INSTUCTION MANUAL

FOR

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DDDD      EEEEE   M    M      OOO      N      N      SSSs
D    D    E       MM  MM     O   O     NN     N     S
D    D    EEEE    M  M  M    O   O     N  N   N      SSS
D    D    E       M    M     O   O     N    NN      s    S
DDDD      EEEEE   M    M      OOO      N      N      SSS


              AAA      N      N    DDDD
             A   A     NN     N    D   D
             AAAAA     N  N   N    D    D
             A   A     N    NN     D   D
             A   A     N      N    DDDD


DDDD      RRRR     AAA      GGG      OOO      N      N      SSSs
D    D    R    R   A   A    G         O   O    NN     N     S
D    D    RRRR     AAAAA    G  GGG    O   O    N  N   N      SSS
D    D    R   R    A   A    G    G    O   O    N    NN      s    S
DDDD      R    R   A    A    GGGG      OOO     N      N      SSS
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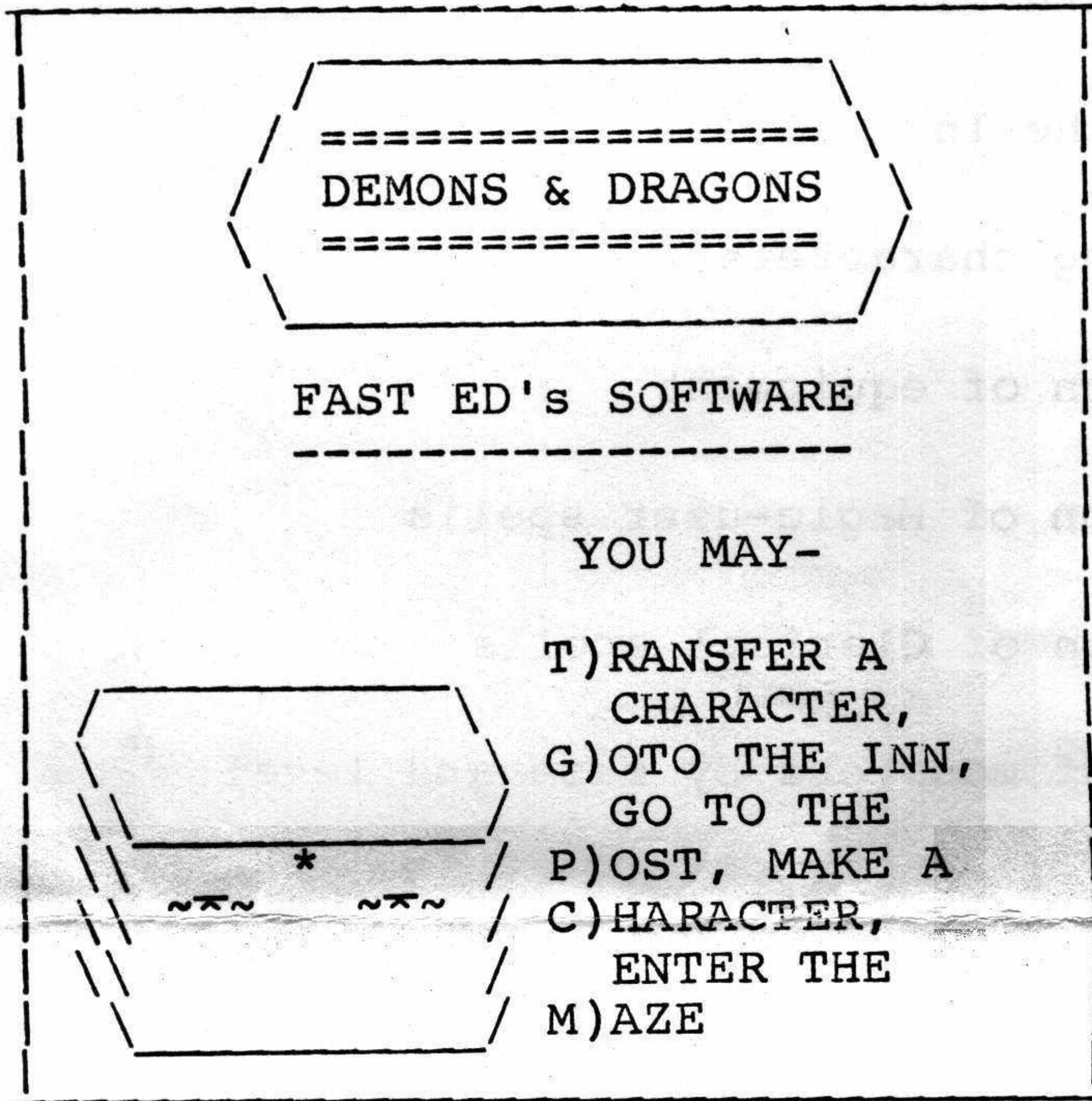
FAST ED's SOFTWARE

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TABLE OF CONTENTS

NOTE

This game requires an extra disk or data pack to be used for storing characters on. It is not possible to use the Master Scenario Disk or data pack.

STARTING THE GAME

To begin playing Demons & Dragons, you must first load SmartBASIC. After doing so, insert the Master Scenario Disk or digital data pack into the drive. Type in RUN D&D then press the return key. The game will then begin running and you will see the title page on the screen.

