



a weapon or dodge blows. Ninjas possess higher dexterity than other champions. Wisdom affects a champion's ability to learn spells and recover Mana. Vitality governs how fast a champion recovers from wounds or resists injury. Anti-magic helps resist magic attacks and anti-fire helps resist injury from fire.

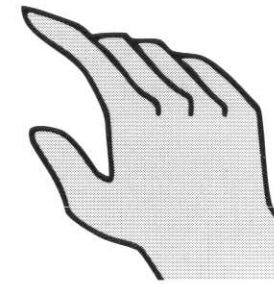
If you resurrect a champion, he or she will return to life exactly as they were before death. Resurrected champions remember all the skills and abilities of their past life. If you reincarnate a champion, they will lose their past memories and skills and take on a new identity. However, these skills are converted to greater physical attributes.

Regardless of whether you choose to reincarnate or resurrect a champion, each champion will be able to learn new skills or improve on existing ones. Fighters and Ninjas gain more fighting ability by fighting. Priests and Wizards gain more magical skill by learning and casting spells. Champions can specialize in one skill, or learn a mix of all four skill areas. If you reincarnate a champion, you must give that champion a new name by using the following menu. Enter the name by moving the mouse pointer over the different letters and pressing the mouse button to enter each letter.

A	B	C	D	E	F	G	H	I	J	K
L	M	N	O	P	Q	R	S	T	U	↓
V	W	X	Y	Z	,	.	;	:		
BACKSPACE								OK		

Press ↓ after entering your champion's first name. A champion should be given a short first name (no more than seven letters) which will appear on all game menus. Your champion can also have a title of up to nineteen letters which follows his or her first name. The title is optional.

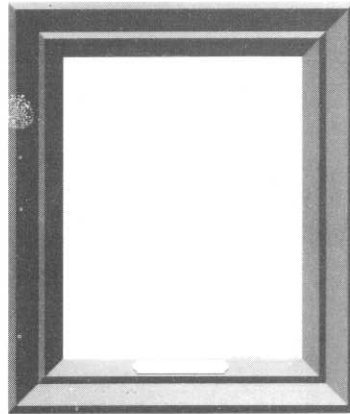
Press the OK button to finish.



When you have selected at least one champion, the mouse pointer will change from an arrow pointer into a hand pointer whenever it moves into the dungeon view or is near an object box. The hand pointer represents the hand of the party leader. The leader's name is always shown in a different color at the top of the screen. The leader is your direct link to the dungeon. The leader can pick up things your party finds, open and close doors, or do other direct actions in the dungeon. To select a new leader, move the mouse pointer until it points to the name of the new leader and then press the mouse button.

To pick up or put down objects, point with the mouse and press the mouse button. You will not be able to pick up all the objects you can see in the dungeon. Some objects are too far away. The leader can also throw objects. To throw an object, pick it up and move it to about eye level and then press the mouse button. The object will travel as far as the leader can throw. Remember, it is the leader who is throwing, and gains throwing practice.

The leader's hand can also move levers, press buttons, or operate other controls found in the dungeon. To operate a control, the party must stand directly in front of the wall that contains it. You will not be able to reach the control from any other position. Some things, such as locks, may require a special object, such as a key, to operate them. For example, to open a lock you must pick up a key, move it over the lock, and then press the mouse button.



Beyond the entrance to the dungeon lies the Hall of Champions, containing the souls of the champions who perished in the Dungeon. Before you can begin your quest, you must choose a party of no more than four of these champions to lead into the dungeon.

The champions are imprisoned in mirrors along with their clothing, weapons, and other possessions. To free a champion from the mirror you must move the mouse pointer to the mirror and press the mouse button. This brings forth a menu which describes the champion's qualities and shows his or her possessions.

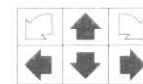
Each champion is distinguished by the physical attributes of health, stamina, and Mana (magical energy.) The value of each of these attributes is shown in the lower left corner of the menu as two numbers separated by a /. The first number shows the current level of each attribute. The second number is the maximum level. The current level will rise to the maximum level as the champion rests and will fall as the champion suffers injury, wields weapons, or casts spells. Each champion also has three bar graphs at the top of the screen which show the current values for health, stamina, and Mana as a percentage of the maximum.



