will be displayed in the text window. Be sure to carefully record this password as it will be necessary when restarting the same game.

If you have a TurboBooster+ or TurboCD with back-up RAM, a list of data names appears in the center of the text window.

Highlight the name you wish to give the data by pressing the [Direction Key] and then press [Button I]. Game data will be saved under the name selected. When you load the game data later, select the same name from the selection screen that appears at that time.

Note : Game data for up to four games can be saved. "-FULL-" appears next to names that have already been used to save game data. "+FREE+" appears next to names that are available for saving game data. If a game is saved under a name for which "-FULL-" is displayed, the previous game data saved under that name will be deleted.

Press [SELECT] while holding down [RUN], reset the unit, and then turn OFF power.

Specifications

• Weapons, armor and other items

Weapons	Damage	Range	Used by
AXE	1-6	1	F,T,E,D,H
BOW	1-6	18	F,T,E,D,H
DAGGER	1-4	1	F,M,T,E,D,H
DART	1-3	6	F,M,T,E,D,H
MACE	1-6	1	F,C,T,E,D,H
SHORT SWORD	1-6	1	F,T,E,D,H
SLING	1-4	16	F,M,C,T,E,D,H
SPEAR	1-6	1	F,T,E,D,H
STAFF	1-6	1	F,M,C,T,E,D,H
SWORD	1-8	1	F,T,E,D,H

WANDS	Effect	Used by
WAND OF COLD	A cone doing 6-36 hit points of damage	M,E
WAND OF FIREBALLS	Same as *fireball* spell	M,E
WAND OF LIGHTNING	Same as *lightning bolt* spell	M,E
STAFF OF STRIKING	Does 2-12 hit points of damage to one enemy	M,C,E
STAFF OF HEALING	Heals 2-7 hit points	C

ARMOR	Protection	Used by
SHIELD	1	F,C,E,D,H
LEATHER ARMOR	2	F,C,T,E,D,H
CHAIN MAIL	4	F,C,E,D,H
PLATE MAIL	6	F,C,E,D,H

POTIONS	Effect
HEALING	User heals 2-7 hit points.
EXTRA HEALING	User heals 4-14 hit points.
FIRE RESISTANCE	Reduces damage taken from fire attacks
INVULNERABILITY	Armor class bonus 2, Saving Throw bonus 2

RING	Effect
FIRE RESISTANCE	Wearer takes reduced damage from fire attacks.
PROTECTION +1	Increases Armor Class and Saving Throws by 1.
REGENERATION	The wearer slowly regains hit points during combat, and will heal completely when resting in camp.

SPECIAL MAGICAL ITEMS	Effects
DISPLACER CLOAK	Increases Armor Class by 2, most Saving Throws by 2, and makes the wearer impervious to missile attacks.
GIRDLE OF GIANT STRENGTH	Doubles the amount of damage done by the wearer with whatever weapon he is using.
GAUNTLETS OF OGRE POWER	Increases the wearer's Strength to 18.
BOOTS OF SPEED	Allows the user to always move at maximum speed in combat.

• Spells

Clerical Spells



Cure Light Wounds

Range: Touch
Duration: Permanent
Effect: Any one living creature

This spell either heals damage or removes paralysis. If used to heal, it can cure 2-7 points of damage. It cannot heal damage if used to cure paralysis. The cleric may cast it on himself if desired.
This spell cannot increase a creature's total hit points above the original amount.

Cause Light Wounds

Range: Touch
Duration: Permanent
Effect: Any one living creature

The reverse of *cure light wounds*, this spell cases 2-7 points of damage to any creature or character touched (no saving throw is allowed). The cleric must make a normal attack roll to inflict this damage.

Protection from Evil

Range: 0
Duration: 12 turns
Effect: The cleric only

This spell creates an invisible magical barrier all around the cleric's body (less than an inch away). While the spell lasts, characters and monsters attacking the cleric are penalized by - 1 to their attack rolls, and the cleric gains a + 1 bonus to all saving throws. In addition, enchanted creatures cannot even touch the cleric! (An enchanted creature is one that normal weapons will not affect, one which only magical weapons can hit. A creature that can only be hit by a silver weapon - a werewolf, for example - is not an enchanted creature. Any creature that is magically summoned or controlled, such as a *charmed* character, is also considered to be an enchanted creature.) The barrier thus completely protects the cleric from all melee or hand-to-hand attacks from such creatures; however, it cannot prevent attacks from missile weapons. Enchanted creatures using missile weapons still suffer the - 1 penalty to the attack roll, but they can hit the cleric.
This spell will not affect a *magic missile* spell used by magic-users.
If the cleric attacks an enchanted creature during the spell's duraiton, the spell's effect changes slightly. Enchanted creatures are then able to touch the magic-user, but still suffer the attack roll penalty; the penalty and the cleric's saving throw adjustments still apply until the spell duration ends.