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===================
DEMONS & DRAGONS
===================


FAST ED's SOFTWARE
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YOU MAY-


          T)RANSFER A
            CHARACTER,
          G)OTO THE INN,
            GO TO THE
          P)OST, MAKE A
          C)HARACTER,
            ENTER THE
          M)AZE
```

At this point you have five options;
   #1 Make a first level character by pressing "C".
   #2 Go to the trading post by pressing "P".
   #3 Go to the maze by pressing "M".
   #4 Go to the adventurers inn by pressing "G".
   #5 Transfer a character from one disk or data pack to
      another by pressing "T".

Each option is a different program, each designed to perform a specific function. Each program will be explained on the following pages in the order specified above.

MAKING A FIRST LEVEL CHARACTER

The first thing you will want to do is make one or more first level characters. The game will allow up to six to be played at a time but as many as thirty-five can be kept on one disk.

When your options come up, press the letter "C". In the course of a minute or two, the computer will ask you to press any key on the keypad. This is the keypad of the number one joystick.

After this is done, the computer will ask you to type in the name of your character. This name should not be more than four characters long. Type in the name of your character and hit the return key.

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------------------------------------------------
|                     NOTE                      |
|     Upper and Lower case letters are not      |
|      recognized as being the same letter.     |
|     Therefore, characters of the same name    |
|       but different upper and lower case      |
|          settings are permitted.             |
------------------------------------------------
```

Next, you must choose the alignment of your character by hitting the key A,B, or C, meaning your character is Good, Neutral, or Evil, respectively.

You will then be given a set of numbers associated with your attributes, and a choice of classes that your character may choose from. (C=CLERIC, F=FIGHTER, M=MAGIC-USER, T=THEIF). You may rearrange the numbers to suit your characters needs by pressing the "R" key, substitute the numbers with new ones by pressing the "S" key, or choose a class by hitting the letter next to the class you desire.

After choosing a class, you will be given gold pieces, hit pionts, and any adjustments that your character may recieve.

At this point the computer will ask you whether you wish to save this character. If so, press the "Y" key. If not press the "N" key. You will then be asked if you wish to create another character. Press the "Y" key to do so, or the "N" key to return to options.

After createing all the characters that you wish, you should go to the trading Post to purchase equipment for them.

BUYING EQUIPMENT AT THE POST

To go to the trading Post, press "P". After a minute or two the computer will ask you to insert the character disk or data pack and press any key. After doing so, you will be given a list of characters and be asked which character you wish to enter. Type in the name of the character that will enter and press the return key.

After taking a couple of seconds to load the character, you will be given a list of the characters current equipment, and amount of gold pieces that your character is carrying.

At this point you will want to purchase some armor, and a weapon of some sort, at the least. To do this, press the letter "P".

You will then be given a page of equipment to choose from. To purchase something, you must type in the number of the item that you want, and hit the return key. If you press the letter "C", and then the return key, you will be given a second page of equipment to choose from. But most of the equipment on the second page will be too expensive for many characters until they accumulate gold pieces.

After purchasing your equipment, you should equip the character by pressing "E". This will allow you to choose which item you wish to use in combat, if you are carrying more than one of a particular type of item. YOU MUST EQUIP YOUR CHARACTER WHEN YOU BUY NEW EQUIPMENT OR IT WILL NOT DO YOU ANY GOOD.

There is a description of all equipment on the 6th page of this manual.

After all your characters have bought everything they need and have all equipped themselves, your party will be ready to enter the Maze.

ENTERING THE MAZE

To enter the Maze, press the letter "M". After a couple of minutes the computer will ask you to press a key on the keypad. After this is done, you will be asked how many characters will play (Maximum of six). Place the character disk or data pack in, and the computer will give you a list of all the characters on it, and ask you for the first character that will enter. Type in the name of the character and press the return key. The computer will then ask for the second character entering, and so on. The order in which you type these characters in will be the marching order for the party once inside the maze. Characters in front will be attacked more, and therefore should be the strongest characters of the group.

After all characters are loaded, you will be asked which level you wish to enter, the first level being the easiest. There are ten levels to the maze, but the lowest level of the maze you are allowed to start in is the third (ten being the lowest of all levels). First level characters will want to start in the first level. Put the Master Scenario Disk or data pack in and choose a level.

The computer will load in the level of the maze you choose very quickly, and draw a picture of it on the screen. If you take the stairs up, you will exit the maze. To move, you will use the arrow keys on the keyboard. To examine a character, you may push the home key. When a monster is met, the computer will print "AN ENCOUNTER" on the screen. You will then be told how many monsters there are, list out your characters and some vital information about them, and then ask what the first character will do.

```
| (5) GIANT SPIDER (5)            |
|                                 |
|                                 |
|                                 |
| ED MAY-                         |
|   F)IGHT    U)SE                |
|   P)ARRY    R)UN                |
|                                 |
|                                 |
|                                 |
| NAME  H.P.      CLASS A.C.  S.P.|
| ----  -------   ----- ----  ----|
| ED    66/66     F      -3    0   |
| DEL   51/51     T      -2    0   |
| SHER  65/65     C-F    -1    45  |
| GARY  26/26     C-F-M  -3    39  |
| ROB   41/41     C-F    -1    36  |
| LAUR  33/33     C      -1    21  |
```

You have four options. Clerics and magic-users have five options: Fight, Run, Use, Parry and Spell. Fight is used to attack the monster with whatever weapon the character was equiped with, and is done when the "F" key is pressed. "Run"done by pressing the "R" key. Run does not always work and can only be tried once. "Use" can be done by pressing the "U" key, and will enable the character to use a potion if he/she is carrying one. "Parry" is used when the character feels his best offence is defense. Parry lowers the armor class of that character by two for one attack, but that character's attack is forfeitted. Parry is executed by pressing the "P" key. Spells can be used by clerics and magic-users by pressing the "S" key, providing the character has spell points left. A list of spells, and what they do, are listed on the 7th page of this manual.

