

Dungeon Master

ENGLISH

POWER



LO



UM



ON



EE



PAL



MON

ELEMENTAL INFLUENCE



YA



VI



OH



FUL



DES



ZO

FORM



VEN



EW



KATH



IR



BRO



GOR

CLASS / ALIGNMENT



KU



ROS



DAIN



NETA



RA



SAR



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FORM



The queen of venom, the black-widow spider brandishes a single spot of color on her otherwise jet-black form. Hourglass-shaped, she seems to warn that time will soon run out for the unfortunate soul she bites. In the symbology of magic, the hourglass represents the syllable VEN< which encompasses and conducts all things poisonous.



EW depicts the head and arm of a beast. This syllable is used to fashion the elemental component into the form of a creature. The syllable is useful to "sculpt" a spell to affect only the monsters targeted.



The expanding lines of the symbol KATH characterize the shockwaves emanating from a single source. This follows, for the syllable KATH imparts explosive force to spells which already involve energetic elements such as light or air.



IR abstracts the arc of a wing, and, appropriately, imparts the ability to float or fly to a cast spell. By giving motion to the completed incantation, the spell can be sent traveling through the air.



The reciprocal arms of the symbol BRO represent the mutual support and honesty of true friendship. However, recent usage of this construct has drawn upon its power for the creation of beneficial potions.



Constructed from components of fire, lightning and the spear, the jagged line of the symbol GOR combines to invoke the attributes of an enemy. Like its opposite, BRO, recent usage has broadened the power of GOR to the creation of dangerous potions.



It was quiet in the dungeon of the Grey Lord. The soft flames of the torches gleamed on the Firestaff, grandly displayed in its case of glass on a field of cobalt blue. The rubies and sapphires encircling the hilt caught the light and threw it against the brass astrolabe and compass that Theron of Viborg held in his hands as he copied a star chart for his master.

Deep within the bowels of the dungeon, the Grey Lord's great bronze bell tolled the hour. Listening, Theron looked up from his task and sighed. Five o'clock. Would the wizard never emerge from his laboratory?

Fulcrum, his master's raven, flapped his wings and landed on Theron's shoulder.

"Ah, ha, I have it! Ah, ha, I have it!" the raven cawed, in perfect imitation of the pleased tone the Grey Lord adopted whenever he solved a problem or completed an experiment. "I have it, ah, ha! Ah, ha!"

"My heart is filled with joy for you," Theron muttered. "Now, do you think you could fly through that thick oak door and remind our master that I'm expected in Viborg?"

"Ah, ha!" Fulcrum cried. With a sigh, Theron returned to his chart.

When the bell tolled six, Theron put down his instruments, rubbed his eyes, and tiptoed across the stones to the door of his master's secret laboratory. Holding his breath, he rapped on the door.

"Sir, I'm ready to go," he ventured.

When there was no reply, he pressed his ear against the wood and listened. The tinkle of glass, the crackling of a great fire, a puff as if of smoke. The smell of Mana seeped from beneath the door and he inhaled deeply, savoring it. The Grey Lord must be engrossed in a serious experiment. He had been locked inside the vault since the high moon, three nights before.

"Master?" the young apprentice called again.

He thought he heard a rumbling sigh, as if from a dragon or the soul of some harnessed and unhappy demon; and then the Grey Lord said, "I heard you the first time, Theron. Give me leave to respond, you rash pup."

POWER

The power symbols are the starting point for all spells. Starting from the weakest symbol, LO, up to the most powerful, MON, the spellcaster may control the power of a spell to suit the situation. Each step on the scale is equal, so the additional Mana for the next level of a spell is the same.

◀◀ The shrinking pattern of LO elicits an effect opposite to MON by drawing power away from the other syllables in the spell. The resulting spell is weaker, but easier for the neophyte magic-user to control.

◻ UM controls and directs the forces of stupidity and lethargy. Its weakening effect on other syllables is less drastic than LO, so spells of this power require more experience to cast safely.

— The effect of the syllable ON is that of equality. The natural strength of the other syllables in the spell determines the power of the finished incantation.

