

Dungeon

Master

The Way of the Firestaff

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The Word of Those who have gone before

In its short time on the U.K. software market Dungeon Master has already acquired something of a cult following. "The Way of the Firestaff" is a collection of useful information, tips and most important of all, maps of Theron's dungeons. This information has been provided by a large number of people, some from people who are still playing the game and some from the valiant who have slogged their way through the perils of the deepest dungeons to finish the game and achieve their desire.

Remember that this information has been gathered whilst actually playing the game and so cannot be guaranteed to be accurate or totally exhaustive under all circumstances (after all, drawing maps while you are fighting off sundry nasties can be a hair-raising and rather frustrating experience!) Also, we are only giving tips - you must solve the game.

As you move down into the dungeon, the monsters that you meet will increase in nastiness and display an increasingly frustrating reluctance to die. Most monsters may be killed by physical force, magic or using the facilities of the dungeon itself.

Physical force involves weapons or hand-to-hand. DO make sure that you are close enough for the weapon you are using to reach and DO make sure that you have your weapons in the correct hands. Throwing your bow instead of shooting an arrow could be fatal! Practice is essential so that your skill level will improve. As your skill level increases so will your repertoire of techniques for that particular weapon. For example, with a sword, 'parry' and then 'chop' will be added to 'swing' as your skill increases. A successful hit is indicated by a star (reminiscent of the Batman T.V. series) flashing up in place of the weapon box, the number inside the star indicating the effectiveness.

Magic, like fighting skills, must be practiced in order to reach higher levels of mastery so that more powerful spells may be cast. Try and have spells and potions already prepared and ready for instant use. Remember also that potions require a flask in the action hand and that certain objects can increase the power of your spell. Spells are often attuned to priests or wizards and so will be easier for that type of character but don't be fooled into thinking that because you have successfully cast a new spell once that you will succeed every time from now on - only more practice will ensure that.

Make sure that you learn the light spell early in the game because there are never enough torches. The light can be made brighter and longer-lasting by increasing the power of the spell. The power of the spell is increased by selecting a higher value (counting from left to right in the spell box) as the first symbol. The same is true for any spell (all of the examples in the List of Spells have the lowest power as the first symbol) but will require more Mana as the power is increased.

The 'facilities' of the dungeon are the doors, gates and pits. Monsters can usually be killed by luring them under a door or gate and dropping it on them - this is great fun but be careful, occasionally one can slip through! Monsters can also be lured onto a hidden pit and disposed of that way, but beware, because they can often come back up again, usually behind you and when you aren't looking - they have no sense of fair play.

As you move around the dungeon it is a good idea to turn sideways and peek around corners before proceeding - monsters may be lurking out of sight. Sleeping is fairly safe on the first two levels but lower down it may be interrupted by monsters intending to put you to sleep permanently. Some security is given by sleeping in a room with the doors closed, just try not to get trapped!

Dungeon Master

The Way of the Firestaff

The Denizens of the Dungeon

Mainly for the benefit of newcomers to the world of adventuring we have given some tips on the monsters likely to be encountered on the first few levels. We will leave you to find out about those in the lower levels.

Screamers - Looking something a miniature oak tree, these monsters are fairly easy to kill. They are also edible so if you find a room where they keep returning (and there is one) remember it - it's your supermarket!

Mummies - Again fairly easy to kill but they are not edible, thank goodness. (Well, would you want to eat something 2000 years old?). They can be dangerous if you meet up with a group of them and the sound they make as they attack is unmistakable. They can also move quite quickly when they come after you.

Rock Monsters - These nasties move very slowly but can still be very dangerous because we only know of two methods of killing these mobile rock piles : leading them back to a pit, or to a gate and dropping it on them. Unfortunately, this can take a while. The other method involves throwing a fireball at the same time as they rear up. This is emotionally very satisfying but is also extremely DANGEROUS! One adventurer claims that you can kill them if you keep hitting them enough times but no-one we know of has been rash enough to verify this. Medium power poison gas spells are also reputed to be effective.

Blue Monsters - These characters are about as pretty as a Rock Monster but with a disposition considerably worse. They use clubs as weapons and they hurt if they hit you. A fireball is pretty effective against them and allows you to stay out of range of their clubs. The clubs are left behind when they are killed.

Giant Flying Insects - Don't waste time admiring their gauzy prettiness, get in first or you'll be sorry. They sting but are fairly straightforward to kill. They are not edible.

