

Dungeon Master Item/Creature/Skill/Spell Guide

by Nerthing

Updated to v1.5 on May 20, 2006

This walkthrough was originally written for Dungeon Master on the SNES, but the walkthrough is still applicable to the Mac version of the game.

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Item/Creature/Skill/Spell Guide

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1. Heroes

Iaido Ruyito Chiburi

Apprentice Fighter (2 3 0 2)

Novice Priest (1 1 1 2)

Health: 48

Stamina: 68

Mana: 11

Luck: 40

Strength: 43

Dexterity: 55

Wisdom: 40

Vitality: 35

Anti-Magic: 45

Anti-Fire: 50

Load: 45

Starting Equipment: Ghi,
Ghi Trousers,
Samurai Sword

Zed Duke Of Banville

Novice Fighter (2 1 1 2)

Novice Ninja (2 1 2 1)

Novice Priest (1 2 1 1)

Novice Wizard (1 2 1 1)

Health: 60

Stamina: 60

Mana: 10

Luck: 58

Strength: 40

Dexterity: 40

Wisdom: 40

Vitality: 50

Anti-Magic: 40

Anti-Fire: 40

Load: 42

Starting Equipment: Mail Aketon,
Blue Pants,
Hosen,
Torch

Chani Sayyadina Sihaya

Novice Fighter (1 3 0 2)

Apprentice Wizard (3 2 3 1)

Health: 47

Stamina: 67

Mana: 17
Luck: 57
Strength: 37
Dexterity: 47
Wisdom: 57
Vitality: 37
Anti-Magic: 47
Anti-Fire: 37
Load: 40
Starting Equipment: Silk Shirt,
Gunna,
Sandals,
Moonstone

Hawk The Fearless

Novice Fighter (2 0 0 2)
Apprentice Priest (0 3 0 3)
Health: 70
Stamina: 85
Mana: 10
Luck: 40
Strength: 45
Dexterity: 35
Wisdom: 38
Vitality: 55
Anti-Magic: 35
Anti-Fire: 35
Load: 46
Starting Equipment: Leather Jerkin,
Leather Pants,
Suede Boots,
Arrow (2)

Boris Wizard Of Baldor

Novice Ninja (3 2 1 0)
Apprentice Wizard (2 3 3 3)
Health: 35
Stamina: 65
Mana: 28
Luck: 25
Strength: 35
Dexterity: 45
Wisdom: 55
Vitality: 40
Anti-Magic: 45
Anti-Fire: 40
Load: 38
Starting Equipment: Tunic,
Leather Pants,
Leather Boots,
Rabbit's Foot

Alex Ander

Apprentice Ninja (3 2 3 2)
Novice Wizard (2 2 1 2)
Health: 50
Stamina: 57

Mana: 13
Luck: 47
Strength: 44
Dexterity: 55
Wisdom: 45
Vitality: 40
Anti-Magic: 35
Anti-Fire: 40
Load: 46
Starting Equipment: Leather Jerkin,
Leather Pants,
Suede Boots,
Sling

Nabi The Prophet

Apprentice Priest (1 1 4 2)
Novice Wizard (1 1 1 1)
Health: 55
Stamina: 65
Mana: 13
Luck: 40
Strength: 41
Dexterity: 36
Wisdom: 45
Vitality: 45
Anti-Magic: 55
Anti-Fire: 55
Load: 43
Starting Equipment: Tunic,
Blue Pants,
Sandals,
Staff

Hissssa Lizar Of Makan

Apprentice Fighter (4 3 0 0)
Novice Ninja (0 3 1 0)
Health: 80
Stamina: 61
Mana: 5
Luck: 40
Strength: 58
Dexterity: 48
Wisdom: 35
Vitality: 35
Anti-Magic: 43
Anti-Fire: 55
Load: 57
Starting Equipment: None

Gothmog

Journeyman Wizard (4 3 2 2)
Health: 60
Stamina: 55
Mana: 18
Luck: 30
Strength: 40
Dexterity: 43

Wisdom: 48
Vitality: 34
Anti-Magic: 50
Anti-Fire: 59
Load: 42
Starting Equipment: Cloak of Night

Sonja She Devil

Journeyman Fighter (3 4 2 3)
Health: 65
Stamina: 70
Mana: 2
Luck: 40
Strength: 54
Dexterity: 45
Wisdom: 39
Vitality: 49
Anti-Magic: 40
Anti-Fire: 40
Load: 54
Starting Equipment: Halter,
Gunna,
Sandals,
Choker,
Sword

Leyla Shadowseek

Journeyman Ninja (3 3 3 4)
Health: 48
Stamina: 60
Mana: 3
Luck: 50
Strength: 40
Dexterity: 53
Wisdom: 45
Vitality: 47
Anti-Magic: 45
Anti-Fire: 35
Load: 42
Starting Equipment: Silk Shirt,
Leather Pants,
Leather Boots,
Rope

Mophus The Healer

Journeyman Priest (2 4 3 2)
Health: 55
Stamina: 55
Mana: 19
Luck: 40
Strength: 42
Dexterity: 35
Wisdom: 40
Vitality: 48
Anti-Magic: 40
Anti-Fire: 45
Load: 44

Starting Equipment: Robe (Body),
Robe (Legs),
Sandals,
Bread,
Cheese,
Apple

Wuuf The Bika

Apprentice Ninja (1 2 3 4)
Novice Priest (0 3 2 1)
Health: 40
Stamina: 50
Mana: 30
Luck: 60
Strength: 33
Dexterity: 57
Wisdom: 45
Vitality: 40
Anti-Magic: 35
Anti-Fire: 40
Load: 37
Starting Equipment: Leather Jerkin,
Empty Flask

Stamm Bladecaster

Journeyman Fighter (3 4 2 2)
Health: 75
Stamina: 80
Mana: 0
Luck: 35
Strength: 52
Dexterity: 43
Wisdom: 35
Vitality: 50
Anti-Magic: 35
Anti-Fire: 55
Load: 52
Starting Equipment: Tunic,
Leather Pants,
Suede Boots,
Axe

Azizi Johari

Novice Fighter (2 1 3 0)
Apprentice Ninja (2 2 3 3)
Health: 61
Stamina: 77
Mana: 7
Luck: 47
Strength: 47
Dexterity: 48
Wisdom: 42
Vitality: 45
Anti-Magic: 30
Anti-Fire: 35
Load: 48
Starting Equipment: Halter,

Barbarian Hide,
Hide Shield,
Dagger (2)

Leif The Valiant

Apprentice Fighter (3 2 2 0)
Novice Priest (0 2 1 1)
Health: 75
Stamina: 70
Mana: 7
Luck: 35
Strength: 46
Dexterity: 40
Wisdom: 39
Vitality: 50
Anti-Magic: 45
Anti-Fire: 45
Load: 47
Starting Equipment: Leather Jerkin,
Leather Pants,
Leather Boots