After a group of monsters are killed, each character will recieve experience points, and a chest will sometimes be found. Gold is usually found in these chests, but watch out for POISON NEEDLES and MOUSE TRAPS! Sometimes even monsters are found inside them!

To exit the Maze, go back up the stairs you came down, at the position that you entered. In some lower levels, the stairs going up are not in the same spot as the stairs going down. After exiting, you will need to put in the character disk so that the characters can be updated.

After the characters are updated, you will be asked if you wish to go back in the Maze. If you choose to do so, your characters will be back at full hit points and spell points upon entering.

After exiting the Maze, you may wish to go back to the Trading Post to buy more or better equipment. Another thing that should be done on occasion is go to the Inn with each character. If the character has accumulated enough experience points to go to the next level, the character will advance at the Inn, and gain hit points and spell points.

GOING TO THE INN

To enter the Inn Press the "G" key. You will then be asked to insert the character disk or data pack, and a list of the characters on that disk will be displayed. Type in the name of the character that will enter, and press the return key. The character will be loaded and moved up a level if that character has enough experience points. If not, the character will be displayed and you will be told how many additional experience points are neccessary to make the next level.

TRANSFERING CHARACTERS

Sometimes it may become neccessary to move characters from one disk to another. This can be done by pressing the "T" key.

EQUIPMENT AT THE POST

1. Short sword : 1-6 points damage, 8 gp's
2. 2 handed sword : 1-10 points damage, 30 gp's
3. Long sword : 1-8 points damage, 15 gp's
4. Dagger : 1-4 points damage, 2 gp's
5. Mace : 1-6 points damage, 4 gp's
6. Sheild : -1 on armor class, 10 gp's
7. Leater armor : -2 on armor class, 5 gp's
8. Ring mail armor : -3 on armor class, 30 gp's
9. Chain mail armor : -5 on armor class, 75 gp's
10. Plate mail armor(F) : -7 on armor class, 400gp's
11. Potion of healing : heals 1-6 hit points, 400 gp's
12. Potion of Xhealing : heals 3-18 hit points, 800 gp's
13. Potion of invisibility : armor class of -10, 500 gp's
14. Potion of defence : -2 on armor class, 200 gp's
15. Potion of Armor : -5 on armor class, 400 gp's
16. Potion of speed : 5 attacks, 525 gp's
17. Potion of accuracy : +2 to hit, 250 gp's
18. Potion of precision : +5 to hit, 500 gp's
19. Gloves of accuracy : +2 to hit, 9550 gp's
20. Gloves of precision : +5 to hit, 30000 gp's
21. Gloves of speed : 1 extra attack, 30000 gp's
22. Gloves of defence : -3 on armor class, 12050 gp's
23. Ring of wizardry(M) : 2 times spell points, 40100 gp's
24. Ring of holyness(C) : 2 times spell points, 40050 gp's
25. Ring of havoc(F) : +3 on damage, 40000 gp's
26. Ring of protection : -2 on armor class, 11000 gp's
27. Helm of defence : -3 on armor class, 13000 gp's
28. Helm of Killing : +3 to hit, 14000 gp's

( ) - Useable by this class character only.

Potion of invisibility, defence, armor, accuracy and precision are at full strength for one encounter. Then gradually wear off.

DESCRIPTION OF MAGIC-USER SPELLS

1. MAGIC MISSLE - Causes one missle for each level of experience of the caster to be shot at one creature. Each missle causes 2-6 points damage.

2. PROTECTION - Lowers armor class of caster by four for the length of the encounter.

3. BURNING HANDS - Flames shoot from the casters fingers causeing one point of damage for each level of experience of the caster.

4. INVISIBILITY - Enables caster to become virtually invisable to opponents for the length of the encounter (A.C. of -10).

5. SLEEP - Causes all opponents to sleep for an unspecified amount of time.

6. FEAR - Causes one half of opponents to run from fear (no experience points gained from these monsters).

7. FIREBALL - Causes a ball of fire to be thrown from casters hand to one target causeing 3-6 points of dam for each level of experience of the caster.

8. HASTE - Enables all members of the party to attack three times for one round.

9. DEFENCE - Causes armor class of entire party to drop by four.

10. ICE STORM - Causes ice stones to fall on opponents while taking 30-40 points damage each.

11. MIGHTY SWORD - Atomaticall hits opponent for eighty points of damage.

12. KILLING - Causes all weapons damage of the party to be tripled for one encounter.

13. DEATH - Causes one half of all monsters to die.

14. POWER WORD KILL - Causes one monster to die.

15. TELEPORT - Transports entire party out of the maze.

DESCRIPTION OF CLERICAL SPELLS

1. HEAL - Heals 1-6 points of damage to any member of the party.
2. HARM - Causes 1-6 points of damage to opponent.
3. FLAME STRIKE - Flames shoot from the casters fingers causeing one point of damage for each level of experience of the caster.
4. MOVEMENT - Lowers armor class of caster by four.
5. SANCTUARY - Enables caster to become virtually invisable to opponents for the length of the encounter (A.C. of -10).
6. CURE WOUNDS - Cures 10-18 points of damage to anyone in the party.
7. DEFENCE - Lowers armor class of entire party by four.
8. PRECISION - Adds 3 to hit for every member of the party.
9. CURE SERIOUS WOUNDS - Cures 20-40 points of damage of anyone in the party.
10. UNHOLY WORD - Causes 1 monster to run from fear (no experience points gained).
11. CURE CRITICAL WOUNDS - Cures 50-70 points of damage of anyone in the party.
12. MASSIVE WOUNDS - Causes 15-30 points of damage to each opponent.
13. RESTORE - Restores all hit points to anyone in the party.
14. POWER WORD KILL - Causes one monster to die.
15. VANISH - Causes all oponents to dissipear (no experience points).

