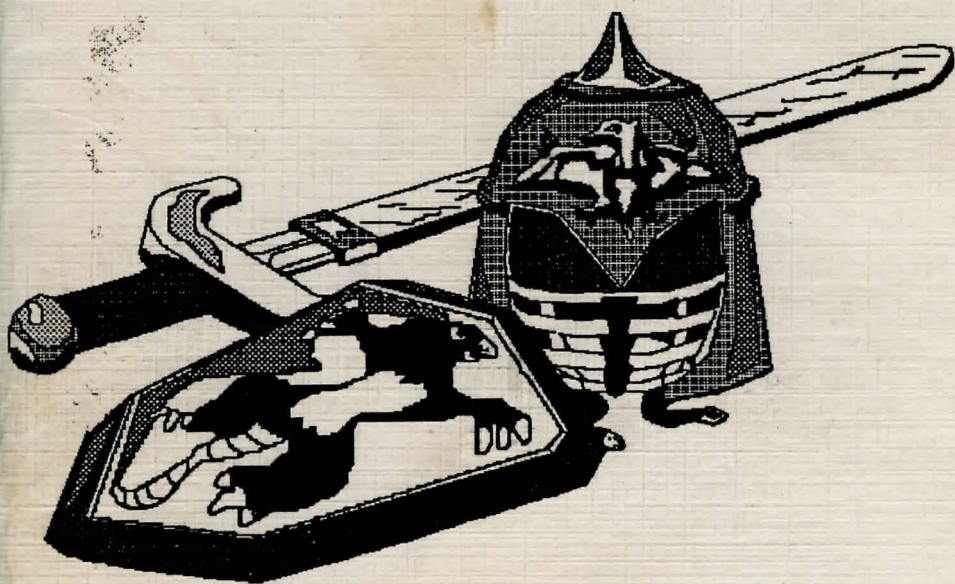


The Lost Scrolls Of Mount Anaias



*Everything you need to know to be a
Dungeon Master Champion*

CREDITS

AUTHOR
Bob Retelle

ILLUSTRATIONS
Steve Volker

MAPS
Michael J. Stetter
Rainer H. Braun

*PHL Games and Dungeon Master are trademarks of Software Heaven
TSR Hobbies and Dungeons and Dragons are Registered Trademarks of TSR, Inc.
CompuServe is a Registered Trademark of CompuServe, Inc., an H&R Block company.*

Copyright © 1988, Unicorn Publications. All rights reserved. No part of this publication may be reproduced, transcribed, copied, translated or reduced to any hardcopy or electronic medium or machine-readable form without prior written permission of Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108.

Preface

THE FLICKERING LIGHT of the waning torch made eerie shadows on the grey stone walls, as Theron, apprentice to the Grey Lord, greatest of all Wizards, crept along the damp passageway. Weary to the point of exhaustion, and crushed under the weight of many failed attempts to do his master's bidding, he once again approached the entrance to the Hall of Champions. The faces of the Adventurers whom he had guided to their deaths again and again, stared at him from the mirrors of life-trapping holding their mortal souls. Which of these Champions should he choose to make the next attempt to defeat Chaos? Who, among this twice-dozen of bravely foolhardy Fighters and Magic users should he condemn to almost certain death in the Dungeon under Mount Anaias?

As he approached the first mirror to examine the Champion frozen within, Theron noticed a change in the quality of the light in the underground chamber. The smoky torchlight faded as an electric blue glow began to fill the room. In the center of the open space, a globe of light began to form, hesitantly at first, and then more rapidly as power began to flow into it. From within the now swirling ball of magical force, a voice spoke to him. "Theron," called the familiar, but almost forgotten voice.

"Master," cried Theron, dropping to one knee, almost as much from weariness as respect for the old man whose face was faintly visible in the ball of light. "I fear that I have failed you. Many times I have chosen from the Champions in this Hall, and many times they have fallen to the creatures of evil and the devious traps with which Lord Chaos has filled your Dungeon. I am about to attempt your Quest once again, but I despair of ever succeeding."

The aged wizard's image sighed, and said, "I feared it would be so. The scrolls which I had left in the Dungeon, and the objects left by the Champions who had gone before you should be enough to see you to victory, but my dark side is fully as clever at trickery and evil as I am at the practice of good."

Looking down at something which Theron could not see, outside of the circle of light, the Wizard continued, "In the time since I sent you into the Dungeon, I have collected what bits of wisdom I could find among the Lost Scrolls, and have set them down for you in this volume. This is all I can do for you, my faithful servant. You must use these Scrolls as wisely as you can. Some of the knowledge is very powerful, and so it is sealed away against the day that you shall need it. Do not use more of this knowledge than you must, for there is honor in winning out against evil by your own efforts, but know that it is there."

Theron could see the strain of maintaining this contact was terrible. With one last gesture of power from the Wizard, the sphere of light began to contract. As the glow faded, Theron could see a small scroll materialize on the stone floor where the light had been. Just before the brilliant blue of the shrinking sphere winked out completely, he heard the voice of his Master one last time.

"Go quickly Theron," the voice whispered, "The world waits fearfully for the outcome of your struggle with Lord Chaos."

Once again, the damp chamber was filled with flickering torchlight, and Theron was alone among the frozen visages of the mortal Champions. Moving slowly, he approached the center of the room. Reverently, and with silent thanks to his Master, he knelt and picked up the Lost Scrolls of Mount Anaias.



Author's Notes

AS WITH ANY game with the complexity and diversity of Dungeon Master, be sure to study the manual that came with the game. This hintbook will not give you any of the basic information on operating the game, nor will it duplicate any of the necessary information such as casting spells or using items on the playing screen. This book should be used in conjunction with the Dungeon Master manual.

The information in this hintbook is divided into four sections. The first will give you hints and tips on general subjects like making sure your party of Champions doesn't starve and training them in the skills they'll need to survive. The second section is a group of detailed maps of the Dungeon Levels.

The third section is a Level by Level "tour," with hints about the puzzles and monsters you'll encounter along the way, and the last section contains specific answers to the most difficult puzzles.

These sections are organized in this way so everyone can get the most out of the book. If you're just interested in learning more about the strategy of the game but would rather solve everything for yourself, you can read just Section One and ignore the rest. If you're totally lost and haven't been able to keep track of where you are, the maps in Section Two can help you.

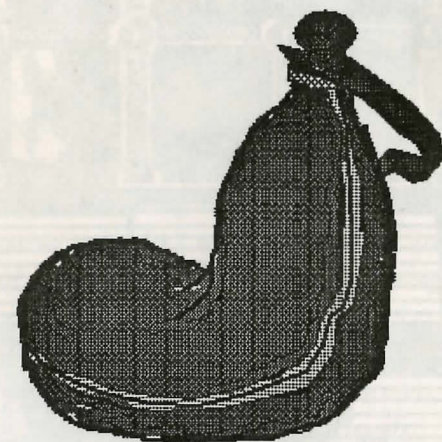
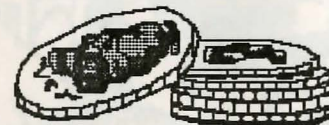
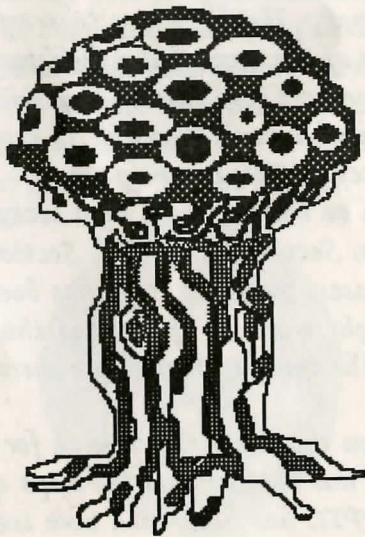
Finally, if you've been stymied by a locked door, or can't get past the Scorpions, Section Three and Section Four can come to your aid. In all cases, the main focus has been to avoid revealing more than you might want to know, and thus avoid spoiling the game for anyone. The specific answers are there, but only when and if you need them.

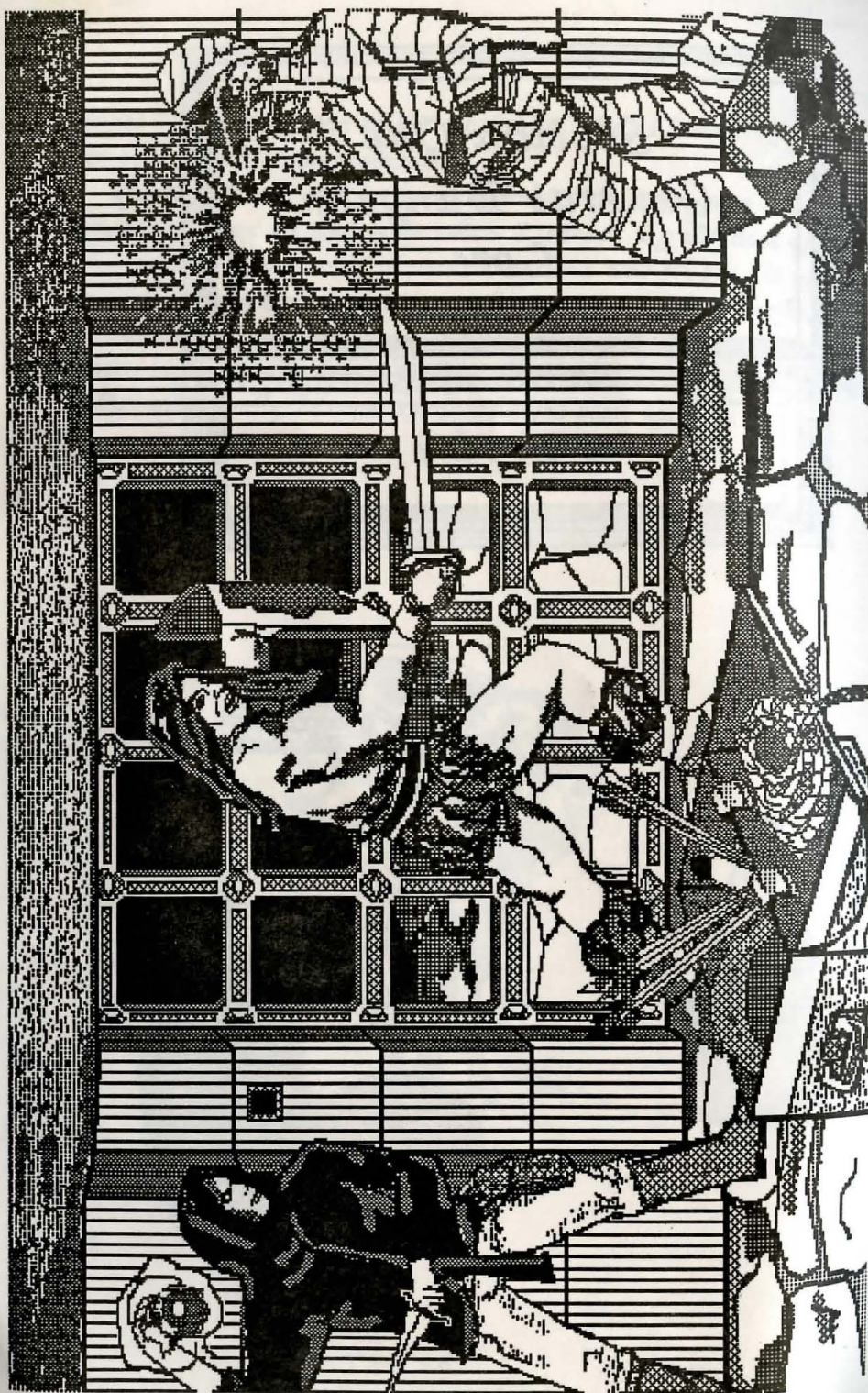
One last note on the numbering scheme for the Dungeon Levels in both the text of this book and on the maps of the Dungeon. The notation used by FTL has been used here too. That is, the first place you encounter, the Hall of Champions, is considered to be Level One.

I'd like to thank the people at Software Heaven, Inc. and FTL

Games for creating one of the most detailed and involving games I've ever played on any computer.

Thanks also to all the brave Adventurers who went into the Dungeon before me and from whom I learned a great deal of the information I'm now able to pass on to those who follow. It was a lot of fun to be able to share new discoveries -- and to laugh (and sometimes cry) over the things our poor Champions ran into -- with other players on the CompuServe Atari16 Forum. You're too many to list individually, but you know who you are! <grin>





THE STORY AT the beginning of the *Dungeon Master* manual is colorful and sets the scene for the game quite nicely, but unfortunately, it's a bit misleading when it comes to the goal of the game. Instead of bringing the Firestaff back to your Master and letting him deal with the Dark Lord, you'll find it's entirely up to you not only to find the Firestaff, but also to see to the ultimate rejoining of Good and Evil.

As you play the game, remember you are the guide for the four Champions you've chosen. Your most important function is to train them in the skills they'll need to survive. You'll also have to feed them when they're hungry and find water for them when they're thirsty. You have to give them clothing and armor to protect them and choose weapons they can use to fight the creatures of the Dungeon. When your Champions do encounter monsters, don't let the heat of battle distract you from watching over their Health, so you don't lose any of them!

Choosing Champions

Each of the 24 Champions frozen in magical mirrors in the Hall of Champions has a unique set of statistics, skill levels and equipment. Some have very high mana, which allows them to do more magic than others, but have correspondingly low strength and health which makes them more vulnerable in battle. Others are physically quite strong, but with little or no mana.

The easiest party to manage is one which is well balanced in its strengths and weaknesses. Four powerful Fighters probably won't last very long without being able to do magic. By the same token, a party of four beginning Wizards wouldn't make it very far either. A balanced party, made up of Champions with good levels of all skills can "cover" for and help each other survive.

The first few times you venture into the Dungeon, try to choose a party made up of two strong Fighters and two magic users, one with good Wizard levels and another with good Priest levels. The

Roster of Champions

Fighters can protect the weaker members of the party, while the Wizard aids in attacking monsters and the Priest stands ready to heal anyone who is injured. Also look for Champions with good Ninja levels, as that allows them to shoot "range weapons" accurately and move more quickly.

One thing you should keep in mind is any of the Champions can learn any of the skills, so that even a big, hulking barbarian can become a Master Wizard with practice. The most frail-looking magic user can also become a formidable and skilled Fighter, again with plenty of practice. It's just a lot easier if you start with a well-balanced party.

Take some time to examine the strengths and weaknesses of all the Champions before you choose your party. You'll have to start the game over completely if you change your mind, so be careful. The chart given here lists the names of all 24 of the Champions and their characteristics. These numbers may change slightly from game to game, but they'll be very close to the ones presented in this list.

You'll notice when you examine a Champion, you have the choice of resurrecting them exactly as they are shown with all the skill Levels they have learned, or of reincarnating them as a different person. If you reincarnate them, you can give them a new name and their skill Levels will be converted into slightly higher physical characteristics, but they will effectively "forget" all the skills they've learned. You'll find the increase in their statistics is very small though, in most cases not enough to really make up for the loss of their skills. Until you're experienced, it would probably be better to just resurrect the Champions as they are, with all their skills intact.

When you've chosen the first member of your party, the hand on the screen becomes the hand of that Champion, and the view on the screen is what that person is seeing. This first Champion also becomes the Leader of the party, although you can designate another member as the Leader if you choose. The Leader is the one

Name	STATISTICS*									SKILL LEVELS**			
	H	ST	M	STR	D	W	V	AM	AF	FI	NI	PR	WI
IAIDO	48	65	11	43	55	40	35	45	50	APP		NOV	
ZED	60	60	10	40	40	40	50	40	40	NOV	NOV	NOV	NOV
ELIJA	60	58	22	42	40	42	36	53	40	NOV		APP	
HALK	90	75	0	55	43	30	46	38	48	JOU			
CHANI	47	67	20	37	47	57	37	47	37	NOV			APP
HAWK	70	85	10	45	35	38	55	35	35	NOV		APP	
BORIS	35	65	28	35	45	55	40	45	40	NOV			APP
ALEX	50	57	13	44	55	45	40	35	40		APP		NOV
NABI	55	65	15	41	36	45	45	55	55			APP	NOV
SONJA	65	70	2	54	45	39	49	40	40	JOU			
SYRA	53	72	15	38	35	43	45	42	40			NOV	APP
GARDO	39	63	26	39	45	47	33	48	43			APP	NOV
LENFLAS	65	50	12	45	45	47	35	50	35	APP			NOV
LEYLA	48	60	3	40	53	45	47	45	35		JOU		
WUUF	40	50	30	33	57	45	40	35	40		APP	NOV	
WUISE	45	47	20	38	35	53	45	47	40		NOV	APP	
LEIF	75	70	7	46	40	39	50	45	45	APP		NOV	
TIGGY	25	45	36	30	45	50	35	59	40		NOV		APP
STAMM	75	80	0	52	43	35	50	35	55	JOU			
DAROU	100	65	6	50	30	35	45	30	45	APP			NEO
HUSSA	80	61	5	58	48	35	35	43	55	APP	NOV		
GOTHEMOG	60	55	18	40	43	48	34	50	59				JOU
AZIZI	61	77	7	47	48	42	45	30	35	NOV	APP		
MOPHUS	55	55	19	42	35	40	48	40	45			JOU	

* H=Health, S=Stamina, M=Mana, ST=Strength, D=Dexterity, W=Wisdom, V=Vitality, AM=Anti Magic, AF=Anti Fire

** FI=Fighter Skills, NI=Ninja Skills, PR=Priest Skills, WI=Wizard Skills
NEO=Neophyte, NOV=Novice, APP=Apprentice, JOU=Journeyman

who will throw things with the hand on the screen and gain the experience for that action. Also, it helps at times when the party needs to move quickly if the Leader has a high Ninja level. Other than that, the only advantage of being Leader is the Inventory screen will appear when the right mouse button is pressed. This is faster than designating them with the arrow pointer on the screen or by pressing a function key. This can be helpful at times, for example when you need to dispense Healing potions quickly during a fight. You'd make the Champion holding those potions the Leader, and can get to the potions quickly by just pressing the right mouse button.

Logical Arrangements

Once you have all four of your Champions chosen, give some thought to the order they'll march in. The party always walks "two by two" in the corridors, so you have to decide who'll walk in front and who'll bring up the rear. Because the monsters will usually attack from the front, it makes sense to put the strongest members of the party, usually your Fighters, in front. In that position, they can shield the weaker two in the back. By giving the front pair the best weapons and armor, they can be most effective in close combat. The rear two should have the bows and throwing stars, so they can shoot past the ones in front.

Something which is very important to watch is which side your Champions are on. When throwing or shooting, or casting most spells, characters will shoot down whichever side of the corridor they're on. If they're on the right-hand side of the party, they'll shoot along the right side of the corridor and vice versa. It won't matter if a monster is standing in the middle of the hallway, but you'll often run into monsters who stay to one side or the other. This is especially true when a creature has just come around a corner or when you kill one of a pair of monsters. Be careful not to waste shots when your characters are on the wrong side of the cor-

ridor. There's little worse than watching your last fireball go sailing away down the hallway, past a monster, into the distance. If you have time, you can fire a shot along one side of the hallway, then quickly exchange two Champions' positions and fire again.

Basic Training

When you leave the safety of the Hall of Champions and begin exploring the first Level of the Dungeon, your job as the party's guide really begins. From the moment you find the first scroll you must begin the training which will allow your Champions to advance to the highest levels they can -- in all of their skills. Don't wait until you're attacked by monsters to begin practicing spells or combat techniques. Your Fighters gain experience every time they swing a sword. Your Ninjas can practice kicking and punching when they don't have weapons in their hands, and they can always throw objects for experience. Priests can use the War Cry when they're not holding anything, and Wizards should ALWAYS be casting spells.

When you find the first scroll, use the spell on it to begin creating light. Even though the first Level is well lit, the lower Levels are dark and gloomy. The simple Magical Torch spell will give your Champions experience toward higher Wizard levels, as well as provide light to see by. Although you'll find torches here and there in the Dungeon, try to conserve them for times when you really need your magic for something else. Don't worry about wasting mana, because it will always return to its maximum level in time. If it looks as if you're going to be safe and your mana is fairly high, use the opportunity to throw a Fireball or cast Light. The experience gained will advance you more quickly to the next skill level.

Your Fighters and Ninjas will benefit from exercising magic too. At first they won't be able to do much, but keep practicing whatever they can manage. Also, using the War Cry will help build up experience toward higher levels of mana. It won't be long

before your Fighters will be able to throw some pretty impressive Fireballs, or heal themselves after a battle.

Throwing, shooting and hand-to-hand, unarmed combat are among the Ninja skills. Increasing your Ninja experience will increase your strength, dexterity and accuracy with long-distance weapons. The best way to practice Ninja skills is to throw objects every chance you get. Screamer Slices, old scrolls, burned-out torches or anything else that can be picked up can be thrown out in front of the party as they walk down the halls. By rotating the position of Leader among your party, they'll all get this extra Ninja experience. Be careful to watch the Stamina of the Champion doing the throwing, especially with low-level characters. They'll begin to get tired after a bit of exercise, so you'll have to make the next person Leader for awhile.

Fighting experience generally comes from the use of hand-held weapons in close combat, like swords and battle axes. With all the emphasis on casting spells and using magical weapons like Fireballs, be careful not to let yourself fall into the trap of neglecting your Champions' Fighter skills. A party which relies too heavily on magic may suddenly find itself nose to nose (or whatever serves that function -- hard to tell the way some of these monsters look) with something VERY nasty, and no mana left for fireballs! If your Fighters are not very skilled with their weapons, things could get awfully sticky. It's important everyone in the party has Fighter experience, because you might find your Wizards suddenly have to take over for a wounded Fighter. If your Fighters get killed, it'll be up to your Priests and Wizards to take up arms and fight their way back to an Altar of VI to resurrect their companions. You'll find the room called the "Screamer Regeneration Room" on Level Four is a fairly safe place to hand your Magic Users swords and give them some Fighter experience.

Whenever your Champions achieve a new level of experience in any of their skills, one or more of their statistics will go up, as well

as their Health and Stamina. If the new experience level is in Wizard or Priest skills, their Mana will increase too. By practicing all four of the skills whenever you get the chance, you can develop some very powerful characters. The better prepared they are, the better the chance they will survive the worst the Dungeon can throw at them.

Provisioning the Party

Surviving in the Dungeon is not just a matter of fighting monsters. Your Champions will get hungry from all that fighting and marching. The more work they have to do, the faster they'll use up their food. There is plenty of food scattered around the Dungeon, as well as several "renewable" food sources, but the further down you go, the scarcer it all becomes. You'll have to conserve your food to make it last. The most important thing to remember is not to waste food by feeding them when they don't need it. Wait until the Food indicator is below half before you feed a character. Your Champions won't begin to suffer any ill effects until the indicator line turns yellow.

The same advice holds true for giving your Champions water. Wait until the Water indicator drops below half unless you're near a "Lions Head" water fountain. These don't run dry, but there are parts of the Dungeon which don't have any fountains, so you'll have to carry extra water. Waterskins can hold three "gulps" and can be passed around among the members of the party. An empty flask can hold water, but while it will almost completely quench any thirst, it can't be shared.

