

The Chambers Beneath



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Chapter 1

Introduction

You are an adventurer who has recently arrived in a once-bustling medieval city whose streets are strangely deserted. The people are here, but they no longer gather in the cobbled streets and the public squares. Instead, they cower in the safety of their houses. Few shops are open, and it is difficult to find out the cause of this eerie quiet.

All that you can find out from the few frightened, gabbling citizens you come across is that a great and significant treasure has gone missing from the city. It seems that this is no ordinary treasure, but one that guarantees the safety of the city and its inhabitants. With it missing, everyone is expecting a great calamity to fall upon them.

You will have to consult the city's ruler to find out exactly what has gone missing, and what reward there is to the hero who retrieves it. All you can gather from those you have spoken to so far is that there exists a network of underground passages and chambers with unsavoury inhabitants, and everyone believes the treasure has been hidden down there.

So being an adventurer hungry for glory, you think you should be the one to take on the quest, and venture down into *The Chambers Beneath*.

This is a *role-playing game*, of a type sometimes known as a

roguelike or a *dungeon crawler*. It is turn-based, meaning that the emphasis is not on fast reactions but on planning and careful consideration.

In this game you will be choosing a character, and equipping them with weaponry to start the adventure. You'll be descending into the dungeons, killing monsters, finding treasure, and improving your natural attributes and skill set in order to deal with ever more difficult challenges down in the depths. And if you do well, you'll be returning to the ruler of the city to present them with the lost treasure and gain a great reward.

1.1 Installing the Game

The game runs on an IBM PC or compatible computer. It requires an 8088 processor or better, so it should run on anything from the original IBM PC. It supports CGA graphics and looks best when connected to an RGB colour or composite monochrome monitor. It requires 512k of memory.

Before playing the game you must install it either to another floppy disk or to a hard disk. This is because the game saves your progress, and the original disk is write-protected so your game could not be saved there.

To create a floppy disk to play the game from, have a formatted disk ready. Put the original game disk in your floppy disk drive (it is assumed your drive is drive **a:**) and type the following command:

```
A> diskcopy a: a:
```

DOS will copy all the files from the original disk to your destination disk, prompting you to swap disks as and when necessary. If you want to copy the game to your hard disk drive, you should insert the original game disk into your floppy disk drive as before, but issue the following commands instead:

```
C> mkdir \chambers  
C> copy a:\*.* \chambers
```

Once installed, you can put the original disk away in a safe place and run the game.

1.2 Starting the Game

If you installed your game to a floppy disk, insert the disk into your disk drive (assumed in this example to be **a:**), and type the following command:

```
A> chambers
```

If you installed the game to your hard disk, then you need to use the following commands instead (this example assumes that you installed to **c:\chambers** as above):

```
C> cd \chambers
C> chambers
```

You will then see the *Cyningstan* logo and the game will start.

The Chambers Beneath chooses what is hoped to be an attractive colour palette for the graphics. Some monitors might not display this palette as well as intended. If this is the case with your monitor, then you have two options. Firstly, you can play with the standard CGA palette of black, cyan, magenta and white by running the game with the **-p** option as follows:

```
A> chambers -p
```

Alternatively, you can run the game in monochrome mode. This is obviously a good idea if you have a monochrome display, and can be done with the **-m** option as follows:

```
A> chambers -m
```

The game plays music when it starts, and plays sound effects throughout the game. If these offend you, or you are playing in an environment where sound would be unwelcome, then you can use the **-q** option as follows:

```
A> chambers -q
```

This option can be combined with **-p** or **-m** as described above. To get the maximum enjoyment out of the game, though, it is recommended to run it without any of these options and experience the game as it was intended.

1.3 Basic Controls

The game can be played with just five keys. The cursor movement keys ($\leftarrow \rightarrow \uparrow \downarrow$) are used to move cursors, menu bars, or your character. The other key is referred to as “Fire”, and is your choice of *Ctrl*, *Space* or *Enter*.

All of the games options are selected from menus. A menu is called by pressing and holding *Fire*. While *Fire* is pressed, the \uparrow and \downarrow keys move the menu bar up and down. Releasing *Fire* will then select the highlighted menu option.

There are also a number of shortcut keys that can be used to perform actions without calling up the menu. The shortcut keys are indicated using capitals in the menu. For instance, the “eXit game” option can be invoked by selecting it from the menu, or pressing the shortcut key “X”.

Sometimes you are asked to confirm an action, such as buying an item or ending the game. You can use the \leftarrow and \rightarrow keys to change your answer between *No* and *Yes* before tapping *Fire* to confirm, or you can press the *N* or *Y* keys. Similarly if you are asked to enter a number, as when buying quantities of food, you can use the \leftarrow and \rightarrow keys to alter the amount, or you can type the number, before tapping *Fire* to confirm.

Chapter 2

Choosing Your Character

In a *role-playing game*, you take on the role of a character who inhabits the game world. Their characteristics determine what they are good at doing, whether it be slashing enemies with a sword, laying traps with stealth and guile, or manipulating the world around them with magic and wisdom.

In some role-playing games, you begin by defining in detail the attributes and skills of your character. Instead *The Chambers Beneath* generates three contrasting characters for you to choose from. This lets you get into the action very quickly.

If none of the characters seem very capable, that's because they are just starting out in the world. Over time, as they gain experience, their natural attributes may improve, and they may pick up new skills. And of course, they will obtain better and better equipment to help them deal with the dangers they face.

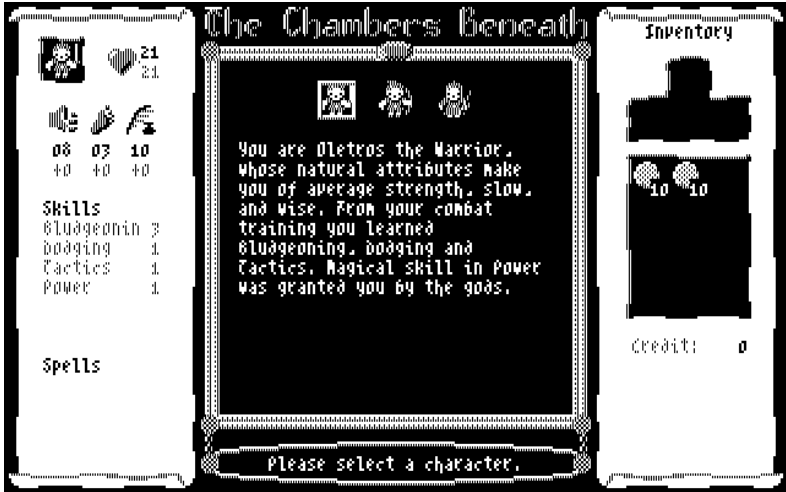


Figure 2.1: Examining Oletros the Warrior in the Character Selection screen. The Warrior is one of three character classes available to play at the start of each game.

2.1 Character Classes

A character's *class* determines broadly what they are good at doing. In *The Chambers Beneath*, there are no hard limits on what any character can do. But their class gives them natural attributes and an initial set of skills that encourage them to develop in a particular direction. There are three character classes: the warrior, the ranger and the mage.

A *warrior* is good at hand-to-hand combat, otherwise known as melee combat. They will begin the game with average to high strength, and be proficient in blade combat, blunt weapons combat, or both. They may have good skill in dodging attacks or in tactically outmanoeuvring their opponent in a fight.

A *ranger* has good general survival skills suited to facing danger.

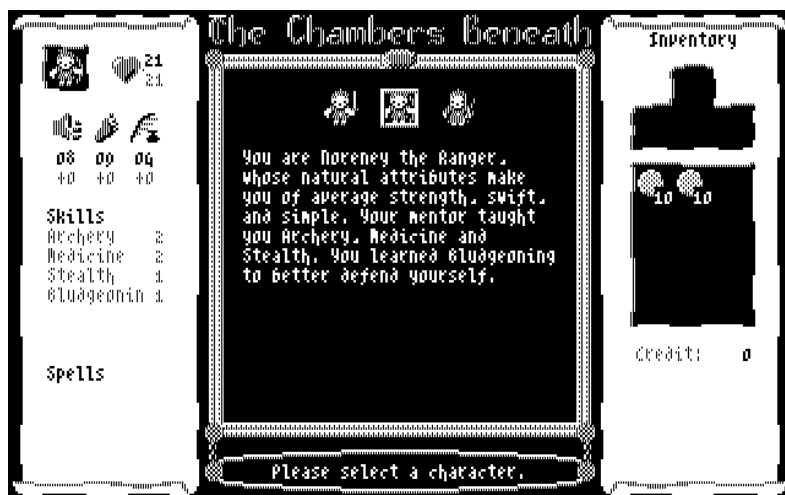


Figure 2.2: Examining Noreney the Ranger in the Character Selection screen. Note how the Agility stat is the highest, as is usual for a ranger.

They are agile, and can shoot well to attack enemies from a distance. Rather than tackling dangerous enemies head on they will use stealth and guile to defeat them. They may also be skilled at healing, for those times when danger cannot be avoided.

A *mage* uses magic to protect themselves and to fight their enemies. They are intelligent, and spend much of their energy learning magic spells to harness power and manipulate the world around them. They start the game well versed in one or more branches of magical knowledge.

Because the game does not restrict what any character can do, other than through their natural attributes, there may be hybrid characters. A warrior might start the game more agile than strong, or may have picked up a little magical knowledge. Or a mage might be handy with a sling alongside their usual magical talents. It is up to you as the player to decide how your character harnesses and

develops their secondary skills, or perhaps to help them pick up new ones.

2.2 Natural Attributes

Regardless of their class, a character will have a trio of natural attributes (generally just called *attributes*): strength, agility and intelligence. These are generated at the start of the game, but they are not set in stone. As the character gains experience in the dungeons, you may increase the character's attributes to help the character progress. All attributes will be a number between 2 and 12.

Strength governs how well the character performs in brute force melee combat. The warrior class will generally, but not always, start the game with their strength higher than the other attributes.

