

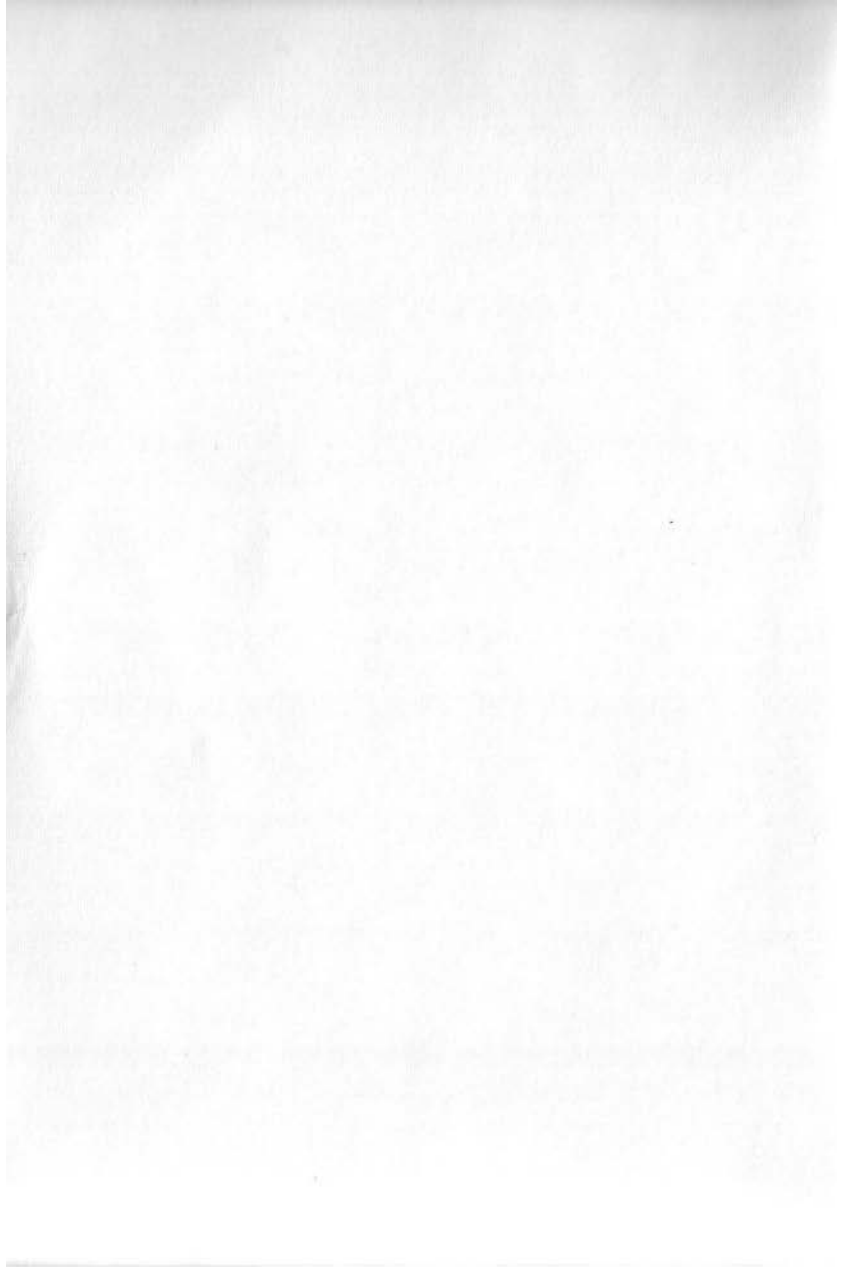
THE OFFICIAL STRATEGY GUIDE

Dungeon *Master* **II** **SKULLKEEP**



by ZACH MESTON and J. DOUGLAS ARNOLD

**WORKS WITH ALL VERSIONS OF DM II!
SPECIAL FOLD-OUT MAP INCLUDED!**



Dungeons & Dragons
Master **II**
SKULLKEEP

THE OFFICIAL STRATEGY GUIDE

Zach Meston & J. Douglas Arnold

SIP

SANDWICH ISLANDS PUBLISHING CO., LTD
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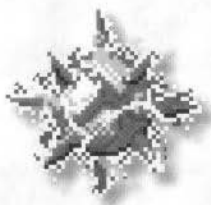
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INTRODUCTION

About This Book

Dungeon Master II: The Official Strategy Guide is the ultimate companion book for players of the role-playing game *Dungeon Master II: Skullkeep*. In this book, you'll find the history of *Dungeon Master* and *Dungeon Master II*; detailed charts of every item of importance in the game; a dozen maps that show every location to be found; and most importantly, solutions for all of *Dungeon Master II*'s baffling puzzles. Whether you're a novice or an expert player, you're guaranteed to find something worthwhile within these pages.

The gameplay in all versions of *Dungeon Master II* is identical, so *Dungeon Master II: The Official Strategy Guide* works equally well with the Sega CD, IBM PC, Apple Macintosh, and Commodore Amiga versions of *Dungeon Master II*. (The pictures in this book are taken from the Sega CD version.)

What's In This Book?

Dungeon Master II: The Official Strategy Guide is divided into eleven chapters filled with all the information you'd expect from a hint book, and even more information put in just for fun:

Chapter 1 describes all sixteen **Champions**, and includes mondo helpful charts to show their various skills in mind-boggling detail.

Chapter 2 is a complete list of all **Items** in *Dungeon Master II*, from Apples to YA Keys. (YA Keys?)

Chapter 3 discusses a multitude of melee and missile **Weapons**.

Chapter 4 is a guide to the sometimes soft, sometimes shiny, always helpful protective garb known fondly as **Armor**.

Chapter 5 is all about the art of using supernatural powers, but we ain't talking the Psychic Friends Network; we're talking **Magic**.

Chapter 6 is a bestiary of the plentiful **Monsters** in the world of *Skullkeep*, from the semi-peaceful Glops to the extremely evil Dragoth.

Chapter 7 is chock-full of **Basic and Battle Strategies**. Wonderful information for novice players, and helpful even for role-playing veterans who don't know quite as much as they think they do.

Chapter 8 is a section of **Questions and Answers** for gamers who are stuck on a specific puzzle in the game. (Hey, it happens.)

Chapter 9 is a **Walkthrough** of *Dungeon Master II* from start to finish. Great for players who like to blitz through games without any annoying "thinking" or "puzzle-solving" to get in the way.

Chapter 10 is teeming with **Maps** of every location in the game, from the roof of *Skullkeep* to the depths of the Cavern to the nothingness of the Void.



Chapter 11 is an **Interview** with **Wayne Holder**, the president and founder of FTL Games/Software Heaven, Inc., the developers of *Dungeon Master* and *Dungeon Master II: Skullkeep*. Wayne (yes, we're on a first-name basis with him) discusses the beginnings of FTL, the effect that *Dungeon Master* had on the video game industry, and why *Dungeon Master II* took so darn long to be released.

What's Not In This Book?

Sandwich Islands Publishing has one very strict policy when it comes to our strategy guides: no cheesy fiction! There's nothing more annoying than reading through a hint book and having to suffer through some misguided writer's attempt at showing off his CD-ROM thesaurus and oh-so-clever wordplay just to find the solution to a puzzle. We here at SIP write in an informal and (hopefully) humorous style that gives you the information you want without any needless suffering; we figure that the fictional background of the *game* should be more than enough to hold your interest without our having to "enhance" it. (Of course, if for some insane reason you *want* us to write in a cheesy fictional style, write us a letter and let us know.)

So, without further rambling, read on and enter the world of *Dungeon Master II: Skullkeep*!



CHAMPIONS

Introduction

"We are the champions, my friends... and we'll keep on fighting to the end..." Sorry, but that damn song by Queen goes through my head every time I see or hear the word *champion*. Let's ignore my psychological problems for now and get on to the subject at hand: namely, the 16 buff dudes and dudettes known as Champions.

Each Champion has their own strengths and weaknesses, so it's important for you to take a well-balanced party on your quest. If everyone in the party is a fighter, you won't have the magical talents needed to cast vital spells; if everyone in the party is a magic-user, you won't have the strength and stamina needed to survive melee attacks by strong monsters.

The ideal party is made up of Torham Zed (who is a skilled fighter and magic-user, and who is always a member of the party), a Champion with high Fighter skills (many of FTL's playtesters favor Bane), a Champion with high Priest skills, and a Champion with high Wizard skills. A Champion with Ninja skills is nice to have, but definitely not as necessary as the other three.

Here's what the various numbers for each Champion mean:

Attributes

- ★ **Health:** The Champion's amount of "hit points." The higher the Health, the more monster attacks the Champion can withstand.
- ★ **Stamina:** The higher the Stamina, the larger the champion's reserves of energy. Stamina is used when a champion exerts himself (e.g., moving, using a weapon, pushing furniture). Food and water are converted over time into stamina.
- ★ **Mana:** The Champion's amount of "magic points." The higher the Mana, the more (and more powerful) spells the Champion can cast.
- ★ **Luck:** Feeling lucky, punk? The higher the Luck, the better a Champion's chances of landing extra-powerful blows during melee combat.
- ★ **Strength:** The higher the Strength, the stronger the Champion.
- ★ **Dexterity:** The higher the Dexterity, the faster and nimbler the Champion.
- ★ **Wisdom:** The higher the Wisdom, the smarter the Champion, and the faster he learns from his experiences.
- ★ **Vitality:** The higher the Vitality, the less damage caused by monster attacks, and the faster the champion recovers health.
- ★ **Anti-Magic:** The higher the Anti-Magic, the less damage caused to the Champion by magical attacks.
- ★ **Anti-Fire:** The higher the Anti-Fire, the less damage caused to the Champion by fire-based attacks.
- ★ **Load (Kg):** The total weight (in kilograms) that the Champion can carry.

Champions



Statistics

There are four statistics for each class (Fighter, Priest, Ninja, and Wizard), each one ranking from 0 to 15. Statistics can be increased during the adventure. For example, if a Champion keeps throwing a Rock or shooting Arrows, his Ninja statistics increase; if a Champion keeps casting Light and Fireball spells, his Wizard statistics increase.

Possessions

The items listed in this category are the items that the Champion is carrying when you revive him or her at the start of the adventure.

Aliai Mon



ATTRIBUTES

Health	65	Strength	45	Anti-Magic	40
Stamina	75	Dexterity	45	Anti-Fire	40
Mana	12	Wisdom	48	Load (Kg)	46
Luck	37	Vitality	42		

STATISTICS

Fighter

Level . . Neophyte
 Swing 2
 Thrust 1
 Club 1
 Parry 1

Priest

Level . . Neophyte
 Identify 2
 Heal 1
 Influence 1
 Defend 1

Ninja

Level . . Neophyte
 Steal 2
 Fight 1
 Throw 1
 Shoot 1

Wizard

Level . . Neophyte
 Fire 2
 Air 1
 Earth 1
 Water 1

POSSESSIONS

Leather Boots, Leather Pants, Scale Hauberk; 2 Gold Coins, 3 Silver Coins.



Anders (Light Wielder)



ATTRIBUTES

Health	28	Strength	33	Anti-Magic	55
Stamina	47	Dexterity	59	Anti-Fire	30
Mana	36	Wisdom	45	Load (Kg)	37
Luck	45	Vitality	55		

STATISTICS

Fighter

Level	Tyro
Swing	0
Thrust	0
Club	0
Parry	2

Priest

Level	Tyro
Identify	2
Heal	0
Influence	0
Defend	0

Ninja

Level	Novice
Steal	4
Fight	0
Throw	0
Shoot	0

Wizard

Level	Apprentice
Fire	3
Air	5
Earth	3
Water	2

POSSESSIONS

Black Boots, Fine Robe Top, Scale Mail, Torch; 1 Gold Coin, 1 Silver Coin.

Bane (Blade Cleaver)



ATTRIBUTES

Health	91	Strength	50	Anti-Magic	30
Stamina	80	Dexterity	58	Anti-Fire	30
Mana	3	Wisdom	39	Load (Kg)	50
Luck	50	Vitality	49		

STATISTICS

Fighter

Level Journeyman	
Swing	5
Thrust	2
Club	6
Parry	4

Priest

Level	Tyro
Identify	0
Heal	0
Influence	0
Defend	0

Ninja

Level	Tyro
Steal	0
Fight	0
Throw	0
Shoot	0

Wizard

Level	Tyro
Fire	0
Air	0
Earth	0
Water	0

POSSESSIONS

Leather Jerkin, Leather Pants, Sword.



Cletus



ATTRIBUTES

Health	100	Strength	60	Anti-Magic	40
Stamina	70	Dexterity	30	Anti-Fire	63
Mana	5	Wisdom	32	Load (Kg)	58
Luck	27	Vitality	50		

STATISTICS

Fighter

Level	Apprentice
Swing	3
Thrust	0
Club	5
Parry	0

Priest

Level	Tyro
Identify	0
Heal	0
Influence	0
Defend	0

Ninja

Level	Novice
Steal	0
Fight	4
Throw	2
Shoot	0

Wizard

Level	Tyro
Fire	0
Air	0
Earth	2
Water	0

POSSESSIONS

Club, Illumulet, Leather Pants; 1 Gold Coin.

Cordain (Dawnkeeper)



ATTRIBUTES

Health	57	Strength	35	Anti-Magic	55
Stamina	68	Dexterity	40	Anti-Fire	59
Mana	22	Wisdom	42	Load (Kg)	38
Luck	30	Vitality	40		

STATISTICS

Fighter

Level	Novice
Swing	0
Thrust	0
Club	0
Parry	4

Priest

Level	Apprentice
Identify	3
Heal	5
Influence	3
Defend	2

Ninja

Level	Tyro
Steal	0
Fight	0
Throw	0
Shoot	0

Wizard

Level	Neophyte
Fire	0
Air	0
Earth	2
Water	2

POSSESSIONS

Black Boots, Leather Pants, Money Box (2 Gold Coins, 1 Silver Coin), Rapier, Scale Hauberk.



Equus



ATTRIBUTES

Health	95	Strength	58	Anti-Magic	30
Stamina	85	Dexterity	30	Anti-Fire	32
Mana	2	Wisdom	36	Load (Kg)	57
Luck	60	Vitality	50		

STATISTICS

Fighter

Level	Neophyte
Swing	0
Thrust	0
Club	2
Parry	3

Priest

Level	Tyro
Identify	0
Heal	0
Influence	0
Defend	2

Ninja

Level	Apprentice
Steal	3
Fight	5
Throw	0
Shoot	0

Wizard

Level	Tyro
Fire	0
Air	0
Earth	1
Water	0

POSSESSIONS

Black Boots, Fine Robe, Money Box (2 Gold Coins, 1 Silver Coin, 2 Copper Coins), Torso Plate, Wood Shield.

Graen Ozbor



ATTRIBUTES

Health	35	Strength	35	Anti-Magic	48
Stamina	47	Dexterity	52	Anti-Fire	33
Mana	40	Wisdom	60	Load (Kg)	38
Luck	25	Vitality	33		

STATISTICS

Fighter

Level	Tyro
Swing	0
Thrust	0
Club	0
Parry	0

Priest

Level	Novice
Identify	4
Heal	0
Influence	0
Defend	0

Ninja

Level	Neophyte
Steal	0
Fight	0
Throw	0
Shoot	3

Wizard

Level	Apprentice
Fire	4
Air	3
Earth	4
Water	3

POSSESSIONS

Fine Robe Top, Leather Pants, Rope, Sandals; 1 Gold Coin.



Het Farvil



ATTRIBUTES

Health	32	Strength	35	Anti-Magic . . .	47
Stamina	47	Dexterity	49	Anti-Fire	44
Mana	33	Wisdom	53	Load (Kg)	38
Luck	52	Vitality	38		

STATISTICS

Fighter

Level	Tyro
Swing	0
Thrust	0
Club	0
Parry	2

Priest

Level	Apprentice
Identify	3
Heal	0
Influence	5
Defend	0

Ninja

Level	Novice
Steal	3
Fight	2
Throw	2
Shoot	1

Wizard

Level	Tyro
Fire	0
Air	0
Earth	0
Water	0

POSSESSIONS

Black Top, Leather Boots, Tabard; 3 Gold Coins, 3 Silver Coins.

Jarod (Nightwielder)



ATTRIBUTES

Health	62	Strength	37	Anti-Magic . . .	52
Stamina	85	Dexterity	59	Anti-Fire	33
Mana	20	Wisdom	52	Load (Kg)	40
Luck	34	Vitality	40		

STATISTICS

Fighter

Level	Tyro
Swing	0
Thrust	0
Club	0
Parry	0

Priest

Level	Tyro
Identify	0
Heal	0
Influence	0
Defend	0

Ninja

Level	Novice
Steal	0
Fight	4
Throw	3
Shoot	2

Wizard

Level	Apprentice
Fire	2
Air	3
Earth	4
Water	2

POSSESSIONS

Leather Pants; 1 Gold Coin.



Kol Del Tac



ATTRIBUTES

Health	94	Strength	57	Anti-Magic	42
Stamina	36	Dexterity	58	Anti-Fire	38
Mana	0	Wisdom	35	Load (Kg)	56
Luck	40	Vitality	49		

STATISTICS

Fighter	Priest	Ninja	Wizard
Level	Apprentice	Level	Tyro
Swing	Identify	Steal	Fire
Thrust	Heal	Fight	Air
Club	Influence	Throw	Earth
Parry	Defend	Shoot	Water

POSSESSIONS

Blue Pants, Club; 4 Gold Coins.

Odo Alu Kailo



ATTRIBUTES

Health	60	Strength	55	Anti-Magic	35
Stamina	55	Dexterity	30	Anti-Fire	40
Mana	19	Wisdom	41	Load (Kg)	54
Luck	64	Vitality	44		

STATISTICS

Fighter	Priest	Ninja	Wizard
Level	Novice	Level	Tyro
Swing	Identify	Steal	Fire
Thrust	Heal	Fight	Air
Club	Influence	Throw	Earth
Parry	Defend	Shoot	Water

POSSESSIONS

Blue Pants, Bota, Cape, Flask, Shank, Staff; 1 Gold Coin, 1 Silver Coin.



Saros (Shadow Follower)



ATTRIBUTES

Health	72	Strength	37	Anti-Magic	45
Stamina	50	Dexterity	45	Anti-Fire	45
Mana	24	Wisdom	55	Load (Kg)	40
Luck	42	Vitality	38		

STATISTICS

Fighter

Level	Tyro
Swing	0
Thrust	0
Club	0
Parry	0

Priest

Level	Neophyte
Identify	1
Heal	3
Influence	0
Defend	2

Ninja

Level	Tyro
Steal	0
Fight	0
Throw	0
Shoot	0

Wizard

Level Journeyman	
Fire	3
Air	3
Earth	5
Water	5

POSSESSIONS

Cloak of Night, Leather Pants, Staff; 1 Gold Coin, 1 Silver Coin.

Seri (Flamehair)



ATTRIBUTES

Health	43	Strength	30	Anti-Magic	42
Stamina	72	Dexterity	46	Anti-Fire	50
Mana	32	Wisdom	51	Load (Kg)	34
Luck	40	Vitality	45		

STATISTICS

Fighter

Level	Tyro
Swing	0
Thrust	0
Club	0
Parry	0

Priest

Level Journeyman	
Identify	3
Heal	5
Influence	6
Defend	3

Ninja

Level	Tyro
Steal	0
Fight	0
Throw	0
Shoot	0

Wizard

Level	Neophyte
Fire	0
Air	3
Earth	2
Water	1

POSSESSIONS

Bodice, Gunna, Sandals; 3 Silver Coins, 3 Copper Coins.



Torham Zed



ATTRIBUTES

Health	83	Strength	49	Anti-Magic	30
Stamina	77	Dexterity	53	Anti-Fire	38
Mana	14	Wisdom	54	Load (Kg)	50
Luck	60	Vitality	45		

STATISTICS

Fighter	Priest	Ninja	Wizard
Level, Apprentice	Level Novice	Level Neophyte	Level Novice
Swing 3	Identify 2	Steal 1	Fire 3
Thrust 5	Heal 2	Fight 1	Air 2
Club 2	Influence 3	Throw 1	Earth 2
Parry 3	Defend 3	Shoot 2	Water 3

POSSESSIONS

Hota, Dagger, Leather Boots, Leather Jerkin, Leather Pants, Green Gem, 3 Gold Coins, 1 Silver Coin.

Tresa Vulpes



ATTRIBUTES

Health	47	Strength	47	Anti-Magic	35
Stamina	67	Dexterity	54	Anti-Fire	47
Mana	17	Wisdom	42	Load (Kg)	48
Luck	62	Vitality	31		

STATISTICS

Fighter	Priest	Ninja	Wizard
Level Tyro	Level Tyro	Level, Apprentice	Level Novice
Swing 0	Identify 0	Steal 0	Fire 3
Thrust 0	Heal 0	Fight 4	Air 3
Club 0	Influence 0	Throw 0	Earth 2
Parry 0	Defend 0	Shoot 5	Water 2

POSSESSIONS

Bandana, Black Boots, Black Skirt, Black Top, Jewel of Symal; 3 Silver Coins.



Uggo the Mad



ATTRIBUTES

Health	88	Strength	55	Anti-Magic . . .	52
Stamina	65	Dexterity	37	Anti-Fire	30
Mana	10	Wisdom	26	Load (Kg)	54
Luck	37	Vitality	47		

STATISTICS

Fighter

Level	Apprentice
Swing	3
Thrust	0
Club	5
Parry	1

Priest

Level	Tyro
Identify	0
Heal	0
Influence	0
Defend	0

Ninja

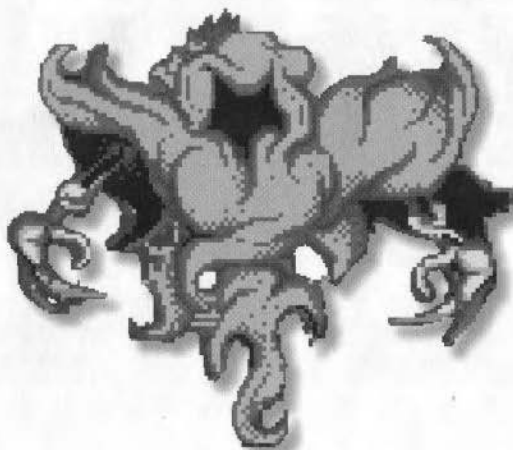
Level	Novice
Steal	0
Fight	4
Throw	1
Shoot	0

Wizard

Level	Neophyte
Fire	1
Air	3
Earth	0
Water	0

POSSESSIONS

Blue Pants, Club, Scale Hauberk; 7 Copper Coins.



ITEMS

Introduction

Skullkeep is jam-packed full of items, and this chapter has the scoop on every last one of them. The following information is listed for each:

LOCATION: The location(s) where the item can be bought or found. An asterisk by the name of a Merchant means that the item is not in stock at the start of the game. "Multiple locations" means that the item can be found in more than three different places in the game, *not* including Merchants.

WEIGHT: The weight of the item in kilograms.

BUY/SELL VALUE: The value of the item in Copper Coins when buying it from a Merchant or selling it to a Merchant. Merchants don't always charge the listed Buy Value for an item; they are open to bartering, and will usually take a bit less than the asking price. Don't try to be *too* much of a tightwad with the Merchants, or they become huffy and start charging the full cost for items, forcing you to wait until they get into a good mood again.

FUNCTION: The function of the item.



APPLE

Location: Sun Clan Tavern Merchant

Weight: 0.4

Buy/Sell Value: 1/1

Function: Food.



ATTACK MINION

Location: 1. Multiple locations throughout Skullkeep; 2. Magic Merchant

Weight: 1.0

Buy/Sell Value: 240/228

Function: See Chapter 6 (Monsters).



BAG

Location: 1. Level 6 [7]; 2. Level 6 [79]

Weight: 0.7

Buy/Sell Value: N/A

Function: Holds up to eight items.



BLOOD KEY

Location: In the possession of the creature Dru-Tan on Level 7

Weight: 0.1

Buy/Sell Value: N/A

Function: Used in the Keyhole on Level 7 [26] to open the Locked Gate [25].



BLUE GEM

Location: 1. Level 8 [1]; 2. Level 8 [3]

Weight: 0.1

Buy/Sell Value: 1024

Function: Used to buy and sell items from Merchants.



BONE

Location: Level 6 [8]

Weight: 1.5

Buy/Sell Value: N/A

Function: Used to play "fetch" with the Wolves, who retrieve the Bone when you throw it and bring it back to you. Very handy to keep the ravenous beasts at bay while scrambling to collect the Clan Key Piece. When fetching a Bone, the Wolves also pick up other objects, which leads to an interesting tactic. See Chapter 8 (Questions and Answers).



BOTA

Location: 1. Level 6 [80]; 2. Sun Clan Tavern Merchant

Weight: 0.9 (Empty); 1.8 (Full)

Buy/Sell Value: 2/2

Function: Quenches your Champions' thirsts with the refreshing taste of wa-wa. A full Bota provides three gulps.



BOULDER

Location: Multiple locations throughout Skullkeep

Weight: 9.0

Buy/Sell Value: N/A

Function: Works well as a plate weight.



BREAD

Location: Sun Clan Tavern Merchant

Weight: 0.3

Buy/Sell Value: 3/3

Function: Grainy grub.

**CHEESE**

Location: Sun Clan Tavern Merchant

Weight: 0.8

Buy/Sell Value: 4/4

Function: Food.

**CHEST**

Location: 1. Level 6 [13]; 2. Level 6 [81]; 3. Level 7-4 [49]

Weight: 5.6

Buy/Sell Value: N/A

Function: Holds up to eight items.

**CLAN CHIEF GEM**

Location: Magic Merchant

Weight: 0.2

Buy/Sell Value: 256/255

Function: Despite the intriguing name, the Clan Chief Gem is simply a pretty necklace.

**CLAN KEY PIECE**

Location: 1. Level 6 [7]; 2. Level 6 [15]; 3. Level 6 [83]; 4. Level 6 [99]

Weight: 0.1

Buy/Sell Value: N/A

Function: The four Clan Key Pieces are used to open the Locked Door on Level 6 [36] leading into Skullkeep.

**COMPASS**

Location: Sun Clan Tavern Merchant

Weight: 0.1

Buy/Sell Value: 11/9

Function: When held in a Champion's hand, the Compass shows the direction that the party is facing. Very helpful for finding your way around. Keep in mind that the Compass arrow always points north, *not* in the direction that your party is facing. (Zach thought this was a programming bug for an embarrassingly long period of time.)

**COPPER COIN**

Location: Multiple locations throughout Skullkeep

Weight: 0.1

Buy/Sell Value: 1

Function: Used to buy and sell items from Merchants.



COVER PLATE

Location: Multiple locations on Level 6

Weight: 8.5

Buy/Sell Value: N/A

Function: The Cover Plate keeps the Techeyes on Level 6 in place.



CROSS KEY

Location: Level 4 [17]

Weight: 0.1

Buy/Sell Value: N/A

Function: Used to lower the Ladder on Level 4 [10] leading up to Level 3 [6].



DEAD BAT

Location: 1. Multiple locations throughout Skullkeep, 2. Sun Clan Tavern Merchant

Weight: 0.6

Buy/Sell Value: 4/4

Function: Food. (Ick.)



FAIRY CUSHION

Location: 1. Multiple locations on Level 6; 2. Sun Clan Tavern Merchant; 3. Magic Merchant

Weight: 0.3

Buy/Sell Value: 88/72 (Sun); 84/76 (Magic)

Function: Temporarily (and massively) raises the Strength and lowers the Vitality of the Champion who eats it.



FLASK

Location: 1. Multiple locations throughout Skullkeep; 2. Sun Clan Tavern Merchant; 3. Magic Merchant

Weight: 0.1

Buy/Sell Value: 16/15

Function: Used to hold potions and water.



FUL BOMB

Location: 1. Multiple locations throughout Skullkeep; 2. Magic Merchant

Weight: 0.3

Buy/Sell Value: 228/209

Function: Fireball.

**FUL BRO KU POTION***Location:* Magic Merchant*Weight:* 0.3*Buy/Sell Value:* 50/45*Function:* Strength Potion. Temporarily increases the Strength of the Champion that drinks it.**FUL KEY***Location:* Level 6 [101]*Weight:* 0.1*Buy/Sell Value:* N/A*Function:* Used in the Keyhole on Level 6 [103] to open the Locked Door [104].**GOLD COIN***Location:* Multiple locations throughout Skullkeep*Weight:* 0.1*Buy/Sell Value:* 16*Function:* Used to buy and sell items from Merchants.**GOLD KEY***Location:* Level 6 [32]*Weight:* 0.1*Buy/Sell Value:* N/A*Function:* Used in the Keyhole on Level 6 [43] to open and close the Locked Door [42].**GREEN GEM***Location:* Multiple locations throughout Skullkeep*Weight:* 0.1*Buy/Sell Value:* 64*Function:* Used to buy and sell items from Merchants.**GUARD MINION***Location:* 1. Level 3 [28]; 2. Level 3 [32]; 3. Level 6 [106]; 4. Magic Merchant*Weight:* 1.0*Buy/Sell Value:* 192/190*Function:* See Chapter 6 (Monsters).



ILLUMULET

Location: 1. Sun* and Moon* Clan Armor Merchants; 2. Cletus

Weight: 0.2

Buy/Sell Value: 97/81

Function: When a Champion wears the Illumulet, it lights up the surrounding area. It's almost like having the Light spell in the form of an amulet.



IR KEY

Location: Level 6 [83]

Weight: 0.1

Buy/Sell Value: N/A

Function: Used to open the Locked Door on Level 6 [89].



JEWEL OF SYMAL

Location: 1. Sun* Clan Armor Merchant; 2. Tresa Vulpes

Weight: 0.2

Buy/Sell Value: 52/48

Function: Increases the Anti-Fire rating of the Champion wearing it.



JICAMA

Location: Sun Clan Tavern Merchant

Weight: 0.5

Buy/Sell Value: 3/3

Function: Food.



LARGE GEAR

Location: 1. Level 4 [22]; 2. Level 5 [15]; 3. Level 5 [40]; 4. Moon Clan Weapon Merchant

Weight: 3.5

Buy/Sell Value: 17/15

Function: Used to activate several of the gadgets in Skullkeep.