◊ A subtle opposite to UM, the tilted square appears balanced on a point, poised for movement in any direction. UM's dull corners have become the sharp points of the symbol EE. Speed and intelligence are the forces that combine to make spells of this symbol more powerful (and costly) than normal.

⌋ The basis for the symbol PA is still being debated by scholars, but the effect of the spell syllable is much better known. Its ability to increase the power of a spell is second only to MON.

△ Tapping the strength that builds mountains is the greatest of the power symbols, MON. Only a well practiced magic-user can control spells of this size.



"A harmonious journey, my young friend." The Grey Lord raised his luminous hand in benediction.

Theron dropped to one knee. "I seek balance in all I do, my lord."

The Grey Lord frowned slightly. "I am your master, Theron, but not your lord. How many times must I tell you this? I would we had never taken that name on. High Lord." His voice was tinged with irony.

"We are no higher than you, though some of us would have you believe otherwise. We slumbered in the ice beside the other races, placed there by the same creator."

"Yes, sir," Theron responded dutifully, though he, like all of Viborg, knew the Grey Lord was not at all like them. It was common knowledge that the High Lords were gods, and the Grey Lord was the most powerful of them. More than once, he personally had saved the people from war and division; from the wizard's own kinsman, Whisdain. And now, rather than retire to the Upper Plane with the other High Lords, or to rule over the world, as he had been had asked, he chose to seclude himself in a dungeon of his own making; there to discover the answers to his many questions of origin and purpose, in hopes of creating a world of harmony and balance for those who dwelled upon it.

Together, master and apprentice walked to the sphere of crystals which they used for short journeys from the dungeon, such as the one to Viborg. Theron stood inside it and crossed his wrists beneath the cloak.

"Go in harmony, Theron."

"I seek balance, Grey Lord."

The stone walls of Theron's home began to disappear. Shadows grew beyond the gleam of the crystals, descending on the chests and shelves of books; the table where the Grey Lord and Theron supped, and played chess, and debated ancient philosophies. On the Grey Lord himself, whose eyes glittered as he watched Theron go.

—Oh, Theron thought, was his master crying?

And then the wizard opened his arms and blurted, "Theron, I've found it!"

Theron gasped. "The Power Gem?"



symbol is seen in the mind. Each symbol must be recited in the proper order to produce the intended effect. However, Magick is not commanded easily. Even with sufficient Mana and proper recitation, a spell may fizzle if the spellcaster lacks the experience to cast it. To gain experience, the spellcaster should first master the simpler spells before attempting those more difficult.

The symbols of Magick are divided into the four known influences of power, element, form, and alignment. It is said that other influences were once known, but only these four are remembered today. Each influence is controlled by six symbols which represent the six basic orders of all things. The six orders can also be visualized as combining the four orders of the material plane with the two orders of the ethereal realm. Each order of each influence is represented by a specific spell-sound and symbol.

Lest you be too quick to overstep your abilities, know that each symbol recited draws from and depletes the store of Mana carried in your body. The amount of Mana required depends upon the syllables that make up the spell. The six orders of each influence require differing amounts of Mana to invoke. For the influence of power, the weakest order is the syllable LO, and the most powerful is MON. Thus, LO requires the least Mana to cast, and MON the most.

In time, your body restores Mana expended in casting a spell by drawing new Mana from the world around you. As you gain experience in your craft your body will learn to store more and more Mana. With patience and practice, a skilled user can command enough Mana to attempt the most powerful spells.

All spells commence with the invocation of power. The influence of power determines the strength of a spell. Choosing a higher power symbol increases the power of the final spell, but also increases the amount of Mana required to invoke other symbols.



"Harmony, Theron!" she trilled as she dropped the branch and held out her small, soft hands to him. "I've been waiting for you all day!"

Waiting. It was something about waiting. Asking his master to wait for him. To do what? Theron scratched his chin. His mind was blank.

"Theron!" Veyla chided gaily. "Aren't you going to help me down?"

Theron roused himself. Whatever it was would come to him. Perhaps he had dreamed inside the crystal chamber. It would not be the first time.

He smiled up at Veyla and said, "Give me leave to take off my cloak, love. You know its touch would burn you."