Tiggy Tamal

Novice Ninja (1 3 1 1)
Apprentice Wizard (2 3 3 2)
Health: 25
Stamina: 45
Mana: 35
Luck: 45
Strength: 30
Dexterity: 45
Wisdom: 50
Vitality: 35
Anti-Magic: 59
Anti-Fire: 40
Load: 34
Starting Equipment: Kirtle,
Gunna,
Sandals,
Wand

Wu Tse Son Of Heaven

Novice Ninja (1 2 0 3)
Apprentice Priest (2 1 4 3)
Health: 45
Stamina: 47
Mana: 20
Luck: 40
Strength: 38
Dexterity: 35
Wisdom: 53
Vitality: 45
Anti-Magic: 47
Anti-Fire: 40
Load: 41
Starting Equipment: Silk Shirt,
Tabard,

Sandals,
Throwing Star (3)

Darouu

Apprentice Fighter (3 0 3 0)

Neophyte Wizard (0 0 1 1)

Health: 100

Stamina: 65

Mana: 6

Luck: 35

Strength: 50

Dexterity: 30

Wisdom: 35

Vitality: 45

Anti-Magic: 30

Anti-Fire: 45

Load: 50

Starting Equipment: None

Halk The Barbarian

Journeyman Fighter (4 0 4 0)

Health: 90

Stamina: 75

Mana: 0

Luck: 40

Strength: 55

Dexterity: 43

Wisdom: 30

Vitality: 46

Anti-Magic: 38

Anti-Fire: 48

Load: 54

Starting Equipment: Bezerker Helm,

Barbarian Hide,

Sandals,

Club

Syra Child Of Nature

Novice Priest (0 3 1 1)

Apprentice Wizard (0 2 3 3)

Health: 53

Stamina: 72

Mana: 15

Luck: 55

Strength: 38

Dexterity: 35

Wisdom: 43

Vitality: 45

Anti-Magic: 42

Anti-Fire: 40

Load: 41

Starting Equipment: Elven Doublet,

Tabard,

Apple

Gando Thurfoot

Apprentice Ninja (3 0 2 3)

Novice Wizard (1 2 1 2)

Health: 39

Stamina: 63

Mana: 26

Luck: 50

Strength: 39

Dexterity: 45

Wisdom: 47

Vitality: 33

Anti-Magic: 48

Anti-Fire: 43

Load: 42

Starting Equipment: Leather Jerkin,
Blue Pants,
Leather Boots,
Poison Dart (2)

Linflas

Apprentice Fighter (0 1 2 4)

Novice Wizard (0 1 2 2)

Health: 65

Stamina: 50

Mana: 12

Luck: 45

Strength: 45

Dexterity: 45

Wisdom: 47

Vitality: 35

Anti-Magic: 50

Anti-Fire: 35

Load: 49

Starting Equipment: Elven Doublet,
Elven Huke,
Elven Boots,
Bow

Elija Lion Of Yaitopya

Novice Fighter (1 1 2 0)

Apprentice Priest (2 1 4 2)

Health: 60

Stamina: 58

Mana: 22

Luck: 50

Strength: 42

Dexterity: 40

Wisdom: 42

Vitality: 36

Anti-Magic: 53

Anti-Fire: 40

Load: 44

Starting Equipment: Robe (Body),
Robe (Legs),
Sandals,
Magical Box (Blue)

2. Items

Items are the main key to surviving in the dungeons.
These are the items you can find in the game.

2a. Potions

Item	Effect
Empty Flask	Required to make potions
Ven Potion	Poison Cloud
Ros Potion	Dexterity
Ku Potion	Strength
Dane Potion	Wisdom
Neta Potion	Vitality
Bro Potion	Cure Poison
Ma Potion	Stamina
Ya Potion	Magic Shield
Ee Potion	Mana
Vi Potion	Health
Water Flask	Water
Ful Bomb	Fireball
Des Potion	None
Kath Bomb	None
Mon Potion	None
Pew Bomb	None
Sar Potion	None
Um Potion	None
Zo Potion	None
Des Potion	None
Kath Bomb	None
Mon Potion	None
Pew Bomb	None
Ra Bomb	None
Sar Potion	None
Um Potion	None
Zo Potion	None

2b. Chest Locations

Locations are done by (Z[Level],X,Y)

(01,27,43)

Scroll ("Drink these to gain magical defense")
Ya potion (2)

(01,02,45)

Drumstick
Corn
Cheese
Bread (2)
Magical box (Blue)
Scroll ("Des Ven will conjure a poison spell")
Empty flask

(02,21,23)

Apple

Cheese

Scroll ("Ya will create a stamina potion")

Scroll ("Some doors can be opened with a Zo spell")

Gold coin (2)

(02,05,34)

Mirror of dawn

(02,05,23)

Silver coin

Copper coin (3)

Magical box (Blue)

(04,12,10)

Bro Potion

Magical Box (Blue)

Ful Bomb

(05,14,33)

Slayer

Water Flask

Drumstick

(07,23,13)

Skeleton Key

(07,25,32)

Ya Potion

Scroll ("The spell Ya Bro Ros leaves a trail of magic footprints.")

(08,40,05)

Green Gem

Scroll ("Put the gem back...")

(10,21,16)

Solid Key

(10,37,37)

Drumstick (4)

Cheese (2)

Bread (2)

2c. Scrolls

Locations are done by (Z[Level],X,Y)

(00,04,15)

"Invoke Ful for a magic torch"

(00,04,17)

"New lives for old bones"

(01,06,17)

"Small details can hide great rewards"

(01,19,25)

"Casting Vi into a flask creates a serum that heals wounds"
"Casting Vi Bro into a flask creates a serum for curing poison"

(01,02,45)

"Des Ven will conjure a poison spell"

(01,27,43)

"Drink these to gain magical defense"

(02,21,23)

"Ya will create a stamina potion"
"Some doors can be opened with a Zo spell"

(02,32,38)

"The spell Des Ew weakens nonmaterial beings"

(03,26,20)

"Ya Bro creates a magical shield potion"
"The spell Oh Ven cast a cloud of poison."

(06,33,28)

"Fireball Ful Ir. Fire Shield Ful Bro Neta."

(06,33,29)

"Light Oh Ir Ra. Darkness Des Ir Sar."

(06,31,25)

"The keys to passage lie hidden deep."

(06,10,07)

"Neither Chaos nor Order is truly balanced"
"The Firestaff can restore balance or destroy it."
"The power gem is sealed in the mountain by a strange magical force."

(06,29,08)

"Balance is the ultimate good"

(06,33,12)

"I fear for the people of the world should the power gem and the Firestaff get in the wrong hands."

"I have given the Firestaff much power. Power to do and undo. Power to break and mend."