Resist Cold

Range: 0
Duration: 6 turns
Effect: All creatures within 3 squares

When this spell is cast, all creatures within 3 squares of the cleric can withstand freezing temperatures without harm. In addition, those affected gain a bonus of + 2 to all saving throws against cold attacks. Furthermore, any damage from cold is reduced by 1 point per die of damage (but with a minimum of 1 point of damage per die). The effect will move with the cleric.

Clerical Spells
Level 2

Bless
Range: 6 squares
Duration: 6 turns
Effect: All within a 2 - square area

This spell improves the morale of friendly creatures by + 1 and gives the recipients a + 1 bonus on all attack and damage rolls. It will only affect creatures in a 2 squares x 2 squares area, and only those who are not yet in melee.

Blight
Range: 6 squares
Duration: 6 Turns
Effect: All within a 2 - square area

The reverse of Bless places a - 1 penalty on enemies' morale, attack rolls, and damage rolls. Each victim may make a saving throw vs. spells to avoid the penalties.

Resist Fire
Range: 3 squares
Duration: 2 turns
Effect: One living creature

For the duration of this spell, normal fire and heat cannot harm the spell's recipient. The recipient also gains a +2 bonus on all saving throws against magical fire (dragon's breath, *fireball*, etc.). Furthermore, damage from such fire is reduced by 1 point per die of damage (though each die will inflict at least 1 point of damage, regardless of adjustments). Red dragon breath damage is reduced by 1 point per Hit Die of the creature (again, to no less than 1 point of damage per Hit Die).

Silence 15' Radius
Range: 18 squares
Duration: 12 turns
Effect: Sphere of silence
3 squares across

This spell makes the area of effect totally silent. Conversation and spellcasting in this area are impossible for the duration of the spell. This spell does not prevent a person within the area from hearing noise outside the area. If cast on a creaturre, the victim must make a saving throw vs. spells or the spell effects will move with the creature. If the saving throw is successful, the spell remains in the area in which it was cast, and the victim may move out of the area.

Hold Person
Range: 18 squares
Duration: 9 turns
Effect: Paralyzes up to 4 creatures

The *hold person* spell will affect any human, demihuman, or human-like creature (bugbear, dryad, gnoll, hobgoblin, kobold, lizard man, ogre, orc, nixie, pixie or sprite, for instance). It will not affect the undead or creatures larger than ogres. Each victim must make a saving throw vs. spells or be paralyzed for nine turns. The spell may be cast at a single person or at a group. If cast at a single person, the victim suffers a - 2 penalty to the saving throw. If cast at a group, it will affect up to four persons (of the cleric's choice), but with no penalty to their rolls. The paralysis may only be removed by the reversed form of the spell, or by a *dispel magic* spell.

Curse
Range: Touch
Duration: Permanent
Effect: Curses opponent

The reverse of *remove curse*, causes a misfortune or penalty to affect the victim: - 4 penalty on attack rolls; - 2 penalty on saving throws; prime requisite reduced to half normal; - 4 penalty on others' reaction rolls to him. The victim may make a saving throw vs. spells to avoid the *curse*.

Cure Serious Wounds
Range: Touch
Duration: Permanent
Effect: Any one living creature

This spell is similar to a *cure light wounds* spell, but will cure one creature of 4-14 points of damage.

Cause Serious Wounds
Range: Touch
Duration: Permanent
Effect: Any one living creature

This spell causes 4-14 points of damage to any creature or character touched (no saving throw). The caster must make a normal attack roll to successfully cast the *cause serious wounds* spell.

Dispel Magic
Range: 12 squares
Duration: Permanent
Effect: Destroys spells in a 2 squares cube

This spell destroys other spell effects in a cubic volume of 2 squares x 2 squares x 2 squares. It does not affect magical items. Spell effects created by a caster (whether cleric, druid, magic-user, or elf) of a level equal to or lower than the caster of the *dispel magic* are automatically and immediately destroyed. Spell effects created by a higher-level caster might not be affected. The chance of failure is 5% per level of difference between the casters. For example, a 7th level cleric trying to dispel a *web* spell cast by a 9th level magic-user would have a 10% chance of failure.
Dispel magic will not affect a magical item (such as a scroll, a magical sword, etc.). However, it can dispel the effects of the magical item when that item is used (for example, a spellcaster can cast *dispel magic* on the victim of a *ring of human control* and snap him out of that control, or on a flaming weapon to douse the flame).

