

THE ULTIMATE
WIZARDRY[®]
ARCHIVES



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Note: When reading through the Ultimate Wizardry Archives' manual, keep in mind that each chapter is a manual of its own. From time to time a chapter may refer you to a "section of this manual", meaning "this chapter".

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Proving Grounds of the Mad Overlord

Proving Grounds of the Mad Overlord

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The Special Effects Department

Each brand of computer has its own unique features. Your IBM PC (or 100% compatible) is no exception. The IBM PC version of Wizardry has been specially programmed to take advantage of some of these features.

Pauses for Thought

Occasionally the program pauses to allow you to read messages. Although this delay is adjustable (by pressing [T] when in the Maze), experienced players will often want no time delay at all. Pressing [ALT] when the program is pausing will end the pause immediately. If you get tired of pressing [ALT], you can press [SCROLL-LOCK] to switch all the pauses off and on. These features are especially handy during long combats.

Sounding Off

There are times (2 A.M. in particular) when you need to play in silence. Pressing [CAPS-LOCK] will switch the sound on and off.

Proving Grounds of the Mad Overlord

Acknowledgements

In a large endeavor, people close to the principals often contribute so much that their participation cannot go without mention. Without the many hours that these people have spent, Wizardry might never have been. The authors would like to thank:

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Proving Grounds of the Mad Overlord



WHEELIN

Proving Grounds of the Mad Overlord

It was in the fall of the fifth year of the fanatical wizard Werdna that our campaign began. What season or year it is now, none of us knows. I believe we are on the ninth level of this accursed maze, but time and distance are ever shifting, and reality is fleeting.

As we break camp, my five companions and I sort out our weapons and supplies. We have accumulated wondrous treasures and mighty weapons. Dreams of returning to enjoy the subtle pleasures that this shared booty could bring fill our wakeful sleep. Sezmar, the samurai; Sarah, the priest, and I, a ninja, are the vanguard. Moradin, the thief, Prospero, the mage; and Tuck, the bishop, bring up the rear.

We slowly make our way down the zigzagging corridor. Suddenly, the eldritch light cast by Sarah's Lomilwa spell reveals a secret door. Kicking the door open, we charge into a small room. Unfortunately, the hellhounds, demons and deadly creeping coins do not welcome company. A fierce battle ensues that shakes the very foundation of the maze. I slay one demon with my bare hands, while Sezmar dispatches hellhounds with his Muramasa blade. The tide of battle turns and twists in a kaleidoscope of weapons and mystical energies. Finally Prospero ends it. While Sarah shields us behind a Maporific spell, Prospero casts the dreaded Tiltowait. We are victorious!

Bare, magic-blasted walls hardly reward our heroic effort. Our luck suddenly takes a dramatic turn -downward! The secret chute masks the hidden entrance to the tenth level. The final path to Werdna's lair is open. As we are standing around, slapping each other on the back, the air is pierced with a maniacal laugh....Werdna waits! Sobered, we regroup, heal our wounds, and set out again. We have no delusions: our greatest challenge lies ahead.

Resolutely raising our banner high, we stealthily tiptoe forward. We quickly vanish into the stygian darkness. Momentarily, our banner shines with the gold and silver dragons of Hawkwind's Hunters, then it too vanishes as distant sounds of battle reverberate.

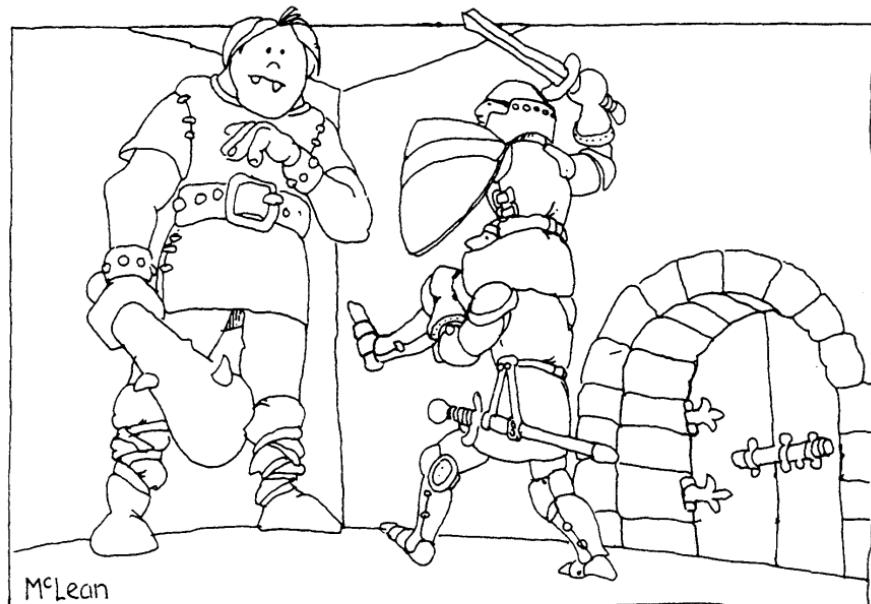
- Book 1, Chapter 9, the Chronicles of Hawkwind

Journey to the Land of Wizardry

The Wizardry program is truly magical. It allows your computer to open a portal into a world far removed from todays high tech living. There brave warriors do battle with evil wizards and fearsome monsters for riches beyond compare. It is a place where careful planning and strategy are more important than mere reflexes. You will be able to create and captain a party of stalwart adventurers about whose adventures the troubadours will sing epics for years hence.

Proving Grounds of the Mad Overlord is only the main module of an extensive series of scenarios. Each scenario will take you deeper into the legend and lore of the Wizardry world. The characters and skills that you develop in Proving Grounds will carry forward into the other programs. So hone your talents well, as Knight of Diamonds, Legacy of Llylgamyn, The Return of Werdna, Heart of the Maelstrom, Bane of the Cosmic Forge, Crusaders of the Dark Savant, and Wizardry Gold await!

In times to come, many other new scenarios will enrich your Wizardry experience and challenge your leadership skills. Wizardry is not just a single game to play and put away, it is Fantasy Role-Playing at its finest with years of campaigning ahead of you. Journey now to Wizardry and let your imagination flow through the screen into a world of magic and adventure.



Characters

Each Wizardry character is a unique individual with strengths, weaknesses, and special abilities. A character is portrayed in the game by hundreds of separate pieces of information, each of which is influenced by the actions that the character performs.

Statistics

Statistics are basic measures of a character's ability to do things. The higher the statistic, the better the character's performance.

Strength affects your skill in combat.

I.Q. and **Piety** influence your ability to cast and resist spells.

Vitality affects your ability to withstand damage.

Agility helps you avoid attacks and open treasure chests.

Luck comes to your aid in many mysterious ways.

Characteristics

Characteristics are descriptions of the physical, emotional and intellectual makeup of your character.

Race is the most important. Wizardry characters can belong to one of five races. Each race has different strengths and weaknesses, most visibly reflected in the minimum ability values (statistics) for each race.

Humans excel at nothing, but have no particular weaknesses, except for a decided lack of piety.

Elves are intelligent and pious, but not very robust. They excel at intellectual pursuits, and are excellent spell-casters.

Dwarves are strong and hardy. They love fine weapons and armor and delight in a good fight.

Gnomes are pious and agile, probably from praying underground during earthquakes. Due to their ascetic traditions, they make excellent priests.

Hobbits are agile and very, very lucky. They are a happy-go-lucky people, and, with the right training, become superb thieves.

Alignment describes your character's general ethical outlook.

Good characters are really good. They go out of their way to help old ladies cross the street.

Neutral characters take life as it comes. They would help an old lady cross the street if they were traveling in the same direction.

Evil characters are not really evil when compared to some of the things they fight in the Maze. They are self-centered, and always want to know "what's in it for them." Evil characters help old ladies cross the street for a small fee.

Note: In the above, we are assuming the adventurer is male, as we may sometimes do in this guidebook. Wizardry is a non-sexist game, however, English is a sexist language.

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Other characteristics include hit points, which describe how much damage a character can tolerate before death, and armor class, which describes how well protected the character is.

Possessions

Possessions are objects that characters own.

Gold is a very important possession. When your character begins life, he has a pittance (probably won in a lottery), barely enough to buy some simple armor and a few paltry weapons. As your character explores the Maze, he will find great riches in gold, which may be used to purchase better items, lodging, and perhaps occasionally acquire the services of a high priest to cure, heal, or even resurrect a friend.

Gathering and maintaining the best possible set of items is a major pastime for Wizardry adventurers, as they can make the difference between life and death! The number and variety of items found in Wizardry may be a little bewildering at first. We won't tell you how the items work, but do offer some general guidelines here.

First of all, not all items may be used by every character. Some items may be used only by specific character classes. You will learn what works by practice and experience.

For example, mages may not use armor, shields, swords or maces.

Also, some items have an alignment, just as your characters do. If a character equips an item that has a different alignment, the item will seriously impair him. In addition, it will become cursed.

A cursed item is any item that cannot be voluntarily unequipped. If you equip such an item, you will be "cursed to wear it."

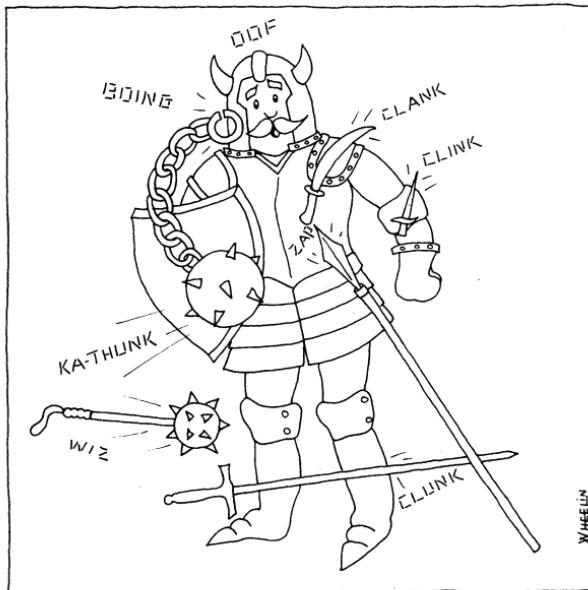
Cursed items are not always bad for you. Some of the better items in the game like to "stick around."

The only safe way to rid a character of a cursed item is to pay to have it removed at Boltac's Trading Post.

Some items may be used to cast spells. Each time you use the item to cast a spell, there is a chance it will break. Generally, scrolls and potions can only be used once, while rods and staffs may work a dozen times.

Items may affect a character even though they are not equipped; they can do things just because they are being carried around.

Finally, certain magic items have special powers which you can invoke. When you try to equip yourself with one of these items, you will be asked if you wish to invoke its power.



Experience

Experience is a measure of the character's mettle and abilities, as tested in the real world. Where the abilities and characteristics describe the character's potential, perhaps the best way to measure the ability of a character to help the party is by the number of experience points he has earned.

A character can gain experience points only through the test of steel, in real combat with a mortal enemy. After each combat, all surviving members of the party will receive an award of experience points; the amount they get depends on the difficulty of the combat.

Since the experience award is divided amongst the survivors of the battle, if you manage to defeat a formidable group of monsters with only a few adventurers, they will each get considerably more experience points.

As the character gains experience points, certain thresholds will be passed, depending upon his or her class. When the number of experience points are obtained, your character is said to have made the next level. When a character makes a level, his statistics and characteristics change, usually for the better.

Class

A character's class is a sort of job description. It describes what the character has trained himself to be. A character always belongs to one class, and under certain circumstances can change his class. Characters start their careers in one of the basic classes, and usually choose an elite profession when they become more powerful. Each class has special requirements as to minimum abilities, alignment and allowed possessions of its members. A complete list of the entrance requirements for each of the classes can be found on page 22.

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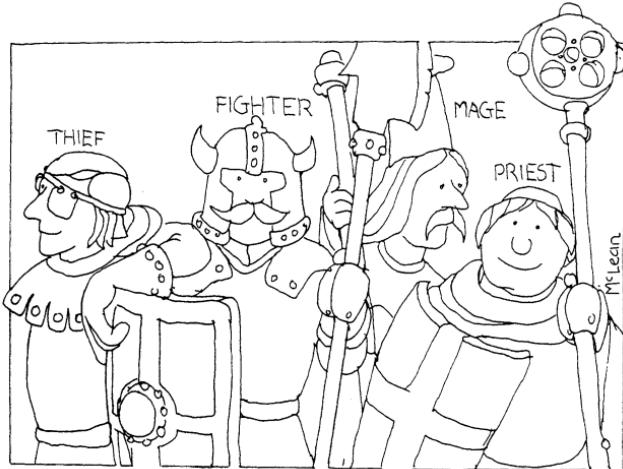
The four basic classes are:

Fighter: The basic man-at-arms. Fighters have high hit points, can use any armor and weapon, and relish their role as shock-troops. They may be of any alignment.

Mage: The sorcerer. Mages have poor hit points, can use only daggers and staffs as weapons, and can wear no armor except for robes! They can cast mage spells, and may be of any alignment.

Priest: The holy one. Priests have fairly high hit points, and, although they cannot wear helmets, they use almost any armor or shield. Priests do not fare as well in combat as fighters, and must use specially consecrated weapons, such as maces and flails. Priests have unusual abilities, however; in addition to casting priest spells, they can dispell the undead (skeletons and zombies, for example). Priest may not be of neutral alignment.

Thief: The trickster. Thieves have average hit points. Their weapons are limited to daggers or short swords; they can wear leather armor and use a shield. Thieves are very good at circumventing the noxious treasure chest traps which often lie between a party of adventurers and their hard-earned loot. They may not be of good alignment.



The four elite classes are:

Bishop: A combination of priest and mage, with some advantages and disadvantages of both. Bishops have average hit points, can wear leather armor, and use priests' weapons. They can cast both mage and priest spells, although they do not learn them as quickly as the other classes do. Bishops start learning mage spells immediately, but must reach the fourth level of ability before acquiring knowledge of priest spells. Bishops are capable of identifying magical items, and thus they can avoid the hefty charge levied for that service in Boltac's Trading Post. Like priests, bishops may not be neutral.

Samurai: These folk are fantastic warriors, and can use all fighter weapons and armor. They start out life with more hit points than fighters; in the long run, though, a fighter will have better hit points. At the fourth level of ability, samurai

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slowly begin to learn mage spells. The strict code of Bushido prevents Samurai from being of evil alignment.

Lord: A combination of fighter and priest. They have the hit points and abilities of fighters, but at the fourth level of ability they gain the ability to cast priest spells, and the ability to dispell. Lords must be of good alignment.

Ninja: A superhuman fighting machine. Ninjas can use any weapons or armor, but work best without any! When fighting with their bare hands they can wreak havoc and destruction, sometimes killing the strongest opponent with a single blow. As long as they disdain armor, their great training gives them lower and lower armor class as they reach higher and higher levels of ability. Ninjas earn hit points as does a thief, and learn no spells. Finally, they must be evil.

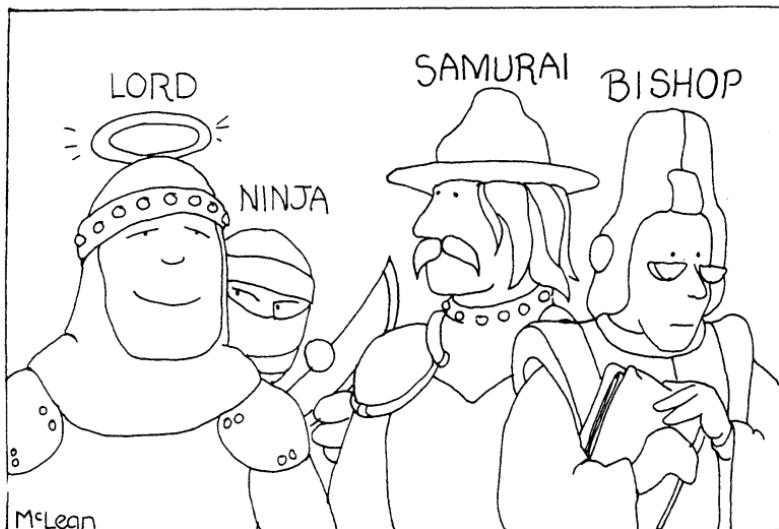
Spells

Spells are magical formulas that allow the caster to bend the physical laws of the universe.

There are two basic categories of spells, mage and priest. Within each category there are 7 levels of spells, from weak level 1 spells to the powerful level 7 spells.

Each character has a spell book, which lists all spells that are able to cast. For a character to be able to cast a particular spell, he needs to have that spell in his book, and he needs a spell point with which to cast it. So in order to cast the third level mage spell MAHALITO, a character must have the spell in his book, and would need a third level mage spell point.

Characters learn new spells by making levels in classes that teach spells. If they later change their class, they will retain the knowledge of the spells they have learned so far, but won't learn new spells unless their new class also teaches spells.



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There is a minor exception to this rule. If a character knows at least one spell of a particular category and level, then he will eventually learn all the spells of that category and level, even if he changes to a class that doesn't learn spells.

For every spell you know, you are granted at least one spell point with which to cast it. Thus, if you know 3 first level mage spells, 2 second level mage spells, and 1 third level mage spell, you will have at least 3 first level mage spell points, 2 second level mage spell points, and 1 third level mage spell points.

If you are currently a member of a spell-casting class, you may gain extra points, based upon what level you have attained. You can never have more than 9 points in any category and level.

Points are reset to their current maximum values each time you enter the Maze for an adventure (It's assumed you got a good night's sleep and studied your books over breakfast.) Each time you cast a spell, you lose a point of the appropriate category and level. When you have none left, you cannot throw that category and level of spell again without going back to the Castle to rest.

If you know 3 spells of a certain category and level, and have 3 points of that category and level, you could cast one spell three times, or each of the spells once, or any combination.

