

# Lord of the Dungeon

**For ColecoVision**

**UNRELEASED PROTOTYPE**

Originally presented at Classic Gaming Expo 1999

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and offered free of charge at  
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# Introduction

Aux Armes! Aux Armes! The cry is heard throughout the village to lead another brave quest into the Dungeon!!! Many have entered; few have emerged!!! Will your party be able to conquer the dungeon and return to the village? What evil lies within? What TREASURES are for the taking? What GLORY lies ahead?

Thanks to a few successful forays into the dungeon, a partial map of the first level and a Tome of Dungeon Monsters exist. Armed with this information, it is your job to lead your meager party of adventurers through the Dungeon, to add to the knowledge of what lies below, to claim the money and treasures of the depths, to go for the GLORY! As your party gathers at Diane's Drinking Depot, the blood chilling cry still lingers in your ears, "Aux Armes! Aux Armes!" Will you survive?

## **Starting The Game**

From the title screen, start your adventure by selecting your skill level.

The following game variations are available:

	<b>SPECIAL ROOMS</b>	<b>FAST MESSAGES</b>
KEY 1	No	No
KEY 2	No	Yes
KEY 3	Yes	No
KEY 4	Yes	Yes

**Special Rooms** - If you choose this option, there will be one special room per level of the dungeon. A special room is a very difficult room to defeat as it contains monsters from deeper parts of the dungeon. If a special room is conquered, a very rare magic item will be found

**Fast Messages** - When this option is chosen, the text messages in the combat phase of the game are speeded up.

## TOWN OPTIONS KEYPAD COMMANDS

<b>1</b> Diane's Drinking Depot	<b>2</b> Choose A Profession	<b>3</b> Sir Justin's Armoury
<b>4</b> Rest Up	<b>5</b> Cast Spell	<b>6</b> Enter The Dungeon
<b>7</b> Order Party	<b>8</b> Use Item	<b>9</b> Bury Dead
<b>*</b> Player Info	<b>0</b> Kill Companions	<b>#</b> Item Transfer

### **Diane's Drinking Depot (Key 1)**

Enter Diane's to move adventurers into and out of your party. The party can have up to six members. New Adventurers (up to 14 total) can also be created at Diane's.

### **Choose a Profession (Key 2)**

Any peasant may choose a profession at any time. Note, however, the peasant may die in training and the higher the peasants level the more likely he is to die.

### **Sir Justin's Armoury (Key 3)**

Go shopping in Justin's for the finest in weapons and armour. Note that some items cannot be used by certain classes. Justin does not accept trade-ins.

### **Rest Up (Key 4)**

Rest your party to regain hits, to restore spell power, and to make level. The longer your party rests the more it's members will age. Aging can affect an adventurer's performance, and old age can cause death.

### **Cast Spell (Key 5)**

Use this key to initiate the spell casting sequence.

### **Enter the Dungeon (Key 6)**

Once your party is equipped and rested, use this key to begin your quest.

**Order Party (Key 7)**

Use this key to change the order of your party. Only the first two members of your party will be in physical contact with the monsters so the strong fighters should go in the front and the weak spell-casters should go in the back.

**Use Item (Key 8)**

Use this key to invoke the special power of a magic item.

**Bury Dead (Key 9)**

Use this key to bury a selected dead party member.

**Player Info (Key \*)**

With this key, the player can review the information of any party member.

**Kill Companions (Key 0)**

With this key, the player can kill the held companions of any member.

**Item Transfer (Key #)**

Items can be transferred between members with this key.

## MEMBER RECORD DISPLAY SCREEN 2

( 8 + 0 )	SHECA	Female	Hobbit
WEP = Mace			
ARM = Leather Armour			
SHD = Shield +1			
JEW = Silver Cross			
M M =			
[ Kobold	4	1	2 ]

This screen displays SHECA's equipment and controlled companions. Each member may carry one weapon, one piece of armour, one shield, one piece of jewelry, and one piece of miscellaneous magic.

### **WEP = Mace**

SHECA has a Mace for her weapon. SHECA purchased this Mace in Sir Justin's Armoury.

### **ARM = Leather Armour**

SHECA is wearing Leather Armour purchased from Sir Justin's Armoury.

### **JEW = Silver Cross**

SHECA's jewelry item is a silver cross. This is a magic item that SHECA found in the dungeon.

$$\mathbf{M} \mathbf{M} =$$

SHECA currently has no Miscellaneous Magic. Scrolls and flasks would go in this area.

```
[Kobold      4      1      2 ]
```

SHECA currently has three Kobolds controlled. Each Kobold's hits is listed, the first Kobol has four hits, the second has 1 hit, and the last one has 2 hits.