LEVEL # 1

#	NAME OF MONSTER	ARMOR CLASS	HIT DICE	# OF ATTACKS	X.P. VALUE	X.P. /H.P.	DAM /ATK	# OF MONS	MAG RES
(1)	GIANT ANT	3	2+0	1	20	2	1-6	1-2	1%
(2)	BADGER	4	1+2	3	20	2	1-2	1-2	1%
(3)	FIRE BEETLE	4	1+2	1	20	2	2-8	1-2	1%
(4)	MANE DEMON	7	1+0	3	18	1	1-3	1-2	1%
(5)	DWARF	5	1+0	1	12	1	1-2	3-7	1%
(6)	WONDERING SEEKER	9	0+1	1	6	0	1-10	1-2	1%
(7)	ELF	5	1+1	1	18	2	1-2	2-5	1%
(8)	GNOME	6	1+0	1	18	2	1-3	3-7	1%
(9)	GOBLIN	6	1+0	1	12	1	1-6	4-7	1%
(10)	FLOATING MOUSE TRAPS	5	1+0	1	10	1	1-1	3-6	1%
(11)	HOBGOBLIN	5	1+1	1	20	3	1-8	1-3	2%
(12)	HUMAN	6	2+1	1	20	4	1-6	3-5	2%
(13)	KOBOLD	8	1+0	1	6	1	1-4	4-9	1%
(14)	ORC	6	1+0	1	10	1	1-6	4-5	2%
(15)	CHASER	5	2+0	1	30	2	1-8	1-2	1%
(16)	GIANT RAT	8	1+0	1	7	1	1-3	3-9	1%
(17)	GRUBS	9	0+1	1	6	1	2-5	1-2	1%
(18)	SOUNDER	7	3+0	1	5	1	1-1	1-2	2%
(19)	SKELETON	7	1+0	1	14	1	1-6	1-2	2%
(20)	ZOMBIE	8	2+0	1	20	3	1-8	1-2	2%

LEVEL # 2

#	NAME OF MONSTER	ARMOR CLASS	HIT DICE	# OF ATTACKS	X.P. VALUE	X.P. /H.P.	DAM /ATK	# OF MONS	MAG RES
(1)	GIANT BADGER	4	2+0	3	35	3	1-4	1-4	2%
(2)	GIANT CENTIPEDE	9	1+0	1	30	1	1-4	3-13	1%
(3)	HUMAN	5	2+1	1	40	3	2-8	2-7	2%
(4)	HOUND DEVIL	7	3+0	1	65	3	1-4	2-5	2%
(5)	SPORE	9	0+1	1	33	0	2-9	1-2	3%
(6)	GNOLL	5	2+2	1	28	2	2-9	5-10	3%
(7)	CHASER	3	3+1	1	60	4	5-15	1-4	2%
(8)	GIANT RAT	7	0+2	1	85	4	2-11	7-24	1%
(9)	GRUBS	9	0+1	1	6	0	2-5	1-4	1%
(10)	SOUNDER	7	3+1	1	5	1	2-5	1-3	2%
(11)	STIRGE	8	2+0	1	36	2	2-4	6-15	1%
(12)	GIANT TOAD	6	2+4	1	50	3	2-8	6-15	2%
(13)	TROGLEDYTE	5	4+0	1	110	4	3-9	2-8	2%

LEVEL # 3

#	NAME OF MONSTER	ARMOR CLASS	HIT DICE	# OF ATTACKS	X.P. VALUE	X.P. /H.P.	DAM /ATK	# OF MONS	MAG RES
(1)	BORING BEETLE	3	5+0	1	90	5	6-20	1-3	3%
(2)	BEARBUG	5	3+1	1	135	4	2-8	2-7	3%
(3)	BLACK DRAGON	3	3+0	3	60	4	3-18	1-1	3%
(4)	WHITE DRAGON	3	3+0	3	60	4	2-16	1-1	3%
(5)	PURPLE FUNGI	7	3+0	2	100	4	5-10	1-3	1%
(6)	GELATIN CUBE	8	4+0	1	150	4	2-8	1-1	3%
(7)	GHOUL	6	2+0	3	65	2	1-6	1-4	2%
(8)	GIANT LIZARD	5	3+1	1	125	4	1-8	1-3	3%
(9)	WERERAT LYCANTHROPE	6	3+1	1	150	4	1-8	2-5	2%
(10)	OCHRE JELLY	8	6+0	1	150	6	3-11	1-1	2%
(11)	OGRE	4	4+4	1	222	8	3-12	1-3	3%
(12)	CHASER	3	4+0	1	60	4	5-24	2-5	2%
(13)	GRUBS	9	0+1	1	100	0	1-20	1-4	1%
(14)	SOUNDER	7	3+0	1	5	1	2-4	2-5	2%
(15)	HUGE SPIDER	6	2+2	1	145	3	1-6	2-5	2%
(16)	GIANT SPIDER	4	4+4	1	255	5	2-8	2-5	3%
(17)	GIANT TICK	3	3+2	1	105	2	2-7	1-3	1%
(18)	GIANT WEASEL	6	3+3	1	125	4	2-12	1-4	2%