Agility, which also counts as dexterity, influences how well a character can do actions requiring a light or accurate touch: targeting enemies in ranged combat, swashbuckling with a blade, and laying or avoiding traps, for instance. A ranger will generally have an agility higher than any other attribute.

Intelligence facilitates the use of magic, making magical spells more potent and effective, and making it easier to learn new spells. The mage class usually starts the game with their intelligence higher than the other attributes.

There is a fourth attribute that behaves differently to the other three. *Health* consists of two numbers: the character's current health and their maximum. The maximum health is the total of the three natural attributes (strength, agility and intelligence). The current health will start out at this maximum value, but may decrease if the character gets injured. Healing will increase the current health, but the maximum health value may not be exceeded. As the character's natural attributes increase, so does the maximum health.

2.3 Skills and Spells

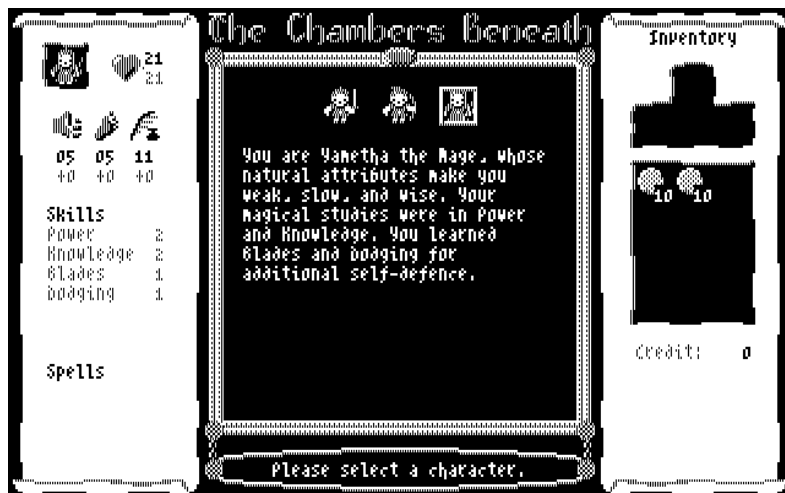


Figure 2.3: Examining Yametha the Mage in the Character Selection screen. Power and Knowledge are skills in two branches of magic.

The character's natural attributes are complemented by a set of skills. While the attributes determine how well a character can do various things, the skills determine whether a character is likely to be able to do them at all. A character can have up to six skills, each at a level between 1 and 6.

At the beginning of a game, the character will have a set of skills broadly appropriate to their class. A warrior will have blades or bludgeoning, a ranger will have archery, and a mage will have at least one of the branches of magic. They will also have good secondary skills appropriate to their class, and possibly some other skills at a low level.

Four of the skills correspond to the four branches of magic: *Power*, *Protection*, *Knowledge* and *Control*. Skill in each of these

branches gives access to its own group of spells. Any character can attempt to learn a spell, and four spells can be memorised at once. But without the skill in the appropriate branch of magic, the character is unlikely to succeed in casting a spell even if they can recite the words.

2.4 Inventory and Credit

Every character has an *inventory*, in which they can hold the items they buy in shops or find in the dungeons. There are two parts to the inventory. The first is for items they are wearing or wielding, and consists of four “slots”: the head, the body, the left hand and the right hand. This is where the character holds items they are using: protective headgear, armour, weapon and shields.

The second part of the inventory is the backpack or rucksack. There are twelve more slots here for carrying other items, like treasure, or secondary weapons not currently in use. Some small items are stackable, like food and arrows, allowing multiple items of the same type to occupy one inventory slot. Each stackable item has its own limit to the number that can be held in a single slot.

In addition to the inventory there is also a “credit” score which refers to gold in credit. The character will find gold coins among the treasures of the dungeon, and these take up space in the inventory. An adventurer gathering a great many of these can “cash them in” at a shop, at which point they are added to the gold score and need not be carried around. This gold can still be spent in the shops, so there is little reason to let gold take up inventory space.

A character will most likely gather more items than they can carry. For this, there is a safe deposit box at the merchant’s shop, which can be accessed at a modest cost. This is described more fully in the section on Shopping and Inventory Management.

Chapter 3

Entering the City

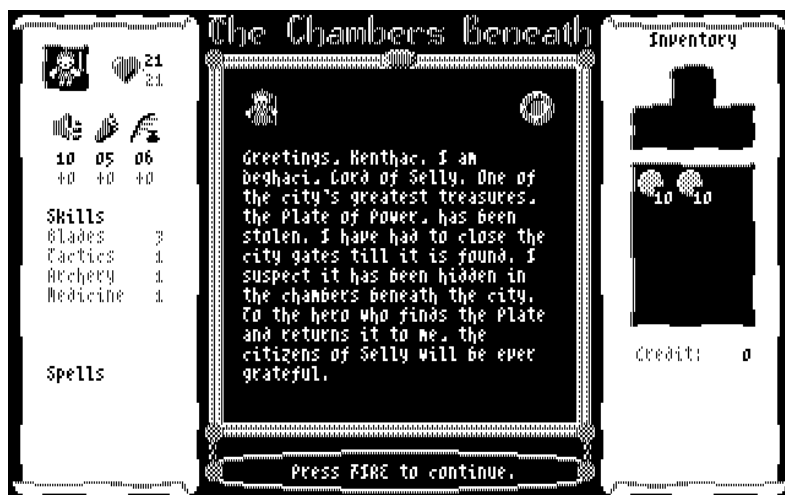


Figure 3.1: On entering the city, the ruler gives you a quest. The ruler, city and quest item change with each game.

After choosing a character, you will be presented with the back-story of the game, and the main quest. This quest will always be to venture down into the chambers beneath the city to retrieve an important artefact. Precisely what artefact will change from one game to another, and the introductory text will tell you exactly what artefact you are looking for. When you have read it, you are ready to enter the city.

The game will deposit your character somewhere in the cobbled streets of the city. This is presented to you as a plan of streets and squares, seen from above, with your character depicted somewhere near the centre of the display. Not all of the city can fit on the screen at once. You will have to wander around to see what is there; you can do this with the arrow keys. The city plan is different from one game to the next.

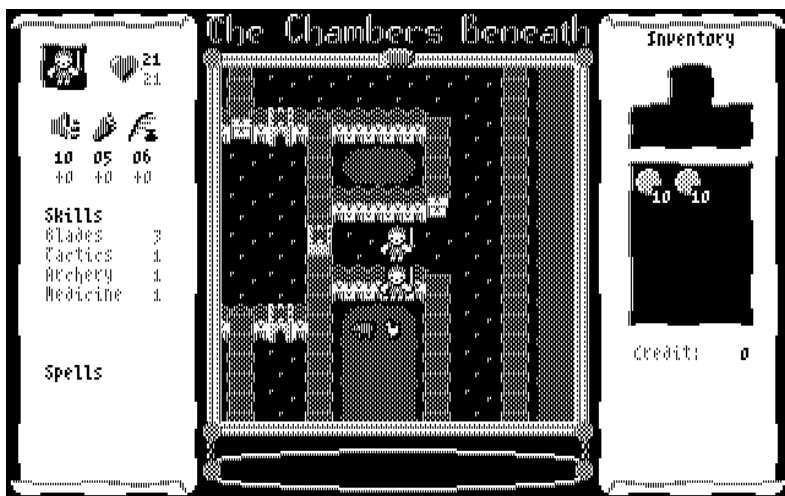


Figure 3.2: On taking leave of the ruler, you wander the city streets. Here you are next to the weapons shop, indicated by a warrior superimposed on the building.

You will see a number of towers straddling the streets at the entrances to city squares. These are important defensive structures which can protect the city from invasion and unrest. They also serve as entrances to the underground dungeons, known to the citizens as *The Chambers Beneath*, which you will be exploring as part of your quest.

Before you do that, though, you will want to equip your character. They start the game with no equipment or supplies, and a small amount of gold. There are a great many houses and shops, nearly all of which are closed up. Where you see a warrior, a ranger, a mage or a merchant, superimposed on a building, that is a shop. You can visit these by walking into them.

3.1 Shopping and Inventory Management

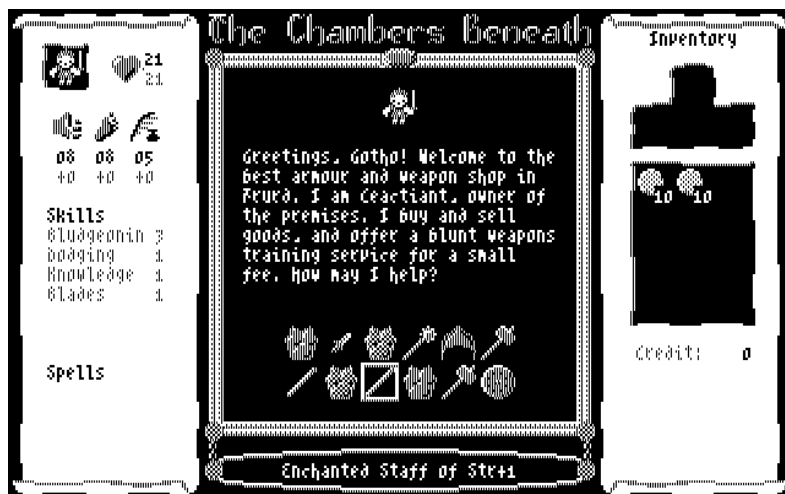


Figure 3.3: Browsing the items in the weapon shop. There are four different shops in the city.

Upon entering a shop you will see the shopkeeper, who will hail you with a friendly greeting. Stock will be laid out for your perusal. You will see a cursor which you can move about with the arrow keys; as you select an item you will see its name. If you want to buy the item, or just enquire about its price, you can do so using the menu or the appropriate shortcut keys.

You can also sell items in the shop. To do so, you first move the cursor across to your inventory using the arrow keys. When you highlight an item in your inventory and hold *fire*, the menu will have a **Sell** option instead of **Buy**. Selecting this and confirming will sell the item, adding the value to your gold “Credit”.

Among the other options in the menu is **Done**, which is how you leave the shop. You can also exit from the game here or start a new game, options which are present in every menu.

