

# Dungeon Master

ADVENTURER'S HANDBOOK



By S. A. Swanson  
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## WELCOME...

...to the realm of *Dungeon Master*, undoubtedly one of the finest adventure games ever produced. Whether you've just purchased *Dungeon Master*, or have played without finishing, or even if you've finished (but wondered what you might have missed along the way), the *Dungeon Master Adventurer's Handbook* will make a fine companion as you travel those musty dungeon corridors.

The *Dungeon Master Adventurer's Handbook* will save you time (great for those who love adventure games, but have trouble completing them in their "spare" time) and frustration (great for those who destroy keyboards and other peripherals). It will allow you to enjoy *Dungeon Master* without charging into every wall in the dungeon (searching for those hard to find imaginary walls) or spending hours solving "simple" puzzles, or dying countless times battling Giant Scorpions and Couatls!

The *Dungeon Master Adventurer's Handbook* can tell you as little or as much as you want to know. If you are playing *Dungeon Master* and find yourself stuck at a particular place, it can help "unstick" you. You can follow the maps without looking at any of the accompanying hints. Or you can just read the dungeon level overviews, referring to maps and hints as needed. Even the sections on magic and monsters are excellent stand-alone aids.

I've played *Dungeon Master* from start to finish several times now, searching nooks and crannies, looking for hidden rooms and illusionary walls, fighting monsters with sword and spell. It's one of the greatest all-around adventure games ever designed. The graphics are superb and game control is excellent. If this is any indication of the future of computer games, tomorrow looks grand!

I hope you'll find the *Dungeon Master Adventurer's Handbook* invaluable in your explorations and I am proud to have brought it to you. Enjoy your journey.

Stan Swanson, President  
Computer Publications,  
Unltd.



# DUNGEON MASTER ADVENTURER'S HANDBOOK

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# CHAMPIONS



There are 24 champions to choose from in *Dungeon Master*. You can succeed with any of them. Of course, if you take 4 fighters with little spell-casting ability, your chances are slim to none unless you're an experienced player looking to try something new. The same goes for choosing 4 wizards or priests. Fighters are better characters early in the game, while spellcasters are worth their weight in gold later on.

The secret to success is to take a combination of all four character classes. Many champions are experienced in more than one character class. Of course, under the correct circumstances and with enough practice, even lowly fighters can cast spells, and spellcasters can handle a sword without chopping off various appendages.

Develop all 4 of your party members in all four attributes! A fighter might be great early in the game, but magic becomes more and more important as you progress. Have your champions practice spells to develop and increase their wizard and priest skills. Have them throw objects to develop ninja abilities. If you have a battle with a Screamer or two under control, let your wizard or cleric get in a few blows here and there as well.

## ◆ REINCARNATION OR RESURRECTION?

**RESURRECTION:** Champions return to life exactly as they were. They will remember all their previous skills and abilities.

**REINCARNATION:** Champions lose memory and skills, but these skills are converted to greater physical attributes. Reincarnation gives you a couple of advantages. First of all, you can rename your champions. Second, you will find that, at equivalent levels, you will have more Health and Mana than if the same champion had been resurrected.

## EXPERIENCE LEVELS:

- |               |                 |
|---------------|-----------------|
| 1. Neophyte   | 9. LO Master    |
| 2. Novice     | 10. UM Master   |
| 3. Apprentice | 11. ON Master   |
| 4. Journeyman | 12. EE Master   |
| 5. Craftsman  | 13. PAL Master  |
| 6. Artisan    | 14. MON Master  |
| 7. Adept      | 15. Arch Master |
| 8. Expert     |                 |



# DUNGEON LORE



## ◆ MOVEMENT

*The normal method for movement through Dungeon Master is to use the mouse. However, if you wish to maximize your advantage, consider using the arrow keys. You are less likely to make a mistake while moving and you will leave the mouse free for combat or spell casting. You will also be able to retreat during combat, casting spells or throwing weapons at the same time.*

## ◆ TORCHES

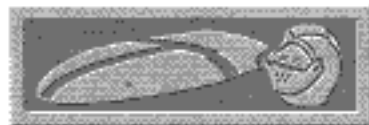
*Once a couple of your champions gain some proficiency at spell casting, you will have little need of torches. But you should still keep a couple for the times your champions are low in Mana or for other emergencies. Picture this: The light in the dungeon is fading... Your Mana is almost non-existent... Something approaches from down the corridor...*

## ◆ CHESTS AND LOADS

*You'll come across many chests in your journey through the dungeons. The treasures within are valuable, but chests have more value than simply what's in them. You can carry more items if you fill empty chests and carry them along with you. They are especially useful for storing food items which you'll need later on. Just be sure not to get carried away and overload your champions. It's easy to do and could be deadly. Keep an eye on the lines which show your champions' loads. If any of them turn yellow or red, stop and trade items between your champions or drop any non-essential items. Unused weapons and armour are good, heavy items to drop. When discarding objects, try to leave them where they can be found later.*

## ◆ PRACTICE

*When throwing items (whether a weapon or any other item), it is always the leader of the party who gains in ninja abilities. Other party members will gain ninja abilities only when throwing weapons from the combat menu. You may, of course, elect to change your leader from time to time by simply clicking on his name at the top of the screen.*



# COMBAT



Combat is unavoidable in *Dungeon Master*. In fact, to try to avoid combat is to ensure failure later in the game. Your champions must be able to hold their own against higher level opponents. But the good news is, the more you fight, the better you'll begin to understand the art of dungeon combat, not to mention raising your party's combat skills. Of course, you'll probably die a few times before you get the hang of this (and probably a few times after as well), so here are a few suggestions.

## ◆ RETREAT

First of all, don't be afraid to retreat! There's no one around to question your bravery. Smack your opponents a time or two and back up. You'll soon feel their rhythm of combat and speed. Keep any retreats orderly, and glance behind you now and then. It's not too healthy to back into giant scorpions and Oituz by accident. If you have enough room, you can usually circle around your opponents and hit them from the side or from behind before they can react. Just don't get yourself backed into any dead-end corridors.

## ◆ DOORS

One of your best weapons is one which can't be picked up and taken with you. These mighty weapons are dungeon doors. Simply lure your foe into a doorway and close it. The door will continuously try to close, bashing your opponent in the process. The trick is to stand in the monster's way so it can't continue forward through the doorway. You'll take a few hits yourself, but in this trade-off, it's getting the worst of it by far. Sooner or later it'll probably retreat (some later than others). If you need to heal yourself or prepare a magic spell or two, do it before you reopen the door. When you are ready, open the door and you will most likely find the same monster there, wounds and all, eager to try again. These monsters are not high school grads by any means...

## ◆ FEAR

Fear weapons (*War Cry*, *Staff of Claws*, *Horn of Fear*, etc.) can be very effective against certain monsters, and they help your priest levels as well. Not all monsters can be frightened, but fear weapons are a great help against those that can. Just empty your action hand and use "*War Cry*" from the combat menu. You can sometimes scare



a monster in this manner and it will retreat (at least temporarily), giving you a chance to regroup before it returns.

#### ◆ MARCHING ORDER

The ordering of your party has two important effects to consider. First, the front-to-back ordering affects which champions will give and get damage from melee attacks. Thus those champions with the most health, strength and dexterity (agility) and possessing the best weapons and armour should be placed at the front. They will act as a shield for the weaker, less armoured champions behind. Second, you should keep in mind that spells and objects thrown by champions are affected by their position on the left or right sides of the group. For example, if there's a monster a couple of paces away on the right side of the dungeon corridor, and your wizard is positioned on the left, his fireball spell would be wasted because it will miss its mark to the left.

#### ◆ HEALING

Monsters do not recuperate nearly as fast as your champions, especially with healing potions at your disposal. Give your opponents a few good jabs and thrusts, then retreat to safety. Return when you've regained health points or have spells ready to cast. Don't take too many chances during combat. It takes much too long to reboot or find that out-of-the-way Altar of Rebirth. And if you've neglected to save your game recently, you'll regret it even more.

#### ◆ GAME SAVE

Which brings us to the game save...**DO IT OFTEN!** It might seem inconvenient and a lot of trouble at the time, but you'll be glad you did. It is especially important to save the game if you're attempting something you're unsure of. Another good spot to save games is right before entering combat. If you suddenly encounter a Couatl, use the save game feature immediately. By doing this you can re-boot and retreat or change tactics with your next try.

#### ◆ WEAPON SKILL

Some weapons are handled much better by one champion than another. This is usually due to the fact that a skilled champion has practiced with a certain type of weapon before. Test your weapons and magic items with all your champions and notice the differences. A champion who is more skillful with a particular weapon will have more options available when attacking. These options have very different effects and times to execute. For example, a "jab" takes very little time but also does very little damage. In contrast, the similar "thrust" is very powerful, but requires more

time to recover from before you are able to strike another blow. Monsters are very discourteous and continue their mayhem regardless of your inaction. To help you polish your close combat technique, the table below summarizes the characteristics of the various combat options.

## COMBAT OPTIONS

Option	Prob	Damage	Time	Energy	Defence
parry	+	☆	✓✓✓		●●●●
jab	+++++	☆			○
block	+	☆	✓		●●●●●
slash	+	☆	✓		●
swing	++	☆	✓		●
stun	+++	☆	✓		●
hit	+	☆	✓		●●
hack	++	☆	✓	♥	●
punch	++	☆☆			○
kick	++	☆☆☆	✓		○
stab	++	☆☆☆	✓		○○○
cleave	++	☆☆☆	✓✓	♥	
chop	+++	☆☆☆	✓	♥	
pummel	++	☆☆☆	✓✓✓	♥	
pierce	+++	☆☆☆	✓		○
melee	++++	☆☆☆☆	✓✓✓	♥♥♥	○
thrust	++++	☆☆☆☆	✓✓✓	♥♥	○○
berserk	+++	☆☆☆☆☆	✓✓✓✓✓	♥♥♥♥♥	○

"Prob" is the chance of inflicting "Damage" at the expense of "Time" and "Energy" with the given (positive = ●, negative = ○) change in "Defence". Many things affect the destructiveness of an attack. Some of the important factors that affect the final result are: weapon type and weight, champion's strength and skill, and the creature's armour and dexterity.



# MAGIC



*You will live and die at the hands of your priests and wizards. It's that simple. Without them, you are lost.*

## ◆ PRACTICE

*As with weapons, a champion's ability with a particular spell improves with practice. However, skill with one spell does not guarantee skill with all spells. Each spell belongs to one of the four elemental influences - Earth, Air, Fire, and Water. Try to practice spells from every influence. Relying on a specific spell to damage monsters can backfire when suddenly you're confronted with a monster that is immune to its effects*

*Cast spells often, but not foolishly. Try everything out to learn your threshold of success when you reach new levels. Practice when you get a chance, but only when you have the time and opportunity (not to mention food and water). You can prepare a spell (or partial spell) and then sleep to regain Mana points. However, don't use all your Mana and then go marching merrily down the dungeon corridor...*

## ◆ FLASKS & POTIONS

*You can find out how powerful a potion is by having a wizard or priest look at it. At higher levels a LO level healing potion will not greatly increase your health points. By the same token, don't drink a high level healing potion when one of a lower power will bring you close to your maximum health level.*

*Keep your flasks filled with potions whenever possible. Most of them should contain healing potions and poison antidotes. Other potions can be prepared as you need them. You can also fill some of your flasks with water. You can always drink the water if you need the use of the flask. Just remember -- there are some levels which have no water or fountains at all...*

## ◆ CAUTION

*Remember NOT to cast aggressive spells (such as fireballs, lightning bolts and poison clouds) into walls directly facing your party. While this isn't something you would normally do, it's easier to do than you think, especially when you're maneuvering around in the heat of battle...*



## MONSTER GUIDE



### ◆ ANIMATED ARMOUR

Be prepared, because these fellows are extremely tough to deal with. They are quite resistant to spells and receive two melee rounds for every one of yours. They also cause a great deal of damage when they hit. Lightning bolts, Diamond Edge and Hardcleave are the most effective weapons you have against them. You may also want to use Magic Boxes to minimize their attacks.

### ◆ BLACK FLAMES

Black Flames are very similar in nature to Water Elementals. The biggest difference is that they remain in one place. By this time you should have defences especially suited for fire such as the Staff of Manar and the Firestaff which can give you some additional protection. Since they are unable to move, you generally will not have to combat them unless they are in your path, and unavoidable.

### ◆ COUATLS

Couatls are one of the dungeon's most dangerous creatures. They are elusive and powerful on attack. Not only can they cause a lot of damage when they strike, but they poison as well. Couatls can be destroyed with two or three poison foe or fireball spells. Their only positive feature (as far as you're concerned) is that they always appear alone.



Brandishing the Staff of Claws will cause them to retreat briefly.

### ◆ DEMONS

Demons wouldn't be too tough to deal with except for a couple of factors. First of all, if you meet one, you will generally meet many. Add to that the fact that you will probably be concerned with Lord Chaos at this stage, and these pesky little devils can drive you crazy. Their favorite offense is casting Fireball spells, so prepare fireshields. A powerful priest can probably use fear against them.

### ◆ GHOSTS

Ghosts are non-material beings and can only be harmed by magical weapons (Vorpal Blades) or Harm Non-Material Beings spells. Your biggest problem stems from the fact that you generally do not have the spell prepared and you are probably not using

Vorpal Blades as your primary weapons. Keep both handy on the levels where Ghosts prevail (primarily Level 8). Have your rear rank carry your Vorpal Blades and you can make the switch quickly.

#### ◆ GIANT SCORPIONS



Giant Scorpions are one of the tougher monsters you face in your journey. They have a ton of health points, are protected by their scaly armour and do major damage when they strike. These creatures also poison when they strike, compounding your troubles. Try to conduct melee attacks from the sides and back only. Use range attacks whenever possible and put a lot of

Mana into any offensive spell you use. In some cases attacks can be conducted through a grate door, giving the party 100% protection. If stung, drink anti-VEN potions as soon as possible, for scorpion poison is surely the deadliest of any dungeon monster.

#### ◆ GIANT WASPS

Giant Wasps are not very sturdy but they are high in dexterity and very elusive. You may strike or cast a spell only to find they aren't where they were a minute earlier. Your saving grace is the fact that they are low in health points and if you strike, it generally only takes one blow. They will, however, poison when they hit, so you will need a poison antidote handy. Your best offense against Giant Wasps is a medium level poison cloud spell.

#### ◆ GIGGLERS

These pesky little critters will not physically harm you, but will drive you crazy as they manage to steal anything held in your champions' left hands. You can try to follow them (although they're pretty quick) or just continue on. You'll eventually run into them again. In the meantime, of course, you'll go without a shield or two. They don't have too many health points and are easily dispatched if struck. They will always leave whatever they have stolen when they are killed. Even if they haven't stolen from you, they will generally leave something behind, many times a food item.

#### ◆ LORD CHAOS

The defeat of Lord Chaos is your ultimate goal. He can (and will) throw any spell he desires (generally at the top of the power range) and if he feels threatened by your humble little party, will simply teleport out of range. He will always be in the area, but now you must contend with a Fire Demon or two as you search for him again. He will generally reappear when you least expect it. Proper use of the Firestaff is really the only way to defeat Lord Chaos.

#### ◆ MAGENTA WORMS

Magenta Worms generally appear in pairs, and many times the death of one will result in the temporary retreat of the other. Their bite will poison and, although the poison will eventually wear off, it will take considerable time and cost you many health points before it does. Magenta Worms will provide you with food once you've killed them. Though it's not as nutritious or as filling as other food sources, it is certainly better than nothing....

#### ◆ MATERIALIZERS

Materializers can cast just about any spell at any spell level. Spell strength is usually mid-range to high, so take care. As Materializers prepare to cast spells, the globe portion of the creature will turn solid. This gives you time to take defensive moves if you're prepared and in a position to do so. The Vorpal Blade and the DES EW spell are your only weapons. And only the Vorpal Blade can reach a materializer in its dematerialized state.

#### ◆ MUMMIES

Mummies are tough opponents in the early levels, although most can be defeated if you are careful. Try to take on only one group at a time. If you like to use distance weapons (darts, stars, arrows, etc.) these are excellent monsters to use them against.

#### ◆ OITUS



Oitus are another creature which can give you a headache or two. It's not that they are especially tough to deal with, but it seems that you seldom meet up with just one. Fear weapons (Horn of Fear, Staff of Claws, etc.) will often scare them off for awhile, a valuable defence when collecting the treasures located in the Oitu Room.

#### ◆ PAIN RATS

Pain Rats are ferocious creatures. Nothing frightens them, they deliver extensive damage, and they will attack to the death. Fortunately, they are affected by all manner of attacks, and, with the help of a door or a poison cloud, you may be able to stand toe-to-toe with them. They yield nourishing drumsticks when killed.