"Hurry, then! I'm eager for a kiss!"

Theron removed the cloak and hung it on a branch, then took his beloved in his arms. She was so beautiful; she smelled of apples and roses and her hair was soft as the pelt of a rabbit. Theron couldn't wait until the Grey Lord gave him permission to marry her. When he was an Arch Master—ah, so much depended on that!

"Oh, Veyla," he said, sighing against her hair. "I want to tarry with you, but I'm on an errand for my master."

Veyla knit her brows. "But you told me the Grey Lord bade you stay the night at my father's inn."

"I did?"

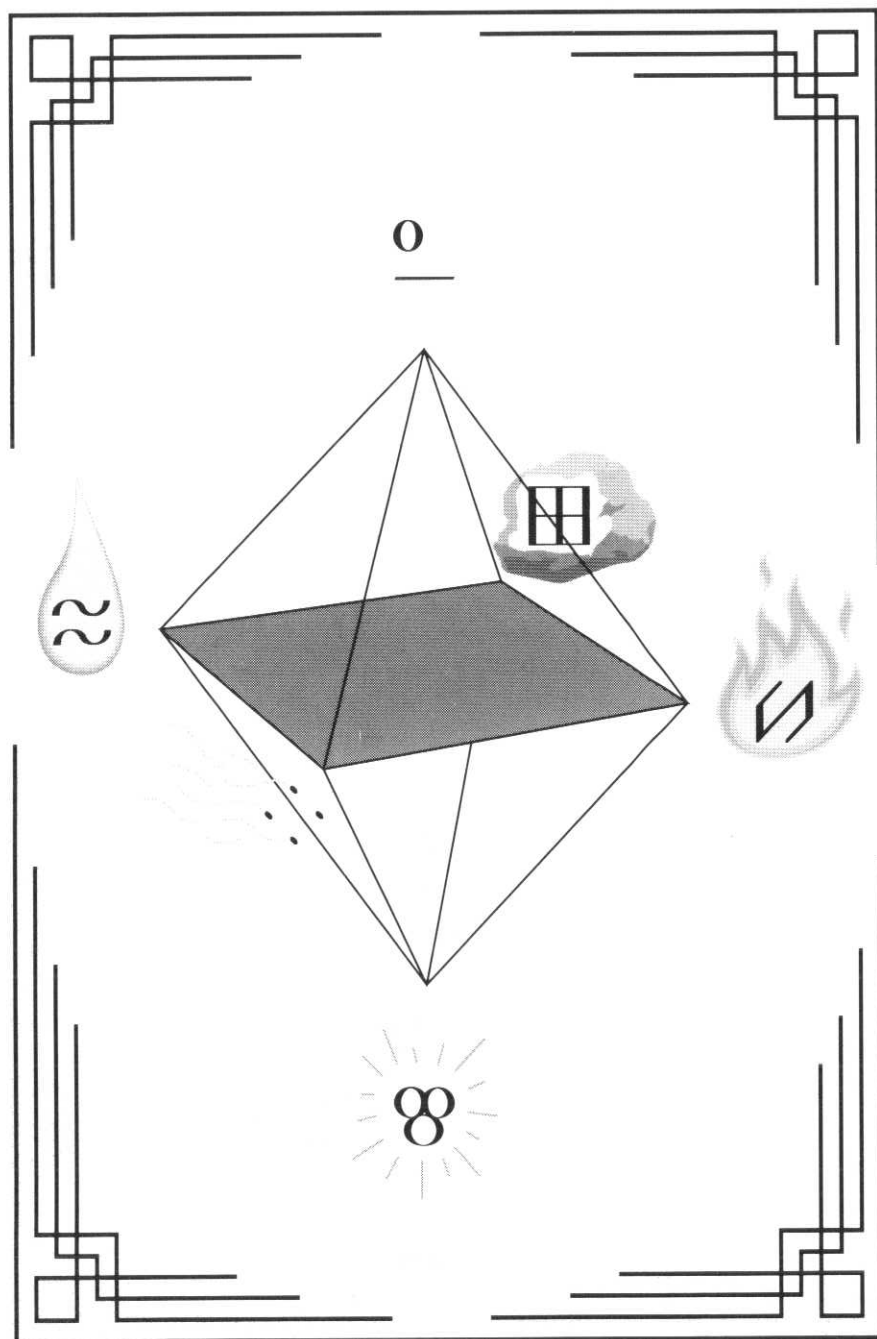
"Yes. On the high moon. Don't you remember?"