Places

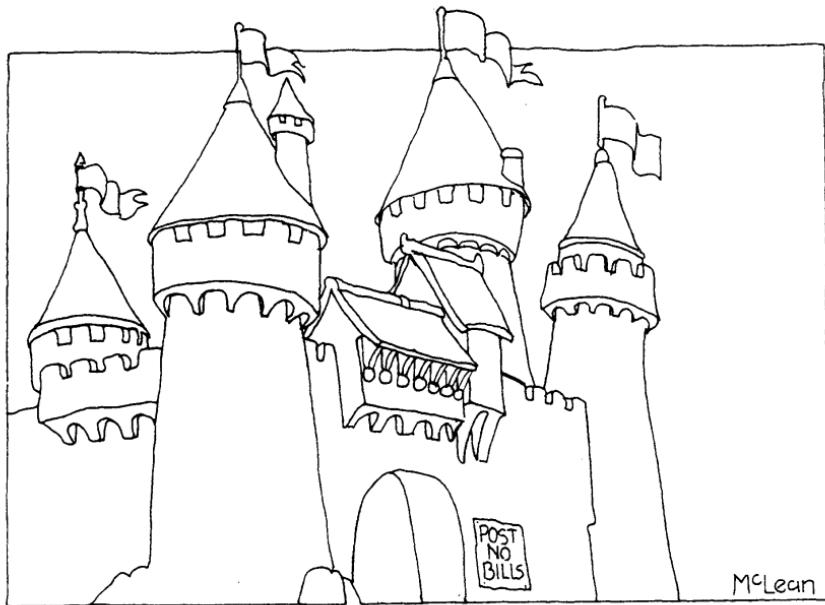
Your Adventurers spend their time in one of two places, the Castle or the Maze.

The Castle

The Castle is a safe haven where your Adventurers can train, rest and lick their wounds, be ripped off by the shopkeeper, or even resurrected from the grave. The Castle encompasses five locations which provide special services to the Wizardry player. These are the Training Grounds, Gilgamesh's Tavern, Boltac's Trading Post, the Temple of Cant, and the Adventurer's Inn.

The Training Grounds, located just outside the Castle, rings with the sounds of swords clashing and timid battle cries. A closer inspection shows youngsters hitting pells with wooden blades, and many of the battle cries turn into yelps when the blade bounces back and hits them! It is here that you create new, novice characters, and can inspect veteran characters, who are standing around shouting encouragement (and other things) to the novices.

Gilgamesh's Tavern is dim and smoke-filled from the haunch of boar roasting slowly over the fire. Small groups of adventurers talk in low tones around deeply scarred wooden tables. Here is where you hope to find a team capable of surviving the arduous rigors of the Maze.



Boltac's Trading Post is the commercial center of the Castle. It is owned and operated by a friendly dwarf named Boltac. Like all dwarves, Boltac likes gold, and will sell you your own arms (not your "armaments," your arms!) if he can get away with it. Here the spoils from a hundred forays find their dubious way to sale. This place has all the equipment you need to make it your one-stop shopping center, and it is open around the clock for your adventuring convenience.

The Temple of Cant is the first stop whenever a party brings back characters who are dead, paralyzed, or similarly distressed. If the high priests of the Temple can do anything to help the poor devil you've hauled in, they will tell you what tithe is required. But since the fees expected by the clergy are rather high these days, it is likely that afflicted person may not be able to afford the "donation", so be prepared to help him out.

Poisoned characters are automatically cured when they return to the Castle from the Maze. Lost characters are beyond mortal help, and are given a free burial.

The Adventurer's Inn offers several important amenities for your characters. To be with, staying in the Inn overnight or longer can help you recuperate from rough fights with monsters by restoring some or all of the hit points you've lost in combat. If you've accumulated enough experience points to qualify you for a higher experience level, checking into the Inn will let you learn of your success, and provide details about the changes in your character statistics. Otherwise, you'll be told how many more experience points you need to increase your level.

The changes in your character statistics may enable you to change from one character class to another. To check, go to the Training Grounds and use the (C)HANGE CLASS option.

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The Maze

The Maze is where the adventurers go in search of monsters to kill, loot to "borrow", and clues to help determine the whereabouts of the evil wizard. As the characters become more proficient, they will be able to adventure for longer periods of time, and penetrate deeper into the Maze; eventually, they may come face to face with their nemesis, Werdna!

The Mission

Trebور, the Mad Overload, was not always mad, merely power crazed. Several years ago, he had obtained a fabled amulet, whose awesome powers were the subject of many legends. As he sat in his throne room gloating over the empire this amulet would bring him, a great incapacitating fear gripped him. When the terror had passed, a trembling Trebor no longer held the amulet. Only one wizard could cast such a terrible spell - his arch nemesis, the Evil Wizard Werdna. How was Trebor to find him and get back the amulet?

The answer arrived swiftly, the very next day, when the earth groaned and the Castle rocked from side to side. For to taunt his enemy, Werdna had used the amulet to carve out of the ground below the Castle a ten level fortress maze. Secure in the vast depths, surrounded by monsters most foul, Werdna, to this day, still plumbs the secrets of the amulet to some unknown purpose.

The shock of all these events completely unhinged Trebor. He became thoroughly paranoid and strove to protect himself with an elite guard of the best characters in each class, while plotting on how to get the amulet back.

Trebور, though, is also well known for killing two birds with one stone (or any other handy weapon). He quickly turned the affront of Werdna's Mazes below his Castle into an asset, by declaring that these were the special Proving Grounds he had ordered built! He told his subjects that these Mazes would form the perfect place to train the bodyguards he needed (and quite possibly recover the amulet at the same time.)

Needless to say, any Adventurers who did recover the amulet will be immediately inducted into his Elite Guard, by force if need be...

This, then, is the situation your characters are thrust into. With a little luck, they will map the Maze, maul the monsters, make off with some of the goodies, find the Amulet and only get killed a few times while doing it!

Using the Wizardry program

In almost all cases, when Wizardry asks you what you want to do, the program will display a menu of options. For example:

M)AKE A SCENARIO DISK

S)TART THE GAME

To select an option, simply press its first letter. The program places a ")" after the first letter of each option to remind you that you type the first letter to select the menu option.

To make the manual easier to read, we will not put the ')'s in prompts. Instead, we always CAPITALIZE any menu options we mention, and we highlight the first letter in a special (W)AY, so that it looks like a little key. Any time you see this special highlighting, you'll know you can press that key.

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When you have to enter a single key, you'll be asked to press a key; when more than one key is required, you'll be asked to type what is required and press [ENTER]. The only times you will be asked to enter more than one keystroke is when you are typing the name of a character or spell, or answering a riddle.

On some computers, [ENTER] is called [RETURN].

If you are asked to confirm a choice, the program will ask you something like "DO YOU WANT TO DO THIS (Y / N)?". In this case, select the option you want and press the appropriate key.

If the question or a menu contains a "#", the program expects a number key [1,2,3 etc.) as the answer.

Finally, in some menus you will see a graphic symbol that looks like a " \leftarrow " instead of the ")" after the first letter of one of the options. This means that the option containing it is the default option, which you can select by pressing [ENTER].

In describing the game, it will sometimes be necessary for us to use terms that may be unfamiliar to you. Don't panic! These terms will be defined later on, usually in the Adventuring section. If curiosity gets the better of you, a quick perusal of the Glossary will help.

Getting Started

Starting the Game

Ah, to adventure! To begin Wizardry, just follow the following instructions.

1. From the Windows START/PROGRAMS menu select Wizardry and then the scenario you wish to play.
2. Select (S)tart Game (Press [S]).
3. Ignore the program's insistence to insert a scenario disk and simply press [ENTER].

Note: Since the original Wizardry games were released on floppy disks, it was important to make copies of the original disks to play on. These copies were called "scenario disks". These disks are not needed any longer, as the game is running directly off your hard drive, where the hard drive serves as the scenario disks.

Making a Scenario Diskette

This option is a left over from the good old days of floppy disks. Since you have already installed the game from your CD-ROM on your hard drive, the game has automatically created a Scenario Disc for you there. Therefore you can completely ignore this menu entry. It does no longer work.

If all else fails, Read the Manual!

We can't overemphasize the importance of the instructions given in this manual. It's possible to stumble through the game without reading it, but you'll probably be a lot happier if you sit down with this book in front of you as you explore each aspect of Wizardry. Studies at the previously mentioned university have shown that 99% of all computer users read software manuals only after they have become hopelessly frustrated. Please be one of the one percent who won't have to call us at 3 A.M. to complain about losing their favorite characters...because you read the manual!

Proving Grounds of the Mad Overlord

About "Cheat" Programs

Wizardry is a very popular game, and several people have written "cheat" programs that let you create "super" characters. We recommend that you do not use these programs for three reasons:

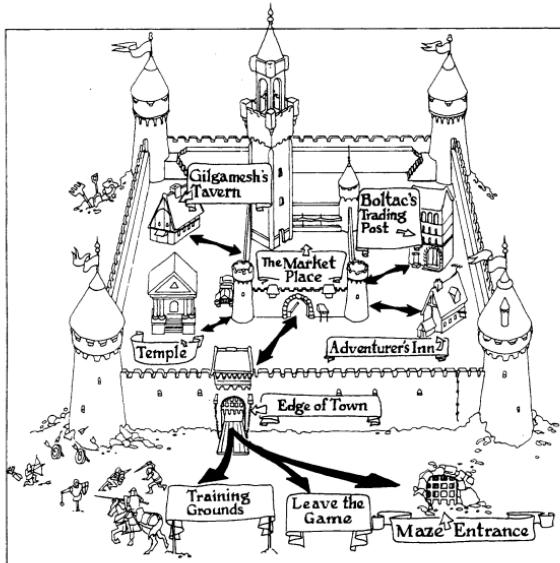
The cheat programs are unreliable and may damage your files.

They destroy much of the challenge of the game. In the long run, it isn't much fun to play with a set of characters that simply cannot be hurt.

We are always making changes and improvements to the Wizardry game, and the cheat programs may not work with future versions of Wizardry.

Moving about

The Castle contains a variety of locations, which you can get to by selecting from a menu. Some of the locations are reached by going to the (E)DGE OF TOWN and selecting a location from that menu. Refer to the Wizardry map on this page. If the location is inside the walls, you can enter it directly; if outside, you must first go through the Edge of Town.



Creating a Character in the Training Grounds

From the main menu of the Castle, press [E] to go the Edge of Town. When the next menu appears, press [T] to select the Training Grounds.

There are 4 options in the Training Grounds:

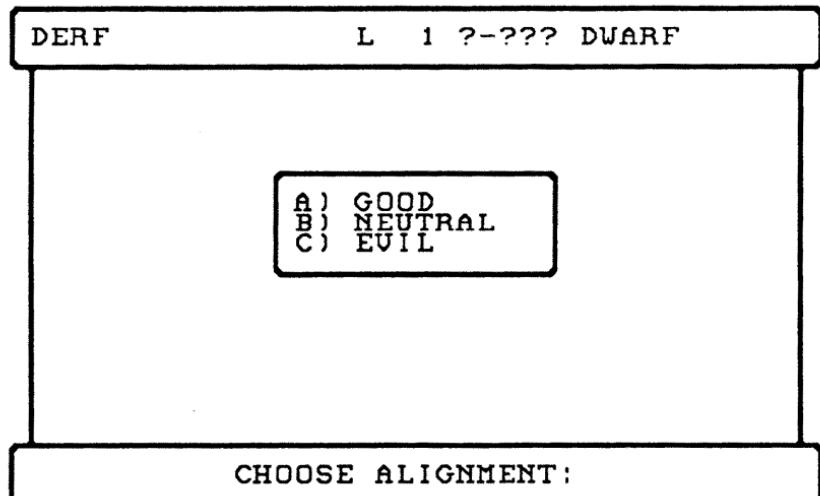
(C)CREATE A CHARACTER

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- (I)NSPECT A CHARACTER
- (R)OSTER OF CHARACTERS
- (L)EAVE

Press [C] to create a new character. Next, choose a name for the character and type it in, ending by pressing [ENTER].

If you want to put a password on the character, type one in (YOU have to remember the password!) Most times you wouldn't need a password, so just press [ENTER].



Now you must choose your character's Race and Alignment. For each you will be given a menu of choices. Simply press the letter associated with your choice.

The next selection concerns the character's statistics. Your new character will qualify for admission into one or more of the eight classes on the basis of these statistics. Based upon your choice, for race, a profile set of minimum statistic values will be displayed. You now have a chance to influence the profession of your character by distributing bonus points.

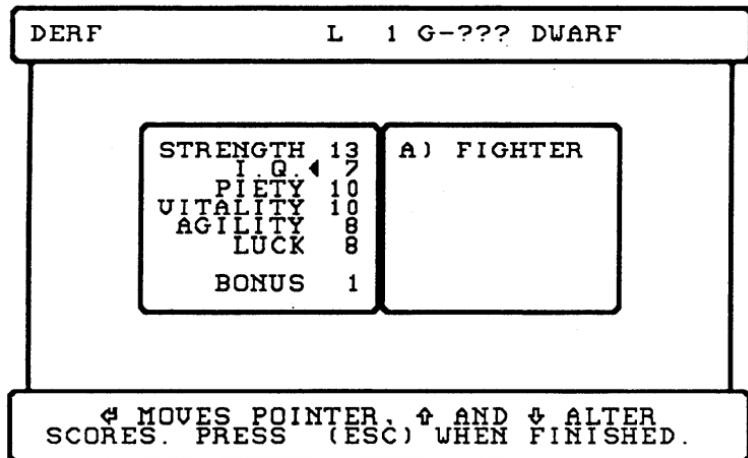
Note the special line that tells you how many bonus points you have to work with. The number of bonus points is selected randomly each time you create a character. You'll distribute these points among the various statistics. The [ENTER] key moves a selection arrow down the list of statistics. When you have the arrow pointing to the statistic you want to change, press [+] or [-] to add to subtract points.

If you move the arrow off the bottom of the list of statistics, it will pop up to the top of the list.

Some computers also have up and down arrow keys. You can use these in addition to [+] or [-].

You can change the statistics any way you like, but you must use up all the bonus points you've been given. Also, you cannot push a statistic below its original value, or above 18.

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When you make changes in the statistics, class options will begin to show. Each class has different minimum statistic requirements, and when you have added enough bonus points to the right statistics to qualify for a class, it will appear in one of the windows. The minimum statistic scores required to qualify for each of the classes is as follows:

Fighters need 11 strengths.

Mages need 11 I.Q.

Priests need 11 piety and may not be neutral alignment.

Thieves need 11 agility and may not be good.

Bishops need 12 I.Q. and 12 piety and may not be neutral.

Samurai need 15 strength, 11 I.Q., 10 piety, 14 vitality, and 10 agility and my not be evil.

Lords need 15 strength, 12 I.Q., 12 piety, 15 vitality, 14 agility and 15 luck. They must be good.

Ninjas need 17 in all their statistics, and can only be evil.

You will never get enough bonus points to create a Lord or a Ninja. Eventually the statistics of one of your characters will rise high enough to qualify for these classes, and you will be able to change class. This is explained later in this section.

Once you've allocated all the bonus points and qualify for a class that you want, press the [ESC] key to signal that you are done. Then, if you like the character, press [Y] to store him in the roster.

Before you go charging off, filling the universe with alter egos of yourself, keep in mind several important facts:

A team can consist of up to 6 members, and any less increases the chances of disaster. There is a word for "Lone heroes battling against incredible odds." This word is "dead."

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Developing a well balanced team with diverse talents is one of the major keys to success (See the section on adventuring.)

Decide which alignment you prefer your party to have before you start generating characters. Evil cannot play with good, but neutrals may play with either. Some character types are only available to one alignment or the other, so select the whole makeup of your team first to avoid disappointments, such as finally generating a fantastic samurai, only to discover that he cannot join the rest of your evil team!

Other Training Grounds Options

The (R)OSTER OF CHARACTERS option will display all the characters available, and show you whether they are alive or dead, and in the castle or out on expeditions.

The (I)NSPECT A CHARACTER option lets you look at your character in detail, and perform character specific "housekeeping" actions.

To return to the Castle, simply (L)EAVE.

Inspecting a Character in the Training Grounds

Press [I] at the main Training Grounds prompt to inspect a character. Next, select a character by pressing a letter. Now you can (I)NSPECT, (D)ELETE, (C)HANGE CLASS, OR (A)LTER PASSWORD.

(I)NSPECT shows the character's vital statistics, weapons, armor, spell books, and any special goodies he has found so far in his forays into the dungeon. This display will be covered in more detail in the section describing Gilgamesh's Tavern.

(D)ELETE allows you to retire old, world-weary adventurers, but will ask you again, just to make sure. Retired characters pack up all their belongings, go to Club Wiz, and are deleted forever from the game.



Proving Grounds of the Mad Overlord

(C)HANGE CLASS gives characters the option of changing their professions in mid-life. When you change class, you are entering the new class as a level one character. Therefore, changing class has the following side-effects:

Your character statistics drop to the minimum for your race.

Your experience points drop to zero.

All your equipment will remain in your possession, but your items will be unequipped. Since you are changing class, you may not be able to use them anymore.

You will retain knowledge of any spells you already know, and you always get one spell point per spell in your spell books. However, you lose the extra spell points you got for being a member of your previous class. Though you may learn new spells and get new bonuses for being a member of your new class, it is likely that, at least at first, you will have fewer spell points to work with.

If you know at least one spell of a particular type and level, then you will eventually learn all the spells of that type and level, even if your new class doesn't learn spells of that type. So, for example, if you change a mage into a ninja, and the mage knew the 3rd level mage spell MAHALITO, then the ninja would eventually learn MOLITO, the other 3rd level mage spell.

(A)LTER PASSWORD changes the character's password in case of security problems (younger sibling, devious friends, parents who hate to be shown up!).

You must know a character's current password in order to change it.

This option will not delete a forgotten password.

Gilgamesh's Tavern

Gilgamesh's is where you assemble your party. Enter the Tavern by pressing [G] at the main Castle Menu. Gilgamesh's menu provides you with several options.

(A)DD lets you add characters to your party. You will be shown a list of all the characters compatible with the other members (if any) of your party. You can select one by pressing the letter associated with the character.

As soon as you select someone who is not neutral, the alignment of the team is chosen, and disappointed incompatibles will wander back to their drinks.

(#)INSPECT lets you look at the current status of a character. This option is extensively described on the next page.

