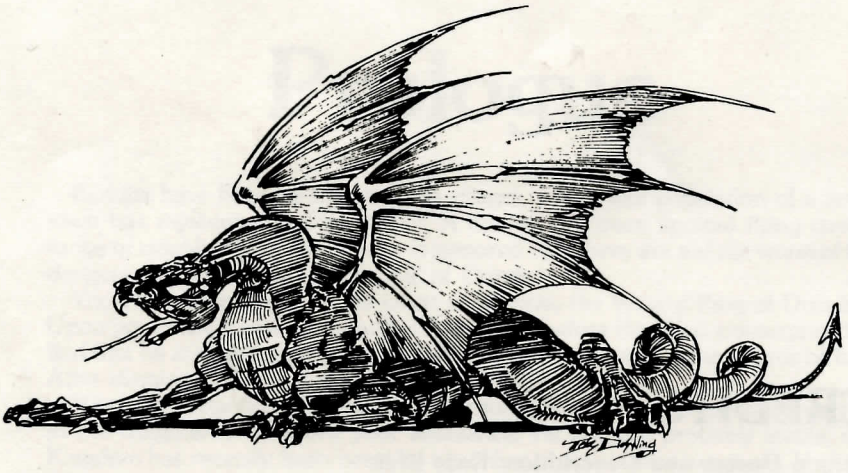
DUNJONQUEST

DANGER IN DRINDISTI*

Expansion Kit #2 For Hellfire Warrior

*REQUIRES PROGRAM FROM HELLFIRE WARRIOR



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CREDITS

Dunjon Design and Description: Rudy Kraft
Editing: Susan W. Lee-Merrow
Apple Graphics: Toni Thompson
Playtesting: Randy Abel, Ted Arken, Mike Farren, David Fung, Kevin Kiser, Sue Kiser, Chris Moore, Gene Rice
Art: Kim Krutilla
Typesetting and Printing: Scribner Graphic Press Inc., Mountain View, CA

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Before You Start

Danger in Drindisti is one of a series of supplements or expansion kits designed to enhance your enjoyment of such DUNJONQUEST games as **Temple of Apshai** and **Hellfire Warrior**. In this kit, a series of four connected quests will cast you — or at least your adventuring alter ego — through space and time in search of the enemies of Yoturni. Although distinctly different and separate from the dunjon adventures in **Hellfire Warrior**, those herein are dependent on the same INNKEEPER and DUNJONMASTER programs. In order to play this supplementary game, you *must* have — and use — **Hellfire Warrior**.

PLEASE read the enclosed Special Loading Instructions with great care. In the course of play, you will be using *at least* two disks or cassettes, and the outlined procedures may be complex and a bit strange. It is crucial to follow these instructions *exactly*. Do not attempt to transfer the **Drindisti** data files onto the same cassette or disk that holds your **Hellfire** data files, or disaster will result. Furthermore, unless you love confusion, you would do well to save a **Drindisti** (only) game or level-in-progress on the **Drindisti** disk enclosed herein, *not* a third (and, of course, not the original **Hellfire** disk). If you ignore these warnings, you will *never* experience the Danger in Drindisti.

Prologue

Bandits have been raiding outlying villages. The entire population of a small town has mysteriously disappeared. A dragon has been spotted flying over a range of neighboring mountains. It is rumored that these are not the worst of the dangers facing the peaceful people of Drindisti.

You have been called to the court of Yoturni, the Wizard King of Drindisti. Upon your arrival you are immediately brought before him. You are surprised to find that he is a very young man — far too young to have ruled as long as he has. After dismissing his retainers, Yoturni speaks:

"I have commanded your presence, because you are the most powerful warrior in the Kingdom and I need your assistance. As you are probably aware, our Kingdom has recently been beset by a number of powerful occurrences. I believe that these attacks are being launched by one of my four old enemies. I don't know which one but, in a sense, it doesn't matter. They all threaten me and my Kingdom, and so each must be dealt with eventually.

"Under normal circumstances I would take care of this situation, but my advisors have convinced me that I would be walking into a trap. You, however, should surprise them, for they would be expecting a wizard, not a warrior.

"I will not deceive you. The missions are difficult and dangerous. Each of my enemies is powerful and well protected, but I will pay you very well for your efforts. You must take the job. There is not enough time to find anyone else."