LIGHTNING KEY

Location: Level 6 [7]

Weight: 0.1

Buy/Sell Value: N/A

Function: Used to open the Locked Door on Level 6 [22].



MAGIC MAP (BLUE)

Location: Level 6 [7]

Weight: 0.3

Buy/Sell Value: N/A

Function: Used to look at the immediate area around your party. The Map slowly uses the Mana of the Champion using it.

**MAGIC MAP (GRAY)***Location:* Level 6 [79]*Weight:* 0.3*Buy/Sell Value:* N/A*Function:* Used to look at the immediate area around your party. The Map slowly uses the Mana of the Champion using it.**MAGIKAL BOX***Location:* Level 6 [101]*Weight:* 0.9*Value:* N/A*Function:* A one-use-only item that casts a Freeze or OH IR ROS (Accelerate Party) spell.**MANA BLOSSOM***Location:* 1. Several locations on Level 6; 2. Sun Clan Tavern Merchant; 3. Magic Merchant*Weight:* 2.0*Buy/Sell Value:* 54/45 (Sun); 52/48 (Magic)*Function:* Temporarily boosts the Mana of the Champion who eats it.**MASTER KEY***Location:* Level 4 [6]*Weight:* 0.1*Buy/Sell Value:* N/A*Function:* Used to open several Locked Doors on Levels 3 and 4.**METEOR METAL***Location:* Level 5 [12]*Weight:* 2.6*Buy/Sell Value:* None/447*Function:* By placing Meteor Metal and a Spirit Cap into the Vexirk Vat on Level 5 [9], the weapon called Blue Steele is created.**MEZMAR***Location:* 1. Sun* and Moon * Clan Armor Merchants; 2. Magic Merchant*Weight:* 0.2*Buy/Sell Value:* 204/168 (Sun and Moon); 197/177 (Magic)*Function:* Increases the Dexterity of the Champion wearing it by a small amount.



MINION MAP

Location: Level 6 [32]

Weight: 0.3

Buy/Sell Value: N/A

Function: Used to look at the immediate area around your party, and to create the Carry/Fetch Minion. The Map slowly uses the Mana of the Champion using it. See Chapter 6 (Monsters) for more information on the Carry/Fetch Minion.



MONEY BOX

Location: Level 6 [79]

Weight: 1.1

Buy/Sell Value: N/A

Function: Used to hold Gems and Coins.



MOON KEY

Location: Level 6 [15]

Weight: 0.1

Buy/Sell Value: N/A

Function: Used to open the Locked Door on Level 6 [30].



MOONSTONE

Location: 1. Sun* and Moon* Clan Merchants; 2. Magic Merchant

Weight: 0.2

Buy/Sell Value: 141/117 (Sun and Moon); 136/120 (Magic)

Function: Adds three Mana points to the Champion wearing it. Good for turning fighters into magic-users, but not as good as the Suzerain. See below.



OH KEY

Location: Level 6 [106]

Weight: 0.1

Buy/Sell Value: N/A

Function: Used in the Keyhole on Level 6 [102] to open the Locked Door [103].



OH BRO ROS POTION

Location: Magic Merchant

Weight: 0.3

Buy/Sell Value: 37/35

Function: Dexterity Potion. Temporarily increases the Dexterity of the Champion that drinks it.

**ONYX KEY***Location:* Level 2 [5]*Weight:* 0.1*Buy/Sell Value:* N/A*Function:* Used to open the Locked Door on Level 2 [12].**PALMAPPLE***Location:* 1. Multiple locations throughout Skullkeep; 2. Sun Clan Tavern Merchant; 3. Magic Merchant*Weight:* 1.6*Buy/Sell Value:* 13/11 (Sun); 12/12 (Magic)*Function:* Food.**PLANK***Location:* N/A*Weight:* 0.8*Buy/Sell Value:* N/A*Function:* None. When you smash a table with your weapons, it disintegrates into Planks and Small Planks.**PYRO***Location:* Multiple locations on Level 6*Weight:* 8.1*Buy/Sell Value:* N/A*Function:* Used to light the Furnace on Level 6 [65].**RA KEY***Location:* Level 6 [50]*Weight:* 0.1*Value:* N/A*Function:* Used in the Keyhole on Level 6 [67] to open the Locked Gate [64].**RED GEM***Location:* Multiple locations throughout Skullkeep*Weight:* 0.1*Buy/Sell Value:* 256*Function:* Used to buy and sell items from Merchants.**ROPE***Location:* Graen Ozbor's inventory*Weight:* 1.5*Buy/Sell Value:* N/A*Function:* Used to climb into pits, as opposed to the much more painful method of falling into them.



RUNE CHARM

Location: 1. Sun* and Moon* Clan Armor Merchants; 2. Magic Merchant
Weight: 0.2

Buy/Sell Value: 29/25 (Sun and Moon); 28/26 (Magic)

Function: Increases the Luck of the Champion wearing it. At least we *think* so. Here's FTL's official description: "The Rune Charm is rumored to increase the Luck of the Champion who wears it...but there are those who say this is silly superstition."



SCOUT MAP

Location: 1. Level 5 [22]; 2. Level 6 [15]

Weight: 0.3

Buy/Sell Value: N/A

Function: Used to look at the immediate area around your party, and to create the Scout Minion. The Map slowly uses the Mana of the Champion using it. See Chapter 6 (Monsters) for more information on the Scout Minion.



SCROLL

Location: Multiple locations throughout Skullkeep

Weight: 0.1

Buy/Sell Value: N/A

Function: Scrolls have messages written on them that can be read by looking at them on the inventory screen.



SHANK

Location: 1. Level 6 [79]; 2. Sun Clan Tavern Merchant

Weight: 0.4

Buy/Sell Value: 6/6

Function: Food.



SILVER COIN

Location: Multiple locations throughout Skullkeep

Weight: 0.1

Buy/Sell Value: 4

Function: Used to buy and sell items from Merchants.



SKULL KEY

Location: Level 2 [5]

Weight: 0.1

Buy/Sell Value: N/A

Function: Used in the Keyhole on Level 2 [21] to activate the Teleporter [15].

**SMALL PLANK***Location:* N/A*Weight:* 0.4*Buy/Sell Value:* N/A*Function:* None. When you smash a table with your weapons, it disintegrates into Planks and Small Planks.**SOLID KEY***Location:* Level 6 [79]*Weight:* 0.1*Value:* N/A*Function:* Used to open the Locked Door on Level 6 [71].**SPIRIT CAP***Location:* 1. Multiple locations throughout Skullkeep; 2. Sun Clan Tavern Merchant; 3. Magic Merchant*Weight:* 0.3*Buy/Sell Value:* 132/108 (Sun); 120/114 (Magic)*Function:* Temporarily (and massively) decreases the Vitality of the Champion who eats it. Not very good eatin', to say the least.**STEAK***Location:* 1. Sun Clan Tavern Merchant; 2. Thorn Demon*Weight:* 0.6*Buy/Sell Value:* 13*Function:* Food, as well as a handy distraction when fighting the Wolves in the Thicket.**SUN CREST***Location:* Level 6 [79]*Weight:* 2.0*Value:* N/A*Function:* None, except to cover up a cache of items.**SUZERAIN***Location:* 1. Level 6 [13]; 2. Magic Merchant*Weight:* 0.3*Buy/Sell Value:* 432/396*Function:* Adds ten Mana points to the Champion wearing it. Great for turning Mana-less fighters into magic-users.



TANKARD

Location: Sun Clan Tavern Merchant

Weight: 0.5 (Empty); 1.4 (Full)

Buy/Sell Value: 4/4

Function: Like the Bota, the Tankard holds water. A full Tankard holds three gulps.



TAPESTRY

Location: Level 6 [106]

Weight: 1.2

Buy/Sell Value: N/A

Function: None. It's covering up several valuable items.



TECHEYE

Location: Multiple locations on Level 6

Weight: 3.0

Buy/Sell Value: N/A

Function: The Techeye is the Skullkeep equivalent of a security camera, observing its surroundings and detecting movement.



VACUUM FUSE

Location: 1. Level 4 [37]; 2. In a floating chest on Level 4 of Skullkeep; 3. Moon Clan Weapon Merchant

Weight: 0.5

Buy/Sell Value: 352/315

Function: The Vacuum Fuse is used to activate several components of the Skullkeep machinery.



VEN BOMB

Location: 1. Multiple locations throughout Skullkeep; 2. Magic Merchant

Weight: 0.3

Buy/Sell Value: 168/152

Function: Poison Bomb.



VI POTION

Location: Magic Merchant

Weight: 0.3

Buy/Sell Value: 25/23

Function: Health Potion. Increases the Health of the Champion that drinks it.



VI BRO POTION

Location: Magic Merchant

Weight: 0.3

Buy/Sell Value: 21/19

Function: Cure Posion. Cures a Champion suffering the effects of poisoning.


WATER FLASK

Location: Magic Merchant

Weight: 0.3

Buy/Sell Value: 4/4

Function: A water-filled flask. Duh.


WORM ROUND

Location: 1. Digger and Tiger Worms; 2. Sun Clan Tavern Merchant

Weight: 1.0

Buy/Sell Value: 2/2

Function: Food.


YA BRO DAIN POTION

Location: Magic Merchant

Weight: 0.3

Buy/Sell Value: 45/42

Function: Wisdom Potion. Temporarily increases the Wisdom of the Champion that drinks it.


YA BRO NETA POTION

Location: Magic Merchant

Weight: 0.3

Buy/Sell Value: 42/38

Function: Vitality Potion. Temporarily increases the Vitality of the Champion that drinks it.


YA EW

Location: 1. Level 6 [54]

Weight: 1.0

Buy/Sell Value: N/A

Function: The YA EW stone, called a Magic Marker, is a tool for use with the Magic Maps. When you press the DAIN button on any of the Magic Maps—except the Gray one, which has no buttons—you can see Magic Markers as glowing objects. See Chapter 5 (Magic) for more information.



YA KEY

Location: Level 5 [17]

Weight: 0.1

Buy/Sell Value: N/A

Function: Used to unlock several Locked Doors on Level 5.



ZO BRO RA POTION

Location: Magic Merchant

Weight: 0.3

Buy/Sell Value: 29/27

Function: Mana Potion. Increases the Mana of the Champion that drinks it.



WEAPONS

Introduction

Weapons are cool. Huh-huh, huh-huh. (No more Beavis and Butt-head references for the remainder of the book, we promise.) This chapter has everything you'd ever want to know about weapons, broken down into the following categories:

LOCATION: The location(s) where the weapon can be bought or found. An asterisk by the name of a Merchant means that the weapon is not in stock at the start of the game.

WEIGHT: The weight of the weapon in kilograms.

BUY/SELL VALUE: The value of the weapon in Copper Coins when buying it from a Merchant or selling it to a Merchant. As mentioned in Chapter 2, prices sometimes vary between Sun and Moon Clan Merchants, and Merchants don't always charge the full price for items.

ATTACK STRENGTH: The strength of the weapon.

ACCURACY: The accuracy of ranged weapons. The higher the number, the more accurate the weapon.

ATTACK METHODS: All the attacks and magical spells of the weapon.

DESCRIPTION: Additional information about the weapon.



ARROW

Location: 1. Weapon Merchants; 2. Level 6 [28]; 3. Level 6 [29]

Weight: 0.2

Buy/Sell Value: 1/1 (Sun), 3/3 (Moon)

Attack Strength: 60

Accuracy: 5

Attack Methods: Stab, Throw

Description: Arrows are excellent weapons to use against monsters who are too dangerous for close-range fighting. They require a Bow, Crossbow, or Speedbow for best results.



AXE

Location: 1. Weapon Merchants; 2. Level 8 [5]; 3. Axemen

Weight: 4.3

Buy/Sell Value: 144/96 (Sun), 26/22 (Moon)

Attack Strength: 49

Attack Methods: Swing, Chop, Melee



BAINBLOOM

Location: 1. Magic Merchant; 2. Level 6 [17]

Weight: 0.8

Buy/Sell Value: 84/76

Attack Strength: 0

Attack Methods: Swing, OH VEN (Poison Cloud)

Description: Bainbloom can be found growing wild in the Thicket. Its natural defense mechanism can be triggered by a knowledgeable Wizard or Priest.



BLUE STEELE

Location: Sun Clan Weapon Merchant

Weight: 3.7

Buy/Sell Value: 600/400

Attack Strength: 60

Attack Methods: Slice, Cleave, Sever

Description: The Blue Steele gets its name from the color of its special combination of metals after begin flame-hardened in the fires of Mount Anaias.



BOW

Location: Weapon Merchants

Weight: 1.0

Buy/Sell Value: 24/16 (Sun), 4/4 (Moon)

Attack Strength: 30

Attack Methods: Shoot



BRANCH

Location: Multiple locations on Level 6

Weight: 0.8

Buy/Sell Value: 0

Attack Strength: 7

Attack Methods: Swing, Throw



CLUB

Location: Weapon Merchants

Weight: 3.6

Buy/Sell Value: 4/4

Swung Strength: 19

Thrown Strength: 30

Attack Methods: Throw, Bash



COMBAT STAFF

Location: 1. Magic Merchant; 2. Level 5 [13]

Weight: 3.5

Buy/Sell Value: 480/432

Attack Strength: 40

Attack Methods: Swing, Heal, Melee

Description: The Combat Staff combines the attack power of a Mace with a special ability to heal.

CROSSBOW

Location: 1. Weapon Merchants; 2. Level 6 [3]

Weight: 2.8

Buy/Sell Value: 120/84 (Sun), 88/72 (Moon)

Attack Strength: 60

Attack Methods: Shoot

Description: The Crossbow is stronger than an ordinary Bow but takes longer to reload.

DAGGER

Location: Weapon Merchants

Weight: 0.5

Buy/Sell Value: 12/8 (Sun), 2/2 (Moon)

Swung Strength: 10

Thrown Strength: 50

Attack Methods: Slash, Stab, Throw

EMERALD ORB

Location: 1. Magic Merchant; 2. Level 7-3 [27]

Weight: 2.9

Buy/Sell Value: 396/360

Attack Strength: 15

Attack Methods: Calm, Heal, DES VEN (Poison Foe)

Description: The Emerald Orb produces three spells based on the VEN mana essence. Changes in strength and alignment produce the three different options. When placed in a Champion's hand, the Orb also increases the Champion's ability to cast certain Priest spells. The Health Potion (VI) spell is one of the improved spells.



EXCSYMYR

Location: Sun Clan Weapon Merchant

Weight: 3.3

Buy/Sell Value: 420/280

Attack Strength: 50

Attack Methods: Chop, Thrust, Melee

Description: The Excsymyr is an elven blade that is exceptionally light and quick. A Champion's Mana increases by 10 points when using the blade.



EYE OF TIME

Location: Level 5 [40]

Weight: 0.1

Buy/Sell Value: N/A

Attack Strength: 0

Attack Methods: Freeze, OH IR ROS (Accelerate Party)

Description: The Eye of Time has the special ability to freeze creatures for a few seconds. This can understandably be a real lifesaver in many situations.



FURY

Location: 1. Magic and Moon Clan Weapon Merchants; 2. Level 3 [30]; 3. Level 6 [106]

Weight: 4.7

Buy/Sell Value: 360/327 (Magic), 1312/1098 (Moon)

Attack Strength: 55

Attack Methods: Chop, Melee, FUL IR (Fireball)

Description: The Fury is both a powerful sword and a magical weapon that casts fireballs.



KALAN GAUNTLET

Location: 1. Magic Merchant; 2. Level 4 [35]; 3. Level 7-3 [15]

Weight: 2.0

Buy/Sell Value: 208/180

Attack Strength: 20

Attack Methods: Punch, OH KATH ROS (Pull), OH KATH KU (Push)



KATANA

Location: Sun* and Moon Clan Weapon Merchants

Weight: 3.5

Buy/Sell Value: 240/164 (Sun), 224/180 (Moon)

Attack Strength: 46

Attack Methods: Slash, Chop, Melee

Description: Superb blades of legendary strength and cutting power, only the most skilled craftsmen are capable of producing Katana.



MACE

Location: Sun* and Moon Clan Weapon Merchants

Weight: 3.1

Buy/Sell Value: 72/48 (Sun), 66/54 (Moon)

Attack Strength: 42

Attack Methods: Swing, Bash, Stun



MACHETE

Location: Weapon Merchants

Weight: 2.8

Buy/Sell Value: 24/16 (Sun), 44/36 (Moon)

Attack Strength: 30

Attack Methods: Swing, Chop



MORNINGSTAR

Location: Sun* and Moon Clan Weapon Merchants

Weight: 5.0

Buy/Sell Value: 168/112 (Sun), 153/120 (Moon)

Attack Strength: 60

Attack Methods: Swing, Stun, Melee



NUMENSTAFF

Location: In the possession of the Vexirk King on Level 5

Weight: 3.6

Buy/Sell Value: N/A

Attack Strength: 0

Attack Methods: Parry, DES IR SAR (Darkness), FUL IR (Fireball)



POISON DART

Location: Weapon Merchants

Weight: 0.3

Buy/Sell Value: 6/4 (Sun), 5/5 (Moon)

Attack Strength: 40

Accuracy: 8

Attack Methods: Throw



QUIVER

Location: 1. Level 6 [20]; 2. Sun and Moon* Clan Weapon Merchants

Weight: 0.7

Buy/Sell Value: 6/4 (Sun), 5/5 (Moon)

Description: The Quiver holds up to eight Arrows or Slayer Arrows.



RAINBOW WAND

Location: Magic Merchant

Weight: 0.1

Buy/Sell Value: 93/85

Attack Strength: 0

Attack Methods: Calm, OH IR RA (Strong Light), OH EW DAIN (Aura of Wisdom)



RAPIER

Location: Sun and Moon* Clan Weapon Merchants

Weight: 2.6

Buy/Sell Value: 120/80 (Sun), 108/90 (Moon)

Attack Strength: 38

Attack Methods: Jab, Thrust, Lunge



ROCK

Location: Multiple locations in Skullkeep

Weight: 1.0

Buy/Sell Value: 0

Attack Strength: 20

Attack Methods: Throw



ROGUE STAVE

Location: Magic and Moon* Clan Weapon Merchants

Weight: 0.9

Buy/Sell Value: 130/117 (Magic), 136/112 (Moon)

Attack Strength: 16

Attack Methods: Parry, Bash, Confuse



SABRE

Location: Sun and Moon* Clan Weapon Merchants

Weight: 3.3

Buy/Sell Value: 192/128 (Sun), 176/144 (Moon)

Attack Strength: 42

Attack Methods: Slash, Parry, Melee



SCARAB

Location: 1. Level 6 [13]; 2. Level 7-4 [49]

Weight: 0.8

Buy/Sell Value: N/A

Attack Strength: 0

Attack Methods: YA IR (Shield)

Description: The Scarab disappears after being used once.



SCYTHE

Location: 1. Sun and Moon* Clan Weapon Merchants; 2. Level 6 [51]

Weight: 2.6

Buy/Sell Value: 24/16 (Sun), 22/18 (Moon)

Attack Strength: 20

Attack Methods: Swing



SERPENT STAFF

Location: 1. Magic Merchant; 2. Level 6 [87]

Weight: 3.3

Buy/Sell Value: 530/480

Attack Strength: 0

Attack Methods: YA IR DAIN (Spell Shield), FUL BRO NETA (Fire Shield),
DES EW (Harm Non-Material)



SHURIKEN

Location: Weapon Merchants

Weight: 0.1

Buy/Sell Value: 8/6 (Sun), 7/7 (Moon)

Attack Strength: 20

Accuracy: 2

Attack Methods: Throw



SLAYER ARROW

Location: 1. Sun* and Moon Clan Weapon Merchants; 2. Level 4 [4 and 15];
3. Level 6 [3]; 4. Level 6 [6]; 5. Archer Guards

Weight: 0.2

Buy/Sell Value: 8/6 (Sun), 6/6 (Moon)

Attack Strength: 100

Accuracy: 5

Attack Methods: Stab, Throw



SLING

Location: Weapon Merchants

Weight: 1.9

Buy/Sell Value: 6/4 (Sun), 1/1 (Moon)

Attack Strength: 20

Attack Methods: Shoot



SPEEDBOW

Location: Moon Clan Weapon Merchant

Weight: 3.0

Buy/Sell Value: 198/162

Attack Strength: 90

Attack Methods: Shoot



SPIRAL STAFF

Location: Magic Merchant

Weight: 3.0

Buy/Sell Value: 201/180

Attack Strength: 9

Attack Methods: Freeze, OH EW ROS (Aura of Dexterity), OH KATH RA (Lightning Bolt)



STAFF

Location: 1. Sun Clan and Magic Merchants; 2. Level 5 [12]

Weight: 2.6

Buy/Sell Value: 8/6 (Sun), 7/7 (Moon)

Attack Strength: 12

Attack Methods: Swing, FUL (Firelight), ZO (Open Door)



STAFF OF NETA

Location: Magic Merchant

Weight: 2.1

Buy/Sell Value: 161/147

Attack Strength: 0

Attack Methods: Heal, OH EW NETA (Aura of Vitality), FUL BRO NETA (Fireshield)



STORMRING

Location: Magic Merchant

Weight: 0.1

Buy/Sell Value: 960/864

Attack Strength: 0

Attack Methods: Punch, OH KATH RA (Lightning)



SWORD

Location: Weapon Merchants

Weight: 3.2

Buy/Sell Value: 86/57 (Sun), 78/65 (Moon)

Attack Strength: 34

Attack Methods: Swing, Chop, Thrust



TECHMACE

Location: Sun and Moon* Clan Weapon Merchants

Weight: 4.1

Buy/Sell Value: 450/300 (Sun), 612/480 (Moon)

Attack Strength: 65

Attack Methods: Bash, Stun, Powerswing



TEMPEST

Location: Magic and Moon Clan Weapon Merchants

Weight: 3.0

Buy/Sell Value: 720/672 (Magic), 912/780 (Moon)

Attack Strength: 49

Attack Methods: Jab, Chop



TORCH

Location: 1. Multiple locations in Skullkeep; 2. Weapon Merchants

Weight: 1.1

Buy/Sell Value: 1/1 (Sun), 2/2 (Moon)

Attack Strength: 8

Attack Methods: Swing

Description: In addition to being a primitive weapon, the Torch also happens to burn (for a while) and light up your surroundings, but once you learn the Firelight and Strong Light spells, you won't need it.



VORAX

Location: Moon Clan Weapon Merchant

Weight: 6.5

Buy/Sell Value: 720/594

Attack Strength: 70

Attack Methods: Chop, Cleave, Berzerk



VORPAL BLADE

Location: 1. Magic Merchant; 2. Level 6 [85]

Weight: 3.0

Buy/Sell Value: 420/372

Attack Strength: 48

Attack Methods: Jab, Cleave, Disrupt



WAR CLUB

Location: Weapon Merchants

Weight: 6.0

Buy/Sell Value: 8/6 (Sun), 16/14 (Moon)

Swung Strength: 44

Thrown Strength: 55

Attack Methods: Bash, Bludgeon, Throw



ZO BLADE

Location: Magic Merchant

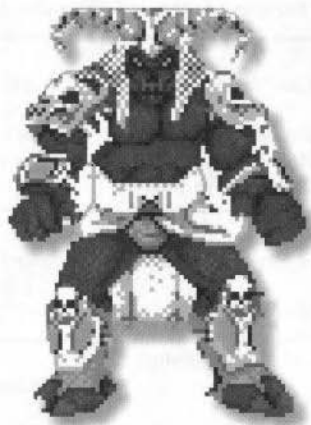
Weight: 1.0

Buy/Sell Value: 912/852

Attack Strength: 45

Attack Methods: ZO (Open Door), ZO Cut, ZO Cleave

Description: The blade of the ZO Blade isn't made of metal. It's a tear in the fabric of space that works by sending a slice of the enemy onto another plane of existence. (Ouch!)



ARMOR

Introduction

Weapons are important, but armor is even more crucial to a Champion's survival. It doesn't matter much if you're toting around a ZO Blade when you keep getting killed every time a Thorn Demon gives you a love tap. This chapter has all the information on *Skullkeep's* protective gear, broken down into the following categories:

LOCATION: The location(s) where the armor can be bought or found. An asterisk by the name of a Merchant means that the armor is not in stock at the start of the game.

PROTECTION AREA: The area of a Champion's body that the armor protects. There are six areas: Neck, Head, Chest, Legs, Feet, and Hand (for shields).

WEIGHT: The weight in kilograms of the armor.

BUY/SELL VALUE: The value of the armor in Copper Coins when buying it from or selling it to a Merchant. Price sometimes vary between Sun and Moon Clan Merchants, and Merchants don't always charge the full price for items.

ARMOR STRENGTH: The protective strength of the armor.

SHARP RESISTANCE: The protective strength of the armor against sharp-edged attacks. 4 means it protects equally well against blunt and sharp weapons; 0 means it only protects half as well; 7 means it protects one-and-a-half times as well.

ATTACKS: Any special attacks or functions of the armor.



ARMET

Location: 1. Shield Merchants; 2. Level 7-4 [48]

Protection Area: Head

Weight: 1.9

Buy/Sell Value: 216/180

Armor Strength: 40

Sharp Resistance: 7



BANDANA

Location: Armor Merchants

Protection Area: Head

Weight: 0.1

Buy/Sell Value: 1/1

Armor Strength: 1

Sharp Resistance: 4



BASCINET

Location: Shield Merchants

Protection Area: Head

Weight: 1.5

Buy/Sell Value: 96/80 (Sun), 114/93 (Moon)

Armor Strength: 20

Sharp Resistance: 5



BLACK BOOTS

Location: Armor Merchants

Protection Area: Feet

Weight: 1.6

Buy/Sell Value: 26/22 (Sun), 22/18 (Moon)

Armor Strength: 25

Sharp Resistance: 4



BLACK SKIRT

Location: Armor Merchants

Protection Area: Legs

Weight: 0.4

Buy/Sell Value: 13/11

Armor Strength: 5

Sharp Resistance: 1



BLACK TOP

Location: Armor Merchants

Protection Area: Torso

Weight: 0.4

Buy/Sell Value: 13/11

Armor Strength: 5

Sharp Resistance: 1



BLUE PANTS

Location: Armor Merchants

Protection Area: Legs

Weight: 0.7

Buy/Sell Value: 15/13 (Sun), 19/17 (Moon)

Armor Strength: 12

Sharp Resistance: 2

**BODICE***Location:* Armor Merchants*Protection Area:* Chest*Weight:* 0.2*Buy/Sell Value:* 26/22*Armor Strength:* 4*Sharp Resistance:* 1**BREASTPLATE***Location:* Shield Merchants*Protection Area:* Chest*Weight:* 4.5*Buy/Sell Value:* 136/112 (Sun), 108/90 (Moon)*Armor Strength:* 35*Sharp Resistance:* 4**BRIGANDINE***Location:* Shield Merchants*Protection Area:* Chest*Weight:* 1.7*Buy/Sell Value:* 83/71*Armor Strength:* 25*Sharp Resistance:* 2**CAPE***Location:* Armor Merchants*Protection Area:* Neck or Chest*Weight:* 0.3*Buy/Sell Value:* 6/6 (Sun), 4/4 (Moon)*Armor Strength:* 0*Sharp Resistance:* 0**CLOAK OF NIGHT***Location:* Armor and Magic Merchants*Protection Area:* Neck or Chest*Weight:* 0.4*Buy/Sell Value:* 27/23 (Sun), 33/27 (Moon), 21/19 (Magic)*Armor Strength:* 0*Sharp Resistance:* 0



CRYSTAL SHIELD

Location: Moon Clan Shield* and Magic Merchants

Protection Area: Hand

Weight: 2.9

Buy/Sell Value: 225/180 (Moon), 180/164 (Magic)

Armor Strength: 60

Sharp Resistance: 7

Attacks: Block, Parry, YA IR DAIN (Spell Shield)



DOUBLET

Location: Armor Merchants

Protection Area: Chest

Weight: 0.3

Buy/Sell Value: 33/27

Armor Strength: 12

Sharp Resistance: 2



FINE ROBE

Location: Armor Merchants

Protection Area: Legs

Weight: 0.3

Buy/Sell Value: 26/22 (Sun), 22/18 (Moon)

Armor Strength: 7

Sharp Resistance: 2



FINE ROBE TOP

Location: Armor Merchants

Protection Area: Chest

Weight: 0.3

Buy/Sell Value: 26/22 (Sun), 22/18 (Moon)

Armor Strength: 7

Sharp Resistance: 2



FIRE GREAVE

Location: 1. Sun Clan Shield Merchant; 2. Level 3 [2]

Protection Area: Feet

Weight: 3.2

Buy/Sell Value: 290/228

Armor Strength: 16

Sharp Resistance: 5

**FIRE HELM**

Location: 1. Sun Clan Shield Merchant; 2. Level 3 [7]

Protection Area: Head

Weight: 2.1

Buy/Sell Value: 432/360

Armor Strength: 54

Sharp Resistance: 6

**FIRE PLATE**

Location: 1. Sun Clan Shield Merchant; 2. Level 3 [31]

Protection Area: Chest

Weight: 10.8

Buy/Sell Value: 708/584

Armor Strength: 60

Sharp Resistance: 6

**FIRE PLATE (BUST)**

Location: Sun Clan Shield Merchant

Protection Area: Chest

Weight: 4.7

Buy/Sell Value: 720/612

Armor Strength: 60

Sharp Resistance: 6

**FIRE POLEYN**

Location: 1. Sun Clan Shield Merchant; 2. Level 3 [25]

Protection Area: Legs

Weight: 8.8

Buy/Sell Value: 549/450

Armor Strength: 88

Sharp Resistance: 4

**FOOT PLATE**

Location: Shield Merchants

Protection Area: Feet

Weight: 2.8

Buy/Sell Value: 92/76

Armor Strength: 37

Sharp Resistance: 5



GREAT HELM

Location: Shield Merchants

Protection Area: Head

Weight: 2.0

Buy/Sell Value: 180/152 (Sun), 153/120 (Moon)

Armor Strength: 30

Sharp Resistance: 4



GREAVES

Location: Shield Merchants

Protection Area: Feet

Weight: 1.6

Buy/Sell Value: 39/33 (Sun), 49/41 (Moon)