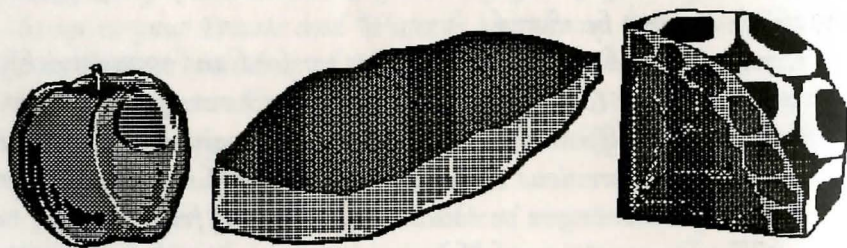
Exertion from being overloaded uses up food and water quickly, so try to keep your Champions' Load indicators out of the "yellow." If you find yourself running out of water, in many cases you can run upstairs to a previous Level and refill. Food may be a bigger problem, because once you've collected all the food from a Level, no more will appear. Some of the monsters may provide your party

with food, and there are some places in the Dungeon where those monsters will regenerate, giving you an endless food supply, if you can get back there without starving.

The Screamer Room Shortcut

Fortunately, if you examine the maps of the Dungeon, you'll see there is a cleverly arranged "Shortcut" back to the Screamer Regeneration Room on Level Four. Starting with Level Eight, at the top of the "Skeleton Key" stairs, a path of Transporters and secret doors allow you to run quickly back to that food source. Level Seven is quickly bypassed, then a pair of Transporters on Level Six avoids the long halls where Beholders regenerate. From there an opening in the wall takes you to a stairway up to Level Five, where another secret door bypasses that entire level. A stairway leads up to Level Four, and on the other side of a hidden door is the Screamer Room. Thus, this food source can be reached fairly quickly from virtually any of the deeper points in the Dungeon.

There's a better way to insure your food supply and increase the experience levels of the party at the same time. From the Screamer Room, instead of carrying a large supply of food, have your Champions **THROW** it out ahead of the party. By rotating the duties of Leader among all four of your Champions, you'll give them valuable Ninja experience and take along a large supply of food as well!



Practicing with Potions

If you do run out of food and your Champions begin to take damage from hunger, you can temporarily relieve their hunger by creating Stamina potions. Unfortunately, this will take away from the mana you have to fight monsters, and sleeping to regain your mana will let the Stamina begin to drop again. It's best to just manage your food wisely so you don't get into this kind of predicament.

There are other potions you can create by using magic, ranging from simple healing potions to some which will temporarily increase some of your Champions' attributes. These potions require your characters to hold an empty flask in the Action hand when they cast the spell to create the potion.

You should try to create a few Healing potions as soon as you find some empty flasks. With these you can heal damage from battles quickly and possibly prevent a Champion from dying during a fight. If any of your Champions have Ready hands free, you can have them hold Healing potions so a wounded character can quickly gulp them down. If at any time you need a flask for a potion and all of them are filled, there's no problem with having someone gulp down the contents of one of them, even if it's not needed.

The potions that increase a Champion's attributes can be very helpful, but they take a lot of mana to create enough of them to be useful. Because of this, they really don't come into play until your characters are at fairly high levels of experience. Increasing a character's Strength will hit for more damage, which may kill off a monster more quickly and lessen the chances of your being injured. Increasing Wisdom will help characters recover their mana more rapidly, which can be extremely valuable when you're in areas requiring a lot of magical attacks. Remember, these increased attributes are only temporary so you'll have to be continually creating more potions to keep the attributes high. Also, they'll fade away if you have your characters sleep.

One of the potions which could be said to "increase attributes" is the Mana potion. This is a rather special potion though, and doesn't work exactly like the others. It's usefulness is helping a character with little or no mana to gain magical experience levels and acting as a sort of "mana bank." If you have flasks you can spare, and plenty of mana that's not needed at the moment, you can effectively fill the flask with mana, and store it away in your pack. Then, when your mana is depleted during a battle, and you need just one more Fireball to finish off a monster, your Wizard can gulp down one of these potions and regain some of the mana. Like most things though, you pay a price, because you don't regain as much mana as it originally took to create the potion. It might be enough to make the difference between Life and Death in some situations. Unlike the other "increase attributes" potions, this one will not increase your mana beyond its normal maximum.

It's probably best to avoid using the Poison potion spell because like all other potions, it requires an empty flask that you'll lose when you throw the potion at a monster. Use the Poison Cloud or Poison Missile spells instead. You'll find later on in the game you'll be using all the flasks you can get for Healing potions as well as the ones to increase abilities. So far, no way has been found to create the "Ful Bomb" potion, which is probably just as well, because it too would destroy a flask every time you used one.

Secrets of Scrolls

There are three different ways you can learn the spells in the Dungeon. The first, of course, is to just find the scrolls scattered around the tunnels and read them as you find them. The second is to experiment using the information on the elements of magic in the Dungeon Master manual as a guide. There are a lot of combinations that do nothing useful, so it'll take a lot of time and mana, but you may hit upon a valuable spell this way, long before you would find its scroll. You may even find spells this way which

aren't even revealed by any of the scrolls. The third way is to use a list of spells prepared by another Adventurer. The spell list included in this book gives all of the spells written on scrolls, and an example of one found by experimentation. It's up to you how you want to learn the spells, but it can be difficult surviving long enough to find, for example, the Fireball scroll without USING Fireballs.

Once you've read a scroll, and written down its message somewhere, the scroll itself becomes useless baggage. None of the scrolls in Dungeon Master have properties of their own and none are "booby trapped." They ARE useful though, as markers to find your way through mazes. Since each one has an different message on it, you can easily determine where you are in a maze by noting the message as you drop the scroll. Throwing them will help your characters get Ninja experience.

Many scrolls contain messages and clues instead of magical spells. Be sure to write these down as they can provide important, if rather obscure, information. The scrolls in the Wizard's "workshop" are especially valuable in this respect.

Magical Mayhem

When you're using the magic spells be careful not to waste mana by casting the spell with too high a power level. Each spell can be cast at one of six power levels, affecting the duration or strength of the spell. Try to watch the effects of the spells as your magic users gain experience and cast them at higher power levels. For example, it's a waste of mana to use a high-power level when creating an "Anti-Ven" potion. The lowest possible power level will work just fine. Also, some of the monsters in the Dungeon are creampuffs when it comes to spells. The Giant Wasps and the giggling Thieves can be killed with low level Fireballs, allowing you to save your mana for the BIG guys.

On the other hand, casting too low a power level on some spells

may be just as big a problem. When you know you're going to be fighting really nasty monsters, it makes more sense to prepare healing potions with very high power levels. Since you're undoubtedly going to be taking some serious amounts of damage, you might as well go into battle with potions to heal the most damage. The number of flasks you have to create potions in is limited, so make the best use of them. Likewise, throwing low-level Fireballs at tough creatures only prolongs the battle, allowing them to get more hits at you. Try to kill them in as few attacks as possible.

Each of your Champions has a maximum amount of mana available, which increases every time they achieve a new Priest or Wizard level. There are ways for them to effectively store up more than the maximum however. Using the Mana potion mentioned earlier is one way, although this spell requires a fairly advanced level of experience to cast reliably. Another way of extending your characters' maximum amount of mana, at practically any level of experience, is to prepare a spell but not cast it right away. For example, when you're going to have your party sleep to heal their wounds, have them prepare a Light spell with the existing amount of mana. Then when they wake up with their mana restored to the maximum, they'll have an "extra" amount of mana stored up in the Light spell. Since it'll probably be dark when they wake up, they can all cast Light and still have maximum mana available for whatever they might need.

Never let your Champions' mana levels get to the maximum without doing something with it. Once they've stored as much as they can, they're effectively wasting any more they might gain as time passes. Have them cast Light, or low-level Fireballs into the distance to use a little up and gain experience points toward their next level.

Always remember ANY time they use magic, they're getting experience. When your magic users try to cast a spell and it doesn't work, they'll still get credit for trying. Keep working at it, maybe

using a slightly lower Power level for the spell until they can cast it reliably, then increase the power. Don't try increasing the power right away because you may face a nasty monster with an inexperienced magic user only to watch a spectacular spell fizzle out!

Whether you find the spell on a scroll, discover it by experimenting or use a spell list, the Fireball spell is one of the most useful weapons available to you. Once you learn this spell, practice it continually, and keep increasing the Power level until your magic users can cast it reliably. Fireballs are far more effective than the weapons your magic users may be carrying in the back of the party, so the sooner they can use them the better. One nice thing about a weapon like this is you can vary the power to fit the situation -- big Fireballs for the nasty things and little Fireballs for the weaker ones. The Lightning Bolt spell is similar, and these two spells will probably be the ones you use most.

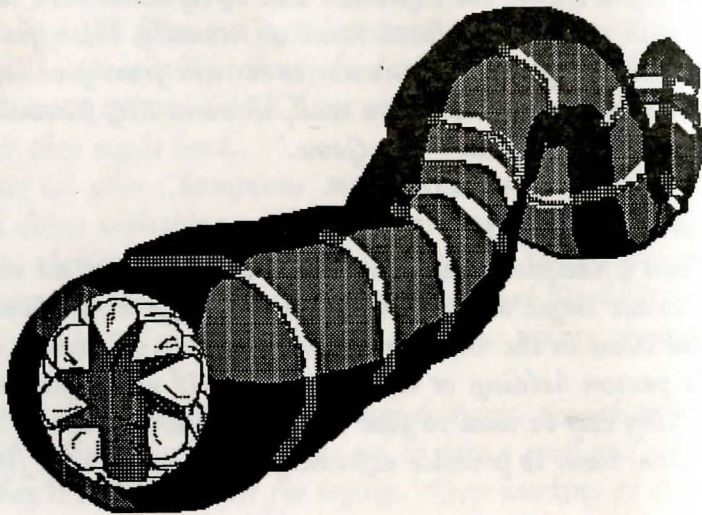
There are a couple cautions about using Fireballs though. DON'T run forward right away after throwing a Fireball to see its effect. Fireballs move SLOWER than you can run, and you can actually run right into your own Fireball! Also, be extremely careful not to throw a Fireball when you're standing right up against and facing a wall. The explosion will be reflected back onto your party with serious, and fatal, results. Actually, this effect can be used to end the game, if you want to re-start from your last Saved position. Just turn and face a wall, throw a BIG Fireball and be ready to click on "Restart This Game."

Wizardly Weaklings

Even Champions who start out with little or no mana can learn to use magic although it can be a long process. Some of the magical items in the Dungeon will impart a small amount of mana to the person holding or wearing them. If you discover any of these, they can be used to give these low-level characters a "boost" and allow them to practice extremely simple spells. At first, even

the *Magical Torch* light spell may require too much mana, so try the simple *Stamina* potion. They'll need a flask to cast the spell, and the first several times they won't succeed, but they'll be building up experience for their first actual magic level. Once they achieve the first level, they'll acquire mana of their own and can go on from there to practice more effective spells. You can also use the *War Cry* to build up magical experience without needing any mana to start with at all, although it will take longer. Finally, there is the *Mana* potion, which members of the party can create for the unfortunate ones without mana of their own. This potion requires a lot of mana itself, so it may be awhile before anyone will be able to make one. Be careful to do this "remedial magical training" during quiet moments when you're fairly certain you'll be safe from attack. You don't want to face anything nasty with only a little magic wand in your hulking Fighter's hand!

At first, even characters with a fair amount of mana may not be able to create an entire spell all at once, because the elements of the spell require more mana than is available. The solution is to cast as many of the elements of the spell as you can, then wait until that Champion's mana returns and cast the rest.



Fighting Finesse

With all this emphasis on magic, don't forget to train your Champions in the other, more physical, skills. Early in the game, when their magical abilities are still undeveloped, they'll naturally be forced into hand-to-hand combat. Even later on as Master Wizards, there will be many times when their mana is depleted and they'll have to depend on sword and bow to survive.

When developing a strategy for fighting the monsters keep in mind the Number One Rule of Dungeon Survival: **STAY AWAY FROM THEIR MOUTHS!** It doesn't matter whether they attack by biting, slashing with swords or even just screaming at you; if you're not within range, they can't hit you. Some of the monsters can be attacked from behind, but even the slowest and dumbest of them will eventually realize they're being hit and turn around.

Rule Number Two of Dungeon Survival is: **DON'T JUST STAND THERE AND HACK AWAY!** Probably the worst possible method of fighting is to stand still and trade blows with a creature. Your objective at all times should be to avoid taking hits that will injure your Champions. Not only is there the risk of them being killed, but the time and mana required to heal their wounds can be put to much better use. If you spend too long sleeping to heal them or to regain your mana, you may find yourself running out of food before you run out of monsters.

One thing which can't be overstressed is using the keyboard cursor keys when you need to move quickly. This is important not only for the puzzles requiring fast movement but also when fighting monsters. The keyboard is much faster than clicking on the direction arrows with the mouse, and it has the advantage of freeing up the mouse to let you ready a weapon. If you can coordinate the use of both hands, you can move and fight at the same time.

Here are a couple ways of dealing with monsters. Both have advantages and disadvantages, and you can always try variations on them. The first has become known as the 'Dungeon Master

Two-Step." This relies on the fact most creatures will take a little time to turn around and face you if you move out of their sight. You need to be in a fairly wide area for this method to work, at least two spaces wide, not in a narrow corridor. Facing the monster, you slide sideways, then turn to face the spot you were standing in before you moved. The monster will move forward, in the direction it is facing, then turn to face you again. During this time, you can attack it in complete safety and get in one or two hits. When it has turned and facing you again, quickly repeat the maneuver so it doesn't have a chance to attack you. Repeating this slide and turn motion, you can circle around the creature and kill it without taking much damage yourself. This method works particularly well against the Purple Worms and even the Dragon.

The other fighting method could be called a "Strategic Retreat." This works well in long, narrow corridors where you can't maneuver around the creatures and is especially effective for fighting the Rockpile Monsters. To use this method, ready your weapon with the mouse pointer while standing one space back from the creature. Then, using the keyboard cursor keys, jump forward and attack, and quickly back out of range. Repeat this action with the other Champion in the front row and keep alternating, one fighting while the other one recovers from the last attack. Eventually, the monster will move forward toward you, so you'll have to step back out of range again. Depending on how fast the creature moves, you'll find yourself retreating backwards down the corridor. Be sure you have plenty of room behind you, so you don't end up in what could literally become a DEAD-end. Also, don't back up into another group of monsters, unless you want to become the filling in a monster sandwich! You'll probably take some damage with this fighting technique, but it will be far less than if you stood still trading blows.

Before you get close enough to any monster to fight it "hand to hand," you should make the most of any opportunities to hit it from

a distance. Use weapons like daggers and throwing stars to hurt a monster before it can get close enough to hurt YOU. Anything you can throw at a creature will damage it, and every bit of damage will help you kill it. Obviously, small, lightweight items like scrolls and clothing aren't going to do much good, but rocks and clubs or extra swords and loose shields will hurt a creature. Even Screamer Slices will kill a monster -- if you have enough of them! If any of your Champions has a Ready hand free, they can carry swords or clubs to throw in addition to the regular throwing weapons. Again, the idea is to cause as much damage as you can BEFORE the monster has a chance to hurt you.

You'll have to watch carefully, because some of your weapons may stick in a monster, and it may carry them off to a different location. Always listen carefully for the sound of something falling to the floor when a creature is killed. Besides weapons, they may be carrying items valuable to you, like coins or elusive keys.

If you're doing a lot of maneuvering around during a fight and come across a weapon you've thrown before, grab it and throw it again! Once you've killed a monster, be sure to go around and collect all the weapons you've shot or thrown, so you'll be ready for the next encounter.

Some creatures in the dungeon can't be hit with a normal weapon. These "Non-Material Beings" have to be dealt with using magic weapons. There's a spell to weaken them, and some magical items will allow you to "Dispell" them. The most valuable weapon to use against these creatures is the "Vorpal Blade." This odd-looking sword has magical powers to disrupt non-material beings, although it's not very effective when fighting normal monsters. There are places deep in the Dungeon where you'll need to switch between your normal swords and the Vorpal Blades often. There are two of these weapons, both on the "Riddle Room" Level. One is easy to find, and the other is extremely well concealed. You'll need at least one and preferably both of them to make it all the way

through the Dungeon. Because of its magical properties, the Vorpal Blade will give you Wizard-level experience.

It's ironic that killing a Rock Monster will supply you with ammunition for your sling to kill other Rock Monsters. Be sure to have your quiver filled with arrows or rocks, and have one arrow or rock in your Ready hand in order for the bow or sling to work properly. Because they need to have their hands full, any of your Champions using this kind of weapon won't be able to hold a torch. Also, you'll be able to fire at most five shots before your quiver is empty and needs to be reloaded.

Doors of Doom

A very effective weapon, which doesn't look like a weapon at all, is the common, ordinary door! Not only are doors handy to hide behind while you rest up and recover your health and mana, but they can be slammed on a monster's head (or whatever) to cause damage. Doors are particularly effective against Rock Monsters, who move too slowly to get out of the way. Other monsters will either jump back after being hit, or will follow you through the doorway unless you stand right there blocking their path.

This is one unfortunate part of using a door as a weapon. You'll find you have to stand there hacking at them, taking hits from the monster as the door pounds on them, or else you may end up with them on YOUR side of a closed door. Also, you have to be very careful not to hit the door itself if the monster suddenly backs away, and the door closes. One good chop, and you might find yourself facing an angry monster through the splintered remains of the door!

You can make an attack with a door more effective if you can "Freeze" the monster under the door with a magical box, but these should be saved for times when they're really needed. Further down in the Dungeon there are situations where this tactic could be used to much greater advantage than just killing Purple Worms.

In fact, whenever you find a magical weapon, try to conserve it for times when it will really be needed, because these magical items generally have a limited number of charges, or uses.

Action Appraisals

If you place an item in a Champion's Action hand, you can tell if it has any special properties or any use as a weapon by watching to see if it has an icon on the "Action Menu." Anything which doesn't show up on this menu, like a piece of cheese for example, can't be used as a weapon. If you try holding a torch in your Action hand you'll see a torch-shaped icon and discover you can "Swing" the torch as a weapon. Whenever you find something new, test it this way and see if it can do anything special. Just for fun, try holding a coin in your Action hand!

In general, the deeper in the Dungeon you find a weapon or armor, the more effective it is. As you find better weapons, don't be afraid to discard your trusty old daggers and poison darts. The kinds of monsters you'll be encountering deeper and deeper won't be bothered much by such wimpy weapons. It's better to keep your loads as light as possible, and make more room for essential things like potions and food. In most cases, the weapons available in the Dungeon don't wear out or break, so there's no reason to worry about carrying spares.

Fighting Fatigue

When your Champions are fighting, it takes some time for them to recover each time they attack or use magic. In general, the more exertion the attack requires, the longer they'll have to rest. During this time, they're vulnerable to attack and can't do anything to defend themselves. Because of this, you should plan your attacks carefully so you don't have all four of your Champions standing there panting breathlessly and unable to do anything useful. Some magical weapons can do things like throwing Fireballs or Lightning

without taking away any mana from the person who uses them, but they'll still have to go through this recovery time. Some of the attacks will require much more time to recover. A "Berserk" or "Melee" attack will take longer than a simple "Chop." You'll need to determine whether the chance of inflicting more damage is worth the extra time to recover.

Rational Running

Here's one last thought about fighting monsters in the Dungeon. You DON'T have to kill them all to "win the game." There are times when it might be best to sheath your weapons and run past the monsters, and let them bother the next party of Adventurers to come their way. In fact, there'll be areas where the monsters regenerate faster than you can kill them, so you'll have to just run and dodge to get past them. Of course, this can only be done in an area that's wide enough to get past. You've also got to be VERY careful not to run into another group of monsters which might block your path until the ones behind you can catch up!

Altar Action

Should the worst happen, and one or more of your Champions is killed in battle, the others can carry the bones of their fallen comrades to the nearest Altar of VI, and resurrect them by placing the bones into the Altar. They'll be brought back to life totally without any possessions, so try to bring along as much of their equipment as the others can carry.

Unfortunately, a Champion has to pay a price for being resurrected by losing some Health points. Also, it can be awfully time-consuming to have to find your way back to an Altar, which of course uses up some of your food and water. While it's good to know the Altars are available, the best plan is to try not to get anyone killed. Usually, finding an Altar of VI tells you something about what you're likely to be getting into next!

Mapping Mystique

Trying to find your way back to an Altar or trying not to run into a dead-end escaping from monsters can be awfully difficult unless you have a photographic memory or a good map. The Dungeon is so convoluted you may end up literally going in circles, or heading back the way you came, unless you pay close attention. All the iron rings, hooks, drainspouts and other things on the wall can be used to help orient yourself, and even the puddles and patches of moss on the floor can be helpful. This is the only function of the red gratings in the floor too. None of them can be opened.

If you'd like to try mapping as you go along, the best way is usually to use graph paper, and consider each "step" as one square. Because the entrances to the Levels are all in different places, you won't know where to mark the stairway, so just pick a convenient spot near the middle of the paper. You may end up having to redraw a map if it runs off the edge, but since the maximum size of the Levels is about 35 by 30 "squares," you shouldn't have too much trouble with this.

A real problem with trying to make an accurate map is the monsters are so inconsiderate. They'll insist on chasing you up into unmapped areas, or getting you turned around so you have to reorient yourself after fighting them. Making your own maps can be a rewarding part of playing an Adventure, but it can slow down the play of the game. If you like, you can always use a set of maps made by previous Adventurers, such as those in this book.

Elusive Illusions

One thing to watch for when using your maps is any large area which seems to be solid wall. There are many hidden doors, secret passageways and even sections of wall which are nothing but illusions. A large block, surrounded by corridors, is a clue there may be something hidden there.

Unfortunately, there really is no good way to detect an illusion-

any wall other than by bumping into it or throwing something through it. There are several of these areas in the Dungeon and one place where you **MUST** find the hidden opening to proceed. Most of the items hidden in these areas are not essential to the game so don't worry if you don't find them all.

The Dungeon is so rich with detail it can be easy to overlook something important, so be careful to examine **EVERYTHING** closely. Keep Light spells strong so you won't miss anything. Some of the hidden switches are **VERY** tiny and some essential items are grey on the grey floor. While most of the things you see on the walls are just decorative, or useful to orient yourself, a very few of them **DO** have important functions, so examine them all by touching them.

Saving Grace

A last hint, and probably one of the most important of all, is save the game often. Whenever you complete a Level, and are standing at the top of the stairs down to the next Level, **SAVE** the game. If one of your Champions achieves a new experience level, or if you find a particularly valuable item or weapon, **SAVE** the game. There's nothing worse than fighting your way through an entire Level of nasty creatures and accidentally killing your party by running into one of your own Fireballs and discovering you haven't saved the game for two Levels back. You'll have to go through all of that over again! If you devote two disks to saving your Dungeon Master game, and alternate them back and forth, you'll also be able to go back to a previous Save if you ever want to try doing things a little differently.