Create Poison
Range: Touch
Duration: Permanent
Effect: A creature, coutainer, or object

The reverse of *neutralize poison* may be cast, by touch, on a creature or container. A cleric cannot cast it on any other object. A victim must make a saving throw vs. poison or be immediately slain by the poison. If cast on a container, the spell poisons its contents; no saving throw applies, even for magical containers or contents (such as potions). (Of course, when someone drinks those poisoned contents, he gets a saving throw.) Using *create poison*, or poisoning in any case, is usually a Chaotic act.

Protection from Evil 10' Radius

Range: 0
Duration: 12 turns
Effect: Barrier 2 squares in diameter

This spell creates an invisible magical barrier all around the caster, extending for a 1 square radius in all directions. The spell serves as protection from attacks by monsters of an alignment other than the caster's. Each creature within the barrier gains a + 1 to all saving throws, and all attacks against those within are penalized by - 1 to the attacker's attack roll while the spell lasts.
In addition, enchanted creatures cannot attack those within the barrier in hand-to-hand (melee) combat. (An enchanted creature is any creature which is magically summoned or controlled, such as a *charmed* character, or one that is not harmed by normal weapons. A creature that can be bit only by a silver weapon - a werewolf, for example - is not an enchanted creature.)
If anyone within the barrier attacks an enchanted creature, the barrier will no longer prevent the creature from attacking hand-to-hand, but the bonus to saving throws and penalty to attack rolls will still apply.
Attackers, including enchanted creatures, can attack people inside the barrier by using missile or magical attacks. They do suffer the - 1 penalty to attack rolls, but that is the only penalty they suffer.

Mage Spells
Level 1

Magic Missile

Range: 15 squares
Duration: 1 round
Effect: Creates 1 or more arrows

A *magic missile* is a glowing arrow, created and shot by magic, which inflicts 2-7 points of damage to any creature is strikes. After the spell is cast, the arrow appears next to the spellcaster and hovers there (moving with him) until the spellcaster causes it to shoot. When shot, the *magic missile* will automatically hit any one visible target the spellcaster specifies. The *magic missile* actually has no solid form, and cannot be touched. A *magic missile* never misses its target and the target is not allowed a saving throw.
For every 5 levels of experience of the caster, *two* more missiles are created by the same spell. Thus a 6th level spellcaster may create three missiles. The spellcaster may shoot the missiles all at one target or at different targets.

Protection from Evil

Range: 0
Duration: 6 turns
Effect: The spellcaster only

See Cleric Spell.

Shield

Range: 0
Duration: 2 turns
Effect: The spellcaster only

This spell creates a magical barrier all around the spellcaster (less than an inch away). It moves with the spellcaster. While the duration lasts, the spellcaster has an AC of 2 against missiles, and AC 4 against all other attacks.
If someone shoots a *magic missile* at a spellcaster protected by this spell, the

spellcaster may make a saving throw vs. spells (one saving throw per missile). If the saving throw is successful, the *magic missile* has no effect: it hits the barrier and evaporates.

Sleep

Range: 24 squares
Duration: 4-16 turns
Effect: 2-16 Hit Dice of living creatures within a 4 squares square area

This spell will put creatures to sleep for up to 16 turns. It will only affect creatures with 4 + 1 Hit Dice or less -- generally, small or man-sized creatures. The spell will not affect creatures outside the 4 squares x 4 squares area which the player chooses as the spell's target area. The spell will not work against undead or very large creatures, such as dragons.
When a character is first hit with a *sleep* spell, falling or sagging to the ground will not wake him up.
However, characters affected by a sleep spell are not in a deep sleep. Any sleeping character or creature will awaken if slapped, kicked, or shaken.
Characters can kill a sleeping victim with a single blow of any edged weapon, regardless of the creature's hit points.
The victims get no saving throw against this spell.

Charm Person

Range: 12 squares
Duration: See below
Effect: One living person (sec below)

This spell will only affect humans, demihumans, and certain other creatures. The victim is allowed a saving throw vs. spells. If the saving throw is successful, the spell has no effect. If it fails, the victim will believe that the spellcaster is its "best friend," and will try to defend the spellcaster against any threat, whether real or imagined. The victim is charmed.
As a general rule, the spell only affects creatures which look similar to humans in various ways - humans, demihumans, certain giant class creatures, etc. It will not affect animals, magical creatures (such as living statues), undead monsters, or human-like creatures larger than ogres.
A *charm* may last for months. The victim may make another saving throw every so often, depending on its Intelligence score.
The *charm* is automatically broken if the spellcaster attacks the victim, whether by spell or by weapon. The victim will fight normally if attacked by the spellcaster's allies.

