

## Tips and Tricks

### Ending animation

To watch the ending animation, you have to replace the FTL logo animation by the ending animation:

Dungeon Master II PC: Rename the files "FTL" to "FTL.BAK", and "END" to "FTL". You can also replace the introduction by the credits: rename the files "INTRO" to "INTRO.BAK" and "CREDITS" to "INTRO".

Dungeon Master II Amiga: Rename the files "SWSH.DAT" to "SWSH.BAK" and "ENDA.DAT" to "SWSH.DAT".

Dungeon Master II Macintosh: Rename the file "Title.Moov" to "TitleBak.Moov". Then rename either "Ending.Moov" or "Credits.Moov" to "Title.Moov" to view the end or the credits.

### Easter egg in Dungeon Master II for Macintosh

In Dungeon Master II for Macintosh, if you name your champions after the designers of the game, their face will replace your champions' faces.

Wayne Holder Doug Bell Bill Kelly Kirk Baker Nancy Holder

Wayne Holder / Doug Bell / Bill Kelly / Kirk Baker / Nancy Holder

### Gather food in the wild

You can gather food at the following locations where each food item grows periodically:

Fairy Cushion: (06,52,11), (06,53,08)

Mana Blossom: (06,16,02), (06,20,00), (06,23,04)

Spirit Cap: (06,22,62)

Palmapple: (06,24,62), (06,74,32), (06,80,20), (06,81,24)

### Merchant tips

Money conversion: If you put your money box on the sell table, the merchants will take it, convert the money to the most lightweight form possible and give it back.

Buy with the money box: You don't have to put on the table the exact amount of money to buy something. If you put more money than necessary, the merchants will give you change. In fact, the easiest way to buy is to put your money box on the table and the merchant will take only the necessary amount of money.

Sell with the money box: Picking up all the money after selling something can be tedious. If you place your money box on the selling table before the item(s) you want to sell then the merchant will place the money directly into the money box avoiding you the trouble of doing it yourself.

Sell in bulk: You can sell several items to merchants at the same time, however as soon as they reach the selling table, they will buy what is on it. If you want to sell a multiple items in a single transaction, the easiest way is to first put on the table an item that the merchant is not interested in and that has a large graphic on screen, like a Chest. Then take your time to add all the items that you really want to sell. Finally, remove the first object from the table (a large graphic helps you click on it instead of clicking on the objects you want to sell). The merchant will then buy all the other items.

Bargaining: You can bargain with merchants. If you give them a little less than the displayed price, they will think about the offer by tilting their head with their hand to their chin. If they accept they will nod and if they decline you must raise your offer. If they think for too long then your offer is simply too low: raise it little by little until they accept.

## Making money

There are several ways to make money:

The best way is to repeatedly make Serpent Staves in the Verixk cauldron with Staves and Mana Blossoms and sell them to the Magic merchant. The Staves and Mana Blossoms reappear in the Axemen area at (07,79,46) most of the time, and when they don't, you can buy the Staves back at the Weapons merchant in the Sun Clan village and pick some more Mana Blossoms or buy them back from the Magic merchant.

You may collect Green Gems that grow periodically in caves at (7,27,01), (07,27,32), (07,33,36), (07,44,30), (07,48,29) and (07,52,32).

You may buy Flasks from the Magic merchant, make Ful Bro Ku potions, and sell them back for a small profit. You also get Priest training in that way.

You may sell items that you collect after killing creatures: Axemen (Axes), Thorn Demons (Steaks), Cavern Bats (Dead Bats), Thicket Thief (Daggers and Gold Coins), Skeleton (Machetes). Killing creatures also trains your champions.

You can use Guard Minions to kill creatures that are automatically generated then you only have to collect the loot from time to time, and create new Guard Minions to replace the dead ones. If you surround the squares where creatures spawn with Guard Minions (be careful not to place one on the spawn square itself) then each time a creature is generated, the minions will kill it and items will pile up there. It works with:

The Thicket Thief generator at (06,58,16).

The Axemen generators at (06,73,40), (06,73,41), (06,85,44), (06,85,46) and (06,85,42).

The Cavern Bat generators at (07,30,02) and (07,31,08). But Dead Bats are not worth much money.

You may use a Carry Minion to collect all the generated items and take them to a merchant.

Sell your items at higher prices

[Submitted by Jedrek Paszak]

In the shops you can sell items (left table) and buy items (right table). Merchants give you less money for an item you sell than the money they charge for buying the same item. However, there is a way to get more money from the items you want to sell:

Select an item that is not available for buying. The merchant will do nothing until you select an item that is available.