Armor Strength: 30

Sharp Resistance: 4



GUNNA

Location: Armor Merchants

Protection Area: Legs

Weight: 0.5

Buy/Sell Value: 18/16

Armor Strength: 7

Sharp Resistance: 1



HELMET

Location: Shield Merchants

Protection Area: Head

Weight: 1.2

Buy/Sell Value: 66/54

Armor Strength: 17

Sharp Resistance: 5



HORNED HELM

Location: 1. Shield Merchants; 2. Level 6 [13]

Protection Area: Head

Weight: 0.9

Buy/Sell Value: 28/24 (Sun), 24/20 (Moon)

Armor Strength: 12

Sharp Resistance: 5



HUKE

Location: Armor Merchants

Protection Area: Legs

Weight: 0.3

Buy/Sell Value: 30/26

Armor Strength: 13

Sharp Resistance: 2



LEATHER BOOTS

Location: Armor Merchants

Protection Area: Feet

Weight: 1.8

Buy/Sell Value: 15/13 (Sun), 13/11 (Moon)

Armor Strength: 20

Sharp Resistance: 3



LEATHER JERKIN

Location: Armor Merchants

Protection Area: Chest

Weight: 1.1

Buy/Sell Value: 60/51 (Sun), 51/42 (Moon)

Armor Strength: 17

Sharp Resistance: 3



LEATHER PANTS

Location: Armor Merchants

Protection Area: Legs

Weight: 1.0

Buy/Sell Value: 45/38 (Sun), 38/32 (Moon)

Armor Strength: 17

Sharp Resistance: 3



LEG PLATE

Location: 1. Shield Merchants; 2. Level 7-4 [50]

Protection Area: Feet

Weight: 8.0

Buy/Sell Value: 137/113

Armor Strength: 56

Sharp Resistance: 5



MAIL HELMET

Location: Shield Merchants

Protection Area: Head

Weight: 1.6

Buy/Sell Value: 36/30 (Sun), 45/38 (Moon)

Armor Strength: 30

Sharp Resistance: 5



MITHRAL HOSEN

Location: Armor Merchants

Protection Area: Feet

Weight: 0.1

Buy/Sell Value: 198/162

Armor Strength: 40

Sharp Resistance: 2



MITHRAL HUKU

Location: Shield Merchants

Protection Area: Legs

Weight: 4.1

Buy/Sell Value: 285/228

Armor Strength: 60

Sharp Resistance: 5



MITHRAL MAIL

Location: Shield Merchants

Protection Area: Chest

Weight: 5.2

Buy/Sell Value: 387/312

Armor Strength: 70

Sharp Resistance: 5



RA SAR GREAVE

Location: 1. Level 4 [8]; 2. Moon Clan Shield Merchant

Protection Area: Feet

Weight: 2.2

Buy/Sell Value: 264/216

Armor Strength: 50

Sharp Resistance: 6

**RA SAR HELM**

Location: 1. Level 5 [44]; 2. Moon Clan Shield Merchant

Protection Area: Head

Weight: 1.7

Buy/Sell Value: 396/324

Armor Strength: 62

Sharp Resistance: 5

**RA SAR PLATE**

Location: 1. Level 5 [45]; 2. Moon Clan Shield Merchant

Protection Area: Chest

Weight: 7.5

Buy/Sell Value: 201/165

Armor Strength: 125

Sharp Resistance: 6

**RA SAR POLEYN**

Location: 1. Level 5 [46]; 2. Moon Clan Shield Merchant

Protection Area: Legs

Weight: 6.2

Buy/Sell Value: 528/422

Armor Strength: 90

Sharp Resistance: 6

**RA SAR SHIELD**

Location: 1) Level 4 [9]; 2. Level 6 [47]; 3. Moon Clan Shield Merchant

Protection Area: Hand

Weight: 3.2

Buy/Sell Value: 396/324

Armor Strength: 85

Sharp Resistance: 7

Attacks: Block, Parry, OH EW SAR (Invisibility)

**SANDALS**

Location: Armor Merchants

Protection Area: Feet

Weight: 0.6

Buy/Sell Value: 3/3 (Sun), 2/2 (Moon)

Armor Strength: 4

Sharp Resistance: 1



SAR SHIELD

Location: Moon Clan Shield Merchant

Protection Area: Hand

Weight: 3.4

Buy/Sell Value: 216/180

Armor Strength: 56

Sharp Resistance: 4

Attacks: Block, Parry



SCALE HAUBERK

Location: Armor Merchants

Protection Area: Chest

Weight: 5.4

Buy/Sell Value: 176/144 (Sun), 210/168 (Moon)

Armor Strength: 45

Sharp Resistance: 4



SCALE MAIL

Location: Armor Merchants

Protection Area: Legs

Weight: 4.1

Buy/Sell Value: 105/87

Armor Strength: 35

Sharp Resistance: 4



SHIELD OF FIRE

Location: 1. Sun Clan Shield Merchant, 2. Level 3 [1]

Protection Area: Hand

Weight: 4.0

Buy/Sell Value: 432/360

Armor Strength: 180

Sharp Resistance: 5

Attacks: Block, Parry, OH EW KU (Aura of Strength)



SMALL SHIELD

Location: Shield Merchants

Protection Area: Hand

Weight: 2.1

Buy/Sell Value: 48/40

Armor Strength: 35

Sharp Resistance: 4

Attacks: Block, Parry



TABARD

Location: Armor Merchants

Protection Area: Legs

Weight: 0.4

Buy/Sell Value: 8/8

Armor Strength: 5

Sharp Resistance: 1



TECHBOOTS

Location: 1. Level 6 [62]; 2. Shield Merchants

Protection Area: Feet

Weight: 3.1

Buy/Sell Value: 396/324 (Sun), 264/216 (Moon)

Armor Strength: 60

Sharp Resistance: 5



TECHELM

Location: Shield Merchants

Protection Area: Head

Weight: 3.5

Buy/Sell Value: 57/45 (Sun), 519/420 (Moon)

Armor Strength: 76

Sharp Resistance: 4



TECHPLATE

Location: 1. Shield Merchants; 2. Level 6 [55]

Protection Area: Chest

Weight: 14.1

Buy/Sell Value: 204/168 (Sun), 372/309 (Moon)

Armor Strength: 160

Sharp Resistance: 4



TECHPOLEYN

Location: 1. Shield Merchants; 2. Level 6 [39]

Protection Area: Legs

Weight: 9.0

Buy/Sell Value: 70/57 (Sun), 528/432 (Moon)

Armor Strength: 101

Sharp Resistance: 4



TECHSHIELD

Location: 1. Shield Merchants; 2. Level 6 [23]

Protection Area: Hand

Weight: 4.0

Buy/Sell Value: 456/372 (Sun), 305/240 (Moon)

Armor Strength: 100

Sharp Resistance: 7

Attacks: Block, ZO BRO ROS (Reflector), Teleport



THIGH PLATES

Location: Shield Merchants

Protection Area: Legs

Weight: 3.3

Buy/Sell Value: 66/54 (Sun), 52/44 (Moon)

Armor Strength: 25

Sharp Resistance: 4



TORSO PLATE

Location: 1. Sun and Moon Clan Shield Merchants; 2. Level 7-4 [47]

Protection Area: Chest

Weight: 12.0

Buy/Sell Value: 290/228

Armor Strength: 65

Sharp Resistance: 5



TUNIC

Location: Sun and Moon Clan Armor Merchants

Protection Area: Chest

Weight: 0.5

Buy/Sell Value: 17/15

Armor Strength: 9

Sharp Resistance: 1



WOOD SHIELD

Location: Sun and Moon Clan Shield Merchants

Protection Area: Hand

Weight: 1.4

Buy/Sell Value: 8/8 (Sun), 11/9 (Moon)

Armor Strength: 20

Sharp Resistance: 3

Attacks: Block, Parry

MAGIC

Introduction

The art of magic is absolutely vital to your success in *Dungeon Master II*, and we're not talking the David Copperfield variety (as if that pretty boy could last five minutes in Skullkeep without being devoured by a hungry Glop). No, we're talking about much more practical—and powerful—magic: healing potions, fireballs, magical shields, and more. Read on to understand the mysteries of Skullkeep spellcasting—the lives of your Champions may just depend on it!

Learn By Doing

The most effective way to increase the magic-using potential of a Wizard or Priest is by continuously casting low-level spells. After repeated casting, the Wizard or Priest gains a level of magical experience, and may even increase his or her Mana capacity. The Firelight (FUL) spell is particularly good training for newbie Wizards—and has the pleasant side-effect of illuminating the area around the party—while the Health (VI) Potion spell is excellent practice for Priests. As the magic-user grows in power, he or she can attempt higher-level spells.



Pay Attention To Symbols

Almost every spell in the original *Dungeon Master* was written down on an easily (or not-so-easily) found scroll. This was great for the player, but didn't make much sense in the framework of the game: why would the creator of a massive dungeon, filled with monsters trying to kill you, leave around a bunch of scrolls that made your quest easier?

The designers of *Skullkeep* have made learning spells much more logical: you pick up new spells by observing the magical symbols written on magical items or potions. For example, one of the items hidden in the Thicket is the YA EW stone. Nowhere in the game is YA EW explained or described, so the player learns this spell only by finding the stone and





noting the magic symbols that make up its name. The moral of the story: Pay attention to symbols!

Spell Experimentation

If you don't want to refer to the Spell List at the end of this chapter, try experimenting with various spell symbols to see what works and what doesn't. Just make sure to save the game before you start fooling around.

Use Mana Before Resting

Whenever your party rests, your magic-using Champions regain their full amounts of Mana. Before you rest, have the Champions cast spells to use up whatever Mana they have left. Even if they only have enough Mana to cast one or two symbols instead of an entire spell, it's worth the effort. Remember that Mana uses up a fair amount of food and water, so practice only when these commodities are abundant.

The Moonstone and Suzerain

Several of the more powerful fighters in the game—Bane, Cletus, Equus, and Kol Del Tac—start out with precious little Mana. (Kol Del Tac starts with no Mana at all!) However, even these magical incompetents can be trained up to the point where they

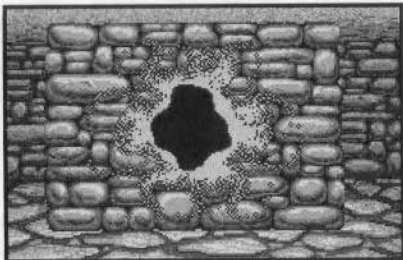
have magical skills rivalling the other Champions in the party. The secret is to equip these fighters with the Moonstone or Suzerain, magical necklaces that give them extra Mana points. The Moonstone grants three Mana points to the wearer, while the Suzerain pumps up the wearer with *ten* extra Mana points. Using this increased Mana power, the fighters can cast Wizard and Priest spells repeatedly to build up their Mana until they have enough power to cast spells without needing the necklaces. Nothing is as potent in *Skullkeep* as a fighter who also has tremendous magical power. Also keep a lookout for other items that increase Mana, such as the Excsymyr.





Close the Portals

Use the ZO spell to close the swirling blue Void Portals found throughout the Castle. These magical Void Portals are holes through which Dragoth sends his minions to make your life difficult—and your life is already difficult enough as it is! Even when closed, Dragoth eventually reopens Portals.



Ethereal Beings

There are several ghostly creatures in *Skullkeep* that simply can't be harmed by normal attacks. The only way to destroy these creatures is with the Harm Non-Material (DES EW) spell or the Vorpal Blade. These monsters are noted in Chapter 6.

Long-Range Attacks

Use the Fireball (FUL IR) and Lightning (OH KATH RA) spells to attack monsters from long range. This strategy is particularly useful against stronger monsters, who need to be "softened up" considerably before you engage them in melee combat.

Spell Lists

Here it is, the section you've all been waiting for: A complete chart of every spell in *Dungeon Master II*. Remember that you would normally learn these spells over the course of the game, so you're cheating your brains out by reading about them here. (Not that there's anything *wrong* with cheating, of course.)

HARM NON-MATERIAL

Symbols: DES EW

Type: Wizard

This is an important spell because most of the monsters it damages can't be hurt by any other spells and all but one weapon, the Vorpal Blade.

DARKNESS

Symbols: DES IR SAR

Type: Priest

This spell darkens a spherical area around the party. This can be useful to evade creatures that depend on sight to locate and attack the party.

POISON FOE

Symbols: DES VEN

Type: Wizard

Unlike the Poison Cloud (OH VEN) spell, the Poison Foe spell does not create a stationary cloud. Instead, it infuses a monster with a powerful dose of poison. This often kills the victim, but if it doesn't, the monster has time to attack again, since it's not trying to escape a cloud of poison.



FIRELIGHT

Symbol: FUL
Type: Wizard

This spell creates a ball of fire that a magic-user can carry with him. This spell is not as bright and doesn't last as long as the Strong Light (OH IR RA) spell, but it is much easier to cast.

FIGHTER POTION

Symbols: FUL BRO KU
Type: Priest

This potion increases the Strength of the Champion who drinks it. A stronger Champion can carry more without slowing down or tiring. More importantly, a stronger Champion can wield a heavier weapon and inflict more damage with his attacks.

FIRESHIELD

Symbols: FUL BRO NETA
Type: Priest

One of the best defensive spells, the Fireshield helps protect the Champions from fire attack by creating a shield around each party member. This shield absorbs damage from fire in proportion to the level of the spell. The more powerful the spell, the more fire damage it absorbs.

FIREBALL

Symbols: FUL IR
Type: Wizard

The most basic, and often the most effective, Wizard attack spell is the Fireball. This spell generates a ball of fire that flies straight away from the party, traveling until it dissipates or hits something and explodes. Some monsters are immune to fire, while others can only be killed by this type of attack.

SKILLED NINJA POTION

Symbols: OH BRO ROS
Type: Priest

This potion boosts the Dexterity of the Champion who drinks it. This makes the Champion harder to hit, while improving the chances of the Champion's attacks hitting their target.

AURA OF WISDOM

Symbols: OH EW DAIN
Type: Priest

This creates an aura around the entire party which increases the Wisdom of all the Champions.

AURA OF STRENGTH

Symbols: OH EW KU
Type: Priest

This creates an aura around the entire party which increases the Strength of all the Champions.

AURA OF VITALITY

Symbols: OH EW NETA
Type: Priest

This creates an aura around the entire party which increases the Vitality of all the Champions.

AURA OF DEXTERITY

Symbols: OH EW ROS
Type: Priest

This creates an aura around the entire party which increases the Dexterity of all the Champions.



INVISIBILITY

Symbols: OH EW SAR

Type: Wizard

Invisibility is a powerful spell that makes the party very difficult for some monsters to locate. However, monsters that rely on smell or have vision in the infrared range may still be able to pursue and attack an invisible party.

STRONG LIGHT

Symbols: OH IR RA

Type: Wizard

This spell conjures a ball of light that drifts along with the party. This spell is brighter and lasts longer than a FUL spell.

ACCELERATE PARTY

Symbols: OH IR ROS

Type: Wizard

All actions of the party speed up for a short period of time. The party can move at high speed and cast spells and use weapons more quickly.

PUSH

Symbols: OH KATH KU

Type: Wizard

This spell pushes a creature or furniture one square away from the party. If the spell is weak, or the object is very heavy, nothing may happen.

LIGHTNING

Symbols: OH KATH RA

Type: Wizard

This spell generates a bolt of lightning that flies straight away from the party, traveling until it dissipates or hits something and explodes.

PULL

Symbols: OH KATH ROS

Type: Wizard

This spell pulls a creature or furniture one square towards the party. If the spell is weak, the object is heavy, or there is no empty space between the object and the party, nothing may happen.

POISON CLOUD

Symbols: OH VEN

Type: Wizard

When the party is cornered or trapped by monsters, this spell may be the best way to gain some time, and even force some monsters to retreat. It creates a cloud of poison gas that causes most creatures to stop attacking while they search for a way out of the cloud.

HEALTH POTION

Symbols: VI

Type: Priest

This Potion restores Health to an injured Champion. It's also the only way to heal a Champion's wounds (shown as bandaged body parts on the inventory screen).

CURE POISON

Symbols: VI BRO

Type: Priest

Many of the creatures of Skullkeep are poisonous. Should a Champion get bitten or stung, he can flush his body of the poisons by drinking the Cure Poison Potion.

STAMINA POTION

Symbols: YA

Type: Priest

This potion is useful for helping party members recover after a big battle or exhausting retreat. It is also useful to sustain the Champions should they run low on food.



SHIELD POTION

Symbols: YA BRO

Type: Priest

The Shield Potion increases the normal weapon defense of the Champion who drinks it. An excellent Potion to chug before battle.

WISE MAGICIAN POTION

Symbols: YA BRO DAIN

Type: Priest

This potion boosts the Wisdom of the Champion who drinks it. This improves the Champion's success with difficult and/or higher-level spells.

STURDY PRIEST POTION

Symbols: YA BRO NETA

Type: Priest

This potion boosts the Vitality of the Champion who drinks it. This speeds healing and recovery of Stamina and makes the Champion tire less easily.

MAGIC MARKER

Symbols: YA EW

Type: Wizard

This replaces the ZO KATH RA spell from *Dungeon Master I*. It creates a Magic Marker object which can be used to mark locations. Magic Markers can be seen on the Magic Map when the Show Magic (ROS) button is on.

PARTY SHIELD

Symbols: YA IR

Type: Priest

This spell is useful for defending the party from normal weapon attacks. It is especially useful in situations where some party members are lightly armored while the enemy is numerous and attacking from all sides.

SPELL SHIELD

Symbols: YA IR DAIN

Type: Priest

This casts a spell which protects the entire party from magical attacks. Monsters such as the Dark Vexirks sometimes use magical attacks to damage the party, hence the usefulness of this spell.

OPEN DOOR

Symbols: ZO

Type: Wizard

This spell opens or closes easy-open doors (unlocked doors with buttons) from a distance. This spell also closes the small blue Void Portals that Dragoth's minions use to enter Skullkeep.

MANA POTION

Symbols: ZO BRO RA

Type: Priest

A useful way to store Mana for later use, the main drawback of this potion is that the amount of Mana recovered is less than half of the Mana cost of the spell. Still, there are times when a quick Mana boost can be a lifesaver.

REFLECTOR

Symbols: ZO BRO ROS

Type: Wizard

This spell creates a field that surrounds the party and reflects spells cast into it back in the direction they came. Needless to say, this is a very effective spell against the more powerful magic-using monsters in Skullkeep, including Dragoth himself. Unfortunately, it drains a large amount of Mana and has a short duration.



ATTACK MINION

Symbols: ZO EW KU

Type: Priest

When this spell is cast, an Attack Minion is summoned. See Chapter 6 (Monsters) for more information.

GUARD MINION

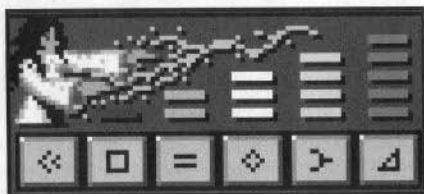
Symbols: ZO EW NETA

Type: Priest

When this spell is cast, a Guard Minion is summoned. See Chapter 6 (Monsters) for more information.

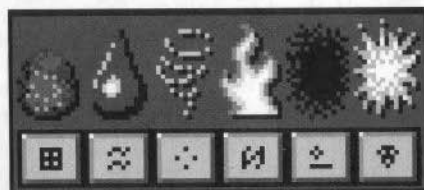
Spell Symbols

POWER SYMBOLS



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

MONSTERS

Introduction

Ah, monsters. They selflessly give their lives so that we may build up our statistics—but not without a fight, of course, or else *Skullkeep* would be one extremely boring game! In this chapter, you'll find pictures and descriptions of every bad guy. Here's what the various categories mean:

HABITAT: The area where the monster is found.

HIT POINTS: The more hit points the monster has, the longer it takes to kill.

WEIGHT: The weight of the monster in kilograms.

ATTACK STRENGTH: The higher the number, the more powerful the monster's attack.

ARMOR STRENGTH: The higher the number, the less damage your attacks cause.

DEXTERITY: The higher the number, the faster the speed of the monster.

ATTACK FEROCITY: The higher the number, the more aggressive the monster.

RETREAT FEROCITY: The higher the number, the less likely the monster is to retreat when low on Hit Points.

POISON STRENGTH: The higher the number, the more potent the monster's poison. (0 means that the monster doesn't have any poison.)

ANTI-MAGIC: The higher the number, the less damage that magic spells cause to the monster.

ANTI-FIRE: The higher the number, the less damage that fire causes to the monster.

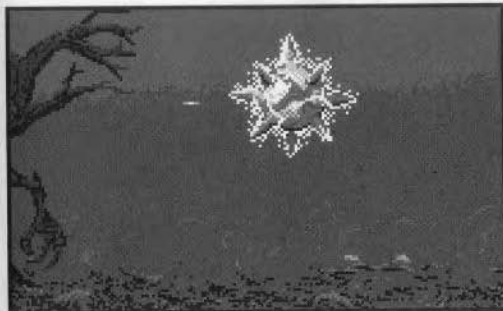
ANTI-POISON: The higher the number, the less damage that poison causes to the monster.



ARCHER GUARD

Habitat	Castle
Hit Points	420
Weight	110
Attack Strength	100
Armor Strength	160
Dexterity	140
Attack Ferocity	12
Retreat Ferocity	8
Poison Strength	0
Anti-Magic	12
Anti-Fire	7
Anti-Poison	9

Description: The Archer Guards are Dragoth's last line of defense. Swift, silent, and smart, they attack the party from the shadows, keeping a safe distance away from the fighters, and dodging any arrows or fireballs cast at them. Although vulnerable to all types of attacks, they are hard to corner and even harder to kill. Avoid replenishing the Archer Guards' arrow stocks by not using Slayer Arrows against them.



ATTACK MINION

Habitat	All Areas
Hit Points	100-150
Weight	10
Attack Strength	8-50
Armor Strength	75
Dexterity	180
Attack Ferocity	9-14
Retreat Ferocity	14-15
Poison Strength	0
Anti-Magic	15
Anti-Fire	7-13
Anti-Poison	12

Description: There is no finer friend to an adventurer in a jam than an Attack Minion. Fearless, tenacious, and deadly, an Attack Minion will pursue and pummel all nearby enemies until one or the other dies. Once an area is clear, the Attack Minion will dematerialize with nary a demand for pay or praise. (Try to find an adventurer who will do that!) There is one caution born of this ruthless efficiency; never get between an Attack Minion and its intended target, lest you get cooked in the crossfire!



AXEMAN

Habitat	Thicket
Hit Points	175
Weight	70
Attack Strength	90
Armor Strength	115
Dexterity	100
Attack Ferocity	14
Retreat Ferocity	14
Poison Strength	0
Anti-Magic	5
Anti-Fire	5
Anti-Poison	10

Description: Axemen often seem to appear out of nowhere. They also tend to travel in large groups. They will throw axes from far away or move in for a bloody melee. Keep avenues of retreat open and don't be too proud to claim the better part of valor and run away. Beware: Some Axemen have been taking lessons from the Thicket Thieves, so you might want to re-inventory your objects after an encounter.



BAD MERCHANT

Habitat . . . Moon Clan Village
Hit Points 1000
Weight 110
Attack Strength 130
Armor Strength 180
Dexterity 200
Attack Ferocity 10
Retreat Ferocity 14
Poison Strength 0
Anti-Magic 12
Anti-Fire 13
Anti-Poison 12

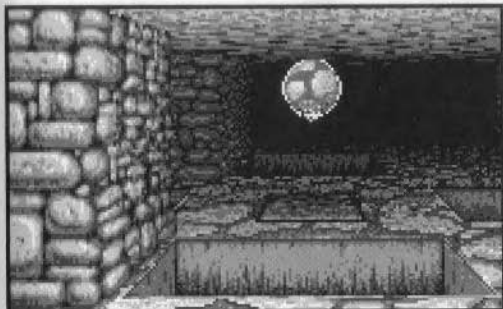
Description: There are times when even a Champion with plenty of cash can't find that special weapon or armor in the shops of the Sun Clan Village. Other times, a Champion may come across an item of questionable ownership, and can't find anyone willing to buy it. For those Champions, the answer may be as simple as a perilous journey to visit the Moon Clan Merchants on the far side of the Thicket. There, the adventurer can take advantage of high prices, gruff but unquestioning service, and a unique selection offered only on the shady side of trading.



BAT

Habitat . Castle, Roof, Cavern
Hit Points 30
Weight 10
Attack Strength 10
Armor Strength 50
Dexterity 200
Attack Ferocity 5
Retreat Ferocity 9
Poison Strength 40
Anti-Magic 1
Anti-Fire 1
Anti-Poison 3

Description: Bats live in the caverns by day and outdoors at night. Although they are poisonous, they won't attack unless they feel threatened. Unfortunately, a party of adventurers is considered a threat in any Bat's breeding cave, so should they enter one they will be attacked relentlessly. Normally, there would be little reason to endure such an assault, but since Bat wings are a crucial ingredient in potions, a Dead Bat will fetch two Silver Coins at the Pub.



Description: These two magical creatures are created by the same Magic Map and work in similar yet opposite ways. A Carry Minion delivers objects to a location marked on the Minion's Map. A Fetch Minion retrieves objects from the same spot and brings them to the owner of the Map. However, the Map user must first visit the spot and mark it with an "X" while there.

CARRY/FETCH MINION

Habitat	All Areas
Hit Points	100-150
Weight	10
Attack Strength	8-50
Armor Strength	75
Dexterity	180
Attack Ferocity	9-14
Retreat Ferocity	14-15
Poison Strength	0
Anti-Magic	15
Anti-Fire	7-13
Anti-Poison	12



DARK VEXIRK

Habitat	Castle
Hit Points	150
Weight	40
Attack Strength	15
Armor Strength	100
Dexterity	160
Attack Ferocity	6
Retreat Ferocity	14
Poison Strength	0
Anti-Magic	15
Anti-Fire	6
Anti-Poison	12

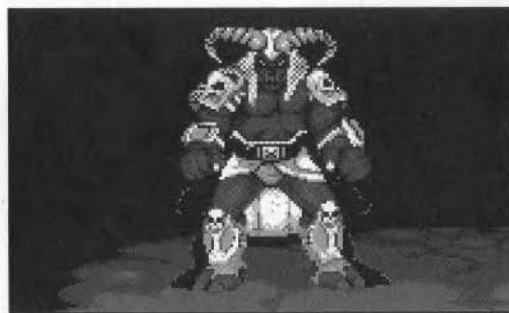
Description: The Dark Vexirks are the most powerful of the Vexirk covens. Dragoth enlisted the aid of the Dark Vexirks to maintain and expand the Thicket. In turn, Skullkeep provides the Vexirks with an isolated laboratory where they can work on frightful new spells. The Dark Vexirks have no love for Dragoth and will not impede the Champions' progress toward his defeat. They will, however, prevent the party from disturbing their own work.



DIGGER WORM

Habitat	Thicket
Hit Points	80
Weight	254
Attack Strength	10
Armor Strength	65
Dexterity	90
Attack Ferocity	13
Retreat Ferocity	7
Poison Strength	0
Anti-Magic	12
Anti-Fire	1
Anti-Poison	4

Description: Digger Worms are found throughout the Thicket. This is actually good, since they are quite nutritious, if not very tasty. If your palate is too weak for this, Digger Worm slices can be sold for two Copper Coins at the Pub (where you know most of them end up in the stew). Because Digger Worms are only vulnerable when they are above ground, you must time your attacks accordingly.



DRAGOTH

Habitat	Void
Hit Points	1500
Weight	254
Attack Strength	135
Armor Strength	175
Dexterity	170
Attack Ferocity	15
Retreat Ferocity	14
Poison Strength	0
Anti-Magic	13
Anti-Fire	13
Anti-Poison	14

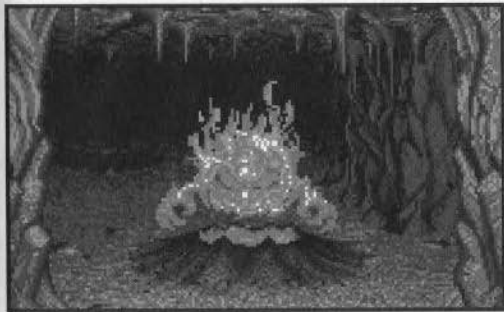
Description: Dragoth lives in the magical realms of the Void and beyond. An alien being, he is ruthless, intelligent, and utterly evil. There is no enemy deadlier than he, and his mastery of magic makes him a fearsome adversary. With his powers, Dragoth can summon hordes of fantastical creatures to do his sinister bidding. He is relentless in his quest to conquer all that falls before him, and he must be destroyed or all is lost.



DRU-TAN

Habitat	Cavern
Hit Points	600
Weight	254
Attack Strength	160
Armor Strength	220
Dexterity	120
Attack Ferocity	11
Retreat Ferocity	12
Poison Strength	0
Anti-Magic	8
Anti-Fire	8
Anti-Poison	11

Description: Dru-Tan lurks deep in the caverns beneath Skullkeep. He is strong and fierce, but not too bright. Taking a perverse delight in playing with his prey, he is apt to shove the unwary into a nearby pit as he is to eat them for dinner.



FLAME ORB

Habitat	Cavern
Hit Points	80
Weight	20
Attack Strength	100
Armor Strength	100
Dexterity	150
Attack Ferocity	13
Retreat Ferocity	15
Poison Strength	0
Anti-Magic	6
Anti-Fire	15
Anti-Poison	15

Description: Flame Orbs are part magic and part volcano gas. It is the former that gives them life and the latter that makes them dangerous. Popping forth from underground fumeroles, they seek only to fly into the midst of the party and explode. However, if the intended target is quick, a Flame Orb can be fended off with a Vorpal Blade or DES EW spell.



GHOST

Habitat	Tomb
Hit Points	150
Weight	0
Attack Strength	40
Armor Strength	100
Dexterity	150
Attack Ferocity	6
Retreat Ferocity	12
Poison Strength	0
Anti-Magic	6
Anti-Fire	15
Anti-Poison	15

Description: Ghosts can see in the dark, see invisible Champions (a very rare ability), walk through doors, and float over pits. They cannot be damaged by fire, poison, or normal weapons, although they can be damaged with the Vorpal Blade or DES EW spell. They are moderately inclined to attack the party, but once they've begun an attack, they are unlikely to break it off. Due to the magical nature of their attack, they can attack anyone in the party, not just the Champions in the front row. In short, Ghosts are extremely nasty!



