

The



EDITOR GUIDE

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The **D**ungeon **M**aster **J**ava **E**ditor **G**uide

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Main Screen



The main screen of the editor consists of 5 major parts:

1. Dungeon View
2. Toolbar
3. Item/Monster Panel
4. Status Bar
5. Menu Bar

Dungeon View

The Dungeon View provides a graphical overhead representation of the current level. Each grid square corresponds to a square in the dungeon. The icon displayed represents the basic type of the square (wall, floor, alcove, etc.).

Any items contained in the square will be displayed as blue dots. The position of the dots indicate the position of the item on the square.

For most squares, this will be what corner the item is in. For alcoves, it will represent what side of the square the item is in. Monsters are also displayed, but as red dots. Again, the position of the dots determines the location of the monster. Some monsters occupy an entire square, which is represented by a dot directly in the center of the square.

Finally, the current location (or initial location) of the party is displayed as a 4-color circle (this location can be changed with the Set Party Info menu option, or you can hit the Insert key while the pointer is over the desired square).

Targets of the current square, if any, are shown with red lines and boxes. Squares that have any targets on other levels will have red circles around them.

Editing is accomplished by first using the toolbar to set the mode. The default mode is Wall, which toggles between a wall and a floor. (For complete information on the toolbar modes, see below.)

The mouse is used to select the square to change. Information about and coordinates of the square are shown in the status bar, and any items or monsters on the square are displayed in the item/monster panel to the right. A square can be locked by clicking the right mouse button or hitting the enter key while the cursor is over it. Locking a square prevents modification of any other squares and is necessary to modify items and monsters already on it. The statusbar will indicate the locked status, and a white circle will be drawn around the square.

To edit an existing square instead of replacing it, just change the mode to its type before clicking (a shortcut for this is to click it with the middle mouse button, or hit Ctrl while the pointer is over it).

The resulting wizard will display all values of the current square, allowing some or all to be changed. Note that this only works for squares that have a wizard. Simple squares like walls have no wizard or special settings.

One other editing shortcut is the Delete key. When pressed, it will delete one item from the square the pointer is currently above. If there are no more items, it will start deleting monsters, until finally when there are no items or monsters, it will convert the square to a Floor.

Toolbar

The toolbar provides the basic tools for level building and for manipulating the view.

- **Up and Down** change the currently displayed level. Note that pressing down when there is no level below the current will display a dialog box allowing the addition of another level.
- **Zoom** toggles the display size of the dungeon view. Unselected it to zoom out and see more of the dungeon.
- **No Monsters** marks a square as impassable to any monsters. The square will be bordered in blue*.
- **No Ghosts** marks a square as impassable to any non-material monsters. The square will be bordered in green*.
 - * No Ghosts is less restrictive than No Monsters.
 - * Some squares, such as all walls, cannot be marked as No Monsters, but can be marked as No Ghosts (since only ghosts can walk through them anyway).
 - * Certain other squares, like the Power Gem and Stormbringer altars, cannot be marked as either (because they already don't allow monsters to pass).
- **Add Monster** adds a monster to a square. As a shortcut, hit 'm' to select this button.
- **Add Item** adds an item to a square. As a shortcut, hit 'i' to select this button.
- **Wall Icon** toggles squares between wall and floor. Hold down mouse button and drag and create multiple.
- **Door Icon** changes a square into a door.
- **Illusionary Wall Icon** changes a square into an illusionary wall. Hold down mouse button and drag and create multiple.

- **Alcove Icon** changes a square into a wall with an alcove, either one-sided, 4-sided, or the special VI Altar of Rebirth.
- **Fountain Icon** changes a square into a wall with a fountain.
- **Stairs Down Icon** changes a square into stairs going down.
- **Stairs Up Icon** changes a square into stairs going up. Not usable on the first level of the dungeon (nowhere to go up to).
- **Teleport Icon** changes a square into a teleporter.
- **Pit Icon** changes a square into a floor with a pit.
- **Mirror Icon** changes a square into a wall with a champion mirror.
- **Writing Icon** changes a square into a wall with writing. Six lines of text are specifiable. Capitalization has no effect, as images are used in the game. Valid characters include: a-z, 0-9, ?, and '.
- **Launcher Icon** changes a square into a wall with a projectile launcher.
- **Generator Icon** changes a square into a floor with a monster generator.
- **Wall Switch Icon** changes a square into a wall with a switch.
- **Multiple Wall Switches Icon** changes a square into a wall with many switches.
- **Floor Switch Icon** changes a square into a floor with a switch.
- **Multiple Floor Switches Icon** changes a square into a floor with many switches.
- **Sconce Icon** changes a square into a wall with a sconce (possibly with a torch in it). A sconce may also have a switch associated with it (note that though the wizard allows items other than a torch to be selected as the key, this would never have any effect as only torches can be placed in sconces).
- **Decorations Icon** changes a square into a wall with a decoration (hook, ring, crack, etc.).
- **Floor Decorations Icon** changes a square into a floor with a decoration (puddle, grass, or seal). The seal decoration can have special significance (play the included dungeon to find out what).
- **Pillar Icon** changes a square into a decorative pillar.
- **Invisible Wall Icon** changes a square into an invisible wall. Hold down mouse button and drag and create multiple.
- **Event Square Icon** changes a square into a floor with a special event.
- **Win Game Icon** changes a square into a floor that when stepped upon causes the game to end. A picture (most likely an animated gif) and a sound file (wav) are specifiable. Though called a "Win Game" square, it can be used to create a victory or a defeat, depending on what is supplied.
- **Stormbringer Icon** changes a square into the Stormbringer stone altar (always unused, so it has Stormbringer in it).
- **Power Gem Icon** changes a square into the Power Gem altar (again, will always have the Gem).
- **Ful Ya Icon** changes a square into a Ful Ya Pit.

Item/Monster Panel

Displays pictures/buttons of every monster and item in the current square. When clicked on, the buttons allow modifications to be made to the monsters and items. Changes include deletion, modification of identity or other attributes, and change of corner or alcove location. Before being used, you must lock the square you are working with (right mouse button or enter key).

Note that items on the square are displayed in order, with the items closer to the top of piles further down the panel. Some items, such as those carried by monsters, will not have a button and can only be changed by editing whatever they are part of (the monster holding them, for example). Items carried by monsters or inside chests always come directly below the monster or chest they are a part of.

Status Bar

The status bar displays basic information about the current square (either the currently locked square or the square the mouse cursor is currently over). If a square is locked, this will be noted. Coordinates are always displayed (level,x,y) along with the basic type. Some additional information is provided for most squares (such as target coordinates for teleporters).

Menu Bar

The menu bar provides file and map operations and sets various properties.

File Menu

- **New**
 - Create a new dungeon of specified x y dimension
- **Load**
 - Load an existing dungeon or saved game (shortcut F7 -> reloads last loaded map)
- **Save**
 - Save the current dungeon or saved game (shortcut F5)
- **Save As**
 - Save the current dungeon or saved game as a new file
- **Exit**
 - Quit the editor
- **(recent dungeon files)**
 - Load a recently edited dungeon or saved game

Edit Menu

- **Undo**
 - Undo the last change to the dungeon map. Currently only affects changes of square type, and not changes to monsters or items
- **Auto Stairs**
 - When checked, automatically add corresponding upward stairs when adding stairs going down (and vice-versa)
 - Note that this orients the stairs in the logical, realistic direction, but that this is not required (for example, a stairs going down facing east can be associated with a stairs going up below that is facing north). The stairs must be stacked

directly above/below each other, though.