NOTE: *The order of difficulty for Danger in Drindisti is as follows: Level 7, Level 6, Level 9, Level 8. This sequence is necessary to take advantage of having no room numbers displayed on Levels 6 and 8 (a feature of the original* ***Hellfire Warrior*** *program). We strongly suggest that you play the game in this order.*

Level 7

The Glass Wizard

The first threat you must deal with is the Glass Wizard. He lives in a cave with his numerous apprentices and his many magical glass creatures. To find him, you must first make your way through his famous Glass Maze. Then you must avoid or dispatch the dangers of his cavern. The Wizard himself will not be easy to deal with, for he turns his opponents to glass and leaves them standing about as warnings to future intruders.

Once you kill the Wizard, your task is not complete, because I want the Book of Spells he stole from me. He has probably hidden it with the rest of his treasures. You can keep everything else, but I want that book.

Room/Area Descriptions

Room 1—A smoothly polished cave opening. To the south is the way out. On the north wall is inscribed a warning — "This cave is the property of the Glass Wizard. Please leave immediately."

Rooms 2-31—The Glass Maze: A large and seemingly wide open area which, in reality, is filled with invisible glass walls. Moving through the maze is always a painful experience, as you constantly bang your head against these walls. Scattered about the maze are numerous glass statues, reminders of the Wizard's awful powers.

Room 32—A storage room containing worthless junk. In the southwest corner are some trinkets which look interesting.

Room 33—An old armory whose walls are covered with rusty, worthless weapons. In the northeast corner lies an intact bow, which might be worth something.

Rooms 34-35—An L-shaped corridor whose walls are covered with pretty, but abstract, murals constructed out of bits and pieces of multi-colored glass.

Room 36—A large, open chamber where the wizard's apprentices amuse themselves in their off hours. In the northwest corner of the room is a beautiful glass fountain spouting green tinted water.

Room 37—The Glass Wizard's chambers. The room is luxuriously furnished with leather overstuffed chairs, a very comfortable bed, and solid oak desk. The walls are painted with elaborate designs detailing some of the mystical powers of glass. As you enter, the Wizard jumps up off his bed, draws his wand, and attacks you.

Room 38—A short corridor. The north wall is covered by a painting of a large, beautiful city made entirely of glass. The south wall shows a scenic vista of a forest of glass trees.

Room 39—The north, east, and south walls of this room are made entirely of glass. Through these walls can be seen (moving clockwise from the top) Rooms 45, 44, 43, 42 and 41. The floor of this room is decorated with a series of interlocking glass triangles imbedded in the floor.

Room 40—On the west wall of this otherwise bare room rests a chalkboard, with a total of 24 names written on it. Some of the names are marked with an 'X', others with an 'O', while others are marked with a '—'. The floor of the room is covered with a trace amount of chalk dust.

Rooms 41-45—These five rooms surround the glass walls of Room 39. From this side, however, the glass seems rather soft, as if it were possible to walk right through it. The outer wall of these rooms is made of solid gray stone.

Room 46—This is the Wizard's workroom. The walls are covered with shelves containing various glass breakers and tubes. In the center is a large table, currently bare. The only thing of particular value seems to be an iron statue of a lizard. Perhaps it is a clue.

Rooms 47-49—This is a short, bare hallway with seven doors leading off it. The hallway itself contains nothing of interest.

Rooms 50-54—These are the rooms of the Wizard's apprentices. Aside from spare clothes and beds, they probably contain nothing of interest, unless one of the apprentices has some secret treasure of his own.

Room 55—A large empty room.

Room 56—Here, at last, is the Wizard's treasure.

Room 57—More of Room 46.

Monsters

The Wizard—The evil Glass Wizard is a very old but sturdy man with pale, almost translucent skin. He wields a magical wand which gives him the power to turn his enemies into glass. Rumors state that he has a fabulous treasure of gems and jewels, which he has hidden beyond his glass maze.

Apprentice—The Wizard has several apprentices to whom he is teaching his magical skills. None of them has yet been given the ultimate secret of turning living beings into glass. A few are thought to be scheming against the Wizard, and they might aid intruders.

Glass Lizard—Perhaps Glass Alligator would be a better name for these creatures. They are made entirely of glass, with huge sharp teeth and a very nasty disposition.

Glass Snake—Also composed entirely of glass, this large, slow moving creature can be quite deadly. Fortunately, it is not poisonous.

Glass Spider—Yet another glass monster, this creature is very poisonous. Luckily, it is not very large or strong, and it can be killed fairly easily.