The odd feeling returned to Theron. He absently stroked Veyla's hair. How could he forget such a thing? What else had he forgotten?

"Truly, Theron, you can ask Father. You are to stay with us. Everything has been arranged. Including a safe place to put...that." Veyla gestured uncertainly toward his cloak. Theron knew she was afraid of it.

"You know I'd like nothing better than to stay with you and your father," Theron said, hiding his confusion, and his reward for his words was another kiss.

"Come now, my love." Veyla grabbed his hand in both of hers and tugged hard. "Father has prepared a feast for you, and the wise woman waits to give you the henna rope for your master. Then we can dream together



saw armies riding across the land. War. Famine. Pestilence. Tragedy and misery cut down the people wherever he looked.

Horried, Theron raced through his nightmare. He flew past the ruined trees and blasted earth; the heavens opened up and frozen rain pelted him; winds struck at him and buffeted him like a feather.

He gathered his cloak around his body, shouting, "No, master! Don't do it while I'm gone! Don't do it, my lord! Attend me!"

He raised his arms above his head—
—and saw through his own hands. Gasping, he realized his entire body was transparent.

"I'm dreaming," he reminded himself. It was a vivid dream, to be sure, but hadn't the Grey Lord warned him that with increased power, strong visions would sometimes haunt his sleep?

No, said a voice into his ear.

Theron blinked, and the vision was gone. He was standing in the foothills of Mt. Anaias, before the doors to his master's dungeon.

Theron turned around. "Who speaks to me in my nightmare?"

No dream. No nightmare.

"Show yourself!" Theron commanded.

Cannot.

"I demand it!" He raised his hand from his cloak in a gesture of magical power, then drew in his fist and recited a Spell of Seeing.

Faintly, a globe of light appeared before the doors, then ebbed. Theron repeated the magic gesture. The light grew brighter.

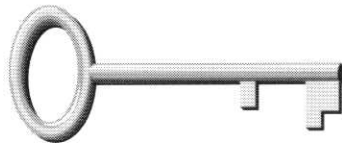
It was the sphere of crystal from the Gray Lord's laboratory. And shrouded within in it stood a figure of white, its features obscured.

"Theron," the figure rasped.

Theron took three steps backwards. "Master?"

"Theron," the voice said again. The light grew brighter. Theron saw the face of the Grey Lord and ran toward the sphere with outstretched arms.

"Master, Master, tell me what's happening. This must be a vision. I fell asleep a few hours ago, and—"



Unlike other dungeon adventure games you may have played, *Dungeon Master* is a real-time game. This means that, just as in real life, the action doesn't stop while you figure out what to do.

Because of this, preparation is all important. Your champions should have their weapons out and ready before they are surprised by hostile creatures. Remember, weapons are only useful if placed in your champion's action hand, and certain weapons, such as crossbows, require another object, such as an arrow, to be held in the ready hand. (See "Controlling Your Champions" in an earlier section.) If you have extra arrows, they should be kept in your champion's quiver. Your champion will then automatically reload after firing the arrow in his or her hand.

Practice your spells when you have the chance, and learn to prepare useful potions in advance. The more you practice your spells, the faster your wizards and priests will grow in abilities. Don't be discouraged if your spells don't work reliably at first. Start by attempting spells with lower power symbols. These spells are easier for novices to cast and work more reliably. However, even if your champion's spells fail, the practice advances his or her level of skill. Also, remember the division of skills for magic users: creating potions and invoking magical defenses requires priestly skills, while most other magical skills are the domain of the wizard. Fighters and ninjas need practice, too, if they are to get better at fighting. Try to choose your fights so that your champions have the advantage. This lets your champions gain fighting experience with less risk of dying. When facing danger, put



wreak his will on mankind. And he seeks to rule over you, to destroy civilization. To send every living creature back to that first age of ice when we were born."