- **Resize Levels**
 - Change x y dimension of the levels (all levels must always have the same x y dimension)
 - Use carefully, as this can cause invalid targets and stairs
- **Delete Current Level**
 - Delete the current level and move the levels below it up one
 - Use carefully, as this can cause invalid targets and stairs
- **Insert Level Before Current**
 - Insert a new blank level before the current level and move the levels below it down one
 - Use carefully, as this can cause invalid targets and stairs
- **Set Level Pic Directories**
 - You can specify different map directories for different levels of the dungeon. This allows you to have different pictures on different levels for many of the types of squares. Leave blank to use the default directory (Maps).
 - Currently, not all map square types are overridden. So far, those that are include: Floor/Ceiling pic (the background), Walls, Outer portion of Doors and the Door "Track", Alcoves (1 and 4-sided, but not VI Altars), Stairs (up and down), Floor Switches, Teleports, Pits, Fountain, Writing (Wall portion only, not the font pics).
 - Overridden pictures must have the same name and should have the same dimensions as the defaults. All pics or none for a specific type should be included in the override directory (if none, the default directory pics are used).
- **Set Level Darkness**
 - Set the minimum darkness level for each level. 0 is pitch black, 255 is fully lit.
- **Set Party Info**
 - Set the location and direction facing of the party, as well as starting character information if the dungeon is not a saved game
 - Starting character information includes whether or not the dungeon allows character creation or starting without a character. If the dungeon allows creation, then points can be specified to control how powerful the character can be. Additionally, a list of items can be specified, along with a number indicating how many of the items from the list can be chosen and given to the character. Finally, starting abilities can be assigned: those the character will automatically receive, and, like items, those they can choose from a list along with the number they can choose.
- **Edit Party**
 - For saved games, edit the party (portraits, stats, and inventory)
- **Find Items...**
 - Displays a dialog that will allow searching the map for specific items
- **Find Switches...**
 - Displays a dialog that will allow searching for all switches and teleports that target a given square
 - If a square is currently locked, its coordinates will automatically be used in the dialog (more convenient usually than typing or browsing).

Levels Menu

- Provides a quick way to change to a different level of the map

Import Menu

- **Custom Items...**
 - Allows loading of a file containing custom items, which are added to the existing list of custom items
- **Custom Monsters...**
 - Allows loading of a file containing custom monsters, which are added to the existing list of custom monsters

* Note that custom items and monsters are automatically saved into the files "custom_items.dat" and "custom_mons.dat," respectively.

These files are only used by the editor. It is not necessary to include them when distributing custom dungeons.

Help Menu

- **Help**
 - Does nothing at this time
- **About**
 - Display program information and copyright

Item Wizard

The item wizard is used to add items to the map, chests, champions, and monsters. It is also used to define the item type needed as a key for switches.

Predefined Items

Items are grouped into 3 main categories, weapon, armor, and other. The buttons at the top are used to select this. Each main group is further divided into subgroups, as can be seen in the picture. To choose an item, simply find its category, select it from the list, and click Done.

When creating a potion (Other -> Potion), a drop-down list for setting the power of the potion is displayed.

When creating a scroll (Other -> Misc -> Scroll), 5 text fields will be displayed below the item list. It is here that the text may be entered. Be careful not to use too many words on a single line, as they could end up not fitting onto the scroll picture in the game.

When creating a chest (Other -> Chest), a panel will be displayed below the item list, as seen in the screen shot below. Items can be added to the chest or changed by clicking the Add/Edit Item button, which brings up another Item Wizard. Items can be removed from the chest by selecting it from the list, then clicking the Remove Item button. Unselect an item by clicking it again, or clicking in the white space of the list (if there is any).

Most predefined items can be modified by hitting the "Edit Predefined" button after finding and selecting the desired item. If an item cannot be edited (currently, some special items

like chests and potions cannot), the button will not be displayed. Hitting the button brings up the Item Creator. Once the item creator is closed, click done to add the edited version of the item. Clicking the item in the list again will restore it to its default state. Note that the next time you use the item wizard (unless you are using it to modify an existing item), the edited version will be used. This allows multiple edited items to be added in a row. Of course, if you change the name of a predefined item, it becomes a custom item, described next.

Custom Items

Clicking the "Custom" button at the top of the wizard will display the list of currently available custom items. Select an existing one and click done to add it to the dungeon. You can also edit an existing one by selecting it and clicking the "Add/Edit Item" button. To create a new item from scratch, make sure nothing is selected (to clear a selection, click the selected item again or click in the white space of the list) and then hit the "Add/Edit Item" button. This will bring up the Item Creator. Note that hitting Cancel will not reverse any changes made to the custom items.

Item Creator

The Item Creator is used to create new items from scratch or edit existing items.

Name

- ◆ Allows the name of the item to be changed. Note that changing the name of a predefined item will cause the resulting item to become a new custom item.

Basic Type Buttons

- ◆ Items are of 3 basic types: Weapon, Armor, and Miscellaneous (which includes food). Depending on type, different settings are available.

Effects Panel (Equip or Consume)

- ◆ Weapons and Armor can cause bonuses or penalties when equipped. The fields in this panel indicate what and how each available stat is affected. Equip effects remain until the item is removed.
- ◆ Food can have effects when consumed. Health, stamina, and mana values are percentages to restore/reduce in this case. Food effects are similar to potions, in that stats will gradually return to "normal" level.
- ◆ Effects are ignored for any Misc items that are not food (though the panel is still displayed).

Item Attributes Panel

This panel allows for the specification of various attributes of the item, such as weight, size, etc.. Available options differ depending on what type of item is being created.

- ◆ **Weapons**
A weapon can have anywhere from 1 to 3 functions. These must be specified in order (you cannot make Function 3 without having a Function 2).
- ◆ Available functions include physical attacks and spells (including some ability spells). Defaults for many things are set when the function is chosen.
- ◆ Each function can have a class associated with it (which determines what kind of experience is gained).
- ◆ Each function can have a minimum **level needed** of its associated class before the function can be used (if a champion does not have the minimum, the function will not be displayed in the game).
- ◆ Each function has a power (either attack power or spell power, which also influences stamina loss), speed (delay before weapon can be used again), and number of charges (intended for spells -> when **charges** used up, function is removed. If all functions removed, item is destroyed.)
- ◆ Weapons can be made to hit **Non-Material monsters** (ghosts), as well as normal monsters.
- ◆ **Weapons** can also be poisonous, with the value determining the amount of damage monsters will take if poisoned (anything over 15 is reduced to 15). (Note that Non-Material monsters are not affected by poison.)
- ◆ Weapons can also be associated with an Ammo type. Weight determines whether the item is considered to be ammunition, or to need ammunition: ≤ 1.0 is ammo, > 1.0 is not.
- ◆ **Weight**, in addition to the above comment about ammo type, also loads down a champion and limits how far the item can be thrown (strength of the champion influences throwing distance as well). Further, weight influences the amount of stamina lost when the item is thrown or used in battle.
- ◆ Size determines where an item will fit in inventory, whether it can pass through grate doors, and whether it will fit in fountains (depending on the settings of the individual fountains).
0 - fits all, passes grates, 1 - fits all, no grates, 2 - no pouch, only sheath, passes grates, 3 - no pouch, only sheath, no grates, 4 - no pouch, no quiver, no grates
- ◆ **Throw Power** is added to the damage of a thrown weapon (before applying defense of whatever is hit).
- ◆ **Curse Strength**, if greater than 0, means an item once equipped cannot be removed until the curse is broken. Curse strength determines the difficulty to detect the curse (high strength requires high priest level to detect) and the difficulty to break the curse (how many and how strong of potions must be used).
- ◆ **Armor**
A piece of armor has a specific type, representing where it is worn and the body part it protects.
Armor, just like weapons, has weight, size, throw power, and curse strength.
- ◆ **Misc**
Misc items, in addition to the standard weight, size, and throw power, can also be food.
Food Value determines how beneficial the food is. If 0, the item is not considered to be food. 1000 would completely restore a champion's food bar. Negative values are

permitted, resulting in "bad" food. The "Purify" ability can convert a negative food value to positive 50.