Advanced Adventuring

When you've finally explored all the levels, found all the necessary keys, solved many puzzles, fought countless monsters and at last successfully confronted Lord Chaos, the game ends, and you've won. This doesn't necessarily mean the fun is over however. If you've enjoyed playing Dungeon Master and would like to play again, there are a few things you can try, to make it more interesting than just going through it all again in the same way.

Probably the simplest variation would be to choose all "non-human" Champions for your next attempt at the Dungeon, or a party made up of all female characters. Actually, this won't really make all that much of a difference in the play of the game, as long as you maintain the kind of balance recommended earlier.

Something a little more interesting to try is taking an unbalanced party into the Dungeon and seeing how far you get. For example, there are places where Magic is absolutely essential to getting through. Try taking along four Fighters who have no Wizard or Priest skills and little or no mana. You'll have to work hard to give them the magical skills they'll need.

Or, just for fun, try not using Magic at all! See if it's true that such a party, physically strong but magically weak, can't survive. Maybe you'll find a way to win through with them. Try unbalancing the party the other way, with four Wizards who have plenty of mana, but who are physically very weak. In this case, you'll have to be extremely careful to avoid getting them all killed during the first few battles, where their magical skills will still be quite low.

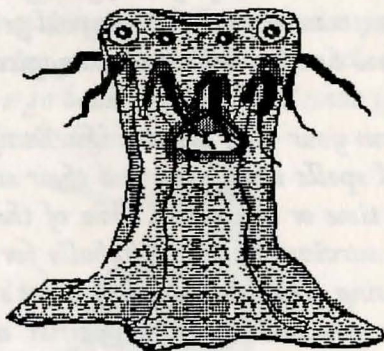
Once you know your way around the Dungeon, you could try not using magical spells until you find their scrolls, if you used a spell list the first time or discovered some of them by yourself. You should be able to survive without Fireballs for instance, until you find that scroll, using your knowledge of what's in store for you.

Something else you could try is a "pacifist" approach, where you

try to sneak your way past as many monsters as you can without killing them. Of course, there will be times when you'll be unable to avoid killing some of the creatures, but see how many you can outrun.

As difficult as some of these ideas may sound, there's a far more interesting challenge to be tried. Dungeon Master will allow you to enter the Dungeon, and start the game with fewer than the normal number of Champions. See if you can pick out TWO well-matched characters and have them attempt the Dungeon.

You'll have to alter a lot of your normal playing tactics to make up for a lot of differences. You won't have to worry about carrying as much food and water as for a full party of four, but because two players can only carry half as much as a full party, you'll have to choose your equipment a lot more carefully. There won't be any room for any "excess baggage." Your Champions will have to rest a lot more often to heal themselves, and because they'll have only half the total mana of a full party, you'll have to be very careful how you use it. Fighting will be a lot more critical, since the same number of monsters will now be hitting half as many Champions, and thus causing twice as much damage to the party. There won't be anyone to cover them in battle, or to trade places with them and take over the fight. As difficult as it may sound, it's entirely feasible that two Champions could win the game.



The ultimate challenge, of course, would be to play the game with only ONE Champion. This is extremely difficult, and very time-consuming, mainly because one character can't carry all the items you'll need without becoming seriously overloaded. When playing only one person, food is not a problem. In fact, there'll be an overabundance of food. The biggest problem is the fatigue caused by trying to carry too much and all the running back and forth you need to do to bring your equipment along with you. You may have to make several trips back through a Level to move your reserves of magical boxes, torches, flasks and other things like coins up to the farthest point you've reached. You can store these items in chests which you can dump down the stairs to the next Level, then go back and get them when you've finished fighting your way through that Level, and carry them to the next stairway. Unfortunately, some Levels have areas where the monsters will regenerate if you leave them alone long enough. When you go back through their domains, you may find yourself fighting the same groups of monsters all over again.

All this carrying and fighting will exhaust a lonely Champion rather quickly, so the character will have to rest a great deal. You can create Stamina potions to gulp down and regain some stamina, but of course that will drain the severely limited supply of mana. You'll find playing with only one Champion becomes a real challenge in resource management, as well as being extremely challenging in the normal Dungeon Master way. Fighting is far more dependent on "hit and run" tactics to avoid taking too much damage, and to make the most of the limited damage your single weapons can do. Luckily, none of the puzzles require more than one person to solve.

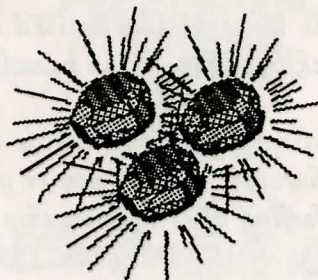
There's an interesting psychological side-effect of playing the game with only one character. When you've got four, or even two, Champions there's a feeling of companionship and mutual support against the evil things of the Dungeon. When the most nasty

monsters attack the party, its members can always count on the others to cover them. With only one character, it's a much lonelier and far more scary place. One thing you realize right at the beginning is if THIS Champion gets killed, there's no one to carry the bones back to an altar to be resurrected. In this case, dead is Dead!

(Author's Note: I've played a single Champion to the beginning of Level 5, and stopped, because of the time it was taking. If anyone ever DOES manage to win the game with one character, I'd like to hear about it. Consider it a challenge!)

Another variation on the theme, and one that can add a whole new dimension to the game, is the "two-player mode." Though Dungeon Master isn't technically a two-player game, you can play it with one person using the keyboard for movement and the other using the mouse for spell casting and fighting. This form of play really takes a team effort and good communication between both participants. Nothing is worse than one person casting a powerful Fireball just as the other player decides to turn and run -- smack into a wall!

One final note -- if you get really bored with all the other possibilities previously mentioned, or if you're the curious type, try taking the Firestaff back up to the Dungeon's entrance. Be prepared, though, because you won't survive the experiment.



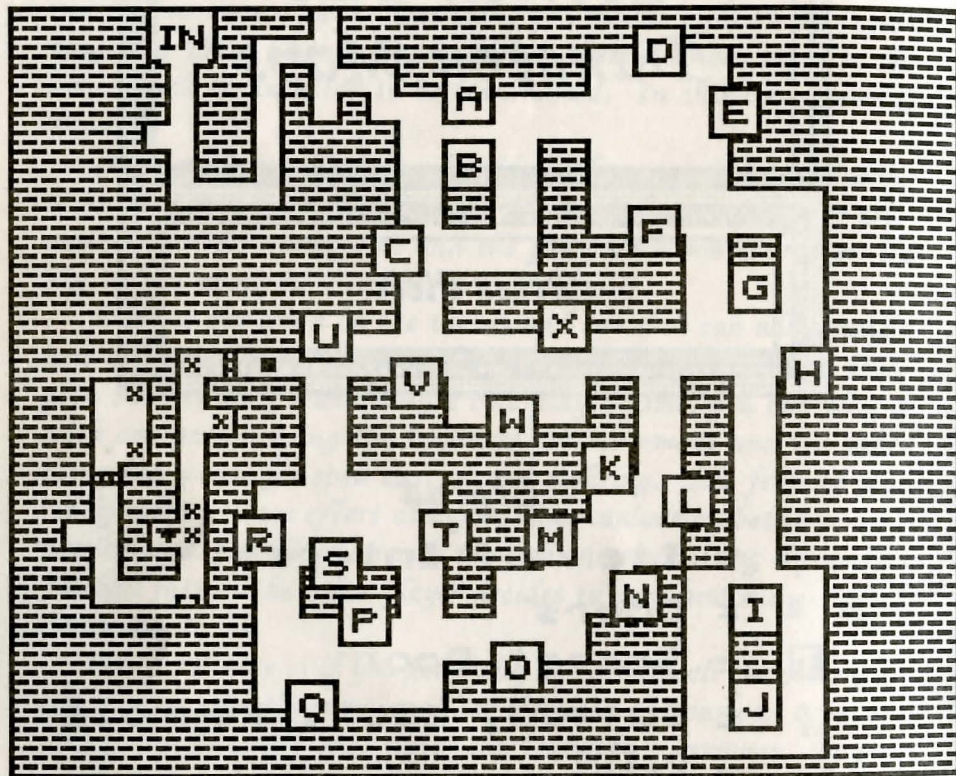
Section Two Dungeon Maps

Press Here

Legend

- * = Item of Interest
- H H = Doors
- ◻ = Secret Door
- | = Button, Slot, Keyhole
- ⌂ = Key
- ⊗ = Transporter
- = Floor Plate
- ⌒ = Water Fountain
- ⊗ = Floor Grate
- ⊗ = Pit
- ⌒ = Altar of VI
- ↘ = Fire Elemental
- ▲ = Stairway Up
- ▼ = Stairway Down

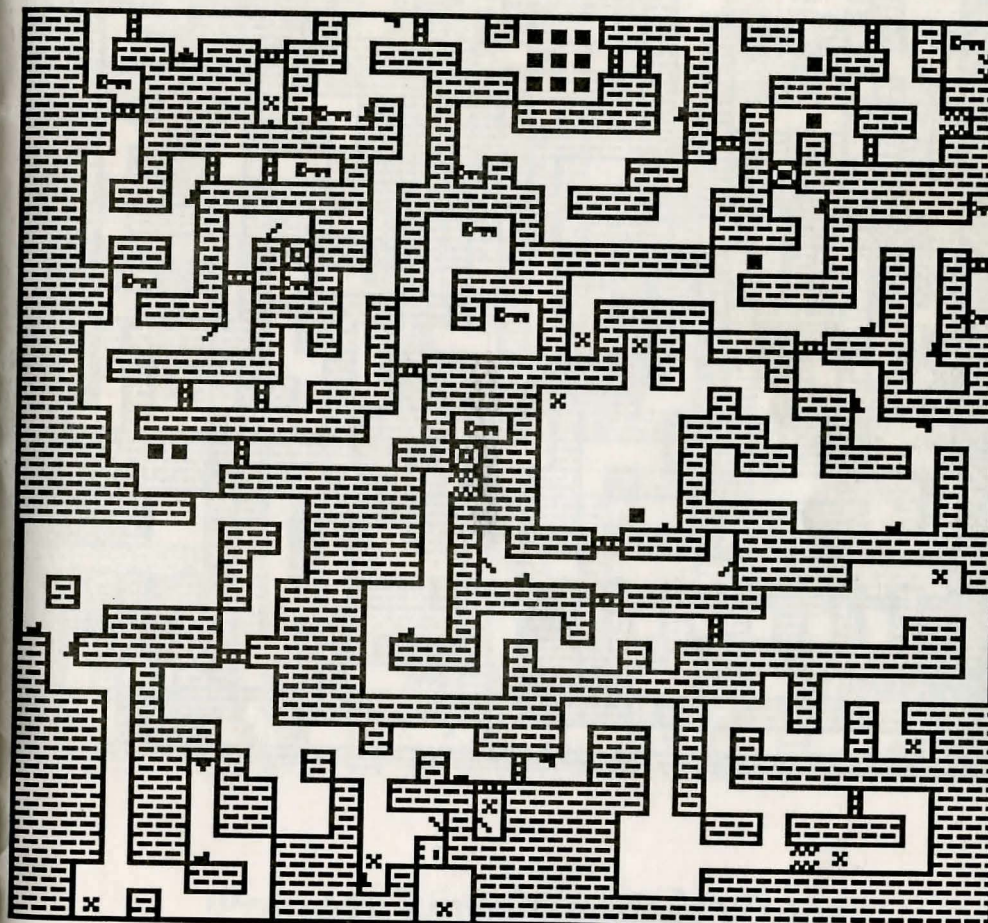
Level One Hall of Champions



- | | | |
|-----------|-------------|-------------|
| A = Iaido | I = Hisssa | Q = Azizi |
| B = Zed | J = Gothmog | R = Daroou |
| C = Eliza | K = Leyla | S = Wutse |
| D = Chani | L = Sonja | T = Tiggy |
| E = Hawk | M = Wuuf | U = Halk |
| F = Boris | N = Mophus | V = Syra |
| G = Alex | O = Stamm | W = Gando |
| H = Nabi | P = Leif | X = Linflas |

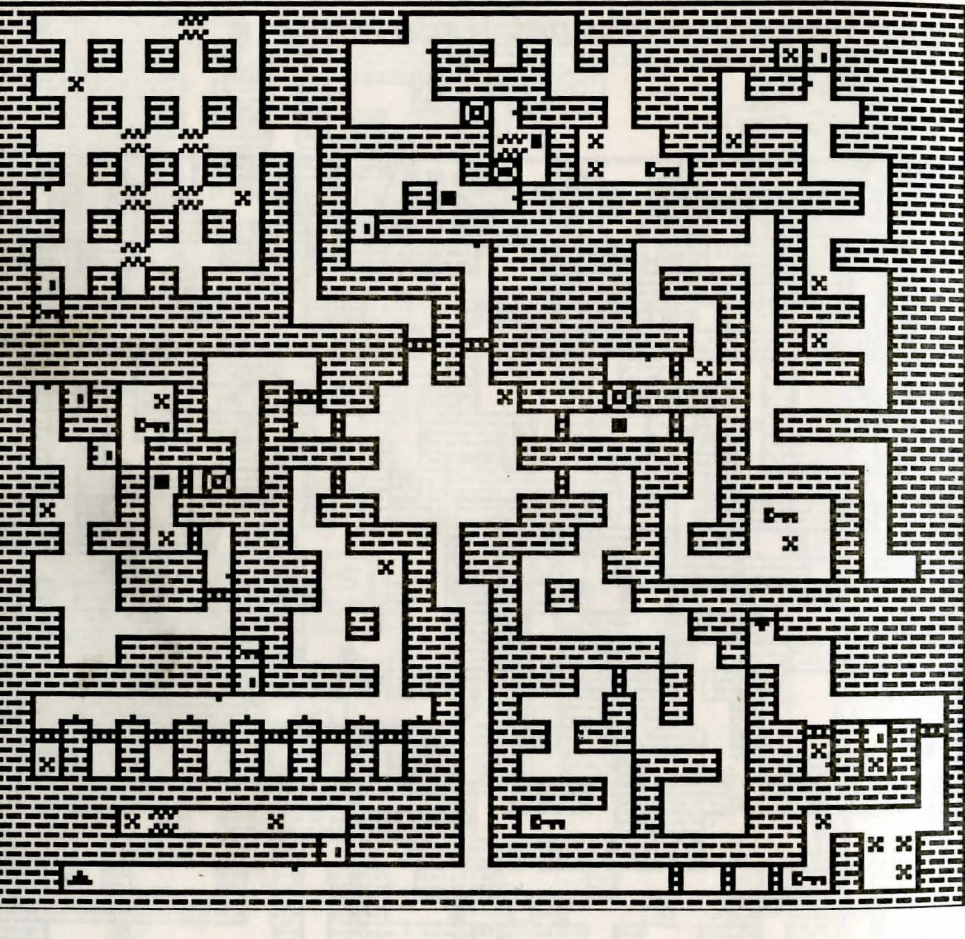
NOTE: Hall of Champions is enlarged to show detail. Hallways outside the Hall are proportionally correct.