The wizard pointed to the dungeon. "He's taken over the dungeon and seeks the Power Gem. He controls the Firestaff, but he hasn't learned the spell to free the Power Gem, even though the clues lie hidden in my laboratory. I've reordered my thoughts in the years since the accident, and now I alone know the correct spell."

"What do you need me to do, Grey Lord?" Theron asked fiercely.

The figure visibly jerked. "First of all, you must no longer think of me as the Grey Lord. I have relinquished that name. I am to be called Librasulus." Which, Theron knew, translated from the ancient language of High Magick as "Restorer of Order."

"Yes, Lord Librasulus," Theron said, lowering his head in a gesture of fealty. "I pledge you my service."

"Excellent. I count on that service, Theron. You must be my arms and legs. My eyes and mind. Until I possess the Firestaff I cannot enter the dungeon. Since the Great Catastrophe, I can only appear on this plane, in this place outside it, just as he must remain within it. We are here, he and I, and yet we are not. You must bring the Firestaff to this place."

Theron licked his lips. "But how can I get into the dungeon? I have no substance either. Do I not occupy half-spaces?"

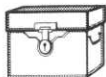
Lord Librasulus nodded. "That's logical, Theron. I taught you well. But there are actions you can take that I cannot. Actions you must take, if I am to stop Lord Chaos. That's what he calls himself. He is master of my dungeon now. You must give it back to me."

"The dungeon?" Theron squinted at the wizard as the sphere began to jitter.

"The Firestaff! Don't you see? With it, I have the power to enter the dungeon and retrieve the Power Gem. Then I will banish Chaos and the world will know a new age of order!"

"But—"

"I can stay no longer. You must hear me now. In the years since the Catastrophe, I've sent mortal champi-



You can examine the contents of chests by bringing up a champion's inventory menu and placing the chest into the champion's action hand. This opens the chest and shows you what's inside. As long as the chest remains in the action hand, you can add or remove objects.



The champion can eat food or drink water or potions by moving them to the mouth and pressing the mouse button. Only edible objects may be consumed.

FOOD

WATER

Touching the mouth with an empty hand shows food and water levels for the champion and also reveals if the champion is poisoned. When either bar turns yellow or red, that champion's abilities are impaired. A champion can die from thirst or starvation, so check these levels occasionally.

HEALTH STAMINA MANA

These levels show more precisely the values indicated by a champion's bar graphs for Health, Stamina and Mana. The left value indicates the current level and the right value indicates the current maximum for that champion. Note: as champions advance in level, the maximum value will increase. If the Mana maximum level increases, for example, this would mean that the champion has more Mana available for spell casting.

LOAD

The value printed before the slash is the amount of weight the champion is carrying, represented in kilograms. The second value is the maximum weight that the champion can currently carry. If this line is printed in red, then that champion is overloaded and will move more slowly through



dungeon and rouse the world's saviours. Choose wisely, for upon them hangs destiny."

"But how shall I choose?" Theron asked, bewildered. "What dangers do they face?"

"Lord Chaos has perverted my experiments. He has created deadly puzzles they must solve—twisting my love of logic, spitting in my face. He's created hideous monsters. I've been told by those who've escaped that some of those monsters once were mortals, whom he captured and transformed. It is hell that I send you to, Theron. But it is necessary."

The sphere shattered into thousands of pieces. Theron covered his face and shouted, "How am I to choose? What am I to do?"

As the crystals of the sphere plummeted to the earth, the wizard's voice echoed against the wind. *Go into the dungeon and look at the Champions in their vaults.*

Look into their souls and see what they were made of.

Look.

* * * * *

Theron looked.

He sent his mind past the dungeon doors, searching and seeking down the tunnels and shafts to the Hall of Champions. It was dark; and an aura of gloom rolled through it, of violence and despair.

Of death.

On the walls of the wretched catacomb he saw mirrors, and in them the frozen champions. Men, women, dwarves, elves, and creatures he had never seen before—a lizard-man, a dog-thing. Their glazed eyes stared at him as if in entreaty—

Help us, free us.