Worms - These are nasty pieces of work. They can move very quickly at close quarters and are very deadly. Attacking from the front is a waste of time - play dirty and attack their rear. Make sure that you have had plenty of practice so that you can cast powerful spells.

Sneak Thief - This funny-looking chap is not dangerous at all but he is a king-size pain in the neck. He will steal all your weapons and treasures and unless you catch him quickly they will be strewn all over the dungeon. Collecting them again is a nuisance.

Ghosts - Since ghosts are non-material objects, hiding behind a gate or door is pretty much a waste of time and trying to drop a gate on them has about the same effect. The scrolls give hints on how to deal with non-material entities.

We hope that "The Way of the Firestaff" will help you to live a little longer and enjoy the game to the full. Good Luck!

Dungeon Master

The Way of the Firestaff

The Source of all Magic

4 Symbol Spells

- 1152 - Marks your footprints
- 1153 - Wisdom potion
- 1154 - Vitality Potion
- 1325 - Lets you see through walls etc.
- 1326 - ? Invisibility Spell ?
- 1335 - Some sort of fireball
- 1345 - Long-lasting light (I think)
- 1352 - Dexterity Potion
- 1451 - Strength Potion
- 1454 - Party Fireshield (Same effect as wand)
- 1546 - ? Makes room darker
- 1635 - Zo Kath Ra Spell (You pick it up!)
- 1655 - Mana Potion!

3 Symbol Spells

- 114 - Magical Party Protection
- 152 - Anti-Material
- 151 - Poison Bolt
- 144 - Fireball
- 115 - Magical Protection Potion
- 125 - Anti-Poison potion
- 131 - Poison gas cloud
- 161 - Venom potion (Thrown, destroys one flask)

2 Symbol Spells

- 12 - Health potion
- 11 - Stamina potion
- 16 - Anti-matter spell (Opens some doors)
- 14 - Light spell

1. The first number/symbol is power which can be altered.
2. All potions require empty flask in action hand.

Dungeon Master

The Way of the Firestaff

The Stuff from which Heroes are made

NAME	ABILITY	HEALTH	STAMINA	MANA	STR.	DEX.	WIS.	VIT.	A/M.	A/F.	INVENTORY
AIDO	APP. FIGHTER NOV. PRIEST	48	65	11	43	55	40	35	45	50	SAMURAI SWORD
CHANI	NOV. FIGHTER APP. WIZARD	47	67	20	37	47	57	37	47	37	MOONSTONE
HAWK	NOV. FIGHTER APP. PRIEST	70	85	10	45	35	38	55	35	35	2 ARROWS
BORIS	NOV. NINJA APP. WIZARD	35	65	28	35	45	55	40	45	40	RABBIT'S FOOT
NABI	APP. PRIEST NOV. WIZARD	55	65	15	41	36	45	45	55	55	STAFF
SONJA	JOURN.EYMAN FIGHTER	65	70	2	54	45	39	49	40	40	SWORD / CHOKER
MOPHUS	JOURN. PRIEST	55	55	19	42	35	40	48	40	45	3 FOOD
STAMM	JOURNEYMAN FIGHTER	75	80	0	52	43	35	50	35	55	AXE
LEIF	APP. FIGHTER NOV. PRIEST	75	70	7	46	40	39	50	45	45	
AZIZI	NOV. FIGHTER APP. NINJA	61	77	7	47	48	42	45	30	35	HIDE SHIELD / 2 DAGGERS
TIGGY	NOV.NINJA APP. WIZARD	25	45	36	30	45	50	35	59	40	WAND
DAROOU	APP. FIGHTER NEO. WIZARD	100	65	6	50	30	35	45	30	45	
WU TSE	NOV. NINJA APP. PRIEST	45	47	20	38	35	53	45	47	40	3 THROWING STARS
HALK	JOURNEYMAN FIGHTER	90	75	0	55	43	30	46	38	48	CLUB / HELMET
SYRA	NOV. PRIEST APP. WIZARD	53	72	15	38	35	43	45	42	40	APPLE
GANDO	APP.NINJA NOV. WIZARD	39	63	26	39	45	47	33	48	43	2 POISON DARTS
WUUF	APP. NINJA NOV. PRIEST	40	50	30	33	57	45	40	35	40	EMPTY FLASK
LEYLA	JOURN. NINJA	48	60	3	40	53	45	47	45	35	ROPE
LINFLAS	APP. FIGHTER NOV. WIZARD	65	50	12	45	45	47	35	50	35	BOW
HISSA	APP. FIGHTER NOV. NINJA	80	61	5	58	48	35	35	43	55	
GOTHMOG	JOURN. WIZARD	60	55	18	40	43	48	34	50	59	CLOAK OF NIGHT
ALEX ANDER	APP. NINJA NOV. WIZARD	50	57	13	44	55	45	40	35	40	SLINGSHOT*
ZED	NOV. FIGHTER NOV. NINJA NOV. PRIEST NOV. WIZARD	60	60	10	40	40	40	50	40	40	TORCH
ELIJA	NOV. FIGHTER APP. PRIEST	60	58	22	42	40	42	36	53	40	MAGIC BOX