## NON-COMBAT DUNGEON OPTIONS

Some town options can be used within the dungeon

Cast Spell	-	Key 5
Order Party	-	Key 7
Use Item	-	Key 8
Bury Dead/Save Game	-	Key 9
Player Info	-	Key *
Kill Companions	-	Key 0
Item Transfer	-	Key #



## MEMBER RECORD DISPLAY SCREEN 3

( 8 + 0 )	SHECA	Female Hobbit
Active Spells		
GREXPELT		
VIRATER		

This screen displays the active spells that have been cast on SHECA. SHECA is currently under the influence of GREXPELT (party protection spell) and VIRATER (personal strength spell).

This area is also used to display the nature of a member's distress. A member can be distressed for various reasons, such as being DEAD, controlled, poisoned, etc.

## **MEMBER RECORD DISPLAY**

The available options will depend upon the attack round, the member's class and the member's party position

**Fight (Key 1)** - Do a normal swing.

**Double Blow (Key 2)** - Swing for double damage.

**CrHit (Key 3)** - Swing to do critical damage.

**Evade (Key 4)**

The member will attempt to evade to the back of the party. If successful, the member behind the evading member will lose his/her combat option.

**Cast Spell (Key 5)**

Use this key to initiate the spell casting sequence.

**Seduce (Key 6)**

Attempt to seduce an adversary with the member's physical beauty. If successful, the adversary will fight for the member.

**Pass (Key 7)**

Bypass the member's combat turn.

**Use Item (Key 8)**

Use this key to invoke the special power of a magic item.

**Dispel (Key 9)**

Attempt to dispel the party's adversaries.

**Player Info (Key \*)**

With this key the player can review the information of any party member.

# MAGICAL SPELLS

## Level 1

### DIRFLACOG

When directed at a single adversary of humanoid type, the spell, if successful, will cause the adversary to join the caster and assist him. The controlled adversary will faithfully serve the caster until death, either the caster's or the controlee's.

### LUFDOR

Shoots fourth a magical arrow that strikes a single adversary. This spell works on all types of adversaries.

### NIXCOG

Causes low level normal adversaries to fall into a deep sleep.

### TERPELT

Protects the caster from attacks by weapons.

## Level 2

### LUFCOG

This spell attempts to cause confusion in normal adversaries. This spell is very ineffective against medium to high level adversaries.

## **Level 2 (cont)**

### **LUFTORE**

When cast, the magic user floats in the air, thus avoiding the pits of the dungeon.

### **NIXLUX**

This spell causes an area of darkness to engulf the caster's party, thus shielding the party from low level normal adversaries.

### **VIRATER**

The recipient of this spell has an increased chance of hitting an adversary in physical combat.

## **Level 3**

### **DIRTERCOG**

When directed at a single adversary of non-humanoid type, the spell, if successful, will cause the adversary to join the caster and assist him. The controlled adversary will faithfully serve the caster until death, either the caster's or the controlee's.

### **FLATERPELT**

This spell gives the caster a personal shield against the next fire based attack. The spell is then broken.

### **Level 3 (cont)**

#### **FLAVULEN**

This spell causes a ball of fire to explode in the midst of the Mage's adversaries, causing heavy damage to all members of all adversary parties. This spell may backlash and cause damage to the caster's party. Use this spell with caution.

#### **IPSENIXSPI**

Makes the caster invisible to low level normal monsters. The spell is broken by any violent act by the caster.

#### **NIXCOG**

Causes low level normal adversaries to fall into a deep sleep.

#### **LUXLUFVULEN**

A spell like FLAVULEN but having a smaller chance of damaging either the adversary's or the caster's party.

### **Level 4**

#### **ACIREFLAG**

## **Level 4 (cont)**

### **COGVULEN**

This spell attempts to cause fear and fright in normal Adversaries. This spell works very well against low to Medium level adversaries.

### **GREXNIXSPI**

This spell is like IPSENIXSPI except that it makes the entire party go invisible.

### **NIXFLAG**

This spell causes a cold wind with very low wind-chill-factor to emanate out from the caster. This spell will cause heavy damage on all of the caster's adversaries, and will cause some damage to members of the caster's party.

## **Level 5**

### **ACIREWAT**

With this spell the caster summons from 1 to 4 medium level monsters to aid the party. These monsters will aid the caster for a variable number of encounters before fleeing from the party.