There are four shops open in the city: the warrior’s shop, the ranger’s shop, the mage’s shop and the merchant’s shop. Each has their own set of wares for sale, and each also offers an additional service to customers at a cost.

The *Warrior’s Shop* buys and sells all manner of melee weapons, armour and shields. Characters with **Bludgeoning**, **Blades** or **Dodging** skill will want to visit the warrior’s shop to equip themselves. The warrior also offers a service, called “Training”. For a fee, the warrior will train your character in **Bludgeoning** combat skill, increasing your character’s skill by 1 if successful. Success becomes more difficult the higher your existing **Bludgeoning** level, becoming impossible if you are already at level 6. The training fee will depend on what level of combat skill your character is aiming for:

From level	To level	Cost
-	1	12gp
1	2	24gp
2	3	36gp
3	4	48gp
4	5	60gp
5	6	72gp

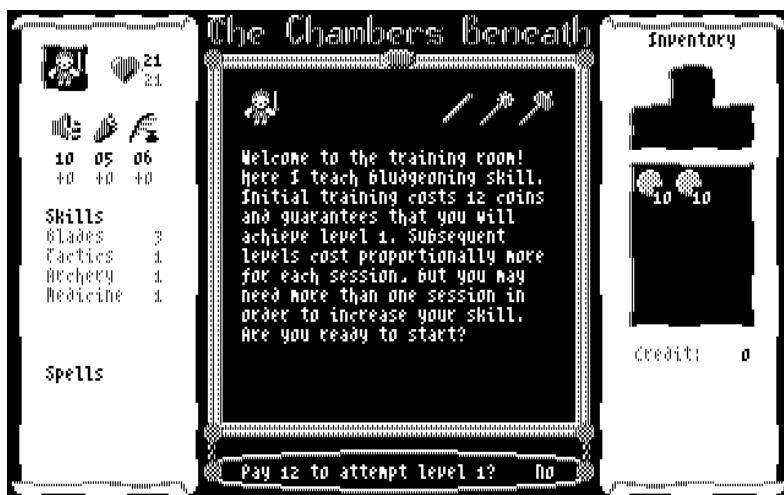


Figure 3.4: In the weapon shop, there is training available in Bludgeoning skill.

The *Ranger's Shop* buys and sells ranged weapons, ammunition, traps and various other survival gear. If you are handy with a bow, then you will probably want to visit the ranger often to stock up on your arrows. The ranger offers a healing service to customers too, through the **Heal** option. At the start of the game, this costs 1gp per hit point regained, but the costs rise as your character gets more experienced.

The *Mage's Shop* sells a selection of magic spell scrolls and potions. Spells are expensive, but once bought, a scroll can be kept and read over and over again at your leisure. The mage is happy to buy any scrolls or potions you have no use for. The mage also offers a vital service: identification of mysterious items. For a small fee, the mage will be able to tell you all about the items you bring in, using the **Identify** option on the menu. The fee starts at 1gp per item, but this will increase as your character gains experience.

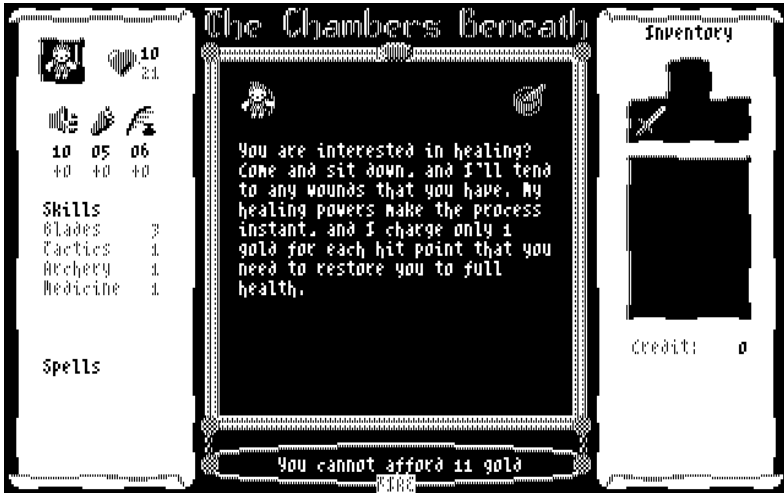


Figure 3.5: The ranger can heal you up, for a price.

Finally, the *Merchant's Shop* sells general items like food. The merchant will buy miscellaneous treasures too. There is also a vital service here: the safe deposit box, accessed with the **Deposit box** menu item.

This box has 81 inventory slots, so you can store any excess items you collect in the dungeon. This is useful for collecting spells and potions, or storing extra ammunition, food or anything else you may have a future use for in the dungeons. You can freely move your cursor around the box's contents and your own inventory, and **dePosit** and **Take** menu options allow you to move items between the box and your inventory.

At the start of the game you are charged 1gp each time you open the box, but the price increases as your character gains experience. It is worth it to know that your possessions are kept securely and count towards your score at the end of the game. While you have the box open, you can transfer as many items back and forth as you

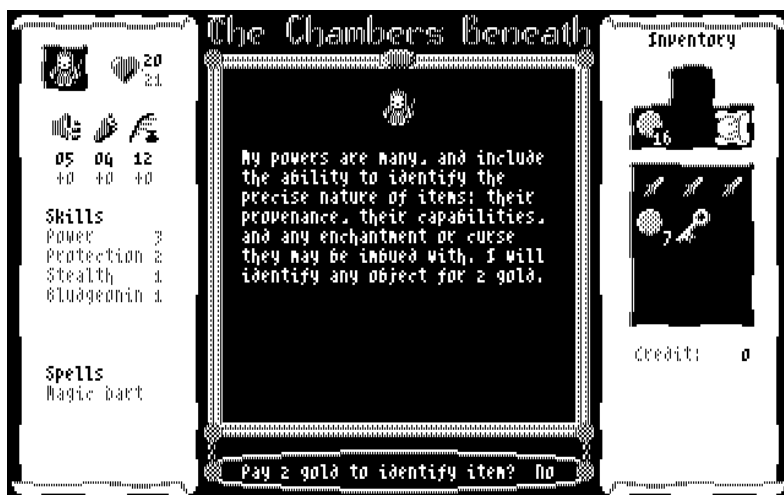


Figure 3.6: The mage can identify items for you. This can reveal curses, enchantments, or the nature of special objects like scrolls and potions.

wish, so it is a good idea to plan your visits to the safe deposit box to avoid unnecessary cost.

When you are not in a shop, you can access your inventory using the **Inventory** menu option. You can move the cursor around your inventory, and transfer items from the rucksack to the body and back with the **Wield** and **Unwield** options.

3.2 The City Ruler and the Quest

You were already told of the quest before you entered the city. But with all that's going on, it's easy to forget exactly what you're supposed to be looking for. In that case you can visit the ruler at their house simply by walking in, as you would visit a shop. The ruler will happily receive you and remind you of the quest. A **Leave** option

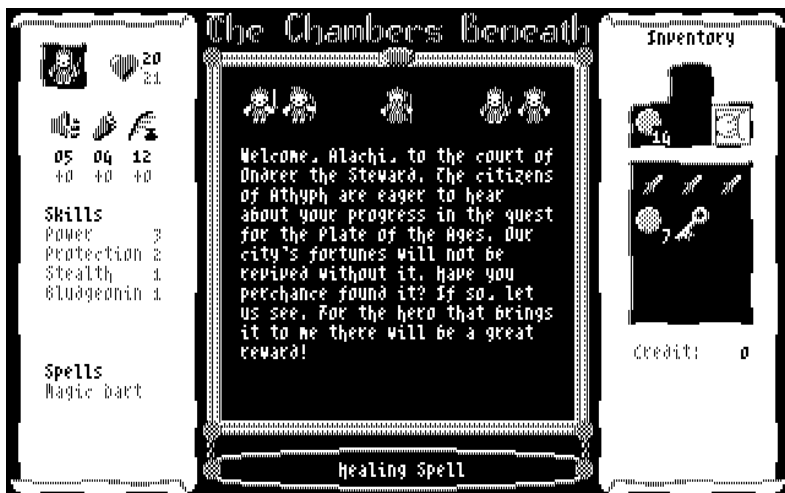


Figure 3.7: Visiting the ruler's court during the course of a game.

on the menu takes you back into the street outside.

Later in the game, when you have found the object of the quest, you will want to return here to hand it in. The menu also contains a **Give** option for this eventuality. But be careful that you are handing over the right object. The ruler will accept other gifts, but this avails you nothing, and you will no longer have the item to contribute to your score at the end of the game.

3.3 Finding Adventure

Once your character is fully equipped, or equipped as well as you can afford, you will want to send them down into the chambers beneath the city for adventure. To do this, wander through the city to one of the towers, and select **Descend** from the menu. The 24 dungeon levels under the city vary in difficulty, and are divided randomly

among the towers. So be prepared to beat a hasty retreat from the first dungeon you visit, in case it turns out to be more difficult than you can handle!

Chapter 4

The Dungeons

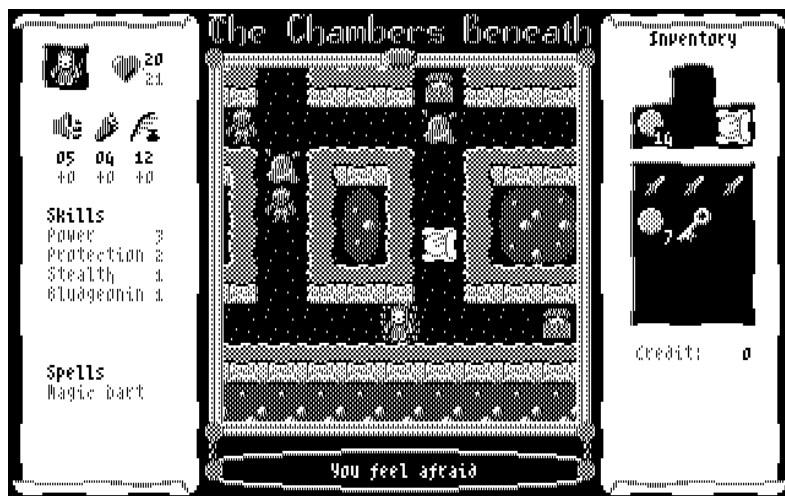


Figure 4.1: Entering a dungeon. “You are afraid” means the monsters in this dungeon may be a bit too difficult for your character to deal with.