Theron stopped before the face of an Elven woman. She was as lovely as Veyla, with light brown hair and a warrior's strong features, a gown of white falling off her shoulders. Moved, he reached out his hand to touch her through the mirror.

And then a scream of anguish pierced his temples.



HALK THE BARBARIAN

pg. 13 pg. 14

pg. 13 pg. 13

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pg. 12

HEALTH 97/118
STAMINA 106/110
MANA 2/3

LOAD 4.9/53.7Kg.

Food

Water

pg. 15

pg. 14

pg. 14

Each champion has an inventory of items that he or she carries. To select the inventory of a particular champion, move the mouse pointer to the graphs of the champion shown at the top of the screen and press the mouse button. Press here again, or press on the close box in the upper right corner of the inventory screen to return to the dungeon view. You can also go from one champion's inventory to another by moving the mouse pointer to another champion's bar graphs and pressing the mouse button again. This is an easy way to transfer objects between champions.



Party members may carry objects found in the dungeon. Places which can hold an object are shown as a box. Some of these boxes represent things which a champion wears. For example, shoes or boots may be placed on a champion's feet. Helmets only fit on the champion's head.



"Can you sit up, Nabi?" Syra asked. She began to cry when the old man shook his head.

The Barbarian rolled his eyes. "It grows even better. We have a wounded leader, a hysterical wench, and Alex Ander is out cold." He nudged the unconscious man. "Still alive, though."

"Oh," Syra said softly. "Is he badly hurt?" She seemed torn between tending Nabi and going to Alex Ander.

"How should I know?" Halk snapped. "I'm no priest." He gestured toward the prophet, draped over Syra's lap. "He's done for, eh?"

"Halk, be quiet," Syra said through clenched teeth. "You have the sensitivity of a troll!"

Halk grunted and slapped Alex's cheeks. "Wake up. No goldbricking allowed! We've got to get out of here."

"I'll have to make up some more healing potions," Syra told Nabi. "I'm sorry; I should have had some ready." She reached into his pouch and pulled out an empty flask.

"That's right," Halk called out as he raised Alex's lids and studied his eyes. "If you'd been practicing your healing spells, maybe you could've improved the old man's vision."

"A pity we need you." Syra closed her hand around a dagger at her waist. "I've had almost all I can take of you, Barbarian."

"The Barbarian drew himself up. "Listen, 'child of nature.' I've done *my* part. *I've* practiced *my* skills. I'm the only journeyman *anything* in this band."

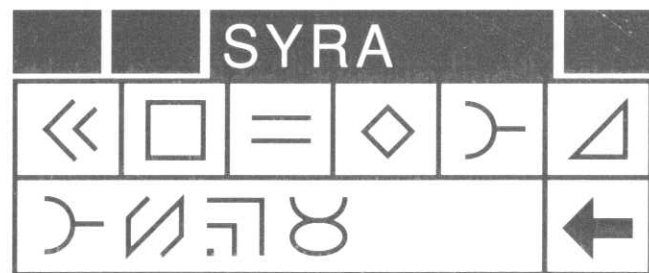
Nabi flashed Syra a mournful smile. "I'm sorry I was so careless. Halk is right; it was I who opened up the pit."

"You didn't see the trigger. It was dark," she replied, brushing his hair away from his forehead. "I'm going to check on Alex. Lie still."

She rose unsteadily and made her way to Alex's side. She lost her footing in the rocks and slid partway down the pile, catching herself by grabbing onto an oaken plank.

"Strong work," Halk growled.

Syra glared at him. "We wouldn't be in this predicament if it weren't for you."



Every member of the party can learn to cast spells. If you do not have enough Mana to recite even a single symbol, you can use a magick item that will store Mana for you. To cast a spell whose symbols take more Mana than you have, speak as many symbols as possible and wait. In time, Mana will return as it is drawn from the world around you. As Mana is reabsorbed, speak more symbols until the spell is complete, or it is clear that a symbol takes too much Mana. As you gain experience in your craft, your body will learn to store more and more Mana. With patience and practice, a skilled user can command enough Mana to cast the most powerful spells.