GLOP

Habitat	Thicket
Hit Points	36
Weight	65
Attack Strength	6
Armor Strength	65
Dexterity	80
Attack Ferocity	10
Retreat Ferocity	14
Poison Strength	0
Anti-Magic	7
Anti-Fire	13
Anti-Poison	6

Description: Not evil, or even very dangerous, the Glop is mostly just a nuisance. Only inexperienced Champions are in much danger from Glop attacks. Fortunately, Glops are good practice for the novice, since they are easy to hit and almost as easy to kill. It is a voracious scavenger and has an appetite for almost anything, animate or inanimate. For this reason, be sure to check around after dispatching a Glop, since they have been known to swallow items of value.



IMP

Habitat	Castle
Hit Points	135
Weight	70
Attack Strength	20
Armor Strength	50
Dexterity	240
Attack Ferocity	15
Retreat Ferocity	13
Poison Strength	0
Anti-Magic	15
Anti-Fire	4
Anti-Poison	4

Description: The Imp is the creature everyone loves to hate. With its annoying habit of stealing objects right out of Champions' hands, there isn't an adventurer around who doesn't get satisfaction from toasting an Imp loaded with the party's stolen possessions. They are as fast as they are cagey, but fortunately, they are also frail and susceptible to most types of attack.



MAGIC MERCHANT

Habitat	Cloud Clan Village
Hit Points	1000
Weight	110
Attack Strength	130
Armor Strength	180
Dexterity	200
Attack Ferocity	10
Retreat Ferocity	14
Poison Strength	0
Anti-Magic	12
Anti-Fire	13
Anti-Poison	12

Description: The Magic Merchant runs a very special shop. He buys and sells all manner of magical objects: wands, staves, potions, magical armor, and rings, to name a few. However, as the substance of their trade is considered dangerous by most, their shops are often found in out-of-the-way locations.



MERCHANT

Habitat	Sun Clan Village
Hit Points	1000
Weight	110
Attack Strength	130
Armor Strength	180
Dexterity	200
Attack Ferocity	10
Retreat Ferocity	1
Poison Strength	0
Anti-Magic	12
Anti-Fire	13
Anti-Poison	12

Description: To obtain weapons, armor, or other adventuring essentials, a Merchant's shop is the place to go. Everybody in the party can be outfitted with the finest gear available...for a price. Merchants are always looking to replenish their stock and the savvy adventurer can turn excess booty into quick cash to buy more useful items. Though they do not speak, they do understand languages of gesture and money.



MERCHANT GUARD

Habitat	Villages
Hit Points	1000
Weight	110
Attack Strength	130
Armor Strength	180
Dexterity	200
Attack Ferocity	10
Retreat Ferocity	14
Poison Strength	0
Anti-Magic	12
Anti-Fire	13
Anti-Poison	12

Description: Given the amount of cash and goodies in a typical Merchant shop, few Merchants are without a Merchant Guard. Drawn from the same Equusian stock as the Merchants, they are quite sturdy and can kick like a horse. If a Merchant calls for help after an attack, the party will literally get kicked out of the shop by the Merchant Guard (assuming they don't get cornered).



MUMMY

Habitat	Tomb
Hit Points	50
Weight	50
Attack Strength	35
Armor Strength	70
Dexterity	60
Attack Ferocity	12
Retreat Ferocity	14
Poison Strength	0
Anti-Magic	15
Anti-Fire	3
Anti-Poison	15

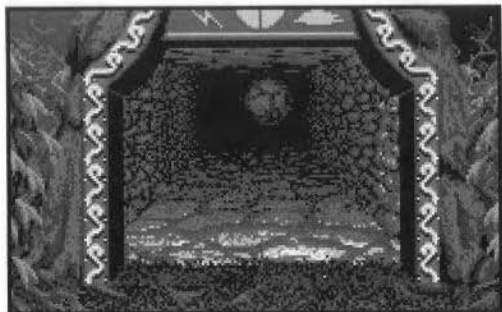
Description: As there is no rest for the damned, Mummies are light sleepers and easily disturbed. Entombed as punishment for unspeakable crimes, the Mummy seeks only to strike out at unfortunate trespassers into its dreary domain. Still, there are such treasures in these places that many are willing to risk the Mummy's wrath to find them.



ROCKY

Habitat	Cavern
Hit Points	150
Weight	70
Attack Strength	40
Armor Strength	80
Dexterity	80
Attack Ferocity	10
Retreat Ferocity	8
Poison Strength	0
Anti-Magic	12
Anti-Fire	12
Anti-Poison	9

Description: Rockys are magical creatures made of rock. They were created to ceaselessly stoke the furnace beneath Skullkeep, which in turn supplies the castle with its main energy source. Often toiling in absolute darkness, the Rockys still manage to mine all the Pyro Ore needed to keep the fires burning. Friendly creatures with playful dispositions, Rockys will try to engage unexpected visitors in a game of rock fight.



SCOUT MINION

Habitat	All Areas
Hit Points	100-150
Weight	10
Attack Strength	8-50
Armor Strength	75
Dexterity	180
Attack Ferocity	9-14
Retreat Ferocity	14-15
Poison Strength	0
Anti-Magic	15
Anti-Fire	7-13
Anti-Poison	12

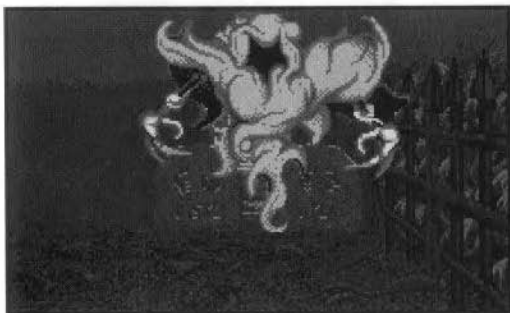
Description: Scout Minions willingly tread where the wary adventurer wisely holds back. When you are lost or unsure about the path before you, there is nothing as useful as a blindly obedient Scout Minion to send on ahead.



SKELETON

Habitat	Cavern
Hit Points	175
Weight	55
Attack Strength	60
Armor Strength	115
Dexterity	100
Attack Ferocity	8
Retreat Ferocity	14
Poison Strength	0
Anti-Magic	5
Anti-Fire	8
Anti-Poison	15

Description: In many places around Skullkeep, Skeletons have been reanimated and lie in wait for an unwary traveler to disturb their spell. Remember there is no flesh to burn, so consider a more powerful fireball, or shatter that bone with axe or mace.



SPECTRE

Habitat	Graveyard
Hit Points	150
Weight	255
Attack Strength	2
Armor Strength	100
Dexterity	150
Attack Ferocity	15
Retreat Ferocity	12
Poison Strength	0
Anti-Magic	6
Anti-Fire	15
Anti-Poison	15

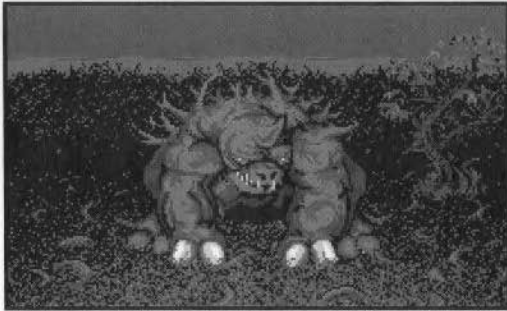
Description: When a cursed person is buried, his soul never rests. When that soul is drawn forth magically, he is but a Spectre. Break the spell with a Vorpal Blade or DES EW spell. Remember, you will help free the tormented soul trapped in those robes.



THICKET THIEF

Habitat	Thicket
Hit Points	175
Weight	45
Attack Strength	35
Armor Strength	70
Dexterity	110
Attack Ferocity	12
Retreat Ferocity	7
Poison Strength	0
Anti-Magic	5
Anti-Fire	5
Anti-Poison	8

Description: Like the Imp, the Thicket Thief has few friends among adventurers because of its incessant kleptomaniac. They have a special bond with Wolves and for this reason the two are often found in close proximity. Thicket Thieves do not rely on speed for escape, but instead duck into secret tunnels in the Thicket to travel to their treasure-lined lairs.



THORN DEMON

Habitat	Thicket
Hit Points	400
Weight	254
Attack Strength	50
Armor Strength	85
Dexterity	120
Attack Ferocity	11
Retreat Ferocity	8
Poison Strength	0
Anti-Magic	6
Anti-Fire	7
Anti-Poison	8

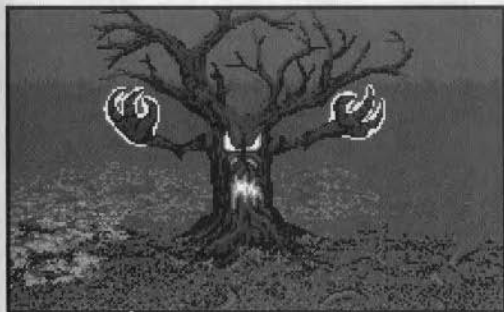
Description: Normally a peaceful grazing creature, the imposing Thorn Demon becomes very dangerous when angered. Typically, a skilled adventurer can deal with one angry Thorn Demon. However, the situation can turn quite deadly when an injured Thorn Demon calls for help from others in its herd. Many a party of unwary adventurers has died in the stampede resulting from a naive attempt to bag a juicy Thorn Demon Steak for dinner.



TIGER WORM

Habitat	Cavern
Hit Points	250
Weight	90
Attack Strength	80
Armor Strength	100
Dexterity	70
Attack Ferocity	4
Retreat Ferocity	14
Poison Strength	150
Anti-Magic	2
Anti-Fire	7
Anti-Poison	9

Description: A close cousin to the Armored Worm, now extinct, the Tiger Worm is swift and lethal. Like Armored Worms, Tiger Worms strike with a deadly poisonous bite. Unfortunately, Tiger Worms are not very intelligent and will fight to the death rather than retreat to save their own life.



TREE GORGON

Habitat	Thicket
Hit Points	350
Weight	255
Attack Strength	50
Armor Strength	135
Dexterity	40
Attack Ferocity	10
Retreat Ferocity	12
Poison Strength	0
Anti-Magic	12
Anti-Fire	0
Anti-Poison	1

Description: There is something truly eerie about Tree Gorgons. They inhabit the fog-shrouded bogs of the Thicket, where their twisted, leafless forms are a perfect complement to the spooky surroundings. It is well known that Tree Gorgons are quite evil and will usually attack. But how they attack is not as well known. It is said that one moment the bog is too quiet, while the next there are Tree Gorgons all around... and another adventuring party is never heard from again. All normal attacks affect Tree Gorgons, but they are especially afraid of fire.



VEXIRK KING

Habitat	Castle
Hit Points	250
Weight	50
Attack Strength	80
Armor Strength	140
Dexterity	18
Attack Ferocity	9
Retreat Ferocity	11
Poison Strength	0
Anti-Magic	15
Anti-Fire	10
Anti-Poison	13

Description: Easily identifiable by the powerful staff he carries, the Vexirk King is by far the most dangerous of the Dark Vexirks. If angered, the Vexirk King will let loose a volley from his staff. This staff, the Numenstaff, allows its possessor to cast three fireballs in rapid succession—an important fact that many adventurers have learned the hard way.



VORTEX

Habitat	Thicket
Hit Points	100
Weight	255
Attack Strength	80
Armor Strength	150
Dexterity	100
Attack Ferocity	15
Retreat Ferocity	15
Poison Strength	0
Anti-Magic	1
Anti-Fire	8
Anti-Poison	15

Description: Vortexes are storm spawn that swirl aimlessly through the Thicket, casting lightning bolts at random. Truly chaotic entities, with no allegiances, goals, fears, or treasure, Vortexes are good creatures to avoid. If forced into battle with a Vortex, the party must use the Vorpall Blade or DES EW spells to destroy it.



WOLF

Habitat	Thicket
Hit Points	150
Weight	65
Attack Strength	30
Armor Strength	90
Dexterity	130
Attack Ferocity	10
Retreat Ferocity	13
Poison Strength	0
Anti-Magic	2
Anti-Fire	7
Anti-Poison	6

Description: Wolves are pack animals. This means that if you battle one Wolf, you may soon be battling the whole pack. The balancing factor is the skittishness of the Wolves in general. An angry Wolf pack can still be eluded as long as the retreat is swift and immediate.



BASIC AND BATTLE STRATEGIES

Introduction

The purpose of this chapter is to barrage you with miscellaneous basic strategies and battle strategies to use throughout the game. Many of these strategies will be familiar to veterans of the original *Dungeon Master*, but even crusty old vets will learn a few new tricks in the following pages. Read on and put your short-term memory to work!

Choosing Your Champions

★ The first, and most important, rule of success in *Skullkeep* is to choose **three Champions** that give you a well-balanced adventuring party. Here's the best way to insure balance: Choose one Champion with high **Fighter** stats, one Champion with high **Priest** stats, and one Champion with high **Wizard** stats. (Torham Zed has good fighting and magic-using stats.) This will leave you with two fighters and two magic-users, a perfect balance of brains and brawn.

★ You need **two Fighters** for two reasons: To engage in close-range combat, and to absorb the attacks by monsters. A magic-user can't use many weapons or wear strong armor without becoming burdened, which makes him a highly vulnerable target for the bad guys. Put your fighters in the front of the party and equip them with the best weapons and armor you can afford.

★ You need a **Priest** for his healing ability and his useful miscellaneous spells. 'Nuff typed.

★ You need a **Wizard** for his powerful attack spells. There are several monsters in *Skullkeep* that can't be injured by normal weapons, only with spells, and that's where the Wiz comes in extremely handy.

★ So what are the reasons for our politically incorrect discrimination against **Ninjas**? Because the Ninja stats are the least necessary in *Skullkeep* when compared to the other. The only particularly useful Ninja skill is Throw, and that can be learned by any Champion over time, whereas all of the Fighter, Priest, and Wizard stats are vital to your party's survival. And survival is what it's all about—unless you're some sicko who enjoys watching your Champions get offed, in which case we advise you to get some help.



Kol Del Tac is one of the strongest fighters in Skullkeep, and a strong choice for your adventuring party.



Improving Your Statistics

- ★ Your Champions' Attributes and Statistics increase as you use them. For example, to increase a Champion's Throw statistic, he needs to keep throwing rocks and shooting arrows at attacking monsters (or even at a wall) until the Statistic increases. With enough (admittedly tedious) practice, any Attribute or Statistic can be increased: Tyros can become Neophytes, Neophytes can become Novices, and so on. In addition, all Statistics increase faster when used in battle.
- ★ It's important to let all of your Champions boost their Stats by contributing to battles. Don't defeat every monster with a Fireball spell, or your fighters won't improve, and don't defeat every monster with a few well-placed weapon blows, or your magic-users won't improve. Don't let one Champion hog all the experience; spread it around equally.
- ★ Wizards and Priests should also cast non-combat spells frequently to increase their potential. The Firelight (FUL) spell is particularly good training for newbie magicians. Magic-users naturally regain Mana over time or by resting, so you won't have to wait long before casting another spell.

Limited Frontage

- ★ The worst possible situation in *Skullkeep*—and a situation you'll no doubt find yourself in a few times—is to be **surrounded by monsters** and attacked on all sides. You're almost guaranteed to suffer casualties when this happens, simply because of the overwhelming number of enemies and the fact that your magic-users are useless at close-range combat. Whenever possible, you want to attack monsters in a corridor or narrow area. There are several reasons for this.
- ★ **First**, if the attacking monster is **too strong** for you to handle, you can retreat down the corridor while continuing to strike it. (Refer to **Attack and Retreat** below.)
- ★ **Secondly**, if you're in combat with a large group of monsters, staying in a corridor means that you only have to fight **two monsters at a time**. This is obviously a whole lot better than being attacked by four or more monsters on all sides.
- ★ **Thirdly**, staying in a corridor forces the monsters to attack only your well-armored, well-equipped fighters.



Don't fight in wide-open areas or you risk being surrounded on all sides by monsters.



Party Formation

- ★ Place your fighters in the front of the party, with powerful armor and strong weapons. Your magic-users will be in the back of the party and armed with projectile weapons such as Bows, Crossbows, and Shuriken. They can also cast attack spells that are just as effective whether they are cast by a magic-user in the front or the back of the party formation.

Spoil Your Fighters

- ★ Always **give your fighters the best equipment** and let your magic-users suffer with inferior equipment. (By the end of the game, one of your fighters should be decked out in **Tech armor**, and the other in **RA SAR armor**; these are the best sets of armor in the game.) If you distribute the goods equally amongst all your Champions, then your weakened fighters won't be able to adequately protect the magic-users in battle, and that means a lot of reloading your saved games after your numerous deaths!

Choosing Your Attacks

- ★ The type of attack you use in combat largely depends on your **Fighter Statistics**. If you have a Swing stat of 4 and a Jab stat of 1, you'll obviously want to use the Swing more frequently in battle. Of course, you need to use the other attacks occasionally to increase your Statistics. Since you
- ★ Certain attacks **take longer to perform** than others, but do more damage. The Jab, for example, is very quick, while the Thrust is slow. A Thrust does plenty of damage if it connects, but the Champions needs a few moments to recover; a Jab doesn't do much damage, but the Champion is ready to strike again almost immediately.
- ★ Some monsters **defend** better against certain types of attack while being more vulnerable to others. Check out **Chapter 6** for detailed statistics on every monster's defensive strengths and weaknesses.

Weapons and Armor

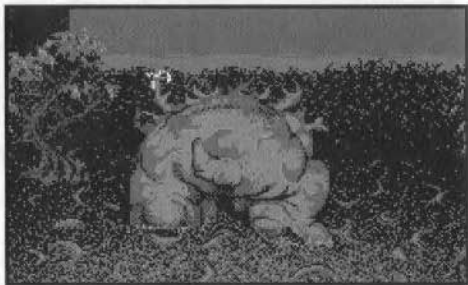
- ★ You start the game in proximity to the **Sun Clan Village**, which has **Merchants** that sell more than adequate weapons and armor. You just need to build up enough **wealth** to afford the good stuff! There are several ways to do this: by **gathering plants** from the Thicket and selling them to the Tavern Merchant; by **buying items** from one Merchant and selling them to another Merchant for a profit; or by killing **Thicket Thieves**, which leave behind Gold Coins when they die. Remember that you don't have to buy every piece of equipment; *Skullkeep* is loaded with hidden weapons and armor (including all of the pieces of **RA SAR armor** and almost all of the **Tech armor**).



- ★ **Don't overload your Champions** with armor that reduces their speed and increases the need for food and water. Also remember that armor only protects the area that it's on (except for shields, which protect all areas with varying results). A Horned Helm won't protect you against foot attacks, nor will Black Boots protect you from aerial attacks. Look for a balance of weight versus protection.
- ★ With footwear and headgear, the general rule is **the heavier, the better**. Again, there's a weight/protection tradeoff, but helmets and shoes are generally light enough for your Champions to handle without overloading themselves.

Projectile Weapons

- ★ Crossbows, Shuriken, and other **projectile weapons** are extremely useful because they can deal damage to a monster while your party is still far out of its attack range. If your weapons are strong enough—or the monster is weak enough—you may even be able to kill it without engaging in close-range combat. Against a stronger monster, projectile weapons allow you to wear down the monster without putting your Champions in danger.
- ★ There are **two disadvantages** to projectile weapons. **First**, arrows have a tendency to **stick into the hide** of whatever monster you're firing them into; if the monster runs away, you need to follow it and kill it to get your arrows back! **Secondly**, you constantly need to **retrieve projectiles** and place them back into your inventory, which is unexciting, to say the least. If you're playing with a 3-button or 6-button controller instead of the **Mega Mouse** (which we can't recommend highly enough), it's even more tedious.



Arrows are useful weapons, but tend to stick into the hide of whatever monster at which you shoot them.

Attack and Retreat

- ★ The name of this battle strategy says it all. Simply stated, you **retreat from the monster** while continuing to attack it. The advantages are many. #1: Since your party is **out of the monster's reach**, it can't do any damage. #2: The party gains a **measure of control** over the monster and can lure it down a hallway or underneath a door or gate. #3: If your party is in poor condition, you can **retreat to a safe place** and regroup before resuming the battle. Most monsters are territorial and won't follow you into certain areas.



- ★ Keep a few things in mind when using this strategy. First, **do not retreat into a dead end corridor** or you'll quickly find out why it's called a dead end. Second, **don't retreat into another monster behind you**, or your magic-users will soon be pushing up daisies.

- ★ This strategy works especially well with **doors and gates**.

Lead the monster underneath a door or gate, then close the door on the monster. One of three things will happen. The monster will die underneath the door; the monster will retreat behind the door, giving you time to heal and regroup before opening the door and resuming the battle; or the monster will kill you (d'ohh!).



Lure the monsters under doors and gates, then close the gates onto them to crush them.

The Dungeon Two-Step

- ★ This is probably even more popular than the Attack and Retreat strategy, because it's so darn easy to do. Here's how it works. **Strike the monster** with weapons or spells, then quickly **move one square left or right** and turn to face the monster. Your party is now standing diagonally across from the monster, and it therefore can't attack you. When the monster moves in front of you, strike it again and move again. Repeat the maneuver until the monster is dead. Because this strategy needs some room to work, you shouldn't use it unless you're fighting a single monster.

Take the Charge

- ★ There are situations in the game where you might not want to fight a monster. It might be too strong, your party might be too weak, or you might simply want to get to a new location with a minimum of hassle. In these situations, you need to literally run past the monster(s) to your destination. You need two things to do this: speed and room to maneuver. If your party isn't fast enough, you won't be able to get around the monster before being attacked; if you don't have enough room to maneuver, your party might end up trapped. (The former situation can be avoided by casting an Accelerate Party (OH IR ROS) spell.)
- ★ There are risks in charging. The first risk is that you might run into another monster during your charge, which delays you long enough for the monster behind you to catch up and start nibbling on your magic-users. The second risk is that you might end up charging into a dead end, but this can be minimized by using a Magic Map to see the area around you.



Make Use of Minions

- ★ The **Scout Minion** can be used to explore almost every part of the Castle (and the Caverns below it) once the party has made it to the Techeye Traps on Level 5 [27]. By using ladders and pits, the Scout Minion can be guided to every Castle and Cavern level, including the roof.
- ★ **Pit Ghosts** (the moving pits in the Tomb area at the south end of Level 6) won't come near Minions, so if the party wants to guide a Minion through the room and walk with it, the Pit Ghosts won't get to them.
- ★ **Guard Minions** can, and should, be set up at strategic points surrounding the Furnace on Level 6 [65] to deal with any evil Minions that try to block the Rockys' access to the Furnace.



QUESTIONS & ANSWERS

Introduction

This chapter is for readers who are stuck on a specific puzzle in *Dungeon Master II*, such as: "How do I turn on the Boiler on Level 3?" or "Why can't I take both Keys from the alcove on Level 2?" Here's how to get your answers:

- ★ 1. Refer to Chapter 10 and determine which area of the map you're stuck on. For example: You keep getting killed by the Techeye Traps on Level 5. You refer to the Level 5 map and see that the Techeye Traps are labeled as [27].
- ★ 2. Refer to this chapter and look for the number(s) of the puzzle.
- ★ 3. Read the question and the answer! You don't have to look up the number(s) of the puzzle to find your particular question, but it helps tremendously in locating it.
- ★ For extremely minor questions, like which key to use to open a particular door, refer directly to Chapter 10.

Level 1 (Skullkeep)

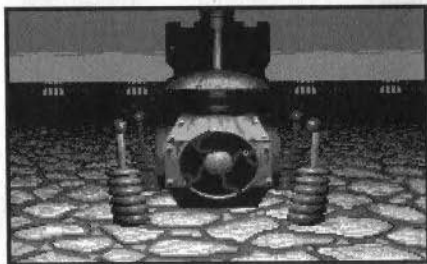
Q: Is there anything to do up here?

A: *Nope. The **Lightning Rod** [1] in the middle of the roof was originally part of a puzzle, but the puzzle was removed before the game was completed. With the multitude of **Archer Guards** up here, this area is a great place to build up your statistics by battling the Guards.*

SQUARE 1

Q: What is the **strange object** in the middle of the roof?

A: *It's a **Lightning Rod**, and it was originally intended to be used in the one of the game's puzzles. The puzzle was eventually removed, but the **Lightning Rod** was left in by the designers as an interesting object.*



*The **Lightning Rod** was created as part of a puzzle, but left behind as a cool piece of scenery.*

Level 2 (Skullkeep)

SQUARES 5-6

Q: When I take both the Skull and Onyx Keys from the alcove, I get trapped by the **strange circle** on the ground. Help!

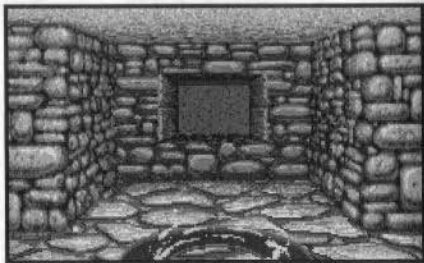
A: *That circle on the ground is called a **Bio-Magnet**, and it's extremely annoying. If you're trapped, the only way to get free is to throw one of the Keys back into the **alcove**.*



If your throw misses the mark, walk toward the Key and the Magnet pulls it close enough for you to pick up and throw again.

Q: Which Key should I take?

A: Take the **Onyx Key** first and use it to open the Locked Door [12]. Walk south to the Switch [22] and lower the Ladder [23]. Climb down to Level 3 and walk north to the Ladder [5] back up to Level 2. Now take the Onyx Key out of the lock and exchange it for the **Skull Key**.



You can't take both keys out of the alcove without activating the Bio-Magnet.

SQUARE 7

Q: How do I get through the **Electric Beams**?

A: Running through the Beams is a matter of **timing**. Watch the Beams closely and wait for a gap to appear; then walk from east to west through the Beams while staying in the gap. You can turn off the Beams with the Switch [3] once you get through them safely.



Wait for a space to appear in the Electric Beams, then run through it.

SQUARES 8 THROUGH 11

Q: What are the **Monitors** for?

A: The Monitors show the status of the four components—**Pumps, Boiler, Furnace, and Water Valves**—that need to be activated before you can enter the Void and take on **Dragoth**. If you can't activate the **Electric Beam** [14], one or more of the components aren't working.

SQUARE 14

Q: What is the **Electric Beam** for?

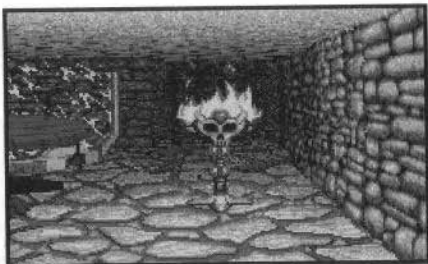
A: The Electric Beam is one of three weapons needed to activate the **Power Crystal** [20]. It operates when all four components shown by the Monitors [8 to 11] are working.



SQUARE 15

Q: How do I get out of the room with **two Torches**, **two Reflectors**, and a **Table**?

A: Turn and face the **Reflector** [16] to the east and cast several **Fireball** (FUL BRO) spells. The Fireballs bounce south to the second Reflector and smash into the **Table** [17], causing major damage. Two or three Fireballs are enough to destroy the Table. Now you can push the Torch out of the way and get to the Door [19].



Shoot Fireballs into the Reflector to destroy the Table behind the Torch.

SQUARE 19

Q: How do I open the **door** next to the **skull Keyhole** [21]?

A: You can only open it from the west side, which means you have to use the **Teleporter** [15] to get into the room.

SQUARE 20

Q: What is the **large stone**?

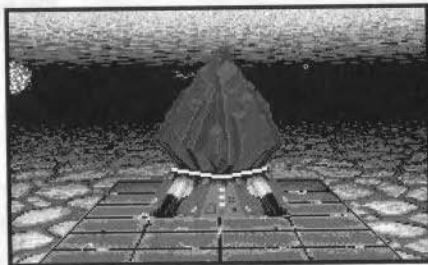
A: It's called the **Power Crystal**, and it's the key to opening the Void Door [28]. The Power Crystal needs to be charged up with magical energy so that the Void Door can be opened.

Q: How do I **charge up** the Power Crystal?

A: You have to turn on the **Electric Beam** [14] and blast the Stone with both **Fireball Launchers** [25].

Q: The **Fireball Launchers** [25] aren't aimed at the Power Crystal. How do I adjust their aim?

A: Use the Reflectors [16] from the nearby room and position them over the circles on the ground so that the fireballs slam into the Stone.



Use the Electric Beam and Fireball Launchers to charge up the Zo Stone.

SQUARE 25

Q: What are the **Fireball Launchers** for?

A: The Fireball Launchers are two of the three weapons needed to activate the Power Crystal [20].

Q: The **Launchers** aren't aimed at the Power Crystal. How do I adjust their aim?

A: Use the Reflectors [16] from the nearby room and position them so that the fireballs slam into the Stone.



SQUARE 28

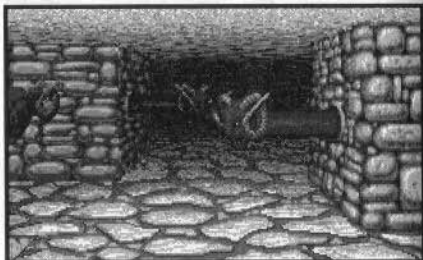
Q: How do I open the **Void Door**?

A: Activate the **Power Crystal** [20] and throw the **Switch** [27].

Level 3 (Skullkeep)

Q: The **Battering Rams** are brutal! How do I get through them?

A: There's no **Dexterity** requirement for any of your **Champions**, but if a **Champion** is carrying too much (indicated by a **yellow or red weight indicator** on the inventory screen), or a **Champion** is injured (indicated by **bandaged wounds** on the inventory screen), the party will be slowed down enough to make getting past the **Rams** quite difficult indeed. Here's one path through the **Rams**: Start by running down the **east wall**, which has only a single **Ram** where the west wall has a double. Now turn **west** and run through the two **Rams**. Walk **south and east** to the wall, then turn **south** and run through the last two **Rams** (each one a single). The timing is set up so that if you move into a square exactly as the head of the **Ram** is retreating to its innermost position, you can make it through the square.

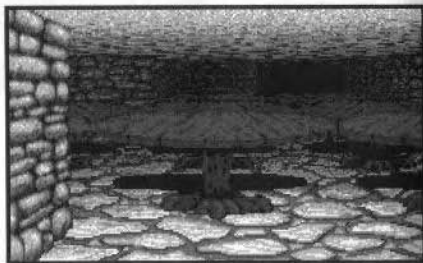


You need immaculate timing to run through the **Battering Rams**.