"The Firestaff can contain a being of pure alignment with its fluxcage."

"Once fluxcaged a being can be transmuted by the power of the staff which should always be used for balance."

"Zokathra might create a plasma that could burn through the amalgam encasing the gem."

(07,35,39)

"Four potions for boosting skills Ful Bro Ku Oh Bro Ros
Ya Bro Dain Ya Bro Neta"

(07,25,32)

"The spell Ya Bro Ros leaves a trail of magic footprints."

(08,22,28)

"Lightning bolt Oh Kath Ra"

(08,40,05)

"Put the gem back..."

(08,30,19)

"The spell Oh Ew Ra bestows magic vision."

(09,32,40)

"Shield potion Ya Bro. Magic shield Ya Ir."

(09,33,16)

"Mana potion Zo Bro Ra creates a pure mana potion."

(10,26,35)

"The only way out is another way in."

(11,48,27)

"Invisibility Oh Ew Sar"

(13,49,36)

"Only the touch of the proper spell will free the gem and only the Firestaff can possess it."

2d. Miscellaneous

Item	Effect
Apple	500 food
Corn	600 food
Bread	650 food
Cheese	820 food
Screamer Slice	550 food
Worm Round	350 food
Drumstick	990 food
Dragon Steak	1400 food
Gem of Ages	+1 Skill 13
Ekkhard Cross	+1 Skill 15
Moonstone	+3 Mana/+1 Skill 14
The Hellion	None
Pendant Feral	+1 Wizard Skill
Magical Box (Blue)	Less power than green
Magical Box (Green)	More power than blue
Mirror of Dawn	None
Rope	No damage on pits when used
Rabbit's Foot	+10 Luck
Corbamite	None
Choker	None
Lock Picks	None
Magnifier	None
Zokathra Spell	None
Bones	None
Compass	None
Water	Fills up Water (3 uses)
Waterskin	Use on water sources to refill
Jewel Symal	+15 Anti-Magic
Illumulet	Light
Ashes	None
(Name) Bones	Revive at Vi Altar
Copper Coin	None
Silver Coin	None
Gold Coin	None
Iron Key	None
Key of B	None
Solid Key	None
Square Key	None
Turquoise Key	None
Cross Key	None
Onyx Key	None
Skeleton Key	None
Gold Key	None
Winged Key	None
Topaz Key	None
Sapphire Key	None
Emerald Key	None
Ruby Key	None
Ra Key	None
Master Key	None
Boulder	None
Blue Gem	None
Orange Gem	None
Green Gem	None
Lock Picks	None
Bones	None
Onyx Key	None
Sapphire Key	None

 3. Equipment

- Armor Strength (AS): The armor value (0..200) associated with the item. Some items (Shields) have the "Ignored" keyword, meaning that the item's Armor Strength will be ignored when calculating armor. This value can go up to 200.

- Sharp Resistance (SR): A 0..7 value which is used when monsters have a "sharp" attack. Sharp attacks use the following format to calculate armor: (Sharp Resistance / 7) * Armor Strength, so if the Sharp Resistance value is 0, a creature having a Sharp attack will ignore your armor.

- Damage: The base number used to calculate how much damage your attack does.

- Distance: This value determines how far the item will go when thrown. If a weapon is used to "Shoot", this will be a part of how far the item being shot will travel. The farther the projectile goes, the more damage it does (Damage is decreased as it flies).

- Shoot Damage: The amount of damage associated with fired projectiles.

- Delta energy: Delta energy lost for each room the projectile travels.

- -??% Enemy Armor (ER) is the reduction of the enemies armor.

 3a. Weapons

Item	Damage	Distance	Shoot Damage	Delta Energy	Effect (s)
Eye of Time	2	0	0	2	None
Stormring	2	0	0	3	None
Torch	8	2	0	0	Light
Flamitt	10	80	30	0	None
Staff of Claws	16	7	0	1	+4 Mana
Bolt Blade	49	110	66	1	None
Fury	55	20	0	0	None
The Firestaff	25	1	255	15	+1 Skills
Dagger	10	19	0	2	None
Falchion	30	8	0	0	None
Sword	34	10	0	0	None
Rapier	38	10	0	0	None
Sabre	42	11	0	0	None
Samurai Sword	46	12	0	0	None
Delta	50	14	0	0	+1 Mana
Diamond Edge	62	14	0	0	-25% ER
Vorpal Blade	48	13	0	0	+4 Mana
The Inquisitor	58	15	0	0	+2 Mana
Axe	49	33	0	2	None
Hardcleave	70	44	0	2	-12.5% ER
Mace	32	10	0	0	None
Mace of Order	42	13	0	0	+5 Strength
Morningstar	60	15	0	0	None
Club	19	10	0	0	None
Stone Club	44	22	0	0	None
Bow	1	50	50	4	None
Crossbow	1	180	120	14	None
Arrow	2	10	0	10	None
Slayer	2	28	0	10	None
Sling	5	20	50	7	None

Rock	6	18	0	11	None
Poison Dart	7	23	0	12	None
Throwing Star	3	19	0	1	None
Stick	4	4	0	0	None
Staff	12	4	0	1	+2 Mana
Wand	0	0	0	2	+1 Mana
Teowand	1	20	0	12	+6 Mana
Yew Staff	18	6	0	0	+4 Mana
Staff of Manar	0	4	0	15	+10 Mana
Snake Staff	0	3	0	3	+8 Mana
The Conduit	0	7	0	8	+15-17 Mana
Dragon Spit	3	1	0	4	+7 Mana
Sceptre of Lyf	9	4	0	3	+3-5 Mana
Horn of Fear	1	1	0	0	Scare
Speedbow	1	220	125	10	None
The Firestaff (Complete)	100	50	255	15	+2 Skills
Stick	4	4	0	0	None
The Conduit	0	7	0	8	+15-17 Mana

3b. Armor

Item	AS/SR	Effect(s)
-----	-----	-----
Cape	5/1	None
Cloak of Night	10/1	+8 Dexterity
Barbarian Hide	4/1	None
Sandals	5/2	None
Leather Boots	25/4	None
Robe (Body)	5/0	None
Robe (Legs)	5/0	None
Fine Robe (Body)	7/1	None
Fine Robe (Legs)	7/1	None
Kirtle	6/1	None
Silk Shirt	4/0	None
Tabard	5/1	None
Gunna	7/1	None
Elven Doublet	11/2	None
Elven Huke	13/2	None
Elven Boots	13/2	+1-14 Load
Leather Jerkin	17/3	None
Leather Pants	20/3	None
Suede Boots	20/3	None
Blue Pants	12/2	None
Tunic	9/1	None
Ghi	8/1	None
Ghi Trousers	9/1	None
Calista	1/4	None
Crown of Nerra	5/4	+10 Wisdom
Bezerker Helm	12/5	None
Helmet	17/5	None
Basinet	20/5	None
Buckler	22/5	None
Hide Shield	16/2	None
Wooden Shield	20/3	None
Small Shield	35/4	None
Mail Aketon	35/5	None
Leg Mail	35/5	None
Mithral Aketon	70/7	None