This gives you enough time to put all the items you want to sell on the buy table (the right one). Do not use the sell table on the left.

Now, select the cheapest item that is available for buying (like a torch for example) and then move back in front of the buy table.

If the items you sell have enough value (it should be the case if you are buying a cheap item), the merchant will accept the trade and give you the item and your change.

The trick here is that the change given by the merchant is higher than the price the merchant would have returned if you had used the sell table on the left!

As an example, the following test was made at the magic merchant: A torch was bought with a Fury in exchange. The merchant gave back 998 in change and a torch instead of 750. That is a 248 bonus!

### Recharge items

When a torch is burnt out, you can put it in a torch holder and it will recharge immediately. You can also sell it to a weapons merchant and buy it back fully recharged.

Put the Numenstaff in the cauldron at (08,44,26) to recharge it as many times as you want.

You can sell magical weapons that have no charges left like the Techmace, the Spiral Staff or the Numenstaff to the magic merchant and buy them back fully recharged.

If you want to immediately buy the magic weapon you just sold to the merchant but the weapon is not yet available for sale (it has a red cross over it), then you need to go to the buy table (on the right) and wait for the merchant, then go to the sell table and wait for the merchant again and finally go back once more to the buy table where the item will now be available again for sale.

### Magic Cauldron

You can mix items in the cauldron at (08,44,26) to create other items:

Put a Staff and a Mana Blossom in the cauldron at (08,44,26) to create a Serpent Staff.

Put a Meteor Metal, a Gold Coin, a Red Gem and a Spirit Cap to create a Blue Steele.

All the necessary ingredients are available in the three alcoves near the cauldron.

You can create several of these items if you bring the necessary ingredients again. The ingredients you put in the cauldron are teleported to the Axemen area at (07,79,46) where you can recover them and come back to the cauldron for another round. This means that although there is only one Meteor Metal in the game, you can still create several Blue Steele weapons. Note that some of the teleported items may get transferred to the Merchants in which case you need to buy the items again from them.

Avoid moving pits and teleporters

[Submitted by Meynaf]

There are two moving pits in the Cloud Clan area in the 4x8 rectangle room on the southern side at (06,68,43). There are two moving teleporters in Skullkeep level 3 in the 5x4 rectangle room on the southeastern aisle at (03,53,34). Both of these effects are created by invisible creatures that move around these rooms. Check coordinates on these maps: Dungeon Master II Maps set generated by DMDC2.

To avoid the moving pits and teleporters, you may use the Scout Map to invoke a minion. Tell the minion to go where you want to go, and always stay in the same square as the minion. This works because the game engine does not allow two creatures on the same square, so the minion actually prevents the invisible creature from moving into its square.

Another option is to use a Magical Box to Freeze life: the invisible creature will stop moving as well as the pits or teleporters.

Modified Dungeon Master II for PC dungeon.dat file to play without Torham

These two dungeon files can be used to play the game without having Torham in your party.

DMII-Misc-No\_torham.rar DMII-Misc-No\_torham.rar

Modified Dungeon Master II dungeon to play without Torham (by Kentaro.k-21)

DMII-Misc-Randy\_Boots\_Jr\_ver.rar DMII-Misc-Randy\_Boots\_Jr\_ver.rar

Modified Dungeon Master II dungeon to play without Torham (by Randy\_Boot\_Jr)

Map 0: everything from the top left corner was moved to the middle right corner. The old ACTU was changed to ACTU: 077E 108C 0020 and a TEXT: 02E2 was created so you can get Torham if you want to.

Map 16: The guard from the Shops was put in, and if you can get rid of him he will have a Ya Ew rock and a Chest.

Kill merchant guards and merchants

It is possible to kill merchant guards and merchants. If you attack a Merchant with a spell or by throwing anything to him, the merchant guard will attack you. You thus need to kill the merchant guard first.

If you throw items to the merchant from any side, he will collect them and throw them back to you if you stand in front of the left table. This includes Ful Bombs that will explode on your face! (But this requires that the champion throwing the Ful Bomb is not strong enough so it falls down before reaching the wall or the merchant which would cause it to explode immediately).

Merchant guards will not respawn but when a merchant is killed, another one spawns after a while. When you kill a merchant guard, the merchant hides behind his wall but he later comes out again to continue business.

Killing a merchant guard is fairly easy with high level champions using regular combat techniques. You may use some highest level guard minion spells to protect yourself while fighting the guard.

In order to kill a merchant, prepare highest level fireball spells and then use the Freeze action of the Spiral Staff (or Magical Boxes) to prevent the merchant from hiding. You may also use the Fireball action of the Numen Staff and the Poison Bolt action of the Emerald Orb. Repeat freezing until the merchant is dead.