Nobody knows the original purpose of the chambers beneath the towers. Legend says that they were built to house vast garrisons in the days when the city was far more powerful than it is today. Other accounts say they were built as places of refuge for the citizens in dangerous times long ago. More likely is that they were simply storage chambers for the vast amounts of goods and wares the city produced in its more prosperous past.

Whatever their original use, they have long lain neglected by the city. In a world of magic, various strange creatures have made their homes in these subterranean rooms and passageways: creatures who do not like the light of day; creatures that the daylight does not like. Few citizens dare to venture down there, and fewer still return.

While the dungeon levels are randomly distributed under the various towers, they are ordered such that the most difficult dungeons lie deepest. If your character enters a tower to find creatures that are hard to deal with, you can be sure that even more difficult challenges are waiting in the levels below. If you wish to retreat from a dungeon, you return to the stairway up and select the “Ascend” option from the menu.

4.1 Exploring the Dungeon

Once you have descended into the dungeon, the controls for moving around are much the same as they are in the city: the arrow keys move in the four different directions, and the *Fire* key brings up the menu. Each dungeon level is divided into rooms and corridors. In some dungeons, rooms are closed off with doors, which some monsters know how to open and some do not. There is no need to open doors; walking through them will automatically open and close them as necessary.

The aforementioned monsters will be roaming around the rooms and corridors. You might see some objects scattered around on the floor. Some of the rooms will have chests, which you will want to go and investigate. There will be a staircase leading back up above,

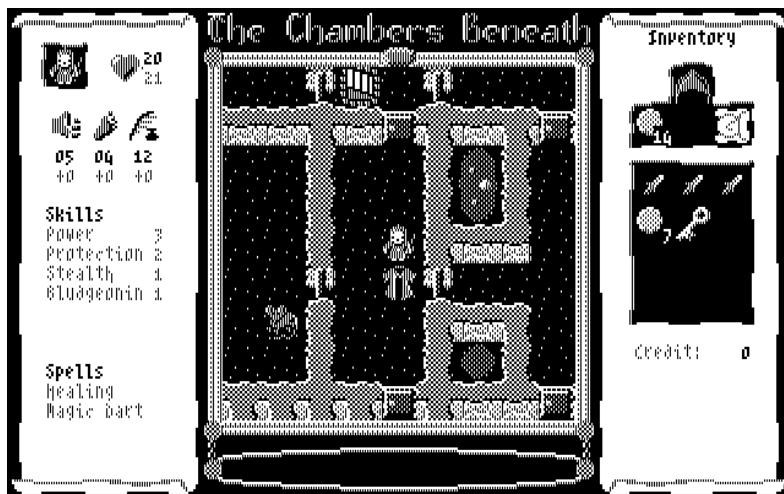


Figure 4.2: Exploring a dungeon, Alachi the Mage comes across a cloak.

and unless you are at the lowest level of the dungeon, there will be a staircase down, too.

Some of the stairways down lie under metal grates, and these will require a key to open—or skill with a lockpick. The key may be found somewhere in the levels above, or even in the dungeons under a different tower. The key’s description will match that of the lock, for example, “Ornate Gold” or “Complex Iron.” You will need to return to the stairs and hold that key in your hand to unlock the grate and descend.

4.2 Attacking Monsters

At some point you will need to deal with the monsters, before they deal with you. There are three ways to do this: melee combat, ranged combat, and magical combat. We’ll defer magic to the next

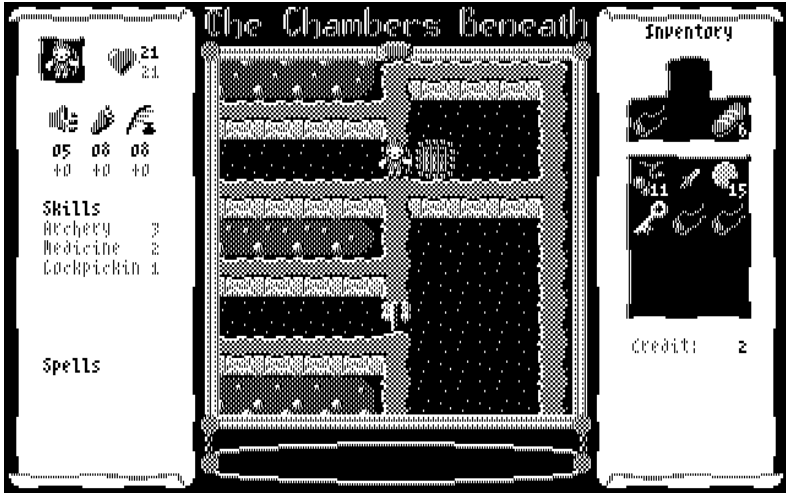


Figure 4.3: The staircase down here is under a locked grate. The Ranger will need a key or some lockpicks to go further down.

section, and deal with the first two here.

Melee combat is any hand-to-hand combat, using blunt weapons or a blade, and relying on the *Bludgeoning* or *Blade* skill. Characters engaging in melee combat with any but the weakest monsters should be strong and well protected, as getting this close to the monsters can be a very dangerous thing. So this is the primary means of combat for Warrior characters.

Blunt weapons combat uses brute strength to cause damage to monsters using a staff, mace or hammer. Unarmed combat counts as blunt weapons combat, the character's bare hands being the weapon in question. Blade combat uses agility to slash at the enemy with a dagger, sword or axe.

To make a melee attack on a monster, ensure that you are holding the appropriate weapon and walk into the enemy with the arrow keys. A message will tell you whether you hit the monster or not.

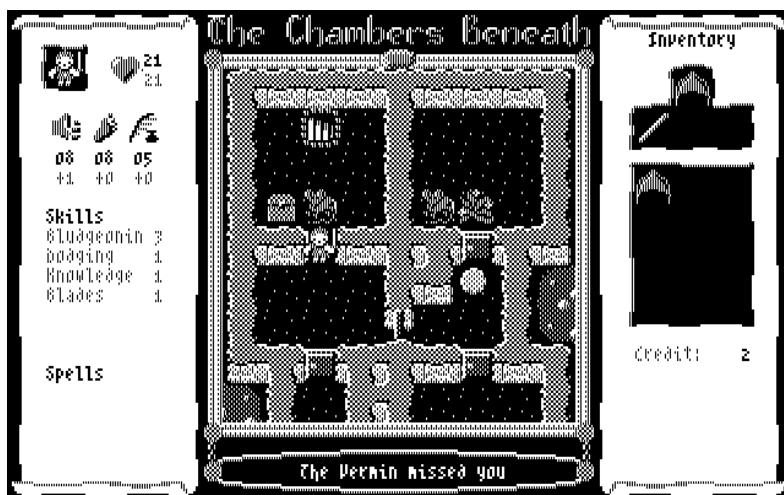


Figure 4.4: Gotho the warrior is in melee combat with the adjacent Vermin.

Since the monster is beside you, it will most probably hit back.

Ranged combat allows you to safely attack monsters from a distance, using a sling or a bow. It relies on the Archery skill and the character's agility, so it is the primary means of combat for Ranger characters. The bows also need ammunition in the form of arrows.

Before making a ranged attack on a monster, first make sure to ready your weapon in one hand and, if necessary, your ammunition in the other. If you have a quiver equipped, you need not ready arrows; they will be plucked from your inventory. A sling uses any object to hand as ammunition, and the game does not trouble you with the detail of collecting pebbles.

To take aim, line your character up with the monster either horizontally or vertically; a ranged attack is always in one of the four cardinal directions. Then select **Shoot** from the menu, and choose a direction when prompted. A message will tell you if you hit your

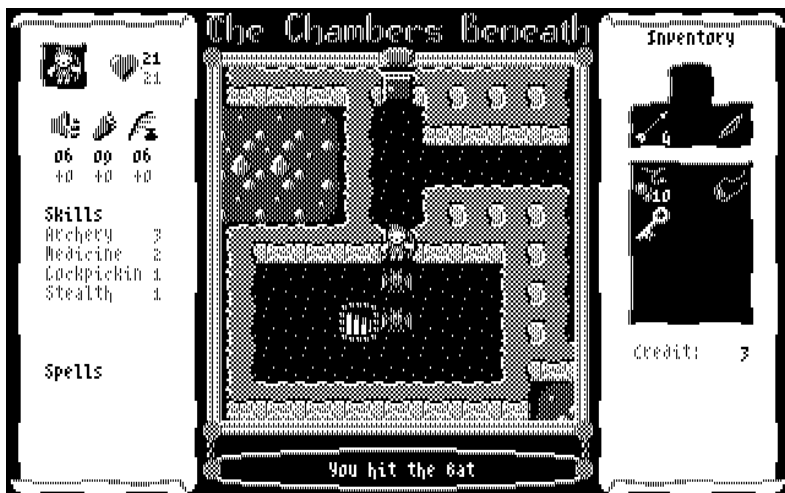


Figure 4.5: Igiede the Ranger shoots at the bat with a shortbow and arrows from the doorway. Igiede can shoot at longer range, but in this case the door was in the way.

target. Accuracy is reduced the further you shoot.

Attack is only one side of combat; the other is defence. The Dodge skill determines how well you can dodge enemy attacks or absorb the damage without harm. Dodge is helped by protective gear such as headgear, armour and shields. For these to work effectively they must be equipped in the upper part of your character's inventory.

To put on a piece of armour or headgear that lies in your lower inventory, first access your inventory using the **Inventory** menu option. Move the inventory cursor to the item in question, and select the **Wield** menu option. To put away a shield or take off protective armour or headgear, move the cursor to the item and select the **Unwield** menu option.