#### ◆ RED DRAGON

Ahhhh... The Red Dragon! A most worthy opponent. With over a thousand health points, he is a creature that will take careful consideration and patience to overcome. Like most dragons, he loves

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to toss around Fireballs and can deliver a nasty bite should you get too close. That bite not only causes great amounts of damage, but generally injures a body part as well. This, in turn, creates problems with that champions' speed and/or fighting abilities. Your best offense is to strike a blow or two from your best fighters, then maneuver around to the rear or side and strike again. If you're nimble and patient, you should eventually be able to wear him down and defeat him. Magic Boxes will greatly aid your cause.

#### ◆ ROCKPILES

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These little devils are tough, but if you're patient you'll eventually defeat them. Your biggest advantage in fighting them is their lack of dexterity. You can usually bash them a time or two and retreat before they strike. Rock Monsters poison when they hit, so have a poison antidote handy. The best way to defend against Rock Monsters is to close dungeon doors on them. Their slow speed should insure that they will take several blows before retreating.

#### ◆ RUSTERS

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These strange creatures are average in strength and generally not too difficult to overcome. They almost always appear alone and can generally be defeated in melee without using any Mana points.

#### ◆ SCREAMERS

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Screamers are probably the dungeon's easiest opponents to dispatch. A few well placed blows should do the trick and you shouldn't have to waste any Mana on spells. They are excellent sources of food.

#### ◆ SKELETONS

---

Skeletons are quick but brittle. You can usually trade blows with them and save your Mana. Though they do get tougher as you descend, they are not too dangerous if combat is approached with care. They carry falchions and wooden shields, but these are pretty useless to your party unless you have no better weapons available.

#### ◆ STONE GOLEMS

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Stone Golems are very tough customers indeed! While your attacks only chip away at their health, they often do vast amounts of damage with a single blow. Your best offense against these deadly creatures is to trap them with a Magic Box and use all four champions, the front line meleeing with their best weapons while the back rank casts powerful lightning bolts. Using Magic Boxes and dungeon doors together is very effective. Thankfully, closeable doors are common in the areas where you will meet Golems.

### ◆ SWAMP SLIMES

In addition to normal attacks, Swamp Slimes may attack at range by spitting poison. Slow and mindless, they are only dangerous when you can't retreat. Should you become cornered, poison clouds will make them move.

### ◆ TROLINS

Trolins are the toughest opponent you'll face early in your campaign. The biggest problem with fighting them is that they can cause large amounts of damage with a single blow. That one blow could be all it takes for a champion with low health points. Try to use long range weapons and spells unless your front line champions are in good shape and can do some decent damage in return. Poison spells are especially effective against them. They frighten easily.

### ◆ VEXIRKS



These characters use magic exclusively in their offense. (And it's all they really need!) They will cast a variety of spells near the middle of the power range. Fireshields are an effective defence against most of these spells. Vexirks do not have many health points, so you can usually defeat them without too much effort. They will sometimes leave behind treasure when killed.

### ◆ WATER ELEMENTALS

Water Elementals are not plentiful, but that doesn't mean you don't have to worry about them. They are unusually sturdy, and will do considerable damage when they strike. You should also be aware that they can strike any member in your party, even those in back. As long as you don't get cornered, you can avoid them fairly easily, since they are much slower than the party. Water Elementals are non-material beings, so be prepared with the proper spell and have your Vorpal Blades at hand.

### ◆ WIZARD'S EYES

Wizard Eyes combat with magic. They generally throw Fireballs or Lightning Bolts, both of which can be dodged if you're a pace or two back and have room to maneuver. The power of these spells drops off greatly over distance, so stepping away can be effective in the confines of a corridor. They also cast Open Door spells, so don't feel too safe just because they're on the other side of a closed door. Your best offense is also magic or range weapons.



# MONSTER APPEARANCE TABLE

level

	2	3	4	5	6	7	8	9	10	11	12	13	14	POISON ?	GROUPS ?
MUMMIES	•	•					•								•
SCREAMERS	•			•											•
ROCKPILES		•	•											•	•
TROLINS		•								•					•
MAGENTA WORMS			•											•	•
GHOSTS			•				•								•
GIANT WASPS			•		•					•				•	•
SWAMP SLIMES				•										•	
COATLS				•										•	
WIZARD EYES					•				•						•
SKELETONS					•		•		•						•
STONE GOLEMS						•									
GIGGLERS							•		•						
RUSTERS								•							
VEXIRKS								•							
PAIN RATS								•							•
GIANT SCORPIONS									•					•	
WATER ELEMENTALS										•					
ANIMATED ARMOURS											•				•
MATERIALIZERS											•				•
OITUS											•				
BLACK FLAMES												•			
DEMONS												•			•
LORD CHAOS												•			
RED DRAGON													•		

## MAP SYMBOLS



DOOR



FOUNTAIN



STAIRS DOWN



ALCOVE



STAIRS UP



BLACK FLAME



ALTAR OF VI



TWISTER



PRESSURE PLATE



PIT



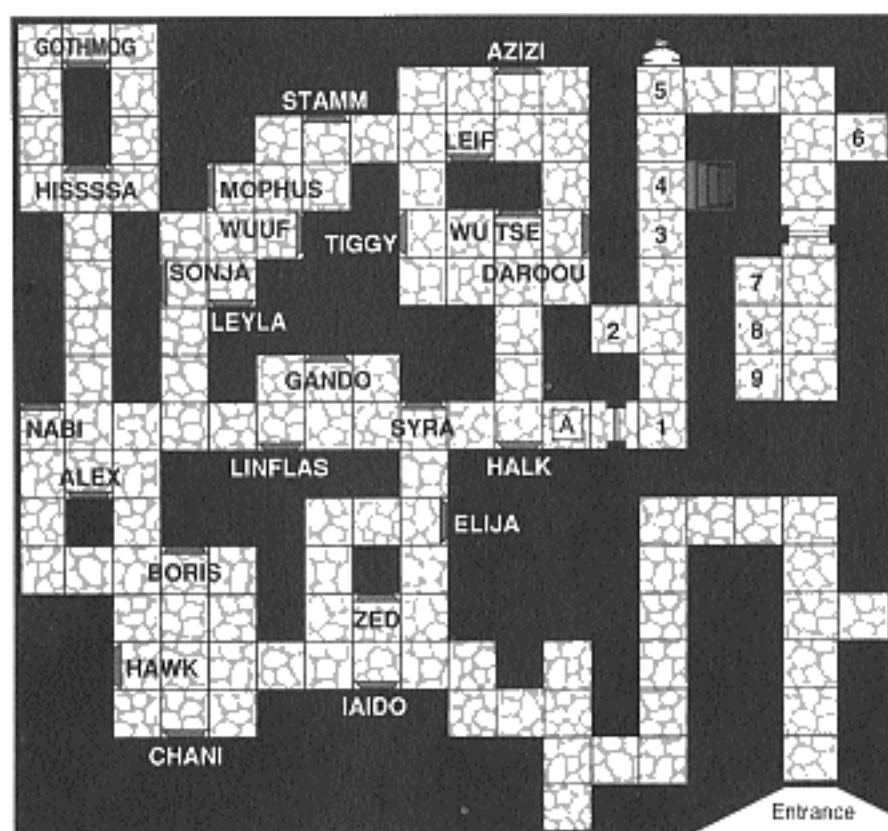
TELEPORTER

Numbers refer to the treasures list opposite the map and letters refer to the puzzle solutions in the back.

# CHAMPIONS

		HEALTH	STAMINA	MANA	LOAD	FIGHTER	NINJA	PRIEST	WIZARD	STRENGTH	DEXTERITY	WISDOM	VITALITY	ANTI-MAGIC	ANTI-FIRE	POSSESSIONS
A	<b>ALEX</b> Ander	50	57	13	46	-	3	-	2	44	55	45	40	35	40	Sling / Suede Boots Leather Pants and Jerkin
B	<b>AZIZI</b> Johari	61	77	7	48	2	3	-	-	47	48	42	45	30	35	2 Daggers / Hide Shield Halter / Barbarian Hide
C	<b>BORIS</b> Wizard of Bakdor	35	65	28	38	-	2	-	3	35	45	55	40	45	40	Rabbit's Foot / Tunic Leather Pants and Boots
D	<b>CHANI</b> Sayyadini Sihaya	47	67	17	40	2	-	-	3	37	47	57	37	47	37	Moonstone / Silk Shirt Gunna / Sandals
E	<b>DAROUU</b>	100	65	6	50	3	-	-	1	50	30	35	45	30	45	none
F	<b>ELIJA</b> Lion of Yaitopya	60	58	22	44	2	-	3	-	42	40	42	36	53	40	Magic Box Robe / Sandals
G	<b>GANDO</b> Thurfoot	39	63	26	42	-	3	-	2	39	45	47	33	48	33	2 Poison Darts / Blue Pants Leather Jerkin and Boots
H	<b>GOTHMOG</b>	60	55	18	42	-	-	-	4	40	43	48	34	50	59	Cloak of Night
I	<b>HALK</b> The Barbarian	90	75	0	54	4	-	-	-	55	43	30	46	38	48	Club / Berserker Helm Barbarian Hide / Sandals
J	<b>HAWK</b> The Fearless	70	85	10	46	2	-	3	-	45	35	38	55	35	35	2 Arrows / Suede Boots Leather Jerkin and Pants
K	<b>HISSSSA</b> Lizar of Makan	80	61	5	57	3	2	-	-	58	48	35	35	43	55	none
L	<b>IAIDO</b> Ruyito Chiburi	48	65	11	45	3	-	2	-	43	55	40	35	45	50	Samurai Sword Ghi/Ghi Trousers
M	<b>LEIF</b> The Valiant	75	70	7	47	3	-	2	-	46	40	39	50	45	45	Leather Jerkin Leather Pants and Boots
N	<b>LEYLA</b> Shadowseek	48	60	3	42	-	4	-	-	40	53	45	47	45	35	Rope / Silk Shirt Leather Pants and Boots
O	<b>LINFLAS</b>	65	50	12	49	3	-	-	2	45	45	47	35	50	35	Bow / Elven Doublet Elven Huke / Elven Boots
P	<b>MOPHUS</b> The Healer	55	55	19	44	-	-	4	-	42	35	40	48	40	45	Bread / Cheese / Apple Robe / Sandals
Q	<b>NABI</b> The Prophet	55	65	13	43	-	-	3	2	41	36	45	45	55	55	Staff / Tunic Blue Pants / Sandals
R	<b>SONJA</b> She Demon	65	70	2	54	4	-	-	-	54	45	39	49	40	40	Sword / Choker Halter / Gunna / Sandals
S	<b>STAMM</b> Bladecaster	75	80	0	52	4	-	-	-	52	43	35	50	35	55	Axe / Leather Pants Tunic / Suede Boots
T	<b>SYRA</b> Child of Nature	53	72	15	41	-	-	2	3	38	35	43	45	42	40	Apple / Tabard Elven Doublet
U	<b>TIGGY</b> Tamal	25	45	35	34	-	2	-	3	30	45	50	35	59	40	Wand / Kirtle Gunna / Sandals
V	<b>WU TSE</b> Son of Heaven	45	47	20	41	-	2	3	-	38	35	53	45	47	40	3 Throwing Stars / Tabard Silk Shirt / Sandals
W	<b>WUUF</b> the Bika	40	50	30	37	-	3	2	-	33	57	45	40	35	40	Flask Leather Jerkin
X	<b>ZED</b> Duke of Barville	60	60	10	42	2	2	2	2	40	40	40	50	40	40	Torch / Mail Aketon Blue Pants / Hoson

# LEVEL 1 - THE HALL OF CHAMPIONS



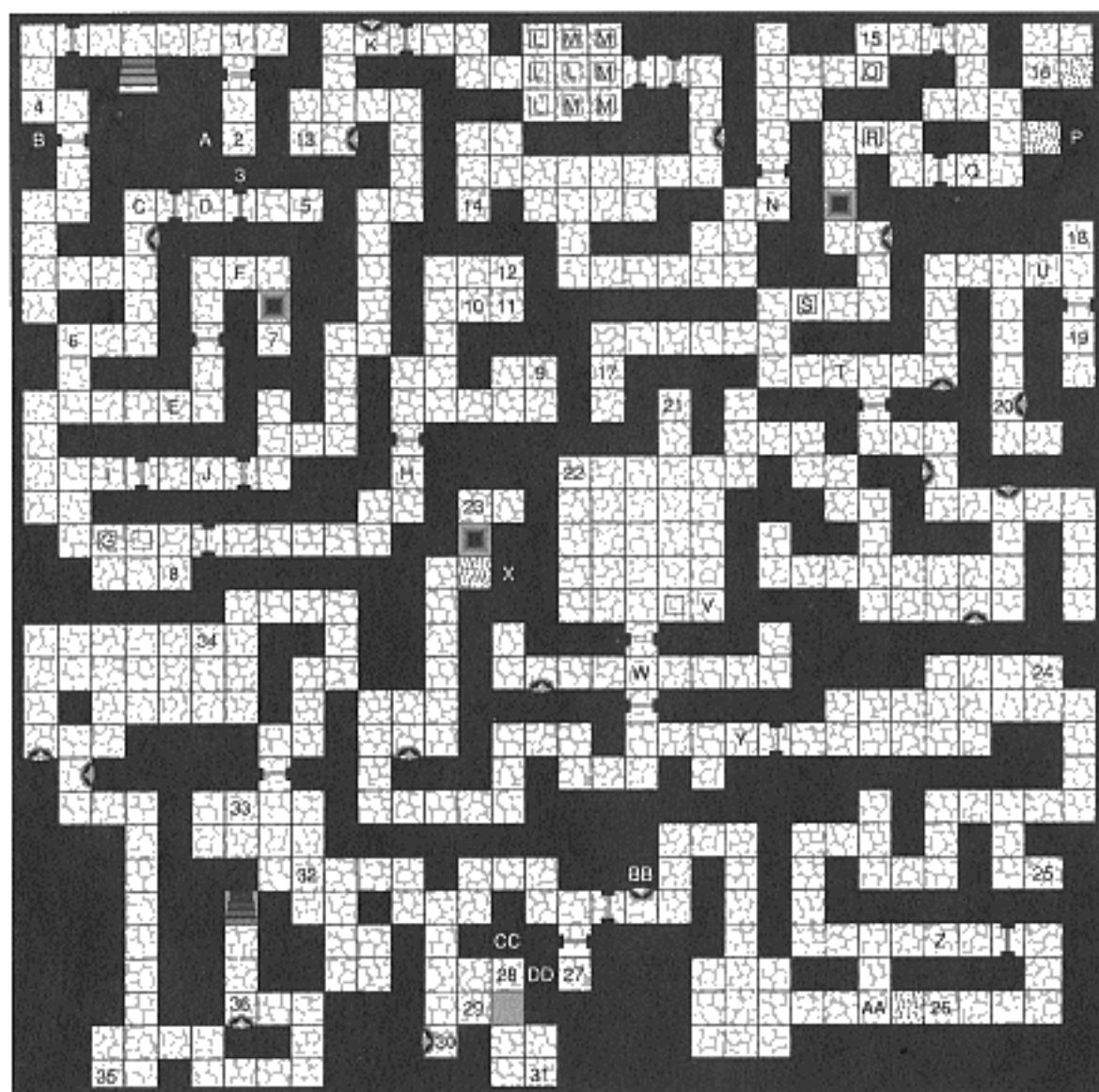
**OVERVIEW:** *Dungeon Level 1 begins it all. This is where you choose the champions who will make up your party. Don't be too hasty in your choices. Once you have chosen your fourth champion, you will not be able to look at any of the other champions. Level 1 has no monsters, contains plenty of food and the light source is constant. Take a moment to practice a few spells (or even partial spells) before descending to Level 2. Mana is recovered quickly at this point, so cast all the spells you can, then sleep to regain Mana.*

**FOOD/WATER:** *You will find 6 food items on Level 1. You shouldn't need any food here unless you spend too much time practicing. There are no fountains here, but there is a waterskin with water.*

## TREASURE/FOOD:

- |   |             |
|---|-------------|
| 1 Apple                                   | 5 Scroll #2 |
| 2 Bread                                   | 6 Corn      |
| 3 Torch                                   | 7 Bread     |
| 4 Waterskin containing<br>water/Scroll #1 | 8 Cheese    |
|   | 9 Apple     |

## LEVEL 2 - WELCOME



**OVERVIEW:** *Dungeon Level 2 is a good level for gaining experience and getting the feel of the game. It is not too difficult, but with your party still very weak in all respects, you must exercise caution. When you encounter a monster, don't hesitate to save the game before entering combat. You'll have to use torches here, but be sure to practice the Magic Torch spell whenever possible. This means everyone, not just those with high Mana. As you find flasks, practice creating VI potions. Give all your party members a chance in combat, not just your strongest champions. Monsters might carry treasure, so don't avoid encounters on this level. You need to gain as much experience as possible.*