These four pictures show a top view of the champions in the dungeon. Each picture indicates the position and facing of a champion. The top of the screen is the forward direction. Notice that the color of each champion's picture matches the color of his or her bar graph. It is important to pay attention to how champions are positioned. Champions using swords, or other swung weapons, must be next to threats they are attacking or their attacks will not reach. To switch the position of two champions, move the mouse pointer over one member of the party and press the mouse button. The mouse pointer changes to become the champion's picture. Now, move this picture over the picture of the champion you wish to swap with. Press the mouse button again to make the change. All champions normally face forward. However, when threatened, champions will turn to face the threat.

TUNIC

The name of any object held by a champion shows here.



The six movement buttons turn and move the party inside the dungeon. The and arrows turn the party by 90 degrees without moving in any direction. The and arrows move the party forward or backward one step. The and arrows move the party left or right by one step without changing their facing. You may move or turn the party by placing the mouse arrow over one of the screen buttons and pressing the mouse button.



dress caught on the end of a candelabra buried among the rocks.

"Mother Mentra, be my light," Syra said. Quickly she lit the candles in the flames of the torch, which Alex still fought to pull out of its holder.

Behind her, Nabi screamed. She whirled around.

He and the huge pile of stone were gone. In his place gleamed a pile of skulls, the remains of his intricate map wedged among them.

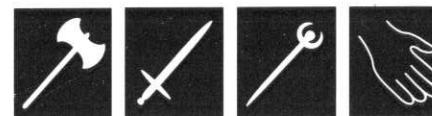
"He mocks us!" Syra said. She whirled back around and faced the door. "Come, then, monster! We'll destroy you!"

"No, no! You can't!" Theron yelled, though no one could hear him. Even if they could have, it was too late. Light filled his eyes—

* * * * *

And so it went as Theron searched the souls of all the imprisoned Champions, forced to watch the deaths of four-and-twenty valiant heroes.

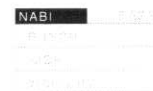
Then at last, the visions dissolved, and Theron stood alone at the entrance to his master's dungeon.



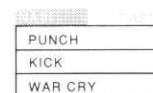
Each champion has an action button which shows a picture of the action object the champion is holding in their action hand. You press the action button to make the champion do something, such as fight, with their action object. Note that not all objects are action objects. The action button will be blank if the champion is holding an object which is not an action object. Also, all champions have actions they can perform with their bare hands. The action button will show an empty hand when the champion's action hand is empty. When you press a champion's action button you will see the champion's action menu for that object.

NABI	PASS
PUNCH	
KICK	
WAR CRY	

This menu shows the actions your champion can currently do with his or her action object. As champions get better at using an object they may be able to do more actions with it.



The upper left corner of the action menu shows the name of the champion who can do the action.



These buttons show what actions the champion can do. Press one to perform the action. Note that some actions have other requirements. For example, a bow cannot shoot unless the champion also has an arrow in his or her ready hand.



Press the close (pass) button to cancel an action menu and restore the action buttons.



ment if *you* hadn't insisted on going after that chest! We wasted our time getting to that thing."

"I need armour," Halk said defensively. "There could have been food inside it, too."

"I guess everyone's all right," Alex Ander drawled as he raised himself on his elbows and grinned at Syra. "You two are bickering as usual."

Wordlessly Syra shook her head. A glance passed between her and the handsome man and Theron realized they were in love, and his heart moved for them.

"Nabi," she whispered.

"Oh, no." Alex closed his eyes tightly and groped for her hand. They sat silently for a moment, comforting each other.

"Start a new map," Nabi said with great effort. "It's vital to your survival. And Halk's right. You must be careful to explore the dungeon, even the dead ends. You never know what you might find."

"Yes." Alex opened his eyes and nodded. "We've found some good things."

"Bah! Like crowns and necklaces?" Halk threw more stones down the side of the hill of debris. "If you didn't carry all that junk around, thief, you wouldn't be too tired to fight! You were no help at all with the trolin."