Morningstar in the entrance hall of Skullkeep

[Submitted by Ghira]

As soon as you leave the Sun clan area where the game begins, you can access the Skullkeep entrance hall. Move the second brazier on the right side at (06,41,27) so you can access the wall behind it. You can remove a rock from that wall to reveal a hidden button. Press the button and a Morningstar appears in the nearby alcove at (06,43,27) which is a good weapon at this stage of the game.

Tips to kill Dragoth

Beware not to fall off the edges as you will get teleported elsewhere inside or outside of Skullkeep and you need to start the fight over. Dragoth can also push you so try to avoid the edges.

Equip your champions with the best weapons like Vorax, Techmace, Blue Steele, Numenstaff (to cast triple Fireballs) and Emerald Orb (to cast Poison Bolts / Heal). You should also bring Ful Bombs, Attack minions and Guard minions items to save mana. Also bring some Vi potions for healing (though using the Heal action of the Emerald Orb is faster).

While fighting, use guard minions to protect yourself and cast Reflection spells to avoid spell damage. Also use the Techshield to cast Reflection spells to save mana.

Dragoth uses the Reflection spell to avoid your spells so do not bother to cast any spell while facing him. However, while he is fighting one of your guard minions, you can move to his back and cast powerful Fireball and Poison Bolt spells (or use the Numenstaff / Emerald Orb) that will not be reflected.

When Dragoth health is low, he retreats behind an archway that you cannot go through and regenerates there. While he is out of this place, block the entrance with guard minions. You may then sleep to recover mana while protected by the minions before trying to finish him off.

Stealing items from champions mirrors

[Submitted by Leon]

Click on the champion's chamber to see his/her inventory. Click on the item you want to steal and press the space bar. Please note that the game may hang if you steal the same item several times or if you put them on floor.

Cloning champions in your party

[Submitted by Leon]

You can have several "cloned" champions in your party, along with Torham. Click on a champion's chamber to see its inventory and then press the space bar twice. This will add the champion to your party without emptying his sleeping chamber. You can repeat that operation a second time. If you want a third clone, just select him/her normally. Be careful not to drop the same cloned item from two cloned champions on the same square or the game hangs.

Invisible items in champion mirrors

[Submitted by DragonsLover]

Click on a champion's chamber to see its inventory and then press the space bar twice. This will add the champion to your party without emptying his sleeping chamber. Now right click on the champion

portrait at the top of the screen. You see an empty inventory with weird invisible items that you can grab. The game may freeze or crash if you duplicate the items you get (for example do not put the same item twice on the same square). Here are the items you may find: "Green face" (lots of them), Eye of Time, Spiral Staff, Cape, Cloak of Night, Ra Sar Shield, Vi Potion, Bones, Gold coin, Ya Key, "Dead Thorn Demon". This last one is represented as a square with vertical colored lines. If you point it to Torham's eye, you will see an image of a Thorn Demon. If you drop it on the floor, you get steaks (just like if a Thorn Demon had died). You can repeat this to get an infinite supply of steaks, just make sure you never drop two 'Dead Thorn Demon' items on the same square.

Make money by duplicating money boxes

[Submitted by justsomeguy]

You can make huge amounts of money by duplicating the money box found in Equus inventory without taking him in your party. Follow these instructions:

Start a new game.

Go in front of Equus and open his inventory.

Pick up his money box with a left click, then press the space bar. This takes you to Torham's inventory.

Put the money box in the empty hand of Torham with a left click and then exit inventory with a right click. Torham's portrait will be covered with the picture of the money box, but you can fix that with two more right clicks.

Open Torham's inventory again and open the money box in his hand. Put all of Torham's own money inside the money box. Now if you check the contents of the money box in Equus' inventory (with the eye icon), you will notice that the money you added in Torham's money box is also present in Equus' money box. The two money boxes are linked.

Save your game, restart and resume your saved game (you don't need to quit to DOS). This operation removes the link between the two money boxes in Torham's and Equus' inventories.

Repeat steps 2 to 4, except you will put the newly duplicated money box in place of the dagger Torham has in one hand.

Move all the money from the old money box (the first one you got) to the new money box (which is now linked to Equus' money box). Again, you can see the changes in Equus' inventory.



In order to minimize the number of coins and gems you have to move between money boxes, you can go to a merchant and put your linked money box on the table. The merchant will sort out your change for you.

Repeat steps 6 to 8 until you have enough money.

Each time you will double the amount of money in the linked money box, and you will get an additional empty money box that you can throw away.

When you are done, make a last save and restart operation to remove the link between money boxes and avoid any trouble.