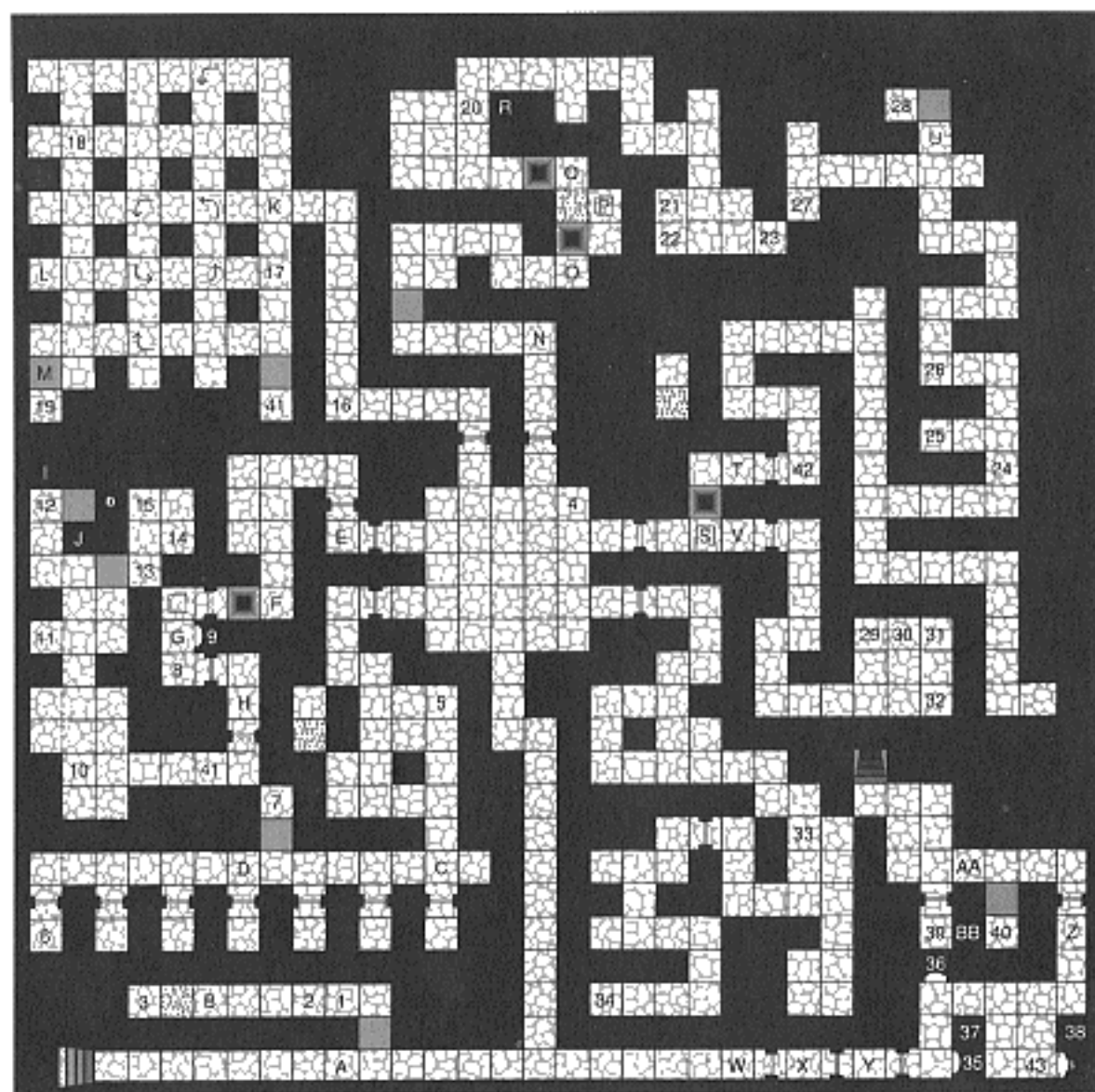
**FOOD/WATER:** You will find 13 food items on this level and should still have plenty left from Level 1. In addition, the Screamers are a food source. Do not let your champions eat until they approach or hit "yellow". Do not overfeed them. It's a waste of food and you'll need it later. Water is plentiful. Keep your flasks filled, especially at the last fountain before entering level 3.

**MONSTERS:** You will meet Screamers and Mummies on Level 2. You can stand toe-to-toe with the Screamers, but the Mummies are a bit more difficult. Use distance weapons (knives, throwing stars, rocks, etc.) before closing with them. Don't hesitate to retreat, regain some health points and try again. It may be a good idea to remember where the last door you could close was, then conduct your fighting withdrawal towards it.

### TREASURE / FOOD

1 Club	21 Drumstick/3 Flasks/ Leather
2 Dagger/Corn/Apple/Scroll #3	Pants/Scroll #4/ Scroll #5
3 Falchion	22 Torch/Apple/2 Cheese
4 Gold Key	23 Gold Key/ Throwing Star
5 Torch/Emerald Key/Dagger/ Arrow/Elven Doublet	24 Copper Coin
6 Topaz Key	25 Torch
7 Gold Key/Leather Boots	26 CHEST: 2 YA potions/ Scroll #6
8 Rock	27 Falchion
9 Iron Key/Ghi Trousers	28 Apple
10 Falchion	29 Waterskin containing water
11 Leather Boots/Torch	30 Throwing Star
12 Solid Key	31 Blue Magic Box
13 Gold Key	32 Torch/Flask (swallowed by a Screamer)
14 Gold Key	33 Throwing Star (stuck in a Screamer)
15 Boulder	34 Buckler
16 Gold Key/Apple	35 CHEST: Drumstick/ Corn/Cheese/2 Bread/ Blue Magic Box/ Flask/Scroll #7
17 Apple	36 Torch
18 Iron Key	
19 Key of B	
20 Rock	

## LEVEL 3 - CHOOSE YOUR FATE



**OVERVIEW:** *Dungeon Level 3 has lots of puzzles and problems as well as many monsters to contend with. This level is divided into seven basic areas. As long as you keep all the central doors closed, you will only have to worry about the monsters roving through the area you are in. The six areas in the main cavern are all self-contained. (In other words, you will not need an item from one area to enter another). The seventh area is the section which leads down to Level 4. To reach Level 4 you will need 4 of the 6 gold keys here.*

**CHAMBERS OF THE GUARDIAN:** This is a relatively simple area once you contend with the Rockpile. Tough and onery, your best bet is to lure it back to the entrance and let the door do the hard work.

**THE VAULT:** You'll encounter many types of monsters here so be prepared. There are many treasures though, so it's worth your while.

**THE MATRIX:** The simplest area. Walk along the outside wall to stay oriented. Relax, there are no monsters here to hassle you.

**TIME IS OF THE ESSENCE:** A couple of puzzles here to test your dexterity. Don't be overloaded or injured or you'll never make it.

**ROOM OF THE GEM:** You need to go to the left before you can continue ahead. Many Trolins and Rockpiles, so stay healthy.

**CREATURE CAVERN:** There isn't too much treasure here. However, it is a good place to practice combat before descending to level four.

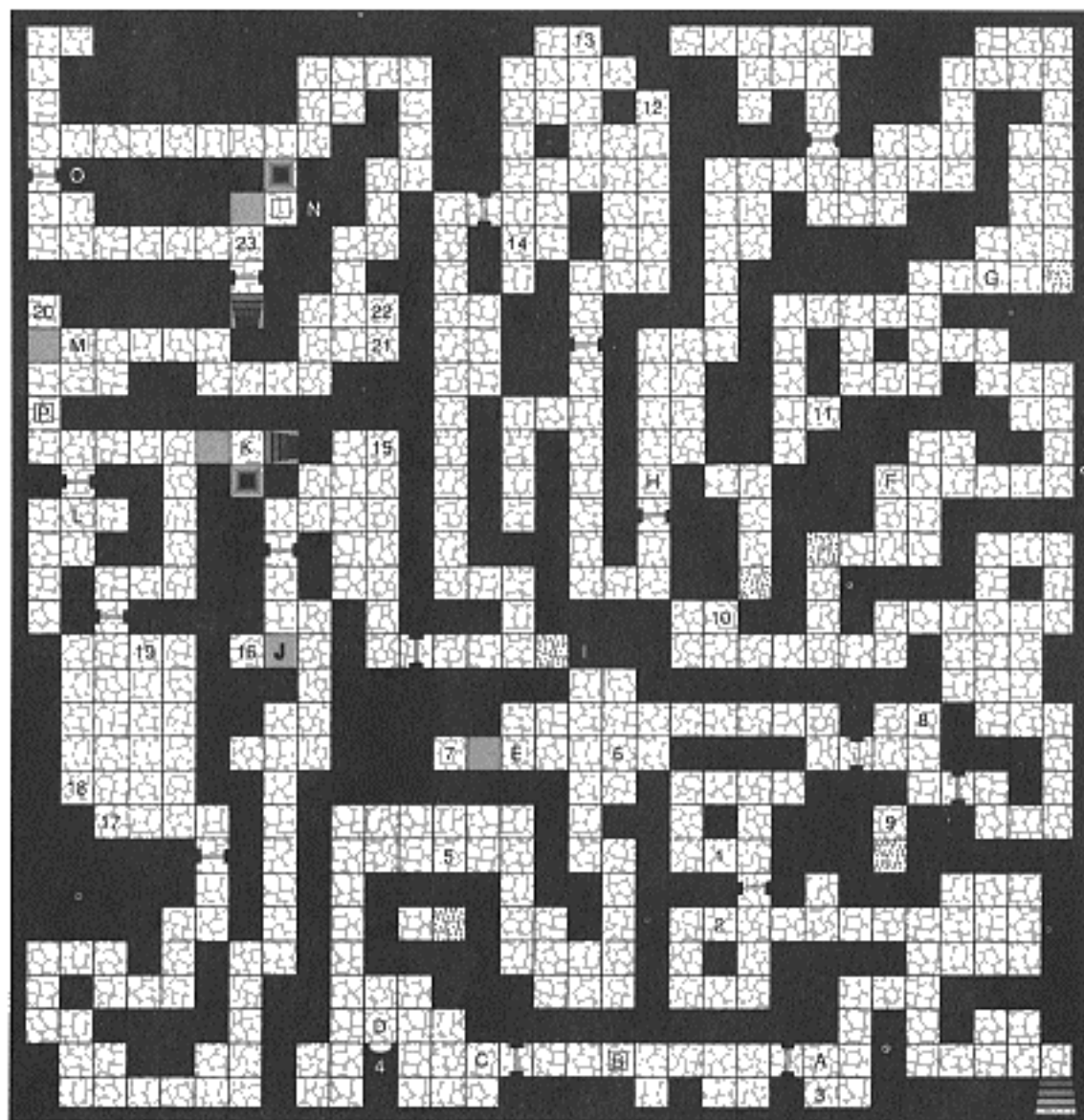
**FOOD / WATER:** You will find 26 food items on this level. You will need to feed your party several times since you'll spend a good deal of time here. There is no water on this level, but the fountains on level 2 are a short walk away.

**MONSTERS:** You'll encounter dozens of creatures here ready to end your quest in grizzly fashion. You'll meet Rockpiles, Trolins, and Mummies on this level. Take them all on, give everybody combat and spell practice, but do not hesitate to run.

#### TREASURE / FOOD

1	Berserker Helm/Suede Boots/ Leather Pants/Leather Jerkin	17 & 20	Arrows
2	Arrow/Waterskin/Cheese	18	Cheese
3	Compass	19	Gold Key/Fine Robe/Saber
4	CHEST: Apple/Cheese/2 Gold Coins/Scroll #8/Scroll #9	21	Elven Huke
5	Drumstick	22	Helmet
6	CHEST: Mirror of Dawn	23	Gold Key
7	Apple/Drumstick/Leather Jerkin/Gold Key	24	Sling
8	Bread	25 & 26	Food
9	Silver Coin	27	Rabbit's Foot
10	Arrow	28	Blue Gem/Drumstick
11	Wand	29	Gold Key
12	CHEST: 3 Copper Coins/ Silver Coin/Blue Magic Box	30	Berserker Helm
13	Gold Key	31 & 32	Food
14	Corn/Apple/2 Cheese	33	Arrow
15	Leather Pants	34	Gold Key
16	Bread	35	RA Key
		36	Flask/Scroll #10
		37 & 38	Torches
		39	Flask/Mail Aketon
		40	2 Drumsticks/Sword
		41-43	Food

## LEVEL 4 - MEET YOUR DOOM



**OVERVIEW:** *Dungeon Level 4 is a drop-off in many ways from Level 3. There isn't a lot of treasure here, although a couple of items are useful. Most of the puzzles and problems you encounter are pretty straightforward. What this level is extremely good for is practicing both your fighting and magical abilities. Overcoming the Magenta Worms will push your skills to new heights. Use all your champions to cast magic torch spells and to create health and anti-poison potions. You'll need plenty of both. Don't run past the Worms. If you do, you'll regret it later, for they can follow your scent.*



**FOOD:** You will only find 4 food items here, but the numerous *Screamers* and *Magenta Worms* will provide more than enough food. While not as nutritious as normal food, it's still food. The room at (L) can provide you with an almost endless supply of *Screamer* slicers and they are fairly easy to dispatch, especially by using the "closing door" combat method.

**WATER:** There are no fountains on this level. There is a waterskin as you first enter, good for only three gulps. If you need to fill your flasks, it's easy enough to journey back to the fountains on Level 2. Even though it's a fairly straightforward level, you'll spend enough time here to need a few sips of water.

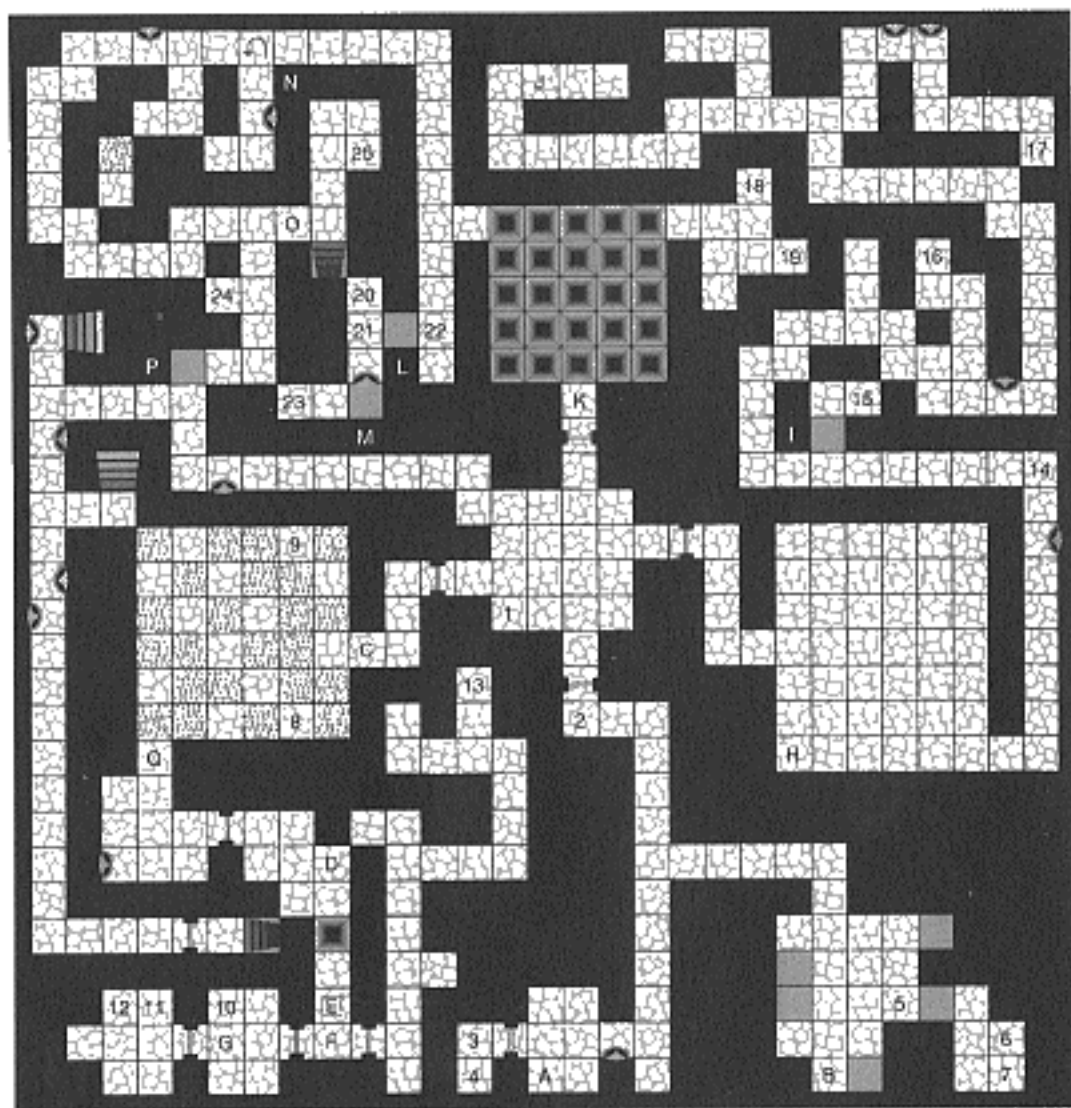
**MONSTERS:** The *Giant Wasp* you'll encounter is easily dispatched with a *Poison Cloud* spell and the *Ghost* with the *Harm Non-Material Beings* spell. The *Screamers* are a piece of cake (or a slice of *Screamer*, if you prefer) and you know what you're up against in the *Rock Monsters* by now. (Leading them under a closing door is always your best bet). The *Magenta Worms* are a different story. You can't stand toe-to-toe with them and expect to last very long. Once again, you need to lure them under a closing door while you engage in combat. Do not retreat if you can, or you will face new monsters in the same area. Don't forget to keep your *Health* potions and *Poison Antidotes* handy.