Mithral Mail	55/7	None
Casque'n Coif	25/6	None
Hosen	30/6	None
Armet	40/7	None
Torso Plate	65/4	None
Leg Plate	56/4	None
Foot Plate	37/5	None
Large Shield	56/4	None
Helm of Lyte	62/5	None
Plate of Lyte	125/4	None
Poleyn of Lyte	90/4	None
Greave of Lyte	50/5	None
Shield of Lyte	85/4	None
Helm of Darc	76/4	None
Plate of Darc	160/4	None
Poleyn of Darc	101/4	None
Greave of Darc	60/4	None
Shield of Darc	54/6	None
Dexhelm	54/6	+10 Dexterity
Flamebain	60/7	+12 Anti-Fire
Powertowers	88/4	+10 Strength
Boots of Speed	16/2	Speeds up moves
Halter	3/3	None
Cape	5/1	None
Dexhelm	54/6	+10 Dexterity
Powertowers	88/4	+10 Strength

4. Creatures

There are 27 kinds of creatures, and many generators triggered by walking in the dungeon.

- Speed: The amount of time between each move (1/6ths of a second). Value 255 means the creature does not move.
- Armor: The armor value associated with the creature.
- Base health: This value is used to calculate the health of creatures generated during the game.
- Hit probability: The chance each creature's attack has of hitting a hero.
- Poison amount: The amount of poison the creature can inflict.
- Attack power: The power of the creature's attacks
- Attack type: This number is used to determine what kind of attack the creature executes. Changing this value will result in a different "protection" to be used when calculating the damage:

- 1: Use Anti-Fire to determine damage
- 2: Half the hero's armor and do physical damage
- 3: Unknown
- 4: Deal physical piercing damage
- 5: Use Anti-Magic to determine damage
- 6: Use Wisdom to determine damage

4a. Creature Statistics

Mummy

Speed: 17

Armor: 25/255
Base health: 33
Hit probability: 20/255
Poison amount: 0/255
Attack power: 40
Attack type: 3
Sight range: 4/15
Awareness: 2/15
Spell range: 1/15
Skill: 4
Bravery: 9/15
Magic resistance: 1/15
Poison resistance: 15/15
Special abilities: Hit by Weaken Nonmaterial Beings spell
Absorbs projectiles / Can see in darkness
Groups: 1-4
Spells: None
Item(s) left when killed: None
Killed by: Weapons, Poison Bolt, Fireball, Lightning Bolt

Screamer

Speed: 120
Armor: 5/255
Base health: 165
Hit probability: 5/255
Poison amount: 0/255
Attack power: 5
Attack type: 6
Sight range: 1/15
Awareness: 1/15
Spell range: 1/15
Skill: 0
Bravery: 15/15
Magic resistance: 6/15
Poison resistance: 7/15
Special abilities: Absorbs projectiles
Groups: 1-4
Spells: None
Item(s) left when killed: Screamer Slice (1-2)
Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Rockpile

Speed: 185
Armor: 170/255
Base health: 50
Hit probability: 40/255
Poison amount: 5/255
Attack power: 10
Attack type: 4
Sight range: 3/15
Awareness: 4/15
Spell range: 1/15
Skill: 5
Bravery: 12/15
Magic resistance: 14/15
Poison resistance: 6/15
Special abilities: None
Groups: 1-4

Spells: None

Item(s) left when killed: Rock (0-2), Boulder (1-2)

Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Trolin

Speed: 13

Armor: 28/255

Base health: 20

Hit probability: 25/255

Poison amount: 0/255

Attack power: 41

Attack type: 3

Sight range: 3/15

Awareness: 3/15

Spell range: 1/15

Skill: 1

Bravery: 4/15

Magic resistance: 2/15

Poison resistance: 3/15

Special abilities: Absorbs projectiles

Groups: 1-4

Spells: None

Item(s) left when killed: Club

Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Magenta Worm

Speed: 18

Armor: 72/255

Base health: 70

Hit probability: 45/255

Poison amount: 35/255

Attack power: 35

Attack type: 4

Sight range: 1/15

Awareness: 10/15

Spell range: 1/15

Skill: 5

Bravery: 10/15

Magic resistance: 9/15

Poison resistance: 11/15

Special abilities: Hit by Weaken Nonmaterial Beings spell

Groups: 1-2

Spells: None

Item(s) left when killed: Worm Round (1-3)

Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Giant Wasp

Speed: 1

Armor: 180/255

Base health: 8

Hit probability: 28/255

Poison amount: 20/255

Attack power: 150

Attack type: 4

Sight range: 2/15

Awareness: 4/15

Spell range: 1/15

Skill: 9
Bravery: 15/15
Magic resistance: 0/15
Poison resistance: 0/15
Special abilities: Levitates / Hit by Weaken Nonmaterial Beings spell
Absorbs projectiles
Groups: 1-4
Spells: None
Item(s) left when killed: None
Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Ghost

Speed: 11
Armor: 15/255
Base health: 30
Hit probability: 55/255
Poison amount: 0/255
Attack power: 80
Attack type: 6
Sight range: 3/15
Awareness: 4/15
Spell range: 1/15
Skill: 6
Bravery: 6/15
Magic resistance: 12/15
Poison resistance: 15/15
Special abilities: Levitates / Hit by Disrupt attack (Vorpall Blade)
Can see invisible / Can see in darkness / Can pass through wooden and iron doors (but not through porticullis and Ra doors) doors,
Nearly immune to spells (excepted Weaken Nonmaterial Beings)
Groups: 1-4
Spells: None
Item(s) left when killed: None
Killed by: Vorpall Blade, Yew Staff, Staff Of Manar, Weaken Nonmaterial Beings

Swamp Slime

Speed: 15
Armor: 20/255
Base health: 110
Hit probability: 80/255
Poison amount: 15/255
Attack power: 20
Attack type: 3
Sight range: 2/15
Awareness: 1/15
Spell range: 3/15
Skill: 3
Bravery: 10/15
Magic resistance: 4/15
Poison resistance: 14/15
Special abilities: Hit by Weaken Nonmaterial Beings spell
Absorbs projectiles
Groups: 1-4
Spells: Slime
Item(s) left when killed: None
Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Couatl

Speed: 5
Armor: 42/255
Base health: 39
Hit probability: 90/255
Poison amount: 100/255
Attack power: 88
Attack type: 4
Sight range: 3/15
Awareness: 4/15
Spell range: 1/15
Skill: 7
Bravery: 3/15
Magic resistance: 3/15
Poison resistance: 6/15
Special abilities: Hit by Weaken Nonmaterial Beings spell
Absorbs projectiles / Levitates / Can see in darkness
Groups: 1
Spells: None
Item(s) left when killed: None
Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Wizard Eye