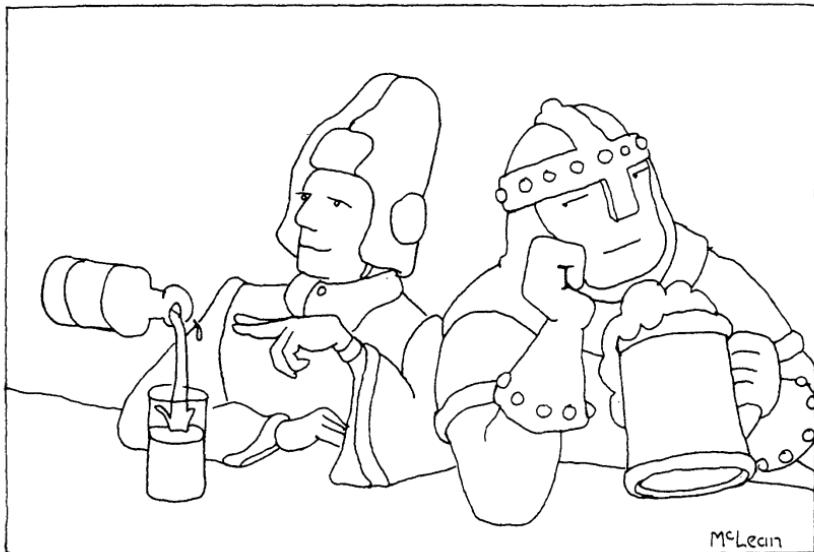
Remember, whenever you see a #, Wizardry expects you to type a number, not the actual (#) key.

(R)EMOVE lets you remove a character from the party.

(D)IVVY GOLD pools the gold belonging to the party, and then evenly splits it up between the party members.

(L)EAVE exits the Tavern.

If you decide to visit the Training Grounds once a party has been formed, the party will disband automatically. You will have to go back to the Tavern and reassemble them.



Inspecting a Character

When you are in the Tavern, (#)INSPECT lets you inspect a character in the party by typing the number key associated with that character.

When you inspect a character, a window appears that offers a wealth of facts about your character. Five pieces of information are found at the top. Your character's name and level appear first. Next are alignment, race and class. On the lines below appear your character's statistics, characteristics and possessions.

Your character's hit points and maximum hits are displayed as 8/8, where the second number is your max hits. Hit points describe the amount of damage you can tolerate before death. Max hits are the maximum number of hit points you can have. Each time you are injured in combat, hit points are deducted. For example, during a combat you take 2 points worth of damage, then your screen will show 6/8. If the hit points reach zero, your character dies.

Proving Grounds of the Mad Overlord

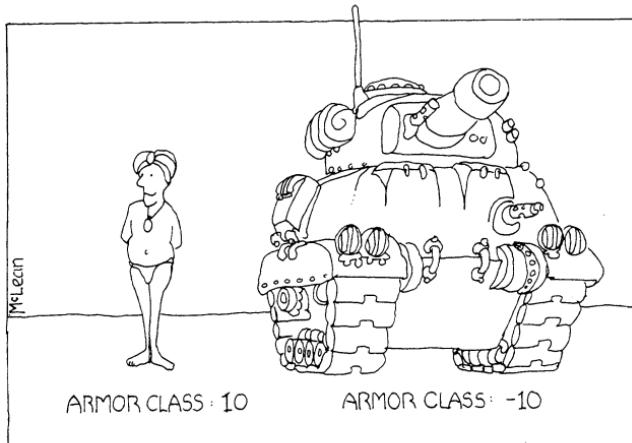
CASTLE							
THOMAS THE FAIR L 1 G-FIG HUMAN							
STRENGTH	11	GOLD		0	LEU	1	
I.Q.	10	E.P.		0	AGE	15	
PIETY	5						
VITALITY	8	H.P.	8/	8	A.C.	4	
AGILITY	12						
LUCK	9	STATUS	OK				
MAGE	0/0/0/0/0/0/0/0	PRST	0/0/0/0/0/0/0/0				
1)*LONG SWORD		2)*LARGE SHIELD					
3)*CHAIN MAIL							
READ TRADE POOL GOLD LEAVE EQUIP DROP IDENTIFY							

Armor Class is a measure of how well-protected you are against attack. Note that, unlike other measures in this game, a better armor class, or AC, corresponds to a lower number. Thus AC may be expressed as a negative number if it is unusually good. Bare skin, for example, has an AC of 10. A character with an AC of -10 is about as well armored as a Sherman Tank.

When a character acquires armor that is +1, +2, or +3, that means that upon being equipped with the armor, his AC will be lowered 1, 2, or 3 points below what is normal for that piece of armor. For example, Leather Armor lowers AC by 2 (10-2= new AC of 8), while Leather +1 lowers AC by 3 (10-3= new AC of 7).

Some items in Wizardry do you more harm than good. Such items are frequently noted as having minus numbers. For example, a defective piece of Leather Armor might be Leather -1, giving the wearer an AC of 9 instead of the usual 8. Such items are almost always cursed.

Remember that while a cursed item is usually bad, it doesn't have to be. In Wizardry, cursed means that the player who equips it is "cursed to wear it".



Proving Grounds of the Mad Overlord

Status will tell you about any problems you may have. Being DEAD is one of these, although you'll also see other maladies here. Characters who are marked OUT are lost somewhere in the Maze! Their status may become OUT due to any of three causes: Obliteration (everyone was killed), Starvation (Power failure or turning off the computer) or Vacation (using the (QUIT option while in the Maze.)

OUT characters can be retrieved. Either select the (R)ESTORE AN "OUT" PARTY option from the Utilities menu, or send a small party down into the Maze to pick them up.

Shown next are your mage and priest spell points. These strings of numbers tell you how many spells of each spell level you can cast. Within each spell category, mage and priest, there are seven power levels. You can throw one spell of a given type and power level for each spell point you have in that slot. For example, mage spell points are 5/3/2/0/0/0/0 would mean that you can cast five first-level, three second-level, and two third-level mage spells. You must have a spell written in your spell books before you can cast it.

Below the spell points are two columns for your weapons, armor, and any goodies you have found on your forays. You can carry up to eight items at a time. To the left of each item may be found one of the following symbols (no symbol means the item can be equipped or carried):

* indicates that the item is equipped. Equipping is explained below.

reminds you that the item cannot be equipped by that class of character. For example, priests cannot use edged weapons, and thieves cannot wear chainmail.

? tells you that the item is not identified, which means you don't know exactly what it is.

- warns you that the item is cursed. Since it is stuck to you and probably doing more harm than good, a trip to Boltac's to remove it maybe in order.

At the bottom of the screen is a menu of commands that will allow you to perform all sorts of interesting tasks.

(R)EAD offers you the chance to peruse your character's spell books. Select the category of book you want to read. All the spells he has learned so far will be displayed. Refer to the Spells section beginning on page 52 for detailed descriptions on what each is and what it does.

(D)ROP lets you drop any item onto the dusty floor of the Maze or the muddy streets of the Castle.

Dropped items are gone forever. Be careful not to drop the wrong item.

(P)OOL GOLD moves all the party's gold to the character. If you later need to give back some gold to other party members, choose the DIVVY GOLD option while in Gilgamesh's Tavern.

(I)DENTIFY allows Bishops to attempt to identify an unknown Item. If they fail, there is a chance they will be forced to equip it; and if it is cursed, they may be in trouble!

(E)QUIP lets you select the items your character is to wear. For each type of item (Weapon, Armor, Shield, etc.) you will be shown a list of what items of that type you have and invited to select the one your character will use.

Proving Grounds of the Mad Overlord

Weapons and armor you possess, but have not equipped, will not be of any use to you in combat.

You can unequip an item by simply choosing no item of that type when you equip. You do this by pressing [ENTER] instead of a number.

(T)RADE allows the characters to exchange gold and items amongst themselves. To trade, first press in the number of the character with whom you wish to trade. Then type the amount of gold, if any, that you want to transfer. Next, if you wish to trade an item, press the number of the item you want to trade. When you have finished trading items, press [ENTER].

If you don't wish to trade any gold, you can press [ENTER] instead of entering "0" as the amount.

An item must be unequipped before it can be traded.

(L)EAVE ends the inspection of your character.

While you are on a foray in the Maze, you can also inspect your characters by going to Camp. When you do so, two extra options are available.

(S)PELL casts spells. The spell must be in your Spell Books and you must have an appropriate spell point available in order to cast it. If the spell is one of the healing, you will be asked upon which member of the party you wish to spell cast.

Some spells can only be cast while in combat with the monsters. In the Spells section beginning on page 52, if the "WHEN" category says Camp or Anytime, you can cast it in Camp.

(U)SE allows you to cast a spell using a special item, such as a potion bought at Boltac's. Anyone can use an item; you don't need to know the spell it casts, and you don't need a spell point to cast it.

This means that big dumb fighters can keep DIOS potions around and cure themselves.

As with casting spells normally, you can't cast some spells in camp.

Each magical item has an unknown number of charges, and may break after being used. If it does, it will be displayed in your list of items as a BROKEN ITEM.

Depending on where you were when you inspected your character, some of the options may not be available:

From the Training Grounds, you may only (R)EAD your spell books or (L)EAVE.

From Gilgamesh's Tavern, you may do everything but cast a (S)PELL or (U)SE an item.

When you are in the Maze and have (C)AMPED, you may do everything.

Boltac's Trading Post

Boltac's is where you buy equipment for your party. Enter the establishment by pressing [B] at the main Castle menu. Immediately, Boltac will ask which of your characters wishes to be served.

Once you have selected a character, the shopping display will appear. You can (B)UY, (S)ELL OR (I)DENTIFY items, (U)NCURSE cursed items, (P)OOL GOLD from any party members into your possession or (L)EAVE the Shop.

Buying Items

Boltac has an enviable inventory, but he may sometimes run out of certain items. Other items won't turn up in the Trading Post unless someone brings them back from the depths of the Maze and sells them to the proprietor. So the inventory list may change in length and content as the game progresses.

To buy an item, press [B] to browse through Boltac's wares. Then press [F] for forward or [B] for backward until you find the screen with the item you want. You'll be told how much it costs and whether the character can use it.

CASTLE						
1) LONG SWORD					25	
2) SHORT SWORD					15	
3) ANOINTED MACE					30	
4) ANOINTED FLAIL					150	
5) STAFF					10	
6) DAGGER					5	
150 GP LEFT						
P)URCHASE B)ACKWARD L)EAVE F)ORWARD S)TART						
#	CHARACTER NAME	CLASS	AC	HITS	STATUS	
1	DERF	G-FIG	10	8	8	
2	THOMAS THE FAIR	G-FIG	4	8	8	
3	PRIOR SEBASTION	G-PRI	5	8	8	
4	SNATCH	N-THI	6	8	8	
5	ALFREDO	G-MAG	9	8	8	
6	GABRIELLA	G-MAG	9	8	8	

If you still want it, press [P] to purchase, then indicate the item you want by number.

If you select an item that the character buying cannot use, Boltac will inquire as to whether you are sure you want it.

CAUTION: After leaving the store, you will probably be delighted with your shiny new items. But be aware that merely owning an item does not enable you to use it in the Maze. Only those items with which you are equipped can be called into play during combat.

Selling Items

Selling off excess equipment is a good way to raise cash for impoverished expeditions. Be aware, however, that Boltac is accustomed to making a tidy profit on every transaction, even those which involve buying back what he just sold you ten minutes before.

To sell an item, press [S]. You will see a list of your items, alongs with the price Boltac will pay. Select the item you wish to sell off by pressing the number.

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You cannot sell an item that is cursed or which needs to be identified.

If you attempt to sell an item that is equipped, you will be asked if that's what you really want to do.

Removing Curses

Cursed items picked up in the Maze are very uncooperative and they stick like glue to anyone who equips them. If you manage to get back to the Trading Post in one piece carrying such an item, Boltac can uncurse it for you. Press [U]. You will see a display similar to the one used when you sell an item. Select the cursed item by pressing its number, and if you have the cash, Boltac will take it off your hands (or whatever part of your body it is attached to.)

Identifying Items

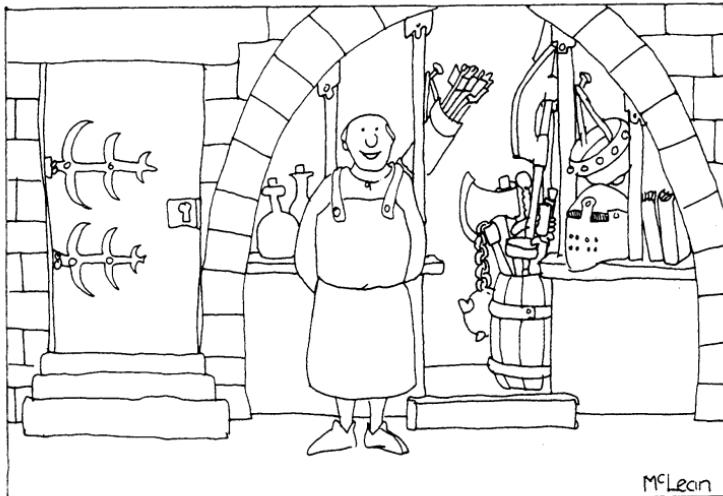
When you first find certain items in the Maze you cannot be certain of their exact properties. The names of these items describe only their appearance. Whenever possible, have such items identified before you equip yourself with them in case they turn out to be cursed.

One of the special powers of the bishop is the ability to identify items. However, there are some risks associated with having a bishop identify an item. If the bishop is not very careful, he or she may touch the item by accident. This will cause the item to be equipped, and if the item is cursed, the hapless bishop will be forced to use it. For this reason, Boltac has begun to perform such inspections himself. Needless to say, Boltac exacts a fee for this service.

The procedure for identifying items is similar to that of uncursing them, except that you press [I] to identify instead.

Pooling Gold

Since few adventurers can qualify for a Dungeon Express Card, the trading post features a (P)OOL GOLD option to help bring big-ticket items within reach of those on a limited budget. This option transfers the gold possessed by party members to the person shopping.



The Temple of Cant

Whenever a party brings back characters who are dead, paralyzed or similarly distressed, they can be carried to the Temple of Cant.

Enter the Temple by pressing [T] at the main Castle menu. You will be shown a list of the characters the Temple can help. Select a character from the list and the Temple priests will tell you what tithe is required. Choose which character in the party will pay the tithe. Should that character not have enough gold, the entire party's gold will be kicked into the fund. Unless the victim is dead or blown to ashes, (worse than just being merely dead), the healing arts of the Temple practitioners are assured of success. In those other more serious cases, there is a chance that the best efforts of the priests will be to no avail!

A character with a good vitality rating has a good chance of being helped, but old, infirm characters may be in big trouble. Dead characters who fail to be raised from the dead are reduced to ashes. Even in such depressing circumstances though, there is still hope: for a larger tithe, it is sometimes possible to resurrect a person even from an ashen mess - but if this attempt fails, the character is lost forever and cannot be restored by any means.

Anyone brought back from the dead will have but a single hit point and should limp post-haste to the Adventurer's Inn. Those resurrected from their ashes will have all their hit points restored (for all the money, you should get something free.)



The Adventurer's Inn

The Inn is where characters recover lost hit points and learn whether they have made the next level of experience. Enter the Inn by pressing [A] at the main Castle menu. Next, select a character who needs some rest & relaxation (R&R) in the same way you would for the Trading Post.

Once you've checked a character into the Inn, you'll be able to look over the types of rooms available. The more expensive rooms allow faster, but less economical, healing of wounds.

Note: Age is important in Wizardry. Beyond the age of 50, you will become more and more feeble until eventually you will not be good for much of anything except chatting about the "good old days" before the invention of the wheel. Therefore, you do not want to spend too many weeks in bed.

As you'll soon discover, certain spells can also be thrown on your characters which will restore hit points without the trouble, expense and wasted time of a visit to the Inn. But the Inn provides such medical services, even to those without spell-casting friends, as long as you have the cash.

Select one of the room types. Each type restores hit points in return for a weekly fee.

	Hits/points week	Fee/week
--	------------------	----------

Stables	none	none
Barracks	1	10
Double Occupancy	3	50
Private Room	7	200
Royal Suite	10	500

Need more money? You can also (P)OOL GOLD from your party. This strips all the other party members of all their gold and gives it to the character in the Inn.

Once you have chosen a room, you will stay there until you are either fully healed or have run out of money. A display will count up your hit points and count down your bank balance. If the latter becomes alarming, you can check out early by pressing the [SPACE BAR].

Making a Level

After any stay in the Inn, a check will be made to see if you have made a level. Making a level is a joyous occasion. You'll see a declaration that you have attained the next level of experience and get all the news about any changes to your character statistics. Spell-casting characters may learn new spells. At the end of this sequence, you'll learn how far away the next experience level is.

There's a chance you might qualify for more than one level per visit to the Inn. This could happen if it's been a long time since you've had a good night's rest. If you suspect this might be the case, stay an extra night in the stables.



The Edge of Town

The Edge of Town lets you go to other areas outside the central Castle: The (T)RAINING GROUNDS, the (M)AZE, the (C)ASTLE, the (U)TILITIES, and (L)EAVE GAME. The (T)RAINING GROUNDS section has already been explained and (C)ASTLE returns you to the main Castle menu. From the screams of terror and loud munching noises issuing from the entrance to the (M)AZE, this is undoubtedly where your Party has to go when it is ready to begin adventuring.

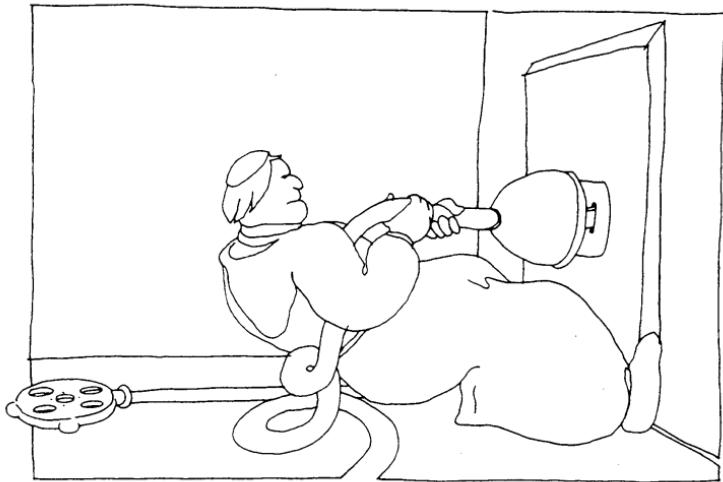
(L)EAVE GAME is what you do when you are finished playing a session of Wizardry. NEVER, EVER, turn off your computer without using the (L)EAVE GAME option.