* Note: in the U.S. version, Alex Ander has lockpicks instead of a slingshot.

Dungeon Master

The Way of the Firestaff

DUNGEON MASTER-LEVEL 1

CHARACTERS

1=IAIDO 2=ZED
 3=ELIJA 4=HALK
 5=CHANI 6=HAWK
 7=BORIS 8=ALEX
 9=NABI 0=SONJA
 A=SYRA B=GANDO
 C=LINFLAS
 D=LEYLA E=WUUF
 F=WUTSE G=LEIF
 H=TIGGY I=STAMM
 J=DAROOU
 K=HISSSSA
 L=GOTHMOG
 M=AZIZI N=MOPHUS

↓=DOWN ∩=ALTAR
 f=FOUNTAIN
 S=START
 +=VALUABLE ITEM

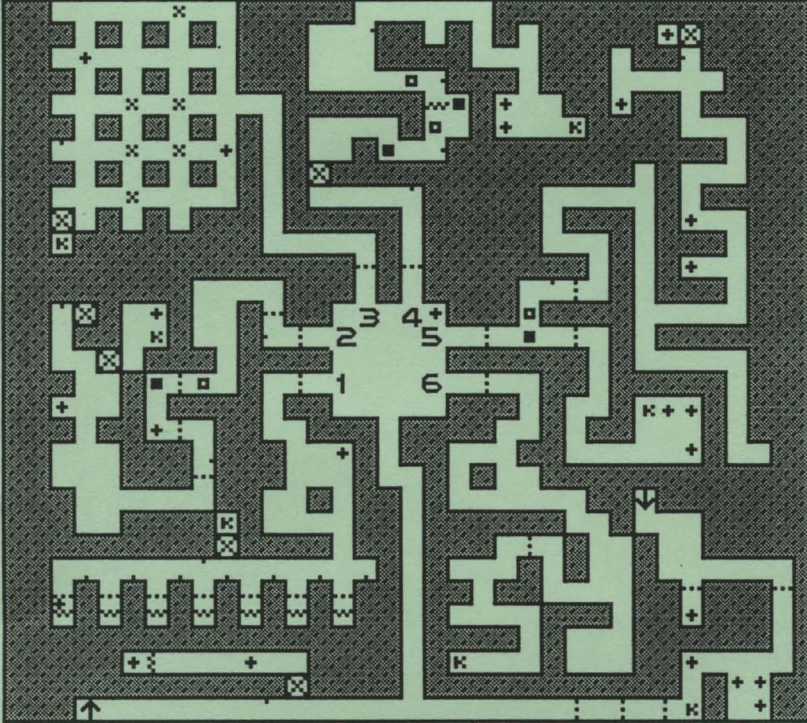
MJS

DUNGEON MASTER LEVEL 2

■=PRESSURE PLATE
 □=PIT •=BUTTON
 ↑=STAIRS UP
 ↓=STAIRS DOWN
 ∩=LEVER K=KEY
 +=VALUABLE ITEM
 ⌋=FORCE FIELD
 f=FOUNTAIN
 ⊗=SECRET DOOR
 +=VALUABLE ITEM

