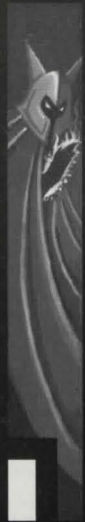


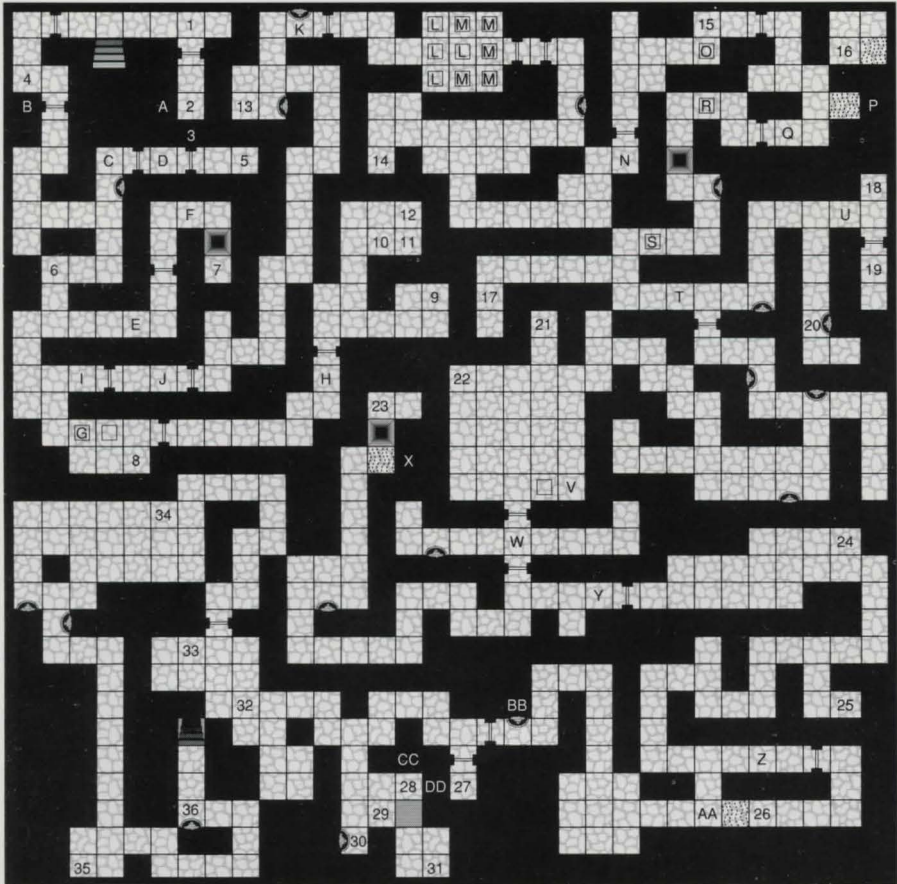
# Dungeon Master

ADVENTURER'S HANDBOOK



By S. A. Swanson  
Published By FTL Games

## LEVEL 2 - WELCOME



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

# Dungeon Master

## Adventurer's Handbook

The *Dungeon Master* Adventurer's Handbook is a fine companion. It has maps for every level of the dungeon, locations of all the keys and treasures, a monster guide, all the puzzle solutions, a list of every spell and more. Don't venture forth without it!

### PUZZLE SOLUTIONS

#### LEVEL 1

A This pressure plate opens the door.

#### LEVEL 2

- A The button opens the secret alcove.  
B Use a gold key to open this door.  
C Use a topaz key to open this door.  
D Use a gold key to open this door.  
E The lever opens and closes the door to the North.  
F The lever opens and closes the pit.  
G The first pressure plate opens the door and the second closes it.  
H Use an emerald key to open this door.  
I Use an iron key to open this door.  
J Use a solid key to open this door.  
K Use a gold key to open this door.  
L These pressure plates open and close the first iron gates.  
M These pressure plates open and close the second iron gates.  
N Use a gold key to open this door.  
O Place an object on the plate to hold the door open.  
P The field teleports you to a small room. The field there returns you.  
Q Use a gold key to open this door.  
R Place an object on this plate to keep pit closed.  
S A bit of dungeon humor. Place an object on the plate to read the message.  
T Use the Key of B to open this door.  
U Use an iron key to open this door.  
V The button opens the door and the pressure plate closes it.  
W You must pull the levers at both the East and West ends of the hall.  
X You need to drop an object into the field. It is then transported to land on a pressure plate to the Northeast. This closes the pit and the object can later be retrieved.  
Y Use a gold key to open this door.  
Z This pressure plate closes the door to the East. You can swing, kick, bash, hack, or chop your way through this door to enter.
- AA The field can not be entered from this side.  
BB Place a copper coin into the fountain.  
CC This lever opens the door at (DD).  
DD This switch reveals the secret wall at (CC).



### MONSTER GUIDE



#### u ANIMATED ARMOUR

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

#### u BLACK FLAMES

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

#### u COUATLS

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



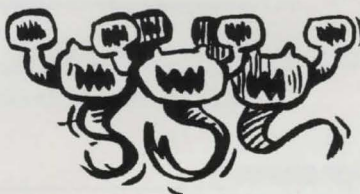
Brandishing the Staff of Claus will cause them to retreat briefly.

#### u DEMONS

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

#### u GHOSTS

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



# Dungeon Master

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