If your expedition is suddenly interrupted - power failure - (3-year old pulled the plug), reality check (Dinner ready, so you turned off your computer), or Deus ex-machina (Electrical storm) - your party will be left stranded in the Maze. When you restart your game, you'll find your characters are marked as OUT. There are two ways to get them back:

You can (R)ESTART the party using the (U)TILITIES option (described later in this section).

You can mount a rescue expedition to find the characters. You will need to (I)NSPECT areas of the Maze for the characters - this is explained in this section on moving around the Maze.

If you want to deliberately interrupt an expedition (It's 4 a.m. and you have to go to work soon), you can use the (Q)UIT option that is available in the Maze. This option will be described more completely in the Adventuring section.



The Utilities

The Utilities offer you the ability to do things to the characters outside the adventure. **(C)HANGE NAME.** If you want to give a character a new persona, select, by letter, the character whose name you wish to change. Then type in the new name.

(R)ESTART AN "OUT" PARTY. Select, by letter, the name of any character that is stuck in an OUT party. The entire party will be restored to exactly the same spot in the dungeon.

This option is usually used when you **(Q)UIT** an expedition while still in the Maze. **(Q)UIT** is described in the section on Adventuring.

(L)EAVE the Utilities and return to the Castle.

Adventuring

The heart of Wizardry is adventuring. It's time to accept the challenge...time to leave the safe, but expensive, confines of the Castle and venture into the unsafe, but potentially lucrative, corridors of the Maze.

Successful adventures consist of four steps:

- Preparing the party for the adventure.
- Touring and mapping the Maze.
- Fighting the monsters
- Getting back alive.

Preparing the Party

A party is a team of adventurers who band together to explore the Maze. You can have up to six characters in your party at one time.

To assemble a party, go to Gilgamesh's Tavern and recruit compatible characters.

Proving Grounds of the Mad Overlord

Only characters in the Castle may be added to the party. If you wish to resume an expedition that was stranded in the Maze, use the (R)ESTART AN "OUT" PARTY option of the utilities.

Balance your party. When first starting out, try a party of two fighters, a priest, a thief, and two mages. This is the strongest party you can make using characters with low experience levels.

Good characters will refuse to cooperate with evil ones; if you try to put them together, you'll hear loud complaints.

Dead or otherwise incapacitated characters can be added to the party, although you will be asked if you really want to do this.

Checking out your Characters

Before you enter the Maze, it is usually a good idea to check the "vital statistics" of each character in your party. Here are a few things to watch out for:

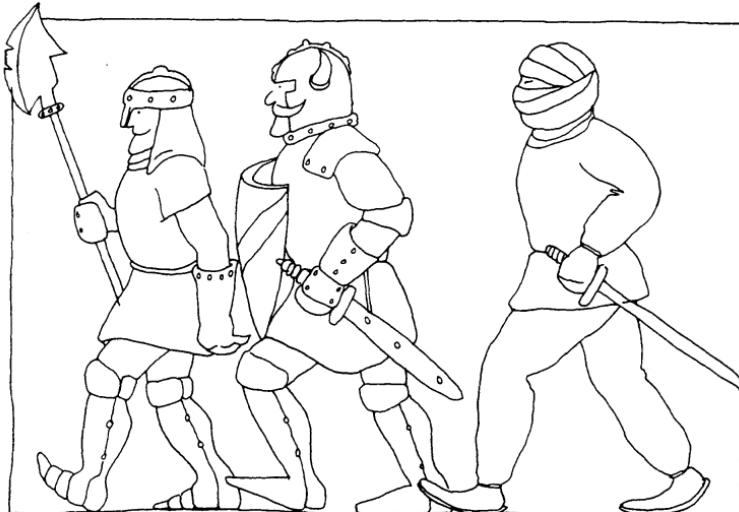
If anyone is without full hit points, a stay in the Adventurer's Inn is advisable. You may also wish to do this if you think anyone is ready to gain a level.

Characters who are incapacitated should be attended to at the Temple.

If you have some extra gold, a trip to Boltac's might be warranted.

Make sure that each character is equipped with the right items. That shiny new sword you just bought is nothing but ballast unless you tell your character to equip it!

Once you have placed the desired characters in the party, enter the Maze by going to the (E)DGE OF TOWN and selecting (M)AZE as your destination. In a few moments, you will be deposited in Camp.



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Camping Out

When you are in the Maze, you are constantly subject to the attacks of monsters. Fortunately, you can make (C)AMP at any time that you are not fighting. When you are in Camp, it is assumed that you have set up guards so that the monsters cannot attack you.

When you are in Camp, you may:

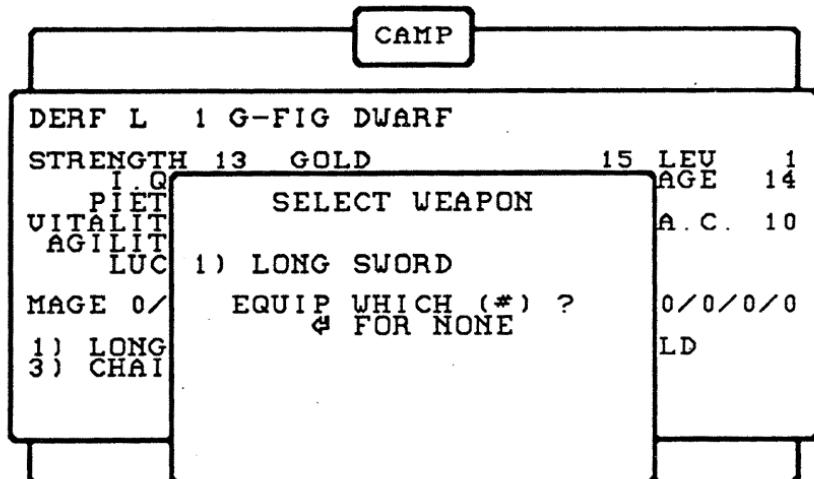
(#)INSPECT a member of the party. The display is the same as in the Training Grounds and the Tavern, but you will have more options. All the options that are available have been mentioned in the Tavern section of the manual.

(R)EORDER the party. This option lets you choose which characters go in which slots of the marching order. Obviously, someone has to be in the front of the party and others (the lucky ones) can stand (or cower) behind them. Generally, you should order the party so that the best fighters are in the front and the spell-casters are in the back. Select which characters go where by typing the number of the character you want in first position, then the number of the character you want in second position, and so on.

Remember, only the first three members of a party can attack monsters with weapons.

(E)QUIP the entire party. This option is the same as the equip option in (#)INSPECT except that it does it for every number of the party. This is convenient when you have just bought a lot of equipment at Boltac's.

(L)EAVE the Camp and enter the Maze proper.



Touring the Maze

The Maze window displays a 3-D view of the Maze passageways directly in front of you. You will also see the party status window, which will tell you how your characters are doing. At the top of a screen, a window will remind you of most of the options that are available.

When you are in the maze, you can move around by pressing:

[W] to move one step forward.

[A] to turn 90 degrees left.

[D] to turn 90 degrees right.

[X] to turn 180 degrees about.

These keys form a convenient diamond shape on the keyboard. If your keyboard has cursor keys, they can be used as well. You can also press [F] for forward, [L] for turn left and [R] for turn right.

In addition to moving, you can also press:

[C] to go to Camp.

[O] to toggle some of the information windows on and off, in case you like a less cluttered view of the Maze.

[I] to inspect the current area of the Maze for other adventurers. If a party of adventurers gets lost in the Maze or killed, Wizardry remembers where they are. If you start another expedition and go down to where they are, you can inspect the area. This lets you find them and add them to your party.

In order to find them, you must be close enough to them so that you could walk to where they are without going through a door.

There must be room in your party to hold the new members. Thus, if a six person party got killed, you would have to make 2 trips with a 3 persn rescue party to get them all back to the Castle.

[S] to update the party status window and make it visible if it has been hidden by [O].

This is especially useful if someone is poisoned.

[T] to adjust the message delay time. This is the amount of time that a message is displayed before Wizardry continues.

You can enter a number from 1 to 99. Each unit represents about 1/10th of a second of delay. The standard delay is 20.

[Q] to quit the current expedition. Wizardry will remember where you quit, and you will be able to use the (R)ESTART A PARTY utility option to pick up where you left off. You could also take a rescue party down to find the first party.

If you quit an expedition, Wizardry won't remember whether you had MILWA, LOMILWA, LATUMAPIC or MAPORFIC spells active. These are all spells that last for the duration of an expedition.

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Graffiti

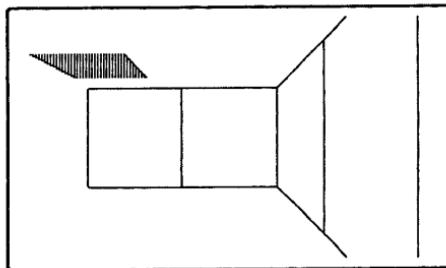
As you travel through the Maze, you will occasionally find unusual markings. These may represent stairs upwards and downwards, special passageways you might want to explore, messages scrawled on the walls and dark areas into which you cannot see.

Mapping

Each time you enter the Maze, you will be told that you are at the foot of the staircase which links the Castle with the first (topmost) Maze level. If you go up these stairs, you'll be back in the Castle.

When you enter the Maze from the Castle, you always start on the first level as far South and as far West in the Maze as you can be, facing North.

You may ask, who cares? Well, in order to survive in the Maze, you must know with reasonable certainty where you are and how you got there. The only way to know these things it to make accurate maps and refine them every chance you get.



Mapping is indeed one of the most important skills that successful Wizardry players possess. Without good maps, you will get hopelessly lost and eventually your character will die! Mapping is not all that difficult, but it does take a little patience and practice.

Use graph paper to chart your progress in the Maze. Be wary of nasty tricks designed to mislead you. Wizardry levels are constructed around the concept of a 20 x 20 grid. The word concept is rather loosely used here because the authors have done everything they can to misguide and misdirect you into believing that what you see on the grid is not real.

The fundamental way to map is to stand on a square, look north, map where you see; then turn east (don't move off that square!), and map what you see. Do the same for the south and west directions also. Then and only then, take a step in one of the four directions and repeat the mapping procedures. Always map an area without going through a door (you never know if it is a one-way door), taking a stair, or entering any special area, like an area of all darkness. If you stumble into a special area try to leave immediately. This may seem like very slow work, but if you follow this methodology, you will not readily get lost.

Mapping Aids

There are several things that will aid your travels. First, and foremost, is the use of a light spell. MILWA and its more powerful cousin, LOMILWA, perform a giant service for you. They extend your vision several squares ahead, which is a great aid in mapping and anticipating problems. More importantly, though, they make secret doors visible. Without the spells, a player must try to pass through every wall segment to see if there is a door there. The real problem with this is that quite often, you really

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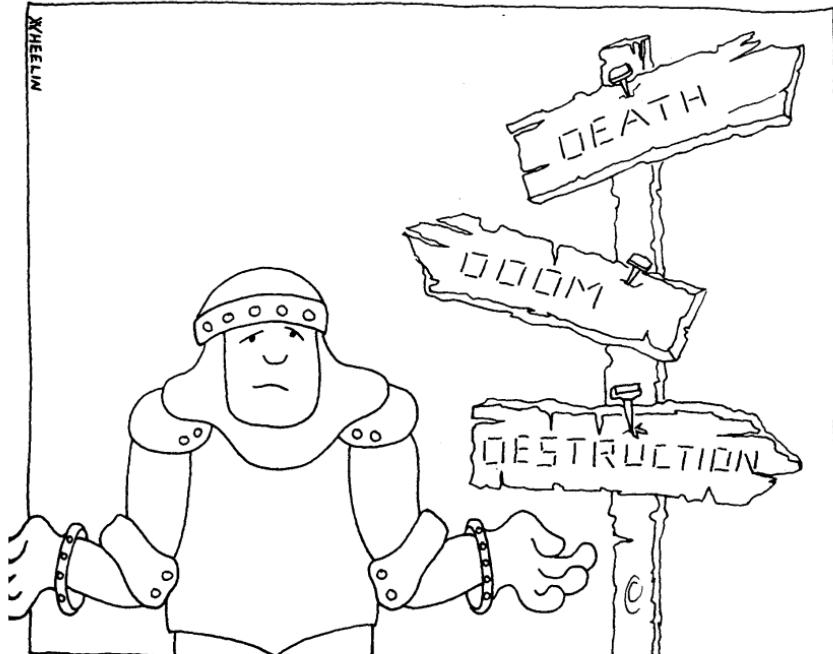
did not want to go through the door quite yet, but now have no choice. Also, your characters do not appreciate you telling them to run full-tilt into stone walls!

Scrolls for these spells are quite rare. Cultivate a Priest, and aid him to advance to higher levels, so that he will be able to cast those spells for the team.

No matter how diligently you map, occasionally you get turned around and have no real idea where the party is at that moment. Help is available through your Mage. By the time he is level 3 or 4, he will be able to cast a DUMAPIC spell. This spell gives your exact spatial coordinates based on the following rule: the lower left-hand corner of the Maze map (where the stairs to the Castle are located) is square 0 East, 0 North, 1 Down below the Castle. The spell also gives the direction your party is currently facing. So, no matter how confusing the Maze seems to get a times, a quick DUMAPIC spell will set you right again.

For your first few expeditions we recommend that you avoid monsters by running away from them, whenever possible, until you have become comfortable with mapping and with getting out of the Maze quickly when you have to.

Unlike many text adventure games, you cannot leave a trail of bird seed after you to find your way through the Maze. Anything you DROP while in the Maze is not visible and will be lost forever!



Combat

Without some sort of challenge, Wizardry would just be a game of mapping. You will soon learn to be grateful to a particular group of individuals for providing this challenge. After all, who gathers together all the loot in the Maze so that your characters can find it in nice tidy packages? Who gives bloodthirsty adventurers something to look forward to? Who blasts ill-prepared party members to smithereens? This is the life-work of monsters. Mastering the fighting techniques described here will help you make their job less rewarding.

Meet the Monsters

As your party is moving through the Maze, it will encounter many groups of monsters guarding hoards of treasures. The monsters could be wandering around like you, or they may be inhabitants of a room you have just entered. Although some monsters are peace-loving vegetarians, the majority of them really do like the taste of a good "leg of adventurer," so it is likely that a fight will take place.

1) 4 SKELETONS (4)

DERF'S OPTIONS

FIGHT USE ITEM RUN
SPELL PARRY TAKE BACK



#	CHARACTER NAME	CLASS	AC	HITS	STATUS
1	DERF	G-FIG	5	8	???????
2	THOMAS THE FAIR	G-FIG	4	8	???????
3	PRIOR SEBASTION	G-PRI	5	8	???????
4	SNATCH	N-THI	6	8	???????
5	ALFREDO	G-MAG	9	8	???????
6	GABRIELLA	G-MAG	9	8	???????

When you encounter hostile monsters, your party goes on full alert. Two windows will automatically appear. One will show you the names and numbers of the monsters you are facing, and the other will be used to gather instructions and report on the progress of the combat. You will also be shown pictures of the monsters.

Most of the time, you will only be told what the monsters look like, not what they really are. You may be able to discern their true identities if your character's I.Q. is high enough. You can also use the LATUMAPIC spell to see through their disguises.

Combat proceeds in rounds. Each round, both you and the monsters decide what actions to take, and then the program mediates the combat. Combat is over when either side runs away or is totally defeated.

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Each active character in your party will be presented with a list of options each round. The possible options are:

(F)IGHT the monsters. To do this, you must be in the first, second or third position in the party.

(P)ARRY the monsters. Generally, you only do this if there is nothing a character can do to help. Parry reduces the chance that the monsters will be able to hit you.

(D)ISPELL the monsters. Some monsters in the Maze ("the undead") are animated only through the power of great evil. If successful, dispell forces these monsters to return to the Abyss from whence they came. Priests and high level bishops and lords have the ability to dispell monsters. They do this with varying degrees of effectiveness, depending on the power of the monsters, and on how powerful the spell-caster is.

You don't get any experience points for monsters you dispell.

Cast a (S)PELL. You will be asked which spell you want to cast. Type the first few letters of the spell, enough to distinguish it from the names of other spells, then press [ENTER]. If the spell requires a target, you will be asked for that as well.

(U)SE an item. You will be shown a list of all the items that you can use and be asked to choose one.

(R)UN away. If you succeed, then the combat is over. If you don't, then the monsters get a free round of attacks.

(T)AKE BACK lets you go back to the start of Combat option selection in case you made a mistake.

Once you have made your selections, you will have one last chance to (T)AKE BACK your orders. If you press [ENTER], the combat round will start.

A short-cut: If you are on one of the first three characters, you can press [ENTER] to select (F)IGHT. If you are on one of the last three characters, [ENTER] selects (P)ARRY.

Since only the first three characters in the party can physically attack the monsters, by the same token, the only party members who can suffer damage from a physical attack are those same three characters. Monsters may cast spells, however, on any or all members of the party. Should one of your characters die in combat, he will automatically be shifted to the "dead-last" position in the party at the end of the round. The deceased will be hauled around by the living adventurers until being revived or removed from the party. This will mean, of course, that the party member previously in fourth place will move up to the number-three slot, rendering him vulnerable to attack. This character will be able to fight, as well, with whatever weapons come to hand. Keep this in mind when organizing and equipping your party.

Occasionally you will surprise the monsters. If this happens, you are entitled to a free round of attacks, with the restriction that you cannot cast spells. Needless to say, sometimes the party will be ambushed, which has far less pleasant effects.