4.3 Using Magic

Mage characters, sometimes known as wizards, may have limited skills in melee or ranged combat, but their primary means of attack and defence is magic. But magic is so much more than just another weapon, so let's discuss it in detail here.

There are four branches of magic. *Power* spells are used for attacking monsters. *Protection* spells help to protect and heal the mage. *Knowledge* spells give the character a view of things they would not normally be able to see. *Control* spells control monsters' behaviour, making them easier targets for melee, ranged or magical attacks. Each of these branches is governed by its own skill.

Before casting a magic spell it must first be memorised. Your character can memorise four spells at a time, and this is done by reading the appropriate scroll. Upon being read, a magic scroll will disappear. But understanding the spell on first reading is not a certainty. There is a chance, based on intelligence, that the character may not successfully memorise the spell. If that happens, they must obtain another copy and read the spell again. Mages will always be able to memorise the first spell that they read.

Characters relying on magic may build up a collection of spell scrolls, since only four can be remembered at once. A full set of spells would take up the whole inventory. Rather than carrying them all around, it is a good idea to leave them in the safe deposit box. A mage can return to the box as necessary to learn the best combination of spells for dealing with a particular type of dungeon level.

You cast spells with the **Cast** menu option. You will be prompted to select one of the remembered spells. What happens next depends on the spell. Some spells are *directional*, and will prompt you to select one of the four cardinal directions. The *Identify* spell acts upon an item in your inventory, you will be prompted to select one of your items. The *Foreseeing* spell requires you to be at the top of a staircase to a dungeon below. Finally, some spells are general effects, and do not need to prompt for any further information.

All of the magic spells rely on their particular skill for success. Their effectiveness is influenced by the character's intelligence. So for instance, a low intelligence character with a high *Power* skill will be able to hit targets often, but will not cause a great deal of damage.

4.4 Laying Traps

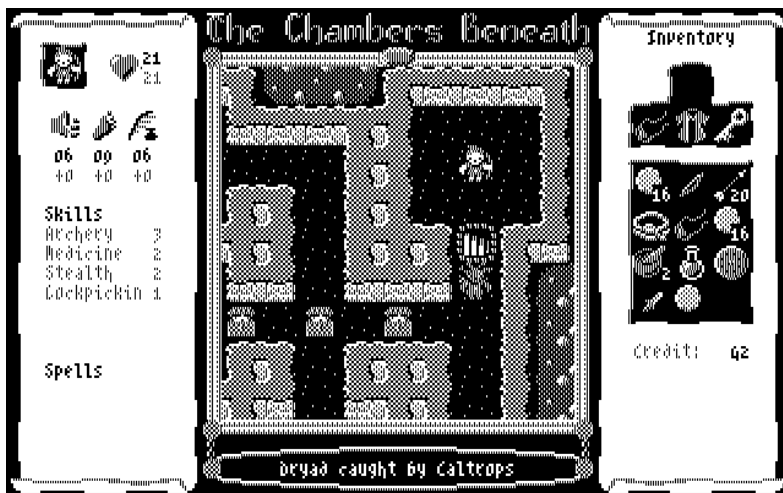


Figure 4.6: *Igiede the Ranger's carefully laid caltrops have injured the dryad.*

Characters can lay traps for monsters. These can be bought from the ranger's shop or sometimes found in the dungeons. Laying traps effectively relies on the character's *Stealth* skill, as well as possession of the relevant trap. If a player is not good at laying traps, then the monsters will see the traps and avoid them.

To lay a trap, you must first select the trap in the character's

inventory, and then use the **Lay trap** option from the menu. The game will not tell you how well you laid the trap; you just have to observe whether the monsters are caught by it.

Some dungeons have pit traps in them already. The monsters will know about these traps and avoid them, but your character will not be able to see them until they have been triggered. An exception is through the use of the *Foreseeing* spell, a critical success in *Foreseeing* revealing traps ahead of time.

A character or monster moving into a trap they have not detected will always fall into it and suffer its effects. Once a character has discovered and escaped from a pit trap, they will be able to step over it without harm. The traps in the game are these: *Caltrops* cause damage to a monster moving through them unawares. A *Net* will hold the unlucky occupant for a short while, though it will not cause damage itself. The *Snare* will damage and hold any unwary monster passing through. A player walking over an undiscovered *Pit* will fall into it and be take a number of turns to escape. Holding a rope will allow the player to escape without delay.

4.5 Chests and Items

While there is a great deal of danger down in the dungeons, there are also rewards. Some monsters guard or carry items, and there may a few items scattered on the ground. When items are on the floor you can move over them and pick them up using the **Take** option from the menu.

Many of the items are put away neatly in chests. To open a chest, move to it and select the **Open** menu option. The chest's contents appear, and as with the safe deposit box mentioned earlier, you can transfer items to and from your inventory with the **Take** and **Drop** menu options.

You can actually use chests for free storage. But they have a disadvantage compared to the safe deposit box. At the end of the game, the value of items in the safe deposit box count towards the

player's final score. Items still in the various chests in the dungeons do not.

Some chests are locked and require a key to open. You will probably find this key somewhere else, either on a level above, or a level under a completely different tower. The key to a chest will have a description that matches the lock.

4.6 The Ever-increasing Hordes

When clearing out a dungeon, don't expect it to stay clear forever. As you wander around the city, delving in and out of the different dungeons, you will see creatures gradually returning to areas that you previously cleared out. Always be ready to fight, even when travelling through places you've been through already. There is an upside to this: more monsters may mean more loot.

Certain dungeons have a *spawner* in them. From these holes into unknown dimensions, monsters regularly spew out into the dungeon. You'll find these dungeons impossible to clear out; you'll just have to fight your way through the hordes, or try to trick your way past them.

4.7 Self Improvement

After doing a certain amount of adventuring (for "adventuring" read "killing monsters"), the experience you have gained will allow for some self improvement. Upon returning from the dungeon to the city streets, you will be able to "level up" your character.

When levelling up, you are presented with a list of stats and skills to choose from. Whichever one you choose will be increased by one, subject to the following limitations:

- None of your statistics—*Strength*, *Agility*, *Intelligence*—can exceed 12.

- None of your skills can exceed level 6.
- You cannot have more than six different skills.

If you choose to improve one of your statistics, then your maximum hit points will also increase, because it is the total of your other statistics. Your hit points don't increase when you add a skill, but the benefits of some skills can more than make up for this.

A character's level can be between 1 and 12. Once you have reached level 12, there are no more level ups. So you need to plan carefully how you want your character to improve over the course of the game.

Chapter 5

Game Management

A single play through of *The Chambers Beneath* may take many hours, and might not fit into a single game session. In order to avoid losing your progress when you have no more time to play, the program can save your position.

Saving the game is simple: when you quit the program, it remembers exactly where you were in the game. When you reload the program later, it returns to that exact point. This could be in a dungeon, in the city, in a shop, choosing a character or anywhere within the program. If you were at an end game screen, that is where you will return.

If you want to start a fresh game, either in the middle of a game or at an end game screen, you can do so with the **New Game** option from the menu. This will take you back to the character selection screen with a new set of characters. In order to guard against choosing this option accidentally, a confirmation will be required.

There can be only one game in progress at a time. If two people share a computer and both want to play *The Chambers Beneath* over multiple sessions, then you will need to have two separate installations of the game in different directories, or make separate play disks if using floppy disks.

5.1 Victory, Defeat and Permadeath

You win the game by handing over the correct quest item to the city ruler. When you do this, the game sums up your gold credit, along with the value of the items in your inventory and safe deposit box, and awards you a score. If this score is high enough, then your character's name and score will be entered on a high score table. The victory screen will show this table and a congratulatory message from the ruler.

You lose the game by dying in the dungeon, from a monster attack or from the effects of poisoning. It is possible to die in the city streets if the effect of poisoning reduces your health to 0 while you are there. There is a score table for fallen heroes, separate from the one for victorious players. It will record the character's name, class and worth.

The Chambers Beneath features “permadeath.” This means that your death ends the game. No three lives, no checkpoints, no respawning. This is the reason behind the limit of one saved game at a time. Without making tedious frequent backups, there is no easy way of “save scumming”, that is, repeatedly reloading the game at a certain point to get past a difficult challenge. In this game, you are better to choose your battles wisely and only tackle the difficult enemies when you are truly ready.

Chapter 6

Appendices

The following sections provide an outline of all the content in the game in list form. Monsters, treasures, skills, spells and potions are all here for your perusal.

6.1 Monsters

The game features 24 monsters, but you will only see twelve of them in a single playthrough. This keeps the game fresh, as you don't know exactly what enemies you might be meeting when you start a new game.

Monsters may have one or more of the following traits:

- *Carrying*: the monster has a single inventory slot, and might carry items that it will drop when killed.
- *Flight*: the monster flies or floats above the ground, and is therefore immune to any traps that the player has set.
- *Regeneration*: the monster is able to regenerate hit points during the battle, at one point per turn.


- *Sight*: the monster is not affected by stealth, so can see the player normally even when the player is invisible.
- *Opening*: the monster has a means of opening doors, or in some cases, of simply floating through them.

Monsters also have some graded abilities, which have levels 1 through 6 and work like your character's skills:

- *Melee*: the monster has a level of melee combat ability, allowing them to physically attack an adjacent character. This is the equivalent of the player's Blades or Bludgeoning skills.
- *Ranged*: the monster is able to fire at your character from a distance, using either a carried weapon or some natural ability. This is the equivalent of the player's Archery or Power skills.
- *Defence*: this is the monster's ability to dodge blows or absorb their damage without harm. This is the equivalent of the player's Dodging skill.
- *Lure*: the monster has some means of luring your unwilling character towards them for a number of turns. Your character can still shoot, cast spells and other actions, but every time they move they will be drawn towards the monster.
- *Paralysis*: the monster can paralyse your character, rendering them unable to move for a number of turns. Your character still perform other actions, such as shooting or casting spells, but cannot move from the spot.
- *Poison*: the monster has the ability to poison your character, reducing their health by 1 point per turn for a number of turns. This can be remedied with an antidote potion, or by eating enough food to counteract the damaging effects of the poison.