Glass Golem—A magical creature of the Glass Wizard, this monster is very strong and fearsome. It attacks with its sharp glassy fingers which sometimes shatter, doing extra damage to its victims. Since it is not too fast, frequently the best way to deal with a Glass Golem is to run away from it.

Pet Dog—There is nothing special about these creatures. The Glass Wizard is simply a dog lover who keeps them in his home.

Guard—The Wizard also employs a number of human guards who have no magical knowledge or capabilities. These soldiers are good fighters, and, because of their armor, they are the hardest of all the Wizard's underlings to damage.

Glass Birds—The last of the glass creatures, these small birds are not very dangerous. They are, however, quite loyal to their master, the Wizard, and they will attack his enemies on sight.

Traps & Hazards

Shatter—You have blundered into a pane of glass which breaks and cuts you. Be more careful.

Zap!—A strange pain runs through your body. If you survive, you realize that you were lucky.

Treasures

Treasures 01 through 10 are glass statues, the remains of previous victims of the Glass Wizard. All the glass statues are fragile, so you must be very careful with them. If you put them down at the wrong time or in the wrong way, they might break.

T01—A statue of a large and very ugly man carrying two long sharp glass swords.

T02—A statue of a cute, crying, 10-year-old girl.

T03—A statue of a heroic looking warrior, apparently in great agony.

T04—A statue of a man of average height holding a long glass dagger in each hand.

T05—A statue of a tall, but very skinny and weak-looking, man.

T06—A statue of a very short and very fat woman.

T07—A statue of a middle-aged man, holding a glass staff with both hands in front of his body.

T08—A statue of an extremely beautiful young woman. She is missing her left arm.

T09—A statue of a large and powerfully built woman. Her left hand holds a glass spear, while her right wields a large glass shield.

T10—A statue of a moderately attractive woman of indeterminate age. Her arms are held in front of her face as though blocking her eyes from some horrible sight.

T11—A small pouch containing a handful of small, but no doubt valuable, diamonds.

T12—Another pouch of diamonds.

T13—Yet another pouch of diamonds.

T14—The Wizard's Treasure: 5 glorious gems, 2 necklaces of great value, and a book, which a quick glance reveals to be Yoturni's Spell Book.

T15—You drink the green water from the fountain, and you feel strengthened and refreshed.

T16—The only thing of value on this body is a sword of very high quality which might even be magical.

T17—An iron statue of a lizard facing north. It might be worth something as a curiosity or an exotic sculpture.

T18—A collection of six human thigh bones.

T19—A glass bowl filled with bits of broken glass.

T20—Worthless garbage.

Level 6

The Abode of the Illusionist

Level 6 is the home of the Illusionist. Your assignment is to find and kill him and to return with his staff as proof of his death. It will not be easy, for the Illusionist is a master of trickery. Be warned! Things are not as they appear on this level. Don't trust your senses. Always be sure you know what you are doing before committing yourself. The Illusionist's best defense is his ability to force his enemies to react to non-existent dangers while ignoring real dangers.

Note: As the Abode of the Illusionist is intended to be incomprehensible and confusing, no room numbers are displayed anywhere on Level 6.

Monsters

The Illusionist—The master of this level, the Illusionist is a cruel and deceitful man who delights in luring people into his lair. There they become lost and, eventually, killed by his monster minions. Although he prefers to avoid combat, the Illusionist is no coward. When necessary, he will fight. His primary weapon is a long wooden staff, which is thought to have great powers.

Demon—A giant winged fiend from Hell. Demons are one of the most feared monsters in the multiverse. They are nearly impossible to kill, and they attack with both their vicious talons and their huge sharp claws. Demons are frequently summoned and bound by powerful Wizards and Sorcerers, who use them as guardians of their homes and treasures. If Demons have a weakness, it is their eagerness to talk, even with their enemies.

Giant Snake—A slow moving but strong and dangerous monster. These green scaled horrors attack with a vicious poisonous bite.

Winged Horror—These indescribably ugly monsters are the stuff of nightmares. Their normal method of attack is a sudden mysterious appearance out of the darkness, followed by a swooping attack on the eyes and face of their victims.

Lynx—A member of the cat family. These creatures are frequently found as the familiars of powerful Wizards and Witches. They are not very dangerous in and of themselves, but when you see a Lynx, you know its master is not far behind.

Treasures

T01-T04—All four of these treasures appear to be the Illusionist's staff, but obviously only one really is.