LEVEL # 4

#	NAME OF MONSTER	ARMOR CLASS	HIT DICE	# OF ATTACKS	X.P. VALUE	X.P. /H.P.	DAM /ATK	# OF MONS	MAG RES
(1)	APE	6	5+0	3	170	5	2-9	1-3	3%
(2)	BLINKING DOG	4	4+0	1	170	5	1-6	2-5	2%
(3)	BLACK DRAGON	3	4+0	3	130	5	3-18	1-1	3%
(4)	BLUE DRAGON	2	4+0	3	130	5	3-23	1-1	3%
(5)	BRASS DRAGON	2	4+0	3	130	5	4-16	1-1	3%
(6)	BRONZE DRAGON	0	4+0	3	130	6	4-24	1-1	3%
(7)	COPPER DRAGON	1	4+0	3	130	6	5-20	1-1	3%
(8)	GOLD DRAGON	8	6+0	3	400	8	3-36	1-1	3%
(9)	GREEN DRAGON	2	4+0	3	130	5	2-20	1-1	3%
(10)	RED DRAGON	1	5+0	3	255	6	3-30	1-1	3%
(11)	SILVER DRAGON	1	5+0	3	255	7	5-30	1-1	3%
(12)	WHITE DRAGON	2	4+0	3	130	5	2-16	1-1	3%
(13)	GERGOYLE	5	4+4	4	165	5	1-5	1-2	2%
(14)	GHAST	4	4+0	3	190	4	1-6	1-4	2%
(15)	GRAY OZE	8	3+3	1	200	5	2-16	1-1	2%
(16)	HELL HOUND	4	6+0	1	250	8	1-12	1-2	2%
(17)	HYDRA	5	1+0	1	33	5	1-6	5-5	3%
(18)	HYDRA- PYRO	5	1+0	1	66	6	5-10	6-6	3%
(19)	WEREWOLF LYCANTHROPE	5	4+3	1	205	5	2-8	1-2	2%
(20)	IGUANADON DINOSAUR	4	6+0	3	150	6	2-8	1-2	3%
(21)	BEAROWL	5	5+2	3	225	8	2-12	1-2	3%
(22)	RUSTING MONSTER	2	5+0	1	185	4	2-7	1-1	2%
(23)	SHADOW	6	3+3	1	255	4	2-9	1-3	2%
(24)	GIANT CONSTRICTOR SNAKE	5	6+1	2	225	8	2-8	1-1	0%
(25)	SOO-MONSTER	6	5+5	5	225	3	1-5	1-2	2%
(26)	ICE TOAD	4	5+0	1	205	5	3-12	1-1	3%
(27)	POISONOUS TOAD	7	2+0	1	160	3	1-15	1-3	2%

LEVEL # 5

#	NAME OF MONSTER	ARMOR CLASS	HIT DICE	# OF ATTACKS	X.P. VALUE	X.P. /H.P.	DAM /ATK	# OF MONS	MAG RES
(1)	BLACK DRAGON	3	5+0	3	405	6	3-18	1-1	5%
(2)	BLUE DRAGON	2	5+0	3	355	6	3-24	1-1	5%
(3)	BRASS DRAGON	2	5+0	3	380	6	4-16	1-1	5%
(4)	BRONZE DRAGON	0	5+0	3	380	7	4-24	1-1	5%
(5)	COPPER DRAGON	1	5+0	3	380	6	5-20	1-1	5%
(6)	GOLD DRAGON	0	7+0	3	455	8	5-39	1-1	5%
(7)	GREEN DRAGON	2	5+0	3	355	6	2-20	1-1	5%
(8)	RED DRAGON	0	6+0	3	455	7	3-30	1-1	5%
(9)	COCKETRICE	6	5+0	1	315	5	21-25	1-2	1%
(10)	DISPLACING BEAST	4	6+0	2	475	8	2-8	1-2	3%
(11)	DOPPLEGANKER	5	4+0	1	330	4	1-12	1-3	2%
(12)	SILVER DRAGON	0	6+0	3	405	7	5-30	1-1	5%
(13)	WHITE DRAGON	1	5+0	3	405	6	2-16	1-1	5%
(14)	HYDRA	5	1+0	1	57	8	1-8	8-8	3%
(15)	HYDRA-PYRO	5	1+0	1	150	6	5-10	6-6	3%
(16)	IMP	2	4+2	1	255	3	1-10	1-2	1%
(17)	LEUCROTA	4	6+1	1	475	8	3-18	1-2	3%
(18)	SUBTERRANEAN LIZARD	5	6+0	1	350	6	2-12	1-3	2%
(19)	WEREBOAR LYCANTHROPE	4	5+2	1	275	6	2-12	1-3	3%
(20)	MINOTAUR	6	6+3	2	400	8	2-8	1-3	3%
(21)	MOMOCLONIUS DINOSAUR	4	8+0	1	550	8	2-16	1-1	3%
(22)	QUASIT	2	5+0	3	325	3	2-6	1-1	3%
(23)	RUSTING MONSTER	2	5+0	1	185	4	1-4	1-1	1%
(24)	ARCHELON DINOSAUR	3	7+0	1	225	8	3-12	1-1	2%
(25)	SLITHERING TRACKER	5	5+0	1	255	5	1-2	1-1	3%
(26)	GIANT AMPHIBOUS SNAKE	3	6+0	2	475	6	2-9	1-1	1%
(27)	GIANT POISONOUS SNAKE	5	4+2	1	390	5	3-12	1-1	2%
(28)	GIANT SPITTING SNAKE	5	4+2	1	390	5	3-12	1-1	3%
(29)	GIANT SPIDER	4	4+4	1	315	5	2-9	1-2	2%