Poison Value, which only applies to food, determines how much poison damage a champion will start to take if the food is consumed. The "Purify" ability can remove the poison.

Item Pictures Panel

This panel allows for the specification of the various pictures of the item. Available pictures differ depending on what type of item is being created. The Refresh Pics button can be used to update the displayed pictures if necessary after a change, or you can just hit enter while the focus is in one of the text fields.

- ◆ Inventory View is the standard picture displayed when an item is in a champion's inventory.
- ◆ Dungeon Floor View is the picture displayed when an item is sitting on the floor (or in an alcove) in the dungeon display.
- ◆ Equipped Icon is the picture displayed when an item is equipped (only available for weapons and armor).
- ◆ Out-of-Charges Icon is the picture displayed when an item that once had a function with limited charges has used up those charges (only available for weapons and armor). Only displayed if none of the remaining functions have charges.
- ◆ Flying Views show the pictures used for when a weapon is flying through the air. Set via the Flying View Name, which is the base filename of the pictures (the full names are in the format "xxx-left.gif", "xxx-right.gif", "xxx-toward.gif", and "xxx-away.gif"). A blank Flying Pic Name results in the game using the Dungeon Floor View as the flying pic (from all sides).

Monster Wizard

The monster wizard is used to add a monster to the map or to define what monster is created by a generator.

It is necessary to first select a monster from the upper left list. Upon selection, all values will be set to the default for that monster type. Monsters can then be almost fully edited. To specify all aspects of a monster, select the "Custom" button and create one from scratch.

Basic statistics of the monster can be changed using the stat boxes in the upper right.

- ◆ **Health** is the maximum number of hit points the monster has.
- ◆ **Mana** is the maximum amount of mana the monster has, if any.
- ◆ **Power** is the attack power of the monster. A higher value means the monster's attack will do more damage. To get an idea of how powerful the values are, you should look at the defaults.
- ◆ **Defense** is a percentage that is removed from the base damage of physical blows to determine the number of hit points lost. For example, 50 defense means that a hit that would normally take off 20 hit points would instead take 10.
- ◆ **Magic Resist** is the same as defense but for spell damage.
- ◆ **Dexterity** determines the speed of a monster's attack and its likelihood of dodging. Equivalent in most ways to a champion's dexterity. Higher values mean the monster

is harder to hit and harder to dodge.

- ◆ **Fear Resist** determines how hard it is to frighten the monster (using a horn of fear or other device). Values range from 0 through 10, with 0 meaning impossible to frighten and 10 meaning always frightened. A value of 5 is equivalent to a 50% chance of being frightened.
- ◆ **Poison Power** determines how poisonous a monster is. If poisoned, this is the amount of damage a champion will take initially until the poison starts dissipating. Note that at the default difficulty setting this value is cumulative, so if a champion has just been poisoned by a creature with poison power 4, and then is poisoned again, he will start taking 8 damage from poison. Poison will max out at 15.
- ◆ **Move Speed** determines how fast a monster moves in the dungeon. Typical values range from 1 (very fast -- Giggler) through 12 (fairly slow -- Stone Golem). There is no maximum, so monsters could be made rediculously slow, but 1 is the fastest allowed.
- ◆ **Attack Mod** determines how fast a monster attacks relative to how fast it moves ($\text{attack_speed} = \text{move_speed} - \text{attack_mod}$). A value of 0 means the monster attacks at the same rate it moves. Positive values mean the monster attacks more quickly than it moves, while negative values result in attacks coming more slowly than moves. See defaults for typical values. Note that the attack mod must always be less than move speed.

The monster attack style can be changed with the drop-down list.

- ◆ **Aggressively Attack**
Go right up to the party and attack
- ◆ **Attack from Distance**
Try to keep distance from party and use ranged attacks (spells and thrown items)
- ◆ **Unmoving**
Stay in one square, unmoving (but will move away from poison ven clouds if possible)
- ◆ **Always Run**
Avoid the party, only attacking when cornered
- ◆ **Friendly**
Invincible, never attacks, wanders around randomly
- ◆ **Friendly Unmoving**
Invincible, never attacks or moves

The **Flees After Attack button**, if selected, makes the monster run away after an attack (like a Giggler).

The **Fills Square button** is used to set a monster in the middle of a square. No other monsters may be in the same square at the same time. Some predefined monsters, like dragons, fill the square by default and cannot be any other way (they don't fit in a corner).

The **Non-material button** is used to set a monster as being a ghost. Ghosts can walk through almost any square unless that square has No Mons or No Ghosts set. They can only be injured by special spells and weapons.

The **Has Magic button** is used to give a monster magical powers. When selected, the spells panel becomes visible (described below).

The **Poison Immunity button** grants a monster 100% immunity to poison from weapons and spells. It only grants partial (50%) immunity to ven clouds.

The **Throw Weapons button** sets a monster to throw all unequipped missile weapons (daggers,stars,darts,arrows,etc.), along with weapons that have a throw-picture set.

Pick Up rate sets how likely a monster is to pick up an item on the ground beneath it. Non-material monsters cannot pick up or carry items.

Steal rate sets how often a monster steals from the party instead of attacking.

Spells Panel

- ◆ **Has Heal Magic** is used to give the monster the ability to cast a healing spell when injured. How powerful the spell is depends on mana used (casting power), and intelligence.
- ◆ **Has Drain Magic** is used to give the monster the use of the drain spell, which steals the health of a champion and gives it to the monster.
- ◆ **Casting Power** is the maximum power level the monster can use.
- ◆ **Intelligence** influences the amount of damage a spell of a given power does. It is equivalent to the intelligence stat of a champion. Higher means more powerful magic.

There is below these a list of known projectile type spells, such as fireball and lightning. Spells can be added using the drop-down list and the Add Above Spell button. A spell is removed by selecting it in the list on the left and clicking the Remove Selected Spell button.

Spells cast by a monster are chosen randomly from the list. Note that a single spell can be added more than once. This has the effect of giving that spell a greater probability of being cast. For example, a Wing-Eye has 2 Lightnings and 1 Strip Defenses, so on average 2 of 3 cast spells will be Lightning.

The **Carrying Panel** lists what items the monster is carrying. The Add/Edit Item button can be used to add new items or modify a selected item. The Remove Item button will remove a selected item. The Equip/Unequip button is used to set which items the monster is "using." This has no effect on stats, and is only used to prevent those items from being stolen from the monster by champions using the "Steal" special ability.

The **Specials... button** brings up a separate dialog:

- ◆ The **Win Game on Death button** is used to link an ending to the death of the monster. Both an animation (animated gif) and sound effect (wav) can be set. The animation must reside in the Endings directory, while the sound should be in Sounds.
- ◆ The **Only Certain Item Can Damage button** makes the monster invulnerable to all but a certain item (presumably a weapon).
- ◆ The **Need Certain Item Before Can Damage button** makes the monster invulnerable until a certain item is being worn around the neck or held in the hand of a party member.

*Note that the special item Stormbringer is immune from the second two stipulations, and can damage any monster at any time.