"You shouldn't have leaned against the wall," Alex retorted. "You let it out. Nabi told us there are switches and triggers everywhere."

Halk crossed his arms. "There was nothing on that cursed wall! A fountain—"

"Just because *you* didn't see it—"

"Well, I saw the pit." Halk wiped his muddy hands on his loincloth and took a drink from the gourd on his belt. "The outline was plain as day. And speaking of day, we have somebody's god to thank for that torch over there. This place would be dark as a moonless night without it. Ours are all out."

Syra left Alex and returned to Nabi. With great love and gentleness she touched his forehead. "We'll get out Nabi. Don't—"

"All this talking bores me. We should start searching for a way out." Halk got to his feet and started digging through the rubble. "Loki's bolts, where's my

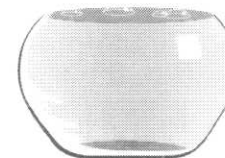
the cast button, which is the button directly below the symbol buttons. Each symbol recited drains Mana from the spellcaster. Note: some symbols require more Mana to recite than others. If a Champion's Mana drops too low, they may not be able to recite all symbols.



Pressing the recant arrow causes the last syllable uttered to be called back and removed from the spell. This may be used to correct mistakes. However, the Mana expended in voicing the syllable is lost.



Once a spell is formed, pressing this button will cast it forth. A Champion may attempt any spell, but beginning spellcasters may not have enough Mana to cast more advanced spells. Also, some spells only work if the champion casting it has attained the proper experience level. Other spells may require the caster to hold a special object in one of their hands. For example, a spell to create a healing potion requires an empty flask.





* * * * *

He was tumbling into a pit. Stones and torches and the writhing forms of four people crashed past him and everything slammed into a huge pile. A wooden beam toppled across the back of an old man with a white beard. He cried out, then was still. The elf landed on top of a large, burly youth dressed in a loincloth; another man braced himself for impact by crouching into a ball and was covered with rocks and stones.

"Syra!" the young man shouted. A broadsword cuffed his temple and he sprawled forward.

Theron braced himself for impact but he simply hovered above the scene, a hapless onlooker. A sick feeling grabbed at his stomach when he realized he was watching a scene from the past and that these four were now imprisoned in the mirror-crypts. He had a premonition that he was to witness their deaths and wished with all his heart that someone else had been cursed with this terrible mission.

The bearded man was dressed in the robes of a prophet. The muscular youth was obviously a Barbarian. The other man was, perhaps, a thief—some of the pouches on his leather belt had burst, and a handful of gems and trinkets spilled across the dirt and stone.

And the beautiful elf he recognized from the Hall of Champions, what of her? An oak staff lay near outstretched arm, bearing the crest of those who tended the oak grove where his magic tree grew—or once had grown, before the ravaging of the earth.

After a time, the old man stirred beneath the wooden beam. "Syra," he said, gasping.

Theron swallowed hard when she didn't reply. Then she moaned and opened her eyes.

"Nabi!" She scrambled over to him and tried to pull the beam off his back. Her hands were torn and bleeding. "Halk! Alex! Help me!"

The man called Nabi inhaled sharply. "The map. I dropped it when we fell. I'm sorry, child. I fear it is lost."

"Great. Just great," the Barbarian youth muttered, picking rocks off himself as he sat up. "No map. Wasn't it enough that you opened the pit?"



A champion's hands also show in the inventory. The action hand is on the right and the ready hand is on the left.



The pouch is a handy spot for small objects.



The quiver carries arrows or thrown weapons. The champion's ready hand can automatically draw objects from here to reload during combat. Note: swords and some other weapons will only fit in the first slot.



The backpack is a general-purpose place for storing objects. It has enough room for seventeen objects of any size.



Should a champion become injured, the box around the injured body part will change to red. Injuries affect the champion's abilities in ways that are related to the location of the wound. Injuries can be cured by drinking healing potions.