#### TREASURE / FOOD

---

1	Gold Coin (inside Rockpile)	11	Small Shield
2	Gold Coin (inside Screamer)	12	Basinet
3	Cheese/Waterskin with water/ Axe	13	Leather Jerkin/Leather Pants
4	Gold Key	14	Flask
5	Gold Coin (inside Magenta Worm)	15	Rapier
6	Gold Coin (inside Magenta Worm)	16	Drumstick/Neta Potion
7	Drumstick/Blue Magic Box	17	Leg Mail
8	Scroll #11/Scroll #12	18	Elven Boots
9	Drumstick	19	Flask
10	Teowand	20	Hosen/Torch/Drumstick
		21	Bow
		22	Gold Coin
		23	Flask/Horn of Fear

## LEVEL 5 - TREASURE STORES



**OVERVIEW:** *Dungeon Level 5 is another level that is divided into sections. Once again, if you keep doors closed behind you, you will not release monsters which could later sneak up behind you, or even worse, approach from behind while you are already engaged in combat. There are doors leading North, East, South and West. The door leading South is probably the easiest. The only monster you'll encounter there is a Swamp Slime and there are several treasure items, including plenty of armour. The door to the West is the room filled with teleportation fields. You'll meet a Swamp Slime and a Couatl. The door to the East holds the one item that will help you in your battles with the dreaded Couatls. The Staff of Claws will*

temporarily frighten them off, a definite life saver. (You will still want to save your game regularly, especially in the room of pits.) The Room of Pits lies through the North door. Couatls abound in this area, so proceed with care. There are lots of potions in the area to the Northwest. To proceed to Level 6, you'll want to use the stairs in the Southwest rather than the ones in this area.

**FOOD:** Food gets a little scarce here, so hopefully you still have plenty on hand. If not, you can still sneak back up to the Screamer grocery store on Level 4 and do a little "shopping".

**WATER:** There are fountains in all four areas as well as in the main hallway to the extreme West.

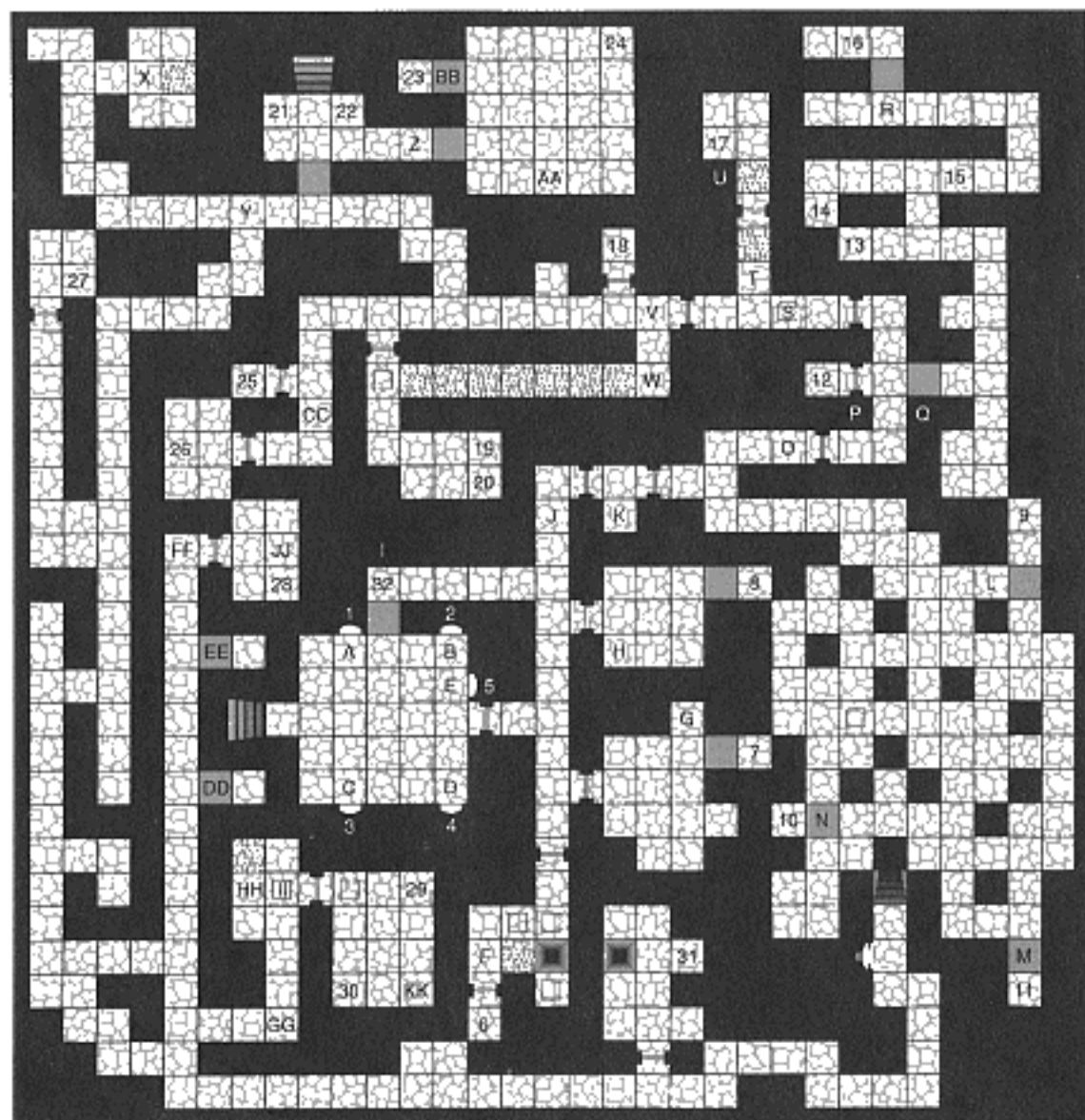
**MONSTERS:** Level 5 consists of a couple of regular Screamers which can be dispatched quite easily, some Swamp Slimes - not too difficult if you've brought your champions along properly - and finally, our friends, the Couatls. If you're careful and find places to rest, you can eventually do away with most of them. (They must grow in some corner of the dungeon, however, as there always seems to be "just one more" lurking around.) The Staff of Claws will aid you greatly. But don't just frighten them away. They quickly return after a minute or two. Follow them, and bash them from behind as they run.

#### TREASURE / FOOD

---

1	Torch	14	Choker/Corn
2	Gold Coin	15	Illummulet
3	Ekkhard Cross	16	Casque and Coif
4	Blue Gem/Mace	17	Staff of Claws
5	Gem of Ages	18	Large Shield
6	Dagger	19	Drumstick/Torch
7	Hosen/Leg Mail/Mail Aketon/Helmet	20	2 VEN Potions
8	Mirror of Dawn	21	VEN Potion
9	Poison Dart	22	Drumstick
10	Rabbit's Foot/Gold Coin	23	CHEST: Blue Magic Box/ Cure Poison/FUL Bomb
11	Blue Gem/Helmet	24	Blue Gem/DANE Potion
12	2 Poison Darts	25	KU Potion
13	VEN Potion		

## LEVEL 6 - THE RIDDLE ROOM



**OVERVIEW:** *Dungeon Level 6 is a challenging level. There are enough monsters to keep you on your toes and enough puzzles and other predicaments to keep you scratching your head and trying to figure out what to do next (Luckily, you have the *Dungeon Master Adventurer's Handbook* in hand!). First of all, you should be at stairway at the Southwest center of the dungeon as you enter this level. If you're not, go back up to level 5 and head South for the second set of stairs. Your main purpose on Level 6 will be obtaining 5 iron keys. You only need three of these to continue downward, but*

the extra two will get you three extra Magic Boxes which will come in handy on later levels. All monsters on this level can be discouraged with aggressive combat. Treasure abounds on Level 6. You'll find lots of armour and the Vorpal Blades you'll need against the non-material beings to come.

**FOOD:** You'll find 8 food items on this level and will spend quite a bit of time here. This means you'll probably have to dig into your reserves again. (You do have reserves, don't you?) Also, none of the monsters here is a source of food, so don't depend on that.

**WATER:** Once again, water is scarce. You will find no fountains on Level 6 and only one flask with water, so make sure you have all your waterskins filled before descending.

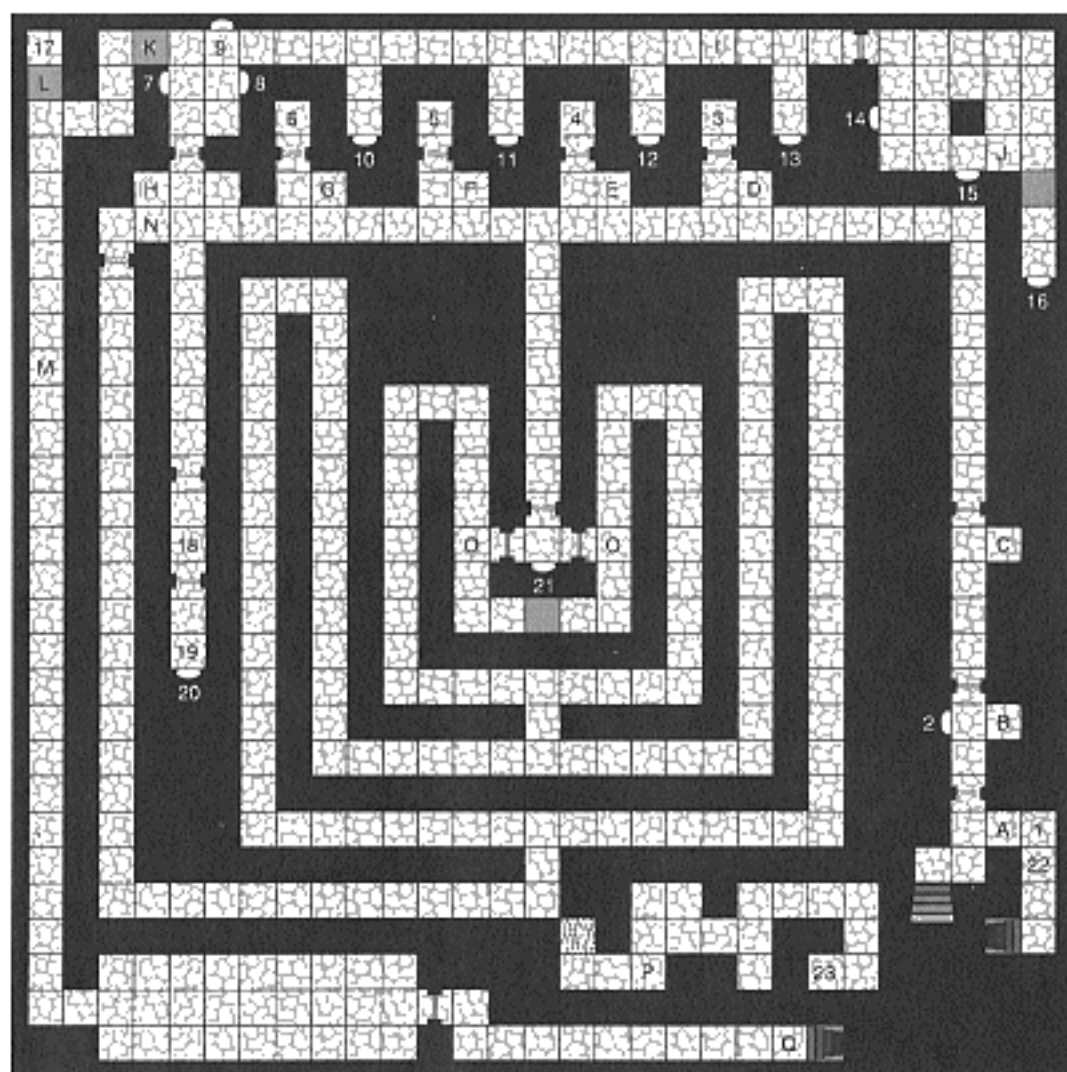
**MONSTERS:** You'll face tougher competition here, although all can be defeated with a little care, caution and planning. The monsters on Level 6 love to hide behind closed doors, so be prepared. Of course, these closed doors also provide your champions with many chambers for resting and regaining lost Mana. You'll meet Giant Wasps, Wizard's Eyes and Skeletons here. You will probably not be able to stand toe-to-toe with either the Wasps or the Wizard's Eyes without the use of some spells. The Skeletons aren't too difficult, so don't waste magic on them unless you're in a bind.

#### TREASURE / FOOD

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1-4 See (A)-(D)	19 Drumstick
5,6 Iron Keys	20 Mithral Aketon/2 Slayers
7 Iron Key/Mail Aketon	21 VEN Potion
8 Iron Key	22 Torch
9 Iron Key/Torso Plate	23 Cheese/BRO Potion
10 ROS Potion/VI Potion/Torch	24 Drumstick
Drumstick	25 2 Green Magic Boxes
11 Blue Magic Box	26 Torch
12 Green Magic Box	27 Blue Magic Box
13 2 Drumsticks	28 Vorpal Blade
14 Yew Staff	29 Crossbow
15 Casque and Coif	30 CHEST: Drumstick/Slayer/ Flask with water
16 Vorpal Blade	31 Mithral Mail
17 Solid Key	32 Large Shield
18 Corn/2 Throwing Stars	

## LEVEL 7 - TOMB OF THE FIRESTAFF



**OVERVIEW:** Level 7 is an interesting level, and not too complex or dangerous if you proceed with care. That's not to say you can't get your skull bashed in, but at least you have some control over the situation. You cannot get past the first three doors on this level without proceeding through at least Level 12, where you'll find the last of the keys you'll need to enter Level 7. You can travel most of the corridors and passageways without worrying about being attacked. (You will, however, need to make a decision about which door to open with the Turquoise Key found in the Northeast corner of this level. You can only open one of the doors, so choose wisely.

**FOOD:** You'll find only 2 food items on this level. If you just completed Level 12 (which is probably the case), you still should be okay. Your other option is to attempt to slay the Red Dragon on Level 14. Be careful not to complete the transformation of the Firestaff too soon or you will not be able to enter Level 7 again or any other Level above 13, as all stairways will be sealed.

**WATER:** There are no fountains on Level 7, but you will find a flask filled with water during your explorations.

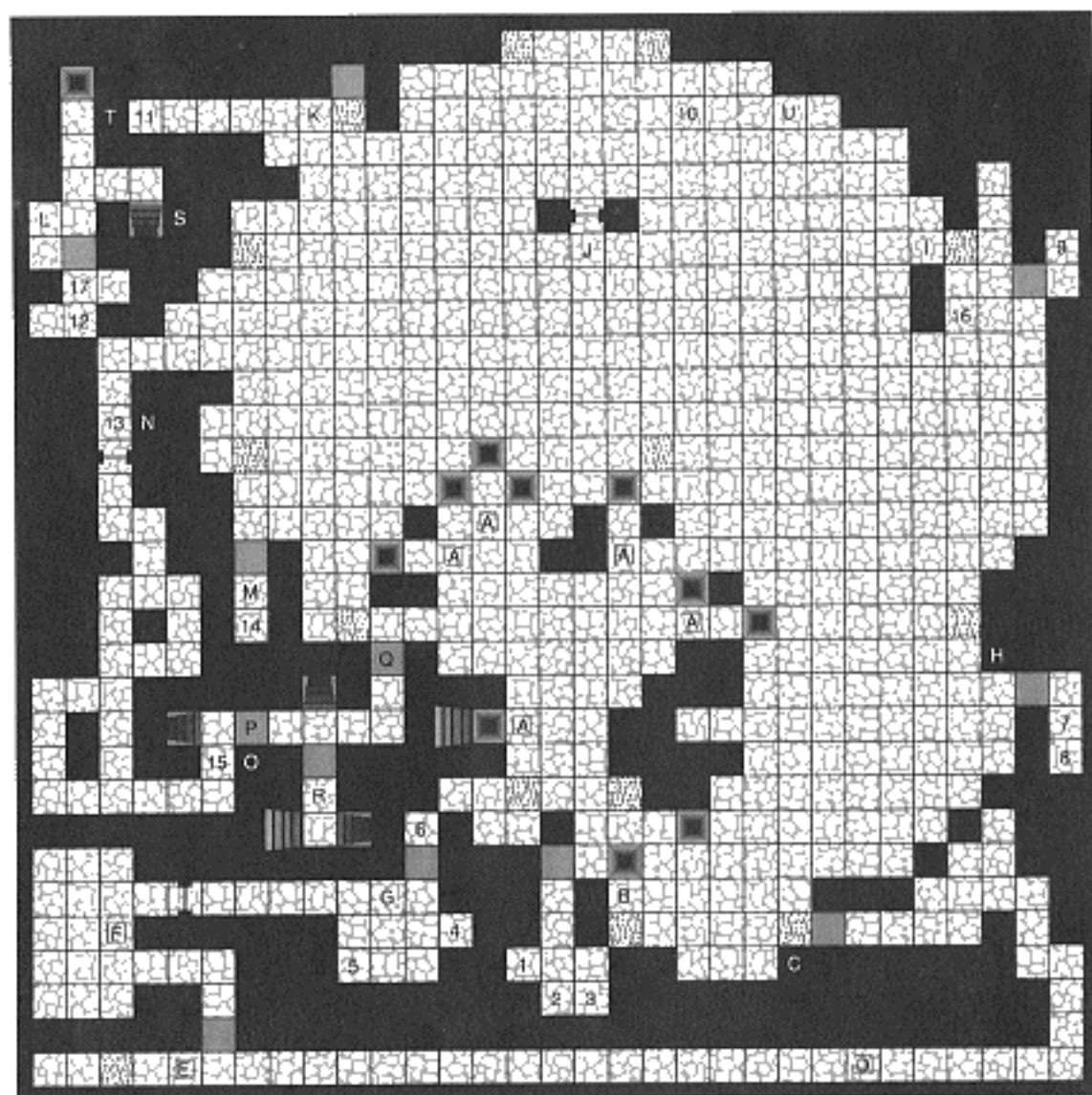
**MONSTERS:** You'll meet five Stone Golems on Level 7. There are some of the dungeon's toughest champions, but with caution and patience (lots of patience) you should be able to chop them down to size and defeat them. You can use Magic Boxes and closing doors on the two Stone Golems in the passageway to the West of the Firestaff chamber. The two Stone Golems which guard the Firestaff are frozen in their respective positions until you remove the Firestaff. You can use the hit-and-run technique here or avoid them altogether, for they are very slow. If you avoid combat with them, just make sure you're ready to leave the level so you don't get sandwiched between a couple of these bruisers later on. In fact, you will encounter one last Stone Golem near the end of the level, though he can also be avoided.