Custom Monsters

If adding or creating/editing a custom monster, you will have the following additional settings:

- ◆ **Name**
The name of the monster type (Mummy, Screamer, etc.)
- ◆ **Pics Name**
Picture file name to be used. This is only the base name. Available pictures are: xxx-toward, xxx-away, xxx-attack, xxx-left, xxx-right, xxx-cast, where xxx is the supplied Pics Name. Each must be either a gif or png file, and it is not necessary to have them all, though toward at the least should exist. See the Monsters directory for examples of the file naming and views.
- ◆ **Sound**
Name of the WAV file, if any, to play when the monster attacks or casts a spell. Must be in the Sounds directory.
- ◆ **Footstep**
Name of the WAV file, if any, to play when the monster takes a step. Must be in the Sounds directory.
- ◆ **Use Stairs**
If selected, the monster can go up and down stairs.
- ◆ **Flying**
If selected, the monster is flying. Flying monsters don't trigger floor switches and can cross open pits.
- ◆ **Better AI**
If selected, the monster receives a variety of minor AI boosts, such as the ability to open button doors and a reluctance to cast spells into other monsters.
- ◆ **Teleports**
If selected, the monster can teleport at will to a new square on the same dungeon level within a 5 square radius. (This is what Chaos does when you try to Fuse him improperly.) Note that, aside than Chaos, if a monster is silenced it cannot teleport.

The Add/Update Mon button is used to either add a newly created custom monster to the list (also happens when you hit "done"), or to update the existing selected custom monster (this does NOT happen when you hit "done"). Delete permanently removes a custom monster from the list. Note that hitting Cancel will not reverse any changes made to the custom monsters.

Editing The Party

The party editor is only available when editing a saved game. It works just like the Mirror Wizard (in fact it's actually the same thing). A yellow border surrounds the champion currently being displayed. The champion being edited can be changed by simply clicking on a different portrait at the top. Caution: changes can only be undone manually or by reloading the saved game. See the Mirror Wizard for more details.

The Map Square Wizards

Alcove Wizard

The alcove wizard is used to create both one-sided and 4-sided alcoves, including one-sided VI Altars. A one-sided alcove has one opening on a side defined by the Opening Is To The: buttons. A 4-sided alcove has openings on all sides.

All types of alcove can have switches associated with them. Clicking on the Add/Edit Switch button brings up a Multiple Wall Switches Wizard. The wizard has some differences than the standard wizard, as the switches are not visible. When adding wall switches to the multiple switch for a 4-sided alcove, be careful to define the proper facing side.

It determines which opening the switch is in. Using a button type switch causes the adding or removing of any object to trigger the switch. Using a key type causes only the specified item to trigger the switch. The item / key disappears option causes the item to disappear from the alcove if it triggers that switch. Using a coin type means that only after a certain number of items are added (or removed) will the switch trigger. (Note that repeatedly adding and removing a single object will have the same effect as adding or removing more than one.)

Door Wizard

Type *Buttons*

- ◆ set the appearance of the door. If custom, a field will be displayed for entering the base Pics Name (see the provided pics for examples). Each door has 3 pictures, one for each distance. Pictures must be .gif or .png (png may have an alpha channel for transparency: see included ven glass door). The See Items Behind, if selected, will cause items behind the door to be drawn. Make sure this is checked if the door is transparent or has holes (like a grate). (Note that there is currently no way to make small projectiles pass through the door like they do through a grate.)

Opens By: *Buttons*

- ◆ determine how the door can be opened and closed
- ◆ **Button**
means the door has a button switch right on it
- ◆ **Key**
means the door has a keyhole right on it. The key that opens it can be selected from the list at the bottom. The key can be made to disappear upon use, or not and be reusable.
- ◆ **Other**
means the door is opened and closed by some wall or floor switch, or perhaps by nothing.

Is Open *Button*

- ◆ if selected, the door will be open

Is Breakable *Button*

- ◆ if selected, the door can be broken. Only available for Wood and Grate door types. (Both are breakable by weapons and powerful fireballs or ful bombs.)
- ◆ The field is for the entry of the power needed to break the door. This damage must be done in a single blow. Multiple weaker blows will have no effect.

Is Broken *Button*

- ◆ if selected, the door will be broken. Again, only available for Wood and Grate types.

Door Faces *Buttons*

- ◆ sets whether the door is aligned north/south (up/down in dungeon view) or east/west (left/right in dungeon view)

Switch Count *Panel*

The switch count panel is used to control how many switches are necessary to trigger the door. This can be used, for example, to make 2 keyholes necessary to open a single door.

- ◆ **Total Switch Count**

- ◆ The number of switch activations necessary before the door is triggered.
- ◆ **Remaining Switch Count**
The number of switch activations still remaining.
- ◆ **Count Resets Button**
If selected, the switch count will be reset after triggering so that again the specified number of switch activations will be necessary. Otherwise, every further switch activation will again trigger the door.

Event Square Wizard

Event Squares are a new addition to the game, and are unlike anything in the original. They can be used for a variety of purposes, such as displaying story information, npc interaction (conversations, trading, recruiting), quests, and more. Events have some initial properties, along with a list of Choices.

Direction Party Must Face To Trigger

determines what direction the party must be facing in order for the event to be triggered. Events with a direction specified are triggered either when first stepping onto the square (if already facing the correct direction), or when turning in place on the square results in the party facing the correct direction. Events without a restriction on direction are only triggered when first stepped on, and not when turning.

Initial Picture

- ◆ Optionally, a filename of a picture (gif, png, or jpg) to display initially (when first triggered) for the event.
- ◆ Vertical alignment can be chosen from the drop-down list. (The picture will always be centered horizontally.) Note that the picture will be displayed beneath any Choice buttons (described later).
- ◆ Black Background, if selected, will fill the display with solid black before drawing the picture and text. If unselected, the dungeon view will be used as a background.

Initial Sound

- ◆ Optionally, a filename of a sound to play (wav format) when the event is first triggered.
- ◆ If the Loop button is selected, the sound will loop continuously (with no delay between plays) until the event ends.

Initial Message

- ◆ Optionally (and likely), an event can display a text message. Be careful not to use too many words on a single line, as the text may not fit.

Choice List

- ◆ The list displays all the currently defined Choices for this event, along with an indication of how many Actions each has.
- ◆ Use the Add/Edit Choice button to create new choices or modify the existing selected one. Use Delete Choice to remove a choice from the event. Use the Move Choice Up/Down buttons to change the order of the choices in the events (which only affects the placement of the buttons -- top to bottom corresponds to top-left to bottom-right in the event window during the game).

Text Color and Alignment

- ◆ The initial color and vertical alignment of text messages can be set. Click the Set Text Color to bring up a color chooser dialog.
- ◆ This color and alignment affects all subsequent text (created with Choices), until it is changed by Choice.

Choices

Choices are used to provide interaction with the event. They are displayed as buttons in the game (if they are visible and are not set to Auto-Trigger). Each Choice is made up of a collection of **Actions** (described below).

Choice Name

- ◆ The choice name is displayed on the button that represents the choice (if there is one).

Choice Visible

- ◆ If selected, the button will be displayed and can be used. Make sure you have at least one choice visible (typically at least a choice that ends the event), or the player will be stuck in the event (though this could be used to create an ending, either victory or defeat).
- ◆ The visibility of one choice can be affected by the execution of another (see Set Choice Visible and Set Choice Invisible Actions below).

Auto-Trigger

- ◆ If selected, the Choice will be automatically executed when the event is triggered (if all necessary requirements are met - see below).
- ◆ Note that a Choice that has Auto-Trigger selected is not usually displayed as a button, unless its requirements are met after the event has started or it is set visible by another Choice.

Actions List

- ◆ The list displays all the currently defined Actions for this Choice, along with some indication of what the Action does.
- ◆ Use the Add/Edit Action button to create new actions or modify the existing selected one. Use Delete Action to remove an action from the Choice. Use the Move Action Up/Down buttons to change the order of the actions in the Choice. Order is only important when the Choice has an **End Event**, **End Choice**, or **Question Action** (see below).

The rest of the fields determine when a Choice button should be displayed (or when an Auto-Trigger Choice should trigger). All specified requirements must be met.