LEVEL # 6

#	NAME OF MONSTER	ARMOR CLASS	HIT DICE	# OF ATTACKS	X.P. VALUE	X.P. /H.P.	DAM /ATK	# OF MONS	MAG RES
(1)	BASILISK	4	6+1	1	1000	8	16-25	1-1	2%
(2)	CRAWLER	5	3+1	8	580	4	1-10	1-2	3%
(3)	BLACK DRAGON	3	6+0	3	420	8	3-18	1-1	10%
(4)	BLUE DRAGON	2	6+0	3	420	8	3-24	1-1	10%
(5)	BRASS DRAGON	2	6+0	3	420	8	4-16	1-1	10%
(6)	BRONZE DRAGON	0	6+0	3	420	9	4-24	1-1	10%
(7)	COPPER DRAGON	1	6+0	3	420	8	5-20	1-1	10%
(8)	GOLD DRAGON	-2	8+0	3	600	10	3-37	1-1	10%
(9)	GREEN DRAGON	2	6+0	3	420	8	2-20	1-1	10%
(10)	RED DRAGON	-1	7+0	3	600	8	3-30	1-1	10%
(11)	ROTTEN DEVIL	2	6+6	1	875	8	2-13	1-2	30%
(12)	GENNI	4	7+3	1	725	5	3-18	1-1	3%
(13)	SILVER DRAGON	-1	7+0	3	500	8	5-30	1-1	10%
(14)	WHITE DRAGON	3	6+0	3	420	7	2-16	1-1	10%
(15)	CERATOSAURUS DINOSAUR	5	8+0	3	600	12	1-10	1-1	3%
(16)	HYDRA	5	1+0	1	82	10	1-8	8-8	3%
(17)	JACKALWERE	4	4+0	1	800	4	1-10	1-2	2%
(18)	LAMMSU	6	7+7	2	850	10	1-10	1-3	30%
(19)	WEREBEAR LYCANTHROPE	2	7+3	3	825	10	1-7	1-1	3%
(20)	WERETIGER LYCANTHROPE	3	6+2	3	525	8	1-10	1-2	3%
(21)	MANTICORE	4	6+3	3	525	8	1-6	1-2	3%
(22)	MINOTAUR	6	6+3	2	400	8	1-8	1-3	3%
(23)	MONOCLONIUS DINOSAUR	3	8+0	1	550	9	2-16	1-1	3%
(24)	ANKYLOSAURUS DINOSAUR	0	9+0	1	900	12	3-18	1-1	3%
(25)	MAGI	4	5+2	1	900	6	1-16	1-2	3%
(26)	OTTYUGH	3	7+0	3	700	7	1-7	1-1	2%
(27)	RAKSHESA	-2	7+0	3	900	8	1-7	1-1	5%
(28)	SALAMANDER	3	7+7	2	825	10	2-12	1-2	2%
(29)	PHAZER SPIDER	6	5+5	1	700	6	1-7	1-3	3%
(30)	TROLL	4	6+6	3	525	8	3-10	1-3	3%
(31)	WRIGHT	4	4+3	1	540	5	1-8	1-4	5%
(32)	AIR WALKER	6	6+3	1	575	8	3-18	1-2	5%
(33)	WRAITH	4	5+3	1	575	6	2-10	1-2	5%
(34)	WIVARN	3	7+7	2	925	10	1-14	1-1	3%