SYRA

To cast a spell, you must first select which champion will cast it. The top of this menu is a series of selector buttons for each champion. Select a new spellcaster with the mouse pointer and press the button. The name of the new spellcaster will then show.



These symbols represent the basic magick syllables of a spell. To prepare a spell, the magic-user recites the syllables that make up the spell by moving the mouse pointer, in turn, over each symbol and pressing the mouse button. As the syllables are recited they appear inside



sword?"

The atmosphere in the corridor changed. Theron felt it as surely as someone pressed a block of ice to the back of his neck. Dread flooded through him like a frigid river. He wanted to warn them, tell them to flee, but he was powerless. He could only watch the past unfold.

"Here it is!" Halk announced, lifting the same broadsword over his head that had knocked out Alex Ander. "Now, if only I had some chain mail or a helmet, I'd be invincible!"

"Just a little more difficult to kill," Syra said.

Suddenly a violent tremor assaulted the walls of the chamber. More stones fell from the ceiling and Syra hunched over Nabi to protect him as they thundered down.

Two large doors appeared at the end of the passage. They cracked open and the space between them blazed with searing white light.

"By my troth," Nabi whispered. "I see him! It is the dark lord we were warned about! You must run!"

The rumbling became a roar. Rhythmic thunder sent tremors through the stones—the footsteps of doom, heading for them.

"Escape!" Nabi croaked.

"Nabi's right," Alex said. "We'll need the torch." He scrambled through the wreckage to the wall and tried to pull the torch out of the sconce.

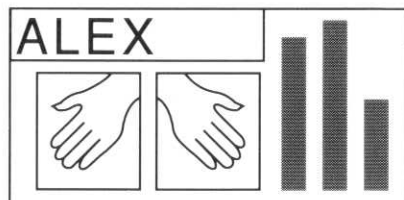
"It's stuck!"

"I'm not running! I'll stay and fight!" Halk belated, racing down the corridor toward the doors. He leaped over a grate and positioned himself in front of the doors. "I've fought Oitu's and living skeletons and a thousand things I've never seen before and by the bones of Whisdain, I'm not through fighting yet!"

"Get away! Flee!" Nabi's chest heaved. "I see him coming, with his black cape and his horns! Go!"

Syra licked her lips. Theron sagged as he saw her face harden with resolve. He knew she would stay to protect the old man.

"Perhaps I can deflect him," she said. "I am, after all, an apprentice wizard." Squaring her shoulders, she picked up her staff and joined the others near the door. She held the staff in the direction of the door. Then her



Each champion is represented by a box at the top of the screen which shows their name, their status and what they are holding in their hands.



The three bar graphs show, from left to right, the champion's health, stamina, and Mana. When a champion is injured the health graph will drop. When it reaches zero, the champion will die. When stamina drops below half, the champion's carrying capacity will drop. The Mana graph will drop as the champion uses Mana to cast spells.



Each champion has two hands. The hand on the left is the "ready" hand. It holds ammunition for range weapons such as bows or crossbows. A range weapon will not work unless the ready hand holds the ammunition it needs. After firing a range weapon, the ready hand will automatically draw new ammunition from the quiver.



The hand on the right is the "action" hand in which the champion normally holds a weapon or other "action" object. An action object has special abilities. For example, a sword can thrust or a wand may cast magical power. Note: some actions that an object can do may be beyond the current abilities of a champion. For example, a novice fighter may need to practice swinging a sword before they can advance to parrying or thrusting. Also, some objects, such as a bow, may require the champion to have another object, such as an arrow, in the ready hand.



Now your quest begins. You must choose your champions, take up the challenge to recover the Firestaff, and venture deep into the forbidding dungeon. If your guidance is true, you may restore balance to a ravaged world. If you fail, then all will surely succumb to Chaos.