Item Required

- ◆ If selected, the Choice requires that the party have an item of the specified type in their possession. (Deselect, then select again to change the item.)
- ◆ Currently, the item must either be in the "player" hand or in any champion's hand (either one).
- ◆ Item Taken, if selected, will cause the item to be taken from the party if the choice is used. The item can never be recovered (though this can sort of be circumvented if the choice sets visible another choice that grants the item --> could be used to "recharge" magic items, for example).

Skill Required

- ◆ can be used to require that some champion in the party have at least the specified level, stat, or average level or stat.
- ◆ Currently, if any champion meets the requirement the requirement will be met.
- ◆ Only living champions are considered.

Requires Monsters Dead or Alive

- ◆ can be used to require that all monsters of the selected type on the selected level are dead (if Need Them Dead is selected) or at least one is alive (if Need Them Dead is not selected).
- ◆ Useful for "Kill the Monster" type quests.
- ◆ The requirement searches the entire specified level for the monster type. Any previously defined custom monsters can also be used (tip: if, for example, you want only certain mummies on the specified level to count, simply make them custom mummies).

Actions

- ◆ Actions are used to build Choices. It is the Actions that actually do something to the dungeon or party. Actions can be reusable or not depending on the specified value of the Number of Reuses field: use -1 for unlimited uses of the action, or specify a specific number of reuses. Note that these are REuses, i.e., uses beyond the first.
- ◆ The following Actions are available:

End Event

- ◆ causes the event to end and the view to return to the dungeon.
- ◆ Note that actions following this one will not be executed!

Toggle, Activate, or Deactivate

- ◆ Exactly like a Wall Switch or Floor Switch.
- ◆ The target coordinates can be specified, or use the From Map button.

Character Joins

- ◆ Causes the specified champion to join the party.
- ◆ When selected, a champion creation dialog will be displayed (see Edit Party or Mirror Wizard for details on creating and editing champions).
- ◆ Select the action again to edit or change the champion.
- ◆ If there is not room in the party, the player is always presented the option to have them trade places with an existing champion or to cancel the join. (Unlike the Mirror Swap, any champion, not just the leader, can be chosen to trade places.)

Receive Item

- ◆ Causes the party to receive the specified item.
- ◆ When selected, the Item Wizard will be displayed.
- ◆ Select the action again to edit or change the item.
- ◆ If the "player" hand is empty, the new item will be put there. Otherwise, it will be set on the ground.

Healing

- ◆ Causes healing of health and/or stamina and/or mana to all living champions in the party.
- ◆ The numbers in the fields represent the percentage of champion's maximum to restore.
- ◆ The healing will not cause the values to exceed maximum (and will actually drop them to maximum if they were above it).
- ◆ The values can be negative, which would of course be the opposite of healing. Note that health will not go below 1 from this action (the champions cannot be killed).

Change Text

- ◆ Causes the text displayed by the event to change.
- ◆ The color and alignment set after the Actions in the same Choice are all executed (or until a Question Action is hit, see below) is used.

Change Picture

- ◆ Causes the picture displayed by the event to change.
- ◆ The alignment set after the Actions in the same Choice are all executed (or until a Question Action is hit, see below) is used.

Play Sound

- ◆ Causes the specified sound file (wav) to be played.
- ◆ This sound cannot be made to loop, and does not affect the Initial Sound (which may still be playing, especially if it is looping).

Set Choice Visible

- ◆ Causes the selected Choice to become "visible."
- ◆ Only the Choices that have been fully created are available to choose from (the list will be updated whenever another choice is created/deleted, so you must create the target Choice (at least partially) and then return to this Choice and this Action to select it).
- ◆ Note that just because a Choice has been set "visible" does not mean the button for it will be displayed: any requirements on the Choice must be met for that to happen.
- ◆ Setting an Auto-Trigger Choice visible will not trigger it, but will instead make a button for it visible (if all requirements are met).

Set Choice Invisible

- ◆ Causes the selected Choice to become "invisible."
- ◆ Only the Choices that have been fully created are available to choose from (the list will be updated whenever another choice is created/deleted, so you must create the target Choice (at least partially) and then return to this Choice and this Action to select it).

Learn Ability

- ◆ Causes a champion (selectable during game) to learn the specified special ability. (See the Mirror Wizard for information about abilities.)
- ◆ Note that currently even dead champions can learn abilities. This may change in a future update.

Question

- ◆ Causes execution of actions to stop, all choice buttons to be hidden, and a text field to be displayed.
- ◆ The Answer field is where the correct answer is specified (case does not matter).
- ◆ The "Number of Actions if Correct" field indicates the number of Actions to execute if the player enters the correct answer. This starts with the Action directly following this one in the Choice's Action List. The execution of Actions is finished once these Actions have been performed.
- ◆ If the player enters the wrong answer, the rest of the Actions in the Choice's Action List are executed, starting at [Index of current Question Action + Number of Actions

if Correct]. (In other words, the "correct" Actions are skipped if the player gets the question wrong.)

- ◆ Note: To show the question, simply make sure a Change Text Action is in the list before the Question Action.

Change Text Color

- ◆ Causes the color of the text displayed to change. Only the color set at the end of the execution of Actions (or when a Question Action is reached) will be used.

Change Text Align

- ◆ Causes the vertical alignment of the text displayed to change. Only the alignment set at the end of the execution of Actions (or when a Question Action is reached) will be used.

Change Picture Align

- ◆ Causes the vertical alignment of the picture displayed to change. Only the alignment set at the end of the execution of Actions (or when a Question Action is reached) will be used.

Receive Experience

- ◆ Grants each champion the specified amount of experience.
- ◆ Depending on the amount of experience granted, champions could gain a level (but will never gain more than one).
- ◆ Negative values are permissible to cause an experience drain. Experience is permitted to go below 0, so the drain could be made very severe.
- ◆ A champion's current levels will not be affected by an experience drain. The next level gain will simply take longer to reach.

End Choice

- ◆ causes the current Choice to end.
- ◆ Note that actions following this one will not be executed!

FloorSwitch Wizard

Switch Type Buttons set the behavior of the switch.
(Note: Flying monsters never activate floor switches.)

- ◆ **Always Activates**
Everything triggers the switch, items being added or removed, monsters stepping on or off, and the party stepping on or off.
- ◆ **Constant Weight**
Everything triggers the switch as above, but only if nothing is already(still) on the switch.
- ◆ **Party/Mons Only**

Monsters and the party, stepping on or off, will activate the switch. Items have no effect.

- ◆ **Items Only**
Only items being added or removed trigger the switch.
- ◆ **Stepping On Only**
Only monsters or the party stepping on the switch will activate it.
- ◆ **Stepping Off Only**
Only monsters or the party stepping off the switch will activate it.
- ◆ **Monsters Only**
Only monsters stepping on or off the switch will activate it.
- ◆ **Monsters Stepping On**
Only monsters stepping on the switch will activate it.
- ◆ **Monsters Stepping Off**
Only monsters stepping off the switch will activate it.
- ◆ **Party Only**
Only the party stepping on or off the switch will activate it.
- ◆ **Party Stepping On**
Only the party stepping on the switch will activate it.
- ◆ **Party Stepping Off**
Only the party stepping off the switch will activate it.
- ◆ **Constant On**
Like Constant Weight, but only when adding items or stepping on.
- ◆ **Constant Off**
Like Constant Weight, but only when removing items or stepping off.

Direction Party Must Face

- ◆ only affects the party, used to set the direction the party must be facing in order to trigger the switch. Affects all switch types.

Target Fields

- ◆ determine what square is affected by the switch.
- ◆ **From Map *Button***
brings up a graphical display of the dungeon which can be used to select the target square. Use this if you don't know the coordinates of the square to be changed.

Reusable Button

- ◆ if selected, the switch can be used repeatedly. Otherwise, after one use, the switch will no longer function.

Visible Button

- ◆ if selected, the switch will be visible to the player as a square on the floor.