LEVEL # 7

#	NAME OF MONSTER	ARMOR CLASS	HIT DICE	# OF ATTACKS	X.P. VALUE	X.P. /H.P.	DAM /ATK	# OF MONS	MAG RES
(1)	BLACK PUDDING	4	10+0	1	1350	0	3-24	1-1	2%
(2)	BLACK DRAGON	3	7+0	3	650	10	3-18	1-1	15%
(3)	BLUE DRAGON	2	7+0	3	650	10	3-24	1-1	15%
(4)	BRASS DRAGON	2	7+0	3	650	10	4-16	1-1	15%
(5)	BRONZE DRAGON	0	7+0	3	650	10	4-24	1-1	15%
(6)	COPPER DRAGON	1	7+0	3	650	10	5-20	1-1	15%
(7)	GOLD DRAGON	-2	9+0	3	1150	14	3-37	1-1	15%
(8)	GREEN DRAGON	2	7+0	3	650	10	2-20	1-1	15%
(9)	RED DRAGON	-1	8+0	3	1100	12	3-30	1-1	15%
(10)	CHINERA	3	9+0	6	1000	12	1-14	1-2	7%
(11)	SUCULANT DEMON	-1	7+0	2	2100	6	2-9	1-1	65%
(12)	MROCK DEMON	-1	9+0	5	1275	10	1-8	1-1	50%
(13)	HESROU DEMON	-3	10+0	3	2000	12	1-10	1-1	55%
(14)	GLABRESU DEMON	-3	11+0	5	2400	14	1-12	1-1	60%
(15)	BARB DEVIL	-1	9+0	3	1425	10	1-10	1-1	35%
(16)	BONE DEVIL	-2	10+0	1	2800	12	3-12	1-1	40%
(17)	HORNED DEVIL	-3	6+5	4	1320	6	1-8	1-1	50%
(18)	SILVER DRAGON	-1	8+0	3	900	12	5-30	1-1	15%
(19)	WHITE DRAGON	3	7+0	3	650	10	2-16	1-1	15%
(20)	EFRATI	1	11+0	1	1950	14	3-24	1-1	7%
(21)	SOIL ELEMENTAL	1	8+0	1	2850	15	4-32	1-1	5%
(22)	ETTEN	3	10+0	2	1950	14	1-17	1-2	5%
(23)	HILL GIANT	4	8+2	1	1400	12	2-16	1-3	5%
(24)	FROST GIANT	4	10+3	1	2250	14	4-24	1-3	5%
(25)	FLESH GOLEM	9	10+0	2	2380	0	2-16	1-1	5%
(26)	GORGON	2	8+0	1	1750	10	2-12	1-1	5%
(27)	GROANING SPIRIT	-1	7+0	1	2450	10	1-10	1-1	50%
(28)	HYDRA	5	1+0	1	155	14	1-10	10-10	5%
(29)	HYDRA-PYRO	5	1+0	1	220	10	5-12	8-8	5%
(30)	INTELLECT DEVOURER	4	6+6	4	1510	8	1-6	1-1	10%
(31)	INVISIBLE STALKER	2	8+0	1	1070	10	4-16	1-1	30%
(32)	LEMIA	3	9+0	1	1700	12	1-10	1-2	4%
(33)	FIRE LIZARD	3	10+0	3	1350	14	1-10	1-3	5%
(34)	LUKER	6	10+0	1	1500	14	1-8	1-1	5%
(35)	STONE GIANT	0	9+2	1	1835	14	1-18	1-2	5%
(36)	MIMIC	7	8+0	1	1020	10	3-12	1-1	5%
(37)	MIND FLAYER	5	8+4	4	1800	12	1-8	1-2	90%
(38)	MUMMY	2	6+3	1	1150	8	1-12	1-2	4%
(39)	SPIRIT NAGA	4	9+0	1	2700	14	1-10	1-2	5%
(40)	NEO-OTIUGH	0	10+0	3	1500	15	2-12	1-1	5%
(41)	NIGHT HAG	4	8+0	1	1750	10	2-12	1-2	65%
(42)	ROPER	-1	11+0	1	2750	16	5-20	1-2	80%
(43)	SHAMBLING MOUND	0	10+0	2	1800	10	2-16	1-2	25%
(44)	SHADU	4	9+0	2	1950	14	1-10	1-2	5%
(45)	GIANT SLUG	8	12+0	1	2000	16	1-12	1-1	5%
(46)	SPECTRE	1	7+3	1	1650	10	1-12	1-1	10%
(47)	UMBAR HULK	2	8+8	3	1300	12	1-12	1-1	5%
(48)	WILL-A-WISP	-8	9+0	1	1200	12	2-16	1-3	14%
(49)	XORM	-2	7+7	4	1275	10	1-10	1-3	4%

LEVEL # 8

#	NAME OF MONSTER	ARMOR CLASS	HIT DICE	# OF ATTACKS	X.P. VALUE	X.P. /H.P.	DAM /ATK	# OF MONS	MAG RES
(1)	SERVANT	2	16+0	1	5250	20	9-32	1-1	7%
(2)	BLACK DRAGON	3	8+0	3	2550	20	4-18	1-1	20%
(3)	BLUE DRAGON	2	8+0	3	2550	20	4-24	1-1	20%
(4)	BRASS DRAGON	2	8+0	3	2550	20	5-16	1-1	20%
(5)	BRONZE DRAGON	0	8+0	3	2550	20	5-24	1-1	20%
(6)	COPPER DRAGON	1	8+0	3	2550	20	6-20	1-1	20%
(7)	GOLD DRAGON	-2	10+0	3	3060	24	4-36	1-1	20%
(8)	GREEN DRAGON	2	8+0	3	2550	20	3-20	1-1	20%
(9)	RED DRAGON	-1	9+0	3	2805	20	4-30	1-1	20%
(10)	YOHUD DEMON	-1	11+0	3	3000	12	3-8	1-1	65%
(11)	MARLITH DEMON	-7	7+7	7	3000	12	5-19	1-1	80%
(12)	KALOR DEMON	-2	8+8	1	3600	12	3-13	1-1	75%
(13)	ICE DEVIL	-5	11+0	4	4400	16	6-20	1-1	55%
(14)	SILVER DRAGON	-1	9+0	3	2805	22	6-40	1-1	20%
(15)	WHITE DRAGON	3	8+0	3	2550	20	5-24	1-1	20%
(16)	GHOST	0	10+0	1	4050	14	5-34	1-1	10%
(17)	GIANT CLOUD	2	12+5	1	4240	16	7-36	1-2	8%
(18)	PUDDY GOLEM	7	12+0	1	3620	0	4-30	1-1	8%
(19)	HYDRA	5	1+0	1	281	18	1-12	14-14	8%
(20)	HYDRA-PYRO	5	1+2	1	408	16	7-16	12-12	8%
(21)	INTELLECT DEVOURER	2	6+6	4	1475	8	2-33	1-2	10%
(22)	LUKER	6	10+0	1	1465	14	2-11	1-1	8%
(23)	SUCULANT DEMON	0	6+0	2	5100	10	1-10	1-1	70%
(24)	GYNO SPHINX	-1	8+0	2	2805	14	3-10	1-1	8%
(25)	NIGHTMARE	-4	6+6	3	3825	11	5-10	2-4	8%
(26)	NAGA	3	12+0	2	3515	15	5-14	1-2	8%
(27)	NEO-OTIGH	0	11+0	3	1365	10	3-12	1-1	8%
(28)	PURPLE WORM	6	15+0	1	4895	20	3-24	1-1	8%
(29)	GORGOSAURUS DINOSAUR	5	13+0	3	2040	18	8-28	1-2	6%
(30)	GIANT SLUG	7	12+0	1	2040	16	1-12	1-1	8%
(31)	TRAPPER	3	12+0	1	2855	16	2-11	1-1	6%
(32)	VAMPIRE	-1	10+3	1	3770	12	6-17	1-1	25%
(33)	WILL-A-WISP	-8	9+0	1	1220	12	2-16	2-5	14%
(34)	XORN	-4	7+7	4	1275	10	6-23	2-5	8%