Speed: 10
Armor: 30/255
Base health: 40
Hit probability: 58/255
Poison amount: 0/255
Attack power: 80
Attack type: 5
Sight range: 10/15
Awareness: 2/15
Spell range: 3/15
Skill: 6
Bravery: 10/15
Magic resistance: 3/15
Poison resistance: 11/15
Special abilities: Hit by Weaken Nonmaterial Beings spell
Absorbs projectiles / Levitates
Groups: 1-4
Spells: Lightning Bolt, Open Door
Item(s) left when killed: None
Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Skeleton

Speed: 7
Armor: 22/255
Base health: 20
Hit probability: 22/255
Poison amount: 0/255
Attack power: 80
Attack type: 4
Sight range: 3/15
Awareness: 0/15
Spell range: 1/15
Skill: 5
Bravery: 9/15

Magic resistance: 6/15
Poison resistance: 15/15
Special abilities: Hit by Weaken Nonmaterial Beings spell
Can see in darkness
Groups: 1-4
Spells: None
Item(s) left when killed: Wooden Shield, Falchion
Killed by: Weapons, Poison Bolt, Fireball, Lightning Bolt

Stone Golem

Speed: 21
Armor: 240/255
Base health: 120
Hit probability: 219/255
Poison amount: 0/255
Attack power: 35
Attack type: 3
Sight range: 3/15
Awareness: 0/15
Spell range: 1/15
Skill: 11
Bravery: 15/15
Magic resistance: 15/15
Poison resistance: 15/15
Special abilities: Hit by Weaken Nonmaterial Beings spell
Groups: 1
Spells: None
Item(s) left when killed: Stone Club
Killed by: Weapons

Giggler

Speed: 3
Armor: 50/255
Base health: 10
Hit probability: 10/255
Poison amount: 0/255
Attack power: 110
Attack type: 0
Sight range: 6/15
Awareness: 3/15
Spell range: 1/15
Skill: 1
Bravery: 0/15
Magic resistance: 3/15
Poison resistance: 2/15
Special abilities: Absorbs projectiles, Can steal items in heroes' hands
Groups: 1-4
Spells: None
Item(s) left when killed: None
Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Pain Rat

Speed: 9
Armor: 45/255
Base health: 101
Hit probability: 90/255
Poison amount: 0/255

Attack power: 65
Attack type: 4
Sight range: 4/15
Awareness: 5/15
Spell range: 1/15
Skill: 8
Bravery: 15/15
Magic resistance: 3/15
Poison resistance: 10/15
Special abilities: Absorbs projectiles
Groups: 1-2
Spells: None
Item(s) left when killed: Drumstick (1-2)
Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Vexirk

Speed: 10
Armor: 47/255
Base health: 44
Hit probability: 75/255
Poison amount: 0/255
Attack power: 90
Attack type: 5
Sight range: 5/15
Awareness: 3/15
Spell range: 4/15
Skill: 9
Bravery: 5/15
Magic resistance: 5/15
Poison resistance: 3/15
Special abilities: Levitates / Absorbs projectiles
Hit by Weaken Nonmaterial Beings spell
Groups: 1-4
Spells: Open Door, Poison Cloud, Fireball, Lightning Bolt
Item(s) left when killed: None
Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Ruster

Speed: 20
Armor: 100/255
Base health: 60
Hit probability: 30/255
Poison amount: 0/255
Attack power: 30
Attack type: 3
Sight range: 2/15
Awareness: 3/15
Spell range: 1/15
Skill: 3
Bravery: 3/15
Magic resistance: 8/15
Poison resistance: 5/15
Special abilities: Absorbs projectiles
Hit by Weaken Nonmaterial
Beings spell
Groups: 1-2
Spells: None
Item(s) left when killed: None

Killed by: any weapons or offensive spells

Giant Scorpion

Speed: 8

Armor: 55/255

Base health: 150

Hit probability: 150/255

Poison amount: 240/255

Attack power: 55

Attack type: 4

Sight range: 3/15

Awareness: 1/15

Spell range: 1/15

Skill: 9

Bravery: 9/15

Magic resistance: 7/15

Poison resistance: 8/15

Special abilities: Absorbs projectiles

Hit by Weaken Nonmaterial

Beings spell

Groups: 1

Spells: None

Item(s) left when killed: None

Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Water Elemental

Speed: 25

Armor: 75/255

Base health: 144

Hit probability: 66/255

Poison amount: 0/255

Attack power: 50

Attack type: 3

Sight range: 1/15

Awareness: 3/15

Spell range: 1/15

Skill: 6

Bravery: 7/15

Magic resistance: 10/15

Poison resistance: 14/15

Special abilities: Hit by Weaken Nonmaterial Beings spell

Can see in darkness / Hit by Disrupt attack (Vorpall Blade)

Can pass through wooden and iron doors

(but not through porticullis and Ra doors)

Groups: 1

Spells: None

Item(s) left when killed: None

Killed by: Vorpall Blade, Yew Staff, Staff Of Manar, Weaken Nonmaterial

Beings, Destroyed when standing over a floor grate

Animated Armour

Speed: 14

Armor: 140/255

Base health: 60

Hit probability: 105/255

Poison amount: 0/255

Attack power: 70

Attack type: 4
Sight range: 5/15
Awareness: 0/15
Spell range: 1/15
Skill: 10
Bravery: 15/15
Magic resistance: 15/15
Poison resistance: 15/15
Special abilities: None
Groups: 1-4
Spells: None
Item(s) left when killed: Armet, Torso Plate, Leg Plate, Foot Plate,
Sword (2)
Killed by: Weapons, Poison Bolt, Fireball, Lightning Bolt

Oitu

Speed: 7
Armor: 33/255
Base health: 77
Hit probability: 130/255
Poison amount: 0/255
Attack power: 60
Attack type: 4
Sight range: 2/15
Awareness: 5/15
Spell range: 1/15
Skill: 9
Bravery: 6/15
Magic resistance: 5/15
Poison resistance: 8/15
Special abilities: Hit by Weaken Nonmaterial Beings spell
Groups: 1
Spells: None
Item(s) left when killed: None
Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Materializer

Speed: 5
Armor: 15/255
Base health: 33
Hit probability: 61/255
Poison amount: 0/255
Attack power: 65
Attack type: 5
Sight range: 8/15
Awareness: 2/15
Spell range: 3/15
Skill: 12
Bravery: 7/15
Magic resistance: 5/15
Poison resistance: 15/15
Special abilities: Levitates / Hit by Disrupt attack (Vorpall Blade)
Can pass through wooden and iron doors (but not through porticullis
and Ra doors) / Can only be killed when materialized
Groups: 1-4
Spells: Poison Cloud, Fireball
Item(s) left when killed: None
Killed by: Vorpall Blade, Yew Staff, Staff Of Manar,