SQUARE 3

Q: What's the deal with all the **Tables** in the northwest corner of the level?

A: This is a simple puzzle that can be solved with **brute force** (backing and chopping up the **Tables**) or by sliding them around to create a path through them. It's possible to maneuver the **Tables** so that you can pass through without destroying a single one. (Amusingly enough, this puzzle is based on the **Puzzle** desk accessory, a program for the **Apple Macintosh** computer.)



There are two ways through the **tables**: peaceful puzzle-solving or **brute force**.



SQUARE 4

Q: How do I open the **Locked Door** to the north of the Reflectors and Fireball Launcher?

A: You can back through the door with **weapons**, destroy it with **spells**, or use the **Fireball Launcher**. Just aim one of the Reflectors at the door and set off the Launcher with the Plate. Boom!

SQUARES 8-14

Q: How do I get across the pits in the room called "**Reflector Practice**"?

A: You need to position the Reflectors so that the Fireball Launcher [9] hits itself with its own fireball. This causes the pits to close up.

Q: How should I **position the Reflectors**?

A: First, position the **Reflectors** [14] on your side of the room. Move the Reflectors into the corners of the room, aimed inward. (Click on the side of a Reflector to aim it left or right.) Now use the **three Switches** [12] to position the Reflectors on the north side of the pits. Use the left Switch **twice** and the right Switch **four times**. Walk onto the **Plate** [13] to set off a Fireball. After the Fireball bounces off the Reflector in front of the Launcher, use the middle Switch **twice** to turn the Reflector at the Launcher. Wait for the Fireball to hit the Launcher and close up the pits.

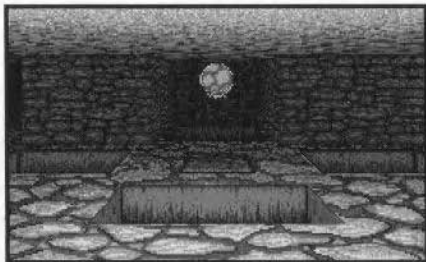


This keen picture of the Reflector Practice room shows how to position the Reflectors.

SQUARE 22

Q: How do I avoid the **moving Teleporters**? They seem to follow me no matter where I go.

A: The Teleporters are programmed to home in on your position as soon as you walk into the room. The items in the alcoves are minor—an **Empty Flask** [20], **VEN Bomb** [23], and **FUL Bomb** [24]—so you don't need to go for them if you don't want to.



There are three ways to solve this puzzle, two of them involving Minions.

SQUARES 25-26

Q: How do I press down the Plate surrounded by pits to open the door?

A: There are three ways to do this. **Method #1:** Use the **Minion Map** and mark a square on one side of the Plate. Walk to the other side of the Plate and activate the



Carry/Fetch Minion. Destroy the Minion as it flies over the Plate. The object that the Minion was carrying drops onto the Plate and opens the door. **Method #2:** Use the **Scout Map** and create a **Scout Minion**. Position the Scout Minion over the Plate. Throw an object into the Minion and it drops onto the Plate. **Method #3: Throw an item** onto the Plate. This is tricky, since you need to stand far enough away so that the item you throw lands on the Plate and doesn't fall through one of the pits. Definitely the least elegant method of the three, but it works.

Level 4 (Skullkeep)

Q: How do I open the **flying Chest** zooming around this level?

A: Move towards the Chest to drive it into the **room with three Fireball Launchers and three Plates** that trigger the Launchers. Use the Launchers to shoot the Chest and knock it out of the air.

SQUARES 1-3

Q: What is the purpose of the **room with three Fireball Launchers and three Plates** that trigger the Launchers?

A: This room is used to shoot the **flying Chest** that zooms around this level.

SQUARES 25-31

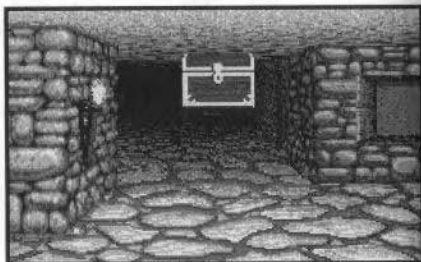
Q: How do I use the **Switches** to open the **doors**?

A: Most of the Switches don't open a door the first time you throw them, but the second time you throw them, which is understandably confusing. Here's the order in which to hit the Switches, starting with the Switch next to the **Scout Map**. Throw the Switch **down and up**. Walk west one square. Throw the Switch **up**. Walk west one square. Throw the Switch **down and up**. Walk west one square. Throw the Switch **down and up**. Walk south one square. Throw the Switch on the south wall [30] **up**. Throw the Switch on the east wall [31] **down and up**.

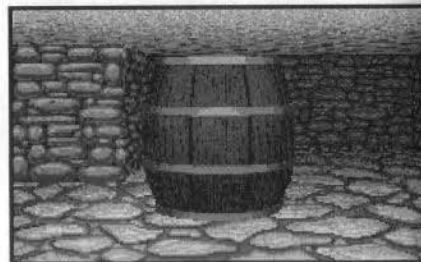
SQUARES 35-37

Q: Can I do anything with the **Barrels**?

A: Yes—you can smash them open



It's a flying chest! Cool! Drive it into the room with the Fireball Launchers.



Use your weapons to back apart the Barrels and find items inside.

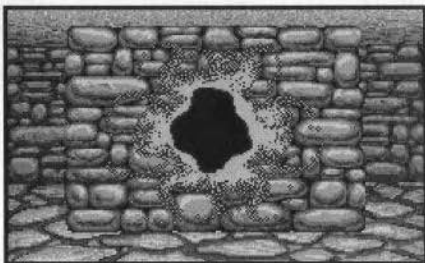


with weapons or attack spells to find items inside. One of the barrels has a **Kalan Gauntlet** inside, while another has a **Vacuum Fuse**.

Level 5 (Skullkeep)

Q: What are the **blue portals** that look sort of like black holes?

A: These portals are called **Void Portals**, and Dragoth's minions use them to travel from the Void to the world of Skullkeep. Use the **Open Door (ZO)** spell to close the Portals. This is a temporary measure, as the Portals reopen after a short while.



Open Door (ZO) spells are the only way to close up the Vortexes and slow Dragoth's minions.

SQUARE 2

Q: What do I do with the **Rope in the wall**?

A: Pull the Rope to **ring a bell** and summon one of the **Dark Vexirks** to open the Locked Gate for you.

Q: Why aren't the **Vexirks** attacking me?

A: The Vexirks won't attack you until you annoy them by taking an item from one of the **alcoves** or dropping an item into the **Vexirk Vat** [9].

SQUARE 7

Q: I need the **YA Key** to open the door, but I already used it to open the first Locked Door [18]. What do I do?

A: Walk to the **Button** [21] next to the Keyhole [16] and press it. The YA Key is ejected from the Keyhole and drops down a pit to Level 7-3.

Q: How do I get the **YA Key** now that it dropped down to **Level 7-3**?

A: Go down the **Ladder** [32] you lowered earlier to enter Level 6. From here, go west to find the **Furnace** [65] being guarded by an **evil Minion**. Destroy the Minion and then create one or two **Guard Minions** nearby to guard the Furnace. You need to make sure that the Furnace is easily accessible. Why? Because you'll soon be teleporting several **Rockys** into this area to get the Furnace burning, and they can't get to the Furnace when an evil Minion is in front of it. (You should return to the Furnace every so often to make sure that an evil Minion hasn't returned.)

Walk back to the east and then go south. Grab the **Fighter (FUL BRO KU) Potions** [82] out of the alcove as you turn the corner. Fill in at least one of the pits by pushing a **Huge Boulder** [77] into it or by casting the **Push** (OH KATH KU) spell. Walk across the pit and walk east through the passage to find a **bidden passage** [74] into the Thicket. Cool! Return to the cavern and go north to the **One-Way Ladder** [70]. Climb down the ladder to drop into Level 7-3 [21].



SQUARE 9

Q: What can I make in the Vexirk Vat?

A: *There are three things you can do with the Vat: create a **Serpent Staff**, create **Blue Steele**, and recharge the **Numenstaff**.*

★ **Serpent Staff:** *Put one **Staff** and one **Mana Blossom** into the Vat.*

★ **Blue Steele:** *Put a **Gold Coin**, **Meteor Metal**, **Red Gem**, and **Spirit Cap** into the Vat.*

★ **Numenstaff:** *When you first pick up the Numenstaff, its magical energies are almost completely exhausted. Put the Numenstaff into the Vat to recharge it completely. The Numenstaff can be recharged an unlimited number of times, so return to the Vat whenever it runs out of juice.*



Use the Vexirk Vat to make the Serpent Staff and Meteor Metal, and to recharge the Numenstaff.

SQUARE 19

Q: How do I get through the rooms with the **Empty Slots for Large Gears**?

A: *Place the **Large Gear** from the nearby **alcove** [40] into the first **Empty Slot** and open the door. Quickly take out the Gear and place it into the next **Empty Slot** to open the next door. Quickly work your way through all four **Doors** to reach the middle of the level. If you don't get through a **Door** fast enough, it closes in on you, and your party is dropped through a pit, where you have to climb up the **Ladder** [69] and return to the **Doors**. If the **Large Gear** hasn't returned to the alcove, you need to buy a **Large Gear** from the **Moon Clan Weapon Merchant**.*

SQUARE 23

Q: How do I get through the **Locked Door** in the room **south of the Vexirk Vat**? When I step off the **Plate**, it slams shut before I can run through.

A: *There are three ways to open the Door. **Method #1:** Use a **Carry/Fetch Minion** to drop an object onto the **Plate** [14] and run through the Door when it opens up. **Method #2:** Position a **Scout Minion** underneath the Door and run through it while the Scout Minion takes damage. The Scout usually moves out of the way, so this technique is quite difficult. **Method #3:** Take the **Boulder** from the Vexirk area and throw it so that it lands on the **Plate** and opens the Door.*

SQUARE 26

Q: How do I turn on the **Boiler**?

A: *You have to turn on the **Water Valves** and **Fire Valves** on Level 3 [11 and 21], the **Pumps** on Level 4 [16], and the **Furnace** on Level 6 [65]. Then you have to throw the **Switch** [20] to the "up" position.*

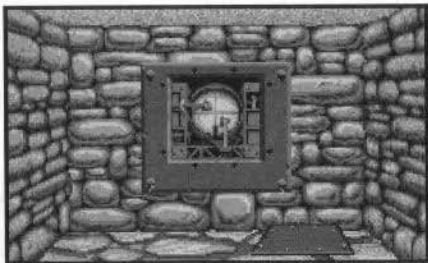


SQUARE 28

Q: How do I get through the corridor with the **Techeye Traps** that set off the **Fireball Launcher**?

A: Use a **Magic Map** and press the **ROS button** to see **illusionary walls** (which appear as **yellow walls**). Go through the walls to find **Cover Plates** [29]. Remove the Plates and remove the **Techeyes** inside to disarm the Traps. There are four Techeyes in all. Getting to the fourth Techeye is tricky. Go into the illusionary wall in the room with the Plate [14] and Locked Door [23] and face east. Press the Button [47] in the wall to open the wall behind the fourth Techeye.

There's a difficult **alternate method** of getting through the corridor. Use the **Scout Map** and send the **Scout Minion** ahead of your party to absorb the Fireballs that are triggered when you activate each Trap. The Scout naturally doesn't want to be hit by Fireballs, and might dodge one (or both) of them, meaning that you're toast.



Use the Magic Map to sneak behind the Techeyes and yank them out of the wall.

Level 6 (Thicket)

Q: In the area of the Wolves, I have trouble moving through the green squares. Why?

A: These **boggy squares** slow down your party considerably, because it usually takes several attempts to walk across them. The squares are meant to make your adventure a bit more challenging (which they do!).

SQUARE 1

Q: Can I do anything with the **Mana Blossoms** besides eat them?

A: You can also **sell them** to the Merchants for money. When you take a Mana Blossom, another one eventually grows back in the same spot, so you can pick Mana Blossoms repeatedly. You can use this same technique with the Palmapples and Fairy Cushions.

SQUARE 8

Q: I found a Bone in the area with the Wolves. What can I do with it?

A: The Wolves like to play fetch with the Bone. Throw the Bone away from you and nearby Wolves run to grab it. Once you take the Bone out of the



Find the Bone bidden in the bedge and throw it to distract the Wolves.



ledge, the Wolves also become somewhat friendlier to you—but not friendly enough to stop attacking completely. You can also use the Bone to retrieve the Gold Coins on the opposite side of each pit in the area. Walk up to the edge of a pit and throw the Bone across. Wait for a Wolf to jump across the pit and grab the Bone and the Coins. When the Wolf brings the Bone back to you, it also drops the Coins.

SQUARE 23

Q: What is the **large black X** on the ground?

A: It's a **Teleport Square**, and it's meant to provide a quick and easy way of returning to the Sun Clan Village without having to walk there from the far corners of Skullkeep. By using a **Techshield's** Teleport function while standing on any Teleport Square, the party transports itself to the Teleport Square [60] in the Village. There are also several Teleport Squares in the Castle.



Use the Techshield and Teleport Squares to jump between the Castle and the Sun Clan Village.

SQUARE 58

Q: There's a **Closed Gate** near the **entrance to the Castle** that I can't seem to open. How do I open it?

A: You need to walk around to the Gate from the **south side**. You don't need to open it at the beginning of the game, so don't worry about it.

SQUARE 59

Q: Is there anything special about the **Water Fountain** in the Sun Clan Village?

A: It has a few **Coins** inside. Click the pointer on the Fountain to take them out.

SQUARE 60

Q: What is the **large black X** on the ground in the middle of the Sun Clan Village?

A: It's a **Teleport Square**, and it's meant to provide a quick and easy way of returning here without having to walk there from the far corners of Skullkeep. By using a **Techshield's** Teleport function while standing on any Teleport Square, the party transports itself to this Teleport Square. There are several Teleport Squares in the Castle.



SQUARE 83

Q: Where do the **Axemen** come from when I take the third Clan Key Piece?

A: They literally leap out of the **trees** to attack you. Run north into the **Moon Clan Village**, or stay and fight the Axemen if you're feeling strong enough. Remember, you can always run and come back later on when you're better equipped.



As soon as you snatch the third Key Piece, Axemen jump out of the trees to attack.

SQUARE 88

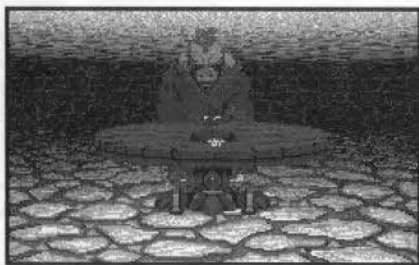
Q: When I walked into the **Graveyard**, the **Gate** closed behind me and I can't get it open again.

A: Once the Gate closes behind you, it can't be opened again until you approach it from the east side. To do that, you need to go southeast from the Graveyard to the **Tomb**, and then **north** back into the heart of the Thicket.

SQUARE 98

Q: Where is the **key** to the **east door** of the **Tomb**? I can't find it anywhere!

A: Search behind the **Tapestry [106]** in the **south area** of the **Tomb** to find the **OH Key**, which opens the east door of the **Tomb**.



Plunk a Coin onto the table to get the final Key Piece. (Yes, it's just that easy!)

SQUARE 99

Q: Every time I approach the **Table** in the **Tomb** to take the **fourth and final Clan Key Piece**, the Table rotates the Piece away from me. How do I get the Piece?

A: Where else have you seen **Tables** up to this point? At the **Merchants**. And how do you get items from the **Merchants**? By placing **Coins** onto the **Table**! Place any type of **Coin** or **Gem** on the **Table** (although you should use a **Copper Coin** to save your money) and a **ghostly Merchant** appears and rotates the **Key Piece** onto your side.

SQUARE 104

Q: Where is the **key** to the **south door** of the **Tomb**? I can't find it anywhere!

A: Search along the **south wall** near the **west entrance** of the **Tomb** to find a **Boulder [100]** and concealed **Button**. Press the **Button** to reveal a **bidden alcove [101]** with the **FUL Key**, which opens the south door of the **Tomb**.



SQUARE 105

Q: I can't kill the **Mummies** behind the **south door** of the **Tomb** no matter what I try. Help!

A: *The one and only effective method of destroying the Mummies is the **Fireball (FUL IR)** spell.*



*The Mummies can only be damaged (and destroyed) with **FUL IR** spells.*

Level 7-1 (Cavern)

SQUARES 4 - 5

Q: What is the purpose of the **Water Wheel** and the **Gear**?

A: *These gadgets have nothing to do with puzzles; they're just part of the simulated world of Skullkeep. To quote FTL programmer Doug Bell: "The Water Wheel powers pumps that keep the caverns dry during the rain storms. It's sort of like perpetual motion."*

Level 7-2 (Cavern)

SQUARE 10

Q: How do I move the **Huge Boulder** out of the way?

A: *There are two ways to move the Boulder: cast the **Push (OH KATH KU)** spell or drink **Fighter (FUL BRO KU) Potions** and push the Boulder out of the way. It usually takes several attempts before you can push or pull the Boulder out of the way. There are several Fighter Potions in this cavern as a not-so-subtle clue that you need to pump yourself up to move the Boulder.*

Level 7-3 (Cavern)

Q: What's the best way to kill **Dru-Tan**, the large hairy monster who keeps shoving me into the pits?

A: *Go through the **east Gate** (not the Locked Gate [25], but the gate next to the Switch [24] in the wall) and lure Dru-Tan into following you. This can be a little difficult, since Dru-Tan has the habit of shooting poison clouds at you instead of following you inside. Once he enters the corridor, walk west onto the **Plate** [18] to trigger the **Spike Wall** [19] and start it moving. Run west to the end of the corridor. Press the **Button** [17] hidden in the*



Lure Dru-Tan into the tunnel with the Spike Wall, then lock him inside and watch him get squoosbed.



dark hole in the wall to open the **Gate** [23]. Go through the Gate and press the button to close it behind you. Dru-Tan is now trapped in the corridor and gets squished to death by the Spike Wall. At least, he gets squished to death most of the time. It's a rare occurrence, but Dru-Tan sometimes gets so angry that he attacks the Spike Wall and destroys it before it crushes him. Yikes!

SQUARES 17-19

Q: What happens when I walk onto the **Plate** in the **narrow corridor**?

A: You activate the **Spike Wall**, which slides down the corridor from east to west.

Q: The Gate is closed and the **Spike Wall** is about to crush me. Help!

A: There's a **Button** [17] hidden in the **hole in the wall**. Press it to open the **Gate** [23] and make your escape.

Q: What is the Spike Wall good for, anyway?

A: It's an ideal way to kill Dru-Tan. See above.

SQUARE 20

Q: What happens when I press the **large Button** on the wall?

A: You activate a **Teleporter** [16] that sends the **Rockys** in this room to the **Furnace** [65] on Level 6, where they can gather **Pyro Ore** and start the Furnace burning.

SQUARE 25

Q: How do I get through the **Locked Door** into the room with the **Rockys**?

A: You need the **Blood Key**, which is in the possession of **Dru-Tan**, the hairy beast wandering around this level.

Level 7-4 (Tomb)

Q: Why do the **gates** open and close seemingly at random?

A: Although you can't see it, there's a **ghost** floating around and opening the gates as he passes from room to room. There's not much you can do except to wait for the ghost to open the gate you need him to open.

Level 8 (Cavern)

SQUARES 3 AND 4

Q: The roof just **caved in** and trapped me in a room with a **skeleton in the wall**! How do I escape?

A: Use your weapons to **back through the rubble**. It takes a lot of swings, but the rubble gradually disappears as you keep swinging. Don't use attack spells to blast through the rubble unless you want to fry yourself.



You're trapped! Or are you! Take a hint from the dead guy in the wall and chop your way out.



Level 9 (Void)

Q: How do I defeat **Dragoth**?

A: *Easier asked than done! Here's a complete roundup of Dragoth-related info:*

★ You can't enter **Dragoth's Door**, and he can't enter the **Void Door**. The only place where you and Dragoth can encounter each other is the Void.

★ Dragoth is always regenerating Health at a moderate pace. When he retreats through Dragoth's Door, he uses **Health (VI) Potions** to bring himself back to full health. (After all, isn't that what you'd do if you were him?)

★ The number of **Health points** Dragoth recovers depends on how long you're away from the Void. For every ten seconds your party sleeps, Dragoth recovers from 5 to 8 Health points.

★ Attack Minions are helpful against Dragoth, but **Guard Minions** are more predictable (since they stay in one place) and therefore more useful. Note that Dragoth can always create one more of his evil Minions than your total number of Attack and Guard Minions in the Void, so there's no way to overwhelm him with Attack Minions.

★ The **Reflector** (ZO BRO ROS) spell is extremely useful in the Void. (The **Techshield** can also generate short duration Reflector spells.) Cast a Reflector spell and stand in the Reflector to keep your party safe from Dragoth's Minions. The Minions destroy themselves with their own magic by trying to shoot you.

★ The best weapons to use against Dragoth are the high-end swords and axes like the **Blue Steele** and the **Vorax**. The **Numenstaff** is useful against the Minions, but Dragoth is too fast and too good at casting Reflector spells for it to be useful against him.

★ So what are **Dragoth's weaknesses**? He is somewhat vulnerable to Fireballs, but he is particularly susceptible to **poison**, especially the **Poison Foe** (DES VEN) spell. The ideal way to fight him is to create several Guard Minions, stand in the same square as one of the Guards, and cast Reflector spells to protect them (and you). Whenever Dragoth lines up to attack you, he receives a barrage from at least the Guard Minion in your square, and doesn't have much time to attack you.



Dragoth has a variety of attack spells and can heal himself rapidly, making your task extremely tough.



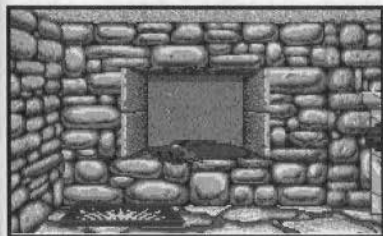
WALKTHROUGH

Introduction

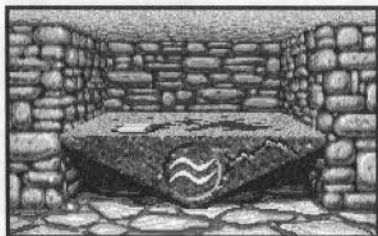
This exceptionally cool chapter guides you through *Skullkeep* from start to finish. The walkthrough won't lead you through every single event, but it *will* tell you everything you need to do to win the game. (You don't have to follow this walkthrough to the letter, but it is the ideal path through the game.) As elsewhere in this book, the numbers in brackets (“[“ and “]”) refer to numbers on the Maps in Chapter 10.

Step #1: Choose Your Champions

- ★ You start the game on Level 7-3, next to a **Ladder** [42], in a cavern filled with Champions chilling in **cryogenic chambers**. Select three Champions and create a well-balanced adventuring party. (Refer to Chapter 7 if you need help deciding what is well-balanced.) When you're ready to rumble, climb up the Ladder to Level 6.
- ★ Grab the **Bota** and **Gold Coin** off the **Table** [80], then move it out of the way of the **Sun Crest** [79]. Yank the Sun Crest off the wall to reveal a bunch of nice items, particularly the **Money Box** and **Magic Map**. Go into each Champion's inventory and throw his/her Coins and Gems into the Box to free up inventory slots. Before you leave this area and walk out into the Sun Clan Village, locate the **Altar of VI** [76] and read the **Scroll**.



Pull the Sun Crest off the wall to find a cache of items stored behind it.



Use the Altar of VI to resurrect dead Champions.

Step #2: Explore The Sun Clan Village

- ★ The most “dangerous” monster in the Village is the **Glop**, a virtually harmless sluglike beast that makes excellent combat training for your puny Champions. Swing and chop away at the Glops while also being sure to cast spells frequently to improve your magic skills.
- ★ The **Scythe** [51] is a decent weapon just laying around in the Village, and the **Water Fountain** [59] is good for a few free Coins.



★ Go to each of the **Sun Clan Merchants** and check out what they have for sale. You should have enough money to buy a few new pieces of equipment, especially better protective gear. (Several Champions start out without shoes!) Also make sure to purchase the **Compass**, a useful navigational tool.

★ When you're ready to explore outside the Village, take the **RA Key** [50] from the Table near the Tavern Merchant and use it to open the **Locked Door** [64].



Click on the top or bottom of the item "window" to see the different items for sale.

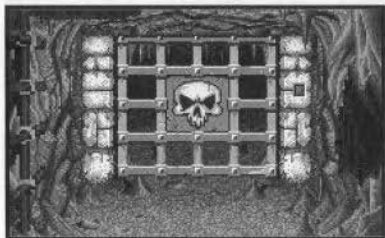
Once you unlock the door, you activate the **Thicket Thieves**, nasty buggers that attack you and steal items right out of your Champions' hands.

Step #3: Find The First Clan Key Piece

★ The monsters get considerably tougher in this area of the Thicket. Along with the Glops, you'll encounter **Digger Worms** and **Thorn Demons**. The Demons are particularly dangerous, and you shouldn't get into battle with them until you have good armor and decent spellcasting ability. Even then, be ready to run away if the Demons start surrounding your party. Being attacked by Demons on all sides is an all-too-easy way to get killed.

★ There's an excellent resting area at the **bottom of the Ladder** [21] across from the Lightning Key Keyhole [22]. Climb down the Ladder and snooze away. You're completely protected from attack by the **Skull Gate** in front of you. Don't forget to take the two **Cure Poison (VI BRO) Potions** in the alcove next to the Ladder.

In the area with the first Key Piece, there are several **Mana Blossoms** [1] growing wild in the hedges. Take the Blossoms and return to the Sun Clan Tavern Merchant to sell them. The Blossoms eventually grow back in the same spots where you first found them, so you can pluck them and sell them again and again to make easy money.



This safe spot near the north end of the Thicket is ideal for resting your party.



Pick the Mana Blossoms and sell them to the Tavern Merchant for easy money.

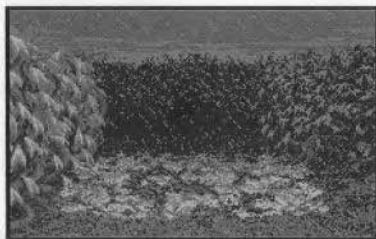


Step #4: Find The Second Clan Key Piece

- ★ As soon as you open the **Locked Door** [20] and enter the next area of the Thicket, run east and pick up the **Techshield** [23] from the ground. This extremely handy device lets you use the **Teleport Squares** (the **black Xs** on the ground) to return to the Sun Clan Village and buy and sell items. A heck of a lot faster than walking!
- ★ There are two **Fairy Cushions** [16 and 19] growing in the hedges in this part of the Thicket. Like the Mana Blossoms, they eventually grow back after being plucked out of the ground, so take them and sell them the next time you return to the Sun Clan Village.
- ★ Don't miss the **Bainbloom** [17] directly east of one of the Fairy Cushions. This weapon shoots Poison Cloud (OH VEN) bolts in rapid succession.
- ★ In the area with the **Wolves** and the **second Clan Key Piece**, many of the ground squares are covered with a green slime. These **boggy squares** slow down your party considerably, because it usually takes several attempts to walk across a boggy square. Keep this in mind as you slog through the slime to find the Key Piece.
- ★ There are two ways to distract the attacking **Wolves**: throw **Steaks** or throw the **Bone** [8] hidden in a hedge near two pits. The Wolves chow down on the Steaks, and like to play fetch with the Bone. Once you take the Bone, the Wolves become somewhat friendlier to you—but not friendly enough to stop attacking completely.
- ★ Walk through the **Trees** [5] in the **narrow path north of the pits** to open up a hidden passage into the area of the first Clan Key Piece, and find a hidden area with a **Crossbow** [3] and Slayer Arrow.
- ★ The Chest next to the pile of **Bones** [13] has a wonderful treasure inside: the **Suzerain**, which boosts the Mana of



Use the Techshield and the Teleport Squares to return to the Sun Clan Village.



It usually takes several steps to get through the boggy squares in the Wolf area.



Play catch with the Wolves (and get them to stop attacking you) by throwing the Bone.



the Champion wearing it by ten points. Put the Suzerain around the neck of your least magically competent Champion and start casting spells to boost the Champion's skills.

- ★ There are **two Gold Coins** [12] on the other side of each pit in this area, but how do you get them? With the Bone, surprisingly enough. Walk up to the edge of the pit and throw the Bone across the pit. Wait for a Wolf to jump across the pit and grab the Bone *and* the Coins. When the Wolf brings the Bone back to you, it also drops the Coins.



Find this skeleton and chest in the Wolf area and take the Suzerain inside.

Step #5: Find The Third Clan Key Piece

- ★ There's a **RA SAR Shield** [47] in an out-of-the-way area. From the **Locked Door** [30] that you open with the Moon Key, walk due south, then turn east and north. This area is the home of one of the **Thicket Thieves**. (I wonder whom he ripped off the RA SAR Shield from?) You'll almost certainly encounter the Thief when you enter this area to take the Shield, so be ready for him.
- ★ When you find the **third Clan Key Piece** [83] in the **tree grove**, several **Axemen** literally leap out of the trees to attack you. Run north into the **Moon Clan Village**, or stay and fight the Axemen if you're feeling strong enough. Remember, you can always run and come back later on when you're better equipped.
- ★ There are **three Palmapples** [35] in the Moon Clan Village. Pluck and sell the Palmapples as you've been doing with the Mana Blossoms and Fairy Cushions.
- ★ The **Moon Clan Merchants** have several items that the Sun Clan Merchants don't have, and usually at cheaper prices. You can make a nice sum of money by buying items and weapons at low cost from the Moon Clan Merchants and selling them at higher prices to the Sun Clan Merchants.



Look for the Thicket Thief's hideaway in the Thicket and take the RA SAR Shield.



The Axemen ambush your party when you take the Third Clan Key Piece.