#### TREASURE / FOOD

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1	Scroll #13	11	Boulder
2	Scroll #15	12	Flask
3	Scepter of Lyf/Illumulet/Gem of Ages	13	Flask with water
4	Dragon Spit/Boots of Speed	14	Scroll #19
5	Crown of Nerra/Green Magic Box	15	Turquoise Key
6	Flamebain/Lightning Sword	16	Scroll #20-#24/RA Key
7	3 Flasks	17	Winged Key
8	Scroll #16-#18	18	Green Magic Box
9	Magnifier/Corbamite/Orange Gem	19	VEN Potion/FUL Bomb
10	Torch	20	Sword: "Inquisitor"
		21	Firestaff
		22	Scroll #14/Corn/Apple
		23	Green Magic Box

## LEVEL 8 - DES (THE VOID)



**OVERVIEW:** *Dungeon Level 8 is not overly difficult, but you will have to contend with a new class of monster -- Ghosts. They haunt a large open area that is as empty as a desert. There is only one treasure in that void, but it is one you'll need later. There are lots of twisters, pits and secret walls which make things confusing, not to mention some unexplained fireballs that appear out of nowhere to hit the party. Food and water will be at a premium since there is none to be found on this level. There's not a lot of treasure on Level 8, but what's here is worth finding as you'll find several FUL bombs and new weapons to improve your party's chances down the line.*



**FOOD:** You'll find only three food items here, so you'll be digging into your reserves again. If you prepared properly on previous levels, you should still have enough.

**WATER:** There's even less water on Level 8 than food (which means there isn't any), but once again, you should be all right if you followed our previous advice and kept your waterskins filled.

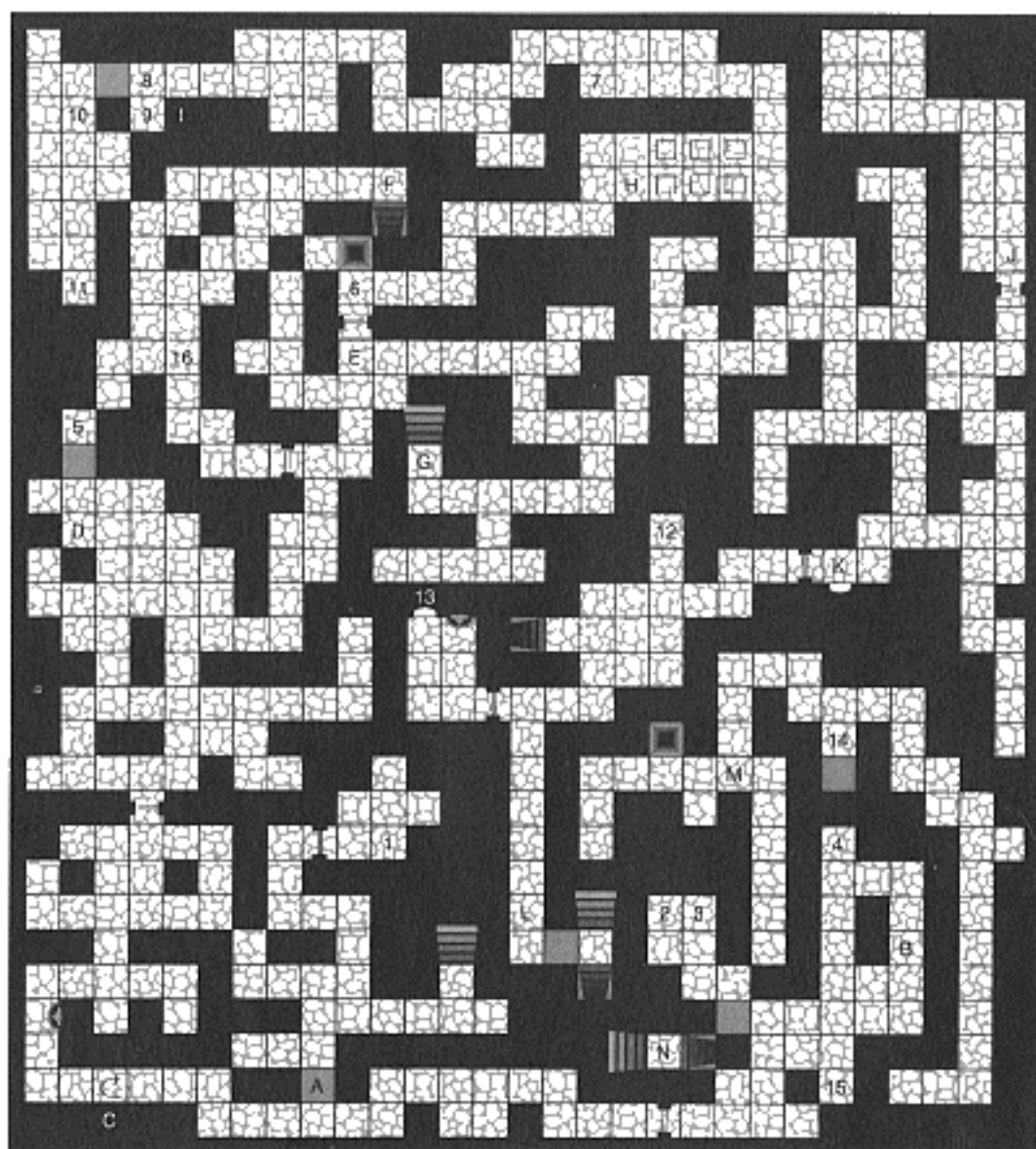
**MONSTERS:** You'll meet Mummies, Skeletons, Ghosts and a couple of ugly, irritating Giggles on Level 8. None should cause you a lot of trouble if you move around and do your exploring in a minimum amount of time.

#### **TREASURE /FOOD**

---

- |                            |   |
|----------------------------|---|
| 1 Torch                    | 11 CHEST: Skeleton Key                    |
| 2 Scroll #25               | 12 2 Apples                               |
| 3 Copper Coin              | 13 Cheese                                 |
| 4 Jewel Symbal             | 14 Rabbit's Foot/FUL Bomb                 |
| 5 Delta Sword              | 15 CHEST: Scroll #26/YA Potion            |
| 6 FUL Bomb/Green Magic Box | 16 Throwing Star (carried by Giggler)     |
| 7 Mace of Order            | 17 Green Magic Box (carried by Skeletons) |
| 8 2 FUL Bombs              |   |
| 9 Staff of Manar           |   |
| 10 Solid Key               |   |

## LEVEL 9 - PAIN RATS



**OVERVIEW:** *Level 9 has several hidden chambers and illusionary walls to confuse you. You will find a fireball corridor to warm you up and some menacing Pain Rats to nip at your heels. Other than that, it's a pretty straightforward level without a lot of mind-boggling puzzles. Do not ignore the Vexirk in the hidden chamber to the Northwest as he carries one of the skeleton keys you'll need to open the entrance to the central stairway on this level.*

**FOOD:** You'll find 13 items of food on this level which include those you recover by dispatching some of the Vexirks. There is also a bonus of drumsticks when you kill a Pain Rat. (They leave one or two of these when they expire.) However, Pain Rats are pretty ferocious, so you will definitely pay for your supper.

**WATER:** There are two fountains on level 9, one near the beginning of the level and one near the end. The one near the end will be a convenient fountain to return to later in the game. Remember its relation to the central stairway near there. Fill up all your water flasks now. This is your last chance for water from here to Level 14 without returning.

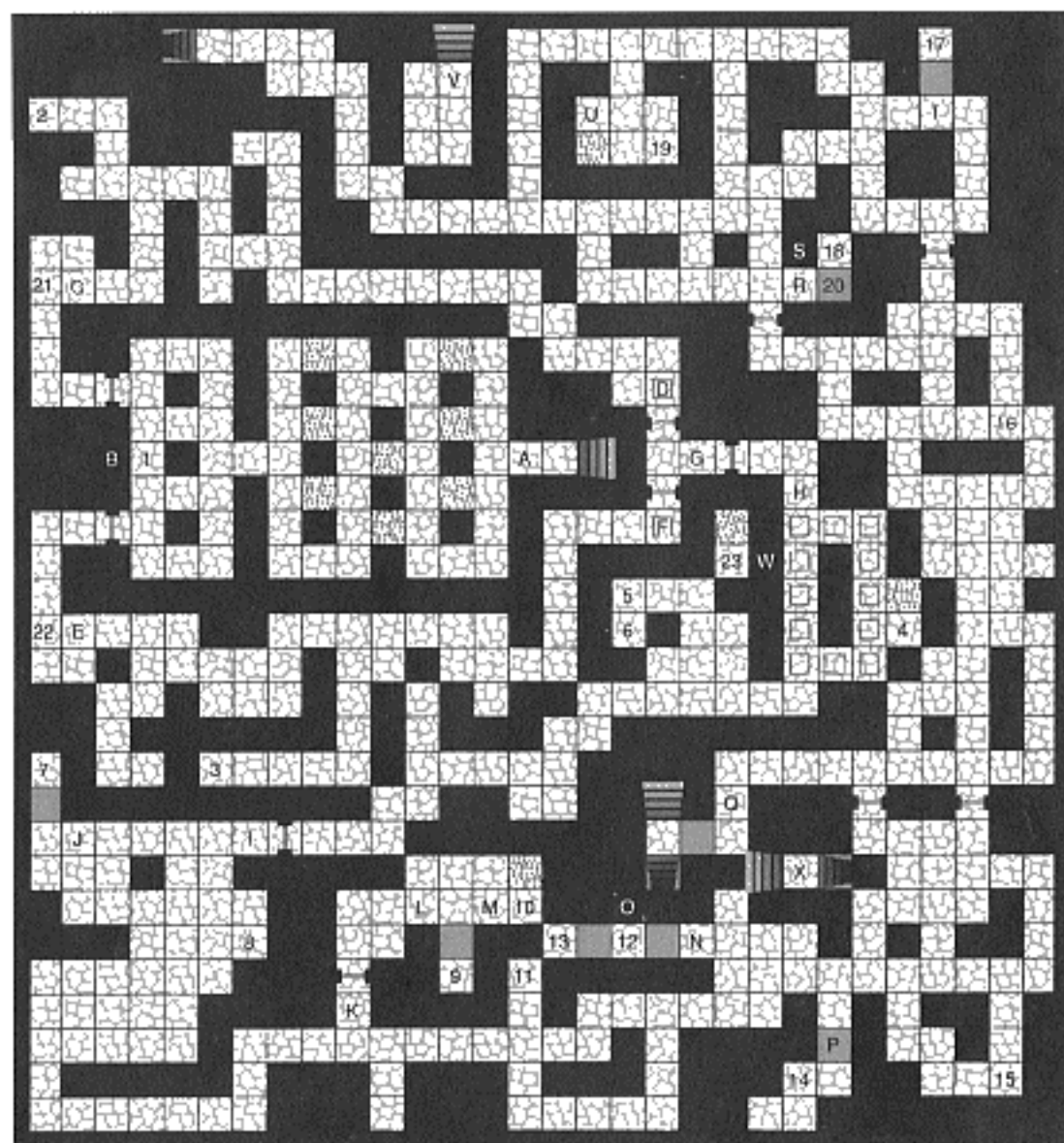
**MONSTERS:** You'll encounter Rusters, which you should be able to handle without too much difficulty, a few Vexirks who can take you down a notch or two with their magical abilities, and more than enough Pain Rats, who are rather tough opponents. Make sure to keep the door to the Pain Rat regenerating room closed in the Northeast corner.

#### **TREASURE /FOOD**

---

- |   |  |    |                                  |
|---|--|----|----------------------------------|
| 1 | Scroll #27                             | 10 | Skeleton Key (carried by Vexirk) |
| 2 | Pendant Feral                          | 11 | Dragon                           |
| 3 | Blue Magic Box                         |    | Steak/Corn/Apple/Cheese          |
| 4 | Apple/Torch                            | 12 | Flask/Scroll #29                 |
| 5 | Stormring/Torch/Drumstick              | 13 | RA Key                           |
| 6 | CHEST: Green Gem/Scroll #28/ VI Potlon | 14 | 2 VI Potions                     |
| 7 | Rope                                   | 15 | Cheese/Corn (carried by Vexirk)  |
| 8 | Corbamite                              | 16 | Screamer Slice                   |
| 9 | Torch                                  |    |                                  |

## LEVEL 10 - ZOOOOM



**OVERVIEW:** *Dungeon Level 10 is an interesting level with many puzzles and plenty of decisions. It's also one of the tougher levels. Other than deciding whether to fight a Wizard's Eye or a Giant Scorpion when you choose to take either the left or right door near the beginning of the level, your path is pretty well set. (If you choose the right door and the Wizard's Eye, you will find 2 food items; the left door and the Scorpion rewards you with 3 food items.) You'll use a lot of Mana for combat on this level as Wizard's Eyes, Skeletons, Giggles and Giant Scorpions are constantly thwarting*

your progress, especially in the Southwest corner of the dungeon (unless you can resist pushing every button you find) and the extremely dangerous scorpion-generating area to the East. Also, the skeleton key for the central stairway on this level is past the scorpion infested regions of the level, so you'll have to backtrack to open the stairwell. There's quite a bit of treasure available on Level 10 (most of it food and armour), but you'll definitely earn it.

**FOOD:** If you've gotten low on food by now, this level will allow you a sigh of relief. Depending on your route, you'll find either 8 or 9 food items.

**WATER:** There are no fountains here. Hopefully you filled up on Level 9. If not, you can use the central stairway (once you've found the skeleton key) and fill up there before proceeding.