Dungeon Master

The Way of the Firestaff

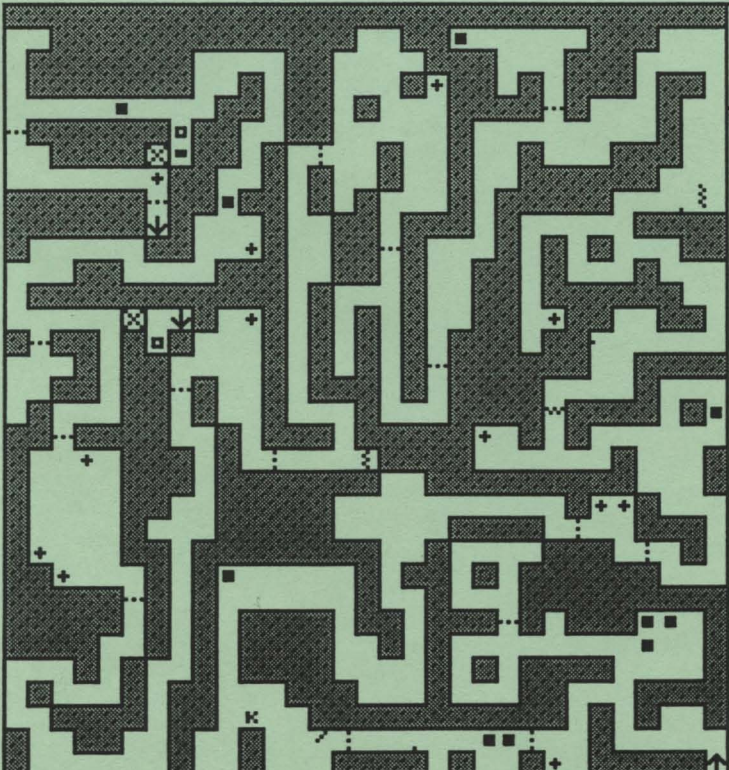


A detailed map of Dungeon Master Level 3, showing a complex maze of rooms and corridors. The map is filled with various symbols representing different features and items. A legend on the right side of the map explains these symbols. The map is titled "DUNGEON MASTER - LEVEL 3" at the bottom.

1=CHAMBER OF THE GUARDIAN
 2=THE VAULT
 3=THE MATRIX
 4=TIME IS OF THE ESSENCE
 5=ROOM OF THE GEM
 6=CREATURE CAVERN

w=FORCE FIELD
 ■=PRESSURE PLATE
 □=PIT * =KEY
 +=VALUABLE ITEM
 ↑=UP ↓=DOWN
 ·=BUTTON
 x=SPINNER
 ⊠=SECRET DOOR

DUNGEON MASTER - LEVEL 3



A detailed map of Dungeon Master Level 4, showing a complex maze of rooms and corridors. The map is filled with various symbols representing different features and items. A legend on the right side of the map explains these symbols. The map is titled "DUNGEON MASTER LEVEL 4" at the top right.

DUNGEON MASTER
 LEVEL 4

+ = VALUABLE ITEM
 · = BUTTON
 ■ = GRATE
 □ = PIT
 ■ = PRESSURE PLATE
 w = FORCE FIELD
 / = LEVER
 ⊠ = SECRET DOOR
 ↓ = DOWN
 ↑ = UP
 :... = DOOR
 * = KEY