Weaken Nonmaterial Beings

Black Flame

Speed: 255

Armor: 45/255

Base health: 80

Hit probability: 105/255

Poison amount: 0/255

Attack power: 60

Attack type: 1

Sight range: 4/15

Awareness: 3/15

Spell range: 1/15

Skill: 5

Bravery: 10/15

Magic resistance: 15/15

Poison resistance: 15/15

Special abilities: Hit by Weaken Nonmaterial Beings spell

Hit by Disrupt attack (Vorpal Blade) / Can see invisible

Can see in darkness / Nearly immune to spells (except Weaken

Nonmaterial Beings)

Groups: 1

Spells: None

Item(s) left when killed: None

Killed by: Vorpal Blade, Yew Staff, Staff Of Manar,

Weaken Nonmaterial Beings

Demon

Speed: 10

Armor: 68/255

Base health: 100

Hit probability: 100/255

Poison amount: 0/255

Attack power: 75

Attack type: 3

Sight range: 4/15

Awareness: 3/15

Spell range: 4/15

Skill: 13

Bravery: 15/15

Magic resistance: 5/15

Poison resistance: 10/15

Special abilities: Can see in darkness

Hit by Weaken Nonmaterial Beings spell / Absorbs projectiles

Groups: 1-4

Spells: Fireball

Item(s) left when killed: None

Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Red Dragon

Speed: 13

Armor: 110/255

Base health: 255

Hit probability: 255/255

Poison amount: 0/255

Attack power: 70

Attack type: 4

Sight range: 5/15
Awareness: 6/15
Spell range: 2/15
Skill: 15
Bravery: 7/15
Magic resistance: 12/15
Poison resistance: 6/15
Special abilities: Hit by Weaken Nonmaterial Beings spell
Absorbs projectiles
Groups: 1
Spells: Fireball
Item(s) left when killed: Dragon Steak (8-10)
Killed by: Weapons, Poison Bolt, Poison Cloud, Fireball, Lightning Bolt

Lord Chaos

Speed: 12
Armor: 255/255 (invincible)
Base health: 180
Hit probability: 210/255
Poison amount: 0/255
Attack power: 130
Attack type: 5
Sight range: 9/15
Awareness: 3/15
Spell range: 6/15
Skill: 15
Bravery: 3/15
Magic resistance: 11/15
Poison resistance: 15/15
Special abilities: Hit by Weaken Nonmaterial Beings spell
Can see invisible / Can see in darkness / Levitates / Teleportation
Groups: 1
Spells: Fireball, Lightning Bolt, Poison Cloud, Open Door
Item(s) left when killed: None
Killed by: The Firestaff

Lord Order

Speed: 12
Armor: 255/255 (invincible)
Base health: 180
Hit probability: 210/255
Poison amount: 0/255
Attack power: 130
Attack type: 5
Sight range: 9/15
Awareness: 3/15
Spell range: 6/15
Skill: 15
Bravery: 3/15
Magic resistance: 11/15
Poison resistance: 15/15
Special abilities: Hit by Weaken Nonmaterial Beings spell
Can see invisible / Can see in darkness / Levitates

Grey Lord

Speed: 12
Armor: 255/255 (invincible)

Base health: 180
Hit probability: 210/255
Poison amount: 0/255
Attack power: 130
Attack type: 5
Sight range: 9/15
Awareness: 3/15
Spell range: 6/15
Skill: 15
Bravery: 3/15
Magic resistance: 11/15
Poison resistance: 15/15
Special abilities: Hit by Weaken Nonmaterial Beings spell
Can see invisible / Can see in darkness / Levitates

5. Skills

There are twenty skills that each hero can use and in which they gain experience. The first four skills (0 to 3) are the "basic skills" displayed in the character statistics sheet screen (Fighter, Ninja, Priest, Wizard). When experience is gained in any of the hidden skills 4 through 19 then that experience is also added to the experience in the associated "basic skill". For example, experience added to skill number 10 is also added to skill number 1.

Basic skills:

0: Fighter
1: Ninja
2: Priest
3: Wizard

Hidden skills:

4, 5, 6, 7: Hidden Fighter skills
8, 9, 10, 11: Hidden Ninja skills
12, 13, 14, 15: Hidden Priest skills
16, 17, 18, 19: Hidden Wizard skills

Each of the skills has two components: a permanent "experience" component that can only increase and a temporary adjustment which can be negative as a result of battle injuries and such.

Heroes earn experience points in each of these skills in many ways during their adventure in the dungeon. Once enough experience has been acquired in a skill, heroes gain a level in that skill, and some of their statistics are increased.

5a. Levels

To determine a heroes's level in any of the skills look at the following algorithm:

0. - (0)
1. Neophyte (500)

2. Novice (1,000)
3. Apprentice (2,000)
4. Journeyman (4,000)
5. Craftsman (8,000)
6. Artisan (16,000)
7. Adept (32,000)
8. Expert (64,000)
9. Lo Master (128,000)
10. Um Master (256,000)
11. On Master (512,000)
12. Ee Master (1,024,000)
13. Pal Master (2,048,000)
14. Mon Master (4,096,000)
15. Archmaster (8,192,000)

5b. Statistics

Health

This value represents how much damage a hero can take before dying.
You can regain Health points by sleeping and drinking healing potions.
Health also naturally increases over time, but slowly.

Stamina

This value represents the heroes's ability to overcome fatigue.
It decreases when you walk and fight and also when you are
hungry or thirsty.
If this value is equal to zero, any more activity will decrease health.
You can regain Stamina points by sleeping and drinking Stamina potions.
Stamina also naturally increases over time, but slowly.

Mana

This value represents the magical energy a hero has to cast spells.
Each spoken rune will consume some Mana.
You can regain Mana points by sleeping and drinking Mana potions.
Mana also naturally increases over time, but slowly.

The speed of the increase of mana while you sleep depends on the Wisdom
and the Priest and Wizard levels of the hero.

Load

This value represents the weight a hero can carry.
The more a hero is carrying, the more stamina is consumed.
When this value is displayed in yellow, this is a warning that
the heroes carries a lot of things. When it is displayed in red,
the hero is overloaded and his actions will consume a lot of stamina.

The maximum load a hero can carry is based on the Strength value.

Strength

This value determines the load a hero can carry, how far items can
be thrown and how much damage is done by melee attacks.

Dexterity

This value determines the accuracy of missiles and the odds of hitting opponents in combat. It also helps the hero to avoid or reduce physical damage.

Wisdom

This value is important for spellcasters as it determines their ability to master Magic. It also determines the speed of Mana recovery.

Vitality

This value determines how quickly a hero heals and regains Stamina as well as his poison resistance. It also helps to reduce damage.