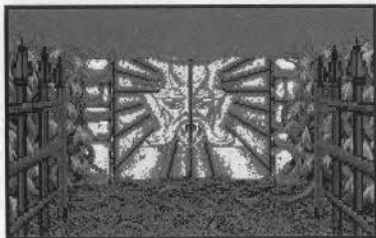
Step #6: Find The Fourth Clan Key Piece

★ From the **Locked Door** [89] that you open with the IR Key, walk directly west until you spot a **hedge with a hole** in it. Examine the hole and pick up the **Vorpal Blade** [85]. You'll be making use of this weapon sooner than you think. Walk due north and keep going until you find a **Closed Gate** [58]. When you step onto the square next to the Gate, it opens up and stays open for the rest of the game. Now you can quickly run back to the Sun Clan Village and buy new stuff if you need to. When you're ready to continue, walk back to where you found the Vorpal Blade and go west to the **Graveyard**.

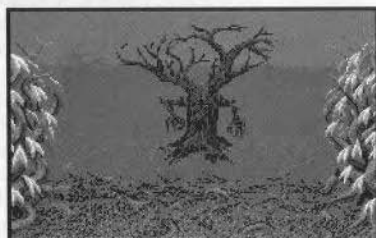
★ The **Graveyard Gate** [88] closes behind you when you walk through it, and you can't open it again until you explore the Tomb, get the fourth Clan Key Piece, and then come back to it from the Thicket. Several of the tombstones conceal **Spectres** that appear and attack. Use the Vorpal Blade and DES EW spells to eliminate them. And don't miss the **Serpent Staff** [87] on the ground just west of the Gate.

★ South of the Graveyard is a large grove of **Tree Gorgons**. Instead of fighting the Gorgons in the field, it's wiser to draw them to the entrance of the **Tomb** (on the east side of the grove) and fight them one at a time with Fireball spells or close-range weapons.

★ Now you're inside the **Tomb**. Walk across the squares on the **south end** of the room to make it through safely. (The other squares drop you down to Level 7-4.) Look closely at the wall along the way to find a **Boulder** [100] in the wall. Remove the Boulder and press the Button to reveal a **hidden alcove** [101]. Inside the alcove are the much-needed **FUL Key** and a **Magikal Box**. When you reach the other side of the pits, go down the **Stairs** [97] to Level 7-4.



Once you walk into the Graveyard, there ain't no walkin' out.



Don't fight the Tree Gorgons in the grove; lead them to the Tomb entrance instead.



The Ghosts are fast, but not really life-threatening. Don't panic!



- ★ There are two extremely nasty **Ghosts** down here. These buggers can see in the dark, see invisible Champions, walk through doors, float over pits, and attack anyone in the party, not just the fighters in the front. They aren't very aggressive, but once they start attacking, they usually won't break off until you or the Ghost is defeated. Use the Vorpal Blade or DES EW spells.
- ★ The only way to get through any one of the **gates** is to wait for it to open, then run through before it closes again. Explore every part of the Tomb to find **Foot Plate** [45], **Torso Plate** [47], an **Armet** [48], and **Leg Plate** [50]. The best booty is yet to come, however. Get into the east room (the one with the Armet) and look along the **east wall** to find a loose **Boulder** [51]. Remove the Boulder and press the Button to find another **hidden alcove** [49]. Inside the alcove is a Chest with **one Green Gem** and **three Red Gems**! When you're done exploring the Tomb, get back to the **Stairs** [46] and climb to Level 6.
- ★ Go east and north into a small area with two **blood-red Water Fountains** [92 and 94]. Search the Fountains for Coins, then go west to the **Magic Merchant**. There are plenty of unique items here for sale, so feel free to buy some goodies. Return to the Tomb when you're done with your spending spree. (Also note that you can go north from the Water Fountains and through the **Hedge** [91] back into the Thicket.)



Click the pointer on the blood-red Fountain to find a few Coins, then visit the Merchant.

- ★ Walk into the room with the **moving pits**. These pits normally move directly at you and drop you down into Level 7-4, but there's a cool way to prevent them from getting to you. Generate a **Scout Minion** with the **Scout Map** and move with the Minion through the room, staying on the same square. The pits won't get close to the Minion, and won't be able to drop you to Level 7-4. (You can also forgo the Minion method entirely and run through the room while avoiding the pits.) Walk **south** to the **Locked Door** [104] and use the FUL Key in the **Keyhole** [103] to open it. Go through the door into a corridor.
- ★ This corridor is filled with **Plates** [105] that open the **coffins** in the wall and release the **Mummies** inside. Here's how to get through unscathed. When you approach a Plate, turn and face the coffin in the wall, then walk backwards onto the Plate to open the coffin. When the Mummy comes out, unleash a **Fireball** spell to incinerate it instantly. It's safe, easy, and the only way to

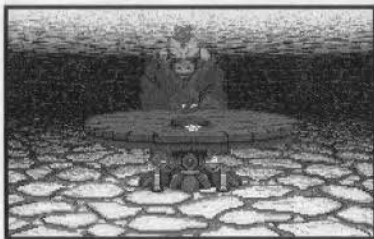


The only way to destroy the Mummies is with Fireballs. Honest. We swear.



destroy them. Pull away the **Tapestry** [106] at the end of the corridor to find **Fury** (an excellent sword), a **Guard Minion**, and the **OH Key**.

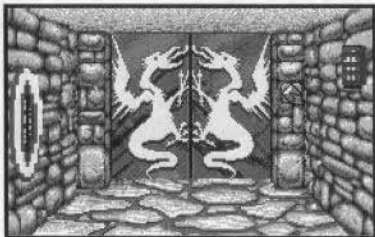
- ★ Return to the room with the moving pits and go to the **Locked Door** [98] on the **east wall**. Use the OH Key in the **Keyhole** [102] to unlock it and go through. The **fourth Clan Key Piece** is on the **Table** [99] in the middle of the room, but there's something strange going on. Every time you get close enough to grab the Key Piece, the Table rotates the Piece to the opposite side. Hmmmm. Where else have you seen Tables up to this point? At the **Merchants**. And how do you get items from the Merchants? By placing **Coins** onto the Table! Place any type of Coin or Gem on the Table (although you should use a **Copper Coin** to save your money) and a **ghostly Merchant** appears and rotates the Key Piece onto your side. (Of all the puzzles in *Skullkeep*, this one had us baffled for the longest period of time; FTL reports that it also stumped the Japanese playtesters who worked on the Mega-CD version of *Skullkeep*.)
- ★ You now have all four Clan Key Pieces, so you can enter Castle Skullkeep. Or, you can hang around for a while longer, fighting monsters to build your stats and making money by selling items and plants. When you're ready to rumble, walk to the Castle entrance, due east of the Sun Clan Village.



One of the simplest, and most frustrating, puzzles in the game. Aargh!

Step #7: Unlock The Door To Skullkeep and Go Up to Level 5

- ★ Snap the **Clan Key Pieces** into the **Keyhole** [42] and the door into Skullkeep slides open. Gulp! Walk east until you see a **pile of bones**. Is this a bad omen or *wha!* Walk onto the **Plate** [44], then quickly take a step back and wait until **two Fireballs** whizz past you and explode at the end of the corridor. It's only going to get worse!
- ★ Walk into the corridor and south to the **three Buttons** [45]. This is a tough timing puzzle. When you push one of the Buttons, it opens one of the Gates to the north. The Buttons don't open the Gates immediately, though, but work on a time delay. The delay varies



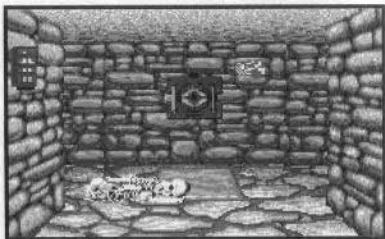
Welcome to Castle Skullkeep. Oh, the fun you're going to have...beh beh...



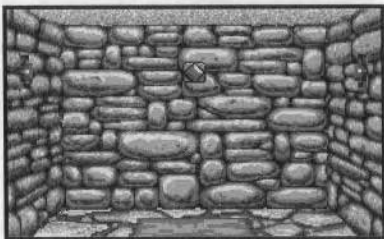
with each Button. So, not only do you have to press the Buttons in the right order, but with the right time delay between each press. There are a few ways to do this. **Method #1:** Face all three Buttons. Press the left Button, count slowly to 2, press the right button, count to 1, press the middle button, and run backwards. Each Gate will open up for you to run underneath it. **Method #2:** Face the **left Button** (east), press it, turn and face the **right button** (west), press it, turn and face the **middle button** (south), press it, and run for the gates. (We found the first method *much* more effective than the second.) You might want to cast an **Accelerate Party** (OH IR ROS) spell before running through the Gates.

- ★ Well, that was easy, wasn't it? (Shyeah, right!) Take the **Gold Key** and **Minion Map** [32] from the alcove and go west to find a sword named **Tempest** [33] on the ground. The problem is that, when you pick up Tempest, a pit opens

up and prevents you from leaving the room. There are two ways to take Tempest and get past the pit. **Method #1:** Mark the square with Tempest on the **Minion Map**, then use the **Carry/Fetch Minion** to pick it up and bring it to you. **Method #2:** Pick up Tempest and walk one square east to the Ladder [34]. (Climb down the Ladder to find a few **FUL Bombs** [12].) Turn north and throw Tempest. The pit closes. Walk north one square and east one square, then pick up Tempest from the ground. Once you have Tempest in your grubby hands, go up the **Stairs** [31] to Level 5.



The first of roughly one zillion puzzles in the Castle. Walk on the plate and back up.



Press the left button, the right button, and lastly the middle button to open the gates.

Step #8: Explore Level 5 of Skullkeep

- ★ Pull the **Rope** [2] in the wall to call a **Dark Vexirk** to open the Gate for you. Be patient, because it usually takes a while for a Vexirk to shuffle over to the Gate and open it for you. Once it's been opened, take one step south past the Gate, then turn to face the wall. Remove the **Boulder** [3] from the wall to uncover a **Button**. Press this Button when you want to open the Gate.
- ★ The Vexirks won't attack you until you annoy them by taking an item from one of the alcoves or dropping an item into the **Vexirk Vat** [9]. Unfortunately, you need to kill all the Vexirks to get to the next part of Level 5. Before you start fighting,



find the **Combat Staff** [13] inside the illusionary wall just to the west of the **Locked Door** [11]. Now get aggressive and take out the Dark Vexirks one at a time. The **Vexirk King** is the toughest enemy, since he's armed with the extremely potent **Numenstaff**. One hit from this weapon and you can kiss your party good-bye. Use your spells (especially the Fireshield!) and keep moving to avoid the Vexirks' attacks.

- ★ When all the Vexirks are dead, pick up the **Numenstaff** and throw it into the Vexirk Vat to **recharge** its magical energies. (The Numenstaff can be recharged an unlimited number of times, so return to the Vat whenever it runs out of juice.) Use the ingredients in the alcoves to make a **Serpent Staff** (Mana Blossom and Staff) and, better yet, **Blue Steele** (Gold Coin, Meteor Metal, Red Gem, Spirit Cap). Walk through the Locked Door [11] into the next area.

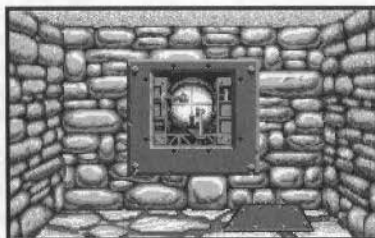
- ★ Walk into the **illusionary wall** [47] to the south. (Use one of the **Magic Maps** and press the ROS button to see the illusionary wall as a yellow square.) Turn east while inside the wall and press the **Button** to open up a wall to the south. Now walk south to the **Cover Plates** [29]. Remove the Plates and then remove the **Techeyes** inside, which disarms two of the **Techeye Traps** [28]. Leave this secret corridor and return to the previous area.

- ★ There are three ways to open the **Locked Door** [23] to the south. **Method #1:** Use a **Carry/Fetch Minion** to drop an object onto the Plate [14] and run through the Door when it opens up. **Method #2:** Position a **Scout Minion** underneath the Door and run through it while the Scout Minion takes damage. The Scout Minion usually moves out of the way, so this technique is quite difficult. **Method #3:** Take the **Boulder** from the Vexirk area and throw it so that it lands on the Plate and opens the Door.

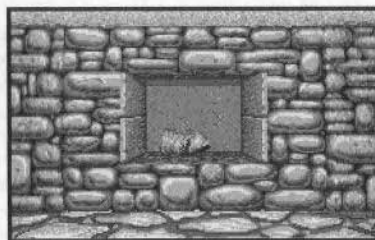
- ★ Walk south until you trigger the



Pull the Rope to call a Dark Vexirk and open the gate into their domain.



Use a Magic Map to see illusionary walls and dismantle the Techeyes.

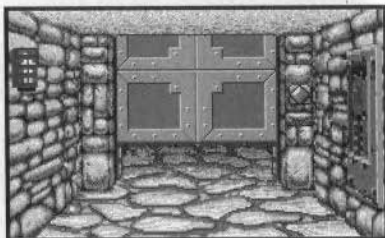


The first of several pieces of RA SAR armor bidden away in the Castle.



- ★ **Techeye Trap** [28], then walk west through the **illusionary wall**. Go south along the passage and disable the Techeye, then go east into yet another **illusionary wall**. Turn south and take the **RA SAR Helm** [44] out of the alcove. Continue east and disable the fourth and final Techeye. Return to the main corridor and walk to the east. You've disabled all of the Techeyes, so you won't trigger the **Fireball Launcher** [39] at the end of the corridor.
- ★ There's a difficult **alternate method** of getting through this corridor of Techeye Traps. Use the **Scout Map** and send the **Scout Minion** ahead of your party to absorb the Fireballs that are triggered when you activate each Trap. The Scout naturally doesn't want to be hit by Fireballs, and might dodge one (or both) of them, meaning that you're toast.

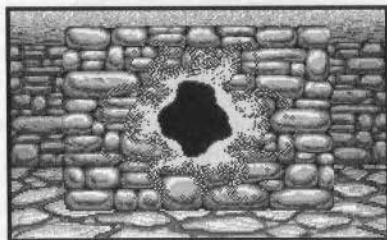
- ★ Once you reach the end of the corridor, walk south and walk through the final illusionary wall on the level to find a **Teleport Square** [45], **RA SAR Plate** [45], and **RA SAR Poleyn** [46]. Activate the Teleport Square by using your **Techshield** while standing on it. (Use the Techshield again to return to the Castle.) Walk north to the **Locked Door** [19] and take the **Large Gear** and **Eye of Time** out of the **alcove** [40]. Place the Large Gear into the **Empty Slot** [19] and open the door. Quickly take out the Gear and place it into the next Empty Slot to open the next door. Quickly work your way through all four Doors to reach the middle of the level.



Use the Large Gear and Eye of Time to open the group of doors. Be quick!

- ★ If you don't get through a Door fast enough, it closes in on you, and your party is dropped through a pit, where you have to climb up the **Ladder** [69] and return to the Doors—but you need to buy a Large Gear from the **Moon Clan Weapon Merchant**, if the Gear hasn't appeared back in the alcove for you to try again.

- ★ There's an **evil Minion** flying around this area, along with a few **Void Portals**. Use the Open Door (ZO) spell to close the Portals. Take the **Large Gear** [15] and **YA Key** [17]. Throw the **Switch** [27] to lower the **Ladder** [32] to Level 6. Activate the **Teleport Square** [33]. The **Boiler** [26] isn't going yet, so you need to start it up. Walk to the **Keyhole** [16] and insert the YA Key to open the **Locked Door** [18]. Walk north to the next door. You need the YA Key again, but you have to get it out of the Keyhole somehow. Walk to the **Button** [21] just



A tear in the fabric of space-time? Or a splotch on the wall? You be the judge.



west of the Keyhole and press it. The YA Key drops out of the Keyhole—and then it falls through a pit all the way down to Level 7-3!

- ★ Go down the **Ladder** [32] you lowered earlier to enter Level 6. From here, go west to find the **Furnace** [65] being guarded by an **evil Minion**. Destroy the Minion and then create one or two **Guard Minions** nearby to guard the Furnace. You need to make sure that the Furnace is easily accessible. Why? Because you'll soon be teleporting several **Rockys** into this area to get the Furnace burning, and they can't get to the Furnace when an evil Minion is in front of it. (You should return to the Furnace every so often to make sure that an evil Minion hasn't returned.)
- ★ Walk back to the east and then go south. Grab the **Fighter (FUL BRO KU) Potions** [82] out of the alcove as you turn the corner. Fill in at least one of the pits by pushing a **Huge Boulder** [77] into it or by casting the **Push** (OH KATH KU) spell. Walk across the pit and walk east through the passage to find a **hidden passage** [74] into the Thicket. Cool! Return to the cavern and go north to the **One-Way Ladder** [70]. Climb down the ladder to drop into Level 7-3 [21].



This one-way passage leads from the Cavern out into the Thicket.

Step #9: Explore Level 7-3 and Level 8 and Activate the Furnace

- ★ Walk east and around the corner and you're attacked by **three Skeletons**. Use your weapons or a few well-placed Numenstaff blasts to destroy them. Now walk north to the Gate. Behind the gate are five **Tiger Worms**. You can fight them by entering their area, but it's wiser to use the **Gate** to your advantage. Open the Gate, lure a Tiger Worm into attacking, and then close the Gate on top of it to crush it to death. No sweat. When all the Worms are dead, go into their area to find **two Green Gems** [14] in the wall and a **Kalan Gauntlet** [15] in an alcove.
- ★ Go down the **Ladder** [22] on the west side of the Tiger Worm area to descend to **Level 8**. There are **two Blue Gems** [1 and 3] in the wall, but there are also extremely nasty **Flame Orbs** that erupt from the lava craters and smash into your party. Beware!



The Tiger Worms aren't so tough when you slam the gate on their heads!



- ★ The roof in Level 8 is very fragile, and there are **two squares** [4] that trigger **cave-ins** when you walk onto them. One of the cave-ins traps you in a room with a **skeleton in the wall**, holding an **Axe** (which you can take). That's a clue about how to get out of the room—use your weapons to hack through the rubble. Destroy the rubble completely to find a **Green Gem**. Nice! Once you have both Blue Gems, return to Level 7.



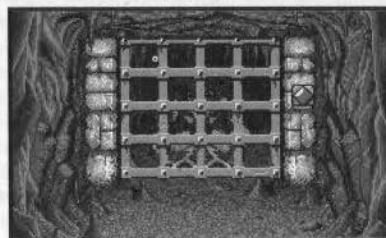
The Axe in the skeleton's band is a clue about how to escape the cave-in chamber.

- ★ Go south and west to **Dru-Tan's domain**. Wander around the walls to find several **Green Gems** [14], along with the **YA Key** (which is on the ground next to one of the Gems) and the **Emerald Orb** [27]. Now you have to kill **Dru-Tan** and get the **Blood Key** he's holding. You can use long-range spells and short-range attacks to wear Dru-Tan down slowly, but there's a slightly easier and much more enjoyable way of killing him.



Lure the beastly, bairy, smelly, generally unfriendly Dru-Tan into the tunnel...

- ★ Go through the **east Gate** (not the Locked Gate [25], but the gate next to the Switch [24] in the wall) and lure Dru-Tan into following you. This can be a little difficult, since Dru-Tan has the habit of shooting poison clouds at you instead of following you inside. Once he enters the corridor, walk west onto the **Plate** [18] to trigger the **Spike Wall** [19] and start it moving. Run west to the end of the corridor. Press the **Button** [17] hidden in the dark hole in the wall to open the **Gate** [23]. Go through the Gate and press the button to close it behind you. Dru-Tan is now trapped in the corridor and gets squished to death by the Spike Wall. At least, he gets squished to death *most* of the time. It's a rare occurrence, but Dru-Tan sometimes gets so angry that he attacks the Spike Wall and destroys it before it crushes him. Yikes!

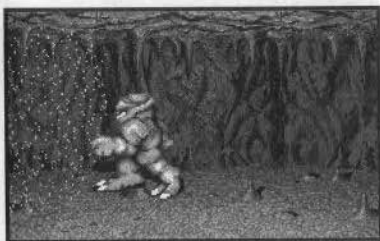


And close the gate to trap him in front of the Spike Wall. He's history!

- ★ Pick up the **Blood Key** that Dru-Tan was holding and use it in the **Keyhole** [26] to open the **Locked Door** [25]. Go through the door and look along the south wall for a large **Button** [20]. Press the Button to activate a **Teleporter** [16] that the



Rockys march into. Follow them into the Teleporter to be sent into the area just south of the **Furnace** [65]. The Rockys will now wander around the area, collecting **Pyro Ore** and throwing it into the Furnace to keep it burning.



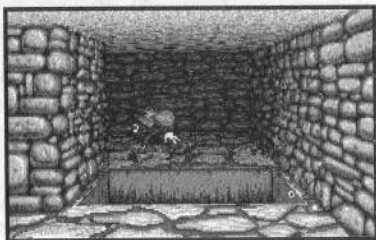
Press the big ol' button on the wall to activate the Teleporter and send the Rockys...



To collect Pyro Ore and throw it into the Furnace to keep it burning.

Step #10: Explore The Imp Area To Gather The Tech Armor And Go Up To Level 4

- ★ Return to Level 5. Use the YA Key to unlock the second **Locked Door** [7]. Walk east to the **Ladder** [8] and go down to the **Imp** area of Level 6. The **Imp** is waiting for you at the south end of the corridor, and you can kill him with a few long-range Fireballs, but you don't want to do that or you won't be able to collect all the Tech armor in this area.
- ★ Walk south along the corridor until you see the Imp. He jumps and presses the **Button** [62] on the wall. Walk north and west down the corridor to find the Imp. He presses the **Button** [39] to activate a Teleporter and open up a pit. Cast the **Open Door** (ZO) spell to hit the Button and close the pit. (Betcha didn't know the ZO spell worked on Buttons!) Walk north and take the **Techpoleyn** [39], then go through the **Teleporter** [38] to find the Imp again.
- ★ Walk north to the **two Buttons** [56]. Press the north Button to activate a **force field**, then press the east Button to activate the **Fireball Launcher** and destroy the Imp. Yes! Press both Buttons again to turn off the force field and Launcher, then pick up the **Techplate** [55]. Walk west to the westernmost **Teleporter** [37] and walk into it to return to the **Ladder** [46].

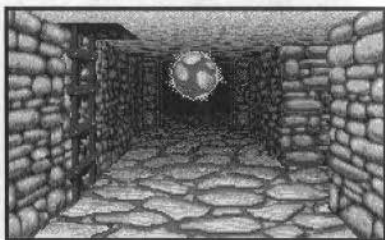


The Imp: a creature that is every Champion's worst nightmare.



Walk south to the **Teleporter** [62] and take the **Techboots**. Good work! Return to the **Ladder** and go up to Level 5.

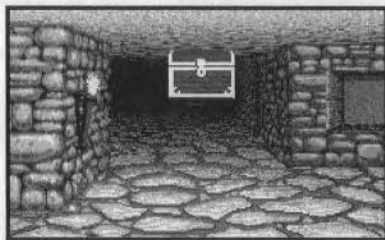
- ★ Go south to the **Ladder** [24] and **Plate** [25]. Take the **Scout Map** [22] out of the alcove if you don't already have one. Activate the **Scout Minion** and move it south until it's next to the **Ladder** [38]. Now walk onto the Plate to activate the **Bolt Launcher** [37], which causes the pit to open and close. Move the Scout Minion west to block the Bolt Launcher so that the pit stays closed when the Bolt Launcher stops shooting. If the pit stayed open, try this technique again until it works (which it will, we swear). Walk south and open the Door, then climb up the **Ladder** [38] to Level 4.



Send the Scout Minion down the hallway to block the Bolt Launcher and close the pit.

Step #11: Explore Level 4 and Start The Pumps

- ★ This entire level is patrolled by **Archer Guards**, which are easily the nastiest enemies you've faced up to this point. Make this level a little easier by casting the ZO spell on every **Void Portal** that you encounter. (There's also a **Scroll** [5] in the northeast corner of the level that mentions to do this.)
- ★ From the **Ladder** [29] where you entered this level, go north and west to the **Empty Slot** [12] in the wall. Insert the **Large Gear** you've been hauling around since you found it on Level 5. Walk along the walls to find two alcoves with **Slayer Arrows** [4 and 15] and another **Large Gear** [22]. While you're walking around, you'll almost certainly encounter a **flying Chest** that moves away from your party whenever you get close to it.
- ★ Here's how to bring the Chest down to earth. Open the door at the **north end** of the level and drive the Chest into the room with the **Fireball Launchers** and **Plates** [1, 2, and 3]. Close the door behind you. Now use the Plates to trigger the Fireball Launchers and hit the Chest to make it drop to the ground. Make sure you don't get slammed with a Fireball yourself! Open the Chest to find a **Vacuum Fuse**. (If you don't want to go through the hassle of shooting down the Chest, you can always buy a Fuse from the **Moon Clan Weapon Merchant**, but where's the fun in that?)
- ★ Walk west to the **Locked Door** [11] and put the Vacuum Fuse into the **Empty Slot**



Drive the flying chest into the room at the north end of Level 4 to shoot it down.



[7] to open it. Go into the room and use a **Magic Map** to see the **illusionary walls** near the door. Walk into the walls to find the **RA SAR Greave** [8] and **RA SAR Shield** [9] in hidden alcoves. Grab the **Master Key** [6] out of the alcove and return to the **Locked Door** [13] next to the Large Gear. Use the Master Key and press the button to open the door. Take the Master Key out of the Keyhole and go into the next area.

- ★ This area has **seven Switches** and **seven Doors** [25 to 31] blocking your path to the middle of the level. Each Switch controls a different Door. Here's the order in which to hit the Switches, starting with the Switch next to the **Scout Map**. Throw the Switch **down and up**. Walk west one square. Throw the Switch **up**. Walk west one square. Throw the Switch **down and up**. Walk west one square. Throw the Switch **down and up**. Walk south one square. Throw the Switch on the south wall [30] **up**. Throw the Switch on the east wall [31] **down and up**. You've now opened all of the Doors.

- ★ Destroy the **three Barrels** [35 to 37] along the path to find objects inside them. The **first Barrel** [35] has a **Kalan Gauntlet**, while the **third Barrel** [37] has a **Vacuum Fuse**. When you reach the **Locked Door** [32], use the Master Key to open it. (Remove the Key once the Door is open.)

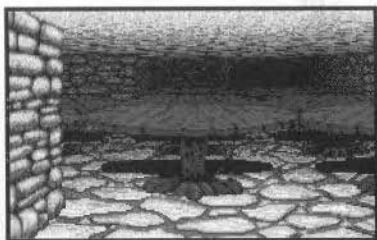


Throw the Switches to activate both Pumps in the middle of Level 4.

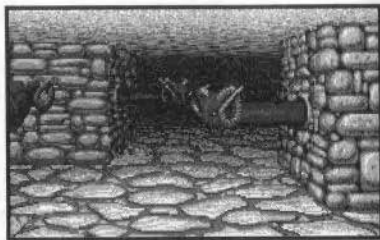
- ★ Go through the door into the central area of the level. Insert the Vacuum Fuse into the **Empty Slot** [19]. Throw the **Switch** [18] to lower the **Ladder** [20]. Take the **Cross Key** [17] from the alcove. Finally, throw the **Switches** [16] to start both of the **Pumps**. Return to the northwest area of the level and use the Cross Key in the **Keyhole** [10] to lower the Ladder to Level 3. Climb up.

Step #12: Explore Level 3 Of Skullkeep And Turn On The Boiler

- ★ You start in the **northwest corner** of the level, with a large group of **Tables** [3] in your path. This is a simple puzzle that can be solved with **brute force** (hacking and chopping up the Tables) or by sliding them around to create a path through them. It's possible to maneuver the tables so that you can pass through without destroying a single one. (Amusingly enough, this puzzle is based on the Macintosh's **Puzzle** desk accessory.)
- ★ Once past the Tables, you have to make your way through the **Battering Rams**. This is tough! There's no Dexterity requirement for any of your Champions, but if a Champion is carrying too much (indicated by a **yellow or red weight indicator** on the inventory screen), or a Champion is injured (indicated by **bandaged**



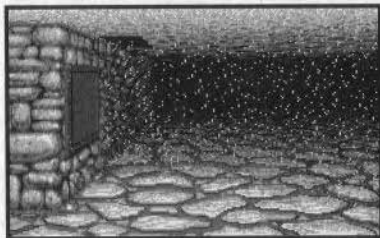
Hack through the tables with your weapons or shuffle them around and solve the "puzzle."



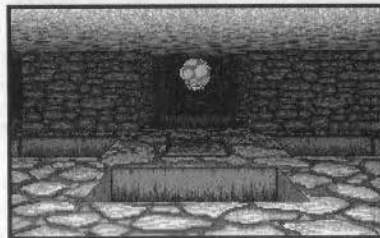
Getting past the battering rams is purely a matter of timing (and frequent saving).

wounds on the inventory screen), the party will be slowed down enough to make getting past the Rams quite difficult indeed.

- ★ There are several paths you can take through the Rams, and here's one of them. Start by running down the **east wall**, which has only a single Ram where the west wall has a double. Now turn **west** and run through the two Rams. Walk **south and east** to the wall, then turn **south** and run through the last two Rams (each one a single). The timing is set up so that if you move into a square exactly as the head of the Ram is retreating to its innermost position, you can make it through the square.
- ★ There are **three Tables** in this part of the level, including one in the southwest corner of the level, but you need to run past another Ram to get there. Take the Minions from the nearby Tables [29 and 32], but avoid going for the southwest Table [28] unless you're feeling brave. Go east through the passage into the next area.
- ★ There are **two moving Teleporters** [22] in this area, and they move directly towards you to prevent you from taking the items out of the alcoves along the east wall. The items in the alcoves are minor—an **Empty Flask** [20], **VEN Bomb** [23], and **FUL Bomb** [24]—so you don't need to go for them if you don't want to. Go south to find a **Plate** [27] surrounded on all sides by pits.
- ★ There are three ways to press the Plate and open the **Locked Door** [26] to the west. **Method #1:** Use the **Minion Map**



Avoid the Teleporters to take the items out of the alcoves in the east wall.