Dungeon Master

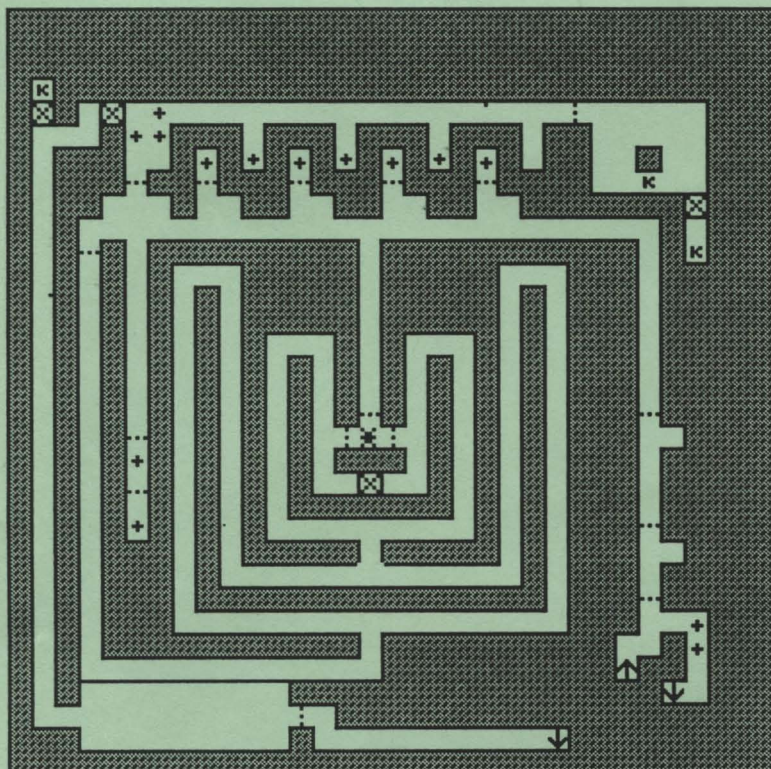
The Way of the Firestaff

	<p>DUNGEON MASTER LEVEL 5</p>
	<p>+ = VALUABLE ITEM · = BUTTON ■ = PRESSURE PLATE : = DOOR □ = PIT / = LEVER ⊠ = SECRET DOOR ⬆ = FOUNTAIN ↑ = UP ↓ = DOWN × = SPINNER</p> <p>NOTE: DOTTED LINE IS AN INVISIBLE WALL LETTERS ARE FOR MOVEMENT DIRECTIONS</p>

	<p>DUNGEON MASTER LEVEL 6</p>
	<p>+ = VALUABLE ITEM · = BUTTON ■ = PRESSURE PLATE : = DOOR □ = PIT / = LEVER ⊠ = SECRET DOOR ⋈ = FORCE FIELD ↑ = UP ↓ = DOWN</p> <p>NOTE: ANSWERS TO RIDDLES MIRROR OF DAWN BOW BLUE GEM GOLD COIN * = INSERT GOLD COIN</p>