Mage Spells
Level 2

Invisibility

Range: 24 squares
Duration: Permanent until broken
Effect: One creature or object

This spell will make any one creature or object invisible. When a creature becomes invisible, all items that he carries and wears also become invisible. Any invisible item becomes visible again when it leaves the creature's possession (dropped, set down, etc.). A light source (such as a torch) may be made invisible, but the light given off will always remain visible.
If the spellcaster makes an object invisible that is not being carried or worn, it will become visible again when touched by any living creature.
An invisible creature will remain invisible until he or she attacks or casts any spell.

Web
Range: 1 square
Duration: 48 turns
Effect: A volume 1 square x 1 square x 1 square

This spell creates a mass of sticky strands which are difficult to destroy except with flame. It usually blocks the area affected. Giants and other creatures with great strength can break through a web in 2 rounds. A human of Average Strength (a score of 9-12) will take 2-8 turns to break through the web. Flames (from a torch, for example) will destroy the web in 2 rounds, but all creatures within the web will be burned for 1-6 points of damage. Anyone wearing *gauntlets of ogre power* (a magical treasure) can break free of a web in 4 rounds.

Mage Spells
Level 3

Dispel Magic
Range: 12 squares
Duration: Permanent
Effect: Destroys spells in a 2 squares cube

See Cleric Spell.

Fireball
Range: 24 squares
Duration: Instantaneous
Effect: Explosion in a sphere 4 squares diameter

This spell creates a missile of fire that bursts into a ball of flame with a 4 squares diameter (2 squares radius) where it strikes a target. The *fireball* will cause 1-6 points of fire damage per level of the caster to every creature in the area of effect.
Each victim may make a saving throw vs. spells; if successful, the spell will only do half damage. For example, a *fireball* cast by a 6th level spellcaster will burst for 6-36 points of damage; characters who make their saving throw vs. spell will take only half of the damage rolled on the dice.

Lightning Bolt
Range: 18 squares
Duration: Instantaneous
Effect: Bolt 6 squares long, 1/2 square wide

This spell creates a bolt of lightning, starting up to 18 squares away from the caster and extending 6 squares in a straight line further away. All creatures within the area of effect take 1-6 points of damage per level of the spellcaster. (Thus a 6th level elf would cast a *lightning bolt* doing 6-36 points of damage.)
Each victim may make a saving throw vs. spells; if successful, he takes only half damage.
If the *lightning bolt* strikes a solid surface (such as a wall), it will bounce back toward the caster until the total length of the bolt is 6 squares.

Protection from Evil 10' Radius
Range: 0
Duration: 12 turns
Effect: Barrier 2 squares diameter

See cleric spell.

Protection from Normal Missiles
Range: 3 squares
Duration: 12 turns
Effect: One creature

This spell gives the recipient complete protection from all small nonmagical missiles (such as arrows, quarrels, thrown spears, etc.); the ranged attacks simply miss. Large or magical attacks, such as a catapult stone or a magic arrow, are not affected.
The spellcaster can cast the spell on any one creature within the spell's range.

Hold Person
Range: 12 squares
Duration: 1 turn/level
Effect: Paralyzes up to 4 creatures

See Cleric Spell.

Mage Spells
Level 4

Confusion
Range: 12 squares
Duration: 12 rounds
Effect: 3-18 creatures in an area
6 squares across

This spell will confuse its victims, affecting all creatures within a 3 squares radius. Victims with less than 2 + 1 Hit Dice are not allowed a saving throw. Those with 2 + 1 or more Hit Dice must make a saving throw vs. spells every round of the spell's duraiton, if they remain in the area, or be confused.
Confused creatures act randomly.

Ice Storm/Wall of Ice
Range: 12 squares
Duration: Storm, 1 round: Wall, 12 turns
Effect: Storm in 2 squares x 2 squares
x 2 squares volume;

An *ice storm* fills a 2 squares x 2 squares x 2 squares cube. If cast in a smaller area, it will remain 2 squares long at most. The storm inflicts 1-6 points of cold damage per level of the caster to every creature in the area. Each victim may make a saving throw vs. spells; if he is successful, he takes only half damage. Fire-type creatures (red dragons, flame salamanders, etc.) have a - 4 penalty on their saving throws, but cold-type creatures (frost giant, frost salamander, etc.) are not affected by the spell.

Dimension Door
Range: 1 square
Duration: 1 round
Effect: Safely transport one creature

This spell will transport one creature (either the caster or a victim up to 1 square from the caster) to a place up to 36 squares away. The caster picks the desired destination. If he does not know the location, the caster may specify the direction and distance of travel, but the distance cannot exceed a total of 36 squares.
If this would cause the recipient to arrive at a location occupied by a solid object, the spell has no effect.
An unwilling recipient may make a saving throw vs. spells to avoid the effect.

Curse
Range: Touch
Duration: Permanent
Effect: Curse opponet

See Cleric Spell.

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