Level Two



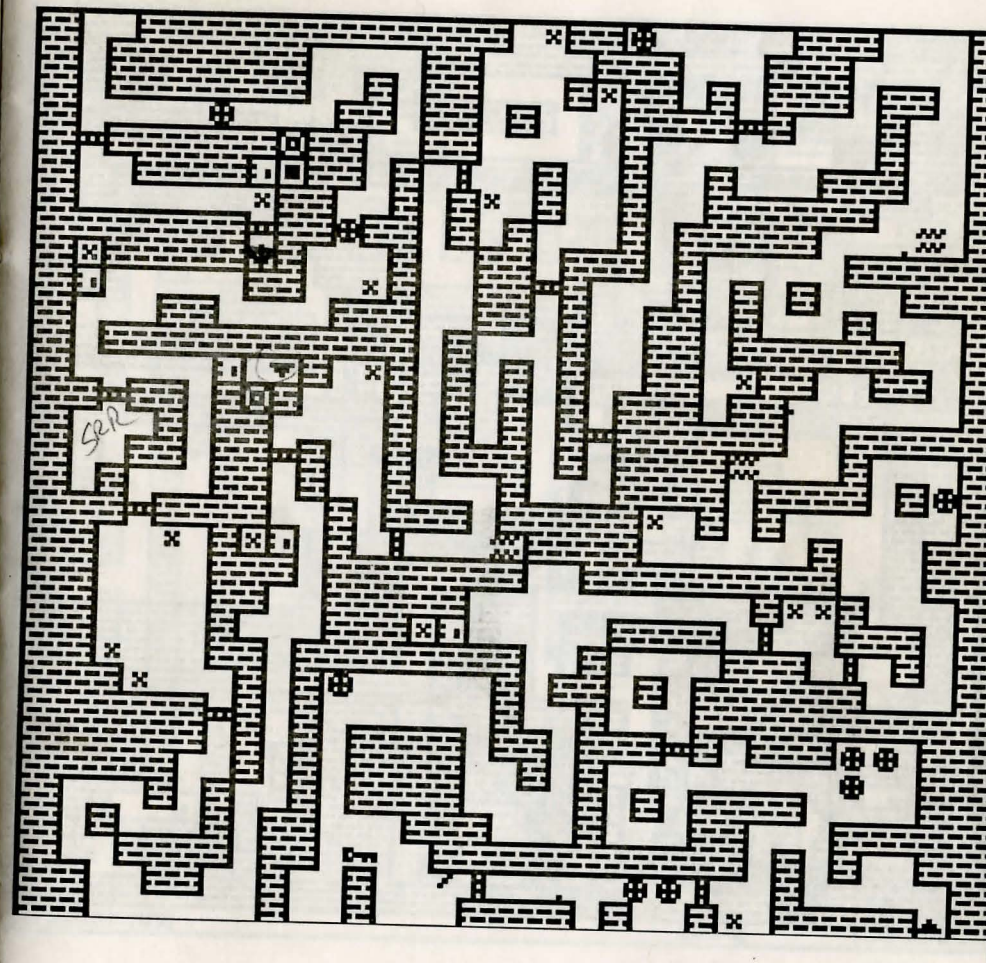
Welcome to the Dungeon

Level Three



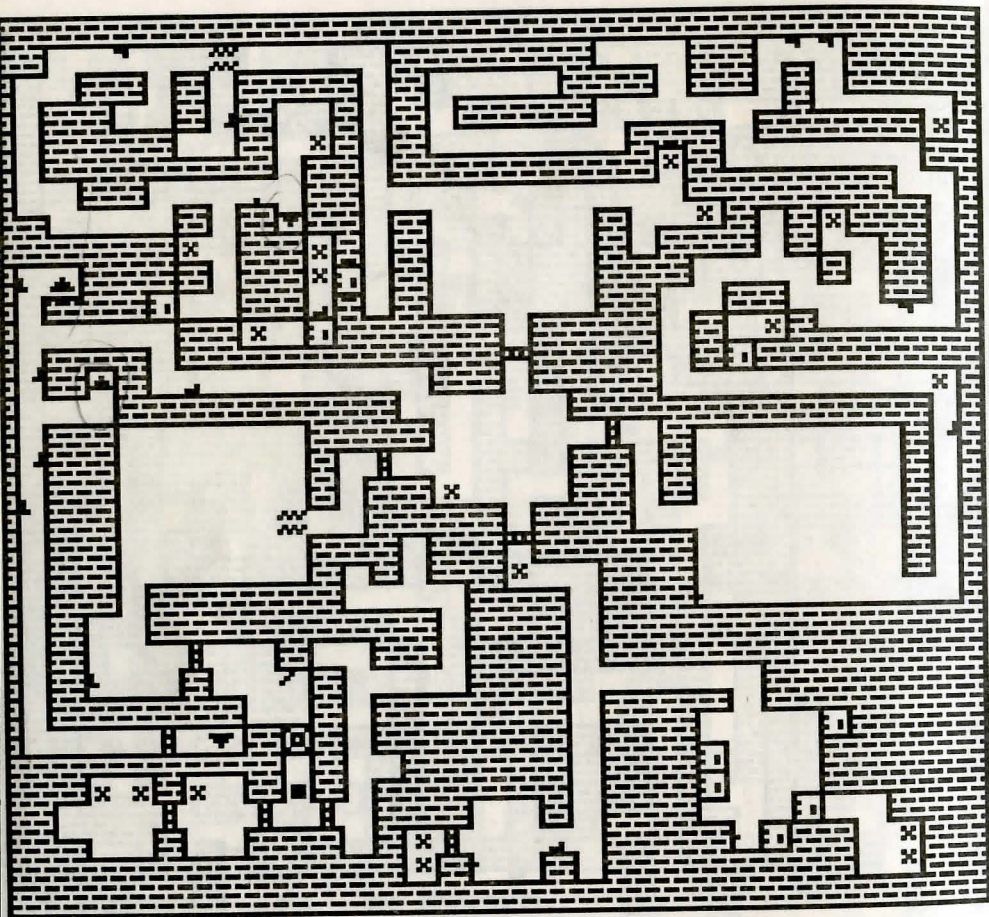
Choose Your Fate

Level Four



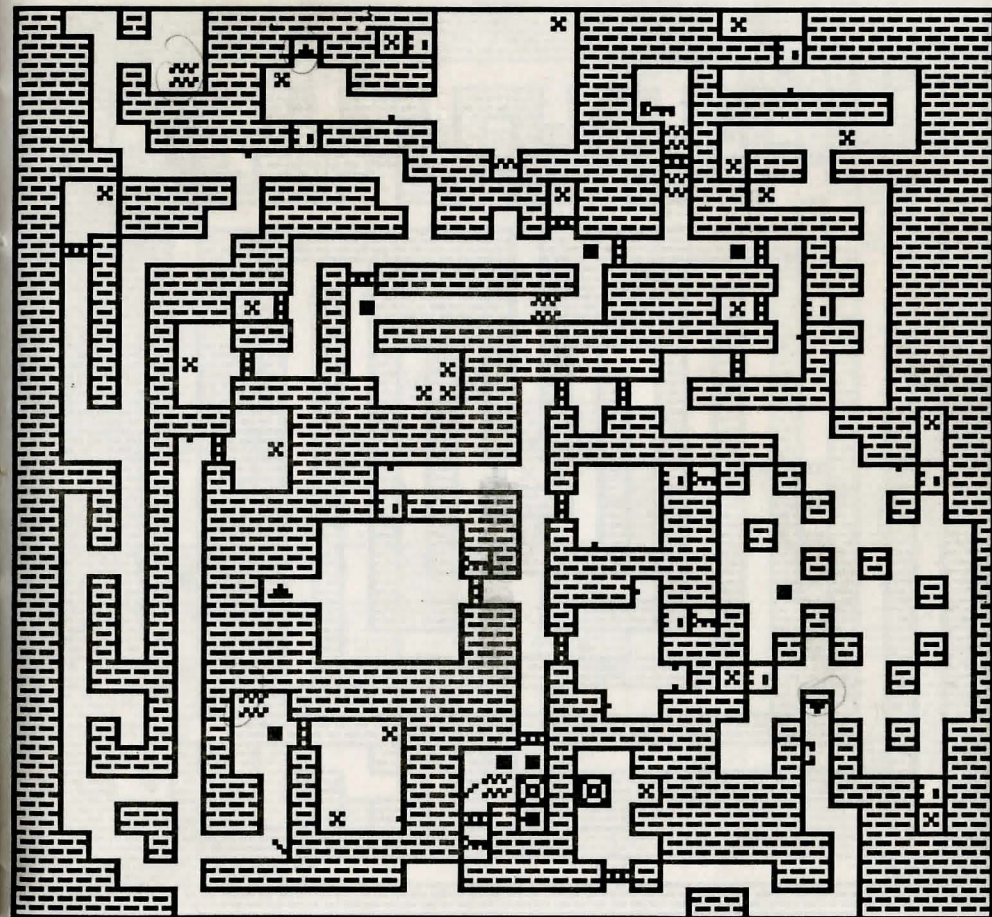
Prepare to Meet Your Doom

Level Five



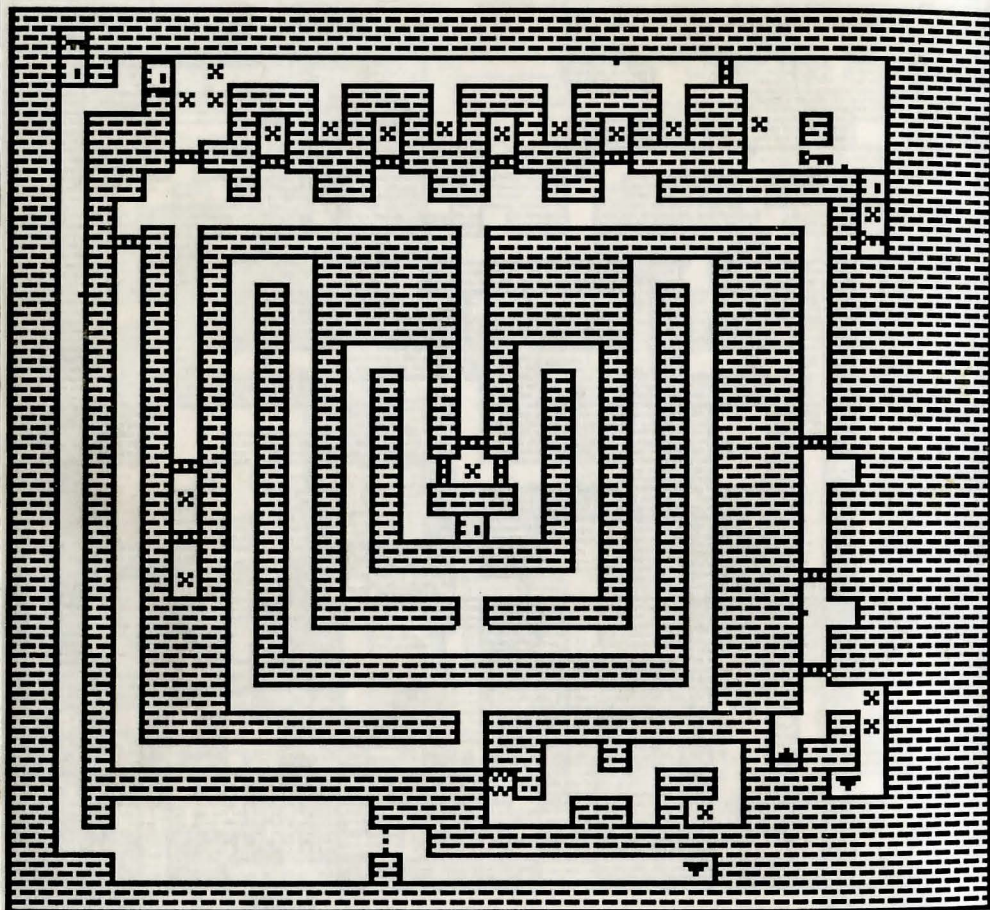
Treasure Stores

Level Six



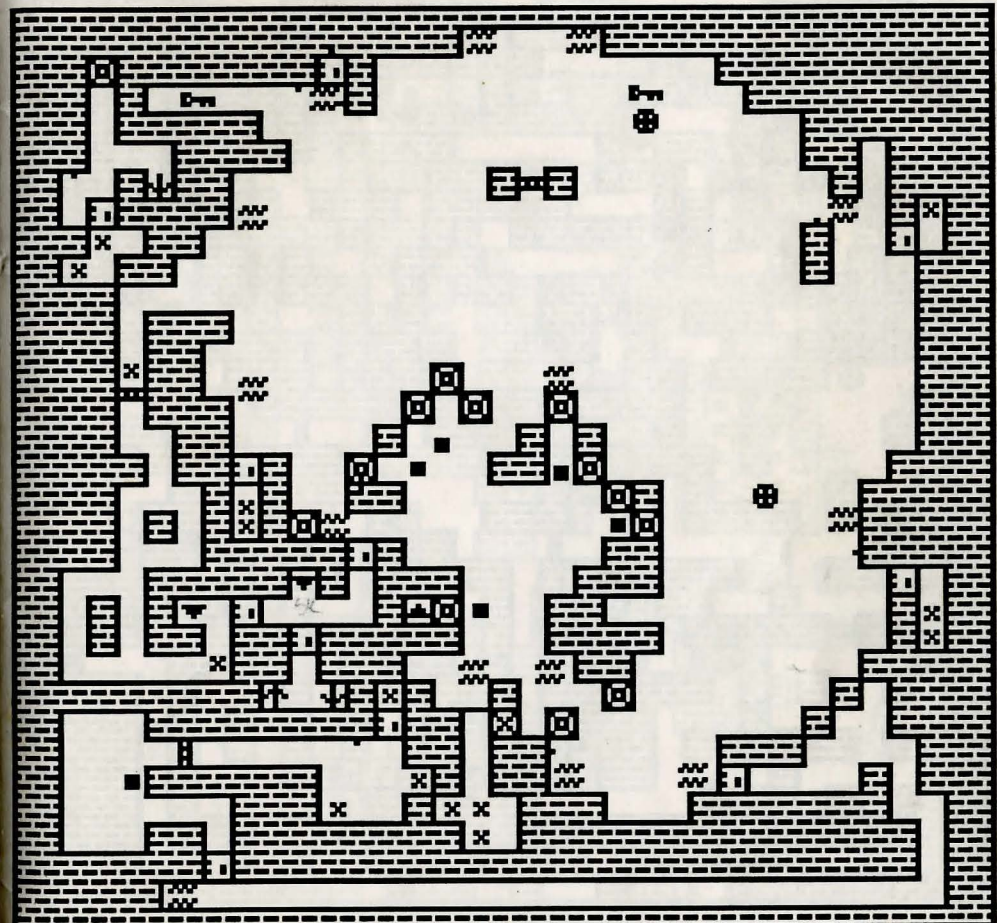
The Riddle Room

Level Seven



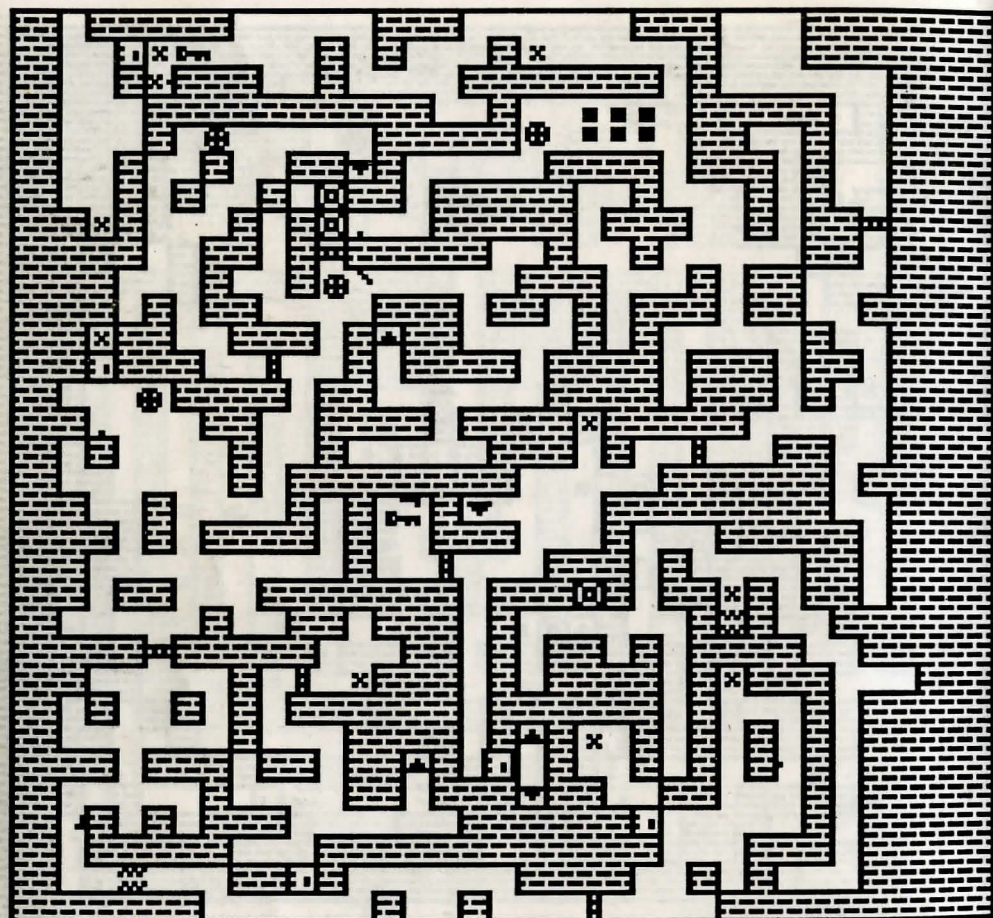
The Tomb of the Firestaff

Level Eight



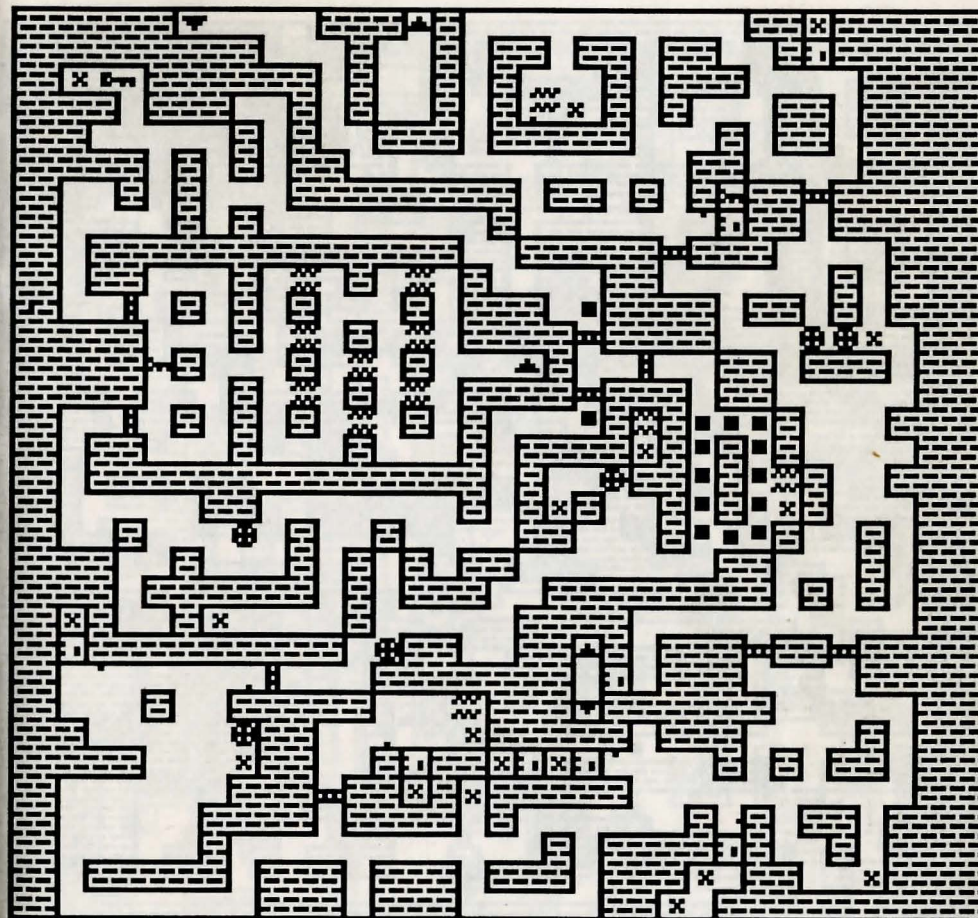
The Arena

Level Nine



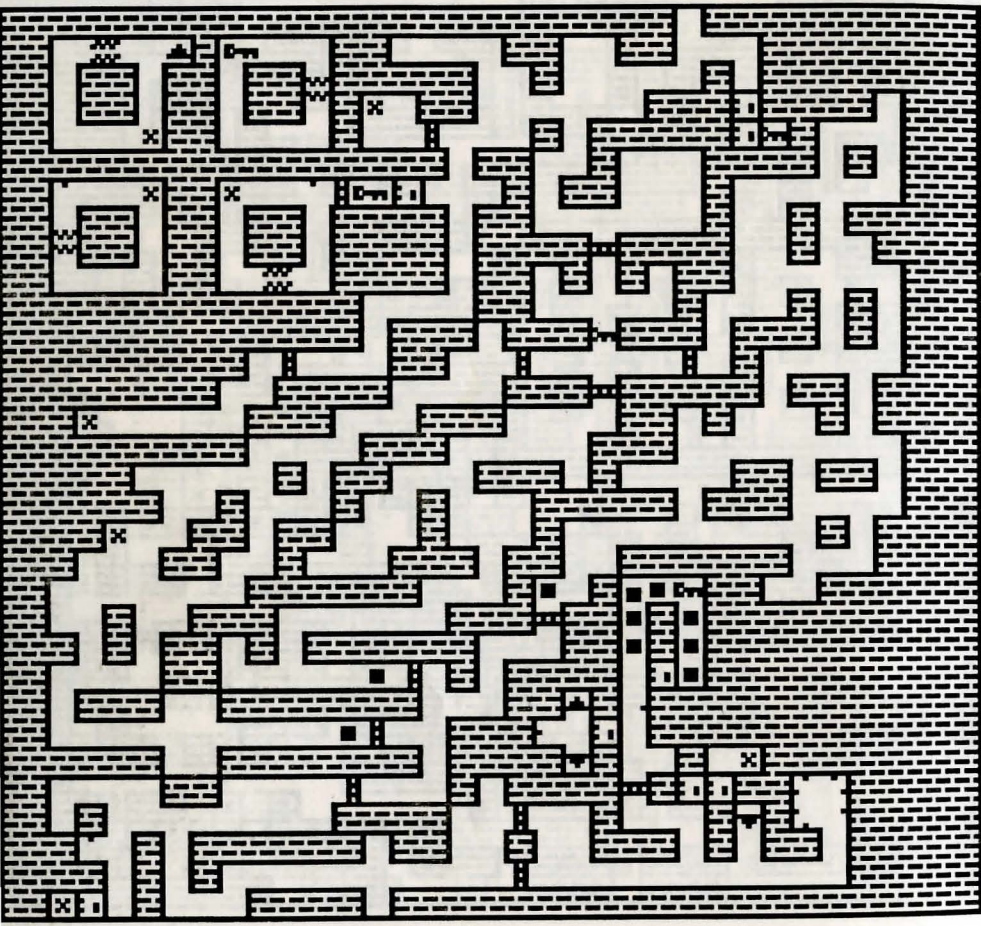
The Rat Level

Level Ten



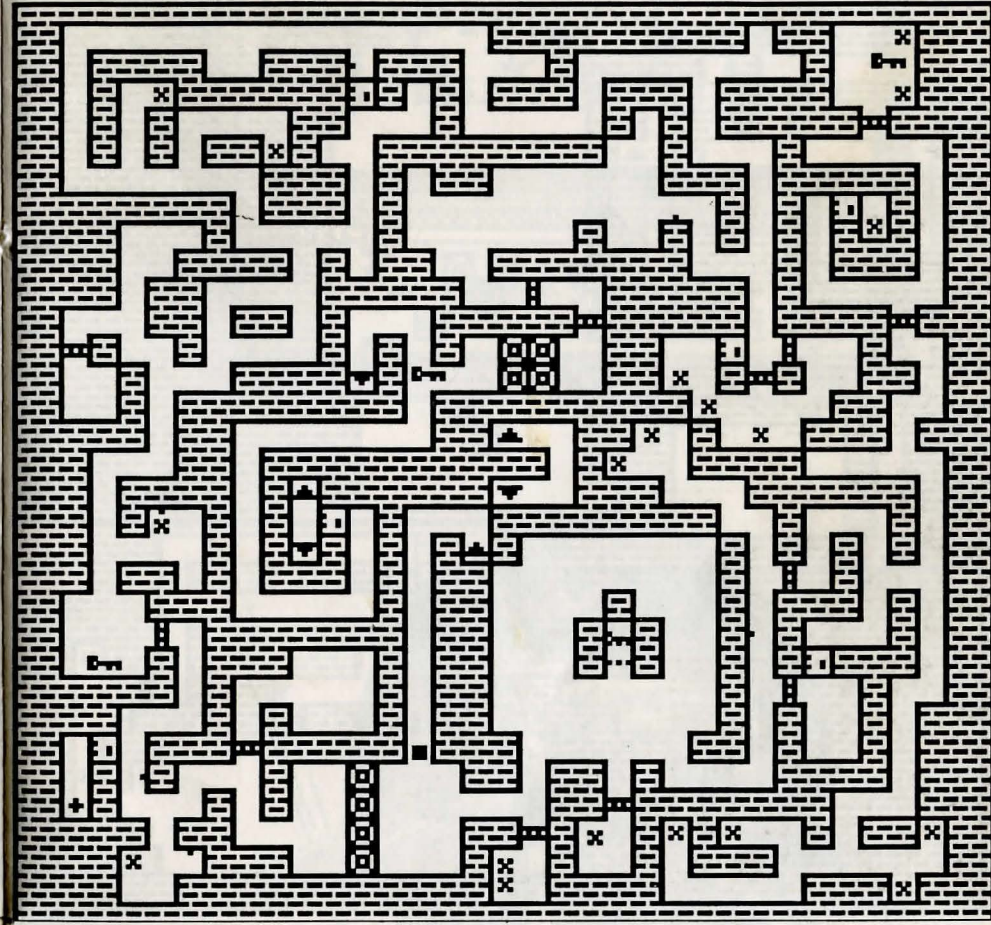
The Zoom Level

Level Eleven



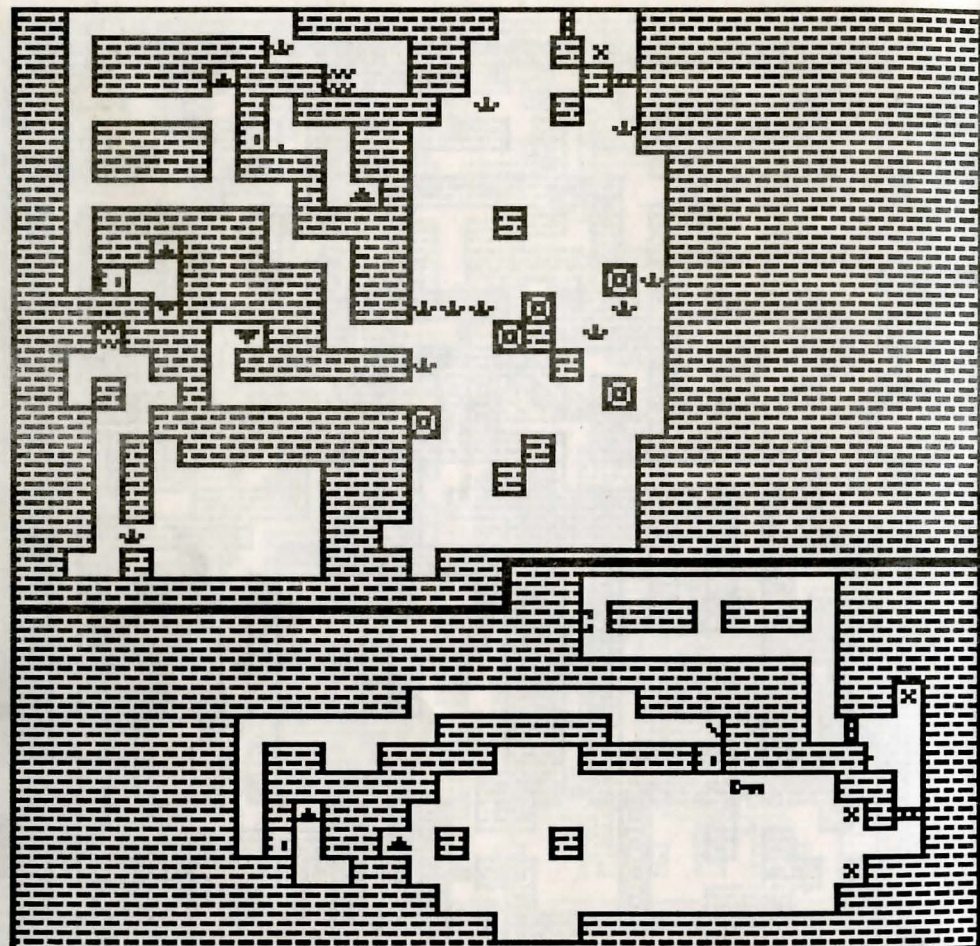
The Clockwise Room

Level Twelve



The Knights Level

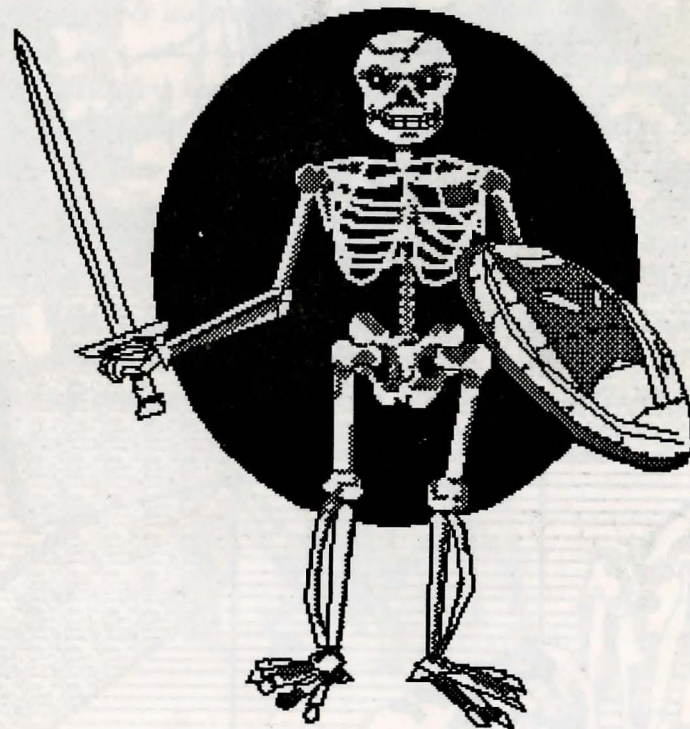
Level Thirteen The Dark Lord



Level Fourteen The Dragon Level

Section Three Level by Level Tour & Puzzle Solutions

Press Here



Level One -- The Hall of Champions

ON LEVEL ONE, you find the mortal Champions who have already tried to survive the Dungeon unguided and failed. Their lifeless forms await your inspection, frozen into magical mirrors. Take your time and choose wisely for you can only take four Champions with you, and once you choose, you can't change your mind without restarting the game.