Dungeon Master

The Way of the Firestaff

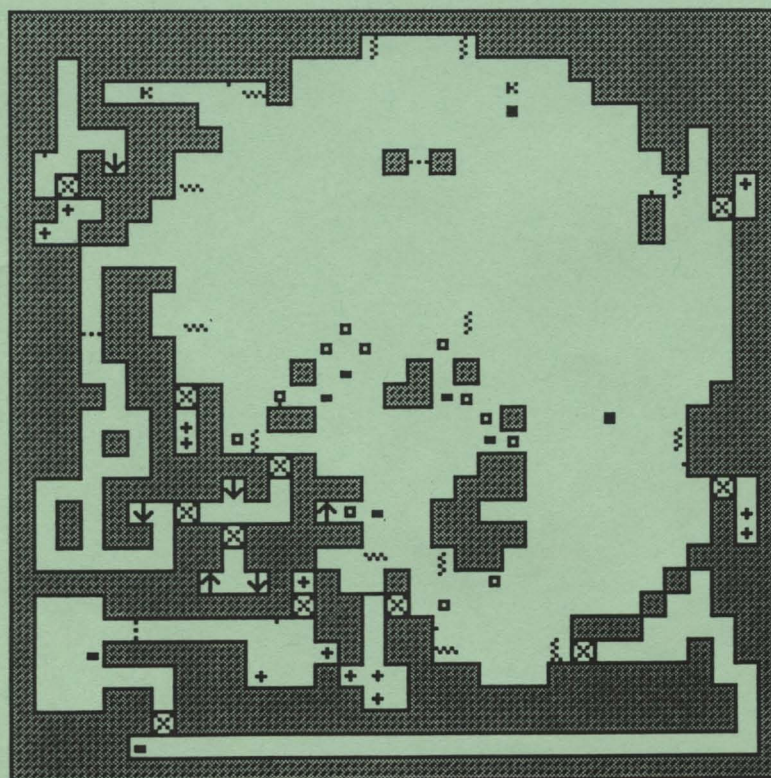


DUNGEON MASTER LEVEL 7 TOMB OF THE FIRESTAFF

- ✱ = FIRESTAFF
- + = VALUABLE ITEM
- ↑ = UP ↓ = DOWN
- = DOOR K = KEY
- ⊠ = SECRET DOOR
- = BUTTON

NOTE:
YOU NEED 4 RA KEYS,
1 RUBY KEY AND 1
MASTER KEY TO
COMPLETE THIS LEVEL

THE RA KEYS ARE ON
LEVELS 3,7,9,12



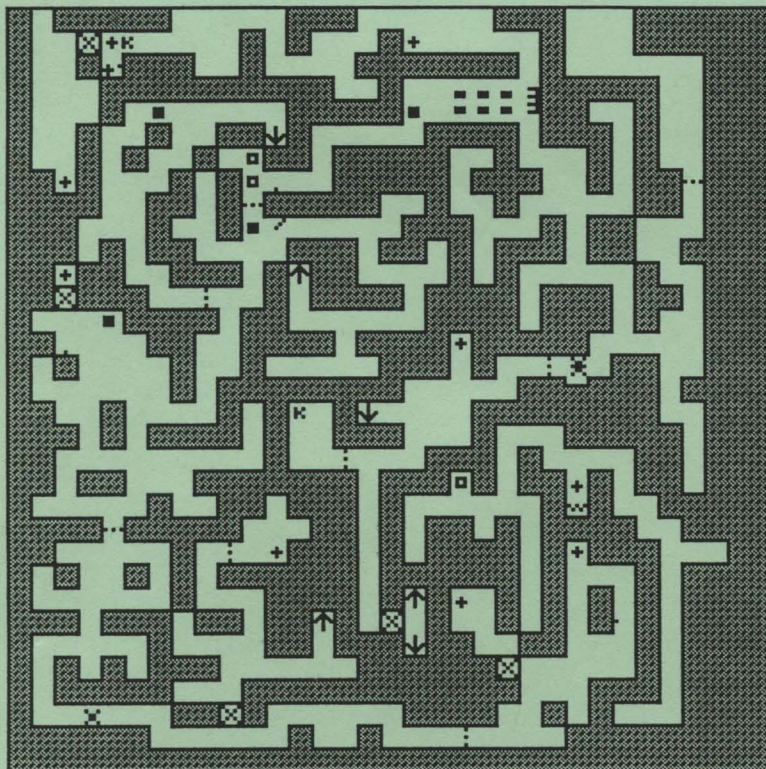
DUNGEON MASTER LEVEL 8 THE ARENA

- ↑ = UP ↓ = DOWN
- + = VALUABLE ITEM
- ◻ = PIT ■ = GRATE
- = PRESSURE PLATE
- w = FORCE FIELD
- = DOOR K = KEY
- = BUTTON
- ⊠ = SECRET DOOR

NOTE: ON LONG HALL
WALK 26 STEPS AND
TURN AROUND AND
WAIT, SECRET DOOR
WILL OPEN.

Dungeon Master

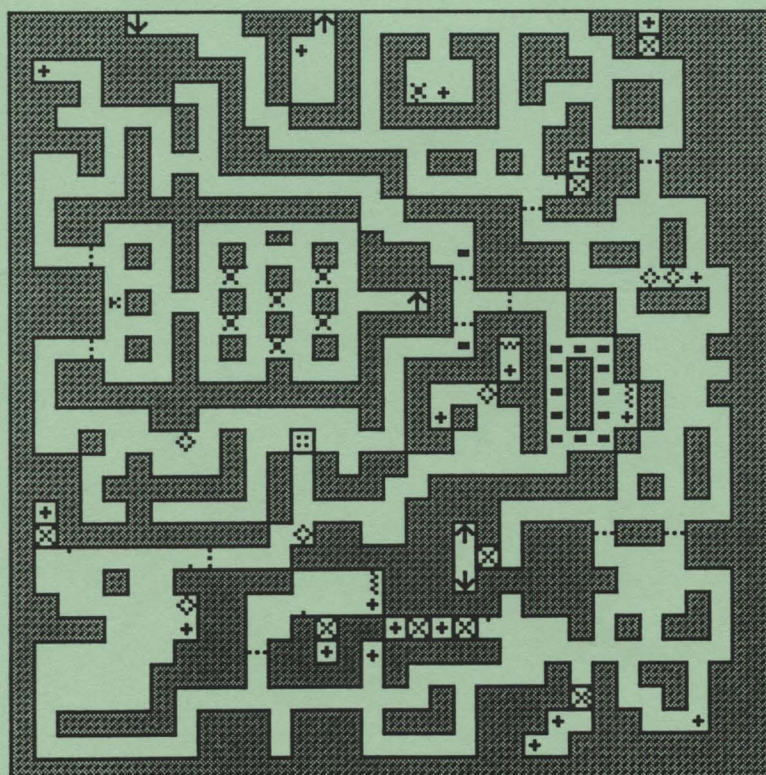
The Way of the Firestaff



DUNGEON MASTER LEVEL 9

- ↑ = UP ↓ = DOWN
- + = VALUABLE ITEM
- ◻ = PIT ■ = GRATE
- = PRESSURE PLATE
- ~ } = FORCE FIELD
- ...: = DOOR ✕ = KEY
- = BUTTON
- ⊗ = SECRET DOOR
- ✕ = SPINNER
- / = LEVER
- ≡ = FIREBALL CANNONS