Anti-Magic

This value determines a hero's resistance to magic attacks.

Anti-Fire

This value determines a hero's resistance to fire damage.

Food and Water

These two values represent how hungry and thirsty a hero is. Food and Water values are decreased to regenerate Stamina and Health. When these values reach zero, the hero is starving: his Stamina and health decrease until he eats, drinks or dies.

Luck (hidden statistic)

This value is not visible through the game user interface. It is used during combat and its value is changed each time you use it. The value increases when you are unlucky and decreases when you are lucky. For example, if a hero would miss a hit, his Luck can help him still succeed. In this case, the Luck value is decreased. This value is modified by some items: a Rabbit's Foot will increase it by 10, while cursed items will decrease it by 3.

Resurrect and Reincarnate

Resurrection: Heroes return to life exactly as they were: they will remember all their previous skills and statistics. This option is better in the short term as you start the game with heroes already having a basic training.

Reincarnation: Heroes lose memory and skills, but some statistics are slightly increased. Reincarnation gives you a couple of advantages:

- You can rename your heroes
- You will find that, at equivalent levels, you will have more Health and Mana than if the same hero had been resurrected

This option is better in the long term because as you train your hero yourself, they will end up with higher skills and statistics. However, this makes the beginning of the game a little harder.

Statistics increase

When a hero has gained enough experience in one skill to reach a new level some of the hero's statistics are increased based on which skill he progressed in:

- All skills increase Health and Stamina.
- Fighter skills increase Strength and Dexterity.
- Ninja skills increase Strength and Dexterity.
- Priest skills increase Mana, Wisdom and Anti-Magic.
- Wizard skills increase Mana and Wisdom.

----- 5c. Experience -----

The most efficient way to earn experience points is to fight creatures with weapons and spells. But you can also use your weapons and spells without any enemy, and still earn some experience points (but only half).

Moreover, each level has an associated experience multiplier. In Dungeon Master, the deeper you are in the dungeon, the more experience you will gain for any given action.

Here is the simplified algorithm used to determine the experience you will earn by performing an action:

- Experience = Experience Gain associated to the action you perform
- If the Improved Skill associated to the action you perform is between 04 and 11 (hidden Fighter and Ninja skills) and if no creature has attacked the party for at least 150 clock ticks (25 seconds), then Experience is divided by 2.
- If the Experience Multiplier of the current level is not 0, then Experience is multiplied by the Experience Multiplier
- If the Improved Skill associated to the action you perform is above 04 (any hidden skill) and if a creature has attacked the party less than 25 clock ticks ago (about 4.17 seconds), then Experience is multiplied by 2.

The computed Experience value is added to the Improved Skill associated to the action you performed. If this Improved Skill is one of the hidden skills, then the experience is also added to the basic skill.

----- 5d. Training -----

You can develop the Priest and Wizard skills of heroes that have no mana at the beginning by giving them items that magically increase mana, so that they can cast low mana cost spells and gain levels.

Low skilled heroes might not be able to use certain actions on some items until they reach a minimum skill level. In that case, the action name does not appear when you try to use the item.

Here are some ways to train:

Fighter

-
- Let yourself get hit by creatures
 - Bash

- Berzerk
- Block
- Chop
- Cleave
- Jab
- Melee
- Parry
- Slash
- Stun
- Swing
- Thrust
- War Cry

Ninja

-
- Climb Down
 - Hit
 - Kick
 - Punch
 - Shoot
 - Stab
 - Throw

Priest

-
- Cast priest spells
 - Blow Horn
 - Brandish
 - Calm
 - Fireshield
 - Freeze Life
 - Heal
 - Spellshield
 - War Cry

Wizard

-
- Cast wizard spells
 - Dispell
 - Disrupt
 - Fireball
 - Fluxcage
 - Fuse
 - Invoke
 - Light
 - Lightning
 - Window

5e. Actions

These are all of the actions in the game.

Actions	Improved Skill	Experience
-----	-----	-----
N	00 Fighter 1	0
Block	07 Fighter 5	8
Chop	06 Fighter 4	10
X	00 Fighter 1	0

Blow Horn	14 Priest 4	0
Flip	12 Priest 2	0
Punch	09 Ninja 3	8
Kick	09 Ninja 3	13
War Cry	14 Priest 4	7
Stab	09 Ninja 3	15
Climb Down	08 Ninja 2	15
Freeze Life	14 Priest 4	22
Hit	09 Ninja 3	10
Swing	04 Fighter 2	6
Stab (unused)	05 Fighter 3	12
Thrust	05 Fighter 3	19
Jab	05 Fighter 3	11
Parry	07 Fighter 5	17
Hack	04 Fighter 2	9
Berzerk	04 Fighter 2	40
Fireball	16 Wizard 2	35
Dispell	17 Wizard 3	25
Confuse	14 Priest 4	0
Lightning	17 Wizard 3	30
Disrupt	17 Wizard 3	10
Melee	06 Fighter 4	24
X	08 Ninja 2	0
Invoke	03 Wizard 1	25
Slash	04 Fighter 2	9
Cleave	04 Fighter 2	12
Bash	06 Fighter 4	11
Stun	06 Fighter 4	10
Shoot	11 Ninja 5	9
Spellshield	15 Priest 5	20
Fireshield	15 Priest 5	20
Fluxcage	03 Wizard 1	12
Heal	13 Priest 3	0
Calm	14 Priest 4	0
Light	17 Wizard 3	20
Window	18 Wizard 4	30
Spit	16 Wizard 2	25
Brandish	14 Priest 4	0
Throw	10 Ninja 4	5
Fuse	03 Wizard 1	1

6. Spells

Spells are made of 2 to 4 runes. The first rune is the "power" of the spell (which affects the strength, duration, and mana cost).

The other 1 to 3 rune(s) designate the spell itself.

High power spells cannot be cast by low skilled heroes.

Each rune costs mana points, depending on the selected power.

If a hero has not enough mana points, the rune cannot be used.

You have to wait, sleep, drink mana potions, or equip items that increase your mana.