The full list of monsters in the game is as follows.

6.1.1 Arachnid

	Creature:	Arachnid	<i>Skills</i>	<i>Traits</i>
	Strength:	5	Melee: 2	-
	Agility:	6	Defence: 2	
	Intelligence:	3	Poison: 2	
	Hit Points:	14		


These giant hunting spiders have evolved in the upper dungeon levels and lie in wait for unwary animals and adventurers. Their bite has the ability to paralyse their prey.

6.1.2 Blob

	Creature:	Blob	<i>Skills</i>	<i>Traits</i>
	Strength:	8	Melee: 3	-
	Agility:	3	Ranged: 2	
	Intelligence:	4	Defence: 3	
	Hit Points:	17		


Blobs are strange, oozing colonies of single-celled creatures that move around the upper dungeon levels as if they were sentient. Sometimes they can spit out a part of themselves at a player, hitting at range.

6.1.3 Daemon

	Creature:	Daemon	<i>Skills</i>	<i>Traits</i>
	Strength:	12	Melee: 5	Carrying
	Agility:	7	Defence: 5	Opening
	Intelligence:	11	Lure: 4	
	Hit Points:	30		


These evil spirits have been summoned from the underworld to lure adventurers down to the deepest dungeon levels, where death awaits. A daemon will often be hoarding special treasure which it will drop when dispatched down to the underworld.

6.1.4 Dark Elf

	Creature:	Dark Elf	<i>Skills</i>	<i>Traits</i>
	Strength:	6	Melee: 2	Carrying
	Agility:	12	Ranged: 4	Opening
	Intelligence:	11	Defence: 4	
	Hit Points:	29		


This branch of the elegant elvish race have turned to evil. Having excellent archery skills, they fire accurately at any adventure who comes in their way in the deeper dungeons. They may be carrying treasure, which they will drop upon being defeated.

6.1.5 Dragon

	Creature:	Dragon	<i>Skills</i>	<i>Traits</i>
	Strength:	12	Melee: 5	Flying
	Agility:	8	Defence: 5	
	Intelligence:	12		
	Hit Points:	32		

Creatures of ancient legend, the dragons are flying, fire-breathing reptiles who are difficult to defeat. Inhabiting the deepest dungeon levels, a dragon is best avoided by all but the hardest adventurer.


6.1.6 Dryad

	Creature:	Dryad	<i>Skills</i>	<i>Traits</i>
	Strength:	7	Melee: 2	Carrying
	Agility:	4	Defence: 2	Opening
	Intelligence:	3	Lure: 6	
	Hit Points:	14		

Formerly inhabiting the forests that were cut down to make room for the city, these tree spirits now lurk in the upper levels of the dungeon, ready to seek vengeance on the people who displaced them.


They are capable of luring an adventurer towards them in preparation for an attack. Dryads may be carrying a little treasure.

6.1.7 Giant Bat

	Creature:	Giant Bat	<i>Skills</i>	<i>Traits</i>
	Strength:	2	Melee: 2	Carrying
	Agility:	6	Defence: 3	Flying
	Intelligence:	1		
	Hit Points:	9		


Lacking strength but possessing great agility, the giant bat inhabits the upper levels of the dungeons. It flits about easily avoiding a slower character's blows, and can use its claws to pick up items lying on the ground.

6.1.8 Goblin

	Creature:	Goblin	<i>Skills</i>	<i>Traits</i>
	Strength:	5	Melee: 1	Carrying
	Agility:	7	Ranged: 3	Opening
	Intelligence:	5	Defence: 2	
	Hit Points:	17		


Looking similar to orcs, the goblins prefer to attack their victims using ranged weapons like a bow or a sling. They too love gold, and may be carrying a little alongside their weaponry, which they will drop when defeated. Goblins sometimes wander deeper into the middle levels of the dungeon.

6.1.9 Golem

	Creature:	Golem	<i>Skills</i>	<i>Traits</i>
	Strength:	8	Melee: 1	Regeneration
	Agility:	8	Ranged: 3	Opening
	Intelligence:	9	Defence: 2	
	Hit Points:	25		


Created rather than born, these animated creatures made of clay or stone have great strength and can regenerate their health by repairing damage during a fight. They inhabit the deeper dungeons.

6.1.10 Gorgon

	Creature:	Gorgon	<i>Skills</i>	<i>Traits</i>
	Strength:	7	Melee: 1	Regeneration
	Agility:	10	Ranged: 4	Opening
	Intelligence:	10	Defence: 4	
	Hit Points:	27	Paralysis: 3	


A hideous creature occupying the deeper levels of the dungeon, with the head and body of a woman, the tail of a serpent and hair of writing snakes. She carries a bow, and can also paralyse those who come within her gaze by turning them to stone.

6.1.11 Great Hornet

	Creature:	Great Hornet	<i>Skills</i>	<i>Traits</i>
	Strength:	8	Melee: 4	Regeneration
	Agility:	8	Defence: 3	Opening
	Intelligence:	7	Paralysis: 4	
	Hit Points:	25		


These unpleasant insects fly around the middle levels of the dungeon. They use their sting to paralyse their prey while eating the unlucky victim alive.

6.1.12 Hydra

	Creature:	Hydra	<i>Skills</i>	<i>Traits</i>
	Strength:	9	Melee: 4	Regeneration
	Agility:	6	Defence: 3	
	Intelligence:	8		
	Hit Points:	23		


Once thought to be a myth, these multi-headed serpents occupy the middle dungeon levels. As one head is cut off, two more grow in its place, meaning that this creature can regenerate during a battle. The adventurer must work hard to finish off the hydra!

6.1.13 Oculus

	Creature:	Oculus	<i>Skills</i>	<i>Traits</i>
	Strength:	10	Melee: 1	Seeing
	Agility:	10	Ranged: 5	
	Intelligence:	12	Defence: 5	
	Hit Points:	32		


The most fearsome creatures known, the oculus resembles a giant eyeball slithering around on a gruesome red tail. When they look at a victim they can fire off bolts of energy that do great damage. They are all-seeing and immune to the arts of stealth.

6.1.14 Ogre

	Creature:	Ogre	<i>Skills</i>	<i>Traits</i>
	Strength:	10	Melee: 4	Carrying
	Agility:	6	Defence: 4	Opening
	Intelligence:	9		
	Hit Points:	25		


Ogres are a giant warrior race inhabiting the deeper dungeon levels, who bludgeon their enemies with blunt weapons, which they may drop when defeated. Due to their great strength, only the hardiest or best prepared adventurer should get in their way.

6.1.15 Orc

	Creature:	Orc	<i>Skills</i>	<i>Traits</i>
	Strength:	7	Melee: 3	Carrying
	Agility:	5	Defence: 2	Opening
	Intelligence:	4		
	Hit Points:	16		


Orc: these evil humanoid warriors hide from the sunlight in the upper levels of the dungeon. Activated by greed, they will on death often drop the treasures they were hoarding, along with whatever weapon they were wielding.

6.1.16 Scorpion

	Creature:	Scorpion	<i>Skills</i>	<i>Traits</i>
	Strength:	7	Melee: 4	-
	Agility:	7	Defence: 3	
	Intelligence:	7	Poisoning: 4	
	Hit Points:	21		


Larger than the scorpions that inhabit the surface, these giant variants scurry around the middle levels of the dungeon looking for prey. The sting in their tail can cause a nasty wound, but will usually poison the victim too.

6.1.17 Serpent

	Creature:	Serpent	<i>Skills</i>	<i>Traits</i>
	Strength:	7	Melee: 3	-
	Agility:	6	Defence: 3	
	Intelligence:	6	Poisoning: 3	
	Hit Points:	19		


These giant snakes inhabit the middle levels of the dungeon. Their bite not only cause injury to their victims, but can poison them too.

6.1.18 Skeletal Archer

	Creature:	Skeleton	<i>Skills</i>	<i>Traits</i>
	Strength:	6	Melee: 1	Carrying
	Agility:	7	Ranged: 3	Opening
	Intelligence:	6	Defence: 3	
	Hit Points:	19		


Nothing but bones are left of these centuries-old bowmen in the middle dungeon levels. But the magical atmosphere has animated their lifeless bones, and they still continue to fire their arrows off at anything that moves. When defeated they may drop their bow or any ammunition they had left.

6.1.19 Skeletal Swordsman

	Creature:	Skeleton	<i>Skills</i>	<i>Traits</i>
	Strength:	6	Melee: 3	Carrying
	Agility:	6	Defence: 3	Opening
	Intelligence:	5		
	Hit Points:	17		


Some adventurers made it down into the middle levels of the dungeon before succumbing to its dangers, but failed to find rest upon death. For centuries they have wandered the chambers and passageways doing the only thing they know: attacking anyone who comes in their way. Upon death they may drop what weapons they were wielding.

6.1.20 Spectre

	Creature:	Spectre	<i>Skills</i>	<i>Traits</i>
	Strength:	7	Melee: 4	Flight
	Agility:	8	Defence: 3	Opening
	Intelligence:	8		
	Hit Points:	23		


Ghostly forms of once dead citizens wander around the middle levels of the dungeon, floating above traps. They have powers of seeing into other planes of existence, and not even the stealthiest player can avoid their notice.

6.1.21 Tanglevine

	Creature:	Tanglevine	<i>Skills</i>	<i>Traits</i>
	Strength:	6	Melee: 2	-
	Agility:	3	Defence: 1	
	Intelligence:	2	Paralysis: 4	
	Hit Points:	11		


Tanglevines are sentient plants that can shuffle around the upper dungeon levels entangling the unaware adventurer who falls in their path. Their grip is strong enough to cause injury as characters struggle to break free.

6.1.22 Vermin

	Creature:	Vermin	<i>Skills</i>	<i>Traits</i>
	Strength:	4	Melee: 2	-
	Agility:	5	Defence: 1	
	Intelligence:	2		
	Hit Points:	11		


These giant rats occupy the upper levels of the dungeon. They have no special abilities, but their bite might set back a novice character just starting out on their adventure.