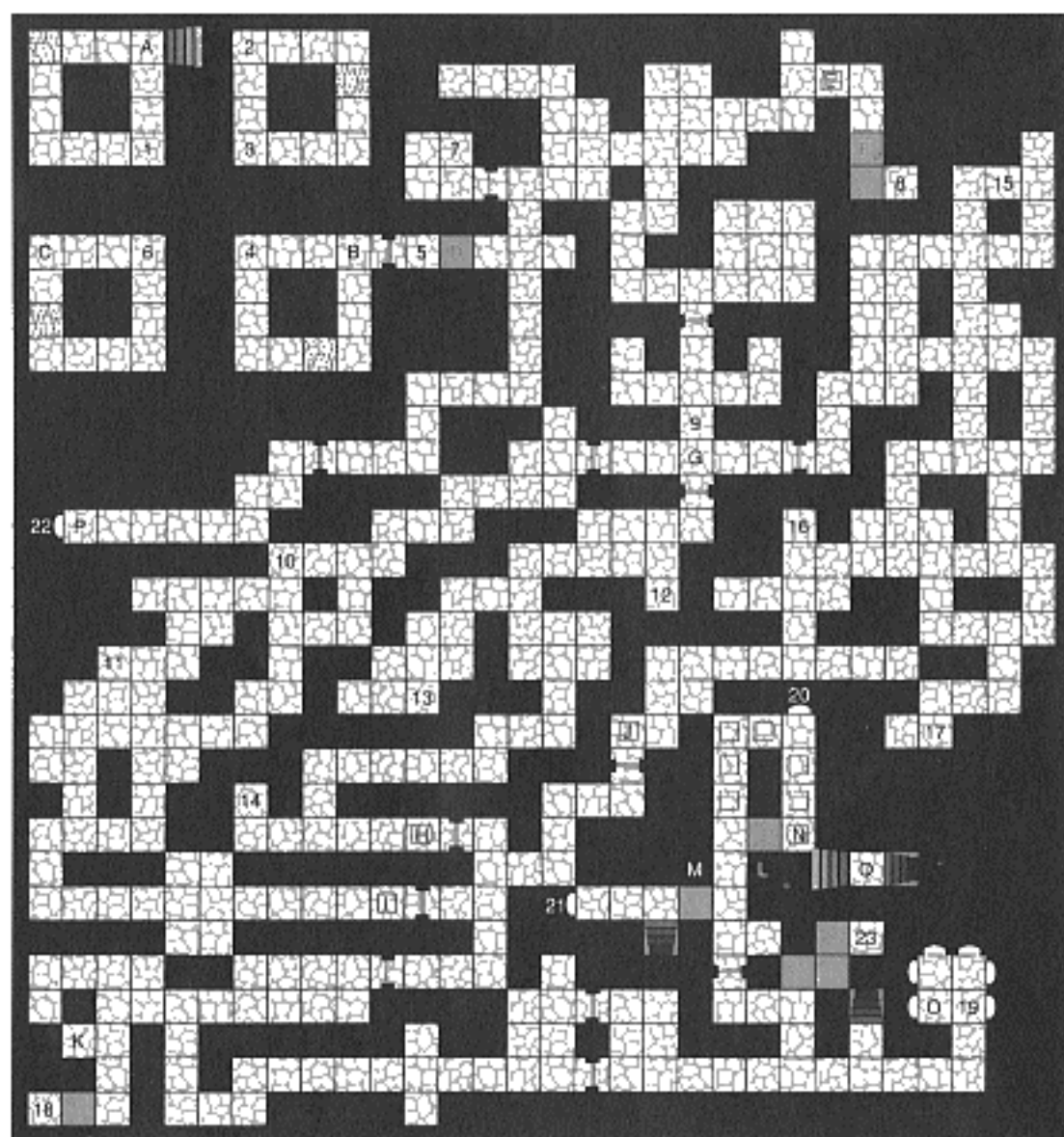
**MONSTERS:** If you make it through Level 10 with everyone in one piece (and without any re-starting), you're either very, very lucky or very, very good. The first third of this level isn't too bad, but Wizard's Eyes, Skeletons and Gigglers seem to attack from all directions in the Southwest corner. And the worst is still to come. The Scorpions in the area to the East will test your skills to the limit. The best strategy is to learn how the four doors divide the area into three sections and make sure the scorpions are in the other two. If cornered, poison clouds can be real lifesavers. Save the skeleton key for level 11. The only real safe place to relax and catch your breath is to continue to Level 11, rest, and then return or use the teleportation field at (U).

#### **TREASURE/FOOD:**

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- |    |                                      |    |   |
|----|--------------------------------------|----|---|
| 1  | Key of B                             | 14 | Scroll #30                                  |
| 2  | Apple/Bread                          | 15 | Bread                                       |
| 3  | Cheese/Corn                          | 16 | Bread                                       |
| 4  | Flask with Water/FUL Bomb/<br>Cheese | 17 | Hardcleave                                  |
| 5  | Corn                                 | 18 | Scroll #31/ Shield of Lyte                  |
| 6  | Torch                                | 19 | Magnifier                                   |
| 7  | Speed Bow                            | 20 | Skeleton Key (Carried by a<br>Wizard's Eye) |
| 8  | Armet                                | 21 | Key of B (Carried by a<br>Wizard's Eye)     |
| 9  | Moonstone/Drumstick                  | 22 | Key of B (Carried by a<br>Skeleton)         |
| 10 | Foot Plate/Leg Plate                 | 23 | Yew Staff                                   |
| 11 | Corn                                 |    |   |
| 12 | FUL Bomb/Torso Plate                 |    |   |
| 13 | Boots of Speed                       |    |   |

## LEVEL 11 - THE CLOCKWISE ROOM



**OVERVIEW:** *Dungeon Level 11 presents you with some difficult puzzles as well as some difficult decisions. The four matching areas at the beginning of the level can really take some time without using your Adventurer's Handbook. The level is fairly monster-free except for the three corridors you have to decide among early in the level and a few irritating Giant Wasps near the beginning. You'll find some good armour and a couple of great swords here in the Diamond Edge and Fury. (Don't get too excited with weapons that throw fireballs and use them all up. They have limited charges.)*

**FOOD:** *If you're running low on food you won't find any relief here. If you've followed our hints and suggestions, you should still be fairly well stocked.*

**WATER:** *None.*

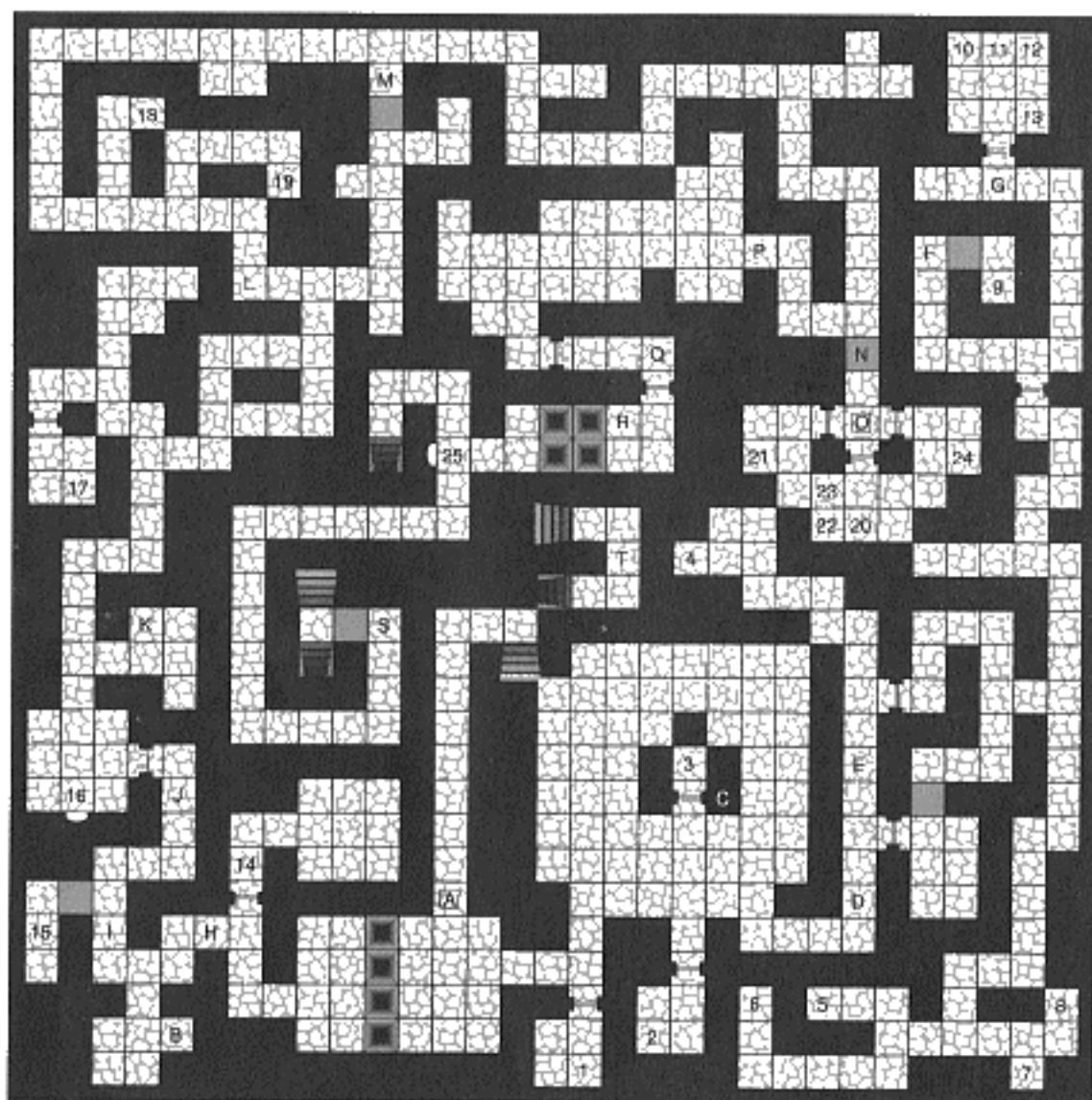
**MONSTERS:** *The Giant Wasps you encounter here are irritating, but you should be able to handle them by now. The same goes for the Trolins. The Water Elementals are a different story; they're the most difficult opponent on this level. Remember that they are spawned magically, and therefore are a "non-material" lifeform. Use extreme caution when fighting them and if possible, avoid them altogether. That won't be totally possible, as they can ooze under the doors you close to keep them away.*

#### **TREASURE / FOOD**

---

- |                    |  |
|--------------------|--|
| 1 Staff            | 18 Plate of Lyte/Greave of Lyte  |
| 2 Iron Key         | 19 Clockwise, beginning with<br>the alcove in the South<br>wall: Alcove #1: VEN Potion |
| 3 Boot Plate       | Alcove #2: FUL Bomb  |
| 4 Morning Star     | Alcove #3: FUL Bomb/Green<br>Magical Box   |
| 5 Chest: Solid Key | Alcove #4: 2 Copper Coins  |
| 6 Diamond Edge     | Alcove #5: Cross Key   |
| 7 Fury             | Alcove #6: Chest with Food   |
| 8 Skeleton Key     | Alcove #7: Green Magical<br>Box  |
| 9 Cross Key        | 20 Ruby Key  |
| 10 Copper Coin     | 21 Scroll #31  |
| 11 Copper Coin     | 22 Diamond Edge  |
| 12 Cheese          | 23 Speed Boots   |
| 13 Copper Coin     |  |
| 14 Copper Coin     |  |
| 15 Copper Coin     |  |
| 16 Copper Coin     |  |
| 17 Copper Coin     |  |

## LEVEL 12 - OITUS AND ARMOUR



**OVERVIEW:** You and your trusty little group are getting close to victory, but don't start cheering quite yet. Dungeon Level 12 may be the toughest level of them all. There are plenty of dangerous monsters, traps and puzzles, and to make it worth all your trouble, some great treasure! It's hard to avoid the monsters on this level, so keep your strength and Mana as high as possible. Take the time to rest if needed. You need to be at your best. You'll have to do some backtracking here and there to complete the level, but once you're done, the final battle with Chaos is close at hand.



**FOOD:** If you're hungry by this time, then the dungeon restaurant is open for business! You'll find 12 food items here, enough to get all your champions back to full strength and ready to face Evil Lords and Dragons!

**WATER:** Sorry, must be a water shortage. Hope you're not thirsty after devouring all that food.

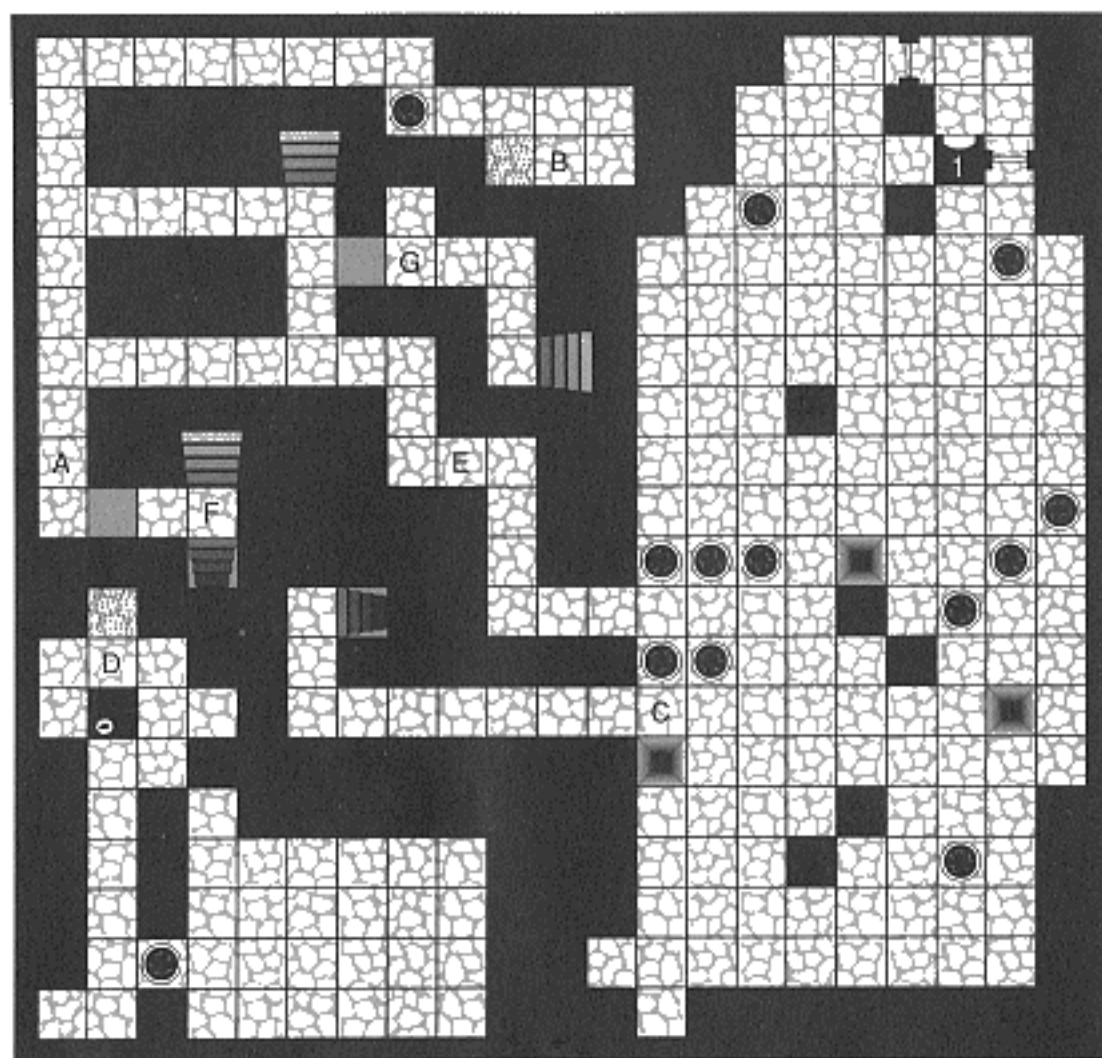
**MONSTERS:** Be prepared to save your game often on Level 12. The Oitus can be avoided for the most part, but the Materializers and Animated Armours can be the death of you. The tough thing about the Materializers is that they attack in groups. You should be able to handle one without too much trouble, but four will push you to the limit. Have your Vorpall Blades and healing potions handy. The Animated Armours are worse. There is no one inside the armour to damage, so fireballs and poison will be useless, meanwhile they will be swinging 2 large swords rapidly and effectively, you must be at your best. Try to get in areas where there is room to maneuver, use the boundaries mentioned in the hints and make use of the tried and true "closing door" trick where possible.