6a. Rune Levels

Rune Levels are determined by Symbol/Name/Mana Cost/Power Multiplier

Power

<</Lo/1/x8

Square/Um/2/x12

=/On/3/x16

Diamond/Ee/4/x20

Fork/Pal/5/x24

Corner Triangle/Mon/6/x28

Elemental

Four squares/Ya/2,3,4,5,6,7

Two ~/Vi/3,4,6,7,9,10

Four diamond-like dots/Oh/4,6,8,10,12,14

Backwards N/Ful/5,7,10,12,15,17

Line with degree sign on top/Des/6,9,12,15,18,21

Face/Zo/7,10,14,17,21,24

Form

Hourglass/Ven/4,6,8,10,12,14

Unlocked lock/Ew/5,7,10,12,15,17

Arrows going upright/Kath/6,9,12,15,18,21

E/Ir/7,10,14,17,21,24

O/Bro/7,10,14,17,21,24

Lightning Bolt/Gor/9,13,18,22,27,31

Class

Sword/Ku/2,3,4,5,6,7

Eye/Ros/2,3,4,5,6,7

Bent Cross/Dain/3,4,6,7,9,10

Grave/Neta/4,6,8,10,12,14

Sun/Ra/6,9,12,15,18,21

Glass/Sar/7,10,14,17,21,24

6b. Priest Spells

Casting these spells will increase your experience with the Priest class:

Rune(s)	Effect	Difficulty	Duration	Improved Skill
Vi	Health Potion	1	32 seconds	13 Priest 3
Ya	Stamina Potion	2	15 seconds	13 Priest 3
Zo/Bro/Ra	Mana Potion	3	63 seconds	02 Priest 1
Ful/Bro/Ku	Strength Potion	4	15 seconds	13 Priest 3
Oh/Bro/Ros	Dexterity Potion	4	15 seconds	13 Priest 3
Ya/Bro/Dain	Wisdom Potion	4	15 seconds	13 Priest 3
Ya/Bro/Neta	Vitality Potion	4	15 seconds	13 Priest 3
Vi/Bro	Cure Poison Potion	1	26 seconds	13 Priest 3
Ya Bro	Shield Potion	2	25 seconds	15 Priest 5
Ful/Bro/Neta	Fire Shield	4	28 seconds	15 Priest 5
Ya/Ir	Shield	2	30 seconds	15 Priest 5
Des/Ir/Sar	Darkness	1	12 seconds	15 Priest 5
Oh/Ew/Ra	See Through Walls	3	33 seconds	15 Priest 5

6c. Wizard Spells

Casting these spells will increase your experience with the Wizard class:

Rune(s)	Effect	Difficulty	Duration	Improved Skill
Ful	Torch	1	15 seconds	16 Wizard 2
Oh/Ir/Ra	Light	4	22 seconds	17 Wizard 3
Zo	Open Door	1	15 seconds	17 Wizard 3
Ya/Bro/Ros	Magic Footprints	1	18 seconds	18 Wizard 4
Oh/Ew/Sar	Invisibility	3	45 seconds	17 Wizard 3
Zo/Ven	Poison Potion	2	30 seconds	19 Wizard 5
Des/Ven	Poison Bolt	1	16 seconds	19 Wizard 5
Oh/Ven	Poison Cloud	3	27 seconds	19 Wizard 5
Des/Ew	Weaken Nonmaterial Beings	1	20 seconds	18 Wizard 4
Ful/Ir	Fireball	3	42 seconds	16 Wizard 2
Oh/Kath/Ra	Lightning Bolt	4	30 seconds	17 Wizard 3
Zo/Kath/Ra	Zokathra Spell	0	15 seconds	03 Wizard 1

7. Hints

You can easily kill Creatures by having them walk up to you and stand in a doorway with a switch. All you have to do to kill it is to just push the switch or lever. The door will continuously try to close, constantly squishing the Creature and damaging it.

Another easy way to kill Creatures is to have them run into traps. This is a good method to use on the Red Dragon, which will save you the trouble of having to kill it.

There is a method of killing Lord Chaos automatically, as with all other Creatures. You can kill anything instantly by teleporting over it.

An easy method to trap Lord Chaos in the Fluxcage is by using WarCry on it, which will cause it to run away, letting you easily trap it in a corner.

Gigglers only steal what are in your hands. If you don't want to go through the trouble of having them steal from you, drop what's in your hands and cast spells to kill them.

Cast the Zokathra spell in mazes so you don't get lost.

The Diamond Edge is the best normal weapon. Use its "stab" option. It does more damage per minute than any other weapon.

The completed Firestaff's "fuse" option has the same effect on nonmaterial beings as a powerful des ew spell.

The number of items in the dungeon is limited. If you run around and kill a lot of monsters that leave items behind, things will start to disappear to make room for the new items. This does not effect things that already existed at the start of the game, things in your inventory and things in chests. Put your hunting trophies and the poison darts from the launcher on level 10 in a chest if you want to keep them.

Go to level 10, coordinates (30,38), and get a single trolin to follow you. You should be facing the door to the "enlarge my view" puzzle, while the

trolin is standing next to you. The trolin will start hitting you (use some vi potions when things get out of control, but do not kill it). It will also prevent water elementals from reaching you. You will now get experience points very fast because you are on a deep dungeon level and a monster is attacking you. Kick the door for ninja levels and berzerk the door for fighter levels. When running out of food or water, just open the door and go to the rats' level via the skeleton-key stairwell.

Go to level 12, coordinates (32,30) or (33,31). The Black Flame in front of you must be active. Cast Fireshields so it can't harm you any more. (2 mon fireshields will protect you for about 3 minutes.) You will now get experience points very fast because you are on a deep dungeon level and a monster is attacking you. Even if the black flame can't harm you, you still get fighter points for getting hit by it. The skeleton-key stairwell is nearby, so you can go to the rats' level to get food and water quickly.

Get a rope. Climb down where there is no pit. The climb down action will fail and there will be no recovery time. But you did get the experience points for climbing down. You can go from nothing to archmaster ninja in just 3 hours. Remember to keep an eye on the character's stamina when doing this.

8. Glitches

Ghost Mode

When choosing a hero, pick one that can cast Poison Cloud (Level 3 Wizard Spell). Resurrect this hero and run into the wall until the hero almost dead. Then walk up to another hero's mirror. Cast Poison Cloud (Multiplier+Oh+Ven) and immediately pick the mirror in front of you. Wait until your hero dies. Then exit out of the mirror. You will now have a dead hero, but not get Game Over. You can go by the gate in the beginning without getting another hero. Monsters won't attack you, but they will block your way, trying to attack you (though they can't hurt you). All you can do is open and throw things and hold one item.

Duplicate Items

On Level 2 at (09,38) there is a blinking teleporter. Use the completed Firestaff to cast Fluxcage in that teleporter. It is then teleported to (15,38). After a while, the teleported Fluxcage starts to look like there is also something else there. At that point the duplicator is ready and can be used by putting items on ground and picking them up. They will still exist on ground after you pick them up.

9. Updates

Version 1.0 (11/7/04)

Started Guide
Has all Spells/Items/Skills/Equipment/Creatures

Version 1.1 (11/10/04)

Scroll and Chest format changed

Spelling/grammar errors fixed

Version 1.2 (11/19/04)

Fixed capitalization errors

Version 1.3 (12/4/04)

Added 'Hints' section

Added 'Glitches' section

Version 1.4 (2/14/05)

Added more hints to 'Hints' section

Added new glitch to 'Glitches' section

Fixed errors in 'Hints' section

Version 1.5 (5/7/05)

Added 'Heroes' Section

10. Legal Stuff

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