Makes Sound Button

- ◆ if selected, the switch will make a click sound when triggered (or when about to be triggered in the case of step-off types).

Reset Count

- ◆ the number of game cycles before the switch triggers again, toggling or changing back the target square.
- ◆ The No Trigger on Reset button can prevent the reset from causing the switch to trigger again. This is useful, as during the reset time (and during delay time), the switch is inactive and cannot be used.

Delay Count

- ◆ the number of game cycles before the switch actually triggers after being activated.

The 9 buttons near the bottom determine what type of action the switch performs:

Toggles *Button*

- ◆ if selected, the switch will toggle the target square. For example, an open door will close while a closed door will open.
- ◆ Note that Toggle ignores any switch counts on the target square! This is the only action type that does so. To achieve a toggle effect when using switch counts, use either Act/Deact or Deact/Act.

Activates *Button*

- ◆ if selected, the switch will activate the target square. For example, a closed door will open, but an open door will do nothing. This action decreases the current switch count of the target by one down to 0.

Deactivates *Button*

- ◆ if selected, the switch will deactivate the target square. For example, an open door will close, but a closed door will do nothing. This action increases the current switch count of the target by one up to its maximum.

Act/Deact *Button*

- ◆ if selected, the switch will cycle, activating, then on the next use, deactivating the target square.

Deact/Act *Button*

- ◆ the same as Act/Deact, but it starts with a deactivation.

Exchanges *Button*

- ◆ if selected, the switch will exchange the target square with another square. (This action cycles, so the next use will restore whatever was swapped out.) This could be used, for example, to turn a wall into a floor. The default is floor, which can be

changed by clicking on the Change button. The new square can hold items, which can be added by clicking the Items... button (which displays an item panel with add/edit, remove, and change corner buttons). The new square can also be set as No Monster or No Ghosts (described on the main page). The Retain Items button, if selected, will transfer any items on the original square to the newly created one (if the button is disabled, the transfer is not possible or not yet supported for the type a square being swapped in).

Set To Button

- ◆ the same as exchange, except there is no cycle: triggering the switch will always replace whatever is there with the new square. Note that neither of these actions (exchange, set to) generate new copies of items that are defined to be on the square, as it is always the same square being swapped in. Further, both actions will delay if there is something in the way that the new square does not support (such as a switch attempting to turn a floor into a wall when the floor has the party on it).

Play Sound Button

- ◆ causes a sound file (wav) to be played. The sound can be set to only play once (No Loop), or loop continuously with a random delay between playings (Loop Delay), or to loop continuously with no delay. Looping is intended for ambient sounds or music. The target indicates where the sound seems to be coming from (target level is ignored). Use -1 for the x and y coords to have the sound always played at the party's location.

Stop Sound Button

- ◆ related to the previous action, this causes all looping sounds to stop. The sounds can be cut off abruptly, or allowed to reach their end before stopping.

Multiple Floor Switches Wizard

The **Multiple Floor Switches Wizard** is used to add many floor switches to the same square. This is necessary any time you want more than one target square to be affected, or more than one behavior (for example, the party stepping on the switch opens one door, while a monster stepping on it opens another).

The **Add/Edit Switch** button is used to add more switches or modify existing ones. As with other such lists, the only way to deselect a switch is to click this button, then hit cancel.

The **Remove Switch button** is used to remove the selected switch from the group.

The **Move Switch Up/Down buttons** are used to change the order of the switches in the group. Switches are triggered in order from top to bottom, so if the first switch destroys the key, later switches may not trigger. (Order of triggering can have other consequences, you must experiment.)

The **Visible button** controls the visibility of the switch group. The Visible settings of the individual switches are ignored.

Note: If multiple switches can be activated simultaneously, only one should have Makes Sound selected (otherwise there will be many click sounds played at once, resulting in a really loud click).

Fountain Wizard

A fountain is located on only one side of a wall, selectable by the Facing buttons.

Fountains can also have switches associated with them, either keyed to a specific item or to any use of the fountain. Fountains can optionally hold items, and these items can be limited to a specific size or smaller (a limit of size 2 is probably most realistic -- see the Item Creator for an explanation of sizes).

Note that you can add items to a fountain in the editor the usual way (using the add item button). The size limit does not apply to items added in this fashion, but only to attempts by the player during the game.

Finally, a fountain can either allow or disallow the removal of items that it contains (Can Take Out Items button).

FulYa Pit Wizard

A FulYa Pit is extremely dangerous and powerfully magical. Such a Pit was once used by Chaos to mine the deadly Corbum Ore, which nearly destroyed the world. If the party or a monster falls or steps into it, they are utterly destroyed.

Items placed in the Pit are teleported to one of two targets. Any of the Key item type are teleported to the specified key item target, while everything else is teleported to the non-key target. Typically, the target locations will be switches (either floor switches or alcoves with a switch), and the key target would cause something beneficial to happen, while the non-key target would cause something unfortunate or deadly.

Key

- ◆ specifies the key item type, and allows you to change it

Targets

- ◆ specifies the two target locations, with buttons to use the graphical map instead of typing coordinates

Generator Wizard

Edit

- ◆ allows you to change or modify the generated monster(s)
- ◆ for monsters that do not take up an entire square, the number to generate can be selected via a drop-down list to the left of the monster's icon

Generation Rate

- ◆ for continuous generators, this is the number of game cycles between generations

Generations Before Deactivation

- ◆ for continuous generators, this is the number of generations before the generator turns off

Is Active

- ◆ for continuous generators, if selected the generator will currently be generating its monsters (has no effect if a generation rate is not specified)

Switch Count Panel

The switch count panel is used to control how many switches are necessary to trigger the generator. This can be used, for example, to make 6 steps on a floor switch necessary before a generator is activated.

- ◆ **Total Switch Count**
The number of switch activations necessary before the generator is triggered.
- ◆ **Remaining Switch Count**
The number of switch activations still remaining.
- ◆ **Count Resets Button**
If selected, the switch count will be reset after triggering so that again the specified number of switch activations will be necessary. Otherwise, every further switch activation will again trigger the generator.

Launcher Wizard

Launchers can fire either projectile type spells or an item. This choice is made using the Spell and Item buttons at the top. The launcher faces a single direction, which is chosen with the Launcher Faces: buttons to the right. A launcher can shoot from either of its two holes, or both simultaneously, chosen from the drop-down list.

For spell launchers, the spell to be cast and its power is chosen from the drop-down list. Along with the power symbol is the cast power, the "Intelligence" modifier for the launcher which affects the power of a given spell at a given power symbol. For item launchers, the default item can be changed with the Change button. Also, a shot power is associated with it, which determines the distance the item will go and adds to the amount of damage upon a hit: a higher value means a more powerful launcher.

Current Number Of Shots

- ◆ number of shots remaining to this launcher (shooting from both holes counts as 2 shots)

Number Of Shots To Reset To

- ◆ for continuous launchers, the number of shots the launcher is reset to after reaching its limit and deactivating

Shot Rate

- ◆ for continuous launchers, this is the number of game cycles between launches

Current Shot Counter

- ◆ for continuous launchers, this is the number of game cycles elapsed so far before the next launch

Projectiles Unending

- ◆ if selected the spells or items shot will not stop flying through the air until they hit something (also, spells will not fade in power)

Is Shooting

- ◆ for continuous launchers, if selected the launcher will currently be shooting (has no effect if shot rate is not specified)

Mirror Wizard

The Mirror Wizard gives a fully graphical view of the champion in the mirror and his/her/its inventory. It also indicates which direction the mirror is facing, whether swapping is allowed (trading places with champions in the party -- note that the current party leader will be the one traded), and can now optionally activate a target square upon use.