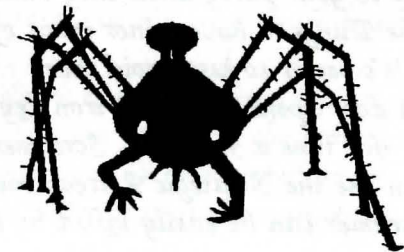
As you enter the Dungeon, your disembodied form can't touch anything except the mirrors of the Champions. As soon as you've chosen one, that person becomes the Leader of the party, and you can interact with the physical world by guiding the Champion to touch or pick up objects or even run into walls!

After you've selected four Champions to guide on your quest, find the floorplate which opens the door into the Dungeon and step inside. There's no danger on this level and no puzzles to solve. Food can be found here along with other necessary supplies. Learn how to open the door and read the scroll near the stairway down to the next level.

The scroll tells you how to create light in the Dungeon. This is probably the most basic spell you need to practice. There is also a torch nearby, because your Magic users won't be strong enough to keep the gloomy hallways lit themselves. The waterskin is extremely important for carrying water to where there are no fountains.

Also on this Level is the first Altar of VI you'll find. Remember for each time resurrected, a Champion loses Health Points.

When you've explored this rather small level thoroughly, return to the stairway, and go down into your first taste of the Dungeon!



Level Two -- Welcome to the Dungeon

AS YOU DESCEND the stairs from the Hall of Champions, the first thing you'll notice is it's dark, *VERY* dark, in the Dungeon. It'll be up to you to keep your area well-lit so you don't miss any important details. A grey key on the grey stone floor can be easily overlooked if the light is too dim. Use the torch you found on Level 1 and begin your magic users' practice with the Light spell.

This Level introduces you to the kinds of puzzles you'll have to solve and the types of monsters you'll have to fight. There are weapons here to use plus more supplies and magical scrolls. The puzzles are fairly easy to solve, but they show what you'll be encountering later on when things *REALLY* get tricky! To the right of the stairs is a room containing the first monster you'll meet in the Dungeon - a Mummy who attacks with hideous shrieks. Just outside the door is a large club, in case none of your Champions has any weapons yet. Stay back out of his reach if you can, and try to close the door on his head. Monsters at this level aren't too strong, but remember, neither are you!

Once the Mummy is killed, examine the room very closely to find a valuable weapon for your fledgling party. As you proceed through the door past the stairs, watch for keys that will open the many locked doors on this level. You'll find the keys out in plain sight, but some are well disguised against the grey of the floor. Some doors will have to stay locked until you can find keys in other areas, then you'll have to come back to open them.

Be careful when you find Pits in the floor because a fall could easily be fatal to your party until they build up their Health. A few Pits in the Dungeon have minor items of interest in them, but at this point, it's better to just avoid them.

Through a door opened with an iron key is the second monster awaiting you, this time a Screamer. Screamers are fairly slow moving, so you can use the "Strategic Retreat" method of fighting them. This first Screamer can be easily killed by throwing things at it.

Again, try to stay away from close contact with *ANY* of the monsters in the Dungeon to avoid being badly injured. Be sure to pick up the "Screamer Slices" left after this monster is killed, as they are an important source of food!

Soon you'll pass through a fairly large room whose floor is covered with footplates. The plates control the two doors at the exit. You'll need to experiment with the pattern to open both doors at once, but it's not terribly difficult. After you pass through this room, watch for wandering bands of Screamers and Mummies. The sooner you notice them, the sooner you can attack them by throwing things at them. If battle leaves your party badly injured, retreat to a safe place to rest until your Champions heal.

When you find a "Blue Transporter Field" inviting you to "Step Inside, Take a Ride," do just that. It's not dangerous, and shows you how the transporters work. Be sure to search the area you end up in because there's an important item. Use an object of little value, like a shoe, to close the pit you'll run into because you can't get the object back.

After you've fought several more Screamers, you'll come to a large room. In an alcove you'll find some empty flasks. These will become more important as you begin to use magical potions. Along with the flasks, there are two important scrolls that will teach you how to create a potion to cure poison and to heal your Champions.

When you leave the large room, you'll run into a gate which won't open when you pull the switch in the wall nearby. Try looking down the other hallway. Past this gate is a long march down to a pit shielded by another "Blue Field." Read the message on the wall and do what it says. In this case, you'll be able to recover the item you use.

After returning down that long passage from the pit and opening a door with the key you found on the other side, be very careful! There are several bands of wandering Mummies spelling trouble for your party. Throw everything you can at them and back

away from them, through that door. Luckily, the Mummies won't follow you much beyond that point, so you can rest if you need to. These Mummies are the first real chance to lose one or more of your Champions, so be cautious. They move fast, but they can be killed from a distance with thrown weapons.

Between battles, you'll encounter the first of the tougher puzzles. A message on the wall tells you "None Shall Pass" and a closed door seems to agree. Quite nearby, there's a Blue Transporter Field with a chest visible beyond, but this transporter is "One-Way," and you can't get through it from this side. The only way to get the chest is to pass through the door. You'll have to find a way to do that, quite literally. Hefting the weight of your Falchion sword in your hand, try everything you can think of, and then try getting VERY angry at the door and taking your anger out on it in the most physical way possible. Inside the chest are potions which will give you a magical defense when you drink them. Don't waste them now, because you'll need them later.

Past there, you'll find a use for a Copper Coin when you come across a Fountain which will grant you one wish. Toss the coin in and see what happens.

There's another closed door just beyond the Fountain, but no way to open it, so go on. Be cautious; there are Screamers in this area. When you find a lever in the wall, pull it. Retrace your steps a little and you'll see what happened. Inside that room is a lever on the wall, but this one doesn't seem to do anything. Go back to the first lever and search carefully.

There's one more dangerous area to be passed through with another band of Mummies. You'll find a chest full of food and supplies and a scroll teaching you how to make a poison spell.

Just beyond there is the stairway down to the next level. There is also the last water fountain you'll be seeing for a few Levels, so have everyone drink up. Then grab the torch from the wall, take a deep breath and plunge downward!

Level Three -- Choose Your Fate

ON THIS LEVEL, you come across the first series of Puzzle Rooms in the Dungeon. You'll need to sharpen your wits to get through this level!

Be very observant as you begin to move down the corridor from the stairway. Behind a hidden door is something that will come in handy in solving one of the puzzles on this level. There's also the first of two puzzles requiring you to move very quickly. Be sure your party isn't overloaded when trying to jump through the flashing Transporter Field. Time your jump just as the field goes off and use the keyboard cursor keys!

The way to the stairs to the next level is blocked by four doors with golden locks. You'll need to find at least four gold keys, plus one more to open a room near the stairs. There are six gold keys on this level, one in each of the puzzle rooms. This gives you the choice to skip one of the rooms if you really get stuck, but there are valuables in all the rooms.

There are six doors opening off of the large central room, each with its own terrors waiting within. It really doesn't matter which one you choose to enter first, so pick whatever sounds interesting. Let's look at them in clockwise order from the entry hallway.

The Chambers of the Guardian will introduce you to the Rock-pile monsters, also known as the "Rock Squids," and the nasty Blue Trolls. The trolls can be fairly easily killed, but being hit with their clubs can be fatal. Throw things at them from a distance, including their clubs! The Rock Monsters are extremely hard to kill, and their bite is poisonous. Fortunately, they are very slow, so you can use the "Strategic Retreat" method of fighting them to good advantage. Their poison is only temporary, so you don't normally have to worry about using a "Cure Poison" potion for them. Slamming doors on top of Rock Monsters is very effective since they move too slowly to get out of the way. Once you've killed the creatures inhabiting this room, you'll find a chest locked away behind sealed doors. You can't open the doors, but you'll find you CAN move the

chest. Be persistent and keep watching the results of your actions. Once you get the chest, you'll find it only contains a mirror, but there's something in the room that might enjoy looking into a mirror. Be ready to fight again though!

You have to pay for your entrance to The Vault, so first search the large room. Inside a chest you'll find your method of payment and two important scrolls. One tells you how to cast a spell that opens doors, and the other tells how to create a Stamina potion. You can help a starving Champion regain some Stamina with such a potion, although it won't help his thirst. Once you've paid to enter the Vault, you'll have to fight your way through the monsters who live there. Beyond the monsters, your way will be blocked by a pit with a door beyond it. An inscription on the wall invites you to "Cast your Influence, Cast your Might." Remembering the scroll you found in the large room, you can open the door with your magical influence, then use your physical strength to put something onto the floorplate beyond the door to close the pit. Take the coin from the niche, and substitute something for it to open the next door, as you'll need the coin. Be ready to fight more Rock Monsters and Trolls. If you need to, retreat into the room with the niche, close the door by removing the object you placed there, and sleep to regain your health. You can also bang the door on the monsters' heads this way. Beyond the monsters is a small button on the wall, opening a hidden room with another button leading to a room holding this puzzle's key.

The Matrix is fairly safe with no monsters. Its danger is it can be so confusing you might starve to death trying to get out! Here the compass you found earlier can be put to good use. This room contains many "spinner" fields, like the Blue Transporter Fields, but invisible. They will turn you 90 degrees from the path you were on so you actually go in circles while it looks like you're walking in a straight line. By watching the compass, you'll know when you've been turned from your path. Another way to get through this room

is to throw something out ahead of you, and watch its path. The arrow you find right near the entrance to the matrix would be ideal. Don't forget to examine the walls closely!

The next room, Time is of the Essence, is the second spot on this level where you'll need to move quickly. When you find a gem in the wall with an inscription "Hit and Run," that's exactly what you have to do. Press the gem and run as quickly as you can to your left. It may take a few tries, but you'll see what's happening. When you get through, you'll find your way blocked by a pit, and a button turns on a temporary Transporter Field on the other side of the pit. Try throwing something into that Field. Then you'll find another pit in the way and another button. This time you'll see the button closes the pit briefly, but not long enough for you to turn and run across. Sometimes a backwards approach might be best.

The Room of the Gem has a devilishly devious trap which can spell death for the unwary. Be as observant as you can, looking around corners before you leap, or you may be the filling in a Rock Monster sandwich! You'll need to put something on the floor to close the pit near the entrance of this room, but watch behind you when you open the next door. You may find your retreat suddenly cut off. You'll have to "Cast Your Might" again to close the pit so you can get out. If you like, you drop monsters into the pit by suddenly stepping off the floorplate. You won't get any experience for killing these monsters, but it sure can be satisfying! Unfortunately, this doesn't work with Rock Masters! Beyond the monsters in this room, you'll have to find a hidden switch in the wall to find the REAL key to this room. Then after retracing your steps back to the entrance, you can open the room which contains the Gold Key.

The last room on this level, the Creature Cavern really doesn't contain any actual puzzles, but it certainly lives up to its name! Fight your way through for a Gold Key. If you'd like to skip any of the rooms, this is the one!

One valuable technique this level teaches you is the importance

of retreating into a safe area and sleeping to regain your Health. As long as you remember to close ALL the doors into the large central room, you'll be safe while you sleep.

Once you have all the keys from the Puzzle Rooms, you can proceed on down the hallway through the doors with the Gold Locks. Beyond three of these doors is another Altar of VI (which tells you something about what you're getting into on the next level!) and a RA Key. Guard this key carefully, for the success of your Quest depends on its safety. You'll also find a scroll nearby which tells you how to cast a spell to weaken "non-material," or ghostly, beings. Study this scroll well, as you'll need it soon!

The fifth Gold Key opens a room containing even MORE Rock Monsters. When you've killed them, search the room carefully for hidden switches and prepare for another fight. The food, armor and weapons you find in these last areas of this level can be valuable.

Finally, rest and regain your Health and Magical Mana; you're going to need it!



Level Four -- Prepare to Meet Your Doom

THE INSCRIPTION AT the foot of the stairs leading to this level says it all. This Level has the dubious honor of being probably the **NASTIEST** level in the entire Dungeon! You've managed to survive through intricate puzzles, and through battles with some pretty bad monsters, how bad could things get?

Let me introduce you to the Worms, the Purple Worms, the almost indestructible, poisonous Purple Worms. The things your mother told you would get you if you weren't good. The things that go bump in the night, whenever they want to...you get the idea?

When you arrive on this level, you'll run into some more Rock Monsters, but you ought to be able to handle them pretty well by now. The real excitement comes when you break your way through a wooden door and find an iron grate door. The door opens when you step on a floor plate, but closes before you can run down the hallway. Part of the excitement is a Giant Wasp waiting for you beyond that door, and if you haven't learned the Fireball spell somehow, it's going to sting you silly. The Wasp's sting is poisonous, so you'll need some Cure Poison potions. Do the best you can against it, and run back up the stairs to the previous level if you need to rest up. Luckily, none of the monsters will follow you up a staircase!

To get through the door that won't stay open, turn and examine the wall when you step on the floor plate, then be ready to move quickly out of the way of the door closing on your head! Beyond that door is Purple Worm country. Be fully rested, and have all weapons and magic ready because you're going to need them! (While getting ready for battle, don't forget to examine everything around you. Getting your hands icky may pay off in this area)

When you see a flicker of purple beyond the circle of light from your party, you'll know you've found the Worms, or they've found you! The Worms are tough, and they move fast. It's hard to re-

treat fast and still be able to hit them enough to kill them, although that will work in most cases. The most effective attack is to use the "DM Two Step" and circle around them until they're killed. Again, if you have to, run as fast as you can down the corridors until you get beyond the door that closes when you hit the floorplate. Rest up in this secure area until you can go back into Worm Country again.

As you advance through Level Four, you'll find rooms where you can close both doors and sleep to regain your Health. Be careful because there's a "Non-Material" Green Ghost, or Banshee, wandering the tunnels. You'll need the spell you learned on the previous level to deal with this nastie. One of these secure rooms has two scrolls teaching you how to create both a Magical Shield and a Poison Cloud.

This level also has three hidden rooms behind illusionary walls. You can't see the difference, but if you run into a wall and seem to pass right through, you'll have found one. The items found in these hidden rooms are nice but not essential.

As you fight your way through the tunnels, you'll find a slot on the wall accepting a coin and creating a Blue Field in the corridor behind you that may stop some of the creatures. A ways beyond there, you'll find a Golden Keyhole in the wall with the inscription "Shortcut." If you unlock it, you'll discover a Transporter Field which will take you past a lot of this level. Unfortunately, it will also bypass some valuable items you could use, too. When you arrive at the end of the Shortcut, you'll discover there's also a "Shortcut Back" which will return you to the Shortcut.

Past the Shortcut, you get into one of the more devious areas of this Level. Once you leave the large room beyond the Shortcut Back, you run into more Rock Monsters. If you try to retreat, you suddenly find a band of Screamers has somehow appeared BEHIND you. If you're not quick, it could be sandwich time again! In this area, both the Rock Monsters and the Screamers will regen-

erate if you take too long getting through here. You could bounce back and forth between them forever. If you can, try to get past the Rock Monsters quickly. Incidentally, one of the hidden rooms is in this area.

When you get past the Rock Monsters, there is a large room with several groups of Purple Worms. Throw whatever you have at them; hit them with doors; and, finally, retreat before them. Don't go too far back or you may find Rock Monsters at your back! This large room is where the Purple Worms will regenerate if you give them enough time, too.

Just beyond the large room is the "Screamer Regeneration Room", which may be about the only redeeming factor of this entire Level. There is a room with an iron grate door where Screamers can be found. If you kill them all and go out of the room, you'll hear the door close as you move away. If you go back to see what's happening, you'll see more Screamers there. You can keep going back and killing Screamers for as long as you'd like. This will give you an unlimited source of Screamer Slices for food, but it also gives you a wonderful opportunity to give your weaker Champions some fairly safe combat experience. You can put your Wizards and Priests in the front row, hand them some swords, and let them hack away at Screamers until they gain a few Fighter levels.

It's also a good opportunity to advance in Ninja levels by going into the room unarmed and using the Kick and Punch options. If you want, your Fighters can practice magic on the Screamers too. It may take a lot of time, but it really is worth it. If anyone gets injured in the fights with the Screamers, you can always just close the door and sleep right in the Regeneration Room. The Screamers won't reappear until you leave the room and walk far enough for the door to close behind you.

Just beyond the Screamer Regeneration Room is another of the hidden rooms; then you'll come out in the "Prisoner" area. An inscription on the wall bids you leave him alone, but if you look

Level Five -- Treasure Stores

carefully across the pit to where he is imprisoned, you'll notice he is holding a floorplate closed. If you go on beyond him and break your way through another wooden door, you'll discover the stairway down to the next level is barred by an iron grate door. The only way to open the door is to release the floorplate under the Mummy, and there's only one way to do that. Once you've taken care of the "Prisoner," you'll hear the rattle of an iron grate door opening, but you'll also see a new inscription saying you'll regret what you just did. You no doubt WILL when the hordes of Purple Worms released when the door opened reach you! Here's a hint to make this part a little easier on your Champions: Dispatch the Prisoner BEFORE you break the wooden door. The door keeps the Worms from getting to you, and you can pick off some of them across the Pit with arrows or Fireballs. It'll be a long process, and you'll have to go in and mop up the last few Worms, but it'll help.

No matter what else the Dungeon may place in your path, no matter how nasty the remaining monsters may be, nothing will be quite as bad as having to learn to deal with this level. When things get rough, just say, "I survived the Purple Worms!"



THIS LEVEL IS another set of puzzle rooms, but now the puzzles are a lot more difficult and the monsters are a lot more deadly!

If you go past the first branching corridor and turn left into the second one, you'll find a set of stairs going back up to Level Four. Press the button on the wall at the top of the stairs, and a hidden door will open. Then you'll find that you're just down the hall from the Screamer Regeneration room.

These new stairs form part of a "shortcut" back from the lower levels of the Dungeon to this unlimited food supply. (Read the section on Food in the General Hints for a better way though.)

You'll meet two new monsters on this level. The first is generally wandering around in the main hallway near the stairs or in the large central room. It's a tall green celery stalk kind of thing, rather like a malevolent Gumby or a Roper from TSR Hobbies' Dungeons and Dragons. It throws Fireballs at you from a distance, and its sting is poisonous. Try to hit it with your own Fireballs before it gets within stinging range. The second monster is inside some of the rooms and looks very much like a Flying Rattlesnake. It's VERY fast, and its bite is poisonous, but fortunately, it can be killed with a single Fireball, if you're fast enough.

The large central room on this level has four doors radiating from it; we'll take them in clockwise order from the entrance. Most of the puzzles in these rooms require you to find a certain pattern of movement or button-pushing.

The first room has many pits in the floor, opening and closing as you step on the solid floor sections. There are openings from this room to the left and the right of the far wall. You'll have to experiment to discover the pattern of movement here. Be careful because Flying Rattlesnakes may attack at any time -- don't accidentally back up into a pit!

The area to the right contains some interesting, although not essential, items and a Poison Stalk monster. To the left is a twist-

ing corridor. Close to the dead-end at the beginning of this corridor are two hidden rooms. This time the illusionary walls concealing them have some very ordinary-looking wall fixtures. Further down this corridor you'll find two magical potions. To find out what they do you can either have one of your Champions drink them and see what happens, or consult the spell list to see if you can figure them out. Luckily, nothing you can drink in the Dungeon will be harmful or poisonous to you.

There is a "spinner" field in this hallway turning you down a side corridor which can be rather confusing. If you're still carrying the compass, you'll see the needle change, even though it looks like you're walking straight. At the end of this corridor is a stairway into the room under the Pits in the main room of this puzzle and a button opening the secret door back to the beginning of Level Five.

Down these stairs to the room under the pits, you'll run into what is actually a Level Six monster, which is appropriate, since you'll actually be ON Level Six. This is a Skeleton, with a flashing sword and a blood red shield. Skeletons can be killed fairly easily, but they can cause great damage with their swords and they move quickly.

The second room on Level Five is a large, open, seemingly endless area. If you walk toward the far wall for awhile, then turn around to check, you'll discover you've barely moved away from the near wall. Check along the walls you CAN get to, and you'll find a button. Press it and try to get to the far wall again. Try going the long way around, following the walls. Once you get into the hallway on the other side of this room, take it carefully, there are Flying Rattlesnakes in here, too.

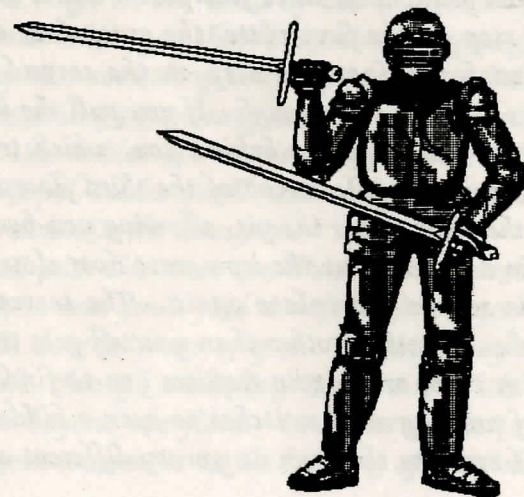
The third room on this level requires you to find the proper combination of wall switches to open a hidden door. Pressing some of the switches will move blocks of the wall to reveal other switches. If it seems nothing happens, try examining the other side of the room because that's where your efforts will show up. There are

four wall buttons involved in the puzzle, and a fifth one in the hidden alcove appears when you get the combination right. This last button will open a hidden door into another small room. Be ready to fight the monster guarding the things in there!

This third room also has another area further down the hallway introducing you to the necessity of searching extremely carefully. You'll find the hidden switches are becoming very tiny indeed!

The fourth room is filled with Transporter Fields, and is extremely difficult. There is a path taking you through the room to the tunnel on the other side, but one false step and you're transported back to where you started. You'll find an item necessary on the next level in the main part of this room, but fortunately, the items found in the area beyond the room aren't essential, and you can go on without having to solve the puzzle if you decide not to spend the time on it.

The stairs to the next level lie further down the main hallway outside the Treasure Stores room. You may run into some more of the green Stalk monsters, but other than that, the way is open.



Level Six -- The Riddle Room

THE FIRST THING you'll encounter on Level Six is the Riddle Room. To open the door and enter the rest of this level, you must first answer four riddles. To answer a riddle, place the object the riddle on the wall describes into the niche. If your answer is correct, you'll hear a "click." Actually, you only need to answer three of the riddles to open the door. Getting all four correct will reward you with a bonus. Be sure to look around the room before you leave!

The answers to most of the riddles are not too hard if you think of them in terms of items you should have with you. Three of them will be items you found on Level Five, and the last was from Level Four. Don't be reluctant to use this last one, even if it appears to be essential to the party, because you can take it back once the door is open.