LEVEL # 9

#	NAME OF MONSTER	ARMOR CLASS	HIT DICE	# OF ATTACKS	X.P. VALUE	X.P. /H.P.	DAM /ATK	# OF MONS	MAG RES
(1)	BLUE DRAGON	2	9+0	3	6120	20	4-19	1-1	25%
(2)	BRASS DRAGON	2	9+0	3	6120	20	4-19	2-2	25%
(3)	BRONZE DRAGON	0	9+0	3	6120	20	4-19	1-1	25%
(4)	COPPER DRAGON	1	9+0	3	6120	20	4-19	1-1	25%
(5)	GOLD DRAGON	0	11+3	3	7120	20	4-19	1-1	25%
(6)	GREEN DRAGON	2	9+0	3	6120	20	4-19	1-1	25%
(7)	RED DRAGON	1	10+2	3	6735	20	4-19	1-1	25%
(8)	BLACK DRAGON	2	9+0	3	6120	20	4-19	1-1	25%
(9)	PIT DEVIL	-4	15+0	2	7900	18	8-24	1-1	65%
(10)	SILVER DRAGON	1	10+0	3	6630	20	6-40	1-1	25%
(11)	WHITE DRAGON	2	9+2	3	6120	20	7-26	2-2	25%
(12)	STORM GIANT	1	15+5	1	5810	20	7-52	1-2	9%
(13)	ROCK GOLEM	2	14+0	1	8950	0	7-30	1-1	9%
(14)	HYDRA	5	1+0	1	385	22	2-23	18-18	9%
(15)	PYRO HYDRA	5	1+1	1	416	16	7-16	12-12	9%
(16)	SKY GIANT	2	12+5	1	4260	16	7-36	2-3	9%
(17)	ROCK GIANT	0	9+2	1	2040	14	3-18	3-4	9%
(18)	NIGHTMARE	-4	6+10	3	1020	8	5-15	3-5	9%
(19)	PURPLE WORM	6	15+0	2	4945	20	3-24	1-3	9%
(20)	REMORHASE	1	12+0	1	1730	16	7-36	1-2	75%
(21)	LESSER TITAN	0	18+0	1	7025	25	8-47	1-1	50%
(22)	MINOR TITAN	-1	19+0	1	9025	30	8-49	1-1	55%
(23)	HULK	1	8+8	3	1325	12	3-13	2-4	9%
(24)	VAMPIRE	1	10+6	1	3790	12	7-26	1-1	30%
(25)	WILL-A-WISP	-8	9+0	1	1210	12	3-16	2-5	15%
(26)	XORN	-2	7+7	4	1275	10	6-20	2-9	9%

LEVEL # 10

#	NAME OF MONSTER	ARMOR CLASS	HIT DICE	# OF ATTACKS	X.P. VALUE	X.P. /H.P.	DAM /ATK	# OF MONS	MAG RES
(1)	GEHOLDER	2	13+0	1	11320	20	1-20	2-3	15%
(2)	NIGHTMARE	4	6+6	3	1020	8	1-10	1-10	10%
(3)	DEMOJORJON	-8	25+90	3	65225	50	1-50	1-1	95%
(4)	ASMODEUZ	-7	22+96	1	65025	20	2-46	1-1	90%
(5)	BLUE DRAGON	2	12+4	3	7650	16	1-38	2-2	30%
(6)	BRONZE DRAGON	0	12+4	3	7650	17	1-38	2-2	30%
(7)	COPPER DRAGON	1	11+4	3	7140	17	1-30	2-2	30%
(8)	CHROME DRAGON	0	20+48	6	62730	10	1-25	1-1	30%
(9)	GOLD DRAGON	-2	15+8	3	11475	12	1-42	2-2	30%
(10)	GREEN DRAGON	2	12+4	3	7140	10	2-29	2-2	30%
(11)	PLATINUM DRAGON	-3	25+8	3	55680	18	1-60	1-1	30%
(12)	RED DRAGON	-1	15+5	3	7650	18	3-42	2-2	30%
(13)	SILVER DRAGON	-1	15+5	3	7650	18	3-42	2-2	30%
(14)	STEEL GOLEM	-1	15+20	1	14280	10	5-44	1-1	22%
(15)	LICH	0	11+6	1	10710	16	3-32	1-1	15%
(16)	TITAN	-3	22+2	1	11008	35	11-50	1-1	60%
(17)	VAMPIRE	1	8+10	1	3825	12	3-22	1-1	40%