6.1.23 Wraith

	Creature:	Wraith	<i>Skills</i>	<i>Traits</i>
	Strength:	10	Melee: 5	Flying
	Agility:	7	Defence: 4	Opening
	Intelligence:	10	Lure: 4	
	Hit Points:	27		

Ancient spirits with a malevolent dislike of the living, wraiths delight in luring players to their deaths. They wander around the deeper dungeon levels.

6.1.24 Zombie

	Creature:	Zombie	<i>Skills</i>	<i>Traits</i>
	Strength:	5	Melee: 2	Carrying
	Agility:	5	Defence: 2	Opening
	Intelligence:	3		
	Hit Points:	13		

Zombies are unlucky citizens who perished in the upper levels of the dungeon and failed to rest in peace. They shuffle around their chambers and resent the intrusion of the living, who they will attack. They sometimes cling on to random possessions that they had in life, which the adventurer can pick up once the zombie is safely dispatched to the afterlife.

6.2 Items


The game features a large array of treasures, weapons, traps, tools and other items to help or enrich your character. Some items have a special identity, some items are cursed, and some items are enchanted.

- *Cursed* items have a negative effect on one of the player's stats, which will be hidden from the player until the curse is identified. An identified curse will decrease an item's value in the shops.
- *Enchanted* items have a positive effect on one of the player's attributes, which will be hidden from the player until the enchantment is identified. An identified enchantment will increase an item's value in the shops.

- *Special* items have no positive or negative effect, but if identified correctly they will have extra value at the merchant's shop.


None of these things will be obvious when the object is first found. Curses and enchantments may be apparent when using an item and finding it more or less effective than expected. One of the special items will be the quest for the game, so be careful with unidentified treasures!

6.2.1 Arrows

	Item:	Arrow	Stacking:	24
	Buy Price:	2	Skill Req'd:	Archery 3


Arrows are ammunition for the shortbow and the longbow. When a shortbow or longbow is equipped in one hand, arrows need to be equipped in the other (but see Quiver, later).

6.2.2 Battleaxe

	Item:	Battleaxe	Stacking:	-
	Buy Price:	60	Skill Req'd:	Blades 5

The largest of the blade weapons. The cleaving power of the *Battleaxe* supplements the *Agility* of the wielder.

6.2.3 Berries

	Item:	Berries	Stacking:	16
	Buy Price:	1	Skill Req'd:	-

A common and delicious foodstuff found in the game, *Berries* restore a single hit point of health. Their disadvantage compared to

other foodstuffs is that it can take many turns of eating to restore a significant amount of health.

6.2.4 Bread



Item:	Bread	Stacking:	6
Buy Price:	2	Skill Req'd:	-

A hearty foodstuff, a piece of bread restores 2 hit points of health over two turns. Compared to Berries, healing takes just as long, but fewer turns are taken up by eating.

6.2.5 Caltrops



Item:	Caltrops	Stacking:	6
Buy Price:	12	Skill Req'd:	Stealth 1

Small spikes of iron that cause damage to any monster trying to walk on them. Ideal for laying in a corridor with the intention of luring monsters down there.

6.2.6 Chainmail



Item:	Chainmail	Stacking:	-
Buy Price:	48	Skill Req'd:	Dodging 3

Light and flexible iron armour that provides moderate protection against blows to the body.


6.2.7 Chicken



Item:	Chicken	Stacking:	2
Buy Price:	4	Skill Req'd:	-


A filling and nutritious foodstuff, a chicken can restore four hit points of health over four turns. Compared to other foodstuffs, chicken takes fewer turns to eat per hit point healed, but a full stack contains fewer points of healing.

6.2.8 Cloak

	Item:	Cloak	Stacking:	-
	Buy Price:	20	Skill Req'd:	Stealth 1 Dodging 1

A garment that provides light protection, its dark colour aids the character's *Stealth* skill in lurking unseen in the dungeon. It also aids the character's *Dodging* skill in warding off attacks.

6.2.9 Coin

	Item:	Coin	Stacking:	16
	Buy Price:	-	Skill Req'd:	-

The currency of the game. Gold coins found in the dungeon can be stacked in the inventory, up to 16 coins per slot. They can be spent in the shops, or “cashed in” to add to the player's credit. Credit can be spent without having to carry large quantities of coin.

6.2.10 Dagger

	Item:	Dagger	Stacking:	-
	Buy Price:	10	Skill Req'd:	Blades 1

A small blade weapon for stabbing enemies. The damage caused to enemies is based on the *Agility* of the player character.

6.2.11 Gem



Item:	Gem	Stacking:	-
Buy Price:	-	Skill Req'd:	-

A treasure of great worth found in the dungeon. Some gems might have an enchantment or curse that affects the adventurer when wielded. Sometimes a particular gem is the object of your quest. The merchant will buy gems found in the dungeon.

6.2.12 Goblet



Item:	Goblet	Stacking:	-
Buy Price:	-	Skill Req'd:	-

A cup made of precious metal and gemstones. Some goblets have an enchantment or a curse, which affects your character when wielded. Sometimes a particular goblet is the object of your quest. The merchant will buy treasures that you find in the dungeon.

6.2.13 Idol



Item:	Idol	Stacking:	-
Buy Price:	-	Skill Req'd:	-

A small human figure made of precious metal, found in the dungeon. Some idols have an enchantment or curse that affects your character when wielded. The merchant will buy treasures found in the dungeon. Sometimes a particular idol is the object of your quest.

6.2.14 Iron Helmet



Item:	Iron Helmet	Stacking:	-
Buy Price:	20	Skill Req'd:	Dodging 4

Heavy protective headgear providing good protection against head injuries. More effective than the leather cap.

6.3 Key



Item:	Key	Stacking:	-
Buy Price:	-	Skill Req'd:	-

Used to open locked chests and grates. Unlike the lockpick, the correct key is needed to open a chest or grate, but this offers a 100% chance of success and requires no skill. Found in the dungeon chests.

6.3.1 Leather Cap



Item:	Leather Cap	Stacking:	-
Buy Price:	10	Skill Req'd:	Dodging 1

Stiff leather headgear providing moderate protection against head injuries, requiring low levels of dodging skill to use effectively.

6.4 Lockpick



Item:	Lockpick	Stacking:	8
Buy Price:	4	Skill Req'd:	Lockpicking 1


A small instrument for unlocking chests and grates without the required key. Locks to deeper dungeons or chests require greater skill to pick. Failure results in loss of a lockpick.

6.4.1 Longbow

	Item:	Longbow	Stacking:	-
	Buy Price:	60	Skill Req'd:	Archery 5


A large bow for causing great damage to enemies at a distance. Arrows must be held in the offhand, unless the player wields a quiver, in which case arrows will be plucked from anywhere in the inventory. The amount of damage inflicted is based on the player character's *Agility*.

6.4.2 Mace

	Item:	Mace	Stacking:	-
	Buy Price:	24	Skill Req'd:	Bludgeoning 3


A blunt weapon for bludgeoning enemies. The mace supplements the player character's *Strength* to cause damage to an enemy.

6.4.3 Net

	Item:	Net	Stacking:	-
	Buy Price:	24	Skill Req'd:	Stealth 3

A trap that, when sprung, can hold an enemy in one place for a number of turns. The net itself causes no harm, but can impede the monster while the player attacks by other means.

6.4.4 Plate

	Item:	Plate	Stacking:	-
	Buy Price:	-	Skill Req'd:	-


A dining vessel made of precious metal and gemstones, found down in the dungeon. Some plates have an enchantment or curse that affects the player character when wielded. The merchant will buy treasures found in the dungeon. Sometimes a particular plate is the object of your quest.

6.4.5 Plate Mail

	Item:	Plate Mail	Stacking:	-
	Buy Price:	90	Skill Req'd:	Dodging 5


Solid iron armour providing good protection against body injuries, but requiring a high skill in Dodging to use effectively.

6.4.6 Potion

	Item:	Potion	Stacking:	-
	Buy Price:	20	Skill Req'd:	-

The twelve potions in the game give a variety off effects both good and bad, detailed in a later appendix. Usually found in the dungeons, the nature of a particular type of potion will be unknown until it is quaffed, thrown or identified.

6.4.7 Poultice

	Item:	Poultice	Stacking:	8
	Buy Price:	6	Skill Req'd:	Medicine 1

A preparation of herbs for healing wounds, a poultice can be applied to wounds to heal them at the rate of 1 hit point per turn. The number of hit points healed when successful is the number of hit points required to reach full health at the time of application.

So if a character has 11 hit points of a maximum 21, ten hit points will be healed by applying a poultice, over ten turns.

6.4.8 Quiver



Item:	Quiver	Stacking:	-
Buy Price:	24	Skill Req'd:	Archery 3

A special container for arrows that makes them easier to fire quickly. A character with a quiver equipped need not have arrows held in the offhand; they merely need to be somewhere in the inventory.

6.4.9 Rope



Item:	Rope	Stacking:	-
Buy Price:	12	Skill Req'd:	-

A length of rope in the hand allows a character to more quickly escape the simple pit traps that are scattered around the dungeons.

6.4.10 Scroll



Item:	Scroll	Stacking:	-
Buy Price:	20, 40, 60	Skill Req'd:	Varies

A piece of parchment containing a magic spell. The scroll will need to be read or identified to tell what spell it contains. Reading a scroll is dependent on intelligence; the higher the intelligence, the higher the chance of memorising a scroll's contents. Attempting to read a scroll, successfully or not, causes the scroll to disappear. Actually casting the spell is dependent on skill in the appropriate branch of magic; see the section on *Spells* later.

6.4.11 Shield



Item:	Shield	Stacking:	-
Buy Price:	18	Skill Req'd:	Dodging 2

A round wooden buckler with an iron rim, the shield provides protection from enemy blows when equipped in the offhand.

6.4.12 Shortbow



Item:	Shortbow	Stacking:	-
Buy Price:	24	Skill Req'd:	Archery 3

A compact bow for causing moderate damage to enemies at a distance. Arrows must be held in the offhand, unless a quiver is equipped, in which case arrows can be carried anywhere in the inventory.