T05-T08—These four treasures are small bags containing a large number of valuable diamonds.

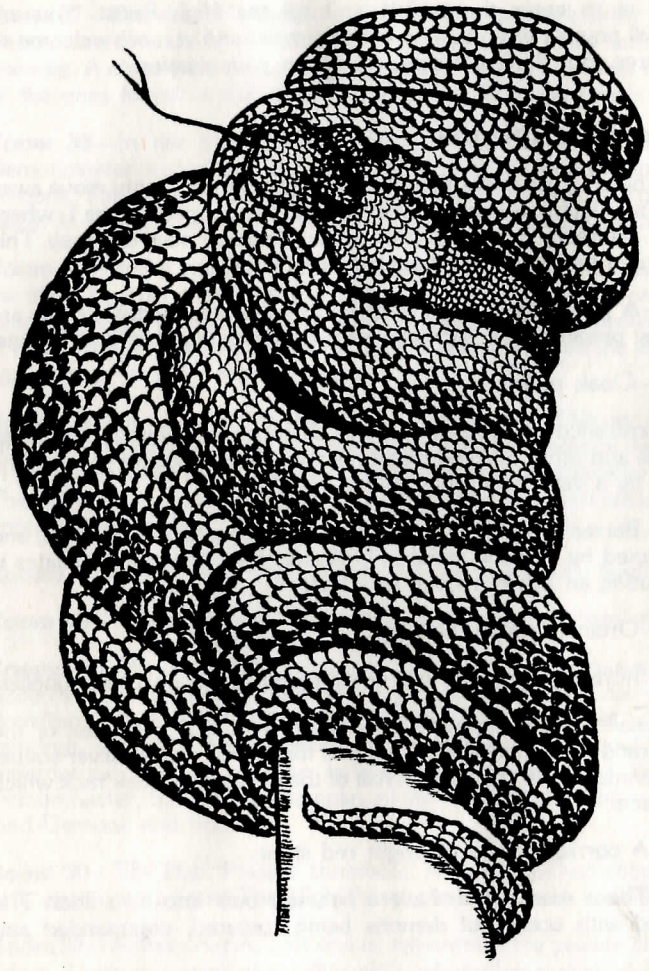
T09—A giant leather shoe suitable for wearing by a 500-foot-tall man.

T10—A Skull Amulet.

T11—Another giant shoe.

T12, T13—Giant leather gloves on the same scale as the shoes.

T14—A pile of extremely valuable jewelry, including bracelets, necklaces, rings and earrings.



Level 9

The Temple of the Demonmaster

The Demonmaster, Yoturni tells you, is a horrible and powerful creature who nearly destroyed the world. It was thought that the Demonmaster had died in a great war fought more than a thousand years ago. Unfortunately, this appears not to be the case. In recent years, worship of the Demonmaster has again sprung up centered in a small temple located not too far from here. Yoturni believes that the High Priest running this temple is a powerful, but disreputable, Wizard he once had dealings with.

Your mission is to enter the temple and kill the High Priest. You are encouraged to kill anyone else you find in the temple, and you are welcome to keep any treasures. But don't get distracted from your mission.

Room/Area Descriptions

Rooms 1-13—These 13 areas are the exterior of the temple. If you move away from the temple's wall you will find yourself leaving the dungeon. Area 1, where you first appear, is directly in front of the temple's massive main doorway. This entrance is guarded by two of the temple's initiates.

Rooms 14, 15—A pair of small worship chambers where individual priests are permitted to pray privately. It is sacrilege for non-priests to enter these rooms.

Rooms 16, 17—Cloak rooms.

Room 18—The entrance hall. The walls of this chamber are painted with scenes depicting demons and other horrible creatures terrorizing innocent people. The floor is covered by a very large blue fur rug.

Rooms 19, 20—Barracks for the initiates. Each room contains ten bunks, and several are occupied by sleeping initiates. Unfortunately, one of the initiates is awake and, shouting an alarm, moves to attack.

Rooms 21, 22—Ordinary empty hallways.

Rooms 23, 24—Storage rooms filled with boxes of dried food and other supplies.

Room 25—A small chapel. Against the western wall is a huge idol of the Demonmaster straddling a small altar. On top of the altar is a small silver statue, also of the Demonmaster. In the eastern half of the chapel is a cloak rack which seems out of place.

Rooms 26-28—A corridor made of bright red stone.