Objects can be examined by moving them to the eye and pressing the mouse button. This will show the object's weight and can sometimes reveal other things about it. What is revealed depends upon the skills of the champion examining it. Touching the eye with an empty hand shows the champion's current attributes and skill levels. The eye works for as long as the mouse button is held down. A red box around the eye indicates that one of the champion's attributes has recently changed.



ons into the dungeon, in the hopes that they could retrieve the Firestaff. Unfortunately," Lord Librasulus said, "they perished in the attempt."

"All of them?"

"But a few hundred. A small sacrifice, when one counts the fate of millions against it. They weren't disciplined enough. They couldn't focus themselves. They fought with each other, stopped to gather treasures. So they died."

Theron's heart chilled. How bloodlessly his master spoke of these things. But how tired he seemed, how tormented he must be. Perhaps he had cut off his emotion in order to survive an unendurable weight of guilt.

Theron nodded and said, "So they died, sir."

"Lord Chaos hung twenty-four of them in a place he calls the Hall of Champions." The great High Lord scowled. "It's his trophy room. He has imprisoned them there, in magic mirrors. They are frozen, suspended, dead and yet not dead. He placed them there as warnings for those who would undertake my cause."

Lord Librasulus paced back and forth within the sphere. "You, with your advanced knowledge of the arts, can enter the Hall and awaken them. I have sufficient power to aid you in this, but only for four souls. You may select as many as four, but no more. They will not see you, but your influence and knowledge shall guide them through the dungeon and to the Firestaff."

"And I must decide which of them is to possess a new lifetime?" Theron asked softly. "A heavy burden."

"You can also use their life energies to create champions more to your liking," Lord Librasulus said offhandedly.

"What?" Theron's eyes widened.

"Yes. I can empower you to do that. Perhaps you shall find that another lad with your own abilities better suits the task at hand. Or perhaps you need clever helpers more than strong ones. You can fashion what you will."

"That sounds almost...blasphemous, my lord."

The wizard ignored him. "You shall lead your champions as I am now leading you, as a spirit without form or substance. It is they who must move and act in the world. They, who still belong to it. Go quickly, Theron, into the



the dungeon. Note: the party moves only as fast as its slowest member.



Pressing this button will put the entire party to sleep. Sleeping is a fast way to rest and recover lost Mana, health, and stamina. The party will sleep until you press the "wake up" button or they are roused by an attack.



You may exit the inventory by moving the mouse pointer over the exit box and pressing the mouse button.



Pressing this button will freeze the game and bring up the save-game menu. If you can't finish the game in one sitting, you may save the current game and resume play later.

Saving the game requires a blank formatted or unformatted disk. Unformatted disks must be formatted before the game can be saved on them. There is a format button provided for this.

You may save a game to a disk and continue playing or you may save the game and quit. There is a button provided for each option. To resume play later you should select the "reenter" option at the entrance to the dungeon.





"No," said Theron's master. He was dressed in white, not his customary grey, and Theron wondered if that was why his face seemed so tight, his lips pursed thin as if in anger. His eyes were steely and flat.

"Listen to me. This is real."

"It's not a dream?" Theron asked, aghast. "Oaths, what's going on?"

"Calm yourself!" the wizard snapped. "We have no time for you to give way to hysteria."

"Yes, sir." Theron looked down at himself. "My lord, what Magick has caused us to be as ghosts?"

His master spoke. "I tried to retrieve the Power Gem. In my foolish enthusiasm, I blurted out my plans to you while you were on your way to collect henna rope from the wise woman of Viborg."

"Now I remember!" Theron cried. "I couldn't before, but—"

"Hush. I made you forget, so that your loyalty wouldn't prompt you to insist on remaining with me. I wasn't sure I would be able to survive the capturing of the Power Gem."

"You discovered the spell?" Theron asked. "You never told me."

"I began it, but I had it wrong. When I applied the spell's energy to the Gem, the universe exploded. I was blinded for a year."

"A *year*?" Theron shouted. "I've been asleep for a year?"

"You haven't been asleep at all. You were torn asunder, the same as I. But because you weren't present at the explosion, you weren't thrown off the material plane, as I was. You see, I exist in a limbo now. I occupy half-spaces. I can't move in this world, as you can. And that's why you must go into the dungeon and stop him."