Certain peaceful monster types may offer your party a truce. If you agree, the monsters will politely scram, letting you go about your business. If you refuse a truce, however, you'll surely have a fight on your hands. Note: monsters, like adventurers, may be inclined either toward good or evil. Strange things have been known to happen to those who respond inappropriately to peaceful overtures in the Maze.

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When a combat is over (and you have survived), you will be told how many experience points each surviving member of the party will be awarded for his or her brave conduct. You don't earn any points for monsters who run away or for dispelling monsters. You'll also find out how many gold pieces each character earns. Regrettably, some groups of monsters are security-conscious and like to hide their money and other valuables in...

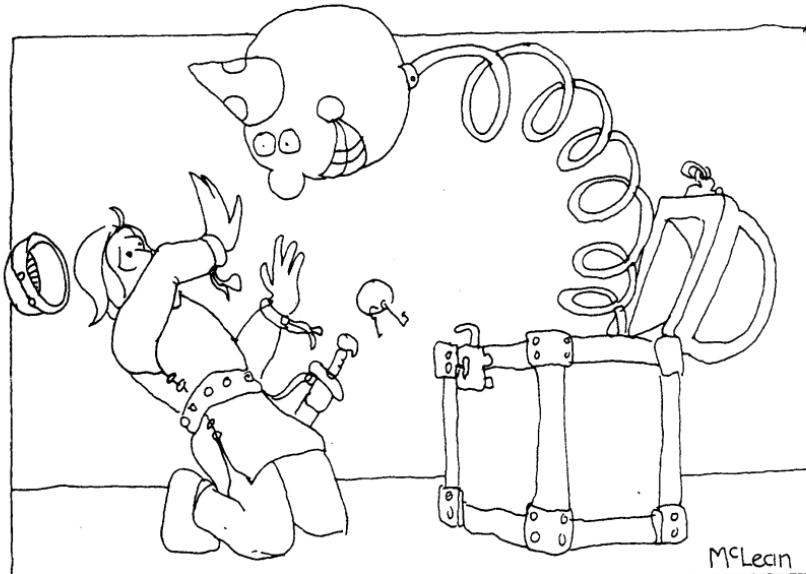
Treasure Chests

Chests usually have traps on them and this is where your thief comes in handy. When you are confronted with a chest, you will have the following options:

- (O)PEN the chest, blindly hoping that there is no trap on it.
- (I)NSPECT the chest for a trap, praying that you don't set the trap off in the process.
- Cast the (C)ALFO spell in order to magically inspect the chest.
- (D)ISARM the trap, assuming you think you know what it is.
- (L)EAVE the chest alone, and give up the goodies.

For each of these options, you will have to specify who is to perform the operation. Normally this will be your thief (or your priest in the case of casting (CALFO)). If you attempt to (D)ISARM the trap, you will have to type in the trap's name. Spelling counts.

Needless to say, your thief is much better at inspecting and disarming than anyone else. Even so, when he is just starting out, he will be pretty inept and things will blow up in his face fairly often. Fortunately, most of the traps on the first level won't kill him unless he is already hurt.

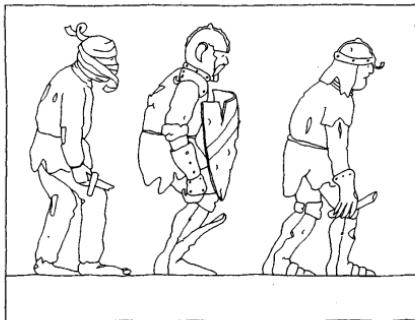


Lowering your Insurance Premiums

The first rule of the successful Wizardry player is "He who turns and runs away, lived to run another day." Don't be ashamed to run from encounters where the monsters have the upper hand. When first starting out, run back to the Castle often (even after each encounter) to rest, replenish your spells, and heal your wounded. Never go deeper into the dungeon until you are quite comfortable on the current level. Avoid the temptation to take on "just one more encounter." If your characters become poisoned, and you don't have magical means to cure them, run for the Castle as quickly as you can!

Use your spell-casting characters wisely. When you are fighting your first few groups of monsters, cast a KATINO spell, knocking out the opposition so that you'll have plenty of leisure time in which to eliminate them. Naturally, this will not work against certain monsters, and you'll have to run away from these creatures until you become more powerful.

If anyone gets poisoned, head for the castle, keeping an eye on the victim's hit points. If they go down to 1 or 2, go to Camp and cast a healing spell (like DIOS) if you have one. If you get any monster encounters, run away because you lose hit points by poison much faster in combat.



Come cast a Spell with Me

Playing Wizardry for the first time is like kissing for the first time - you want to do it right, and you're not quite sure exactly what you are supposed to do. To help you out, we asked one of the most famous Wizardry adventurers, Hawkwind of Skara Brae, to share some of his secrets with you. Hawkwind will show you how he would create and equip a new party and captain them during their first adventure.

Since things happen differently each time you play Wizardry, what Hawkwind describes may not exactly happen if you try and follow his lead to the letter. What's important is that you understand why he does what he does.

Hawkwind will occasionally mention doing something in the game, but won't completely explain what keys he pressed to do it. You can follow along by trying to do what he does, or by reading the sections of the manual that describe the areas he goes to. Hawkwind's advice will be a lot clearer if you have read the rest of the manual first!

So, without further ado, and in his own words, we present Hawkwind!

Proving Grounds of the Mad Overlord



Creating your Team

Say, you look new around here. Has anyone shown you the sights yet? No? Well, come along with me. My name's Hawkwind and I'm just getting ready to foray again. Is this your first time as a team leader? No problem, just do as I tell you, and if you get back alive, you'll know I told it right.

A greenie like you, no offense now, can hardly captain experienced adventurers, so the only place to look for a team is to go to the Training Grounds which is right here, just outside the Castle. You tell the Trainer what sort of companions you want along, and he will do his best to see that the new trainees meet those requirements.

First you start with a fighter. You'll need several of those. Do you want to suggest a name? Conan? Fine, but not really original. They will be your people after all when you do this, so give them some persona of their own. Fred the Wonder Horse, now that's original, but a little too long a name. Derf? Fred spelled backwards? You are supposed to be his friend and leader. Sigh! Ok, Derf it is, and I wouldn't give him a password. He will be among friends. Let's make him a dwarf with good alignment. As a dwarf he has these basic statistics:

Strength	10
Intelligence	7
Wisdom	10
Vitality	10
Agility	5
Luck	6

Got your manual with you? Good. Check out the requirements for a Fighter. Needs at least 11 strengths, right? He had 6 bonus points so let's distribute them. See, when I add 1 to strength he becomes eligible to be a fighter. Now as to the rest of the points, certainly agility needs to be increased so that Derf can swing well, I'll add 4 of the points there. A fighter also can not have enough vitality, so I'll add the last point there. Well, that's Derf. What do you think, should I use him? Ok. Now as to the rest of the team, here's a really hot pro tip: make up your party out of two fighters, a priest, a thief, and two mages. This mixture has the best chance for survival, and believe me, in this madhouse, survival is everything!

Assembling your Party

Not bad, I got the trainees selected and only had to discard four failures who did not meet the standards (their bonus points were too low to create the type of character I wanted). I now have Derf; Thomas the Fair, a human fighter; Snatch, a hobbit thief; Prior Sebastian, a gnome priest; and two elfin mages, Alfredo and Gabriella. I'll leave

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the new characters here to be trained and returned to the Castle

Quite a Castle isn't it? You should have seen it in its heyday before Trebor went mad. Be careful with what you say, Trebor suspects everyone! Here it is, the best place in the Castle to find men for a dangerous foray, Gilgamesh's Tavern.

Surveying the smoky room, we see mostly green novices, fresh from their instructions in the Training Grounds but without armor or weapons yet... The talk in the room goes silent as we walk into the Tavern. I announce that I'm forming a team to foray into the Maze, and ask that any who want to be added to team step forward to be considered. Everyone who is in the Castle will respond to that call, even the dead and disabled. I'll pick out our new team of trained novices. Now on to Boltac's Trading Post to buy them armor and weapons.

Being a Smart Consumer

Watch me very carefully here. I am going to deliberately make a mistake in judgment. This is one that every greenie makes, but not us old pros. See if you can spot the problem.

I'll first send in Derf, the dwarf fighter. Let see now, he only had 105 gold pieces. He can buy a long sword (25 gp), a small shield (20 gp) and only leather armor (50 gp) with 10 gp left. That pretty set of chain mail over on the wall will have to wait.

Next is Thomas the Fair, the other fighter. He has 115 gp, so he has just enough to buy a long sword (25), leather armor (50), and a large shield (40). That large shield will give Thomas the Fair an extra AC point of protection. That may save his life on this foray.

Third is Snatch, the hobbit thief. His 100 gp buys him a short sword for 15 (thieves can't use long swords or maces), a small shield for 20 (neither can they use large shields), and leather armor (50) with a nest egg of 15 gp remaining.

Prior Sebastian, the gnome priest finds that his 125 gp will buy him an anointed mace (priests can't use edged weapons) for 30 gp, large shield (40), and leather armor (50), and that he has 5 gp left over.

It is really easy to outfit the two mages, Alfredo and Gabriella. All they can use are robes (15) and either a dagger (5) or staff (10). Their protection is in their magic and being in the back of the party. They rely on the fighting types to protect them. Both get staffs, so they each only spend 25 gp. Alfredo had started with 90 gp, so he has 65 gp left over, but Gabriella had started with a whopping 155 gp, so she has 130 gp left. That's 195 gp combined!

Aha, the light dawns I see. Yes, a suit of chain mail cost only 90. If I pool the team's gold together, I can buy 2 suits of chain mail for my fighters. Let's go back into Boltac's and do that.

Why Boltac always makes a Profit

Well, first Derf needs to sell back to Boltac the leather armor he just bought. What language, my dear friend! Yes, Boltac will only pay you half the value of the leather armor when he buys it back. He only gave you 25 gp for it. See what you have to learn? Now I'll Pool the gold to Derf. Neat, he has a total of 250 gp. (225 total leftover team gp + 25 gp from the sale of leather armor to Boltac). The chain mail costs 90 gp, so there is 160 left over. Let's see, if Derf sells back his small shield for 10, he will have enough to also buy a large shield for 40 and still have enough gold (130) to pass on to Thomas the Fair for his suit of chain mail. I'll do it. Now to bring Thomas the Fair back into Boltac's. He, likewise, sells his own leather armor for 25 gp, and has

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155 gp when he Pools gold. Buying the chain mail leaves the team with a balance of 65 gp. Too bad, not enough to buy better equipment for Prior Sebastian. His faith will have to sustain him.

Oh, now you're really doing some figuring! Yep, if I had planned out our team's purchases in advance, my people would not have squandered 60 gp (25 gp apiece for the leather armor and 10 gp for the small shield they lost when they got sold those items back to Boltac's). That 60 gp coupled with the team's balance of 65 gp would yield 125 pg. If the good Prior Sebastian had not bought his leather in the first place, there would be 175 gp available. Taking out 90 gp for his suit of chain mail, would mean the team has a cushion of 85 gp to help heal characters who get injured, and Prior Sebastian's AC has taken an important step downward. Yes, downward is better when it comes to armor class.

So you see, when you get your own team, always equip the mages and thief first, then pool the gold and outfit the other three fighting members of the team. They need all the protection you can afford to give them. That is the mark of a good captain, and the characters appreciate it (and live longer).

Your first steps into the Maze

Well, we're ready for the Maze. Are you ready for your first glimpse into Trebor's Proving Grounds? Right outside the Castle wall lies the entrance. It is easy to find, just follow the stench of the corpses and the howling of the monsters. It is quite a racket. You wouldn't be bored down there, that I guarantee! Here are the stairs, let's go.

Around the Campfire

All forays into the Maze begin in Camp. A wise commander takes this time to properly order his team into the best offensive and defensive grouping. As only the first three members of the team can use physical weapons (or suffer physical damage from the monsters), this is where your fighting types go, and they should have the best armor and weapons that your team can afford. The next slot is ideal for your thief. In case one of the first three gets killed or incapacitated, such as getting hit with a KATINO spell, then your thief will automatically move into the front. With his leather armor and short sword, he can at least give a fair accounting of himself. You know you're really in trouble if ever one of your mages ends up in the front line. With only robes for armor, they will get vaporized by the first monster that glares at them! So the line-up will be: Derf, Thomas the Fair, Prior Sebastian, Snatch, Alfredo, and Gabriella. A very important tip at this point: If I inspect any of these characters, I'll quickly see that none of them is equipped with any of the new goodies they bought at Boltac's. While I can call each forth and so equip them, there is an easier way. The main Camp menu has an overall equip option that allows me to do the whole team at once, which I'll now do.

While your foraying, you really should periodically Camp. This gives you a better opportunity to check on how your people are doing, and heal up anyone who is hurt. Don't worry, the glare from the fire of your campfire will keep any monsters from attacking you as long as you remain in Camp. Ready to break Camp now? Here we go!

Finding a Room

Now we are looking at the Maze. Each wall square you see represents one step. Right now we are at the bottom of the stairs leading up to the Castle and facing north. Take this on faith, for now. Soon Alfredo will learn the DUMAPIC spell and will be able to figure this out for himself. I decide to explore to the east, so I will turn right (by pressing the right cursor key or [D]) and walk down the corridor (by pressing the up

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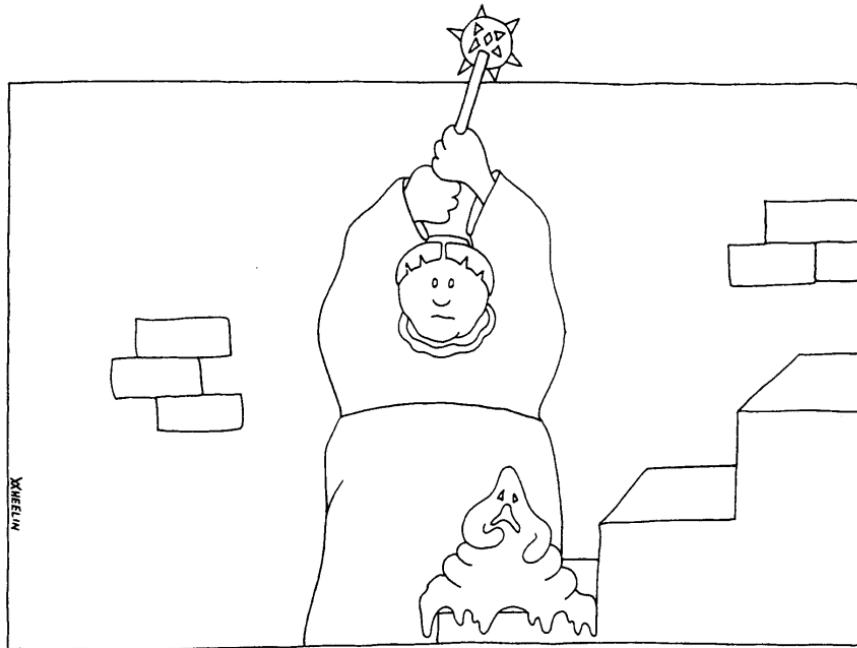
cursor key or [W]. Look, there's a door ahead on the left, just before the corridor ends! I'll turn the party north again (by pressing the left cursor key or [A] right in front of the door, so they are facing the door. Now the team can go through the door. Doors can lead to almost anything, but mostly they lead to rooms, and quite often those rooms are used by the monsters as lairs! Keep your fingers crossed, the team is going to kick in the door (by pressing the up cursor key or [W]...Oops, an encounter. Get ready, everyone!

A surprising Encounter!

It's 4 Skeletons and 3 Bubbly Slimes, but we lucked out and surprised them!

When you surprise monsters, it means your party gets a free round of attacks on the monsters before they can reply back, but since it happens so fast, your spell casters can't get off any spells during the surprise round. So Derf, Thomas the Fair, and Prior Sebastian will Fight, while the other three will hang back, out of the way of the melee, and Parry.

Derf swings and hits a Skeleton for 2 hit points of damage. Thomas the Fair swings and he misses. Prior Sebastian whollops a Bubbly Slime with his mace for 4 hit points, and the monster dies! Terrific first round.



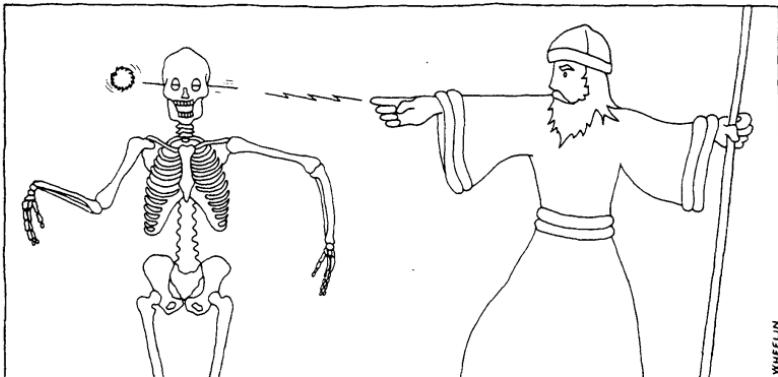
Round 2 - The Monsters strike Back!

Derf and Thomas the Fair will fight Skeletons again (they are tougher opponents than the bubbly slimes). Prior Sebastian will not fight this round. As a priest, he has a special talent that none of the other adventurers have: he can dispell the undead. If it succeeds, then the evil bonds that bind the undead to our plane are dissolved and they vanish. So, Prior Sebastian will try to dispell the Skeletons this round. Snatch will parry (a purely defensive move) having nothing better to do right now. Alfredo will

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cast a HALITO spell on the Skeletons, hoping to give one of them a hot time. Gabriella will try to put the two Bubbly Slimes to sleep with a KATINO spell, so that they can't attack the party while everyone is busy with the Skeletons. Here goes...