## **Level 5 (cont)**

### **FINILUX**

This spell causes a powerful lightning bolt to be focused on the caster's adversaries, thus causing great amounts of damage to the adversaries that are hit. This spell can usually be used without damaging the caster's party.

### **FLAPELT**

With this spell the caster appears to self immolate, this striking grievous fear in his adversaries. This spell is so powerful that even the undead may be frightened.

### **GREXLUFTORE**

This spell is like LUFTORE except that it makes the entire party float in the air. Note that neither spell will hinder the operation of teleporters.

## **Level 6**

### **ACIRETER**

With this spell the caster summons from 1 to 4 high level monsters to aid the party. These monsters will aid the caster for a variable number of encounters before fleeing from the party.

## **Level 6 (cont)**

### **FLAVULEDIR**

This spell causes a directed beam of fire to burst fourth amongst the caster's adversaries. This spell will cause huge amounts of damage against all adversaries while not harming the caster's party in the least.

### **MORTA**

With this spell the magic user commands his adversaries to die. This spell is very effective against even high level normal monsters.



# CLERICAL SPELLS

## **Level 1**

### NIXOCGREX

This spell is used to dispel evil adversaries. This spell only works well on low to medium level undead and demons.

### OCVULEN

With this spell the cleric can cure damage on a member of his party.

### VULEN

When this spell is cast a globe of damage is inflicted on a single adversary. This spell works against all types of adversaries.

## **Level 2**

### COERFLACOG

This spell has the same effect as the magical DIRFLACOG but it has a stronger though less lasting effect on the adversaries. Up to 4 adversaries can be controlled, but the controlees will eventually leave the party.

## **Level 2 (cont)**

### **GREXPELT**

With this spell the cleric prays to his deity to bless the party, thus making the party members harder to hit in physical combat.

### **IPSEPOITER**

A spell used to determine the party's depth in the dungeon. This spell is very useful when mapping the dungeon.

## **Level 3**

### **IPSEPOI**

A spell used to determine the party's facing in the dungeon. This spell is very useful when mapping the dungeon.

### **OCVULEWAT**

This spell is like OCVULEN, except that it cures more Damage to the party member.

### **VULETER**

This spell is like VULEN but more damage is inflicted on the struck adversary.

## **Level 4**

### **COERTERCOG**

This spell has the same effect as the magical DIRTERCOG but is has a stronger though less lasting effect on the adversaries. Up to 4 adversaries can be controlled, but the controlees will eventually leave the party.

### **OCVENIN**

This spell is used to negate the venom used to poison or paralyze a party member.

### **OCVULETER**

This spell is used to fully restore a member's lost hit points.

### **VULEDOR**

A spell that causes arrows of damage to spring forth from a caster's hand. This spell will damage all adversaries in an attacking group.

## **Level 5**

### **CUTLEVULEN**

This spell causes a spinning barrier of blades to move toward the caster's adversaries. Guided by the cleric's deity, the blades do no harm to the party, but they do grave damage to all adversaries in a single monster group.

## **Level 5 (cont)**

### **OCMORTA**

This spell is used to raise a dead party member. This spell is known as a "Partial Raise" as it leaves the member at the brink of death (1 hit point), with no spells, and with a loss of constitution. If a dead party member fails his raise, the member is forever dead and may not be raised.

### **POIMORTA**

The cleric's deity will attempt to kill a specified adversary. This spell is very effective against all but the most powerful of adversaries.

## **Level 6**

### **CONDEMNARE**

With this spell the cleric asks his deity to damn his adversaries to hell. This spell is very effective against undead and demons and has been reported to also work on other adversary types.

### **OCMORTAVUL**

This spell is used to raise a dead party member. This spell is known as a "Full Raise" as it leaves the member at full fighting power. If a dead party member fails his raise, the member is forever dead and may not be raised.

## **Level 6 (cont)**

### **DOMPISE**

With this spell the cleric can return to Diane's Drinking Depot. Unfortunately, the cleric's party members stay in the dungeon. Therefore, there is a chance the cleric's deity will punish the cleric, with permanent death, for his cowardliness. Only in the most extreme circumstances will the caster's deity feel compassion and spare the cleric.