Rooms 29-32—These rooms each have a pentacle built into their floor. The walls are painted with scenes of demons being conjured, commanded and dispelled.

Room 33—A short secret passage.

Room 34—Another chapel to the Demonmaster. There is no idol in this chapel, but there is an altar against the east wall. On it sits a gold statue of the Demonmaster. The walls of the chapel are painted black, except for the area directly above the altar which shows the face of the Demonmaster in horrifying detail.

Room 35—The first chamber of the "Demonmaster's Great Ride." The walls of this room depict the story of the Demonmaster's first appearance on the surface of the planet. He is shown rising out of the ground in stages, wreaking great destruction all the while.

Room 36—A cloakroom in which the priests prepare themselves for worship in the adjoining chapel.

Room 37—The second chamber of the "Demonmaster's Great Ride" shows the Demonmaster moving across the land, gathering allies and destroying his enemies. A close examination of the paintings reveals a number of priests, similar to the ones found in this temple, among the Demonmaster's allies.

Room 38—In the third chamber of the "Demonmaster's Great Ride," the Demonmaster is depicted in a great battle with tall skinny men and bright red dragons. The battle is long and hard, and most of the warriors on both sides are killed. In the end, according to this painting, the Demonmaster is killed.

Room 39—In the fourth and final chamber of the "Demonmaster's Great Ride," the story begins right where Chamber 3 left off. The Demonmaster is shown as dead. However, in the next picture we see that he was only pretending to be dead in order to evade his enemies. Finally, he is seen rising into the sky and beginning again the process of recruiting allies.

Rooms 40, 41—Another chapel to the Demonmaster. This one has a large stone altar at the north end, upon which rests an electrum statue of the Demonmaster. In the small alcove in the northeast corner of the room is another large stone idol. The walls, floor, and ceiling of this room are covered with strange writing in an unreadable language.

Rooms 42-45—A barren and empty hallway apparently leading nowhere.

Room 46—Another empty room with a pentacle built into the floor.

Rooms 47-49—A secret chamber of the "Demonmaster's Great Ride." According to the paintings located here, the Demonmaster never fully recovered from his defeat and remains in hiding to this day. This temple, according to these paintings, is nothing but a front for the High Priest to gain and hold power. The supernatural servants of the temple are not results of the favor of the Demonmaster, but merely examples of the High Priest's ability to summon and bind Demons and Spirits.

Room 50—The High Priest's chambers. A well furnished room complete with bed, chairs, and desk. The High Priest himself is here waiting for you.

Room 51—A final chapel. This one is, apparently, the private chapel of the High Priest. There is a small stone altar with yet another statue on it near the south wall. But this statue appears somewhat different.

Room 52—A storage room filled with boxes and crates.

Rooms 53-57—A secret passageway undoubtedly designed for use as an emergency escape route.

Rooms 58, 59—A narrow stairway leading down.

Room 60—The idol springs to life and moves toward you. You had better run.

Monsters

The High Priest—The leader of the temple, this evil man has the power to summon both the demons, which the temple worships, and the temple's invisible guardian spirits. Additionally, the High Priest himself is a formidable opponent who can kill you with physical damage or by draining away your will to fight. The High Priest is rarely seen by most worshippers, as he is believed to live by himself in a hidden part of the temple, but he can easily be recognized by the strange mask he wears.

Priest—There are several of these lower ranking priests in this temple. They are in charge of most of the temple services, including the care and feeding of the temple's captive demons and spirits.

Initiates—Normal human beings. The majority of the worshippers fall into this category. As might be expected, Initiates are less fanatical than their leaders.

Demon—The same monster as in Level 6, except that there are no illusions here. Every demon is real and dangerous.

Idol—A giant stone statue of the Demonmaster. This is the most dangerous foe in the temple. Its fists can smash through solid iron in one blow, and its only weakness is its slow speed.

Temple Spirit—An invisible, animated force, these creatures have been bound by the High Priest to protect the temple from all intruders.

Rats—The temple is infested with rats. They are usually not too dangerous, but you never know — one of them might be infected with rabies.

Subhuman—These twisted and stunted dwarves are the degenerate remnants of the original residents of this area. The worshippers of the Demonmaster have dominated and intimidated them into serving as menial laborers in and around the temple. Although not particularly brave, the subhumans will attack strangers in the hopes of obtaining an extra meal.

Traps & Hazards

A Pit—You fall into a shallow pit.