Items can be added to the champion by clicking on the desired inventory slot. Items can be modified by clicking on them. An item can be removed by hitting the delete key while the mouse cursor is over it. All stats are automatically updated to reflect changes.

Clicking and holding the mouse over the eye or mouth will display current food and water levels, and whether or not the champion is poisoned or silenced.

The name, stats, and portrait of the champion can be edited by clicking on the name, stat box, or health, stamina, and mana areas, which will bring up the **Edit Champion** dialog.

The dialog provides fields for entry of current (possibly boosted or drained) stats and standard/default stats. This now includes levels as well. Food and water each range from 1 (badly starving) to 1000 (full). The poison value is the current amount of poison damage being taken, and ranges from 0 (not poisoned) to 15 (very poisoned).

Silence indicates the time left before spells can be cast again. Values range from 0 (not silenced), to 50 (just hit by a LO silence spell), to 200 or more (just hit by a MON silence spell).

When changing the portrait, the only important thing to note is that the file must be in the Heroes directory or some subdirectory of it.

Special Abilities

Clicking the Special Abilities button will bring up the Hero Specials dialog. This dialog allows the creation and assignment of various special abilities. These include most spell effects, as well as a few unique effects like Steal and Conjure Item. The name of the ability can be anything. What the ability actually does is then selected from the drop-down list.

Additionally, a sound can be associated with the ability, and played whenever the ability is used. The class to gain experience in, if any, can be set, along with a power for the ability. Delay before next use can be set (experiment with various settings, but around 20 is pretty fast, while 300 or higher is a hefty delay).

The amount of mana consumed to use the ability can also be set (0 if no mana is required). Finally, abilities can be set to be only available at or above certain skill levels. It is not necessary, but it is probably a good idea to give more powerful abilities a very high delay and/or high mana consumption, along with some level requirements.

Some Abilities (Most are not standard spells):

Armor (Party)

- ◆ causes the caster(or party) to receive a bonus to both defense and magic resist (this is just Shield and Spellshield (Party) combined).
- ◆ The power field is the amount of increase. The effect wears off at the same rate as the equivalent spells/potions would.

Backstab

- ◆ allows the caster to attempt a backstab during the next attack. Obviously, the monster must be facing away from the party. The backstab will increase damage dealt (1.5x at ninja level < LO Master, 2x at ninja level >= LO Master). The caster only gets one attempt: if the attack misses, the backstab is wasted.

Berserker

- ◆ cause the caster to go berserk. The caster receives a bonus to strength (new strength = normal strength*1.25) and special, bonus hitpoints (bonus hp = vitality*1.33).
- ◆ The power field determines duration, where 1 point of power is equivalent to the time it takes a modified stat to increase/decrease.
- ◆ There is a drawback to this ability: once the duration has expired, the caster becomes winded and receives a penalty to strength (new strength = normal strength*.75).
- ◆ Note that normal strength refers to the unmodified strength value (the value without any temporary bonuses or penalties). The vitality value used includes any bonuses or penalties (so drinking some vitality potions before using the ability will grant even more bonus hp).

Conjure

- ◆ allows the caster to conjure a specified item. The item is placed in one of the champion's hands or on the ground (if the champion does not have a free hand).
- ◆ Any item, predefined or custom, can be conjured.

Detect Illusion

- ◆ allows the caster to attempt to detect (and permanently destroy) an illusion in the square directly in front of the party.
- ◆ Illusions that can be detected include: false walls (turned into a floor), invisible walls (turned visible), and illusionary pits (illusion removed).
- ◆ Chance of success increases with ninja level.

Drain Life

- ◆ allows the caster to attempt to steal health from a monster directly in front of the party.
- ◆ Power determines the amount of health to drain (though the monster's magic resistance will be applied).
- ◆ The caster will only drain health up to the amount of health the monster currently has.
- ◆ Be warned! Attempting to drain life from a non-material monster, Skeleton (predefined only), or Deth Knight (predefined only) will instead heal the monster and damage the caster.

Drain Mana

- ◆ allows the caster to attempt to steal mana from a monster directly in front of the party.
- ◆ Power determines the amount of mana to drain (though the monster's magic resistance will be applied).
- ◆ The caster will only drain mana up to the amount of mana the monster currently has (so monsters that have no mana will not benefit the caster at all).

Enhance Fist/Weapon

- ◆ causes the caster to add magical enhancements to his fist (barehanded attacks Punch and Kick) or his current weapon.
- ◆ Enhance Fist only works on the fist, and Enhance Weapon will work on any weapon other than the fist.
- ◆ The power field determines duration, where 1 point of power is one attack (whether it hits or misses).
- ◆ **Effects include:**
 - Hit Non-Material:** allows the caster to harm ghosts.
 - Diamond Edge Style:** cuts through the defense of highly-defended monsters (Stone Golems, Deth Knights, etc.).
 - Stunning Blow:** same as the Mace of Order (predefined item), successful hit has a chance of stunning a monster if the monster is below 1/3 of maximum health.
 - Poison:** same as poisoned weapons, successful hit has a chance of poisoning the

monster (non-material monsters are unaffected by poison).

False Image

- ◆ allows the caster to create false images of himself for added protection.
- ◆ Each successful attack by a monster will destroy one image (leaving the caster unharmed).
- ◆ Power indicates the number of images to generate (this ability is not cumulative).

Good Berries

- ◆ With this ability, the caster conjures 1 or more Good Berries (how many exactly is random, but the maximum number is determined by Priest level).
- ◆ Power determines the amount (percentage) of health and mana each Berry restores. Priest level also plays a role, so total percent of maximum restored = $\text{Power} + \text{Priest Level} * 2$.

Purify

- ◆ With this ability, the caster removes any poison from food items in hand. Additionally, bad food is made good (though it will have only small food benefit).

Ruiner

- ◆ casts the "Ruiner" spell. Ruiner is actually multiple spells: Weakness, Feeble Mind, Slow, Strip Defenses, and Silence.

Stat Boost

- ◆ identical to drinking the equivalent potions, though multiple affects can be combined into one ability.
- ◆ Negative values are permitted.

Steal

- ◆ causes the caster to attempt to steal any unequipped items from a monster directly in front of the party.
- ◆ Power is the base percent chance of success. Success is further modified by ninja level and the speed of the monster.
- ◆ The champion using the ability must have a free hand (either will work).

True Sight

- ◆ causes the caster to see through all illusions in all visible squares. False walls are seen as floors, Invisible walls are seen as semi-transparent walls, and Illusionary Pits are seen without illusion.
- ◆ Power is the duration in game cycles (experiment to find a good value -> 5 is pretty short, while 50 is fairly long).
- ◆ The spell "follows" the caster, so moving around will continue to reveal all illusions in the visible area.

Pit Wizard

Is Open

- ◆ if selected, the pit is open

Concealed

- ◆ if selected, the pit is disguised and difficult to see (only a thin black outline is barely visible)

Has Illusion

- ◆ if selected, the pit always appears open, whether it is open, closed, or blinking

Blinkrate (Open)

- ◆ for blinking pits, the number of game cycles the pit stays open

Blinkrate (Closed)

- ◆ for blinking pits, the number of game cycles the pit stays closed

Blinkcounter

- ◆ for blinking pits, the number of game cycles elapsed so far before the next change

Is Blinking

- ◆ if selected, the pit is currently blinking (opening and closing). This has no effect if blinkrates are not specified.

Supplies For Quick Type Panel

- ◆ used to make stepping on a closed pit trigger its opening
- ◆ **Monsters Also Trigger**
if selected, monsters stepping on the closed pit will also trigger it. (This is in addition to the party, which will always trigger these types of pits. Items have no effect.)
- ◆ **Reset Count**
number of game cycles before the pit closes again
- ◆ **Delay Count**
number of game cycles before the pit opens

Switch Count Panel

The switch count panel is used to control how many switches are necessary to trigger the pit. This can be used, for example, to make 2 keyholes necessary to open or close a single pit. It can also be used to control the number of times a supplies for the quick type pit can be stepped on before it opens.