## SIR JUSTIN'S ARMOURY

- Providing the finest to the discriminating adventurer \*

Item Name	Cost In Gold	Number Of Attacks	Max Damage	Hit Prob Bonus	Armour Class Bonus
Axe	45	1	8	0	0
Broadsword	240	1	12	1	1
Chain Mail	450			-1	4
Cloak	28			0	1
Club	10	1	6	-1	0
Dagger	15	2	4	-2	-1
Leather Armour	90			0	2
Mace	40	1	8	0	0
Plate Mail	600			-2	8
Pointed Stick	2	1	4	0	0
Quarter Staff	160	1	4	-2	4
Shield	148			-1	2
Short Sword	80	2	6	-2	0
War Hammer	90	1	6	2	-2

Sir Justin has many tales of marvelous magic items that he has seen on his trips into the dungeon. Due to a recent raid on his armoury, he only has standard items for sale, but he is certain numerous powerful magic items are for the taking in the depths below the town.

## **RACE DESCRIPTIONS**

### **DWARF**

The wisest of the character races, the dwarf is also very strong and healthy, though lacking in intelligence and dexterity. The dwarf has a very long life span, but is a slow learner.

### **ELF**

The elf has the best initial stats of any character race, but elves are the slowest learners in the game. Elves are usually very wise, charismatic, and dexterous. Elves are not effected by aging, and will never die of old age.

### **GNOLL**

The gnoll, being strong, healthy, and dexterous, is often the race of choice for a Hirebrand. Gnolls, however, have a short life span. Gnolls learn at an average rate.

### **HOBBIT**

Hobbit's exhibit high charisma, health, and dexterity. The learn faster than normal and have a long life span. As a race they are weak.

### **HUMAN**

The human is the normal character race against which all other races are compared. Thus humans are average in life span, learning, ability, and initial stat rolls.

## **Race Descriptions (cont)**

### **KOBOLD**

Kobolds have the lowest initial stat rolls of any race, but they are the quickest learners in the game. Their life span is a little longer than normal and as a race they are weak.

### **OGRE**

Ogres are by far the strongest and healthiest race. They live an average life span and learn a little slower than average. Most ogres have very low intelligence, wisdom, and charisma thus making them only suitable as hirebrands.

### **ORC**

Orcs have the shortest life span in the game but they are very fast learners. Orcs are stronger than average but have below average intelligence and wisdom.

### **COURTESAN**

The courtesan is able to control all humanoid adversaries with her physical beauty (charisma). The courtesan has no spell ability, but is able to control by seduction. The courtesan must be female. The courtesan makes level very fast. Courtesans may use and normal weapons but may only wear leather armour. Courtesans may use shields.



## **Race Descriptions (cont)**

### **HIREBRAND**

The hirebrand is the basic fighter in the dungeon. Hirebrands are able to swing for double damage and can use all normal types of weapons, armour, and shields. Hirebrands make level quickly.

### **MAGE**

The mage is the magic user in the dungeon. The mage can cast magic spells and use many magic items. The mage is physically weak and prefers to stay in the back of the party. The mage makes level a little slower than average.

### **MONK**

The monk is a skilled killer in combat, have the option to swing for Critical Hit. Monks shun all armour and only wear cloaks. A monk's armour class will improve as the monk goes up in level. At high levels monks are able to cast clerical spells. Monks make level very slowly, but are a great asset to the party, due partly to the Scout Abilities.

### **NINJA**

Ninjas are assassins in the dungeon, thus having the ability to swing for Critical Hit. Ninjas are skilled with all normal weapons but never wear any armour heavier than leather. Ninjas may use shields. Ninjas make level at an average rate.

## **Race Descriptions (cont)**

### **PEASANT**

Peasants make level the fastest of any of the classes. Having no particular strengths, peasantry is open to all members. Peasants are very limited in the items they may use. Peasants can choose a profession whenever their stats are sufficient.

### **PHAGE**

The phage is a fighter who at high levels gains the ability to cast magic spells. Phages can use all types of weapons but can wear only leather armour. Phages make level a little slower than mages.

### **PRIEST**

The priest, or cleric, is the holy man in the dungeon. Priests are invaluable to the party due to their ability to heal and cure other party members. High level priests are actually able to raise the dead. Priests may only use non-edged weapons but may wear armour as heavy as chain mail. Priests make level a little faster than average and they may use shields.

### **RANGER**

The ranger is the most sought after character in the game. At high levels the ranger is able to cast both magic and cleric spells. The ranger can use many magic items and has Scout Abilities as well. The ranger makes level very slowly but is

## **Race Descriptions (cont)**

### **RANGER (cont)**

very important to the party when running the deepest parts of the dungeon. The ranger may only wear leather armour.