"Whom?" Theron blinked back tears. Had he thought himself a man only this morning? He was as frightened as a little child.

"Chaos, Theron!" The wizard clenched his fists and raised his face toward the sky. "When the explosion occurred, he split off from me. He is, I am sad to say, my evil side. That wild, uncontrollable part of me that I can scarce acknowledge. We all have one, but mine is now free to

your strongest champions in front and give them the best weapons. If a champion is using a swung weapon, such as a sword, he or she must be adjacent to the creature or the attack will not reach. Watch out for attacks from the rear and from the sides, and try to keep a retreat path open so you can fall back and let your champions recover. Here is where a few potions or spells prepared in advance can be real lifesavers! And, if the going gets too rough, run away.

Learn to be a careful observer. Even the tiniest detail can be important. Perhaps a small but useful object lies just under your nose, or is hidden beneath another object you ignored. Did you notice the lever or hidden switch on the wall you just passed? Sounds can provide important hints too. Did you detect the telltale click of the hidden trap you just stepped on? Or did you hear the distant rattle of a door opening or closing? It may be helpful to compile an accurate map of your surroundings. Maps can help you locate areas of the dungeon you haven't explored yet, or avoid reexploring a place you've already been. Also, a well drawn map can be an invaluable aid to a safe retreat from danger. A map can also help locate traps or solve tricky puzzles; but be warned, even maps can sometimes deceive.

Conserve your resources whenever possible. Torches only burn when held in a hand, so keep extra torches in a champion's backpack until they are needed. Remember to get fresh water whenever it is available, and grab as much food as you can get your hands on. Your only source of food may be the creatures you find and kill, so learn where they hide so you can get to them when you need them. Mana is also an important resource. If you have available Mana, you should use it to prepare potions, heal injured champions, or ready attack spells in advance. Injured or overloaded Champions will slow down the party.



beside the river."

"How can a man refuse such a wench?" he asked, and for the first time realized he was no longer a lad. He was a man of the world, and the Grey Lord's trusted apprentice. He was a mortal of worth. As his dear mother would have said, a *catch* for any lusty girl. And he wanted no one but Veyla.

* * * * *

They feasted that night, on joints of venison and Veyla's father's best ale; and with his cloak on a hook over his bed, Theron slept the sleep of the well contented, a smile on his face.

He passed the night in wonderful dreams, of his wedding day, of his life with Veyla. The Grey Lord had promised them a cottage on the side of the mountain, with lambs and geese, a waterfall cascading into a pond—a simple thing for him to arrange. Theron and his master would initiate Veyla into their secrets—or most of them; there were some things best left to the ken of High Lords and Arch Masters; and secrets that the Grey Lord alone could possess.

Secrets. Theron frowned in his sleep. There was something about his leavetaking...about secrets...the penetration of mysteries...

And then his dream blurred and raged into a nightmare. He imagined himself in terrible agony, as if he had been torn into two pieces. His own cries echoed in his ears as he struggled against the searing pain that shot through his limbs, his flesh, his heart. His hair burned, his bones throbbed; and he thought that this was what dying was; this was death.

He found himself standing on a hill covered with scorched brush. The trees around him were black skeletons, brown shriveled skins dangling where once the branches dipped with red apples and juicy peaches. The sky was a sea of red, choking with smoke; and his village lay in ruins. Soldiers chased young children through the streets; a sound of wailing filled the air; he heard cracks like thunder and shut his eyes tightly.

When he opened them, he hung above the earth and



The Origins of Magick

by
the Grey Lord

What knowledge of Magick we have conforms not to the rules of science, but to the arcane skills and unordered ways of art. Be therefore warned that the path to knowledge is not an easy road.

It is said that once, long ago, there was no Magick in the world save the ultimate Magick which giveth life. Later, mankind learned the use of Magick through the control of Mana. This mystical energy is the source of all Magickal power. Those skilled in the art draw its essence from all things and feel its power as they would feel the wind blow or see the sun shine. But to those unskilled it is unseen, unfelt, unknown.