The "plate and pits" puzzle has several solutions. (This is the Scout Minion solution.)



and mark a square on one side of the Plate. Walk to the other side of the Plate and activate the **Carry/Fetch Minion**. Have a Minion pick up an item and move across the Plate. Destroy the Minion as it flies over the Plate. The object that the Minion was carrying drops onto the Plate and opens the Door. **Method #2:** Use the **Scout Map** and create the **Scout Minion**. Position the Scout Minion above the Plate. Throw an object at the Minion and it drops onto the Plate. **Method #3: Throw an item** onto the Plate. This is tricky, since you need to stand far enough away so that the item you throw lands on the Plate and doesn't fall through one of the pits. However you open the Door, go through it and take the **Fire Poleyn** [25], **Fury** [30], and **Fire Plate** [31]. Now walk north past the moving Teleporter into the area referred to by the Sign [18] as "Reflector Practice."

- ★ The object of this puzzle is to make the **Fireball Launcher** [9] shoot a Fireball that bounces around the room and smashes into the Launcher, disabling it and **closing the pits** that prevent you from walking north. First, position the **Reflectors** [14] on your side of the room. Move the Reflectors into the corners of the room, aimed inward. (Click on the side of a Reflector to aim it left or right.)

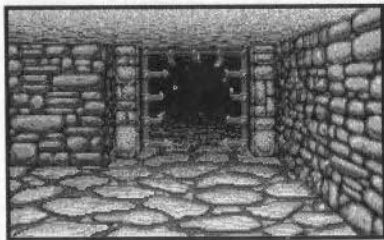
- ★ Now use the **three Switches** [12] to position the Reflectors on the north side of the pits. Use the left Switch **twice** and the right Switch **four times**. Walk onto the **Plate** [13] to set off a Fireball. After the Fireball bounces off the Reflector in front of the Launcher, use the middle Switch **twice** to turn the Reflector at the Launcher. Wait for the Fireball to hit the Launcher and close up the pits.

- ★ Walk north to the **Door** [4]. You can hack through the door with weapons, destroy it with spells, or use the Fireball Launcher. Just aim one of the Reflectors at the door and set off the Launcher with the Plate. Boom! Behind the door is the **Shield of Fire** [1], **Fire Greave** [2], and **Fire Helm** [7].

- ★ Walk south to the **Locked Door** [16] next to the moving Teleporters. Use the Master Key to open it and go through. Throw the **Switch** [15] to lower the **Ladder**



Here's how to position the Reflectors before setting off the Fireball Launcher.



You can get through the door with weapons, but using the Fireball Launcher is more fun.



[17] to Level 4. Turn on the **Fire Valves** [21] and **Water Valves** [11] to get water and heat flowing to the Boiler. Return to the **Boiler** on Level 5 and throw the **Switch** [20] upward to turn the Boiler on. Awesome! Return to Level 3 and climb up the **Ladder** [5] in the northeast corner to Level 2.



Turn on the Fire and Water Valves and the Boiler can finally be turned on. Yes!

Step #13: Explore Levels 2 and 1 of Skullkeep and Activate the Void Door

- ★ Check the **Monitors** [8 to 11] in the north hallway of Level 2 to see the **four components** of Castle machinery. Everything should be operating. If the **Furnace** isn't running, there's almost certainly an evil Minion blocking it, which means you have to go down there and destroy it. (Remember to place Guard Minions nearby before you leave.)
- ★ Activate the **Teleport Square** [1] to the north, then go west through the **Electric Beams** [7]. There's a fairly lengthy pause between each group of beams, so you should be able to run through without getting shocked. Throw the **Switch** [3] when you reach the other side to shut the Beams down.
- ★ Take the **Onyx Key** [5] out of the alcove. (Don't take both Keys, or the **Bio-Magnet** [6] sucks you in and won't let you go until you throw one of the Keys back into the alcove.) Walk east to the **Locked Door** [12] and insert the Key. Now walk south to the **Switch** and **Ladder** [22 and 23]. Throw the Switch and climb down to Level 3. Go around the corner and walk north to the **Ladder** [5] back up to Level 2.
- ★ Take the Oynx Key out of the door and go west through the Electric Beams (which are back on again) to swap it with the **Skull Key**. Throw the Switch again to turn off the beams. Return east to the Ladder [4], climb down to Level 3, walk south to the Ladder [19], and climb back to Level 2.
- ★ The **massive rock** in the middle of the room is called the **Power Crystal** [20], and it needs to be energized so you can open the **Void Door** [28]. So get busy! Go



Sprint through the electric beams and throw the switch on the other side to turn them off.



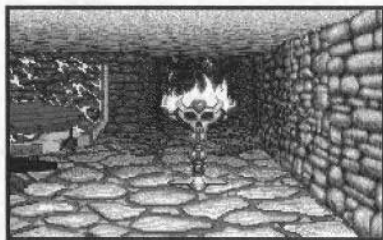
west to the **Locked Door** [19] and **skull Keyhole** [21]. Use the Skull Key in the Keyhole to turn on a **Teleporter** [15]. Walk into the Teleporter to appear in the room with the Locked Door. It seems as if you're trapped, but you're not.

- ★ Turn and face the **Reflector** [16] to the east and cast several Fireball (FUL IR) spells. The Fireballs bounce south to the second Reflector and smash into the **Table** [17], causing major damage. Two or three Fireballs are enough to smash the Table into splinters. Shuffle the remaining objects out of the way (and destroy the other Table) so you can get to the **Door** [19] and press the button to open it. Move both Reflectors into the Power Crystal room. See the **circles** on the ground? Position the Reflectors on the circles and turn them to face the Crystal.

- ★ Throw the **Switch** [13] at the north end of the room. If all four components are working properly (as shown by the Monitors), the Switch activates the **Electric Beam** [14], which shoots into the Crystal. Now throw both **Switches** [24] next to the **Fireball Launchers** to get them going. With all three weapons smashing into the Crystal, you can now enter the Void. Throw the Switch [27] next to the Void Door [28] and go through.



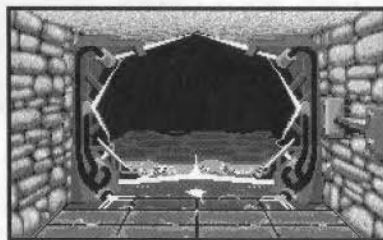
Left to right: Teleporter, Skull Keyhole, and Locked Door.



Destroy the table with reflected Fireballs and shove the Torch backwards.



Energize the Power Crystal with the Electric Beam and Fireball Launchers...



To activate the Power Grid and open up the Void Door. Dragoth awaits...gulp!



Step #14: Defeat Dragoth and Save the Universe

★ Before you start fighting Dragoth, you have to get over to his side of the Void by scurrying across the **clouds**. The clouds appear and disappear in “**bridges**” of three. Position yourself next to the first cloud and wait for it to appear, then start walking and moving with it until you reach the other side. If you're unfortunate enough to fall off the clouds, you could land anywhere from Level 2 to Level 6, depending on where in the Void you fell. (At least the fall doesn't do any damage to the party.) Make it across the clouds and get ready to rumble.

★ You can't enter **Dragoth's Door**, and he can't enter the **Void Door**. The only place where you and Dragoth can encounter each other is the Void.

★ Dragoth is always regenerating Health at a moderate pace. When he retreats through Dragoth's Door, he uses **Health (VI) Potions** to bring himself back to full health. (After all, isn't that what you'd do if you were him?)

★ The number of **Health points** Dragoth recovers depends on how long you're away from the Void. For every ten seconds your party sleeps, Dragoth recovers from 5 to 8 Health points.

★ Attack Minions are helpful against Dragoth, but **Guard Minions** are more predictable (since they stay in one place) and therefore more useful. Note that Dragoth can always create one more of his evil Minions than your total number of Attack and Guard Minions in the Void, so there's no way to overwhelm him with Attack Minions.

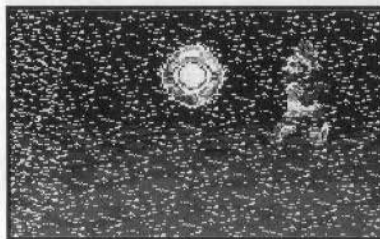
★ The **Reflector (ZO BRO ROS)** spell is extremely useful in the Void. (The **Techshield** can also generate short duration Reflector spells.) Cast a Reflector spell and stand in the Reflector to keep your party safe from Dragoth's Minions. The Minions destroy themselves with their own magic by trying to shoot you.



Scurry across the cloud bridges to reach Dragoth's side of the Void.



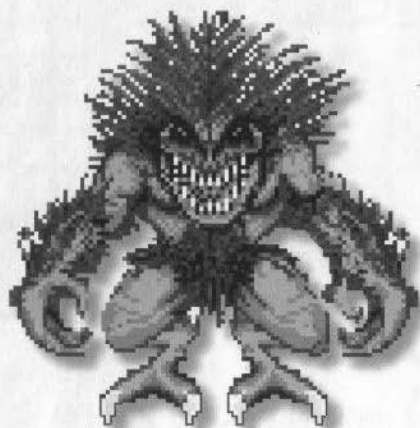
Dragoth. He's big, he's bad, and he wants to rule the world. Not cool at all.



The best strategy against Dragoth: Use Reflector spells and Guard Minions.



- ★ The best weapons to use against Dragoth are the high-end swords and axes like the **Blue Steele** and the **Vorax**. The **Numenstaff** is useful against the Minions, but Dragoth is too fast and too good at casting Reflector spells for it to be useful against him.
- ★ So what are **Dragoth's weaknesses**? He is somewhat vulnerable to Fireballs, but he is particularly susceptible to **poison**, especially the **Poison Foe** (DES VEN) spell. The ideal way to fight him is to create several Guard Minions, stand in the same square as one of the Guards, and cast Reflector spells to protect them (and you). Whenever Dragoth lines up to attack you, he receives a barrage from at least the Guard Minion in your square, and doesn't have much time to attack you.
- ★ Kick Dragoth's demonic hindquarters and you get a nifty **ending sequence** for your efforts. Now you get to wait a couple years for *Dungeon Master III!*



MAPS

Introduction

In the original *Dungeon Master*, each of the game's thirteen dungeon floors was fairly small and roughly the same size as the others. But did FTL stick to that formula for *DM II*? Nooo, they had to get creative and put together five medium-sized castle floors, a couple of caverns, and one *massive* 90 X 90 level—92 X 89, technically, but you don't need to fuss about such things—called the Thicket. Getting most of the maps onto a single page was easy enough, but figuring out what to do with the Thicket map was a nightmare. Split it up into smaller sections? Maybe, but that would be confusing for the reader. Shrink it down onto a single page? Not unless we planned to bundle a magnifying glass with the book. Finally, we were struck by an epiphany: print the map as a giant fold-out! Not only would it be nicely functional, it would look pretty cool, too. We hope you agree. A few things to keep in mind before reading on:

- ★ The numbers in brackets indicate a number on the map. For example: The Boiler is at Level 5 [25]. This means that the Boiler is indicated on the map of Level 5 by the number 25. The Thicket has more than 100 separate numbers (!), but the other level maps are more reasonable.
- ★ If you ever lose your way while using these maps, use a Magic Map to locate yourself.
- ★ There are a couple of areas on the maps that simply can't be reached. Many of these areas were originally intended to be part of the game, but closed off while the game was being completed. The rule of thumb is: If you don't see a number in an area of the map (to indicate an important object), you don't need to go there.

Legend



Battering Ram



Door



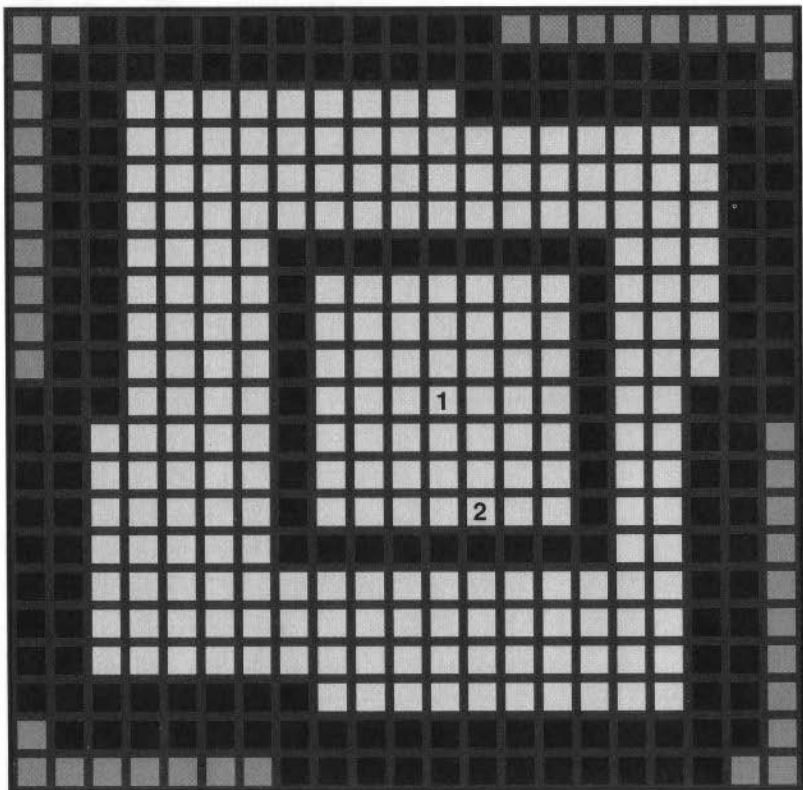
Illusionary Wall



Pit



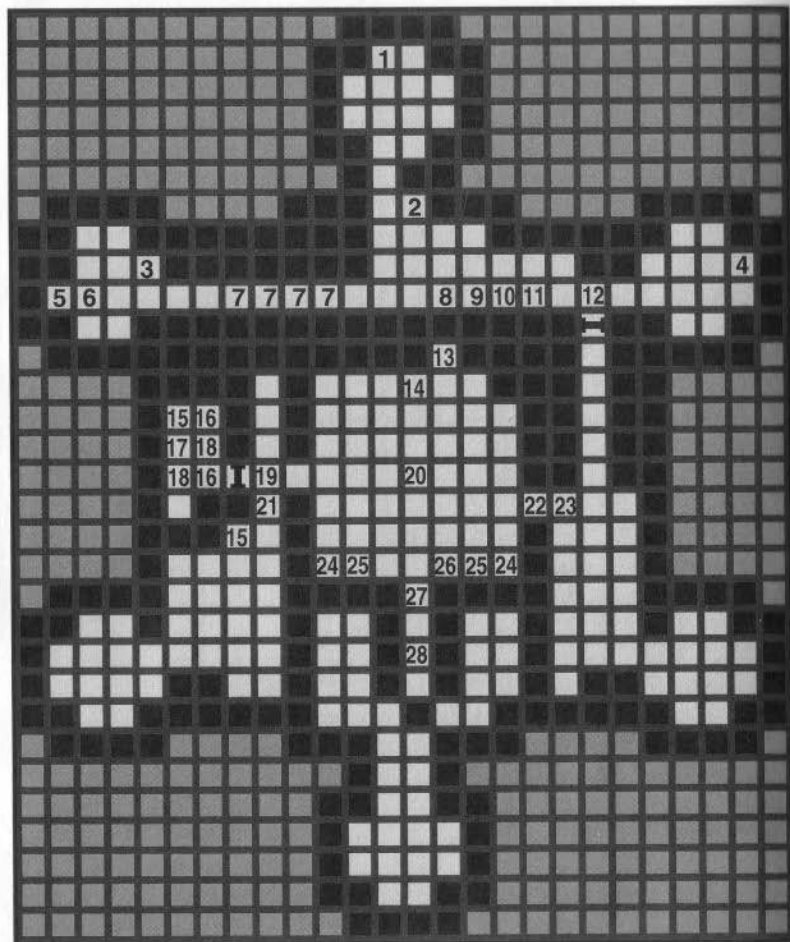
Level 1 (Skullkeep)



1. **Lightning Rod.**
2. **Ladder** down to Level 2 [26].



Level 2 (Skullkeep)





Level 2 (Skullkeep) Key

1. **Teleport Square.** Use the Techshield on this square to appear on the Teleport Square in the Sun Clan Village of Level 6 [60].
2. **Water Fountain.**
3. **Switch.** Use the Switch to turn off the Electric Beams [7].
4. **Ladder** down to Level 3 [5].
5. **Onyx Key** and **Skull Key** in alcove.
6. **Bio-Magnet.**
7. **Electric Beams.** Use the Switch [3] to turn them off.
8. **Pump Monitor** showing the status of the Pumps on Level 4 [16].
9. **Boiler Monitor** showing the status of the Boiler on Level 5 [26].
10. **Furnace Monitor** showing the status of the Furnace on Level 6 [65].
11. **Water Valve Monitor** showing the status of the Water Valves on Level 3 [10].
12. **Locked Door** and **Keyhole.** Use the Onyx Key to open the door.
13. **Switch.** Use the Switch to activate the Electric Beam [14].
14. **Electric Beam.** The Beam is activated by the adjacent Switch [13], and shoots energy into the Power Crystal [20]. The Beam works only if the Pumps, Boiler, Furnace, and Water Valves are all operating.
15. **Teleporter.** This Teleporter is activated by the Keyhole [21] and sends you into the nearby room.
16. **Reflector.**
17. **Table.**
18. **Large Torch.**
19. **Door.** This door can only be opened from the west side.
20. **Power Crystal.** When the Crystal is being blasted by both Fireball Launchers [25] and the Electric Beam [14], it activates the Switch to the Void Door [27].
21. **Keyhole.** Use the Skull Key to activate the Teleporter [15].
22. **Switch.** Use the Switch to control the Ladder [23].
23. **Ladder** down to Level 3 [19]. Use the Switch [22] to control it.
24. **Switch.** Use the Switch to control the adjacent Fireball Launcher [25].
25. **Fireball Launcher.** Each Launcher is controlled by the adjacent Switch [24].
26. **Ladder** up to Level 1 [2].
27. **Switch.** Use the Switch to open the Void Door [28] when the Power Crystal [20] has been activated.
28. **Void Door.** This door leads to Level 9 [1].



Level 6 (Thicket) Key (part 1)

SEE FOLD-OUT INSERT FOR MAP

1. **Mana Blossom.**
2. **Steak.**
3. **Crossbow** and **Slayer Arrow.**
4. **Hedges.** These disappear when you walk through the Trees [5].
5. **Trees.** Walk through the Trees to make the Hedges [4] disappear.
6. **Slayer Arrow.**
7. **Bag (FUL Bomb), Clan Key Piece, Lightning Key, Magic Map (Blue).**
8. **Bone** in hedge.
9. **Ladder** down to Level 7-2 [8].
10. **Ladder** down to Level 7-1 [2].
11. **Ladder** down to Level 7-1 [3].
12. **2 Gold Coins.**
13. **Bones, Chest (2 Gold Coins, Scarab, Suzerain), Horned Helm.**
14. **Ladder** down to Level 7-1 [6].
15. **Clan Key Piece, Moon Key, Scout Map.**
16. **Fairy Cushion.**
17. **Bainbloom.**
18. **Bow.**
19. **Fairy Cushion.**
20. **Quiver (8 Arrows).**
21. **Ladder** down to Level 7-1 [7].
22. **Locked Door** and **Keyhole.** Use the Lightning Key to open the door.
23. **Teleport Square** and **Techshield.** Use the Techshield on this square to appear on the Teleport Square [60] in the Sun Clan Village.
24. **Merchant Guard.**
25. **Moon Clan Weapon Merchant.**
26. **Buy Table.** Use this table to buy items from the Merchant.
27. **Sell Table.** Use this table to sell items to the Merchant.
28. **2 Arrows.**
29. **Arrow.**
30. **Locked Door** and **Keyhole.** Use the Moon Key to open the door.
31. **Stairs** up to Level 5 [1].
32. **Gold Key** and **Minion Map** in alcove.
33. **Tempest.**
34. **Ladder** down to Level 7-3 [13].
35. **Palmapple.**
36. **Sun Clan Weapon Merchant.**
37. **Teleporter.** Walk into it to appear at the Ladder [46].
38. **Teleporter.** Walk into it to appear at the 2 Buttons [56].
39. **Techpoleyn** and **Button.** Press the Button to open/close two wall segments and a pit to the south.
40. **Large Torch.**
41. **Scroll:** "To open the Castle door you must get a Key Piece from each of the four Clans of Skullkeep."
42. **Locked Door** and **Keyhole.** Use all four Clan Key Pieces to open the door.
43. **Keyhole.** Insert the Gold Key and you can open and close the Locked Door [42].
44. **Plate.** Press the Plate to activate a Fireball Launcher that shoots two fireballs at you from the north end of the corridor.
45. **3 Buttons.** The Buttons control the gates to the north. The west Button controls the first gate, the south Button controls the third gate, and the east Button controls the second gate. The Buttons do not open the gates immediately, but work on a time delay.
46. **Ladder** up to Level 5 [8].
47. **RA SAR Shield.**
48. **Button** in south wall. Press the Button to open/close the north wall.
49. **Table.**
50. **Table (RA Key, Stamina (YA) Potion).**
51. **Scythe.**
52. **Table.**
53. **Water Fountain.**
54. **YA EW stone** inside hedge.
55. **Techplate.**
56. **2 Buttons.** The north Button turns on a Force Field to the west that reflects fireballs down the corridor. The east Button activates a Fireball Launcher and turns on a Teleporter next to the Button [62].

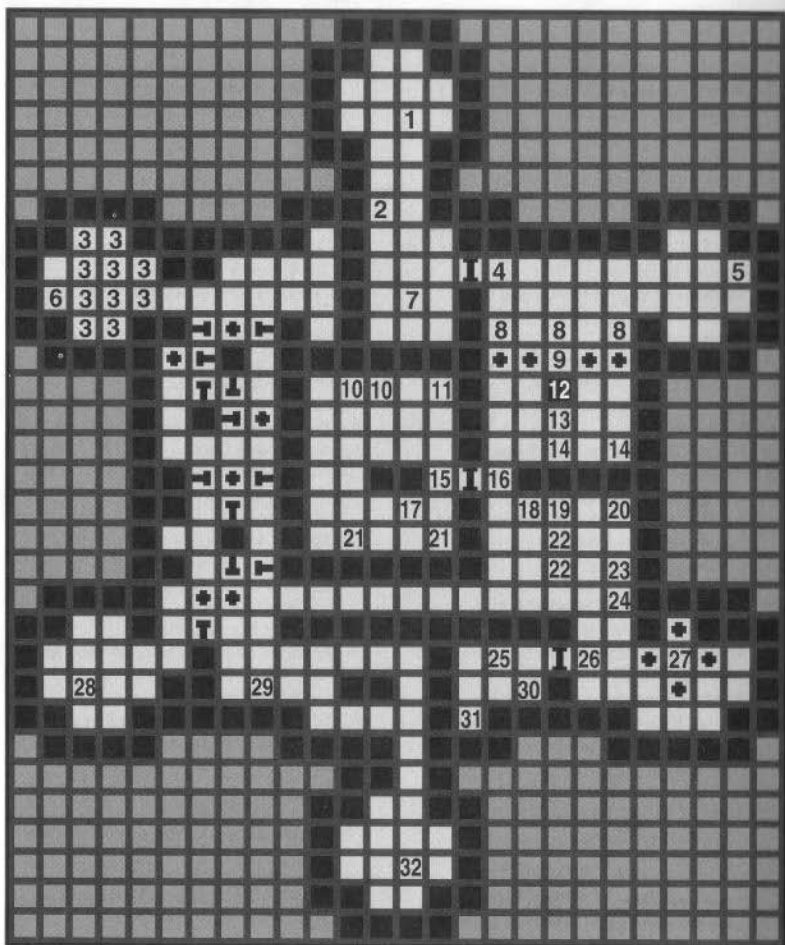


Level 6 (Thicket) Key (part 2)

57. **Staff.**
58. **Gate** and **hidden Plate.** Walk onto the Plate to open the Gate.
59. **Water Fountain (2 Copper Coins, 1 Gold Coin).** Click the pointer on the Fountain to remove the Coins.
60. **Teleport Square.** All other Teleport Squares in the game take you to this Square, making it easy to return to the Sun Clan Merchants when you need to buy and sell equipment and supplies.
61. **Ladder** up to Level 5 [24].
62. **Techboots** and **Button.** Press the Button to open/close the west and north walls.
63. **Sun Clan Tavern Merchant.**
64. **Locked Door.** Open the door by inserting a RA Key into the Keyhole [67].
65. **Furnace.**
66. **Moon Clan Armor Merchant.**
67. **Keyhole.** Use the RA Key to open the Locked Door [64].
68. **Ladder** up to Level 5 [32]. The Ladder is controlled on Level 5.
69. **Ladder** up to Level 5 [42].
70. **One-Way Ladder** down to Level 7-3 [21].
71. **Locked Door** and **Keyhole.** Use the Solid Key to open the door.
72. **Shield (YA BRO) Potion** in alcove.
73. **Sun Clan Shield Merchant.**
74. **Hidden Passage** into the Thicket. After you go through the passage from the west, you can go through in both directions.
75. **Moon Clan Shield Merchant.**
76. **Altar of VI** and **Scroll:** "Renew the life of a fallen Champion."
77. **Huge Boulder.**
78. **Sun Clan Armor Merchant.**
79. **Sun Crest (Bag (2 Apples, Bread, Cheese, Shank), Magic Map (Gray), Money Box, Solid Key** behind Crest).
80. **Table (Bota, Gold Coin).**
81. **Chest (2 Health (VI) Potions).**
82. **2 Fighter (FUL BRO KU) Potions.**
83. **Clan Key Piece** and **IR Key.**
84. **Ladder** down to Level 7-3 [42].
85. **Vorpal Blade** in hedge.
86. **Grave.** When you step on a Grave, a Spectre attacks you from the Grave out of anger.
87. **Serpent Staff.**
88. **Graveyard Gate.** The Gate closes behind you when you walk through it.
89. **Locked Door** and **Keyhole.** Use the IR Key to open the door.
90. **Teleport Square.** Use the Techshield on this square to appear on the Teleport Square [60] in the Sun Clan Village.
91. **Hedge.** This disappears when you enter the area of the Water Fountains [92 and 94].
92. **Water Fountain (Gold Coin).**
93. **Magic Merchant.**
94. **Water Fountain (FUL Bomb, Gold Coin).**
95. **FUL Bomb.**
96. **Spirit Cap.**
97. **Stairs** down to Level 7-4 [46].
98. **Locked Door.** Insert the OH Key into the Keyhole [102] to open it.
99. **Table (Clan Key Piece).**
100. **Boulder** and **concealed Button** in wall. Press the button to reveal a hidden alcove [101].
101. **FUL Key** and **Magikal Box** in alcove.
102. **Keyhole.** Insert the OH Key to open the Locked Door [98].
103. **Keyhole.** Insert the FUL Key to open the Locked Door [104].
104. **Locked Door.** Insert the FUL Key into the Keyhole [103] to open it.
105. **Plate.** Walk onto the Plate and a Mummy attacks you from the coffin on the wall.
106. **Tapestry (Fury, 2 Gold Coins, Guard Minion, OH Key** behind Tapestry)



Level 3 (Skullkeep)



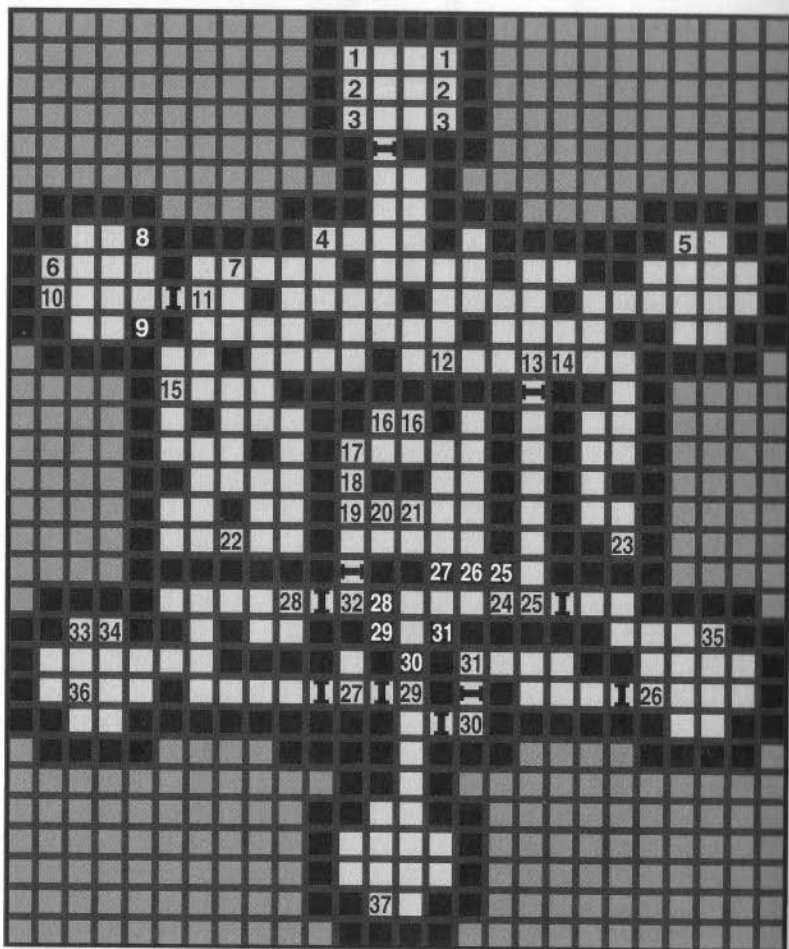


Level 3 (Skullkeep) Key

1. **Shield of Fire.**
2. **Fire Greave.**
3. **Table.**
4. **Locked Door.**
5. **Ladder** up to Level 2 [4].
6. **Ladder** down to Level 4 [10].
7. **Fire Helm.**
8. **Reflector.** These are controlled by the three Switches [12].
9. **Fireball Launcher.** The Launcher is activated when the party steps on the Plate [13].
10. **Water Valve.** Turn on the valve to start the flow of water to the Boiler.
11. **Pump Monitor** showing the Pumps on Level 4 [16] and **Sign:** "No water. Check pump operation on level below."
12. **Switches.** The left Switch controls the left Reflector on the other side of the pits, the middle Switch controls the middle Reflector, and the right Switch controls the right Reflector.
13. **Plate.** Walk onto the Plate to activate the Fireball Launcher [9].
14. **Reflector.** These Reflectors are *not* controlled by Switches, unlike the three on the north side of the pits.
15. **Switch.** Use the Switch to control the Ladder [17].
16. **Locked Door** and **Keyhole.** Use the Master Key to unlock the door.
17. **Ladder** down to Level 4 [21]. Use the Switch [15] to control it.
18. **Sign:** "Reflector practice."
19. **Ladder** up to Level 2 [23]. The Ladder is controlled from Level 2.
20. **Empty Flask** in alcove.
21. **Fire Valve.** Turn on the valve to start the flow of heat to the Boiler.
22. **Teleporter.** These Teleporters follow you around the room and attempt to zap you away from the alcoves in the east wall.
23. **VEN Bomb** in alcove.
24. **FUL Bomb** in alcove.
25. **Fire Poleyn.**
26. **Locked Door.** Press the Plate [27] to unlock the door.
27. **Plate.** Press the Plate to open the Locked Door [26].
28. **Table (2 Guard Minions).**
29. **Table (Attack Minion).**
30. **Fury.**
31. **Fire Plate.**
32. **Table (Guard Minion).**