NOTE: YOU NEED
CORBAMITE AT THE ✕

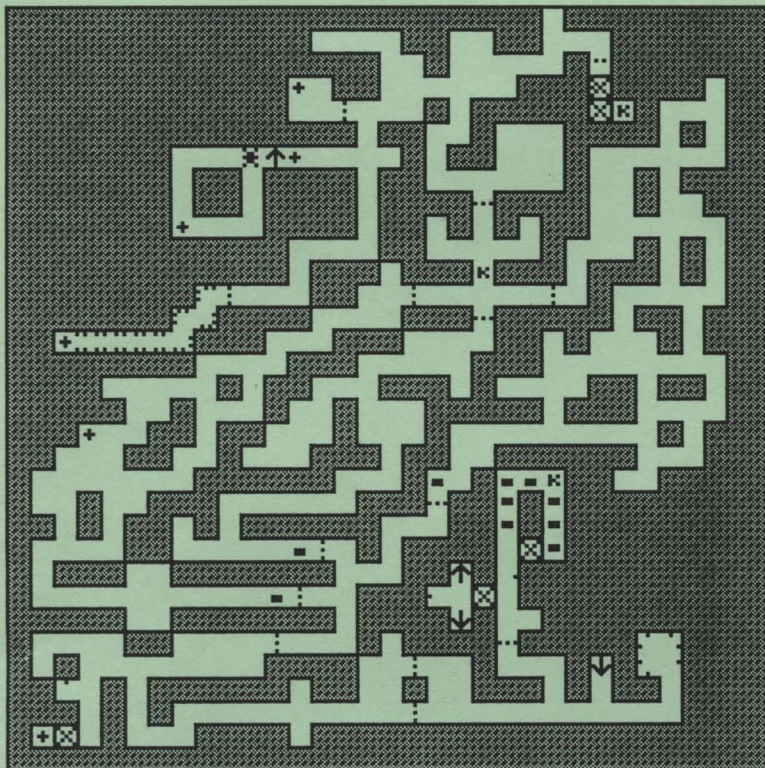


DUNGEON MASTER LEVEL 10 THE SNAKE LEVEL

- ↑ = UP ↓ = DOWN
- + = VALUABLE ITEM
- ◇ = GRATE
- = PRESSURE PLATE
- ~ } = FORCE FIELD
- ...: = DOOR ✕ = KEY
- = BUTTON
- ⊗ = SECRET DOOR
- ✕ = TRANSPORTER

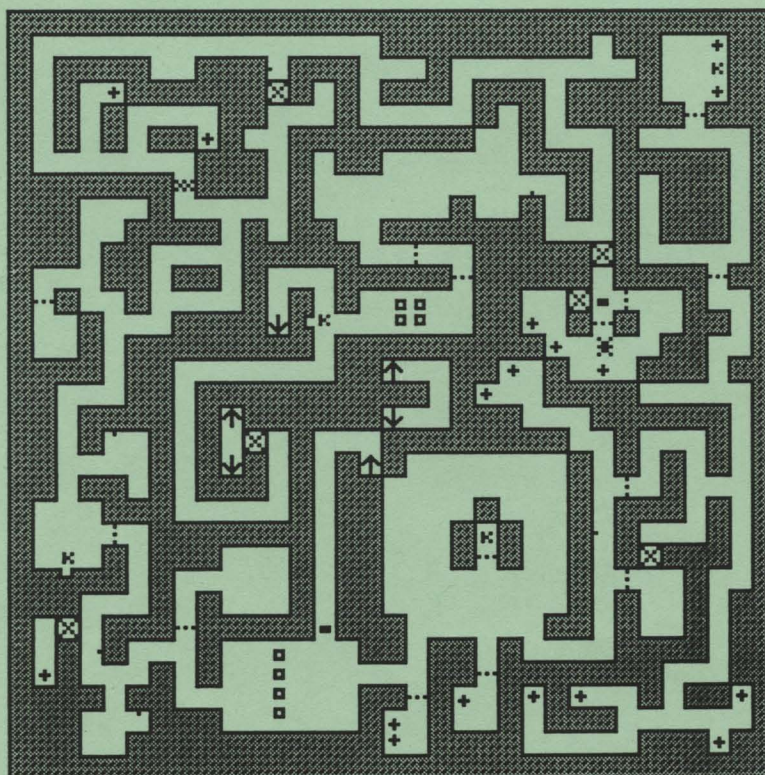
Dungeon Master

The Way of the Firestaff



DUNGEON MASTER
LEVEL 11
THE CLOCKWISE LEVEL

- ↑ = UP ↓ = DOWN
- + = VALUABLE ITEM
- = PRESSURE PLATE
- ... = DOOR * = KEY
- = BUTTON OR SLOT
- ⊗ = SECRET DOOR
- † = POISON TRAP
- * = UNMAPPABLE
CLOCKWISE
ROOM