Before you gain knowledge of Magick you must gain knowledge of Mana. However, this talent can only be a gift gained from another skilled in the arts. For it is a truth of Magick that you must know Mana to gain Mana. Once gained, the knowledge lasts forever. Thus have I and others likewise passed the knowledge through generations. With practice and time your own skills can become as great as any who have lived.

Know ye that the power of Mana is a power of nature harnessed by the mind. What the mind can conjure, the power of Magick will carry out. Yet, this power is not gained by mere imagining. It requires a knowledge of the true order of things. Our mind must do more than imagine fire to summon it. It must look beyond and see instead the true nature of fire. From this need was born the art of spellcasting. A spell is a visualization and recitation that focuses the mind on a specific task and channels Mana to carry it out. A spell is made of symbols which have both a form and a name. The beginning spellcaster learns to pronounce the name as the



"Yes! As I always suspected, it lies within the mountain flames."

The crystals blinded Theron; he knew he must close his eyes but he strained to see.

"Master, this is great news!"

The Grey Lord's face swam before him. "Yes. When next we meet, I shall show you a dawn fairer than you can imagine."

While Theron squinted inside the sphere, the case that contained the Firestaff slowly opened. The wizard reached out his hand and drew forth the instrument with a mighty crack.

Theron pounded against the crystals.

"No, master! You mean to extract the Power Gem while I'm gone! You're sending me away so you can do it alone! My lord, attend me! Don't do it! No!"

Theron cried out as the crystals blazed around him. He saw moons and suns and rushing stars; and a pulsing he thought would blind him: golden, no silver, no white, as white-hot as the soul of mortal; as the heart of a High Lord; as the ice that had borne and sheltered their ancestors.

He fell to his knees and covered his eyes. Something surrounded him, a form of Mana more powerful than anything he had ever experienced; it hit him like a blow and he sprawled within the sphere, prostrate.

* * * * *

Safe within the center of the magic oak that was his destination, Theron awoke with a start and sat up.

Slowly he got to his feet, frowning as he did so. A strangeness tugged at his mind. Something alarming had happened in the laboratory just before his journey. Something to do with his master. He cocked his head. He could remember nothing. He didn't even recall entering the crystal sphere.

Troubled, he stepped from the oak and into a shower of snow-white apple blossoms.

Veyla, his betrothed, giggled as she knelt above him in the cleft of the tree, shaking a limb from her father's apple orchard so that the petals rained down on Theron.

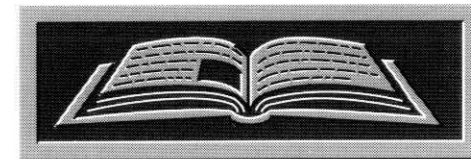


After power, the influence of element is called upon to give substance to the spell. Element determines the fundamental effect of the spell. Many useful spells require only power and element. The Magick torch spell, usually an apprentice's first, invokes first power and then calls upon the element FUL to bring light from fire. As the novice gains experience with this spell, he can attempt higher and higher power symbols giving greater and more steady illumination.

Adding the influence of form to a spell channels the spell into a specific direction. The invocation of the form KATH, as an example, imparts explosive force to the selected element. Form is not required for all spells, but its influence greatly increases the versatility of a spell.

The influence of alignment connects nature with the world of man: his professions and his concepts of good and evil. Thus, these influences are less predictable and require a great deal of Mana to control. The novice would be well advised to leave this influence to the master and the master would be well advised to avoid this influence whenever possible.

As with all skills, only practice will guide the practitioner to higher levels of proficiency. And, only caution will spare him from foolish mistakes.





"Forgive me," Theron murmured, drawing back as the door opened. Fulcrum cawed and flew inside, and Theron seized the chance to glance into the forbidden room. But strain as he might, all he saw was shadow. How Theron longed to work there, learning the powerful wizard's deepest secrets!

"No forgiveness is needed, from you at any rate. It is I who should apologize for my ill temper."

The Grey Lord stepped from the gloom at the far end of the laboratory. Love and awe welled in Theron's heart for the tall figure in the grey wool robes, who had chosen him from all the village lads to serve as his apprentice and promised that in return, he would teach him of the mysteries of the universe, of Magick and Physick, and make of him one day an Arch Master of All the Arts.