#### TREASURE /FOOD

---

- |  |                               |
|--|-------------------------------|
| 1 Bread/Corn                                     | 13 Drumstick/Apple/Slayer     |
| 2 Drumstick                                      | Arrow                         |
| 3 Topaz Key                                      | 14 Knight carries Emerald Key |
| 4 Drumstick/Apple/Torch                          | 15 Snake Staff                |
| 5 Poleyn of Darc                                 | 16 RA Key                     |
| 6 Plate of Darc                                  | 17 Apple                      |
| 7 Greave of Darc                                 | 18 Morningstar                |
| 8 Shield of Darc                                 | 19 2 Corn                     |
| 9 YA Potion/Apple/Water/<br>Scroll #32/VI Potion | 20 Boots of Speed             |
| 10 FUL Bomb                                      | 21 FUL Bomb                   |
| 11 Helm of Darc                                  | 22 Apple                      |
| 12 Skeleton Key                                  | 23 Helm of Lyte               |
|  | 24 VEN bomb                   |
|  | 25 Master Key                 |

## LEVEL 13 - LORD CHAOS



**OVERVIEW:** *If you haven't completed Level 14, do so now. You cannot defeat Lord Chaos without obtaining the Power Gem from below. Besides, there's a friendly little dragon waiting for his lunch... Once you have completed Level 14, you're ready for Lord Chaos. There's no treasure to speak of and nothing else to entertain you. Of course, Lord Chaos will be happy to do the entertaining. The party is about to begin. And you're the special guest...*

*You will find the solution to Dungeon Master and how to defeat Lord Chaos on page 58 of the Adventurer's Handbook (remember when its over, its over, so don't give up too easily).*

*FOOD: Are you kidding?*

*WATER: Get serious...*

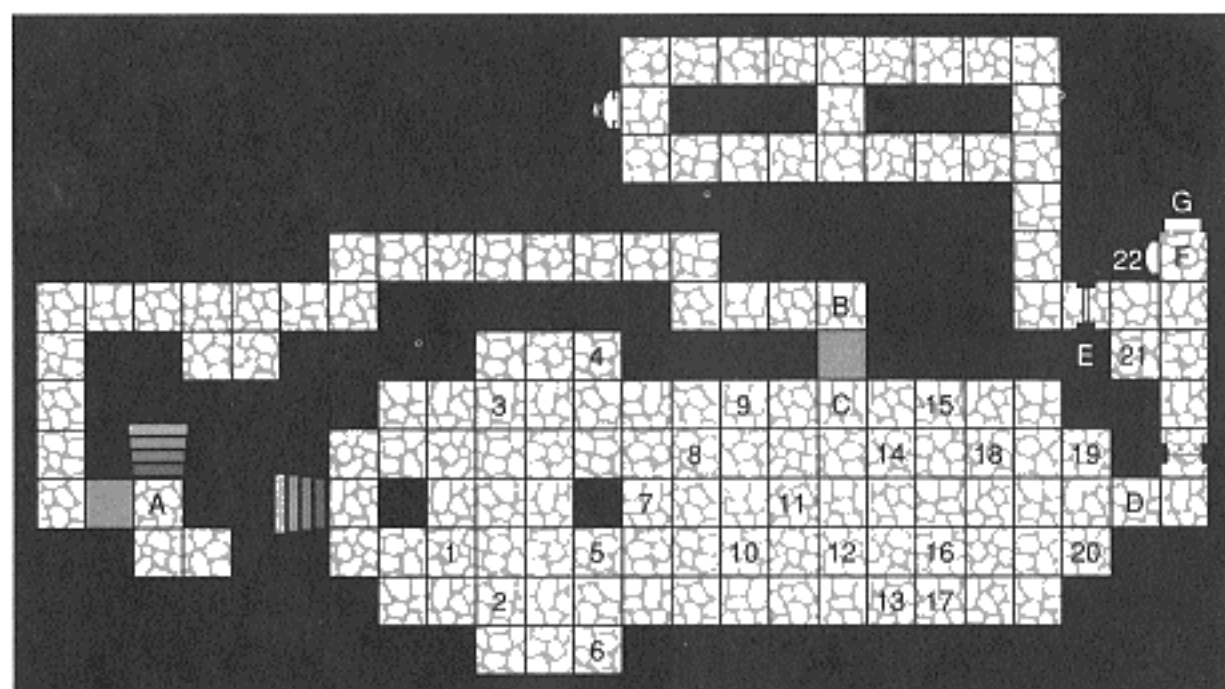
*MONSTERS: Other than a few Fire Elementals, Demons and Lord Chaos, no problem. You don't really need to bother with the Fire Elementals or even the Demons if you can avoid them. Lord Chaos is another matter. After all, isn't this why you're here?*

*TREASURE /FOOD*

---

*1 Flamitt/Hellion*

## LEVEL 14 - THE RED DRAGON



**OVERVIEW:** Don't get excited. I know, you're almost there, but first you have a little problem to overcome -- the Red Dragon. You don't really have to defeat him to finish the level, but you can't go home without saying you slayed a dragon, now can you? If you're cautious, use the hit and run combat technique, and use a bunch of fireballs, you can have dragon steaks for dinner! If you get fried you can always use the Altar of VI in the Northern part of this level. Only a couple of the treasures scattered across the floor are of any value, but your real goal here is to transform the Firestaff into a form which will aid you in your upcoming battle with Lord Chaos. Have fun...

*FOOD: Nice, juicy dragon steaks!*

*WATER: Sorry, none here either.*

*MONSTERS: You only have to contend with the Red Dragon on Level 14. That isn't a problem, is it?*

*TREASURE /FOOD*

---

1	Copper Coin	14	the Square Key is hidden beneath the ashes.
2	Silver Coin	15	Boulder
3	Silver Coin	16	Ashes
4	Copper Coin	17	Ashes
5	Boulder	18	Ashes
6	Copper Coin	19	3 Copper Coins/Calista/Gold Coin
7	Boulder/Silver Coin	20	2 Green Gems/Blue Gem/ Eye of Time
8	Ashes	21	Silver Coin
9	Boulder	22	Scroll #33
10	Copper Coin		
11	Ashes		
12	Ashes		
13	Boulder		



# SPELLS



## **PRIEST SPELLS**

---

### **STAMINA POTION**

*This potlon increases a champion's stamina.*

### **SPELL SHIELD POTION**

*This potion creates a shield against spells. How effective this magic shield is depends on the spell's strength when cast. It will not totally protect you, but it will lessen the effects of an attack spell. How long the spell lasts is also determined by the strength of the spell. When this spell is in effect, a dashed light-blue line will surround your champions' boxes at the top of the screen.*

### **NETA POTION**

*This potion increases a champion's vitality.*

### **DAIN POTION**

*This potion increases a champion's wisdom.*

### **HEALTH POTION**

*This potion increases your health points. You can never rise above the maximum amount allowed your champion, so use potions which will come close without being wasteful. The amount of points returned to your champion will depend on the potion's strength. Drinking a health potion is the only way to heal injured body parts.*

### **POISON BOMB**

*This spell creates poison in an empty flask. A flask filled with poison is an effective weapon. Once you have used a flask to create poison, you will lose the use of that flask forever.*

### **ROS POTION**

*This potion increases a champion's dexterity.*

### **KU POTION**

*This potion increases a champion's strength.*

### **FIRE SHIELD SPELL**

*This spell creates a shield against fire. It will not provide total protection, but will lessen the amount of damage received. Duration of the spell is determined by the strength of the spell. When this spell*

is in effect, a dashed green line will surround your champions' boxes at the top of the screen.

#### **CURE POISON**

This spell creates a serum that counteracts the effects of poisonous bites or stings from monsters such as Giant Wasps or Scorpions and poison spells thrown by creatures with spellcasting abilities. The weakest poison antidote works against any type of poison.

#### **DARKNESS**

This spell decreases the level of light in the dungeon. Some monsters rely on sight and this spell is the best way to throw them off, if you can do without the light yourself.

#### **MANA POTION**

This potion restores a champion's Mana. It is an expensive way to store Mana, but in times of plenty...

#### **SHIELD SPELL**

This spell creates a shield which is effective against normal weapons. It will not provide total protection, but will lessen the amount of damage received. Duration of the spell is determined by the strength of the potion. When this spell is in effect, a dashed blue line will surround your champions' boxes at the top of the screen.

#### **WIZARD SPELLS**

---

##### **POISON CLOUD**

This spell generates a bolt that explodes into a poison cloud upon impact. The amount of damage depends on the strength of the spell and the amount of time an opponent spends within the cloud. Most monsters, unless trapped, will eventually move out of the cloud to escape its effects. They only receive damage while in the cloud.

##### **MAGIC FOOTPRINTS**

This spell causes your party to leave glowing footprints behind as they travel. This is an excellent aid to determine certain magical "turn-around" points you will encounter in the dungeon. How long the footprints last depends on the strength of the spell.

##### **THIEVES' EYE (SEE THROUGH WALL)**

This spell allows party members to gaze through dungeon walls or doors to determine what, if anything, lies on the other side. The spell's duration depends on the strength of the spell. If you don't use the Handbook to discover hidden chambers and rooms, this spell is invaluable, and your patience will be rewarded.

### **INVISIBILITY**

When this spell is cast, party members turn invisible for a certain period of time. The length of time depends on the strength of the spell. While your champions are invisible, monsters will be unable to locate or strike you, unless they depend on senses other than sight.

### **LIGHTNING BOLT**

This spell casts a bolt of lightning which will strike the first object or group of monsters it hits. If there is more than one monster in the group, all will be affected, although the monster initially hit will receive more damage than others in the group. The amount of damage is determined by the strength of the spell when cast.

### **MAGIC TORCH**

This spell raises the light level in your area of the dungeon. The amount of light and its duration depends on the power of the spell.

### **LIGHT**

This spell increases the amount of light in your area of the dungeon. It is a more powerful version of the magic torch spell. The duration of the spell is determined by its strength when cast.

### **FIREBALL**

This is one of your more potent offensive weapons. This spell casts a ball of fire in the direction cast. If there is more than one creature in the party, all will receive damage, although the creature initially struck will receive the greatest amount of damage.

### **POISON FOE**

This spell casts a magic bolt that will poison any creature it strikes. The amount of damage is determined by the strength of the spell.

### **HARM NON-MATERIAL BEING**

this spell causes damage to any non-material being. The amount of damage inflicted is determined by the spell's strength when it is cast.

### **OPEN DOOR**

This spell will open any dungeon door that is capable of being opened manually with buttons. The least powerful Open Door spell (LO) will open any door which can be affected by this spell.
































### **ZOKATHRA**

This spell creates a weightless substance which is required in one or two spots in the dungeon, especially towards the end of the game.




## MAGICK SPELLS

### PRIEST SPELLS

			STAMINA POTION
			SHIELD SPELL
			SHIELD POTION
			WISDOM POTION
			VITALITY POTION
			HEALTH POTION
			CURE POISON
			DEXTERITY POTION
			STRENGTH POTION
			FIRESHIELD
			DARKNESS
			POISON BOMB
			MANA POTION

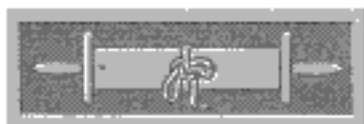
### WIZARD SPELLS

			MAGIC FOOTPRINTS
			POISON CLOUD
			THIEVES' EYE
			INVISIBILITY
			LIGHTNING BOLT
			LIGHT
			MAGIC TORCH
			FIREBALL
			POISON FOE
			HARM NON-MATERIAL
			OPEN DOOR
			ZOKATHRA

### POWER SYMBOLS (increasing order)

					
LD	UM	ON	EE	PAL	NON

*All spells require a power symbol as their first symbol. Any power symbol can be used, but more powerful spells require greater skill to be cast successfully.*



# SCROLLS



## LEVEL 1

- Scroll #1: *"Invoke FUL For a Magic Torch"*  
Scroll #2: *"New Lives For Old Bones"*

## LEVEL 2

- Scroll #3: *"Small Details Can Hide Great Rewards"*  
Scroll #4: *"Casting VI BRO into a Flask Creates a Serum for Curing Poison"*  
Scroll #5: *"Casting VI into a Flask Creates A Serum that Heals Wounds"*  
Scroll #6: *"Drink these to Gain Magical Defence"*  
Scroll #7: *"DES VEN will conjure a Poison Spell"*

## LEVEL 3

- Scroll #8: *"YA will create a Stamina Potion"*  
Scroll #9: *"Some doors can be opened with a ZO spell"*  
Scroll #10: *"The spell DES EW weakens Non-material Beings"*

## LEVEL 4

- Scroll #11: *"The spell OH VEN casts a cloud of poison"*  
Scroll #12: *"YA BRO creates a Magical Shield Potion"*

## LEVEL 7

- Scroll #13: *"Fireball FUL IR"*  
*"Fireshield FUL BRO NETA"*  
Scroll #14: *"Light OH IR RA"*  
*"Darkness DES IR SAR"*  
Scroll #15: *"The Keys to Passage Lie Hidden Deep"*  
Scroll #16: *"The Power Gem is sealed in The Mountain By a Strange Magical Force"*  
Scroll #17: *"The Firestaff can restore balance or destroy It"*  
Scroll #18: *"Neither Chaos Nor Order is truly balanced"*  
Scroll #19: *"Balance is the Ultimate Good"*  
Scroll #20: *"Once Fluxcaged a being can be Transmuted by the Power of the Staff which should always be used for Balance"*  
Scroll #21: *"The Firestaff can contain a Being of Pure Alignment with it's Fluxcage"*

- Scroll #22: *"I have given the Firestaff much power. Power to Do and Undo. Power to Break and Mend"*
- Scroll #23: *"I fear for the People of the World should the Power Gem and Firestaff get in the Wrong Hands"*
- Scroll #24: *"ZOKATHRA Might create a plasma that could burn through the Amalgam Encasing the Gem"*

### **LEVEL 8**

- Scroll #25: *"Four potions for boosting skills  
FUL BRO KU    YA BRO DAIN  
OH BRO ROS    YA BRO NETA"*
- Scroll #26: *"The Scroll YA BRO ROS leaves a trail of magic footprints"*

### **LEVEL 9**

- Scroll #27: *"Lightning Bolt OH KATH RA"*
- Scroll #28: *"Put The Gem Back..."*
- Scroll #29: *"The spell OH EW RA bestows magic vision"*

### **LEVEL 10**

- Scroll #30: *"Shield potion YA BRO"  
"Magic Shield YA IR"*
- Scroll #31: *"ZO BRO RA creates a Pure Mana Potion"*

### **LEVEL 11**

- Scroll #32: *"The only way in is another way out"*

### **LEVEL 12**

- Scroll #33: *"Invisibility OH EW SAR"*

### **LEVEL 14**

- Scroll #34: *"Only the touch of the proper spell will free the Gem and only the Firestaff can possess it"*

## PUZZLE SOLUTIONS

### LEVEL 1

A This pressure plate opens the door.

### LEVEL 2

A The button opens the secret alcove.

B Use a gold key to open this door.

C Use a topaz key to open this door.

D Use a gold key to open this door.

E The lever opens and closes the door to the North.

F The lever opens and closes the pit.

G The first pressure plate opens the door and the second closes it.

H Use an emerald key to open this door.

I Use an iron key to open this door.

J Use a solid key to open this door.

K Use a gold key to open this door.

L These pressure plates open and close the first iron gates.

M These pressure plates open and close the second iron gates.

N Use a gold key to open this door.

O Place an object on the plate to hold the door open.

P The field teleports you to a small room. The field there returns you.

Q Use a gold key to open this door.

R Place an object on this plate to keep pit closed.

S A bit of dungeon humor. Place an object on the plate to read the message.

T Use the Key of B to open this door.

U Use an iron key to open this door.

V The button opens the door and the pressure plate closes it.

W You must pull the levers at both the East and West ends of the hall.

X You need to drop an object into the field. It is then transported to land on a pressure plate to the Northeast. This closes the pit and the object can later be retrieved.

Y Use a gold key to open this door.

Z This pressure plate closes the door to the East. You can swing, kick, bash, hack, or chop your way through this door to enter.

AA The field can not be entered from this side.

BB Place a copper coin into the fountain.

CC This lever opens the door at (DD).

DD This switch reveals the secret wall at (CC).

## LEVEL 3

- A The button reveals secret passageway to the East.
- B You must time it just right to get past this force field.
- C Wherever the chest is located, press the button to the left of the door. The chest will be teleported to another chamber. Once the chest has been in all of the chambers, it will finally appear at the far end of the hall.
- D Hold the Mirror of Dawn from (6) up to the eye and press the mouse button. The secret passage to the East will open.
- E You need 2 gold coins to open this door.
- F First use an open door spell. Then have one of your champions toss something through the door. It will land on the pressure plate, closing the pit.
- G Replace the silver coin in the alcove with any item to hold the door to the South open.
- H Use a silver coin to open this door.
- I Use a copper coin to reveal the secret chamber to the East.
- J This button reveals the secret passage 2 spaces South and 1 space East.
- K The arrows indicate spaces where you are turned ninety degrees. You can avoid all these spaces.
- L This button reveals the secret chamber at (M).
- M Press the button at (L) to open this secret wall.
- N This button reveals the secret passageway 4 spaces West and 1 space North.
- O This button causes the force field to the North to momentarily appear. Throw something into the force field. The object will land on the plate at (P), closing the pit.
- P This pressure plate controls the pit.
- Q Pressing this button causes the pit to the West to momentarily close. Without turning around, quickly move across it before it opens.
- R This button opens the pit West of Q.
- S You must place something on this pressure plate to keep the pit to the North closed. There is also food at the bottom of this pit.
- T This button opens the door but also opens the pit again, teleporting the object which was on it back to this side. Just throw it back across to reopen the pit.
- U This button reveals the secret chamber to the North.
- V Insert the blue gem to open this door.
- W Use a gold key to open this door.
- X Use a gold key to open this door.
- Y Use a gold key to open this door.
- Z Use a gold key to open this door.
- AA Use a gold key to open this door.
- BB This button reveals the secret chamber to the East.

## LEVEL 4

- A You need to chop this door open to continue.
- B The plate on the floor opens the door to the West. You must press the button on the wall and quickly run sideways through the door before it closes.
- C This lever controls the door.
- D Reach into the drain to retrieve a gold key.
- E This is an illusionary wall. You can just walk through.
- F A gold coin inserted here will turn on the force field to the South. This field should prevent any monsters from following you.
- G A gold key will activate this teleporter field. This field teleports you to the field at (I) and vice versa.
- H You must physically bash through this door.
- I This teleportation field will only be active if you activated its counterpart at (G).
- J Another illusionary wall.
- K You can only reveal the secret passage to the West by coming up the stairs from Level 5 and pressing the button on the wall. It serves as a shortcut if you return to the area at (L) for a bite to eat.
- L This room seems to have an almost endless supply of food as Screamers always appear here. You can stock up now or come back later.
- M Another illusionary wall.
- N You must do away with the Mummy. The secret wall just West of him will open. The gate barring the entry to Level 5 will also open so you can descend to the next level.
- O Once again, bash the heck out of this door. Be careful though, you will be faced with several pairs of Magenta Worms.
- P The plate in the floor closes the Screamer Room door.