Leaving the Riddle Room, you'll encounter three more puzzle rooms. Taking them from the far right to left, first you'll find a room at the end of the corridor which contains a new monster, the "Floating Eyeballs" or Beholders. These unblinking orbs will attack you with fireballs. When the pupils of the eyes turn red, DUCK!

Once you've killed the Beholders in this room, you'll find inside a Pit, an iron grate door, three floorplates and a lever on the wall. When you step on the first plate, the grate door opens, but when you approach the door and step on the second plate, the door closes before you can get through. If you pull the lever in the wall, a Transporter Field appears behind you, which transports you to the alcove across the pit, on top of the third floorplate. Pushing a button in the wall closes the pit, allowing you back into the room by the main doorway, but the iron grate door closes as soon as you step on the second floorplate again. The secret is to see what happens when something other than yourself gets transported.

The next room once again requires you to find the proper combination of pressing wall switches to open a hidden door. Be sure to stop and examine the room as you try different combinations.

The last room along the hallway from the Riddle Room is the "King Milias" room. An inscription tells you the King still lusts for gold so the solution is to find a way to give the King what he wants. You brought some gold from the Riddle Room, didn't you?

Using the keys you found in these rooms, you can now unlock the doors further along the corridor, and come to the place where there are messages engraved on the walls. The corridor splits two ways at this point, and, if you take the righthand hallway, you'll end up in a large area divided with blocks, encountering both Skeletons and Beholders.

In this large area, there are three hidden rooms. Two of them are fairly easy to get into, but the third can be tricky. There is a tiny floorplate opening a section of wall, but the wall closes before you can run over there. Placing objects on the floor does no good because the plate is so tiny. To get into that room, you'll have to lure something onto that plate and find some way to make it stay there. Now would be a good time to investigate what those "Magical Boxes" you've been finding will do.

Going back to where the corridor splits, take the lefthand hallway this time. By now, you've probably stopped investigating the drains, hooks and rings on the walls of the Dungeon. Coming up very soon is an area where you should examine everything very carefully, or you may miss something very important. A hidden switch is disguised as something extremely common, and it's easy to overlook. Far down this hidden corridor is a hidden door which reveals one of the two Vorpal Blades you'll need to fight the "non-material" creatures further down in the Dungeon.

Soon after you pass this area, you'll step on a floorplate closing the door behind you, and you'll find none of the keys you have with you will open the door in front of you. The only way out of this trap is to your left, through a blinking Transporter Field. You can see a closed door beyond the field. Use your magic to open this door, then time your movement to the blinking of the field, and run

through to the door. Remember your party shouldn't be overloaded so they run as quickly as they can. If necessary, drop equipment to lighten the load. You'll be able to recover anything you need to put down. Don't run too far because you'll discover another Transporter Field beyond the door. Pause in the doorway to get the timing of the second field, then run through into the room beyond. Here you'll find the key that will let you proceed beyond the locked door.

Just past that door is another of the Dungeon's tricky puzzles. A corridor with an invisible Transporter invites you to "Test Your Strength." Go a way beyond this area and peek through a closed iron grate door that has no obvious means of opening it. Then return and try throwing something down that "Test" corridor. There won't be any obvious sign, but if you go back down the main corridor, you may find you've passed the test after all!

The main corridor will dead-end in a fairly large room with only a torch in it, so come back and take the side corridor that branches off back closer to the "Test Your Strength" area. Not too far beyond is a wall switch opening a hidden door into the area under the Level Five pits. Beyond there is a room with a Transporter Field taking you past a series of corridors filled with Beholders. Unfortunately, it will also take you past the second Vorpal Blade, so you might want to skip taking the transporter this time.

Back to the last branch of the tunnel and beyond, you'll enter the land of the Beholders. Be ready with your Fireballs, and any long-distance weapons you may have.

Down the long corridors and to the left down another long corridor, you'll find the second Vorpal Blade. Then back again to the area which contains the second Transporter Field. You'll find a door with a small floorplate and a lever in the wall. By now you should be able to move quickly to the door and through before the door closes again. Be ready though, because opening the door will release the Giant Wasps inside. In this room you'll find a valuable weapon and some handy supplies.

There are two doors on this level which can be opened with the "bonus" key which you found in the Riddle Room if you answered all four of the riddles. You have to choose which you want to open because there is only one key! If you learned a spell to look through doors and walls, you can check each of the rooms before you choose. Another trick is to save the game at this point, go in and open one door, then restart the game and open the other one to find out what's in both of them.

Finally, down another long corridor, you'll come to a room with a single pit and another item of armor. Continuing on, you'll come to the stairs down to Level Seven. Right at the stairs, you'll also find another Altar of VI which you should recognize by now as an omen of what's to come!



Level Seven -- The Tomb of the Firestaff

THIS IS A very important level, but you'll find most of it is closed to you at first. If you use the RA Key you've been guarding to open the shimmering door, you can only go a little way before being stopped by another door. Check on the wall for a switch that will reveal a scroll telling you to go deeper into the Dungeon to find the rest of the keys.

Going back near the stairs, you'll find two scrolls. One tells you how to make Fireballs and a Fire Shield, and the other tells how to cast Light and Darkness. Just beyond are the stairs down to Level Eight.

Things get a little complicated because you need to travel deep into the Dungeon before you can return and complete this Level. It might be a good idea to skip to Level Eight before reading about the rest of this Level.

Once you've recovered all the RA Keys from the other Levels and gotten the Master Key from Level 12, you're ready to go back into Level Seven.

Using your RA Keys, open the shimmering doors blocking your passage, then proceed on down the long corridor into the area with four identical doors. Going past these doors with turquoise locks, you'll come to the Wizard's workshop. There's a warning about the power contained within, engraved on the wall next to the door. The Ruby key will admit you to the workshop, where you'll find many scrolls left by the Wizard to help you discover the true goal of your quest. While written in an obscure fashion, the scrolls give clues to what you do with the Firestaff once you find it.

Further into the workshop, you find alcoves with supplies and a closed door. Opening the door, you discover a room with another scroll and a pile of ashes in a niche. Investigate the ashes to find something valuable. Next to the niche look for a button leading to a hidden room with more scrolls and another important key.

As you go back into the workshop, examine the wall for another tiny button. This will open a secret door out of the work-

shop, leading to a hidden staircase that will take you directly down to the Dark Lord's level. For now though, if you go back out into the main corridor of this level, you can investigate the Turquoise doors. Once again, it's a case of four doors and only one key. Some of the items are more valuable than others, so choose wisely, then open one of the doors and claim your goodies.

From there you can go down the open hallways leading off the main corridor. Down one, you'll come to a shimmering door which can't be opened. If you peek through it, you'll see the Firestaff lying in its tomb. Down the other hallway is a shimmering door that DOES open, to reveal this level's particular brand of monster, the Stone Golems. These are Giant creatures wielding huge stone clubs. They are very slow and don't hit you often, but when they do, you wish they hadn't! It'll take many top level Fireballs and Lightning spells to kill these creatures. If you have any Freeze Life charges or boxes left, you can freeze these giants in the doorway while both you and the door bang away at them. Fortunately, when you kill the first Stone Golem, you'll find a Green Magical Box to help you take care of the SECOND behind the next shimmering door. After defeating this second giant, you'll find two useful potions and one of the best weapons in the entire game.

This only leaves getting the Firestaff itself for this level. Before you go in after it, make sure you have all the equipment you think you're likely to need for the rest of the game. Get rid of the "wimpy" weapons like poison darts and throwing stars if you have not already done so. Those will be like mosquito bites to the creatures you're about to meet! Be sure you have plenty of food and water, and take as many coins as you can. Once you energize the Firestaff with the Power Gem, all the levels above the Dark Lord's Level 13 will be sealed off, so you have to have everything you're going to need to complete the game!

Returning to the main corridor, you find one last shimmering door with a keyhole for a RA key. After opening it with the key

Level Eight -- The Arena

you found in the Wizard's workshop, you'll find yourself in a series of long, twisting corridors. At the center of the Level lies the Firestaff, guarded by a pair of Stone Golems. They won't attack you until you take the Firestaff, so open the door to the Tomb of the Firestaff, rush in, take it and get out FAST! You don't have to kill the Golems, and they are so slow they'll never catch you as long as you don't get lost. The last thing you want to do is get sandwiched between those huge stone clubs of theirs!

You can run back out to the main corridor with the Firestaff, and into the Wizard's workshop, secure in the knowledge the Golems won't be able to catch you. If you have any reason to return to this level though, you'd better keep a sharp watch for them!

From the Wizard's workshop, you can go out the secret passageway to the left of the far wall from the entrance. Before you go too far down the long passageway, spend some time closely examining the walls for a tiny button. When you find it, retrace your steps to the hidden room, and get the Winged Key which will open the door at the bottom of the "Skeleton Key Stairs".

Proceeding on along the long corridor from the workshop, you pass through a larger room, and stop at a shimmering door. You'll have to fight one last Stone Golem before you can leave this level.

At the end of this tunnel is a stairway paralleling the "Skeleton Key Stairs," but opens only on Level 13, the Dark Lord's Level. Watch as you descend because there is a hidden door cross-connecting to the "Skeleton Key Stairs" allowing you back into the Levels below Level Eight.

You won't be ready to fight the Dark Lord yet, so the best course of action is to skip Level 13 and proceed down the "Skeleton Key Stairs" to Level 14. Just like stepping into a Transporter Field, zooooom ahead to the section on Level 14!

THIS LARGE OPEN area is one of the most confusing and deadly areas you'll encounter, and is probably the most devious trap in the Dungeon. Not only is this area populated by bands of deadly monsters, but there is a continual barrage of Fireballs, seemingly from every direction. Now you know why there was an Altar of VI back on Level Six!

There's only one new creature here, but he's a very annoying one. The little giggling Thief steals things right out of your Ready hand and disappears with them. He won't injure your party, but he might steal something important, and you'll have to chase him to get it back, and running around on this Level could be dangerous!

If you don't hold anything in your characters' Ready hands while you're on this Level, the Thief won't be able to steal anything and will just stand around giggling until you whack him with a sword, or roast him with a low-level Fireball.

The other creatures on this Level are roving bands of Skeletons, Mummies and Banshees. Skeletons and Mummies are handled with normal weapons or Fireballs, but the Banshees can't be hit with ordinary weapons. To kill these "Non-Material Beings," you'll either need to use a magical spell or a special weapon. Some Staffs have a "Dispell" function which will kill them, but the best answer is to use the Vorpals. These magical weapons hit creatures that normal weapons just pass through doing no harm.

A good battle technique, which would be useful here if not for the Thieves, is to keep your Vorpals in your "Ready" hands, while your normal weapons are in your "Action" hands. This makes it easy to switch weapons, depending on what creature is attacking you. On this Level though, you don't want to have anything in your "Ready" hands to avoid having those items stolen. A good solution to this problem is to have the Champions in the back hold the Vorpals in their "Action" hands. Even though they won't be able to use them in battle, you can easily exchange them for the weapons the front two Champions are holding if the party is at-

tacked by a Banshee. This technique requires the party supply light by magic, and not by a torch. If a Thief steals the torch out of your Ready hand, things could get awfully dark awfully quickly!

Handling the monsters on this Level is only half the battle. You'll need to find a way to control the barrage of Fireballs to survive long enough to explore this Level. A map of the Level will reveal the devious trap of the Fireballs, but even without a map, you should notice the Blue Fields on this Level aren't transporters, but "Spinners" turning anything entering them by 90 degrees. If you can turn off the first Spinner, you break the chain by which the Fireballs criss-cross the open areas. Try exploring the walls to the North of the stairway you enter this Level from.

Because this Level is mostly one large room, it is very easy to get disoriented. This is especially troublesome when your party is badly injured and you need to run back up the stairs to Level Seven to rest! To help you find the stairs more easily, you can use the old "Hansel and Gretel" trick of leaving a trail on the floor. Use old scrolls, swords and shields from Skeletons you've killed, anything handy. Start at the stairs and drop items out into the middle of the room, then when you're being chased by Banshees and Mummies, you can find your way back by following the trail.

There are quite a few hidden doors and rooms along the edges of this room with many valuable items, so be careful in your search. There is one particularly difficult area down a long corridor which seems to go forever. Try stopping and turning around every few steps to see if anything is happening behind you, and count your steps. You run into some nasty Skeletons, but the reward is worth the danger.

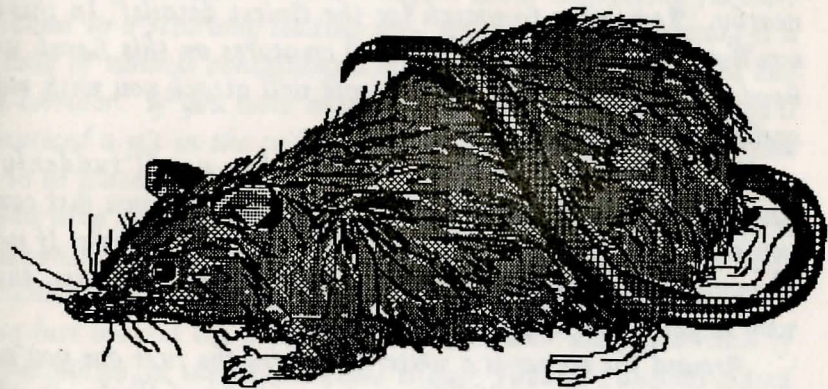
In the short corridor which shoots the Fireballs, you'll discover a Chest. Get it and get out quickly because the Fireballs will continue to be fired at intervals, even if they're not being reflected any longer. Inside the chest is the first of the Skeleton Keys. These keys will open a hidden door on each level down from here, and

give access to an Express Stairway between levels. These "Skeleton Key Stairs" will allow you to quickly bypass the other levels, and return to Level Eight. From there, you can get back to Level Seven and use the Screamer Shortcut to get back to the food supply. The keyholes for the "Skeleton Keys" will be obvious.

To enter the corridor where the Skeleton Key can be used, you'll first have to find the Solid Key out in the open in the Arena, near a round grating. Try to keep the level of illumination high on this Level, because you could easily miss this key otherwise.

When you find the place on the wall to use the Skeleton Key, a section of the wall will open and give you access to the Express Stairway. You can go down these stairs all the way to the bottom Level of the Dungeon, but you won't be able to get out to any of the Levels. The doors to the stairs are only opened by finding the Skeleton Key on each Level and opening it from inside the Level.

For now, just return to the normal stairs down to the next Level, near the top of the Skeleton Key Stairs. Be well rested and healthy before you proceed!



Level Nine -- The Rat Level

THE NAME OF this level tells it all. While there are several new monsters introduced on this level, the worst of them are the Giant Rats. They are extremely tough and quite nasty. It'll take several highest level Fireballs to roast one, then you'll find out just where all those "Drumsticks" you've been eating REALLY come from!

As you descend the stairs from Level Eight, you'll be in a fairly small area of tunnels with no apparent way out. There are Rats there, so be prepared to fight! Luckily, there's a room with a closeable door to recuperate if necessary. In this room is a scroll teaching you to throw Lightning Bolts. It might be good to spend some time practicing the spell until your Magic Users can cast it reliably.

Searching the walls in the small area of corridors you're in, you find a tunnel with a riddle inscribed on the wall, asking "When is a Rock not a Rock?" Think about what the riddle is written on and what you could do if it really wasn't there, if it was an illusion instead. Then "bump your head" in the area until you find a way out of the tunnel.

On the other side, if you turn left, you eventually run into a dead-end. There is a hidden room with the button very well hidden nearby. Remember to watch for the tiniest details! In this area, you'll run into the next of the new creatures on this Level, a little hooded "Wizard." These little people will attack you with magical spells but are fairly easy to kill.

Past where you entered this corridor, you'll suddenly find yourself turned around and heading back the way you just came. If you still have your compass, you'll see what's happening. If not, try throwing something and see what happens. In either case, the only way to get ahead is to proceed backwards.

Around the corner is a water fountain, the first one you've seen for several Levels. Refill your waterskins and flasks now if you need to because it's going to be a long dry trek. Remember you can always duck out the "Skeleton Key Stairs" and dash back up if you

need food or water, but it saves time if you can carry enough with you.

You'll be running into the third new monster about now, a strange crustacean-like creature. Avoid its sting, but it shouldn't be too hard to kill.

There's a hidden room near the top of a large open area which contains a very valuable weapon, even though it may not look like one when you see it. The StormRing will be useful later on, so try to conserve its limited charges if you can. Just past this area is another of the Dungeon's tricky puzzles. This one will require a lot of stair climbing to solve. You'll encounter a closed iron grate door with a lever beside it and a chest behind it. Instead of opening the door all the lever does is to open a pit under the chest. The chest falls through and nothing else happens. If you backtrack a bit, you'll find a side corridor with a closed door. Going down that corridor, you'll find a stairway going down, but only into a small room. In the room is the chest which fell through containing a Green Gem, and a scroll telling you to "Put the Gem Back."

Returning to the Level above, you'll find there is no way to open the iron grate door to put the Gem back. Exploring further, you'll come to a stairway leading up. At the top of the stairs is a small area of tunnels containing a hidden room and a pit at the end of one corridor. If you were observant by the iron grate door you'll have noticed a pit in the ceiling directly over where the Green Gem needs to be placed. Plop!

Returning down the stairs, you should now find the door open. Just beyond the door there is a message on the wall, "What Was Once Underfoot, Is Now Overhead." This is a very dangerous area because just around the corner is a wide corridor with two rows of small footplates on the floor. These trigger Fireball Cannons aimed down the corridor where you're standing! You can dodge from side to side, but because you're running right into the cannons, you're bound to get hit several times.

Level Ten -- The Zooom Level

You can use Fireshield magic spells or the Fireshield function of a magic wand to protect your party a little, and there's one other thing you can try too. The floorplates, once triggered, can be held down and won't make the cannon fire again unless you step off and back on again. If you can throw some unwanted objects down the hall, then duck back before the fireball hits, the floorplate the object lands on will be effectively deactivated. Have the weakest of your Champions as Leader so the objects don't go too far. For the closest floorplates you can just drop something on them and run back around the corner.

Have your weapons ready because it's likely you'll have to fight when you finally get to the other end of the corridor. Your Champions will probably be pretty weak after all this, so try to find a quiet corner to rest and heal them.

To the left of the Fireball Cannons, you eventually hit a dead-end, but there are very valuable things down this way. There'll be a rope used to climb down into pits, which can come in handy, and some food. This is also where you'll find some Corbomite, a material with an interesting property. Examine this item closely so you don't overload the character who has to carry it. Behind a hidden door is a little Wizard who will drop something interesting when you kill him. Be sure to listen carefully!

Back past the Fireball Cannons, there is eventually a closed door with a niche outside it. On the other side of the corridor is the message "Lighter than a Feather." To open the door, you must put something you have into the niche, something literally lighter than a feather.

Right at the end of this Level, is a scroll telling you how to cast a spell to allow you to see through solid doors and walls and another RA Key. Also, there's one more water fountain right here. If you found the Skeleton Key for this level, the keyhole is on beyond the stairs down to the next Level.

THE PUZZLES START right at the foot of the stairs in this Level. A message on the wall warns you to "Beware My Twisted Humor, The Deceiver, The Snake." Just outside the short tunnel is a room divided with big blocks. If you just strike off straight ahead, you'll discover there are invisible Transporters between the blocks sending you back to where you started.

The clue to getting through this area isssss in the messssssage on the wall. The path you must follow windsssss around the blocks in a definite S-ssssshape. Of course, to make things more interesting, this area is also populated by Beholders, so you'll have to be careful about retreating. You could easily back up into one of the invisible Transporters and get zapped back to the beginning.

Once you get through the blocks, you'll be presented with two doors, one key and a message inviting you to "Choose A Door." Here's a good place to find out what putting a coin in your "Action Hand" does because either door will do. Both doors eventually lead to the same place, the only difference is the monsters you encounter along the way. Look carefully between the doors to find the key.

You'll have to find a key which unlocks the door at the end of the twisting corridors, and then you'll come to one of the most fun areas of the entire Dungeon! The Zooom Room has a series of floorplates transporting you around and around and around. To get off safely, turn your party to the right so you can count the number of steps it takes to go around once, then count off steps so you can jump off at the exit into the next corridor. If you're tempted to try jumping off at the side room with some objects in it, be careful! If you miss and fall into the Transporter Field there, you'll have to start this Level all over!

Once you're past the Zooom room, you'll come to a door outside a large open room. When you go through the door, you'll have to fight your way along the wall. Examine the wall carefully, because there is a valuable weapon in a hidden room. There will be a veritable horde of monsters waiting for you in the rest of this

room, but they won't come forward past a certain point, so you can fall back and rest if you need to. This level will introduce you to the Scorpions, who are extremely hard to kill and have a poisonous sting. You may have met one already when you "Chose a Door," and there are a few in this area, but these are the "weak sister" Scorpions. You'll meet the REAL troops later on in this Level.

At the entrance to this large room, there's a large red cross-shaped button on the wall. Later on, you'll discover a matching button activating a Transporter between the two areas. Going on down the narrow corridor, you'll suddenly discover this Level is infested with Thieves, so take the appropriate measures to insure they don't steal anything. It's good to have one of your party keep a low-level Fireball ready just to deal with these little monsters.

Be extremely observant in this area, because there are some hidden rooms which are opened by buttons on the walls. You may have to do some backtracking to find out what a particular button does. Also, be sure to check for hidden rooms inside hidden rooms!

Eventually you'll come out to a fairly large area with two open doors. You found where all those Scorpions have been coming from! If you can, close the doors quickly and rest your party for the coming exertion. The Scorpions regenerate in the area behind the doors, so it's no use trying to fight them. A better choice is run through their domain as quickly as you can, find the two doors on the other side which are also standing open and close them too. This is a VERY good place to save the game before running this gauntlet!

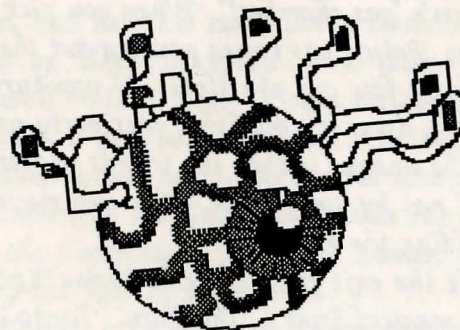
Even if you do manage to get through the Scorpion territory and close the doors on the far side, you'll probably find that some of them have spilled out into the area beyond. It'll take all your magic and then some on these creatures, so you need to find somewhere to rest. There is no safe refuge in this area. Run down the stairs to the next Level and rest to regain your Health. Resist the urge to go exploring the new Level until you've finished exploring the rest of the Scorpion Level.

When you've regained your strength, go back up and search out any remaining Scorpions and deal with them. You may have to duck back down the stairs a few times before the corridors are clear. Once it's safe to move around slowly, explore this area very carefully. A very valuable weapon is hidden here as well as the Skeleton Key for this Level and other items you'll need. One room contains the large red cross-shaped button activating the Transporter zapping you back past the Scorpion's lair.

Unfortunately, after searching diligently, you'll discover the entrance to the Skeleton Key Stairs lies back inside the area you slammed the doors on, and if you want to open the door to those stairs on this Level, you'll have to go back in there.