Deadly Gas—You trigger a trap which fills the room with a deadly gas. Fortunately, the gas clears rapidly.

Collapse—A section of the ceiling falls on you.

Treasures

T01—A small, solid gold statue of the Demonmaster.

T02—An Amulet of Initiation. These devices are worn by initiates to show their devotion.

T03—A large silver bracelet worn by the temple's priests.

T04—A large box of dried food.

T05—Cloaks, robes, shoes, and other assorted clothes.

T06—A small, solid silver statue of the Demonmaster.

T07—Hidden among the boxes and crates is a valuable magical sword.

T08—A valuable, gold-plated candlestick.

T09—A small statue of the Demonmaster made of electrum.

T10—A small statue of the High Priest made of a strange and mysterious metal.

Level 8

The Realm of Mist

Your last assignment is the most difficult. You must enter the mysterious and dangerous Realm of Mist and slay its demigod ruler. The Realm of Mist is a dark and dank place, and you will undoubtedly get lost a number of times before you find your way to your goal. Your best bet is to find the Sage, who lives in a small hut in the midst of the mist, and ask him for directions. Be warned, though! The Sage may be able to direct you along the right path, but he will be able to offer no protection against the monsters that live in the mist.

In order to kill the Demigod, you must first make your way to his altar. Once there, you must go to the center of the altar and summon the Demigod by praying to him (use the '0' command). You will probably have to pray quite a while before the Demigod arrives, as he will try to distract you by sending several of his minions in first. You must dispatch each of these minions as they appear, otherwise the Demigod will not appear.

Note: Since the Realm of Mist is covered by a thick layer of inpenetrable fog, room numbers will not be displayed anywhere on Level 8.

Monsters

The Demigod—The object of your quest. He is a strong and tremendously powerful being, whose mighty fists are capable of killing you in one blow.

Phantom—A spectral humanoid figure shimmering in the mist, Phantoms are easily dispersed, but they will usually take some of your strength with them.

Mist Monster—Barely distinguishable from the surrounding mist, these creatures move quickly and attack on sight.

Demon—The same monster as in Levels 7 and 6.

Sage—A wise old man with a long gray beard. He lives in a small hut in the midst of the Realm of Mist. Although usually uncooperative unless well paid, the Sage greatly fears the powers of the Demigod and will assist anyone who might be able to destroy him.

Mist Squid—A large, pale white squid with six long tentacles. This monster floats through the mist attacking anything it sees. Fortunately, it can only use three of its tentacles against any one opponent.

A Shape—A mysterious shape looms out of the mist. What can it be? It looks horrible.

Guardian Beast—These large hairy lizards are usually, but not always, summoned by Wizards to defend their treasures. Although they are rarely very happy with their duties, they will nevertheless perform them with great enthusiasm because they enjoy fighting.

Traps & Hazards

Moving Walls—The walls are closing in on you. You'd better run.

Silence—Things are quiet. Too quiet. Something is wrong. The mist is moving. There is something there. Fight back before it is too late.

Deadly Fog—The mist here is poisonous. You'd better hold your breath and get out of here before it is too late.

Treasures

T01—DO NOT read this treasure in advance! The Sage tells you that the Demigod's altar can be found by walking through the stone archway to the west of his hut and entering the Hall of Pillars. The Sage advises you to be very careful in the Hall of Pillars, because there are monsters hiding around every corner. Once you pass through the Hall of Pillars, you should take a left turn and continue in that direction. Eventually, you will reach the altar.

T02—An amulet of protection which will assist you in your battle with the Demigod.

T03—Another amulet of protection (see T02).

T04—Yet another amulet of protection (see T02).

T05—A set of silver and gold ritual equipment, including knives, beakers, bracelets, and false teeth.

T06—The body of a small man with all the blood totally drained out of him. Can it possibly be worth anything?

T07—Fifty arrows lie scattered on the ground. Most are broken, but a few are still usable.

T08—DO NOT read this treasure in advance. More advice from the Sage. He believes that it will be a lot easier to kill the Demigod if you first obtain a special amulet of protection. This amulet can be found by turning right after passing through the Hall of Pillars.

T09—A large pearl.

T10—A very large opal.

T11—A mysteriously shimmering orange stone.

T12—An immense diamond.

T13—Five medium-sized lumps of jade.

T14—A perfect crystal sphere.

T15—A pair of large rubies.

T16—A small silver whistle which constantly whistles on its own.