## LEVEL 5

- A This button opens the door to the right.
- B This button reveals the hidden chamber 1 space East. Press the button there, then press the button at (B) again. This reveals another hidden chamber 3 spaces North and 1 space West. The button here reveals another chamber 1 space South. Press the button there, then the one a space North again. This reveals yet another hidden chamber 1 space North and 4 spaces East. This button will open the hidden chamber to the Southeast.
- C Follow these directions to get through the Teleportation Room. From the first space inside the room go right (you'll find the mirror here), back, forward, left, right and finally back.

- D This lever controls the pit 2 spaces South.
- E The pressure plate controls the pit 2 spaces North.
- F You can chop your way through the door to the West.
- G Chop this door also.
- H Press this button, then travel around the room clockwise to the Southeast corner.
- I This hidden chamber opens when you step on the hidden pressure plate at (J)
- J This hidden plate opens the hidden chamber at (I).
- K On first entry only, travel N, E, E, W, W, S, N, E, N, N, N, N, S, W, S, S, E, N, E, N, N, E to exit East. Then travel W, W, W, E, S, W, S, S, W, W, N, S, N, N, N, W to exit West
- L,M These are illusionary walls.
- N This space will turn you 90 degrees.
- O This button reveals hidden chamber at (P).
- P This hidden chamber is revealed by pressing the button at (O).
- Q First step North will teleport you to (C).

## LEVEL 6

- A Place the Mirror of Dawn in the alcove.
- B Place a Gold Coin in the alcove.
- C Place a Blue Gem in the alcove.
- D Place the Bow in the alcove.
- E The door to the East opens when 3 of the above items are placed in the proper alcoves. Placing the 4th item opens this secret alcove.
- F You can open this door by pressing the button to the West and then turning to the East. You will see a field here. Take an item and place it inside the field. The item will teleport to the pressure plate and the door will open. You can retrieve the item by stepping into the field. Press the button to close the pit and exit.
- G Pressing this button and the button on the North wall of the cubicle that has two buttons will reveal the hidden chamber to the Northeast.
- H Insert a Gold Coin into the cleft in the South wall to reveal a chamber in the Northeast corner of the room.
- I This button opens the secret chamber to the South.
- J,K Iron keys will open these doors.
- L This button reveals the secret chamber at (M).
- M This button reveals the secret chamber at (L).
- N This secret chamber is controlled by the pressure plate three squares to the North and one square East. Items you carry are not heavy enough to activate the plate, so you must lure some skeletons onto the plate, then freeze them with a Magic Box.

- O,P Iron keys will open these doors.
- Q Pull the ring to open the secret passage.
- R This button reveals the hidden chamber to the North.
- S This pressure plate closes the door to the East.
- T The only way to exit this area after the doors close you in is to travel through these teleporters. You must time this just right. As the field blinks off, move forward and press the button to open the door. Then time the fields again to first move into the doorway and then into the room. Make sure no champions are injured or overloaded or they will not be able to move fast enough.
- U This button opens the door closed by (S).
- V A secret pressure plate reopens the door East of (S).
- W Standing at the end of this hall, you must have your strongest champion shoot an arrow so that it lands on the pressure plate 8 spaces to the West. If you have no range weapons, you can throw an object. If even your strongest champion cannot accomplish this, have him drink a strength potion and try again.
- X This field teleports you to (HH).
- Y This button reveals the secret chamber to the North
- Z This button reveals the secret chamber to the East.
- AA This field teleports you up to Level 5
- BB An illusionary wall.
- CC You need an iron key for this door.
- DD,EE Hidden doors.
- FF The button opens the door to the East. Standing here opens DD.
- GG This button opens the door 4 spaces to the North.
- HH This field teleports you to (X).
- II Both pressure plates close the door.
- JJ The button closes the door. Entering the room opens EE.
- KK The button to open the door to this chamber.

## LEVEL 7

- A You need a RA Key to open this door.
- B You need a RA Key to open this door.
- C You need a RA Key to open this door.
- D - G A Turquoise Key will open any of these doors. There is only 1 Turquoise Key, however, so check the items available in the Treasure/Food section to decide what items best suit your needs.
- H This door can be opened with a Ruby Key found on Level 11.
- I Pressing this button will reveal a hidden passage at (K).
- J Pressing this button will reveal the hidden chamber to the South.
- K An illusionary wall.
- L You can open this door by pressing the button at (M).



- M This button opens the door at (L).*
- N You need a RA Key to open this door.*
- O Use the master key from Level 12 on either of these doors to obtain the Firestaff.*
- P This area can only be entered from the pits on Level 6.*
- Q Top of Secret staircase to Level 14.*

## **LEVEL 8**

- A These pressure plates each control one of the nearby pits.*
- B This button reveals the hidden passage to the West.*
- C This button reveals the hidden passage to the East.*
- D This pressure plate closes the wall Northeast of (E)*
- E Walk from (D) to this hidden pressure plate and wait. After a delay, the wall to the Northeast opens. If you walk further West you are teleported back to (D)*
- F This generates another fireball from the launcher. Destroying the Mummies will remove the fireball danger to the champions.*
- G This button reveals the secret chamber to the North.*
- H This button reveals the secret chamber to the Southeast.*
- I This button reveals hidden chamber to the East.*
- J Caution: standing here too long will get you fried by a fireball!*
- K This button reveals the secret chamber to the North. The button there turns off the twister so the fireballs will hit the wall instead of entering the room.*
- L This button reveals the secret chamber to the South.*
- M Reveal this secret chamber by pressing the button 4 spaces East.*
- N You need a solid key to open this door.*
- O The Skeleton Key unlocks the passage at (P) and (Q) which gives access to the central staircase.*
- R The green button opens the wall to the North. This is the secret staircase which directly connects level 7 with level 13.*
- S Stairs to level 9. This area can only be entered from there.*
- T The Fireball Cannon. It throws fireballs at a series of teleport fields. Anything entering these fields is turned through 90 degrees. The fireballs are thus thrown through a series of 13 teleporters to explode at (U).*

## **LEVEL 9**

- A This is an illusionary wall.*
- B Button reveals the secret chamber 2 spaces South and 5 spaces West..*

- C This space will spin you around 180 degrees.
- D Button reveals the secret chamber to the North.
- E Pull the lever to drop the chest into the pit. Go down the stairs at (F) and remove the gem from the chest. Go up stairs (F) and (G). Drop the gem through the pit at the end of the hall. Return to E and the door will be open. The button to the North will now open and close this door.
- F,G These are the stairways up which are referred to at (E).
- H These plates release fireballs from the East end of the corridor. To avoid the fireballs, place an item on the plate and quickly move out of the way. When all six plates are covered it is safe to walk.
- I This button reveals the secret chamber to the West
- J This is a Giant Rat generating room. Good food source if you need it. Otherwise, keep this door closed.
- K To open the door, place the Corbamite found at 8 in the alcove.
- L Use a skeleton key to open this portion of the central stairway.
- M This area collects pits on level 8 and can only be entered from there.
- N The secret stairway is not accessed from this level.

## LEVEL 10

- A All the fields in the "The Deceiver, The Snake" area teleport you back to this square. The map for this level shows you the path through, a snake-like "S".
- B The key here opens either the door to the left or to the right.
- C The Beholder will drop the Key of B when you defeat him.
- D The pressure plate opens the door.
- E The Skeletons in this area will drop the Key of B when defeated.
- F The pressure plate opens the door.
- G The Key of B opens this door.
- H Take a ride here, get off where the treasure is located, and continue on your way. Watch out that you don't step off into the field, as you will be teleported back to the beginning of the level.
- I This button releases the monsters around the corner into the room.
- J This button reveals the secret chamber to the North.
- K This chamber is a very good resting place. There are also a couple of Giggles lurking around this area, so be prepared.
- L This button reveals the secret chamber to the South.
- M When the button is pressed at (U), this teleporter will be on. The teleporter returns you to U.
- N This button reveals the secret chamber at (P).
- O This secret chamber is revealed by pressing the button at (P).
- P This button reveals the secret chamber at (O).
- Q Use the skeleton key to open the entrance to the central stairway.

- R The button here reveals the secret chamber to the Northeast.
- S This button reveals the secret chamber at (T).
- T This secret chamber can be opened by the button at (S).
- U This field (activated by the button on the wall) teleports you to (M).
- V This is the chamber below the "Put the Gem Back" puzzle..
- W This area can only can be entered from certain pits on level 9.
- X The secret stairway is opened to this level only from the level side.

## LEVEL 11

- A Starting here,walk clockwise to the teleport square. You will be teleported to the Iron Key (2). Walk counterclockwise to get the footplate (3), and then clockwise to the teleport square. Turn around and walk counterclockwise to the Morningstar. Once more travel clockwise to the keyhole (B)
- B Use the Iron Key to unlock the door and get the chest (5). Remove the Solid Key from the chest, then walk clockwise.to the teleport. Now walk counterclockwise to retrieve the Saber (6) and arrive at the gold lock. (C)
- C Use the Solid key found at (5). Walk clockwise for sixteen steps and turn to face East. There should be a new exit behind where the chest was.
- D This secret passageway will open when you use the solid key at (C).
- E Continue around the corner here, then turn and go back. The hidden alcove at (F) will open.
- F Remove and replace the helmet in the alcove and a secret chamber will open to the Southeast.
- G The cross key you find here will open any of the three doors to the West, middle or East. Each corridor contains a different monster, but all will contain 2 copper coins. Do not ignore these seemingly worthless coins. Through the East door you will encounter Giant Wasps; through the West door, Trolins. Although you can encounter Water Elementals in any of the passages, there are more through the middle door. The middle door is the shortest in length, but the Water Elementals are the toughest opponents, unless you can manage to get around them without combat.
- H-J These pressure plates are the only way to open the adjacent doors. The button here reveals the hidden chamber to the Southwest.
- K Hold the Magnifier up to the Eye and press the mouse button to
- L open the wall behind you.  
Use the skeleton key to open the central stairway to this level.
- M A greased slide to the alcove due North.
- N With the gold coins you picked up earlier (you did pick them up, didn't you?) you will be able to open two of the alcoves here.
- O

- One of the alcoves also holds two more coins. You may have one left from earlier in the game and you can also return to (G) and use the Ruby Key in one of the alcoves gather two more coins.
- P Taking Diamond Edge from the alcove will trigger poison gas launchers along the length of this corridor. Don't panic and run for it, because each step will launch more poison. Be patient, accept your damage and the gas will slowly dissipate. Then, throw the Diamond Edge down the hall. From where you recover the sword, you can run the remaining distance to relative safety.
  - Q The secret stairway is opened to this level only from the level side.

## LEVEL 12

- A This pressure plate opens the almost invisible row of pits which span this room. Once you have stepped on the plate, step on it again to close the pits. You can also lure the Knights from (C) and (H) into this area and open the pits as they step on them. The fall will kill them very efficiently without engaging in combat.
- B This button opens the door at (C).
- C Open this door by pushing the button at (B).
- D Remember this square. It is an invisible boundary which all monsters on this side of the dungeon will not cross. Lure them to this position and combat will be much easier as you can step to the West after attacking and they will not follow.
- E This button reveals the secret chamber to the Southeast
- F When you reach this wall, just wait a moment and it will open. Be prepared though, as there is a Animated Armour guarding the treasure within. Either use Magical boxes on him, or better yet, lure him back around to (D).
- G The button that opens this door is across the dungeon at (K).
- H Use the Topaz Key to open this door. The Dark Knight here carries a key you will need later so you cannot avoid him. If you lure him to fall through the "invisible" pits, be sure to climb down after the key. A force field in the level below will teleport you back to this level.
- I This button reveals the secret chamber to the West.
- J The key for this door is held by the Animated Armour at (H).
- K This button opens the door at (G).
- L Another "boundary". The monsters in this area will not advance past this point, so use it to your advantage.
- M This button reveals a shortcut South in case you have to backtrack.
- N This secret corridor and room is revealed by the button at (P). Avoid this area unless you like to live dangerously. Oitus are a formidable foe by themselves, but being surrounded by three or

four or five is sheer suicide. Remember that fear weapons work well against Oitus

- O This pressure plate opens the doors to the Oitu Room. By the way, I told you to avoid this area! Aren't you listening? If you don't believe me, at least save the game first...
- P This button reveals the secret wall at (N).
- Q This button controls both the doors to the West and to the South.
- R If you time it right, you can get through these revolving pits without any problem.
- S Use a skeleton key to open the central stairwell to this level.
- T The secret stairway is opened to this level only from the level side.

## LEVEL 13

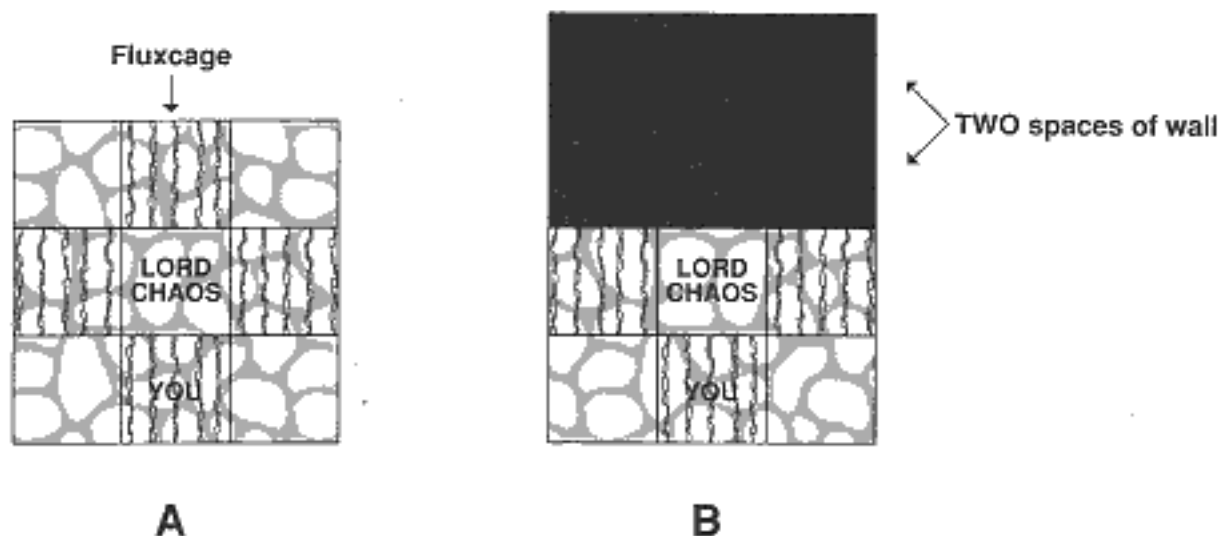
- A Use a skeleton key to open the central stairway. From here you can return up to Level 8 for water. Once you have attached the Power Gem to the Firestaff, however, all stairways above Level 13 will be closed, so you must make use of these stairs now if you need to return to any levels above you.
- B This field teleports you to the room of the revolving pits above.
- C This is Lord Chaos' penthouse. Welcome to the party...
- D Teleporter return to the room of the hidden pits.
- E Completion of the Firestaff closes a solid wall here.
- F Like (E) the central staircase is sealed.
- G This button opens the secret passageway into Level 13.

## LEVEL 14

- A Use the Winged Key from Level 7 to open the central stairwell.
- B This lever reveals the way into the Red Dragon's lair to the South. You can also enter the lair from the stairways to the West.
- C The Red Dragon's lair. Enjoy your visit.
- D You can open the door to the North with the Square Key found in the Red Dragon's lair.
- E Use a silver coin in the slot to open the door to the West.
- F To get the Power Gem, use the Zokathra spell.
- G By attaching the Power Gem to the Firestaff, the Firestaff obtains new powers. These powers are needed to defeat Lord Chaos.

## GAME'S END

The first thing you need to defeat the Dark Lord and accomplish your quest is the Firestaff. You must then acquire the Power Gem from Level 14 and place it on the Firestaff. This will give the staff new powers: Invoke, Fluxcage and Fuse. You will then be able (once again, with a little patience) to place Fluxcages around Lord Chaos, step into the Fluxcage in front of him, and Fuse Lord Chaos. Two of the most common ways to trap Chaos are shown below.



When trapped and Fused, Lord Order will be gated in and the two rampant extremes of Order and Chaos will be rejoined into the balanced being, the Grey Lord.

(If you have the time and inclination when you first recover the Firestaff (without the Power Gem), you might return to the dungeon and doors at Level 1, where Lord Librasulus will greet you. Make sure you have completed or saved the game before attempting this, as you will find the results most interesting...not to mention fatal...)