Once again, the twisted magic of the Dungeon presents itself, for the Scorpions have changed into groups of Beholders, which pop into existence right before your eyes, as you try to make your way back through the closed-off area. Beholders also have the unsettling ability to open the doors between you and them!

After you've fought your way through to the Skeleton Keyhole, you have to return to the regular stairway down to the next Level.



Level Eleven -- The Clockwise Room

THIS LEVEL PRESENTS what is probably the strangest Puzzle in the entire Dungeon. The circular track you find yourself in when you descend the stairs from Level Ten changes as you move around and around the corridor. A message on the wall tells you to "Turn Back" and another simply says "Clockwise."

There IS a path straight through this unusual maze, but if you find it, you'll never see where you're going. One of the messages on the wall gives a clue, but it's not the obvious one, and it isn't saying what you may think it is. Remember, many of the inscriptions on the walls were left there by Lord Chaos to mislead you. Otherwise, you'll have to move forward and backwards, both Clockwise and Counterclockwise to get out of this madness. Different objects will appear in the corners of this room, but leave them alone to mark your progress or lack of progress. With few exceptions, none of these items are very valuable. Keep a sharp watch out for a key in one of the corners, though. One key will open the iron grate door you'll find, and another will unlock your passage out into the rest of this Level.

Once you've escaped from the Clockwise Room, you'll find to your right a long corridor ending at a closed door. Inside, you find the wall perforated with ominous looking holes, and at the end of the tunnel, a niche with the "Diamond Edge" sword in it. Welcome to the Dungeon's "gas chamber!" When you pick up the sword, the trap is sprung. Poison gas comes pouring out the holes in the walls and poison darts fire out the slots. If you turn and blindly run back toward the door, it's doubtful your party will survive to enjoy the sword! The answer is that the trap is triggered by the presence of the sword, not by your party. You can move safely as long as you're not holding the sword.

Back past the exit from the Clockwise Room, there's a room with another magical Sword, The Fury. Try to conserve its limited charges for times when you really need them.

On further, you'll come to a dead-end, but if you pause around the corner from the end of the corridor, a hidden door will open, revealing the Skeleton Key for this Level.

Back on the main hallway, you'll fight your way through to a set of three doors with only one "Cross Key" on the floor in front of them. Again it's a case of "let's make a deal." All three doors eventually lead to the same place, but each one conceals different groups of monsters. No matter which door you choose, you'll run into this Level's new creature, the Water Elemental. This blob-like monster isn't stopped by closed doors; it just oozes under them. One of the three doors is relatively safe; another one invites you to join the "Club;" and the last one is a "Hornet's Nest." In this case, a direct approach may be best.

When you get through this area, keep a watch for buttons. There's a hidden room with most of a set of Armor of Lyte, which your warriors could use if they're strong enough to carry it. Moving onward, you have to fight a small swarm of Wasps, and at the far end of the corridor, you'll find a use for all those coins you found on this Level and have been dragging around from other Levels. The room at the end of the hallway is filled with Slot Machines revealing some very interesting and useful items. For enough coins to open them all, you may have to go through another "Cross Key" room, but be careful.

Near this room, and near the stairs down to the next level, is a wall hiding a pair of "Boots of Speed." It is worth banging your head against the wall to find them. Down the corridor is the last puzzle on this Level, a very essential one. The solution is something Sherlock Holmes would carry. Remember how you solved the puzzle in the "Chambers of the Guardian." Once the hidden door is opened, step onto the floorplates. They will "Zoom" you to a niche on the wall holding the "key" to Knowledge.

The Skeleton Keyhole is in this area, so you can open the hidden door, then head back to the stairs down to the next Level.

Level Twelve -- The Knights Level

YOU HAD A bit of rest on the last Level, now it's time to get nasty again! This Level pits you against three new monsters -- thoroughly unpleasant ones at that!

As you enter the large open room down the corridor, you'll hear the all too familiar "click" as you step on the floorplate at the entrance to the room. If you wander left, you'll be OK for a while, but if you go right, you'll learn abruptly what that "click" meant.

When you do fall through, not IF but WHEN, you'll have to fight your way past a Level Thirteen creature, the "Black Flame" or Fire Elemental. Try a Fireshield and use your Vorpals Blades. Be careful because these creatures come alive again!

Once you're transported back to the entrance to that large room, remember things in the Dungeon are toggled on and off by the same switch or floorplate if you want to avoid a repeat performance.

Off to the left are two rooms with closed doors and an open room with a sealed chamber in the center. This chamber opens once you push a large brick in the wall, but that trigger isn't anywhere near here. You'll have to look on.

Down a side corridor from the large room, you'll meet the first of the nasty creatures on this level. These monsters, or "Materializers," start out as a barely visible ball of blue light and take shape as a spaghetti-like mass of tentacles, then they'll start to fade away again. Watch out because they attack with Fireballs and Poison Clouds. These nasties can only be hit by normal weapons when fully materialized so use your Vorpals Blades on them. Also, hit them with several high-level "Weaken Non-Material Beings" spells to make them easier to kill. These things will sometimes attack in packs of four making surviving an encounter a little bit tricky.

A button on the wall will open a hidden door allowing access to some long corridors. At the end of one of these is most of a set of "Darc" armor. Back through a closed door, you'll come to a dead-end to the left. If you slowly turn around and observe carefully, you'll see a secret door open. There are some interesting items in

this hidden room, but also the second of the creatures on this Level, the Knights.

These Knights are magically animated suits of armor wielding a sword in each hand. They can do extreme damage to your party and are quite difficult to kill. The best way to deal with these behemoths is retreat through a doorway, then use a magical box to freeze them under the door while you and the door beat them senseless. Hit them with Fireballs; hit them with Lightning. Use the Diamond Edge sword and the HardCleave axe on them. It may take several attacks to defeat them.

Further down the corridor, you'll come to a dead-end and a wooden door you can't get open. The button which opens this door is a considerable way across this Level. If you find a large obvious button in the wall which doesn't seem to do anything, try coming back to this room. The Skeleton Key for this Level is inside, along with some other items of interest and two MORE Knights!

Going way back to the large central room and beyond the room with the hidden pits, you'll find a room with a large, obvious loose brick. Press it, then return to the large central room. The sealed chamber in the middle will be open, and, not incidentally, there'll be another Knight wandering around. After dispatching the Knight in this room, go back across the room with the pits and find the room locked by a Topaz lock. The Knight in that room has something you'll need, so after killing him, sift through the wreckage.

Proceeding down the corridors, open the door shut by the Emerald lock to find the last of the RA Keys you'll need. Past that is the room with the button which opens the locked room far back on the other side of this Level.

After a fairly long walk, you'll come into the realm of the third monster on this Level, the Giant Spiders. These can be killed with high-level Fireballs, but there are a LOT of them. Fortunately, there is an "Invisible Barrier" they won't come past. In this area there'll also be one last pair of Knights to be dealt with. Be care-

ful not to end up "sandwiched" between Spiders which may have wandered into side tunnels!

When you *FINALLY* clear this area of Spiders, you come upon a corridor ending at a wooden door. In this case, the term *DEAD-end* applies extremely well. Beyond that door is the Spider Regeneration Room. Inside are some interesting items including a pair of Boots of Speed, but nothing all that much worth dying for. Unless you're extremely foolhardy or gung-ho to kill everything you see, this would be one good area to just leave alone. If you get too close to the door, the trap will be sprung, and the doors will fly open, releasing a horde of icky spiders.

Further down the tunnel past the Spider Room, there's a button which will wall off the Spiders by closing a hidden door, but the large room just beyond is populated by more of the Materializers.

Upon leaving this room, you'll find a wall switch opening the door in front but closing a door behind you. From that point on, there's no retreating! Through the door before you is a room with a pit rotating around the floor. Time your move carefully, and run behind the pit. If you miss and fall, you'll have to fight another Fire Elemental on Level Thirteen to get back.

Just past the room with the pit, you'll find the Master Key in a niche in the wall. This is one of the most important keys in the entire game, along with the RA Keys. To the right are the stairs to the next Level; to the left is the tunnel to the Skeleton Key Stairs.

By now you should have all you need to go back and complete the Firestaff Level, on Level Seven, so just ignore the stairs down. Use the Skeleton Key Stairs to go quickly up to Level Eight, and from there back up to Level Seven to recover the Firestaff.

THIS IS WHERE it all comes together; all the practicing you've done with your fighting skills, all the magic you learned, all the monsters you've fought and all the puzzles you've had to solve, has been preparing you for this moment.

The Evil side of the Grey Lord has enjoyed his freedom from Balance and doesn't intend to allow you to bring him and the Good side of your Master back together. Since you've been able to get this far through everything he was able to throw at you, he'll have to take care of you personally!

At this point, you should have already dealt with the Dragon on Level Fourteen and found both the Firestaff and the Power Gem. If not, skip this Level until you have them!

Be sure to Save the game before you enter this Level. This is probably the most dangerous area in the entire Dungeon. It may take some time to finish here, so Save often. Unfortunately, the Dark Lord is not alone here. With him on this Level are the Black Fire Elementals and the last new creature, the Demons. The Fire Elementals don't move about, but they block your easy movement on this level. While you're using the Firestaff or Vorpal Blades on them, the Demons sneak up and fry you from behind, or the Dark Lord himself may pop up and hit you. To make matters worse, the Fire creatures have an annoying habit of coming back to life.

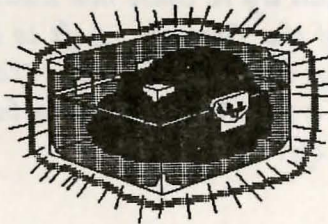
The Demons attack in pairs by throwing Fireballs and are extremely hard to kill. Probably the best way to deal with them is to lure them to the opening of the passage from the stairs. They don't enter the passageway, so you can attack them with Fireballs or the Firestaff, and run back down the corridor before they hit you. If the Dark Lord appears at the end of the corridor throwing nasty things, you can try to chase him away by using the Fuse or Fluxcage options of the Firestaff. Left to himself, he'll block the exit from the passage back into the room. You may have to go back down the stairs for a bit. When you come back up, hopefully you'll find he's wandered off.

Level Fourteen -- The Dragon

In a far corner of this Level is a room closed off by doors on either side. Inside, there's a Demon guarding a niche containing a weapon and a magical amulet. One of the doors is also guarded by a Fire Elemental. It can be extremely unhealthy trying to face the Demon and take his treasures. You can try bashing him with the door not guarded by the Elemental, and Freeze him if you have any Magical boxes or charges left in the Eye of Time ring. The problem is the Dark Lord keeps teleporting around and interfering. You may find at this point in the game, the items in the room aren't worth the danger.

Once you've eliminated the roving pairs of Demons, it'll be safe to turn your attention to the Dark Lord. You can't kill him, and indeed the entire objective of your quest is not to eliminate him, but to capture him so he can be rejoined with the Good side of your Master. The Firestaff has the ability to construct a cage of force which will contain him, but you have to create this cage and somehow get him into it. Lord Chaos has the bad habit of teleporting out of a half-completed Fluxcage before you can do anything about it and reappearing somewhere else! If you watch the way he moves though, you notice he always walks forward, the way he is facing. If you arrange for a completed Fluxcage to be there, you'll have the chance to Fuse him before he can escape again.

Once you successfully Fuse the Dark Lord, your Master will appear, and with a minimum of fanfare, thank you for a job well done. You'll be a hero, and your Champions will be famous forever. Although he doesn't mention it, your master could probably be persuaded to let your party collect all the treasure you've left lying around the Dungeon, but that's between you and the Grey Wizard!



THE MOST FEARSOME of all the Dungeon creatures lives on this deepest Level of the Dungeon guarding a very valuable treasure. The scratches on the walls and the piles of ashes on the floor remain as mute testimony to the fate of other Adventurers who fought valiently down to this Level, only to be incinerated by the fiery breath of the Dragon.

There are several ways of dealing with the Dragon. The most direct way is to engage him in hand-to-hand combat in the open. Most of this very small Level is one large room. There's plenty of room to maneuver around doing the 'DM two-step' to stay away from the Dragon's mouth. If you've found Boots of Speed so much the better because it will take a lot of dancing just to stay alive.

Before attacking the Dragon, it's a good idea to prepare your Champions with plenty of Strength and Dexterity potions to make the most of your attacks and Shield and Fireshield spells to reduce the damage they'll take.

The Dragon doesn't move all that fast, but when he hits your party with a Fireball, it can be nearly fatal, and his claws cause a great deal of injury too. You can try to hit him from a distance, but that can leave you open to a counter attack. Be ready to dodge out of the way if he breaths fire at you. Another way to deal with the Dragon is trap him harmlessly in a secret passageway. Again, you don't need to kill every monster in the Dungeon, and the Dragon is no exception.

At the bottom of the "Skeleton Key Stairs" is a lock accepting the "Winged Key" you found near the secret exit from the Wizard's workshop on Level Seven. That will open a secret door into a passageway which dead-ends at a wall with a lever. When you pull the lever, a secret door opens in the Dragon's room. From there, you can duck out, attack the Dragon, and run to safety by pulling the lever and closing the door in his face.

If you're VERY careful and VERY lucky, you can wait and pull the lever just as the Dragon moves forward into the passage-

way, which will close the door behind him, trapping him in there with you. The next thing you need to do is RUN like blazes back down the passageway away from the thoroughly annoyed Dragon before he barbecues you! If you want to, you can play 'Peek a Boo' with the Dragon by preparing Fireball and Poison cloud spells up on the landing of Level Thirteen, running down the stairs to attack him, then running back up to safety. If you're lucky, you won't get hit. While it'll take some time to kill him, it can be done.

The "Steaks" left after killing the Dragon are the most nourishing food you'll find in the Dungeon, and should be enough to feed your party for the rest of the game. If you choose not to kill him, be sure to have plenty of food with you.

If you trap the Dragon in the side passage, you can go up the Skeleton Key Stairs, cross over to the other Express stairway, and go directly back down to Level Thirteen. From there you can duck around to the right into the Dark Lord's realm and back into the first passageway. This will take you back down to Level Fourteen which you can now explore in perfect safety.

However you take care of the Dragon, you'll need to search his room very carefully. One of those unfortunate Adventurers who got cremated was carrying something you'll need on this Level. Look under everything, and gather up all the coins scattered about on the floor. Don't worry about other "treasure" for now, there's no place to spend it down here anyway!

At the far end of the room from the stairs, you'll encounter a locked door. Hopefully, you also found the key! Inside this door are two very important areas. The first is behind another door, opened by inserting a coin into a slot. It would be a good idea to drop all the coins you've gathered from this Level, and any left over from the other Levels, right here in front of this door. You'll probably go into this room fairly often in the near future because inside is the last of the Altars of VI.

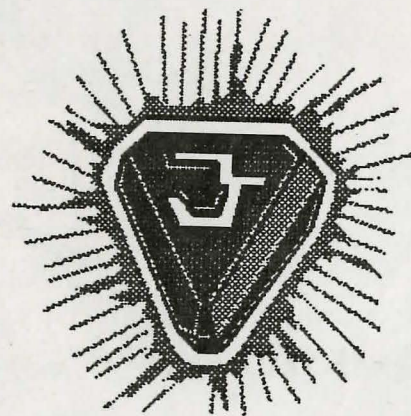
Just outside this door is a strange web of force, which holds the

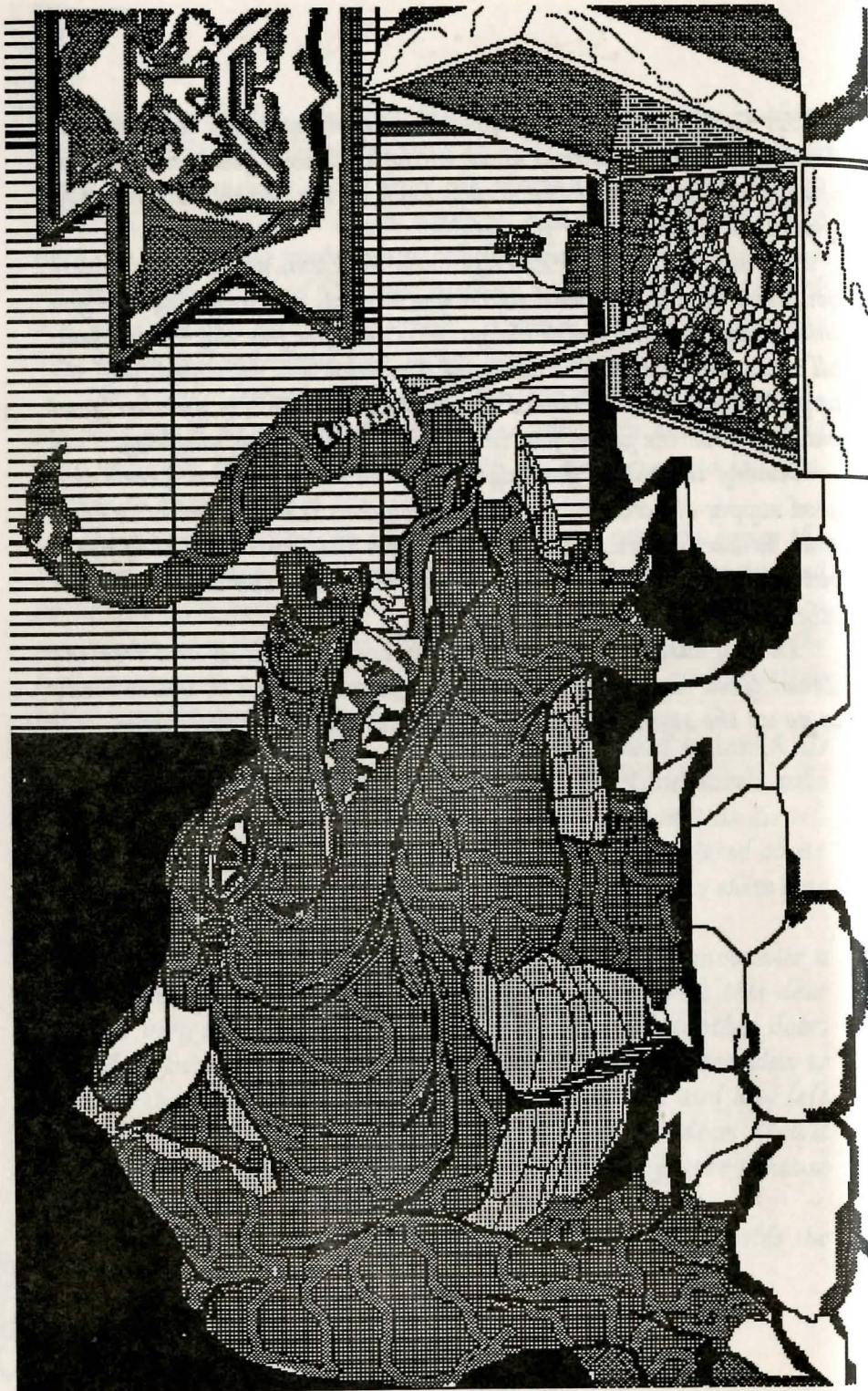
Power Gem, the last thing you need before you can confront the Dark Lord. A scroll in a niche in the wall tells you a little about the Gem, and some of the scrolls back in the Wizard's workshop should fill in the rest of the details.

Before you do ANYTHING with the Gem, you should be sure you have all the food and water you'll need, and anything else you think may help you finish the game. Once you free the Power Gem, all exits from Level Thirteen and Fourteen will be sealed, and the upper Levels will be closed to you forever. This is another good place to Save the game, just in case you've forgotten anything.

Among the things you might want to bring to these Levels is a good supply of torches. Up until this point, it's been better to have your Wizards cast Light spells to gain the experience they need, but now they're going to need all the mana they can accumulate for other things, so torches will help here.

In any case, when you're ready, cast your spell and free the Power Gem. Once you energized the Firestaff with it, you're ready to go up the stairs to Level Thirteen and confront Lord Chaos.





Specific Solutions

LEVEL TWO -- Welcome to the Dungeon

None Shall Pass: Break the wooden door by hitting it with a weapon. Get the chest behind the Blue Transporter Field by going through the door.

This Fountain Grants One Wish: Put the Copper Coin in the Fountain and the door will open.

LEVEL THREE -- Choose Your Fate

Chambers of the Guardian: Press the Green Gem button next to the cell the chest is in. It will move to a different cell. Repeat this until the chest is transported out to the end of the corridor you're in. Get the Mirror of Dawn out of the chest and hold it in front of the Eye in the wall. The wall will open, and the Gold key is in the room which is revealed.

The Vault: Find the chest in the large central room and put the two gold coins from the chest in the slot in the Vault room. Where the inscription says "Cast Your Influence, Cast Your Might," cast a low-level ZO spell at the door. That will open the door, then throw an object across the pit, through the door. The pit will close.

The Matrix: Starting at the entrance to the actual matrix, turn **RIGHT**, go to the first opening, and turn **LEFT**. Go all the way to the far wall and turn **LEFT** again. Go into the second alcove on the right, and push the button on the wall. Continue going the same direction until you find the hidden room with the Fine Robes and the gold key. To get out, go back along the wall and turn **RIGHT** into the fourth corridor. Go all the way to the far wall and turn **RIGHT**. The exit will be to the **LEFT**.

Time is of the Essence: Lighten the party's load so no Load indicator is yellow. Press the Gem in the wall with the mouse and **IMMEDIATELY** press the left cursor key four times and the up cursor key **ONCE**. Inside, place an object on the floor as you face the button on the wall which turns on the temporary Transporter Field. Press the button, then immediately pick up the object, turn

and throw the object into the Transporter, and the pit will close. At the next pit, stand facing the button on the wall. Press the button and immediately BACK UP two spaces.

The Room of the Gem: Put something on the floorplate near the door to close the pit. Go across and press the Gem in the wall. The next door will open, but the pit will open too. Go back and throw the object back across the pit to close it again. Bring the Gem you find in a hidden room at the end of the corridor back to the area near the entrance to this room, and place it into the Gem shaped opening in the wall.

LEVEL FOUR -- Prepare to Meet Your Doom

Iron Grate Door closes too fast to get through: Stop on the floorplate opening the door and turn to your left. Press the button on the wall and IMMEDIATELY press the right cursor key three times. Use the lever behind you to reopen the door from this side.

The 'Prisoner': You must kill the Prisoner to open the Iron Grate across the stairs.

LEVEL FIVE -- Treasure Stores

The Pit Room: The pattern through the room is complex, but not difficult to find. Move to your right at first, going forward and backward to close the pits in front of you (be careful not to back into an open pit). From the room on the Right side of the back wall, go to the exact center of the back wall. Stepping on this spot will close the pit right in front of the Lefthand exit at the back wall. Make your way back to the front of the room, then go to the Left side. Close the pits on the Left wall by moving forward and back. Just outside the Lefthand exit, turn Left and go almost to the end of the corridor. Walk into the "shackles" on the wall and you'll find a hidden room. Walk through the water fountain in that room, and you'll be in another hidden room.