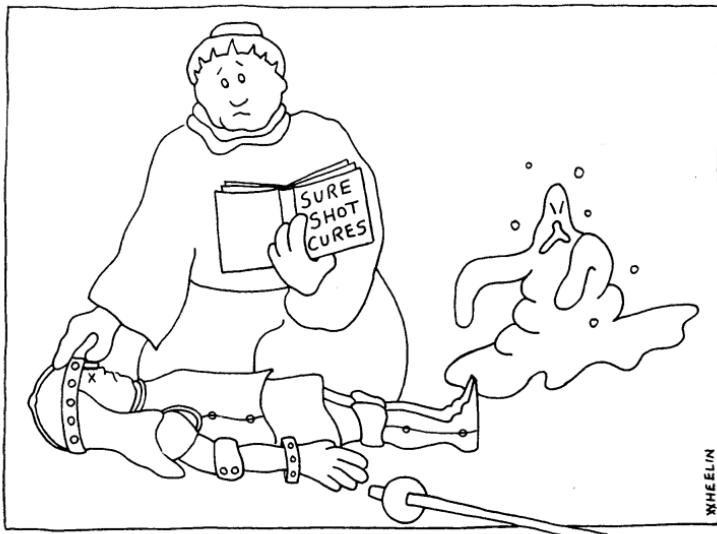
Rats! Derf swings and misses. Ouch! A Skeleton hits Prior Sebastian for 3 hit points. Oof! A bubbly slime hits Derf for 2 hit points. Smash! Thomas the Fair swings and hits a skeleton for 3. Swish! A Skeleton swings at Derf and misses. Zzzz! Gabriella casts a Katino spell on both Bubbly Slimes are slept. This means that the second Bubbly Slime can't hit at us this round. Snatch parries. Crunch! A skeleton hits Derf for 5 hit points. Derf is almost dead! Poof! Prior Sebastian Dispells and 2 skeletons are dissolved!!! Crackle! Alfredo casts his Halito spell, but does a measly 1 damage to a Skeleton.



Round 3 - Getting by with a little help from your Priest

I have to help Derf immediately or he will be burger bits! Each trainee starts into the Proving Gruonds with 8 hit points. When they go to zero, the character dies. Much as I hate to lose Prior Sebastian's ability to dispell, I quickly decide to have Prior Sebastian cast one of his two DIOS spells on Derf this round. Both the mages will cast HALITO spells on the last 2 Skeletons, now that the Bubbly Slimes are asleep. Derf and Thomas the Fair had better go out there and hit better than they had done so far, if they expect to survive in this place! All set with the team strategy. Everyone knows what they are supposed to do. Yes, yes. Snatch, you still parry. I didn't forget you. What a hyper group thieves are. Bored most of the time, can't wait to get into the action, but when they do get a chance, watch them try to become wallpaper on the Maze wall! Well, here goes. I'll keep my fingers crossed that Prior Sebastian can get off that DIOS healing spell on Derf before something nails him and kills him.

Pow! Derf swings at Skeleton and connects for 2 hit points. Foom! Gabriella casts a Halito at a Skeleton, hits for 3 and reduces it to ash! Swack! A Skeleton swings at Derf and misses. Whew! Punt! Thomas the Fair swings at a Skeleton and misses also. Ahhh! Prior Sebastian cast a DIOS healing spell on Derf and heals 4 points, just in time. Snatch parries. Oh no! One of the Bubbly Slimes woke up and hit poor Derf for 2 points! Kablam! Alfredo cast a Halito and it hits for 2, destroying the last Skeleton.



Round 4 - Running out of Resources

Both Bubbly Slimes are awake now. That was a mighty close call for Derf. Better have Prior Sebastian try again with his DIOS spell. The last one really had some power in it. Not bad for a greenie. The boys will swing at the Bubbly Slimes, while Snatch parries again. Gabriella goes to cast another KATINO spell but is out of spell points, so she will only be able to parry. Not good news. Oops! Alfredo has the same problem, so he will parry also. This is really getting touch and go! As soon as your spell casters run out of spells, either offensive or healing, the sand in the hourglass of your team's survival begins to run out quickly. Let's nail 'em this round and get home!

Twonk! Thomas the Fair swings and misses again - what kind of training are they giving the lads these days? Snatch parries. Smack! A Bubbly Slime attacks Prior Sebastian for 1 point. Uh, hmm! Prior Sebastian casts his last DIOS spell on Derf, but it only heals him 1 point! Plop! The other Bubbly Slime attacks Prior Sebastian, but misses. Gabriella and Alfredo both parry, and Derf swings and misses.

Round 5 - Slugging it out and praying a lot!

Oh, what to do with these novices? Nothing left but to have the front rank slug away!

Ka-thunk! Thomas the Fair connects for 3 hits and the Bubbly Slime dies! Bash! Prior Sebastian hits the last Slime for 1, but it's still alive. Charge! Derf comes to the assistance of his friend the Prior, swings, hits for 2 and kills the last slime!

A CHEST! YOU MAY:					
O)PEN	C)ALFO	L)EAVE ALONE	I)NSPECT	D)ISARM	
#	CHARACTER NAME	CLASS	AC	HITS	STATUS
1	DERF	G-FIG	5	8	8
2	THOMAS THE FAIR	G-FIG	4	8	8
3	PRIOR SEBASTION	G-PRI	5	8	8
4	SNATCH	N-THI	6	8	8
5	ALFREDO	G-MAG	9	8	8
6	GABRIELLA	G-MAG	9	8	8

Experience and Loot

Everyone receives 42 experience points for surviving the encounter. Ah, the monsters were carrying a treasure chest. Well, Snatch, here's your chance to pull your weight. Snatch examines the chest and says that he thinks it is a poison needle trap, very nasty. Derf pushes him aside and inspects the lock. He thinks it's a crossbow bolt trap. Prior Sebastian looks at it and says no, it's not trapped at all. When he gets more experienced, the good prior will learn that CALFO spell, which will allow him to magically determine the nature of a trap. Each of the others inspect the trap. Gabriella agrees with Derf, Thomas the Fair with Prior Sebastian, while Alfredo thinks it is a gas bomb trap. What to do? Well, I decide to trust Snatch this time, after all he is trained (somewhat) in the nimble arts, and it is his neck when he tries to open it. Snatch tries to Disarm the chest for a poison needle trap. No luck. He tries it again. No luck. He tries it again. Still no luck. On the fourth try, he is a shade too clumsy and trips the trap. Sproong! It was a poison needle, so Snatch was right after all. Small consolation as he now shows " - " (for poison) next to his status. Well, there were 36 gold pieces in that chest, so everyone gets 6 gold pieces, and we're all still alive, but we better get back to the Castle real quick and unpoison Snatch! For now, each step I take carries the real possibility that Snatch will lose a hit point!

Running for home

Turning right around in the doorway (pressing the down cursor key or [X] to do a 180 degree turn), not even willing to risk the chance exploring the rest of the room, the team kicks back through the door and turns right. As they trudge down the corridor, I quickly press (S)tatus to check on Snatch. He already had lost 3 hit points from poison. Hope he makes it. There, on the corridor floor is the special pattern that marks the stairs (or other special areas). Snatch has only 1 hit point left. I fling the team onto the stairs and pray...Snatch makes it! That was too close. Poison is really nasty down there. If ever any of your people get poisoned, drop everything and run back to the Castle. They are automatically cured when they surface from dungeon, but oh those last few steps to the stairs can be agonizing.

R & R

After a hard day in the Proving Grounds, every adventurer looks forward to a refreshing stay in a first-class hotel. Unfortunately, there is nothing remotely resembling a first-class hotel in the Castle, so weary travellers have to settle for the Adventurer's Inn. Derf stumbles in and sacks out on a cot for 10 gp a week. Oops, no money. I'll Pool the team's gold for him. Um, 65 gp left over from our outfitting at Boltac's plus the 36 gp we got from the monsters only yields 101 gp. Derf was hurt 4 hit points, so it takes 4 weeks and 40 gold pieces. ouch. Next is Thomas the Fair. I see why they call him the Fair, he escaped the encounter without a scratch. He can get some free rest in the stables. I'll have to Pool gold (61 gp) for Prior Sebastian, though. He was so busy saving Derf's life with DIOS spells, that he could not heal himself. He needs 4 weeks also and the Inn soaks up 40 more of our meager gold pieces. Snatch is even in worse shape than Prior Sebastian. He is down to 1 hit point from 8 and will take 7 weeks to heal, but the teams only got 21 gp left. Well, two weeks worth of recuperation is better than nothing. Snatch is now healing back to 3 out of 8 of his hit points and will really have to be protected on the next foray. Let's hope we don't come across any monsters that can cast spells into our back ranks. The team also did a great job of protecting Alfredo and Gabriella. They emerged without a scratch, so they will join Thomas the Fair in the stables for a quick nap.

More Tales to Tell

Ah well, look at the bright side! We're not flat broke. Why, we have this one shiny gold piece between us! Let's all of us go to Gilgamesh's Tavern for some ale and I'll tell you some real tall tales....

Magic

The acquisition and careful use of magic spells and items is of paramount importance to the successful adventurer. In many situations, the right spell can mean the difference between life and death.

Magic items range from potions and scrolls with limited effects to artifacts mentioned in strategic arms limitation treaties. Some can actually be purchased in the Trading Post as readily as your grocer sells you a can of cheese dip. But most of the really important ones are found only after many hair-raising adventures in the depths of the Maze.

Magic items may do one or more of the following:

Cast a spell or have magical abilities you may invoke.

Alter Armor Class

Change fighting ability

Protect against certain monsters or be helpful in killing them.

Be usable only by certain character classes.

When magical items are first discovered in the Maze, their true nature is not known. Only bishops and the Trading Post can identify them. Even so, some items may have hidden qualities that you'll have to discover for yourself.

Spells

There are a total of fifty spells divided into mage and priest categories. Each category is divided into seven levels, with the most potent spells at the higher levels.

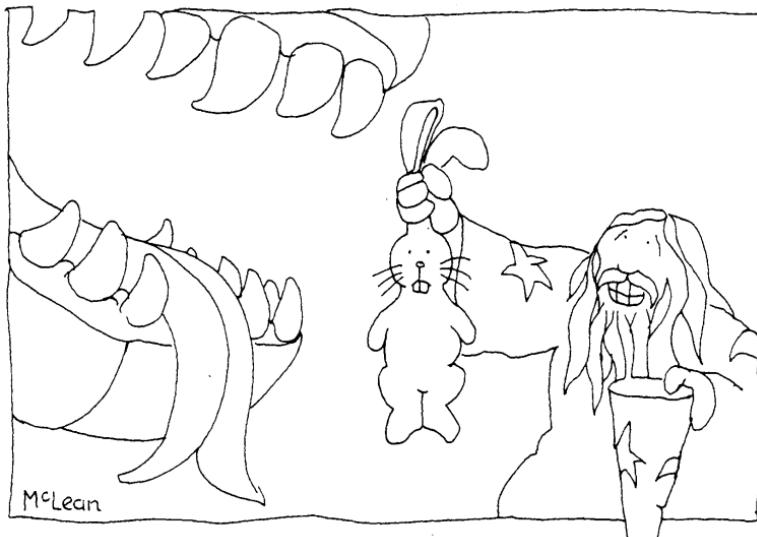
Following is a complete description of all the spells you can cast. For each spell, we've given you the name, a rough translation, the power level, where it can be cast, what it will affect and a brief description of its effects.

In some of the spell descriptions, you will see a range of damage that the spell inflicts when it is cast, or a statement that the spell affects all the monsters in a group. However, there are three ways in which an individual monster can avoid some or all of the spells effects.

All monsters (and players) have a chance of dodging some or all of the effects of a spell. If the spell is a damage spell, then the damage might be cut in half or quartered; if an "all-or-nothing" spell, the spell might have no effect at all!

Monsters may be naturally resistant to a particular type of spell. For example, throwing balls of fire (A MAHALITO, for example) at Fire Giants is not likely to impress them.

A few monsters have the ability to occasionally avoid the effects of a spell completely.



Mage Spells

Level 1 Mage spells

HALITO LITTLE FIRE Type: Combat Affects: 1 Monster

HALITO causes a flame ball about the size of a baseball to strike a monster, inflicting from one to eight hit points of damage.

MOGREF BODY IRON Type: Combat Affects: Caster

MOGREF reduces the spell-caster's AC (Armor Class) by two points. This protection lasts for the rest of the encounter.

KATINO BAD AIR Type: Combat Affects: 1 Group

KATINO causes most of the monsters in a group to fall asleep. KATINO only affects normal animal or humanoid monsters, and the duration of its effect is inversely proportional to the power of the monster. Sleeping monsters are easier to hit and successful attacks do double damage!

DUMAPIC CLARITY Type: Camp Affects: Entire Party

DUMAPIC grants you insight into your party's position in the Maze: the exact displacement from the stairs leading to the Castle (vertically, North and East), and the direction you are currently facing.

Level 2 Mage Spells

DILTO DARKNESS Type: Combat Affect: 1 Group

DILTO causes one group of monsters to be enveloped in darkness, which reduces their ability to defend themselves.

SOPIC GLASS Type: Combat Affects: Caster

SOPIC causes the spell-caster to become transparent. This makes him harder to see; thus the caster's AC is effectively reduced by four points during the rest of the encounter.

Level 3 Mage Spells

MAHALITO BIG FIRE Type: Combat Affects: 1 Group

MAHALITO causes a fiery explosion to erupt amid a monster group, doing four to twenty-four hit points of damage.

MOLITO SPARKS Type: Combat Affects: 1 Group

MOLITO causes sparks to fly about and cause three to eighteen points of damage to about half the monsters in a group. While inferior in many respects to MAHALITO, MOLITO affects some monsters that are impervious to fire-based spells, and the monsters that are struck by the spell are less likely to be able to minimize its effects.

Proving Grounds of the Mad Overlord

Level 4 Mage Spells

MORLIS FEAR

Type: Combat Affects: 1 Group

MORLIS causes one group of monsters to fear the party, thus reducing the effectiveness of their attacks. The effects of MORLIS are comparable to a double-strength DILTO spell.

DALTO BLIZZARD

Type: Combat Affects: 1 Group

DALTO is a frigid version of MAHALITO, and inflicts six to thirty-six points of damage.

LAHALITO TORCH

Type: Combat Affects: 1 Group

LAHALITO is an "industrial-strength" version of MAHALITO, and inflicts six to thirty-six points of damage.

Level 5 Mage Spells

MAMORLIS TERROR

Type: Combat Affects: All Monsters

MAMORLIS is an improved version of MORLIS that makes all of the monsters in an encounter fear the party, thus reducing the effectiveness of their attacks.

MAKANITO DEADLY AIR

Type: Combat Affects: All Monsters

MAKANITO asphyxiates most air-breathing monsters with less than forty hit-points. This is an all or nothing spell; if MAKANITO does not kill a monster, that monster is undamaged by the spell.

MADALTO FROST KING

Type: Combat Affects: 1 Group

MADALTO is a super-cooled DALTO that causes eight to sixty-four points of icy damage.

Level 6 Mage Spells

LAKANITO VACUUM

Type: Combat Affects: 1 Group

LAKANITO will kill all monsters in a group if they breath air.

ZILWAN DISPELL

Type: Combat Affects: 1 Monster

ZILWAN will dispell one monster of "Undead" variety.

MASOPIC CRYSTAL

Type: Combat Affects: Entire Party

MASOPIC duplicates the "transparency" effects of SOPIC, but affects the entire party.

HAMAN BEG

Type: Combat Affects: Variable

HAMAN is an unusual spell. It allows the caster to beg the Gods for aid. Only thirteenth-level or higher characters may cast HAMAN, and doing so costs them a level of experience! If the Gods decide to answer your plea, you will be given a choice of possible boons.

Level 7 Mage Spells

MALOR TELEPORT

Type: Any time Affects: Entire Party

When cast in Combat, MALOR randomly teleports the party to another location on the same level. When cast in Camp, the caster can select his destination precisely. Teleporting outside the Maze, or into an area of solid rock, will have catastrophic results.

Proving Grounds of the Mad Overlord

MAHAMAN BESEECH Type: Combat Affects: Variable
This more powerful version of HAMAN has the same costs and conditions of casting, but the boons that the Gods grant are more valuable.

TILTOWAIT KA-BLAM! Type: Combat Affects: All Monsters
The effect of this spell is somewhat like the detonation of a small tactical nuclear weapon, and causes from ten to a hundred hit points of damage to all the monsters opposing the party!

Priest Spells

Level 1 Priest spells

KALKI BLESSINGS Type: Combat Affects: Entire Party
KALKI reduces the AC (Armor Class) of all party members by one point, and thus makes them harder to hit.

DIOS HEAL Type: Any time Affects: 1 Person
DIOS restores from one to eight lost hit points to a party member. It will not bring the dead back to life.

BADIOS HARM Type: Combat Affects: 1 Monster
BADIOS inflicts from one to eight hit points of damage upon a monster. It is the inverse of DIOS.

MILWA LIGHT Type: Any time Affects: Entire Party
MILWA causes a softly glowing magical light to accompany the party, illuminating more of the Maze and revealing all secret doors. The light lasts only a short time.

PORFIC SHIELD Type: Combat Affects: Caster
PORFIC lowers the AC of the caster by 4 points. The effects last for the rest of the combat.

Level 2 Priest Spells

MATU ZEAL Type: Combat Affects: Entire Party
MATU reduces the AC (Armor Class) of all party members by two points, and thus is a double strength KALKI.

CALFO X-RAY Type: Looting Affects: Caster
CALFO permits the caster to determine the nature of a trap on a chest with excellent reliability.

MANIFO STATUE Type: Combat Affects: 1 Group
MANIFO causes some of the monsters in a group to become still as statues for one or more melee rounds. The practical effects are similar to KATINO; the monsters cannot attack, and physical attacks upon them are easier and do double damage.

Proving Grounds of the Mad Overlord

MONTINO STILL AIR

Type: Combat

Affects: 1 Group

MONTINO causes the air around a group of monsters to stop transmitting sound, thus preventing them from casting spells!



Level 3 Priest Spells

LOMILWA SUNBEAM

Type: Any time

Affects: Entire Party

Like MILWA, LOMILWA causes a softly glowing magical light to accompany the party, illuminating more of the Maze and revealing all secret doors. The effects of LOMILWA, however, last for the duration of the expedition.