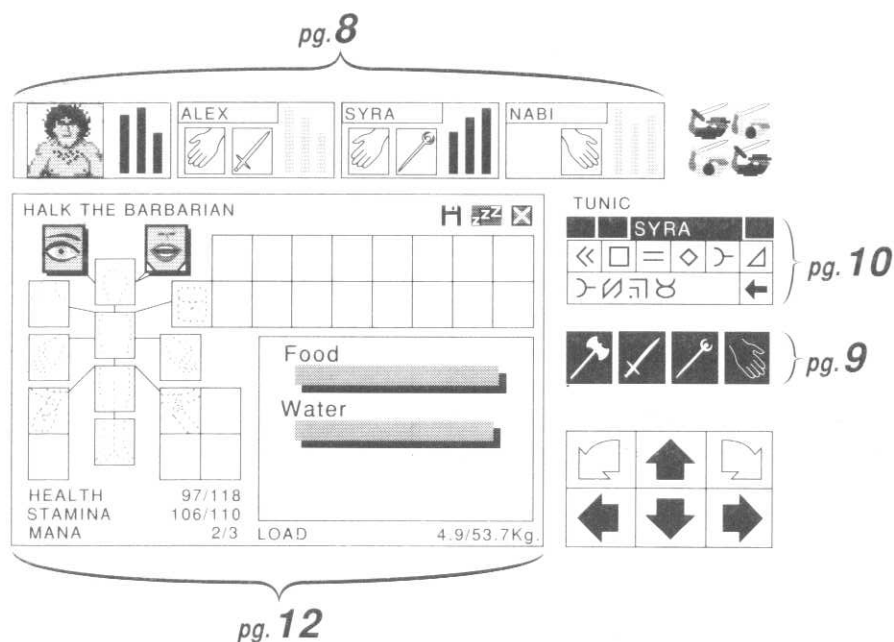
To begin your adventure, remove the game disk from the box. Make sure the disk is write protected (the write-protect tab should be moved so you can see through the slot containing it.). The game program will never need to write to the master disk, so you should keep it write-protected at all times. You will also need to have a blank disk available on which to save your in-progress game. This disk does not need to be formatted. The game program can format it for you when you are ready to quit playing.

To start the game, turn the computer off and then put the disk into the drive. Then, turn on your computer. Within a few seconds, the FTL logo should flash across the screen and the game should begin loading. After the game has finished loading you will be standing at the entrance to the dungeon.

To begin a new game, move the mouse pointer until it points to the word "ENTER" written on the stone wall of the dungeon entrance. Then press the mouse button to open the doors to the dungeon. (Note: the leftmost button is used on computers with more than one button. The reference card describes special functions of other buttons.)



Controlling Your Champions



All of the things your Champions can do are the result of your actions. Every option of the game is accessible through the screen and is controlled by using the mouse. The game screen is divided into three main areas. Information about your champions is shown at the top. Menus for controlling the game are shown on the right. The large area at left center shows either a view into the dungeon or, as illustrated here, the inventory for a particular champion.



The champion's possessions are shown as pictures inside light grey boxes. The boxes represent space in the champion's backpack or sheath or other places to keep an object. You may pick up an object when the mouse pointer shows as an empty hand by moving the hand pointer over it and pressing the mouse button. Notice that the hand pointer changes to resemble the object picked up. Now you can move this object to another location and place it there by pressing the mouse button again. If the new location is already filled by another object, pressing the mouse button will swap the object you are holding with the object there. Some boxes represent places where only certain objects will fit. For example, only shoes will fit on your champion's feet.

There are two special locations shown as an eye and a mouth. Objects may be examined by moving them over the eye and holding down the mouse button. Objects are eaten by moving them to the mouth and pressing the mouse button; however, only certain objects are edible.

A champion may have developed skills as a Fighter, Wizard, Ninja, or Priest. You can review these skills by touching the eye with an empty hand and holding down the mouse button. Fighters are skilled users of heavy weapons and generally have greater physical strength than other champions. Ninjas are skilled users of precision weapons and are also noted for their thievery abilities. Wizards can marshal the forces of the magical realm for combat. And Priests are masters of the healing arts, being able to use their magical energy to create restoring potions and other remedies.

Champions also have the additional attributes of strength, dexterity, wisdom, vitality, anti-magic, and anti-fire. You may review these by touching the eye with an empty hand and holding down the mouse button.

Strength increases the striking power of a weapon and also allows the champion to carry greater loads (such as armour.) Dexterity is the precision with which a champion can wield