The 'Never-Ending' Room: Turn right at the entrance to the

room and go to the far right wall. Turn and face the front wall, then press the button on the wall there. Follow the front wall all the way to the left wall, then follow that wall to the back wall. Turn right and follow the back wall to the far right.

The Sliding Blocks Room: Pressing buttons on the walls will move the blocks along two of the walls to reveal other buttons. There will eventually be two buttons on the wall to the right as you enter the room. Pressing the one closest to the exit opens a hidden alcove on the other side of the room, behind you. Press the button in the alcove to open a door to a hidden room. Back out the exit, turn Left at the corridor and follow it until you find a closed door. Look in the crack in the wall near the floor left of the door. Press the tiny button to open the door, and find the Gold key.

The Transporters Room: Standing in the open spot in the entrance to this room, move RIGHT, BACK, FORWARD, LEFT, RIGHT, BACK to get into the far tunnel. Be sure to pick up the items as you move. To get back, just walk out into the Transporter.

LEVEL SIX -- The Riddle Room

The Riddle Room: To answer the Riddles, place these items in the niche beside its riddle:

I am all, I am none -- The Mirror of Dawn

A Golden head and tail, but no BODY -- Gold Coin

I arch, yet have no Back -- the Bow

Hard as rocks, Blue as sky, Twinkle in a woman's eye --
Blue Gem

Pit, Lever, Transporter Room: To open the door, turn on the Transporter by pulling the lever on the wall, then drop something into the Transporter Field (don't throw it in, just place it on the floor). After you get the Gold key from behind the door, step into the Transporter to get your object back.

The Combination Room: You have to press the buttons on the walls in the proper combination to open a hidden room on the back

wall. Go to the left from the door and press the button in the alcove in the left wall. Then go along the back wall to the alcove and press first the Left button, then the Right one. Go back along the wall to the hidden room.

The King Miliars Room: Place a Gold coin into the crack in the right-hand wall to open a hidden room.

Tiny Floorplate/Secret Door: To get into the door which closes too fast when you step off the tiny floorplate, lure a band of Skeletons onto it, then use a Freeze spell from a Magical Box. They will hold the door long enough for you to run over there. Be careful not to run completely through the opening though! The hidden room is to the RIGHT of the opening. If you run straight through, you'll be in a part of the same large room you just came from.

Hidden Vorpul Sword: Just past the inscription "I Hate Cowards" is a locked door, then the tunnel turns left and passes an ornate door just before it turns left again. Across the tunnel from the door is a red hook on the wall. Press the hook and a secret door will open. Near the far end will be a button on the wall. Press that to open a hidden room with the Vorpul Sword.

Locked between closed doors/Flashing Transporter: Lighten your load, then use a ZO spell to open the Iron Grate door. Using the cursor keys, press the up cursor key TWICE just as the Transporter goes off. From there, repeat the action to get through the second Transporter. The key to the locked door is in this room.

Test your Strength: There is a closed Iron Grate door just past this area. Go to the "Test Your Strength" area, and throw something down the corridor with the invisible transporter. Now go back into the main corridor and walk forward until you come to the where the door is now open. You can retrieve the object you threw from the floorplate it landed on.

LEVEL SEVEN -- The Tomb of the Firestaff

Turquoise Key Rooms: You can only open one of these doors, as

there is only one Turquoise Key. Starting at the room closest to the Wizard's workshop with the Ruby Keyhole, this is the contents of each room:

#1-Flamebain Mail, Bolt Blade

#2-Crown of Nerra, Green Magical Box

#3-Dragon Spit, Boots of Speed

#4-Immulant Necklace, Gem of Ages, Sceptre of Liff

Winged Key: Go out the hidden exit in the righthand wall of the workshop, and go down the long corridor about seven steps. On the left wall will be a tiny button. Press it, then go up the corridor and into the hidden room which is now open. The Winged Key is inside. Use this key on the red lock at the Skeleton Key stairs.

LEVEL Eight -- The Arena

The Fireballs: What seems to be an incessant hail of Fireballs from every direction in reality is only ONE Fireball being reflected from all the Blue Fields around this huge room. To stop the Fireballs, you must turn off the first Field in the chain. The button is North of the exit from the stairs. Turn Left as you enter the room, and go straight to the far wall (you'll have to go around one Pit). At the far wall, turn Left and follow the wall to the next Blue Field. On the wall to the left of that Field will be a button. Push it to open a hidden door behind the Field. Go into the field (turning you 90 degrees), and push the Green Gem in the hidden room. This will turn off the Field in that location, and keep the Fireballs from bouncing into the room. Be careful because the Fireballs will still keep coming out of the short corridor to the left of this Field.

Never-Ending Corridor: Starting at the near end of this corridor, count 26 steps, stop and turn around. A hidden door will open in the wall.

LEVEL NINE -- The Rat Level

When is a Rock not a Rock: Walk into the wall left of the riddle.

Closed Iron Grate Door/ Put the Gem Back: Open the pit behind the iron grate door with the lever beside the door. The chest will fall through. Close the pit behind again with the lever. Go back two side tunnels to the one with a closed door, and follow that tunnel to the stairs going down. Below will be the chest which fell through the pit. Take the Green Gem out of the chest and return back up the stairs to the closed Iron Grate door. To the right is a tunnel eventually leading to a stairway going up. Take the Green Gem up the stairs to the corridor with a pit at the end, and drop the Gem into the pit. It will fall behind the door below, and the Iron Grate door will open.

Lighter than a Feather: Put the Corbomite in the niche to open the door.

LEVEL TEN -- The Zoom Level

Beware My Twisted Humor: To get through this area, you must use a "snake-like" back and forth path through the blocks. Turn left from the stairs, then right at the end and right again into the next corridor. Go to the end and turn left, then left into the next corridor. Go to the end of this one and turn Right, then Right into that corridor. Go halfway up this one, then Left. From there you can go either way.

The Zooom Room: There are 12 floorplates in all. Start counting as you step on the first one. Turn to your right so you can see the wall and openings go by. The exit is at the fifth floorplate. Keep counting from one to twelve, and as five is coming up, jump off. It may take a few tries (and a few headaches) to get it. Don't fall into the Transporter, or it will take you ALL the way back to the beginning of the Level!

LEVEL ELEVEN -- The Clockwise Room

The Clockwise Room: There are four distinct ring-shaped rooms linked together with invisible, silent Transporters. To get through

this room, turn around at the foot of the stairs and walk BACKWARDS around the room, COUNTERCLOCKWISE. Look carefully on the floor in a corner under a red wall ring for an Iron Key. This key will unlock the iron grate door with a red keyhole in the wall. The door waits a few seconds before it opens, so don't move. Go through the door and get the Solid Key inside the chest. Back out of the doorway and continue backing up around the circle. When you come to a Gold Lock, use the key you just found to unlock it. Giant Wasps will be released into the room, so have fireballs ready for them. Because they attack from behind, you can expect to get hit a few times. Stop in the corners and look down the next corridor for the Wasps before you go on. Continue backing around the circle until you come to the iron grate doorway again. This time, in the back of the small room with the chest, there will be a secret passageway open to the rest of the Level.

Poison gas Room: The poison gas trap is triggered by holding the Diamond Edge sword. To get through here alive, go to the end of the corridor and pick up the sword. Turn immediately and throw the sword to the end of the corridor. Quickly move forward four steps, out of the gas. Let the gas dissipate, step forward again and pick up the sword. From there you can wait while the remaining gas evaporates, then escape out the door.

Cross Key Doors: All of these doors connect back to the same area, so you only really need to go through one of them. There are Water Elementals through all, but you'll also encounter swarms of Giant Wasps through the Left door, and hordes of Blue Trolls past the Right door.

Slot Machine Room: There are six coin slots on the walls. Putting a coin into the slot will reveal a niche with different items in it. From the right as you enter the room, and going around to the left, these are the contents of the niches:

#1-Green Magical Box

#2-Nothing... no slot here

#3-Cross Key

#4-2 Copper Coins

#5-Green Magical Box, Ful Bomb

#6-Ful Bomb

#7-Ven Potion

If you don't have enough coins for all the slots, you can use the Cross Key in #3 to go back through another of the Cross Key doors to find more coins, but it could be dangerous for what you can get.

Enlarge my view: Hold the Magnifier or the Mirror of Dawn in front of the Eye on the wall.

LEVEL TWELVE -- The Knights Level

Invisible Pits: As you enter the room from the stairway corridor, listen for the click as you step on the floorplate. This opens the invisible pits. Step backwards onto the floorplate to close them.

Closed Door in Northeast Corner: The button to open this door is in the SOUTHWEST corner of this level, through the room with invisible pits, and just past the room with a RA Key in a niche. The button is a large Green Gem on the wall. Push this button, then return all the way back.

LEVEL THIRTEEN -- The Dark Lord

Capturing Lord Chaos: To successfully cage and fuse Lord Chaos, stand a step back from him while he's facing you. Before he moves toward you, quickly spin around in place, putting a Fluxcage on each side of you, then step away from him. He will step forward into the cage. Before he can transport, fuse him with the Firestaff.

LEVEL FOURTEEN -- The Dragon Level

Locked Metal Door: The Square Key opening this door is under a pile of ashes on the left side of the Dragon room from the stairs, just outside of the secret entrance in the side wall.

The Power Gem: To free the Power Gem from the web of force

holding it, cast a low level ZO KATHRA spell. Pick up the glowing object the spell creates and place it on the Power Gem. Then put the Firestaff onto the Power Gem.

The Skeleton Keys

Here are the locations of the Skeleton Keys for each Level:

Level 8 In a chest in the corridor which shoots fireballs.

Level 9 In a hidden room in the Northwest corner, where you find the Corbomite. A little hooded Wizard will drop the key when you kill him.

Level 10 There are two doors which close off the far side of the Scorpion Room. The key is in a hidden room just outside the door on the left side.

Level 11 The key is in a hidden room in the Northeast corner. Follow the lefthand passageway a long way from the room which contains the Fury sword. When you come to a dead-end, go back around the corner and stop. A secret door will open.

Level 12 The key is in the room at the Northeast corner whose door must be opened by pressing a button located in the far Southwest corner of the level.

Winged The key which opens the door at the bottom of the Skeleton Key Stairs is in a hidden room off the secret exit from the "Wizard's Workshop," opened by pressing a button on the lefthand wall a few steps down the long passageway. Go back toward the workshop to find it.

What's Where in the Dungeon

This list gives the locations of some of the more important items in the Dungeon. Miscellaneous items of clothing and individual food items are not included.

<u>Miscellaneous Items</u>	<u>Weapons</u>	<u>Armor</u>
Level 1: Food, Waterskin, Torch, Scroll: Magic Torch	NONE	NONE
Level 2: Food, Magical Box, Water, Empty Flasks, Leather Boots, Torches, YA Potions, RA Key, Scrolls: Cure Poison, Healing Potion	Arrow Daggers Falchions Throwing Stars Poison Missile	Buckler
Level 3: Food, Compass, Waterskin, Magical Box, Empty Flasks, Rabbit's Foot, Torches, Wand, Mirror of Dawn, Scrolls: Stamina Potion, Open Doors, Weaken Non-Material Beings	Arrows Sabre Sword	Helmet Berzerker Helm Mail Aketon
Level 4: Food, Teo Wand, Waterskin, Magical Box, Empty Flasks, Neta Potion, Elven Boots, Torch, Horn of Fear, Scrolls: Shield Potion, Poison Cloud	Axe Rapier Bow	Small Shield Basinet Leg Mail

<u>Miscellaneous Items</u>	<u>Weapons</u>	<u>Armor</u>
Level 5: Food, Ekkhard Cross, Water, Rabbit's Foot, Torches, Gem of Ages, Blue Gems, Illuminet, Mirror of Dawn, Dane Potion, Magical Box, KU Potion, Antiven Potion	Daggar Staff of Claws Mace Poison Darts Ful Bomb Ven Potions	Helmets Leg Mail Casque 'n Coif Mail Aketon Large Shield
Level 6: Food, Yew Staff, Water Flask, Ros Potion, Torches, Antiven Potion, Magical Box, VI Potion, Green Magical Box	Ven Potion Slayers Throwing Stars Crossbow Vorpel Blades	Mail Aketon Torso Plate Mithral Aketon Casque 'n Coif Mithral Mail
Level 7: Food, Immulant, Water Flask, Gem of Agess, Boots of Speed, Empty Flasks, Crown of Nerra, RA Key, Winged Key, Sceptre of Lyf, Fire-staff, Green Magical Boxes, Scrolls: Fireball, Fire Shield, Light & Darkness	Dragon Spit Bolt Blade The Inquisitor Ful Bomb Ven Potion	Flamebain
Level 8: Food, Rabbit's Foot, Jewel Symal, YA Potion, Eye of Time, Green Magical Box, Scrolls: Increase Wisdom, Strength, Dexterity & Vitality Potions, Magical Footprints	Ful Bombs Mace of Order Delta	NONE

<u>Miscellaneous Items</u>	<u>Weapons</u>	<u>Armor</u>
Level 9: Food, Pendant Feral, Water, Rope, Empty Flask, Corbomite, RA Key, Magical Box, Scrolls: Lightning Bolt, See Through Walls	Storm Ring	NONE
Level 10: Food, Water Flask, Armet Magnifier, Boots of Speed, Moonstone, Scrolls: Shield Potion, Magical Shield, Mana Potion	Ful Bombs Hardcleave Speedbow	Shield of Lyte Leg Plate Foot Plate Torso Plate
Level 11: Staff, Ruby Key, Green Magical Boxes, Boots of Speed	Mace The Fury Ful Bombs Sabre Diamond Edge Ven Potion	Plate of Lyte Poleyn of Lyte Greave of Lyte Foot Plate
Level 12: Food, Water Flask, VI Potion, YA Potion, Master Key, Boots of Speed, Scroll: Invisibility	Mace Ful Bombs	Shield of Darc Polyen of Darc Helmet of Darc Greave of Darc Plate of Darc Helmet of Lyte
Level 13: The Hellion	NONE	NONE
Level 14: Eye of Time, Power Gem, Coins	NONE	NONE

Index

Altar of VI 14, 28, 51, 58, 69, 90
 Anti-Ven (cure poison)
 Potion 19, 55
 Arena, The 73
 Armor of Lyte 83

Balancing your Party 9, 10
 Banshees 60, 73 (see also
 Non-material Monsters)
 Beholders 66-68, 79, 81
 "Beware My Twisted Humor, The
 Deceiver, The Snake" 79
 Boots of Speed 83, 86, 89

"Cast your Influence, Cast your
 Might" 56
 Chambers of the Guardians 55
 Champions, Chart of 11
 Champions, Marching Order 12
 Champions, Selection of 9, 10
 Champions, Training of 13
 Chests 54-56, 74, 77
 "Choose a Door" 79
 Clockwise Room 82
 Coins 27, 54, 56, 60, 79, 83, 90
 Combination Room 64, 65
 Compass 56
 Corbomite 78
 Creature Cavern 57
 Cross Keys 83
 Cure Poison (Anti-Ven)
 Potion 19, 55

Darc Armor 84
 Demons 87
 Diamond Edge Sword 82
 Doors, as weapons 26, 55
 Dragon, Red 87, 89, 90

Eye of Time Ring 88

Fighter Skills 14, 23, 61
 Fighting, Methods of 23-26

Fire ("Black Flame")
 Elementals 84, 86, 87
 Fireball Cannons 74, 77, 78
 Fireballs 21
 Firestaff 70-72, 86-88, 91
 Fluxcage 87, 88
 Flying Rattlesnakes 63
 Food 15, 53, 61, 90
 Fountains 54, 76, 78
 Fury, The 82
 Fuse 87, 88

Giant Wasps 59, 68, 83
 Gold Keys 55, 57, 58

Hall of Champions 9, 10, 51
 HardCleave Axe 85
 Healing Potion 17
 Hidden Rooms/Doors 29, 30, 60,
 61, 64, 67, 70, 74, 76, 80, 84
 "Hit and Run" 57
 "Hornet's Nest" 83

Join the "Club" 83

Key to Knowledge 83
 Keys 52, 79, 82, 90 (see also
 Gold Key, Ruby Key, etc.)
 King Milias's Room 67
 Knights 85

Leader of Party 11, 12
 "Lighter than a Feather" 78
 Lord Chaos (the Dark Lord) 70,
 87, 88, 90

Magic, Learning of 10, 21, 22
 Magical Boxes 67, 88
 Mana, Conservation of 20
 Mana Potion 18
 Mapping 29
 Marching Order of Your Party 12
 Master Key 86

Materializers 84, 86
Mummies 52, 54, 62, 73

Ninja skills 14, 61
"None Shall Pass" 54
Non-material Monsters 25, 60,
67, 73, 84

Party Leader 11, 12
Pit Room 63
Poison Cloud Spell 18
Poison Missile Spell 18
Poison Potion 18
Potions 17, 18, 54, 64, 71, 89
Power Gem 71, 87, 91
Power Levels in Casting
Spells 19
"Prepare to Meet Your
Doom" 59
"Prisoner" area 61
Purple Worms 59, 61, 62
"Put the Gem Back" 77
Puzzle Solutions,
Detailed 93-101

RA Keys 58, 70, 71, 78, 85
Rats, Giant 76
Riddle Room 66
Rock(pile) Monsters 55, 58, 60
Room of the Gem 57
Rope 78
Ropers 63, 65
Rotating Pit Room 86
Ruby Key 70

Saving the Game 30
Scorpions 80
Screamer Regeneration
Room 14, 61, 63
Screamer Room Shortcut 16
Screamers 52, 60
Scrolls 18, 19, 53, 70, 91
"Shortcut" 60

"Shortcut Back" 60
Skeleton Key Stairs 72, 75, 81,
86, 89, 90
Skeleton Keys 74, 81, 83,
85, 101
Skeletons 64, 67, 73
Slot Machines 83
Solid Key 75
Solutions to Puzzles,
Detailed 93-101
Spells, Power Levels 19
Spells, Experimenting
with 18, 19
Spider Regeneration Room 86
Spiders, Giant 85
Spinner Fields 56, 64, 74
Stamina Potion 17
"Step Inside, Take a Ride" 53
Stone Golems 71, 72
StormRing 77

"Test your Strength" 68
The Matrix 56
The Vault 55
Thieves 73, 80
"Time is of the Essense" 57
Transporters 52, 54, 55, 57, 60,
65-68, 79, 80
"Turn Back" 82

Vorpai Blades 25, 26, 67, 68,
73, 84, 87

Water 15 (see also Fountains)
Water Elemental 83
"What Was Once Underfoot, Is
Now Overhead" 77
"When is a Rock not a Rock" 76
Winged Key 72, 89
Wizards 76, 78
Wizard's Workshop 70

Zooom Rooom 79

Notes



Spell List

These are the Magic Spells found on scrolls scattered around the Dungeon. The first component of a spell is its Power Level. This determines how strong or long-lasting a spell will be. This part of every spell depends on your character's experience level and available mana. For this reason, the Power Level is not included in the list.

OFFENSIVE SPELLS

Poison Cloud	OH VEN
Poison Missile	DES VEN
Poison Potion*	ZO VEN
Weaken NonMaterial Beings	DES EW
Fireball	FUL IR
Lightning Bolt	OH KATH RA

DEFENSIVE SPELLS

Shield Spell (Entire party)	YA IR
Shield Potion (One character)*	YA BRO
Fire Shield (Entire party)	FUL BRO NETA

HEALING SPELLS

Restore Health*	VI
Cure Poison*	VI BRO
Stamina*	YA

LIGHT/DARK

Magical Torch	FUL
Light	OH IR RA
Darkness	DES IR SAR

INCREASE ABILITIES

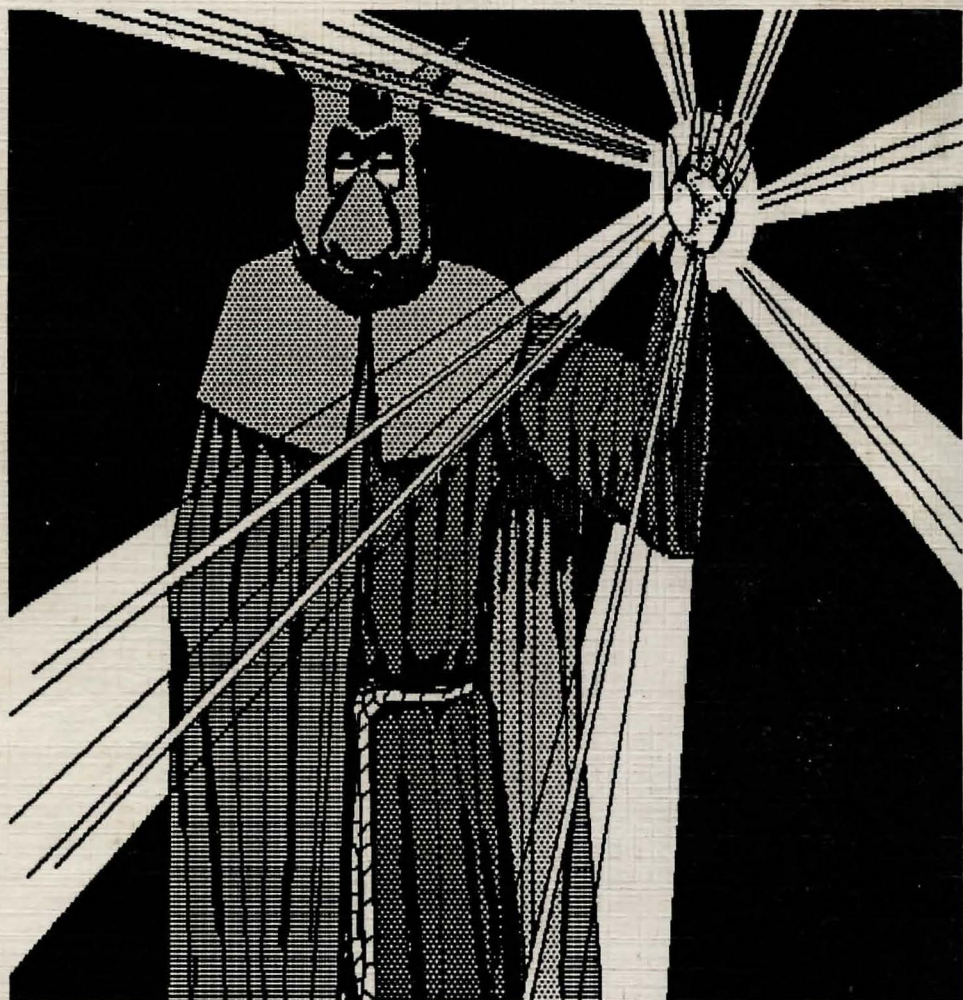
Wisdom Potion*	YA BRO DAIN
Vitality Potion*	YA BRO NETA
Dexterity Potion*	OH BRO ROS
Strength Potion*	FUL BRO KU
Mana Potion*	ZO BRO RA

MISCELLANEOUS SPELLS

Open Doors	ZO
See Through Walls	OH EW RA
Magic Footprints	YA BRO ROS
Invisibility	OH EW SAR
Zokathra	ZO KATH RA

* Potion requires a Flask

\$9.95



*The Challenge of Lord Chaos
Awaits...*