DIALKO SOFTNESS

Type: Any time

Affects: 1 Person

DIALKO cures paralysis, and frees those under the spell of KATINO or MANIFO

LATUMAPIC IDENTIFY

Type: Any time

Affects: Entire Party

LATUMAPIC reveals the true names of all the monsters you meet. The effects last for the rest of the expedition.

BAMUTU PRAYER

Type: Combat

Affects: Entire Party

BAMUTU is a double-strength MATU spell. It reduces the AC of each party member by four points for the duration of the combat.

Level 4 Priest Spells

DIAL CURE

Type: Any time

Affects: 1 Person

DIAL is an improved DIOS spell. It restores two to sixteen hit points to a party member.

Proving Grounds of the Mad Overlord

BADIAL WOUND Type: Combat Affects: 1 Monster

BADIAL is the inverse of DIAL. It inflicts two to sixteen hit points of damage upon a monster.

LATUMOFIS CLEANSE Type: Any time Affects: 1 Person

LATUMOFIS removes the effects of poison.

MAPORFIC BIG SHIELD Type: Any time Affects: Entire Party

MAPORFIC is an improved version of PORFIC that lasts for the duration of the expedition. This is the best overall defensive spell.

Level 5 Priest Spells

DIALMA BIG CURE Type: Any time Affects: 1 Person

DIALMA is an improved DIAL spell. It restores three to twenty-four hit points to a party member.

BADIALMA BIG WOUND Type: Combat Affects: 1 Monster

BADIALMA is an improved BADIAL spell. It inflicts three to twenty-four hit points of damage upon a monster.

LITOKAN FLAMES Type: Combat Affects: 1 Group

LITOKAN causes a pillar of flame to strike a group of monsters, doing three to twenty-four points of damage to each.

KANDI LOCATION Type: Camp Affects: Caster

KANDI allows the caster to locate the approximate position in the Maze of another character.

DI LIFE Type: Camp Affects: 1 Person

DI attempts to resurrect a dead character. There is a chance that the spell will fail. If successful, the restored character will have but one hit point. DI cannot resurrect a character who is in ashes, and if it fails will turn a dead character into ashes. This spell is not as effective as the one cast by the priests of the Temple of Cant.

BADI DEATH Type: Combat Affects: 1 Monster

BADI attempts to give the target a heart-attack. If successful (and the target must have a heart for this to be so!) the monster dies.

Level 6 Priest Spells

LORTO BLADES Type: Combat Affects: 1 Group

LORTO causes sharp blades to slice through a group, causing six to thirty-six points of damage to each monster in that group.

MADI RESTORE Type: Any time Affects: 1 Person

MADI totally restores the recipient to perfect health, so long as he or she is not dead or worse. It is important to recognize that in the world of Wizardry, there are things that are worse than death.

Proving Grounds of the Mad Overlord

MABADI MAIMING Type: Combat Affects: 1 Monster

MABADI strips the target monster of all but a few of its hit points

LOKTOFEIT RECALL Type: Combat Affects: Entire Party

LOKTOFEIT causes all party members to be teleported back to the Castle, minus all their equipment and most of their gold. There is a very good chance this spell will fizzle.

Level 7 Priest Spells

MALIKTO WRATH Type: Combat Affects: All Monsters

MALIKTO causes fiery monsters to descend upon all the monsters, inflicting from twelve to seventy-two points of damage upon each.

KADORTO REBIRTH Type: Camp Affects: 1 Person

KADORTO restores the dead to life, even those reduced to ashes. It also restores all of the recipient's hit points. As with DI, there is a chance that KADORTO will fail. If a character who is in ashes fails to be resurrected by KADORTO, he or she will be lost forever.



**Knight
of
Diamonds**

Knight of Diamonds

** Note: This game (*Knight of Diamonds*) uses the same characters, spells, and basic commands as game #1 (*Proving Grounds of the Mad Overlord*).

The Adventure

The staff of Gnilda was the first example of its creator's forging skill. When properly used, it rendered the City of Llylgamyn invulnerable.

The staff projected a force field totally impervious to any physical or magical attack. Those who wanted to threaten Llylgamyn could not approach the city, while those who came with good will could enter and leave freely. It was the perfect defense, but it had one fatal flaw...those born in Llylgamyn were unaffected by the staff. Thus it was possible for the evil Davalpus, aided by the lords of darkness, to seize the throne of Llylgamyn and slay the royal family. Fortunately, the young Princess Margda and her brother Prince Alavik survived the royal coup.

Margda and Alavik both knew that there was but one hope of defeating Davalpus. Together they retrieved the fabled armor of the great hero, "The Knight of Diamonds". Alavik, wearing the mystical garb, and carrying the staff, engaged Davalpus in an epic battle in the castle of Llylgamyn. Davalpus fell, but with his dying breath uttered a curse so unspeakable that it brought the castle down around the two combatants. All that was left was a smoking hole in the ground. Davalpus, Alavik and the staff were gone. If it is not returned, the city will fall!

Starting the Game

Ah, to adventure! To begin Wizardry, just follow the following instructions.

1. From the Windows START / PROGRAMS mean select Wizardry and then the scenario you wish to play.
2. Select (S)tart Game (Press [S]).
3. Ignore the program's insistence to insert a scenario disk and simply press [ENTER].

Note: Since the original Wizardry games were released on floppy disks, it was important to make copies of the original disks to play on. These copies were called "scenario disks". These disks are not needed any longer, as the game is running directly off your hard drive, where the hard drive serves as the scenario disks.

Making a Scenario Diskette

This option is a left over from the good old days of floppy disks. Since you have already installed the game from your CD-ROM on your hard drive, the game has automatically created a Scenario Disc for you there. Therefore you can completely ignore this menu entry. It no longer works.



Legacy of Llylgamyn

LEGACY OF LLYLGAMYN

The Third Wizardry Scenario

Wizardry by:

Andrew Greenberg & Robert Woodhead

Scenario Design by:

Robert Del Favero, Jr., Samuel Pottle & Joshua Mittleman

Manual by:

Roe R. Adams, III

Playtested by:

Katie Woodhead & Linda Sirotek

**** Note:** This game (*Legacy of Llylamyn*) uses the same characters, spells, and basic commands as game #1 (*Proving Grounds of the Mad Overlord*).

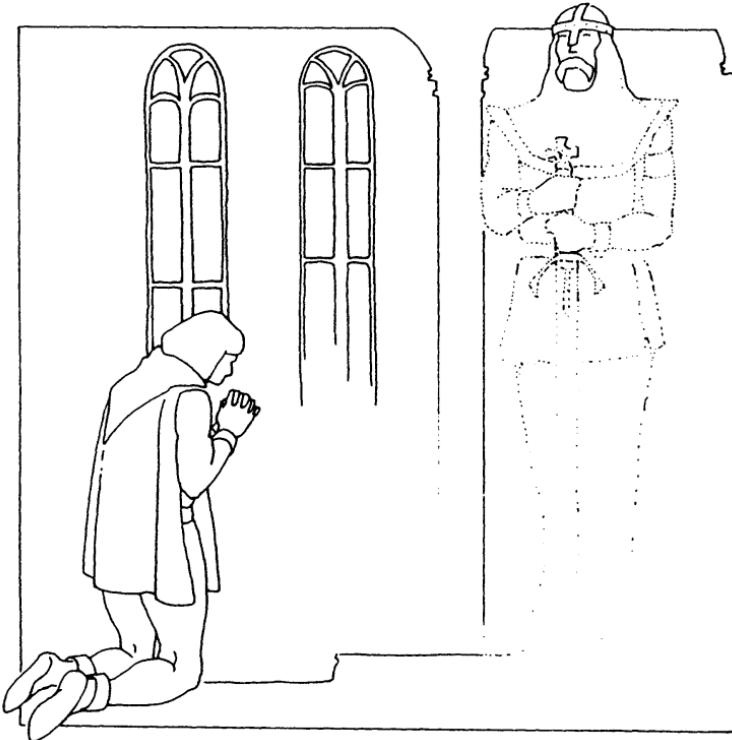
Prelude

A generation has passed in the kingdom of Llylgamyn since an intrepid band of adventurers regained the ancient armor of the Knight of Diamonds and restored the Staff of Gnilda. Peace and prosperity have prevailed. Under the protection of the Staff, Llylgamyn has become a place of light and beauty, where war and its tools are unknown. Recently, however, the tranquility of Llylgamyn has been disturbed, not by angry men and bloody war, but rather by unbalanced nature. For years, unsettling accounts of freak earthquakes, sudden changes in climate, and thundering storms have reached the ears of Llylgamyn's people. Most have ignored them.

When the formerly gentle seas around the prosperous island colony of Arbithea rose and swamped the island, no one could ignore the signs any longer. The tidal wave destroyed the cities and left only barren peaks above the water. Soon after, Llylgamyn herself was shaken by an earthquake so mighty that even the Temple of Gnilda was damaged. Nearby volcanoes were woken from their ancient slumbers. Self-appointed prophets cried of divine wrath, and demanded immediate repentance. Mystics consulted the Tarot. Astrologers warned of great comets in the heavens that will crash into the planet, bringing utter destruction. Priests of the old religions talk of the death of the Great World Serpent and the end of existence.

Wiser heads call for a new generation of adventurers of all kinds and creeds to seek the cause of the troubles. Like their ancestors before them, the adventurers' quest is to save Llylgamyn from perils that face the city. The greatest Sages and Wizards of the kingdom have agreed - only one relic has the scrying power to reveal the source of the danger. A mystical orb long ago taken by the great dragon L'kbreth is the only solution. L'kbreth, one of the five children of the World Serpent, is dedicated to the preservation of the balance of the world. She deemed that the great orb might upset the balance if left in the hands of men. Legend says the dragon took the orb to her mountain lair, and there invoked the powers of good and evil to protect the orb from thieves.

The leaders of Llylgamyn now appeal to you, the descendants of the heroes and heroines of the Knight of Diamonds, the children of the survivors of the Proving Grounds of the Mad Overlord. Take up their memories and their skills, and seek out the dragon L'kbreth. Win from her the mystical Orb of Earithin.



The Rite of Passage

The adventurers who will go on the quest for the orb will be chosen from this year's graduating apprentices. Each apprentice, at the age of 20, undergoes the ancient Rite of Passage. After proper preparation and rituals, the apprentice will pray to the spirits of their ancestors for guidance and assistance. These spirits are the essence of these heroes. Such heroes defeated Werdna for his Amulet, or returned Gnilda's Staff to Llylgamyn. During this arcane ritual, the apprentices, if deemed worthy, will receive the blessing of their ancestors. These new level one characters will actually inherit some of the powers and abilities of their ancestors as their rightful heritage. Some of the characters' attributes will be enhanced, and they will become more adept at their chosen craft.

The new adventurers will proudly wear the name of their forebears into battle. Family caste and honors are also inherited during the ritual. Through heroic battles and quests, an ancestor may have earned entrance into a high caste, such as Ninja or Lord. Truly great heroes of old received chevrons and knighthoods. The descendants of these heroes are entitled to bear such august titles. Such a heritage is a heavy burden, as one must strive to uphold the family honor!



Getting Started

Starting the Game

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Entering Llylgamyn

To enter the troubled city of Llylgamyn, start the program. When the title page appears before your eyes, invoke the (S)TART GAME spell. After performing this sacrament, you will appear in the city.

Summoning Ancestors

The spirits of the ancestors of the characters you wish to adventure with may be roaming freely around the world. In order for the Rite of Passage ceremony to be successful, they must be summoned to Llylgamyn. The ancestors can be summoned from any Wizardry scenario diskette (except The Return of Werdna) by using the (T)RANSFER CHARACTERS option in (U)TILITIES.

The Rite of Passage Ceremony

The coming of age ritual is performed at the Training Grounds, as a graduating ceremony for the apprentice adventurers. Each apprentice is directly linked to their ancestors. At the Training Grounds, invoke the spirit of each ancestor (by inspecting him or her). When the spirit is present, start the initiation by invoking [R] for (R)ITE OF PASSAGE.

During the initiation, the fledgling adventurer is allowed only one choice, the rest of the ceremony being in the hands of the temple priests. Regardless of their family's ancestral alignment, each character may now declare their own choice of alignment within the traditional limitations. Ethics and morals sometimes change through time, and their viewpoint of one's ancestors is often different from those of a descendant. Yet, traditions are strong, and much thought should go into the alignment decision. When the runes were cast for this quest, it was foretold that the role of each adventurer would hinge on the alignment selected.

Then the ancestral link dissipates, and only the newly graduated character remains. Under the rigors of the quest, the character must prove worthy of the great heritage just bestowed. If any adventurer uses those gifts unwisely, calamity will surely be his fate!



GRADUATION DAY!

The Quest

Upon completion of the Rite of Passage, the new adventurers are gathered before the Elders of Llylgamyn. The burden of the quest for the sacred orb is laid upon their shoulders. The adventure party is told that the newly awakened volcano that threatens the city is actually the legendary sanctuary of the great dragon L'kbreth, who guards the orb from unworthy seekers.

High inside the mountain is the hidden resting place of the orb. The party must climb the twisted passageways inside the mountain, where L'kbreth has used both good and evil magic to safeguard the orb. Legions of monsters and nefarious troops bar the seeker's path. Diabolical traps and confounding riddles test the ingenuity of each member of the party. Only the strength of an ancestor's bequest will enable a character to survive even the lowest level of L'kbreth's lair.

As tradition dictates, new adventurers begin without weapons or armor. The Elders give each adventurer a purse of up to 500 gold pieces upon graduation. Wise outfitting at Boltac's Trading Post is the first test of survival.

Before the eager adventurers leave on their quest, the priests from the Temple of Cant perform one last divination. The priests use domesticated Creeping Coins to cast hexagrams in the sands:

Murmur...Chant...Prayer...Success!

"A warning: The power of L'kbreth is the power of the planet itself"

Somewhat shaken, the adventurers listen to the High Elder, "Whenever danger confronts mankind, Llylgamyn ever stands in the fore, ready to lead from darkness into light. Now you must go forth into the unknown to save your people. Such is the Legacy of Llylgamyn. Good luck, and may Kadorto smile upon you."



Return of Werdna

THE RETURN OF WERDNA

The Fourth Wizardry Scenario

Wizardry by:

Andrew Greenberg & Robert Woodhead

Scenario Design and Manual by:

Roe R. Adams, III

Illustrations by:

Linda Wheelin

Linda Carpenter, assistant

Title Screen Design by:

Robert Gould

Dedicated to:

This Scenario is dedicated to my wife Nan, and my children Roe and Kathleen, who have sacrificed an entire, irreplaceable year out of our lives together, so that I might work far from home bringing forth what you now hold in your hands. The dream contained within is as much theirs as it is mine. May you enjoy it in the fullness of time!

-Roe R. Adams, III, Ithaca NY, October 1987

Playtested by:

Ronald Wartow, Esq.

Ray & Fran Hakim

Thomas Weiner

Dr. David Granite

R2A4

Scorpia

David Friedman

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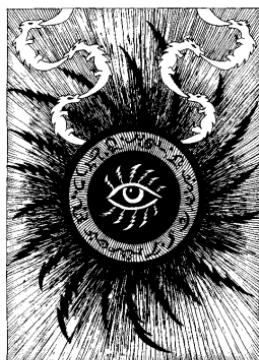
Jonathan Feinstein

Jeff Londynsky

Lewis & Jay Bernhardt

Bill Griffiths

**** Note:** This game (*The Return of Werdna*) uses the same characters, spells, and basic commands as game #1 (*Proving Grounds of the Mad Overlord*).



The Prequel

Five years have passed since I captured the mystical amulet from the Mad Overlord Trebor. His agents had only been a few hours ahead of me in obtaining the artifact. The amulet had lain hanging around the neck of a forgotten god's statue in an ancient crumbling Temple. Whose Temple it once was is now whispered faintly only in ancient and forbidden tomes. Never is the full name used, perhaps for fear of invoking something dreadful that might be merely slumbering.

The mist enshrouded valley that hides the Temple has been known throughout time as the Gods' Hopyard, supposedly because of a great portal that was opened one night by a demented archmage. It is said in arcane legends that on that night the Gods came here and played. The world shook and mountains danced. The whole sky was afire with shimmering colors. As dawn rose, a gigantic voice suddenly blasted out a harsh command, and everything in the world froze in mid-stride. Then there seemed to be a great inhaling, a loud implosion, and the world moved again. The portal was gone. Who or what chased back the Gods and closed the portal no one knows. It was a long while before anyone was brave enough to venture into the valley to find out what had occurred. It was quite difficult to see, a dense mist now covering the valley edges. In the far end of the valley there loomed a gigantic Temple of a style never before seen. In its center was an altar room wherein stood a statue. Around the neck of the statue hung an amulet that glowed with such magical energy that none could gaze upon it for long.

As to what this amulet is, or to whom it might have belonged, the greatest scholars of the last three millenia have debated. Some feel that it was the focus by which the portal was opened, and any who possessed it could open the way for the Gods' return. Others theorized that it was too powerful to have originated on this worldly plane, and so must have been left behind during the retreat of the Gods. A third group partially agreed with the second; the amulet was not of this dimension, but was used by whatever chased away the Gods. Thus the artifact was more powerful than the Gods themselves! Furthermore, they warned, the Temple, statue and amulet were placed in the valley to seal the portal and prevent the Gods' return. This group was, of course, scoffed at by other scholars, as the implications of their theory was much too disturbing to contemplate.

Over the ages, many thieves and mages have been drawn to the amulet and the legends that surround it. All who have sought to possess it have failed. I, Werdna, the most powerful Wizard of this Age, was always intrigued by speculations about the wonders of the amulet, but was much too prudent to enter the Temple without the proper safeguards. The most infuriating thing to me was no one knew so much as a hint of what those safeguards might be. No one had any idea why each previous attempt into that eldritch vale had met with disaster.

Then one day I was approached by a dealer of dubious antiques. Amongst the obvious fakes and worthless old bones was a scroll that he claimed was over a thousand years old. He assured me that no one had ever opened it, and demanded an outrageous 500 g.p. for the item. Intrigued, I haggled him down to a mere 80 g.p. and took the scroll back to my study. When I attempted to break open the seal, it popped off in my hand! The scroll had been carefully opened and then gently resealed. Making a note to summon a demon to deal with the scurilous knave, I settled down to study the scroll. It actually seemed quite old and was in very poor condition. The

Return of Werdna

inscriptions were faded and of a tongue quite unknown to me. It took but a few minutes for my arts to restore the lettering to legibility, but it took almost a year's worth of intense research to translate the message.