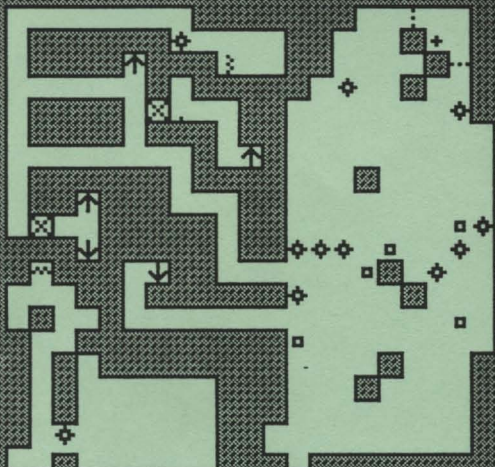



DUNGEON MASTER
LEVEL 12
THE KNIGHT LEVEL

- ↑ = UP ↓ = DOWN
- + = VALUABLE ITEM
- = PRESSURE PLATE
- ... = DOOR * = KEY
- = BUTTON ▣ = PIT
- ⊗ = SECRET DOOR
- * = SPIDER
REGENERATION
ROOM
- ⊗ = MONSTER BOUNDARY
NOTE: ONE OF THE
KNIGHTS HAS A KEY.
YOU MUST KILL HIM
TO GET THE KEY.
SPELLS HAVE NO
EFFECT ON HIM.

Dungeon Master

The Way of the Firestaff

	<p>DUNGEON MASTER LEVEL 13 THE BLACK LORD LEVEL</p>
	<p>↑ = UP ↓ = DOWN + = VALUABLE ITEM ...: = FORCE FIELD ...: = DOOR ▣ = PIT · = BUTTON ⊗ = SECRET DOOR ◆ = FLAME MONSTER</p>

	<p>DUNGEON MASTER LEVEL 14 THE POWER GEM LEVEL</p>
	<p>↑ = UP ↓ = DOWN + = VALUABLE ITEM \ = LEVER * = KEY ...: = DOOR · = COIN SLOT ⊗ = SECRET DOOR * = POWER GEM</p> <p>NOTE: USE THE ZOKATHRA SPELL TO FREE THE GEM THEN PLACE THE FIRESTAFF ON THE GEM.</p>

Dungeon Master

The Way of the Firestaff

The Heroes

Character: _____ HEALTH STAMINA MANA

STARTING.....
CURRENT.....

NEO. NOV. APP. JOUR. CRAF. ARTI. ADEPT EXPT.

FIGHTER
NINJA
PRIEST
WIZARD

Character: _____ HEALTH STAMINA MANA

STARTING.....
CURRENT.....

NEO. NOV. APP. JOUR. CRAF. ARTI. ADEPT EXPT.

FIGHTER
NINJA
PRIEST
WIZARD

Character: _____ HEALTH STAMINA MANA

STARTING.....
CURRENT.....

NEO. NOV. APP. JOUR. CRAF. ARTI. ADEPT EXPT.

FIGHTER
NINJA
PRIEST
WIZARD

Character: _____ HEALTH STAMINA MANA

STARTING.....
CURRENT.....

NEO. NOV. APP. JOUR. CRAF. ARTI. ADEPT EXPT.

FIGHTER
NINJA
PRIEST
WIZARD

NEO.	Neophyte	NOV.	Novice	APP.	Apprentice
JOUR.	Journeyman	CRAF.	Craftsman	ARTI.	Artisan
ADEPT.	Adept	EXPT.	Expert	<<MAST.	1st Master

Once the MASTER level has been attained, further advancement is signified by the prefixing of the appropriate POWER symbol, e.g. <<MASTER WIZARD for a first stage MASTER wizard.

Use this sheet to record the advancement of the heroes in your party as they gain practice and experience.



Reflect Project Cover

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**TO SECURE CAREFULLY ALIGN SHEETS.
PUSH THEM WELL INTO THE SPINE OF THE
PROJECT COVER AND SIMPLY STAPLE
THROUGH THE SEMI-CIRCULAR TABS.**