6.4.13 Sling



Item:	Sling	Stacking:	-
Buy Price:	6	Skill Req'd:	Archery 1

A simple leather projectile weapon capable of launching pebbles and other small objects at an enemy. The game does not trouble the player with the detail of collecting pebbles, so there is no need to worry about ammunition when using the sling. The damage caused to enemies is based on the *Agility* of the player character.

6.4.14 Snare



Item:	Snare	Stacking:	-
Buy Price:	48	Skill Req'd:	Stealth 5

A dangerous trap that not only causes injury to any victim caught within it, but also holds them captive for a number of turns.

6.4.15 Staff



Item:	Staff	Stacking:	-
Buy Price:	6	Skill Req'd:	Bludgeoning 1

A basic blunt weapon especially beloved of non-warrior characters. Causes light damage to the enemy, based on the player character's *Strength*.

6.4.16 Sword



Item:	Sword	Stacking:	-
Buy Price:	20	Skill Req'd:	Blades 3

A medium blade weapon for stabbing and slashing. Damage caused to the enemy is based on the player character's *Agility*.

6.4.17 Tunic



Item:	Tunic	Stacking:	-
Buy Price:	24	Skill Req'd:	Dodging 1

Body armour made of leather to provide light protection against blows to the body. It is more effective than a cloak, but lacks the cloak's stealth advantages.

6.4.18 Warhammer



Item:	Warhammer	Stacking:	-
Buy Price:	72	Skill Req'd:	Bludgeoning 5

A large blunt weapon for smashing enemies. Damage caused to enemies is based on the player character's *Strength*. It is especially fun to use the warhammer in upper and middle level dungeons, where it allows the player character to bludgeon their way through enemies as if the enemies were not even there.

6.5 Skills

Your character begins the game with between one and six skills, each at a level between 1 and 6. A skill level affects the chance of success at a particular action, like firing a ranged weapon or casting a spell. The chances for each particular skill level are as follows:

Level	Chance	Critical Success
-	1 in 36	-
1	11 in 36	-
2	5 in 9	-
3	3 in 4	-
4	8 in 9	-
5	35 in 36	-
6	35 in 36	11 in 36

The *critical success* is a privilege for level 6 characters only. Precisely what the critical success means varies with each skill. The skills in the game are explained in detail below.

Archery: the ability to hit an enemy at range with a projectile weapon like a sling, a shortbow or a longbow. Critical success: the wound caused is instantly fatal.

Blades: the ability to hit, stab or slash an apponent with a blade, causing damage appropriate to the wielded weapon and your character's agility. Critical success: the wound caused is instantly fatal.

Bludgeoning: the ability to land a significant blow on an opponent with a blunt weapon, causing damage appropriate to the wielded weapon and your character's strength. Critical success: the

wound caused is instantly fatal.

Control: the ability to cast spells that affect the behaviour of monsters. Critical success: dependent on the spell.

Dodging: the use of agility to dodge attacks, supplemented by the use of armour, protective headgear and shields to absorb the damage caused by enemy blows and shots. Critical success: all damage is harmlessly absorbed.

Medicine: the use of poultices to heal wounds. Once applied, a poultice regains your character 1 health point per turn, for however many turns it would take to return to full health if no more injuries occur in the meantime. Critical success: instant restoration to full health.

Knowledge: the ability to cast spells that grant your character knowledge not normally available. Critical success: dependent on the spell.

Lockpicking: the ability to open locked chests and grates using a lockpick instead of the correct key. This skill has no bonus effect.

Power: the ability to cast spells that directly hurt or incapacitate monsters. Critical success: dependent on the spell.

Protection: the ability to cast spells that heal or protect your character from harm. Critical success: dependent on the spell.

Stealth: the ability to move close to monsters without detection for a number of turns appropriate to your character's agility. Stealth also affects the ability to lay traps without detection. Critical success: the stealth effect lasts until your character leaves the current level of the dungeon.

Tactics: the ability to outwit an enemy and give chance of a second attack in a single combat round. Critical success: a third attack in the same combat round.

6.6 Spells

The twelve spells in the game are split into four branches of magic: *Power*, *Protection*, *Knowledge*, and *Control*. Each has a particular

skill that is required to use that branch of spells effectively. Characters with a level 6 skill in the appropriate branch of magic can sometimes obtain bonus effects from the spells that they cast.

Some of the spells are *directional*; they are cast in one of the four cardinal directions and affect the closest monster lying in that direction. One of the spells is *inventory based*, and affects a chosen item from your character's inventory. Other spells are *general*, affecting the area around the player or having some more general effect.

The spells are as follows:

Confusion: a directional spell requiring *Control 1+*. When it hits a monster, that monster will stumble about randomly for a number of turns dependent on the caster's intelligence. Critical success: the monster stays in confusion until your character leaves the dungeon level.

Fireball: a directional spell requiring *Power 5+* that launches a missile of fire. The burns when it hits its target will vary according to the intelligence of your character. Critical success: the wound is fatal.

Foreseeing: a general spell requiring *Knowledge 5+*, cast at the top of a stairwell. The whole plan of the dungeon beneath the caster is revealed in a vision. A number of monsters and items can be revealed, dependent on the character's intelligence. Critical success: all monsters, traps and treasures are revealed.

Freeze: a directional spell requiring *Control 5+* that can freeze a nearby monster, paralysing it so that it is unable to respond to melee attacks, ranged attacks or other spells. The number of turns for which the monster is frozen depends on the intelligence of the caster. Critical success: the monster is frozen until your character leaves this dungeon level.

Gas cloud: a general spell requiring *Protection 5+* that summons a cloud of gas around the caster. While your character is immune to its effects, any adjacent monsters will take poison damage based on your character's intelligence. Critical success: adjacent monsters are immediately killed by the gas cloud.

Healing: a general spell requiring *Protection 1+*. The caster

begins to heal, one health point at a time, for a number of turns determined by the caster's intelligence. Critical success: the healing is instant, and restores the caster to full health immediately.

Identify: an inventory-based spell requiring *Knowledge 3+*. A chosen item reveals all its properties in detail: its special identity, its type (for potions and spells), and any curses or blessings it has. Critical success: an item need not be chosen, for everything in the caster's inventory is identified.

Lightning: a directional spell requiring *Power 3+*. A bolt of lightning is fired in the chosen direction. If it hits a monster, the monster will take a moderate amount of damage. Critical success: the hit is fatal.

Magic dart: a directional spell requiring *Power 1+*. A dart is fired in the chosen direction causing a small amount of damage to any monster it hits. Critical success: the hit is fatal.

Magic shield: a general Protection spell that absorbs damage according to the caster's intelligence, for between 2 and 12 turns. Critical success: the spell lasts for a full 12 turns.

Repulsion: a directional spell requiring *Control 3+*. A monster hit by this spell will flee from the caster for a number of turns based on the caster's intelligence. Critical success: the monster will continue to flee until the caster leaves the dungeon level.

Soul search: a directional spell requiring *Knowledge 1+*. Information about the nearest monster in the given direction will be revealed to the caster: its class, and its present and maximum hit points.

Note that on each play through of the game, the symbols for each spell will be randomly assigned. The letter that represented "Magic Dart" in your previous run will not necessarily be the letter that represents it in the next run.

6.7 Potions

There are twelve potions in the game. Half of them have positive effects, and are intended for the player's character to quaff. The other half have negative effects, and are best thrown at monsters. Their effects are as follows:

Agility: when quaffed by the player character, this potion temporarily increases agility by between 2 and 12 points. This effect diminishes by 1 point per turn till agility has returned to normal. When thrown at a monster this has a similar effect on the target.

Antidote: this cancels all other positive or negative potion effects (and temporary effects such as fatigue) with immediate effect.

Confusion: for between 2 and 12 turns, the drinker or target will move or shoot at random instead of in the intended direction.

Healing: when quaffed, the player character's current hit points will increase at a rate of 1 point per turn, for enough turns to restore them to full health. If the player is injured during this time, the number of turns will *not* be increased to compensate. It is possible to heal monsters by throwing healing potions at them.

Intelligence: raises intelligence by between 2 and 12 points temporarily. The effect diminishes at 1 point per turn till intelligence has returned to normal.

Invisibility: when drunk by the player character, that player will be invisible for between 2 and 12 turns. Monsters will not deliberately give chase or attack, being unaware of the character's presence. Monsters are rendered similarly invisible by throwing the potion at them.

Paralysis: immobilises the drinker or target for between 2 and 12 turns. During this time the victim cannot move or attack, and is an easy target for foes.

Poison: when thrown at a monster, poison will reduce the monster's hit points, at a rate of one point per turn. This will last long enough to reduce the monster's hit points to 1, assuming that no other damage or regeneration is done. When drunk, it has a similar effect upon the player character.

Slowness: this temporarily reduces the target's or drinker's agility by between 2 and 12 points. The reduction diminishes by 1 point per turn till agility returns to normal.

Strength: this temporarily raises strength by between 2 and 12 points. This increase diminishes by 1 point per turn until strength returns to normal.

Stupidity: temporarily reduces intelligence by between 2 and 12 points. Intelligence slowly returns to normal at the rate of 1 point per turn.

Weakness: when thrown at a monster, the monster's strength will be temporarily reduced by between 2 and 12 points. This reduction will diminish at 1 point per turn till the monster's strength is back to normal. When drunk, it has a similar effect upon the player.

Note that the colour of each potion will change from one game to the next, so there's no point memorising the colours to aid future runs. The white potion might be poison in this play through, but a healing potion in a new game.

6.8 Acknowledgements

The Chambers Beneath was developed using the following tools: *OpenWatcom C* to compile the executable, *The GIMP* and *POVRay* to draw the graphics, and *L^AT_EX* to typeset this manual.

The manual cover uses the font *Deutsch Gothic* by James Fordyce. The ground uses a dirt texture by ForKotLow. Everything else is built up from textures supplied with *POVRay*.

The music on the game's title screen is my own PC speaker arrangement of *Mein Junges Leben Hat Ein End'*, by Jan Pieterszoon Sweelinck (1562-1621).

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