- ◆ Total Switch Count
The number of switch activations necessary before the pit is triggered.
- ◆ Remaining Switch Count
The number of switch activations still remaining.
- ◆ Count Resets Button
If selected, the switch count will be reset after triggering so that again the specified number of switch activations will be necessary. Otherwise, every further switch activation will again trigger the pit.

Teleport Wizard

The leftmost buttons control what the teleport can affect. Any combination of Monsters, the Party (player), Items (on the ground), and Projectiles (spells and items flying through the air) can be chosen.

The following properties can also be specified:

Visible

- ◆ if selected, the teleport can be seen as a blue field when on

Makes Sound

- ◆ if selected, the teleport makes a sound when the party is teleported (there is never any sound when anything other than the party is teleported)

Is On

- ◆ if selected, the teleport is currently on and ready to teleport

Is Blinking

- ◆ for blinking teleports, if selected the teleport is currently blinking (turning on and off at the specified rates)
- ◆ note that this has no effect if blinkrates are not specified

Reusable

- ◆ if selected, the teleport can be used more than once

Spin List

- ◆ used to specify a new direction for the party and monsters to face and/or projectiles to move

Blinkrate (On)

- ◆ the number of game cycles during which a blinking teleport is on

Blinkrate (Off)

- ◆ the number of game cycles during which a blinking teleport is off

Blinkcounter

- ◆ the number of game cycles elapsed so far before the next change of a blinking teleport

Switch Count

The switch count panel is used to control how many switches are necessary to trigger the teleport. This can be used, for example, to make 2 keyholes necessary to turn on a single teleport.

- ◆ **Total Switch Count**
The number of switch activations necessary before the teleport is triggered.
- ◆ **Remaining Switch Count**
The number of switch activations still remaining.
- ◆ **Count Resets Button**
If selected, the switch count will be reset after triggering so that again the specified number of switch activations will be necessary. Otherwise, every further switch activation will again trigger the teleport.

Target Fields

- ◆ determine what square to teleport to. Note that items can be teleported into an alcove (which will possibly trigger associated switches, though teleporting dead champion bones into a VI Altar will not cause them to be resurrected). If teleporting into a 4-sided alcove, the spin setting can be used to control which side the items end up in (if set to one of the 4 cardinal directions), otherwise this will depend on which corner of the teleporter the item was in.
- ◆ **From Map Button**
brings up a graphical display of the dungeon which can be used to select the target square. Use this if you don't know the coordinates of the target square.

Switched Type Panel

- ◆ This is used to create a teleport that has a floor switch on the same square controlling its activation. Typically used for creating ZOOOOOM style teleport chains (see the default dungeon for an example). The switch is activated by the party, a monster, or an item being placed upon it.
- ◆ **Switch Visible Button**
used to set whether the switch on the teleport square is visible or not.
- ◆ **Reset Count**
used to set the number of cycles before the teleport on/off or blinking status returns to its previous state (before the switch was triggered).
- ◆ **Delay Count**
used to set the number of cycles before the teleport on/off or blinking status is changed after triggering the switch.

Wall Switch Wizard

The type of switch is chosen with the top buttons, Button, Key, or Coin. Depending on type, you may be able to choose a picture.

For Key and Coin types, the key/coin item type can be changed from the default using the Change button. Any item can be used. The Key/Coin Disappears button controls whether the key/coin disappears upon use, or whether it can be reused indefinitely. Key and Coin types can also be "pickable" by a party with lock picks. The value determines the difficulty, with higher being more difficult (experiment with different values -- success depends on the champion's skill, which is determined by ninja level and dexterity).

Switch Faces

- ◆ determines which side of the wall the switch is on (or if part of a 4-sided alcove, which side the switch is in).

Target Fields

- ◆ determine what square is affected by the switch.
- ◆ **From Map Button**
brings up a graphical display of the dungeon which can be used to select the target square. Use this if you don't know the coordinates of the square to be changed.

Reusable Button

- ◆ if selected, the switch can be used repeatedly. Otherwise, after one use, the switch will no longer function.

Reset Count

- ◆ the number of game cycles before the switch triggers again, toggling or changing back the target square.
- ◆ The No Trigger on Reset button can prevent the reset from causing the switch to trigger again. This is useful, as during the reset time (and during delay time), the switch is inactive and cannot be used.

Delay Count

- ◆ the number of game cycles before the switch actually triggers after being activated.

The 9 buttons near the bottom determine what type of action the switch performs:

Toggles Button

- ◆
- ◆ if selected, the switch will toggle the target square. For example, an open door will close while a closed door will open.
- ◆ Note that Toggle ignores any switch counts on the target square! This is the only action type that does so. To achieve a toggle effect when using switch counts, use either Act/Deact or Deact/Act.

Activates Button

- ◆ if selected, the switch will activate the target square. For example, a closed door will open, but an open door will do nothing. This action decreases the current switch count of the target by one down to 0.

Deactivates Button

- ◆ if selected, the switch will deactivate the target square. For example, an open door will close, but a closed door will do nothing. This action increases the current switch count of the target by one up to its maximum.

Act/Deact Button

- ◆ if selected, the switch will cycle, activating, then on the next use, deactivating the target square.

Deact/Act Button

- ◆ the same as Act/Deact, but it starts with a deactivation.

Exchanges Button

- ◆ if selected, the switch will exchange the target square with another square. (This action cycles, so the next use will restore whatever was swapped out.) This could be used, for example, to turn a wall into a floor. The default is floor, which can be changed by clicking on the Change button. The new square can hold items, which can be added by clicking the Items... button (which displays an item panel with add/edit, remove, and change corner buttons). The new square can also be set as No Monster or No Ghosts (described on the main page). The Retain Items button, if selected, will transfer any items on the original square to the newly created one (if the button is disabled, the transfer is not possible or not yet supported for the type a square being swapped in).

Set To Button

- ◆ the same as exchange, except there is no cycle: triggering the switch will always replace whatever is there with the new square. Note that neither of these actions (exchange, set to) generate new copies of items that are defined to be on the square, as it is always the same square being swapped in. Further, both actions will delay if there is something in the way that the new square does not support (such as a switch attempting to turn a floor into a wall when the floor has the party on it).

Play Sound Button

- ◆ causes a sound file (wav) to be played. The sound can be set to only play once (No Loop), or loop continuously with a random delay between playings (Loop Delay), or to loop continuously with no delay. Looping is intended for ambient sounds or music. The target indicates where the sound seems to be coming from (target level is ignored). Use -1 for the x and y coords to have the sound always played at the

party's location.

Stop Sound Button

- ◆ related to the previous action, this causes all looping sounds to stop. The sounds can be cut off abruptly, or allowed to reach their end before stopping.

Multiple Wall Switches Wizard

The Multiple Wall Switches Wizard is used to add many wall switches to the same square. This is necessary any time you want more than one target square to be affected, or more than one behavior (for example, using a green gem opens a door, but using a blue gem triggers a monster generator).

The **Add/Edit Switch** button is used to add more switches or modify existing ones. Deselect a switch by clicking it again or by clicking in empty white space.

The **Remove Switch** button is used to remove the selected switch from the group.

The **Move Switch Up/Down** buttons are used to change the order of the switches in the group. Switches are triggered in order from top to bottom, so if the first switch destroys the key, later switches may not trigger. (Order of triggering can have other consequences, you must experiment.)

The **Faces** buttons control which side of the wall the switches will be on. All switches will face this direction (unless the switch is for a 4-sided alcove, in which case the facing is set per switch).

The **Picture Used** buttons control what picture is displayed for the switch group.