Level 4 (Skullkeep)



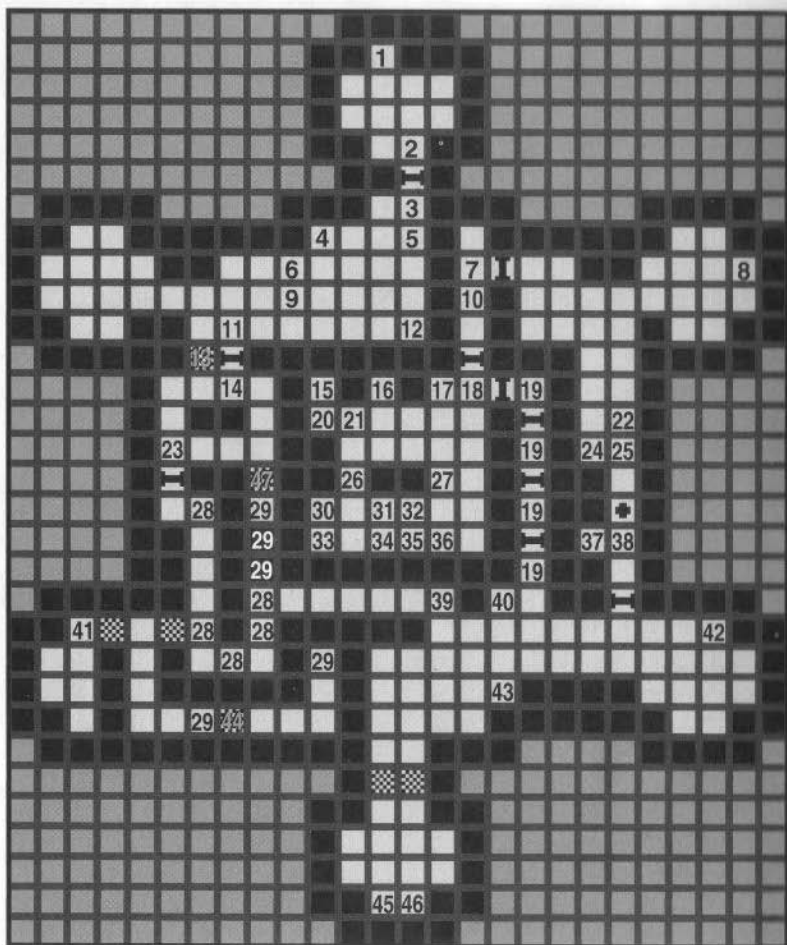


Level 4 (Skullkeep) Key

- 1.-3. **Fireball Launchers** and **Plates**. Walk onto a Plate to activate the Launcher on the other side of the room.
4. **8 Slayer Arrows** in alcove. (The Arrows may already have been taken by the Archer Guards.)
5. **Scroll** in alcove: "Invoke ZO to close holes the minions of evil have opened."
6. **Master Key** in alcove.
7. **Empty Slot**. Insert a Vacuum Fuse to open the Locked Door [11].
8. **RA SAR Greave** in alcove. Walk into the wall to find the alcove.
9. **RA SAR Shield** in alcove. Walk into the wall to find the alcove.
10. **Ladder** up to Level 3 [6] and **Keyhole**. Insert the Cross Key to lower the Ladder.
11. **Locked Door**. Open the door by inserting a Vacuum Fuse into the Empty Slot [7].
12. **Empty Slot**. Insert a Large Gear to open the Locked Door [13].
13. **Locked Door**. Open the door by inserting a Large Gear into the Empty Slot [12] and by inserting the Master Key into the Keyhole [14].
14. **Keyhole**. Open the Locked Door [13] by inserting a Master Key. The Empty Slot [12] must also be filled.
15. **8 Slayer Arrows** in alcove.
16. **Switches** and **Pumps**. Turn on the Switches to activate the Pumps. The Pumps can only be activated when the Empty Slot [19] is filled.
17. **Cross Key** in alcove.
18. **Switch**. Use the Switch to control the Ladder [20].
19. **Empty Slot**. Insert a Vacuum Fuse to activate the Switches and Pumps [16].
20. **Ladder** down to Level 5 [31]. Use the Switch [16] to control it.
21. **Ladder** up to Level 3 [17]. The Ladder is controlled from Level 3.
22. **Large Gear** in alcove.
23. **Ladder** down to Level 5 [38].
24. **Scout Map**.
- 25.-31. **Switches** and **Doors**. Use the Switches to control the Doors.
32. **Locked Door** and **Keyhole**. Insert the Master Key to unlock the door.
33. **Ladder** down to Level 5 [41]. Use the Switch [34] to control it.
34. **Switch**. Use the Switch to control the Ladder [33].
35. **Barrel (Kalan Gauntlet)**.
36. **Barrel (2 VEN Bombs)**.
37. **Barrel (2 FUL Bombs)**.



Level 5 (Skullkeep)



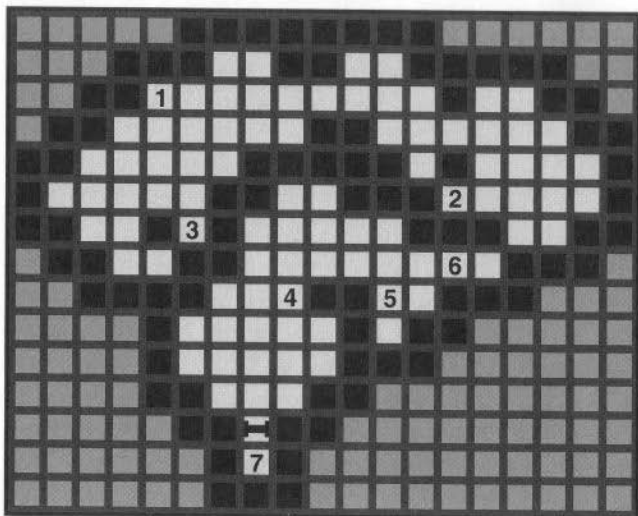


Level 5 (Skullkeep) Key

1. **Stairs** down to Level 6 [31].
2. **Locked Gate** and **Rope** in wall.
3. **Boulder** and **concealed Button**. Press the Button to open and close the Locked Gate [2].
4. **Gold Coin** and **Scroll** in alcove: "Snake Staff — Add 1 Mana Blossom, Add 1 Staff."
5. **Mana Blossom** and **Spirit Cap** in alcove.
6. **Red Gem** in alcove.
7. **Locked Door**. Unlock the door by inserting a YA Key into the Keyhole [10].
8. **Ladder** down to Level 6 [46].
9. **Vexirk Vat**.
10. **Keyhole**. Use the YA Key to open the Locked Door [7].
11. **Locked Door**. Open the door by walking onto the hidden Plate in front of it.
12. **Meteor Metal** and **Staff** in alcove.
13. **Combat Staff** in alcove. Walk into the wall to find the alcove.
14. **Plate**. Walk onto the Plate to open the Locked Door [23].
15. **Large Gear**.
16. **Keyhole**. Use the YA Key to open the Locked Door [18].
17. **YA Key** in alcove.
18. **Locked Door**. Open the door by inserting a YA Key into the Keyhole [16].
19. **Locked Door** and **Empty Slot**. Open the door by inserting a Large Gear into the Slot.
20. **Switch**. Turn the Switch up to turn the Boiler on, and down to turn the Boiler off. You must have turned on the Water and Fire Valves on Level 3 to activate the Boiler.
21. **Button**. Press the Button to open a pit below the Keyhole [16] and eject the YA Key, which falls down to Level 7-3.
22. **Scout Map** in alcove.
23. **Locked Door**. Open the door by walking onto the Plate [14].
24. **Ladder** down to Level 6 [61].
25. **Plate**. This alternately opens and closes the pit and causes lightning bolts to shoot from the Bolt Launcher [37].
26. **Boiler**.
27. **Switch**. Use the Switch to control the Ladder [32].
28. **Techeye Trap**. When the party walks onto this square, the nearest Techeye sees you and sets off the Fireball Launcher [39].
29. **Cover Plate**.
30. **Sign**: "Before using Boiler, turn on Water Valves two levels up."
31. **Ladder** up to Level 4 [20]. The Ladder is controlled on Level 4.
32. **Ladder** down to Level 6 [68]. Use the Switch [27] to control it.
33. **Teleport Square**. Use the Techshield on this square to appear on the Teleport Square in the Sun Clan Village of Level 6 [60].
34. **Pump Monitor** showing the status of the Pumps on Level 4 [16].
35. **Furnace Monitor** showing the status of the Furnace on Level 6 [65].
36. **Sign**: "Furnace on level below must be stoked and burning."
37. **Switch** and **Bolt Launcher**. Use the Switch to deactivate the Plate [25].
38. **Ladder** up to Level 4 [23].
39. **Fireball Launcher**. The Launcher is activated by the Techeye Traps [28].
40. **Eye of Time** and **Large Gear** in alcove.
41. **Ladder** up to Level 4 [33]. The Ladder is controlled on Level 4.
42. **Ladder** down to Level 6 [69].
43. **Water Fountain**.
44. **RA SAR Helm** in alcove. Walk into the illusionary wall to find the alcove.
45. **Teleport Square** and **RA SAR Plate** in alcove. Use the Techshield on this square to appear on the Teleport Square in the Sun Clan Village of Level 6 [60].
46. **RA SAR Poleyn** in alcove.
47. **Concealed Button** in east wall. Press the button to open the way to the Cover Plate [29] directly south.



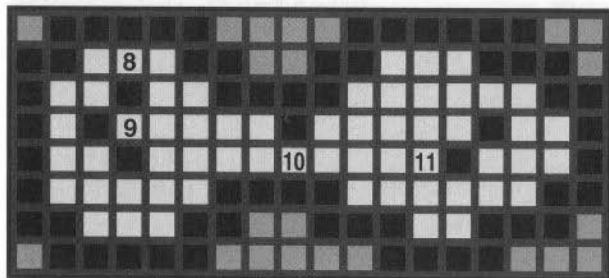
Level 7-1 (Cavern)



1. **Green Gem** in wall.
2. **Ladder** up to Level 6 [10].
3. **Ladder** up to Level 6 [11].
4. **Water Wheel**.
5. **Gear**.
6. **Ladder** up to Level 6 [14].
7. **Ladder** up to Level 6 [21] and **2 Cure Poison (VI BRO) Potions** in alcove.



Level 7-2 (Cavern)

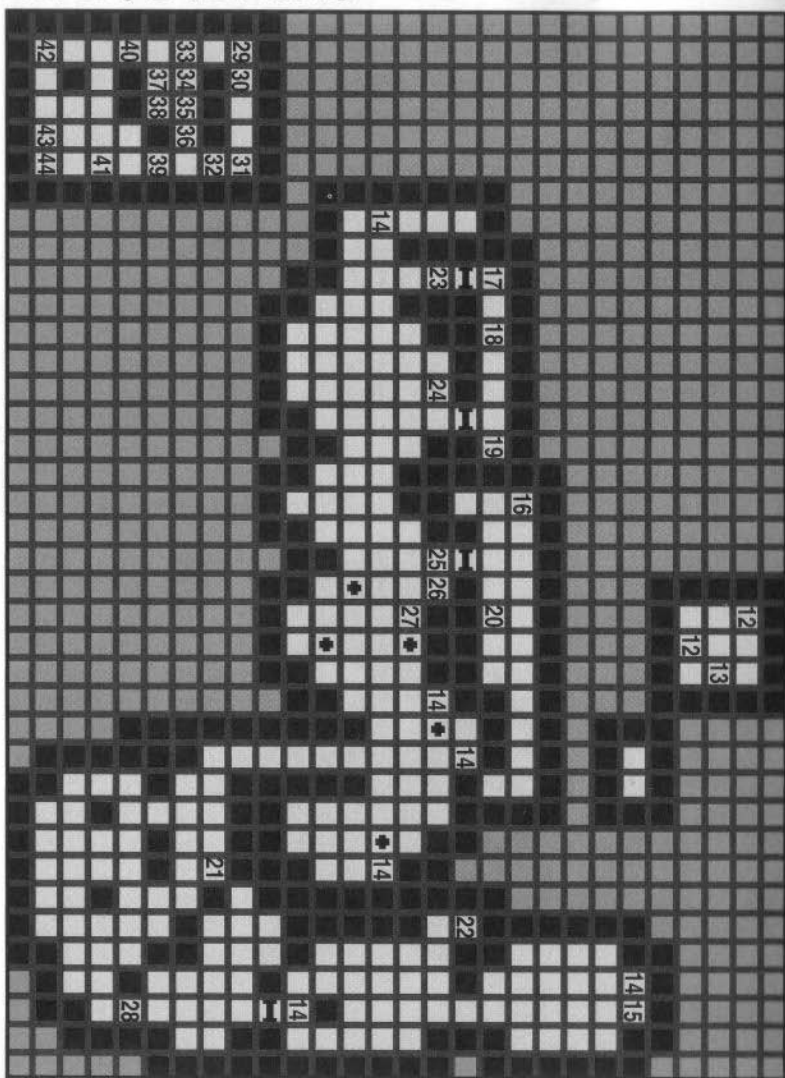


- 8. Ladder up to Level 6 [14].
- 9. Fighter (FUL BRO KU) Potion in alcove.
- 10. Huge Boulder.
- 11. 2 Fighter (FUL BRO KU) Potions in alcove.





Level 7-3 (Cavern)



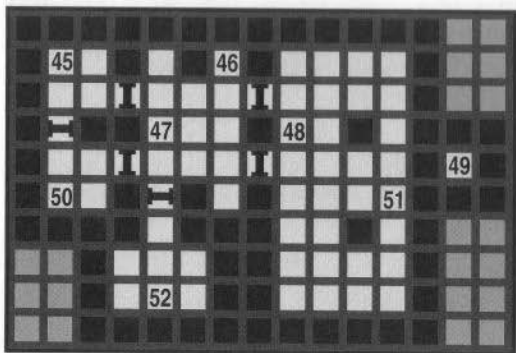


Level 7-3 (Cavern) Key

12. **FUL Bomb.**
13. **Ladder** up to Level 6 [34].
14. **Green Gem** in wall.
15. **Kalan Gauntlet** in alcove.
16. **Teleporter.** Walk into the Teleporter to appear near the Furnace on Level 6 [65].
17. **Button** in dark hole in wall. Press the Button to open the Gate [23].
18. **Plate.** Walk onto the Plate to activate the Spike Wall [19].
19. **Spike Wall.** When the Plate [18] is pressed, the Wall slides down the corridor from east to west. Once it reaches the west wall, it can be reset with the Switch [24].
20. **Button** on wall. Press the Button to activate the Teleporter [16].
21. **Hole** in roof. This is where you fall after climbing down the One-Way Ladder on Level 6 [70].
22. **Ladder** down to Level 8 [2].
23. **Gate.**
24. **Switch.** Throw the Switch to reset the Spike Wall [19].
25. **Locked Gate.** Use the Blood Key in the Keyhole [26] to unlock the Gate.
26. **Keyhole.** Insert the Blood Key to unlock the Locked Gate [25].
27. **Emerald Orb** in alcove.
28. **Skeletons** erupt from the ground and attack when you walk onto this square.
29. **Equus.**
30. **Bane.**
31. **Cletus.**
32. **Tresa Vulpes.**
33. **Het Farvil.**
34. **Anders.**
35. **Cordain.**
36. **Graen Ozbor.**
37. **Saros.**
38. **Odo Alu Kailo** and **Jarod.**
39. **Empty Chamber.** This is Torham Zed's.
40. **Kol Del Tac.**
41. **Seri.**
42. **Ladder** up to Level 6 [84].
43. **Aliai Mon.**
44. **Uggo the Mad.**



Level 7-4 (Cavern)

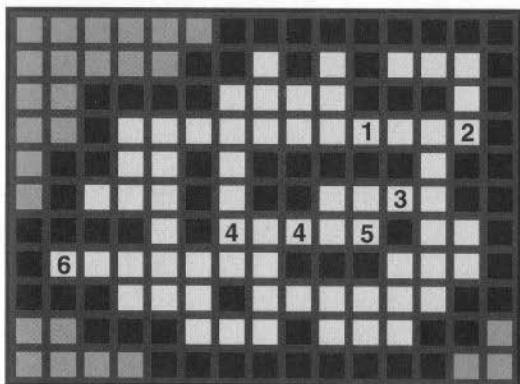


- 45. **Foot Plate.**
- 46. **Stairs** up to Level 6 [97].
- 47. **Torso Plate.**
- 48. **Armet.**
- 49. **Chest** (1 Green Gem, 3 Red Gems, Scarab).
- 50. **Leg Plate.**
- 51. **Boulder** and **conceaed Button**. Press the Button to open the way to the Chest [49].
- 52. **Mana (ZO BRO RA) Potion** in alcove.





Level 8 (Cavern)

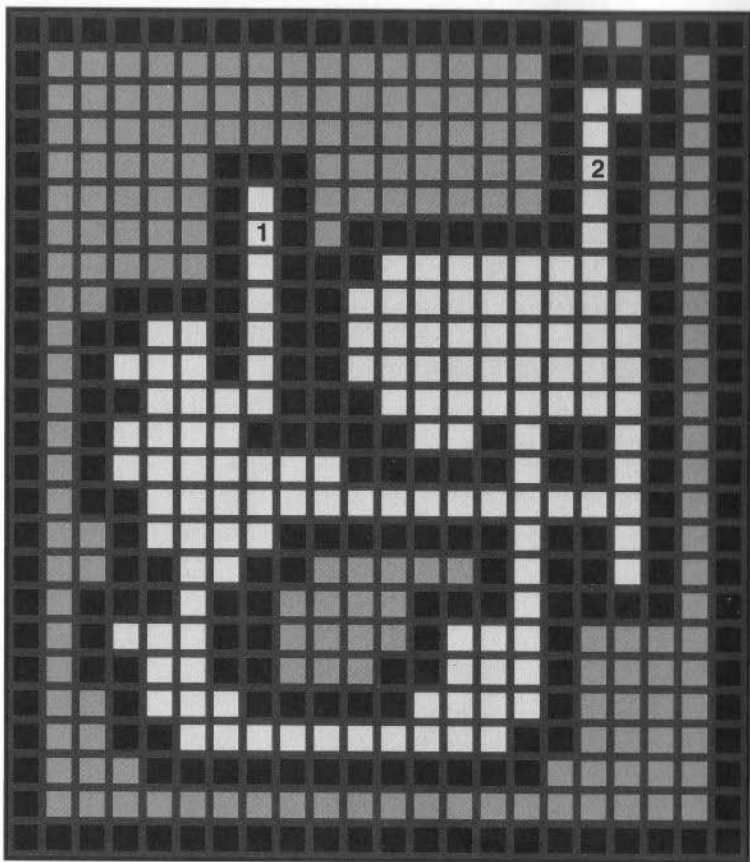


1. **Blue Gem.**
2. **Ladder up** to Level 7-3 [22].
3. **Blue Gem.** (A cave-in occurs here when you walk onto [4].)
4. A **cave-in** occurs when you walk onto this square.
5. **Axe.**
6. **Gold Coin.**





Level 9 (Void)



1. **Void Door** to Level 2 [28].
2. **Dragoth Door** to Dragoth's plane of existence. He retreats here if he's taken significant damage in battle.

AN INTERVIEW WITH WAYNE HOLDER

Wayne Holder is the president of FTL Games/Software Heaven, Inc., and the man behind *Dungeon Master* and its long-awaited sequel, *Skullkeep*. Holder was kind enough to grant us a phone interview from FTL's offices in San Diego, California, to discuss the history of *Dungeon Master* and the future of FTL Games.

ZM: What was FTL's first game?

WH: Our first product was *Sundog* for the Apple IIe. *Sundog* was an adventure game inspired by Han Solo from *Star Wars*. You controlled a small ship traveling around the galaxy, trying to make a quick buck. It used a top-down perspective and a first-person view out the window of the ship when you were fighting pirates. You could also land in cities and travel around. It had relatively poor graphics, but it was a pretty popular game. I did some of the sound effects and the dialogue systems for communicating with the characters.

ZM: What other games has FTL produced?

WH: When the Atari ST came out, we took *Sundog* and moved it over. That was a huge success—it was a popular machine and *Sundog* was the only game in town. With *Dungeon Master* and *Chaos Strikes Back*, we started focusing on a lot of different machines. Along the way, we did an arcade game for the Macintosh called *Oids*. It didn't really fit our style, though.

ZM: When was *Dungeon Master* released?

WH: It was released a couple of days before the end of 1986, on the Atari first. It was developed simultaneously for the Apple IIs, Commodore Amiga, and Atari ST. We spent quite a while trying to get the Amiga version to fit into 512K of RAM [the standard amount of RAM in the Amiga at that time], but we finally just shipped it with a one megabyte requirement. We also spent quite a while on the IIs version trying to make it run faster.

ZM: How did Doug Bell (the director of both *Dungeon Master* and *Skullkeep*) join FTL?

WH: Doug (and Andy Jaros, FTL graphic artist) showed up on my doorstep. One of the main programmers from *Sundog* quit, and Doug came to me with a game called *Crystal Dragon* that he and this programmer had been working on. Well, I couldn't do anything at that point, so I gave *Sundog* to Doug to do the ST conversion, figuring maybe we could make enough money to do something new, and we did.

We figured *Crystal Dragon* was going to be a quick knock-'em-off dungeon game, but it turned into a two-year project. A lot of ideas from *Crystal Dragon* were reinvented, such as the top-down perspective. The concept that was *Crystal Dragon* became *Dungeon Master*. Doug has worked out ideas for keeping the entire simulation running in real time. At that point, most RPGs were adaptations of board games. We wanted the entire game to be a true simulation, and that's what consumed so much of our time.



ZM: How many systems have *Dungeon Master* appeared on?

WH: Atari ST, Amiga, Apple IIgs, the PC 9801 [a Japanese computer], X68000 [another Japanese computer], Fujitsu FM-TOWNS [yet another Japanese computer], IBM PC, and Super NES. A variation appeared on the TurboGrafx-16 as *Theron's Quest*; we didn't program it, but we did the scenario for it. We had a version of *Dungeon Master* for the Macintosh, but we never shipped it. We might update the Mac version and release it as *Dungeon Master Deluxe*. It would be like the director's cut of *Dungeon Master*.

Back when *Dungeon Master* came out, memory and disk space were crucial. Floppy disks were pricey, and we were shooting for a low selling price, so it was critical to get the game onto one floppy disk. It's amazing that it fit! Doug would run out of space—the program would be 25 or 50 bytes too big—and he'd have to go through the entire program, optimizing and getting back two bytes here and two bytes there.

ZM: Did you expect *Dungeon Master* to be so successful?

WH: By the time we got it finished, we knew it was going to do well. We went to Atari ST user group meetings and demoed it—that was my method of knowing we were on the right track. When we started showing the game, it was always invariably quiet, then the users would ask a ton of questions.

ZM: What do you think of the wave of imitation games that hit the market after *Dungeon Master*?

WH: I really haven't seen anything where they have done much more than follow in our footsteps. We expected to be imitated, and we figured that people would advance the state of the art, but it was amazing how many things we did that got completely borrowed. The movement arrows on the screen, for example. We must have experimented with dozens of different combinations before arranging them the way we did. That's really where your investment in time is, working out the design of what works and what doesn't. It's amazing how many games I look at and see those same movement arrows.

ZM: Do you consider *Chaos Strikes Back* a true sequel to *Dungeon Master*, or just an expansion disk?

WH: *Chaos Strikes Back* was a problem. We never intended it to be a sequel. We shipped *Dungeon Master* and the next week, people were calling, saying "Dungeon Master was great, when can we expect the next one?" We didn't substantially change the look and style of the game in *Chaos Strikes Back*. In retrospect, I wish we'd done the whole thing differently. It was successful, but it caused some confusion, because some people were expecting more. It certainly wasn't in the same class as *Dungeon Master*.

ZM: Was there a sound board included with the IBM version of *Dungeon Master*?

WH: When we started working on *Dungeon Master* for the IBM, there wasn't really a sound standard. That really delayed us. We just didn't want to spend the time



[programming support for] Ad Lib cards. It certainly wasn't a smart decision in retrospect.

We did a sound adapter that plugged into the parallel port and then plugged into an amplifier. It took up a little CPU time, but we weren't using a lot of sound. It was popular with people using laptops, since they had no room for sound cards.

The adapter had a hidden feature we never documented. It was capable of accepting a digital joystick [such as the ones used by the Amiga and the Atari 2600]. *Dungeon Master* was released when there weren't any mice for the IBM, and we thought this would be the cheapest way for players to use a digital joystick. We had a lot of compatibility problems with third-party parallel ports, so we didn't describe the feature in the documentation. IBM compatibles back then didn't implement all the circuitry on the parallel port.

ZM: Why has it taken so long for *Skullkeep* to appear?

WH: Well, we're a small company. We spent quite a long time moving *Dungeon Master* to all the different platforms. We spent time getting the game released in Japan. We also spent a lot of time working with JVC to complete the Super NES version. [This version of *Dungeon Master* was plagued by delays and was released nearly a year after reviews of the game appeared in U.S. gaming magazines.] Sometimes it seems as if the years roll by and you don't even notice. It's frustrating sometimes that we can't do as many products as users want us to do.

ZM: Why does *Skullkeep* use a similar graphic engine to the original *Dungeon Master*, instead of a free-movement design as in *Doom* or *Ultima Underworld*?

WH: We considered it for *Skullkeep*—it's not that hard to do—but we prefer puzzle-oriented game design. When you introduce free movement, puzzles become much more complicated to design. For example, with free movement, you can step around pits. We don't see our games being in that action niche anyway. We want something with depth. A lot of the free-movement games are tedious to play because you spend so much time bouncing off the walls. Personally, it gets very tiring.



Doom is an example of the free-movement games that have come to dominate the market.

ZM: What are you and FTL Games working on now?

WH: We're working to put *Skullkeep* on almost every system that *Dungeon Master* was on. We dropped the Atari ST because most ST users don't have hard drives, and the X68000 was also dropped. We've added the Sega CD and the Macintosh.

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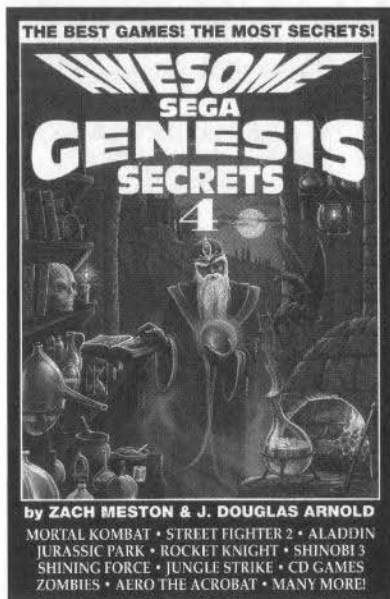
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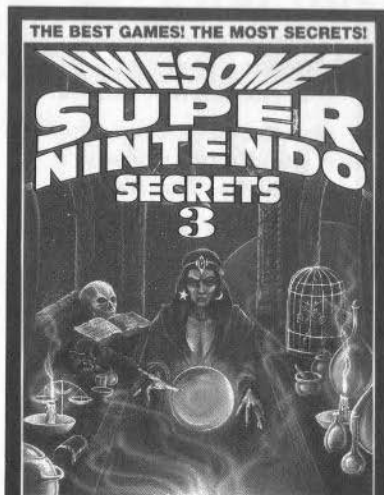
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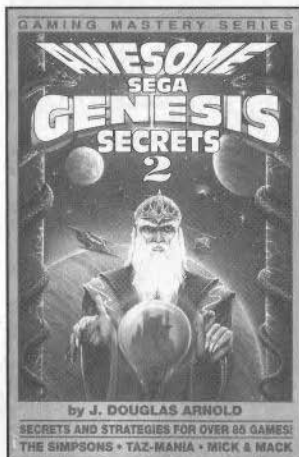
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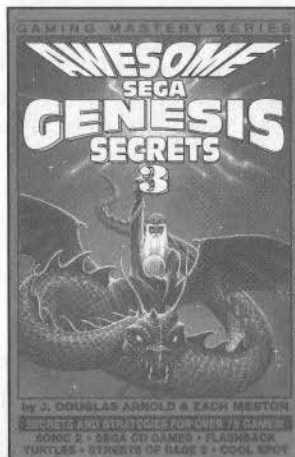
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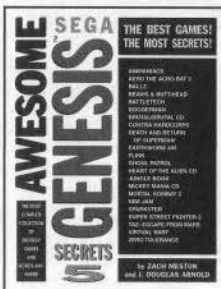
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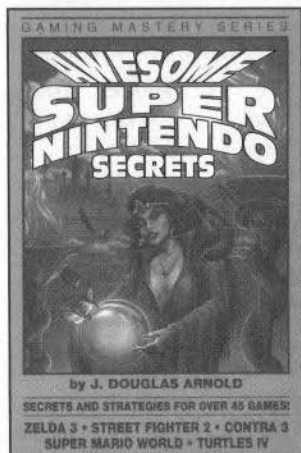
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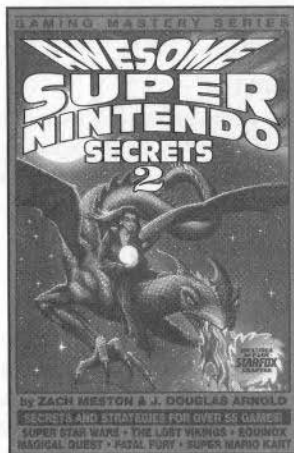
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