### **SCOUT**

The scout makes level fastest of any class save for the peasant. Scouts are noted for their Scout Abilities. Scouts with high intelligence and high dexterity are able to sneak up on their adversaries, thus giving the party the advantage of surprise. If a scout successfully surprises a group of adversaries the scout is given the option of swinging for a Critical Hit. If the scout is unsuccessful in sneaking up on a group of adversaries, all of the adversaries will attack the scout. Due to their stealth, scouts may only wear leather armour.

### **VERSATILE**

The versatile is able to use both magic and cleric spells and use any item in the game. The versatile starts out quite strong, but goes up in level at the slowest rate of any class, a third as fast as a ranger.

## CLASS STAT MINIMUMS

The stat minimums for qualification  
in each class are given below

CLASS	STR	INT	WIS	CHA	CON	DEX
Courtesan	0	0	0	19	9	0
Hirebrand	12	0	0	0	0	6
Mage	0	12	0	0	0	6
Monk	15	9	15	0	9	15
Ninja	12	9	12	0	6	15
Peasant	0	0	0	0	0	0
Phage	14	14	0	0	9	6
Priest	0	0	12	7	0	0
Ranger	12	14	14	14	15	12
Scout	0	12	0	0	0	15
Versatile	12	12	12	0	0	12

# THE TOME OF DUNGEON MONSTERS

The following monsters have been  
encountered very frequently!

Monster Name	Monster Level	Monster Type	A.C.	Number Swings	Max Damage	Special Attacks
Acolyte	1	Priest	9	1	6	
Apprentice	1	Thief	9	1	8	Double Damage
Cave Rat	1	Animal	8	1	6	
Fire Ant	2	Insect	3	1	6	
Footpad	2	Thief	7	1	8	Double Damage
Giant Centipede	1	Insect	9	1	1	Poison
Gnome	1	Humanoid	5	1	6	
Goblin	1	Humanoid	6	1	6	
Halfling	6	Midget	7	1	6	
Heathen	1	Fighter	7	1	3	
Kobold	1	Humanoid	7	1	4	
Leprechaun	5	Midget	8	1	3	
Orc	1	Humanoid	4	1	8	
Skeleton	1	Undead	7	1	6	
Veteran	1	Fighter	9	1	10	
Warrior	2	Fighter	7	1	10	

# THE TOME OF DUNGEON MONSTERS

The following monsters have been encountered **less** frequently!

Monster Name	Monster Level	Monster Type	A.C.	Number Swings	Max Damage	Special Attacks
Adept	2	Priest	7	1	6	Casts Vulen
Dwarf	6	Midget	4	1	8	Double Damage
Elf	5	Midget	5	1	8	Double Damage
Gnoll	2	Humanoid	4	1	8	
Hero	4	Fighter	3	1	10	Double Damage
Medium	1	Mage	9	2	4	Casts Lufdor
Killer Bees	2	Insect	2	1	10	Poison
Large Spider	1	Insect	6	1	2	Poison
Robber	3	Thief	7	1	10	Double Damage
Scorpion	1	Insect	2	2	4	Poison
Shadow	3	Undead	6	1	6	Double Damage
Swordsman	3	Fighter	5	1	10	Double Damage
Turtles	4	Animal	5	1	6	Double Damage
Wererat	3	Werebst	5	1	8	Poison
Wolf	3	Animal	5	2	6	

A few other monsters have been encountered, but so rarely that no data is available on them. There is legend of even more hideous monsters on the lower level of the dungeons.

It is also rumored that the color of a monster can be used to determine it's level.

<b>Color</b>	<b>Level</b>
Green	1-4
Grey	5-8
Yellow	9-16
Red	17-??

# **MONSTER TYPE DESCRIPTIONS**

## **FIGHTER**

These humans are similar to the hirebrand in your party. They have 10 sided hit dice and high level fighters can swing for double damage and Critical Hit.

## **MAGE**

These humans are similar to the mage in your party. At all levels these monsters will cast magic spells at the party. High level mages can cast MORTA and FLAVULEDIR with disastrous effects on your party.

## **PRIEST**

These humans are similar to the priests in your party. At all levels these monsters will cast damage spells (sorry the don't try to cure you). High level priests can cast POIMORTA and CONDEMNARE very effectively.

## **THIEF**

Thiefs are very effective fighters with even the lowest thief being able to swing for double damage. High level thieves can also swing for critical hit and summon aid.

## **MIDGET**

Midgets have only one or two sided hit dice. These monsters are very resistant to sleep and fear spells.