"I didn't mean to interrupt you, sir," Theron went on. "It's just that the hour grows late and I—"

"As I said, young one, no need to apologize. I well remember the eagerness of youth. And you have sacrificed much of that vigor in my service. I do not begrudge you your impatience to be off to Viborg." He smiled. "Had I a maid as fair as your Veyla waiting for me, I would be in haste to go as well."

The Grey Lord cocked his head and the dreamy expression Theron knew so well stole over his features. Theron often wondered if his master were lonely, secluded in this dungeon beneath Mt. Anaías, the sacred mountain of lava and crystal. It was rumored to be the resting place of the Power Gem—the orb that thawed the ice from which dwarf and halfling, elf, man, and High Lord alike had risen....

"Well, then," the wizard said, rousing himself from whatever thoughts had led his mind away, "you must be off to collect my henna rope. Put on your cloak."

With a wave of the Grey Lord's hand, a wooden closet covered with ironwork and emeralds swung open and Theron's magic cloak of fluid silver glittered within. It floated across the room and draped itself around Theron, shining in the dim light. The wizard adjusted it on Theron's shoulders—his mere touch sent crackles of Mana through Theron's body—and he carefully covered Theron's head with the hood.

ELEMENTAL INFLUENCE



Solidity and structure are the main components of the symbol YA - used to represent the elemental influence of earth. A useful syllable, YA is the basis of many protection spells.



Water is the most precious of the elemental influences, for, more than a thirst quencher, water can both restore health and give life. The syllable VI petitions the aid of this least abundant element.



The elemental influence of air is conjured with the spell syllable OH, and the properties of gases are often imparted to the result. In knowledgeable hands, this symbol can be used to temporarily alter solid objects so they no longer block vision.



The syllable FUL invokes the elemental power of fire. It extracts the essence of heat and flame from the air and all nearby substances and temporarily concentrates them under the control of the magic user. Further syllables can send it flying, before the instability of the concentrated energy explodes into a devastating fireball.



The sun burns the desolate plain of the symbol DES. Like the barren desert it represents, this syllable invokes destitution, desolation, absence, the void. The power of the void is only one that can damage creatures of vapor and denizens of the ethereal plane.



The most dangerous of the elements is not fire, but the negative material ZO. However, a great deal of Mana must be expended to keep this essence under control, for negative material can absorb the matter from any material object or being in an instant.



Contents



Chaos Unleashed	I
Starting Your Adventure	1
Choosing Your Champions	2
Choosing the Party Leader	5
Operating the Game	6
Controlling Your Champions	8
Casting Spells	10
Inventory	12
Game Hints	16
The Origins of Magick	19
Spell Symbols	22
Reference	26

Spell Symbols

CLASS / ALIGNMENT

✕	The sword of the fighter is clearly symbolized by KU, the evoker of all things martial.
☺	The symbol for ROS depicts a hand reaching for an object of value, and, as such, is the symbol abstraction for all aspects of the thief and his art.
✂	DAIN depicts the spell leaving the magician's raised staff, and in turn conjures the realm of the wizard and draws around the skills and power of their art.
†	The cross is unmistakable in the priestly character NETA. But, unlike the syllables for the other classes, NETA is influenced far less by the natural forces. Instead, the power of this symbol is related to the magic-user's standing with his or her god. But the favor of a deity is not easily bottled, so potions having this intent are rarely effective.
✱	RA is the most energetic and powerful of the spell syllables. The light and heat of the sun and stars are the sources tapped with this syllable. Fortunately, it happens to be a somewhat cooperative form of energy and is relatively easy to channel once the magic-user has learned how to draw it forth.
☸	SAR is the effective opposite of RA. The symbol depicts the head of a demon. The demon stands for darkness and evil and the guardian of night, the moon. The power of darkness is great, but unruly, so magic-users must expend more of their own Mana energy when attempting to control it. Evil owes no allegiance, and is therefore an inherently dangerous element to include in a spell.

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