## **Monster Type Descriptions (cont)**

### **PARAHUMAN**

These monsters comprises all the different human-like races, such as Kabold, Gnome, Orc, etc. These monsters are fighters with no special powers.

### **GIANT**

These monsters are the giants of legend and mythology. Giants can swing for double damage.

### **ANIMAL**

This category comprises all the animals in the dungeon. Animals can attack in a wide variety of forms: normal swing by a cave rat, paralyzation by a jelly sting, breath weapon by a hades hare, and stoning by a beholder being are some of the examples.

### **WEREBEAST**

These are the Lycanthropes of legend. These monsters have the ability to do double damage and poison.

### **INSECT**

This category comprises all the insects in the dungeon. Most insects attack with poison.

## **Monster Type Descriptions (cont)**

### **ENCHANTED**

These monsters were created by very powerful mages or demons and they still lurk about in the dungeon. In combat all enchanted creatures have the ability to summon aid.

### **DEMON**

Found only in the deepest parts of the dungeon, demons are very resistant to all spells and physical attacks.

## Adventurer's Handy Spell Reference Card

### Control Spells

DIRFLACOG	Magic 1
COERFLACOG	Cleric 2
DIRTERCOG	Magic 3
COERTERCOG	Cleric 4

### Enchantment Spells

NIXCOG	Magic 1
LUFCOG	Magic 2
NIXLUX	Magic 2
COGVULEN	Magic 4
FLAPELT	Magic 5
MORTA	Magic 6

### Healing Spells

OCVULEN	Cleric 1
OCVULEWAT	Cleric 3
OCVENIN	Cleric 4
OCVULETER	Cleric 4

### Protection Spells

TERPELT	Magic 1
LUFTORE	Magic 2
VIRATER	Magic 2
GREXPELT	Cleric 2
FLATERPELT	Magic 3
IPSENIXSPI	Magic 3
GREXNIXSPI	Magic 4

### Area Damage Spells

FLAVULEN	Magic 3
LUXLUFVULEN	Magic 3
NIXFLAG	Magic 4
FINILUX	Magic 5
FLAVULEDIR	Magic 6

### Deity Intervention Spells

NIXOCGREX	Cleric 1
POIMORTA	Cleric 5
CONDEMNARE	Cleric 6
DOMIPSE	Cleric 6

### Group Damage Spells

VULEDOR	Cleric 4
CUTLEVULEN	Cleric 5

### Mapping Spells

IPSEPOITER	Cleric 2
IPSEPOI	Cleric 3

### Raise Dead Spells

OCMORTA	Cleric 5
OCMORTAVUL	Cleric 6

### Single Adversary Spells

LUFDOR	Magic 1
VULEN	Cleric 1
VULETER	Cleric 3

## **Tips from the Designer**

- Don't forget to equip your newly created members.
- Disable Special Rooms when mapping out a new section of the dungeon or when building up a new party or a new party member.
- When transferring items, you can give the item back to the donor. If you give the item to no one, the item will be lost.
- When I run my party, I usually go only as deep as I feel is safe. I measure this by taking the average member level and dividing by 4, thus a party of mostly level 12 members would be safe on depth 3. If you have Special Rooms disabled, you can probably go a little deeper with the same party.
- Try to have all members of your party maintain approximately the same level.
- I consider my party going through various stages or generations.
  - My usual first generation party consists of:
    - Mandrack or Sir Clax
    - A Courtesan
    - A Priest
    - Two Mages
  - After I have run this party for a while, when the priest has at least 1 sixth level cleric spell, I Replace Sir Clax with a Monk.

## **Tips from the Designer (cont.)**

- This is my second generation party:
  - Monk and Mandrack
  - Priest
  - Courtesan
  - Two Mages
- The next stage in party development, when the monk has at least 10 first level cleric spells, is to replace the courtesan and Mandrack with rangers, giving the third generation party as follows:
  - Monk
  - Two Rangers
  - Priest
  - Two Mages
- The optimum party for running the deepest parts of the dungeon would be 6 rangers, but that party would take very long to develop.
- This doesn't mean that ninjas, phages, and scouts are not good classes. You should try running these classes and incorporate them into a robust party.

One trick I use for creating members that are hard to qualify for, like rangers and monks, is to create a peasant who is close to the stat minimums. Run this member as a peasant and when he makes level, check to see if his stats went up enough. If so, change his profession to the desired one.

## **Notes About this Manual**

This manual was typed verbatim from the manual that was written by the game's programmer. Spelling and grammatical errors were intentionally reproduced.