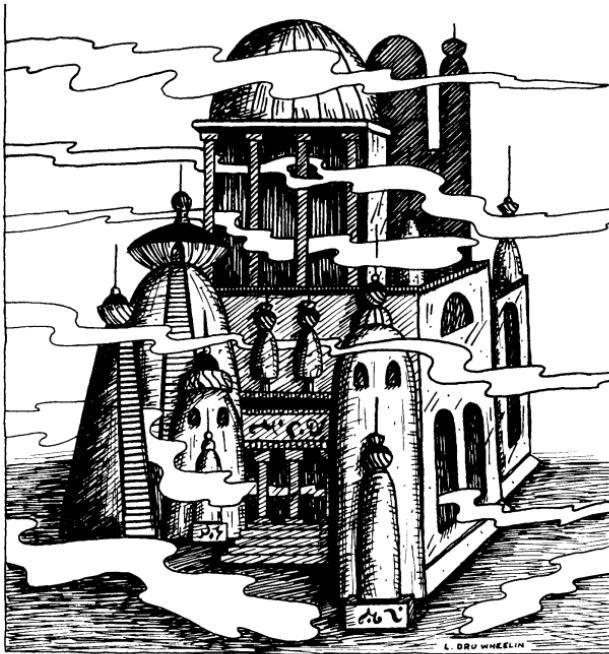
Wonder of all wonders, the scroll appeared to be written by the apprentice to the wizard who opened the gate that night so long ago. His mind seemed to have been blasted by what he had seen, for only stray bits and snatches of thought were scribbled on the scroll. He kept repeating over and over again something about the glowing eye of THE GOD, which I took to mean the amulet. He also ranted about losing the Mythril Gauntlets entrusted to his care, and groveling for forgiveness from someone or something. The last part of the scroll was filled with dire prophecies and fears for his own eternal torment.



L. DRU WHEELIN

I was filled with hope. If I could correctly follow the clues this document provided, the amulet and all its power could be mine. Now I regretted consigning the soul of the antique dealer to Hell. In the hope that the gauntlets mentioned in the ancient scroll were the means by which the amulet could be handled safely, my agents went into search of them. After many months of seeking, they were able to procure but a single glove. In my gratitude for their obtaining half of a pair of gloves, I only had half of them executed. Well, one gauntlet would have to suffice.

Now armed, I set off for the misty vale in search of my destiny. Alas, mere hours ahead of me, others entered the Temple and absconded with the amulet. At first, I was so shocked to see it gone that I just slumped to the floor. Then I noticed what appeared to be fresh footprints in the thick dust on the floor. I followed them for a short while, but lost them on the hard ground outside the Temple. Racing back to my tower, I used my scrying mirror to show me what had transpired outside the valley, for even my skills could not penetrate that mist within the valley.



Return of Werdna

Four men shrouded in black robes entered the valley. Shortly, three men left. (I had seen no body, so what happened to the fourth man?) One of the men carried something at arm's distance. For an instant I caught a glimpse of a bluish-grey gleaming glove on the man's hand, then the mirror was blasted into a thousand fragments. He also had one of the fabled gauntlets. The scroll was right! Now I understood why it had been unsealed...that old fraud had made copies of the scroll! I conjured up two of my favorite demons and sent them to pay the antique dealer's soul a visit. They returned shortly, having "persuaded" the shade to talk. I learned that although the dealer had made five copies of the scroll, he had sold only one of them prior to his demonic dismemberment. The Mad Overlord, Trebor was the owner of this copy. I gathered my creatures about me and cast a Malor to Trebor's Castle. While my pets were keeping the staff quite busy, I cast a Mamorlis spell on everyone in Trebor's audience room. It was quite humorous to see Trebor frozen in abject terror upon his throne. He wore the mystic gauntlet upon his right hand and dangling from that glove was a captured sun, so bright was its radiance. Carefully, I put my gauntlet and plucked the amulet from the cradle of his glove. So as not to seem ungrateful, I did leave Trebor one of the Damien stones I usually carried around with me. They make such fine thoughtful gifts, heh, heh, heh! Calling my servants to me, I cast another Malor back to my tower.



L. DRU WHEELIN

At last, the amulet was mine!!! The power of a universe was at my disposal. Ah, so drunk was I with visions of great and terrible deeds. What to do first? My tower seemed unfitting for a would-be god. Something more splendid, more spacious. Perhaps a split level...no, many levels...ten levels, that's it! Where to put this magnificent edifice? Well, it should be somewhere away from prying eyes and possible thieves, yet not too far from a food source for my hungry pets. Aha, I'll put it under Trebor's nose, literally. I'll build it under his poor excuse for a Castle!

The very next day I started the major invocation. Everything went smoothly until I keyed in to the amulet. I only opened a tiny conduit to it in order to provide more power for my conjuring. What I got was a blast of raw energy that almost vaporized me on the spot. It was a good thing that I had been working behind a shield. The ground beneath the Castle was melted, churned, and twisted out like pulled taffy. When everything cooled, I indeed had my ten level underground fortress maze, although it was much wilder than I had envisioned. That was good, for the backlash of that awesome force had completely obliterated my tower! More than somewhat shaken, I Malored down to my new abode. I had barely tapped whatever lay within the amulet, yet it had almost destroyed me. I vowed never to invoke it again until I could discover how to channel its power.

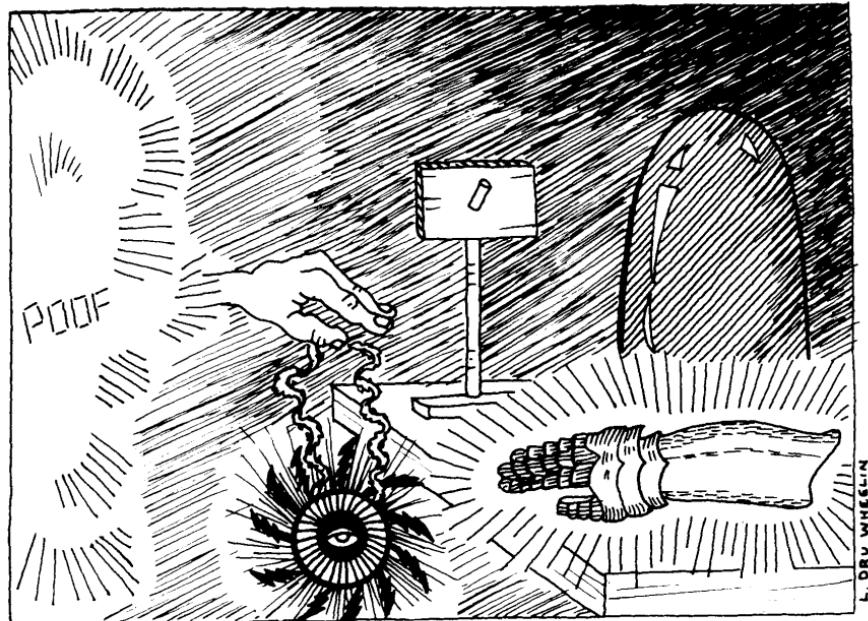


Return of Werdna

Five years passed without the amulet yielding up any of its secrets. Oh, I did discover a few small details, like why a gauntlet was necessary. One evening I was preoccupied with my studies, and I asked one of my many minions to fetch the amulet from behind its darkly smoked glass case so I could examine it. Suddenly, I heard a pop and a thud of the amulet dropping to the floor. My servant had failed to put on the gauntlet. When it touched the amulet, the creature had just vanished. That could have been me! After that I kept the gauntlet on the case, so I wouldn't forget again.

Finally, tragedy did strike, but of a different form. I was entertaining a Vampire Lord and several of his liegemen, when the door to my study was kicked open and in burst a wild-eyed team of adventurers bent on my destruction. I was too far away from the amulet to reach it in time, and my pentagram for summoning monster allies was on the other side of the room. I quickly gathered up my energy and began to cast the awesome Tiltowait spell, while my guests rushed forward to my defense. Just as I unleashed that hellish fireball, I saw the Vampire Lord dissolved by a Zilwan spell! So, they had a high mage also. What! They still stood! That's one very tough team.

Another Tiltowait should finish them, though. Before I could cast it, the leader of the team stepped in under my outstretched arms and delivered a critical hit to me. As my consciousness faded, I heard one of his men say, "Hawkwind, I have the amulet! Trebor will be pleased." I cursed Trebor with my last breath that he might endure endless torment. My final view was of their black banner bearing both a gold and a silver dragon in bend, and of the amulet dangling from the end of a sword. The darkness claimed me and I slept as unto death.



Starting the Game

Return of Werdna is self-contained. You will not need to transfer any characters into this game.

Start the program and soon you will see the title page, press [S] to (S)TART GAME. In a few moments, the Save Game page will appear.

The Save Game page gives you a brief synopsis of the awful position you are in. YOU ARE WERDNA, the infamous evil wizard, and life is not at all a bed of roses. Trapped at the bottom of a prison dungeon, you must fight your way out. With any luck, you will be able to wreak your revenge upon the do-gooder adventurers who have placed you here. Most of all, you want to get your hands on your nemesis, Trebor!

To begin playing, press [P] to (P)LAY GAME, then select the saved game you wish to resume playing by typing a number [1 - 8]. There are 8 Save Game slots to choose from. If you want to start from the beginning of the game, press [ENTER]. Initially, all 8 Save Game slots are empty, so if you select one, you will start at the beginning of the game. Whenever you begin a new game, or go between levels in the Maze, you may be asked for your Mordor Charge Card Authorization number. Refer to the enclosed Mordor Charge booklet for the full procedure.

When playing, all of the options familiar to you from playing previous Wizardry Scenarios are available. Some of the options have been extended and improved to make play easier. For example, many menus have a default option you can select by pressing [ENTER]. The default option has a "←" symbol following its first letter instead of a ")".

The most important change is in the (Q)UIT GAME option. In The Return of Werdna, when you (Q)UIT GAME, you will have the opportunity to save your current position in one of the 8 Save Game slots even if you are in the Maze! Yes, that's right, you can now save your games while trudging around in the Maze. This lets you keep up to 8 "milestones" in your play of the game available, just in case (heh heh) you need to backtrack.

VERY IMPORTANT: Think of utilizing Save Game as a form of meditation. Since you are taking a pause to regroup before tackling a difficult task, the players and the guardians also take advantage of this interval to revitalize, while you are concentrating on "The Big Picture". If these Save Games are used wisely, your pace will be quickened; used imprudently, a creeping coin's pace will be faster!

Caveat Werdna

Don't assume that just because you are an expert Wizardry player, you know exactly how things work. You don't. Trust us, even the Gods don't know everything. The only thing you can trust is that we have spent several years making The Return of Werdna a fiendish test for expert adventurers. If you finish even one of the several possible endings (quite a dubious possibility), you will have earned the rank of Master Adventurer. For those few whom consider themselves The Elite gameplayers, a challenge: Find and finish the one really special ending, and you will have earned the exalted title of "Grand Master Adventurer."

New Features

New releases of Wizardry products have many new enhancements. If you own an older version of Proving Grounds of the Mad Overload or Knight of Diamonds, the new style of the Wizardry Gaming System may be a little unfamiliar at first. The user interface now uses multiple overlapping windows. Selections are still made by pressing keys (in most cases, the traditional keys), and all of your options are presented in

Return of Werdna

menus on the screen. The new features have been added to make the Wizardry Gaming System easier and more fun to play.

The Maze display fills the entire screen.

You can toggle the various Maze windows (O)N and (O)FF. You can also flip the (S)TATUS window on and off separately. This lets you see more of the Maze.

Patterns are now used to identify stairs, messages, special objects and darkness on the maze floor and walls.

You only need to type the first few letters of a spell name in order to cast it. If what you type is ambiguous you'll be asked to select the spell you wanted from a list.

Many menus now have default choices you can select by pressing [ENTER]. If a menu choice is a default, instead of a ")" after the first letter in the entry, you will see a "return key".

It is now possible to Save Game while in the dungeon. Eight slots are available.



Heart of the **Maelstrom**

Wizardry General Program Conventions

User Interface

As you play Wizardry, you'll come across many menus which require different input to get the job done. Often, you'll find only one key is needed.

However, sometimes you must press more than one key. Talking to interactive characters, solving riddles, entering spells and typing a character's name are just a few examples. If you need to press more than one key, Wizardry will tell you to press [ENTER] when you are finished, or will simply continue by itself. On some computers ENTER is called RETURN, so the command is noted in general by the symbol (\leftarrow).

If you are asked to confirm a choice, the program will ask you something like "DO YOU WANT TO DO THIS (Y / N) ?". In these cases, select the option you want and press the appropriate key. If the question or a menu contains a "#", the program expects a number key (1, 2, 3, etc.) as the answer.

Finally, in some menus you will see a graphic symbol that looks like a " \leftarrow " instead of the ")" after the first letter of one of the options. The option with this character is the default option, which you can select by pressing [ENTER].

How to use the Wizardry Program

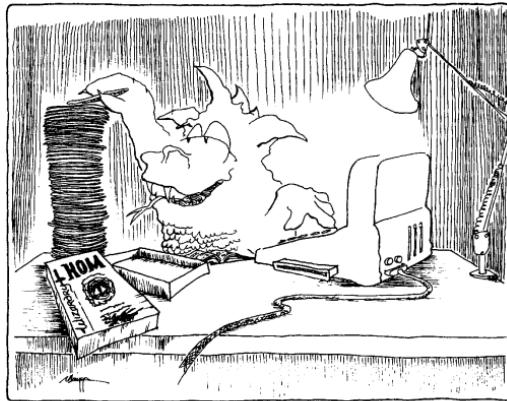
Start the game and the Wizardry title screen will appear with the following options:

S)TART THE GAME M)AKE A SCENARIO

In almost all cases, when Wizardry asks you what you want to do, the program will display a menu of options like those you see on your screen. To select an option, simply press its first letter. Remember, Wizardry will always places a ")" after the first letter of an option to remind you that it's all you need to select.

Making a Scenario Diskette

This option is a left over from the good old days of floppy disks. Since you have already installed the game from your CD-ROM on your hard drive, the game has automatically created a Scenario Disc for you there. Therefore you can completely ignore this menu entry. It no longer works.



Are you with me?

Up to this point, you have learned some Wizardry basics and should have returned to the Wizardry title page. We're on our way into the *Heart of the Maelstrom*.

Starting the Game

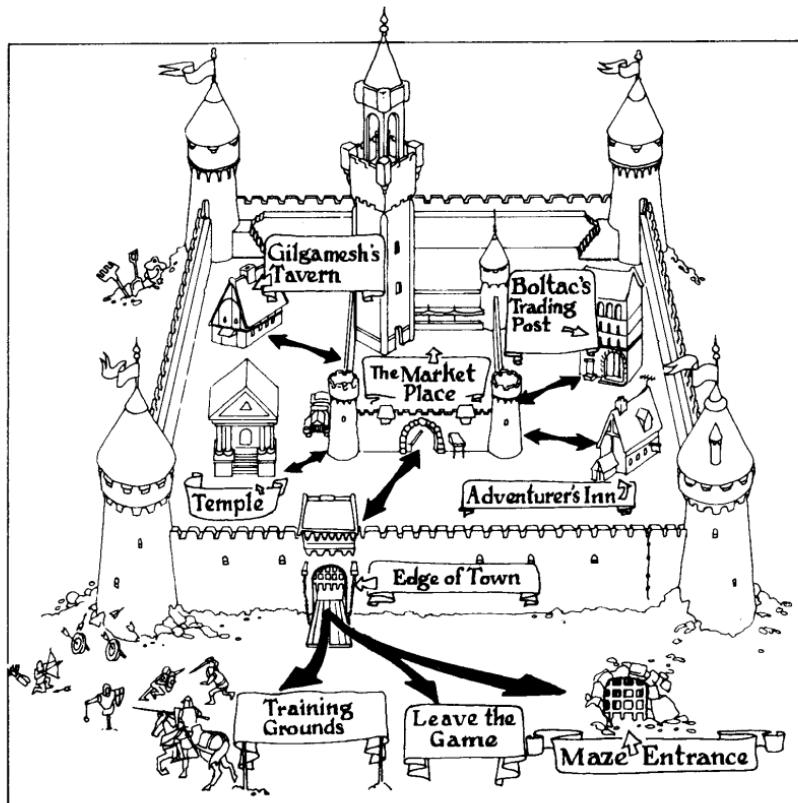
Are you still looking at the Wizardry title screen? As long as you are... go ahead... do it. Press [S] to start the game!

Soon you'll be smack-dab in the middle of the Castle, the hub of safe activity within the Wizardry world. Here, you'll assemble your characters for combat, adventuring and the like. They'll buy items, help friends and rest. Indeed, there are many interesting places in...

The Castle

Your adventurers spend their time in one of two places: the Castle or the Maze. Of course, there is the cemetery, but let's not hope for that. So, before we rush off to create your characters, let's take a look at the world they live in.

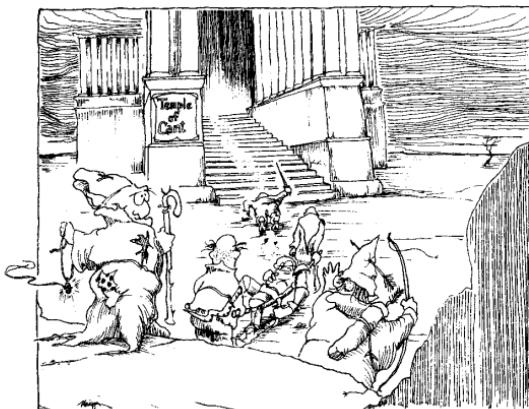
The Castle is a safe haven where your adventurers can train, rest and lick their wounds, buy goods from the friendly shopkeeper, Boltac, or even be resurrected from the grave. Inside the Castle, there are five locations which provide special services to the Wizardry player and his or her characters. These are Gilgamesh's Tavern, Boltac's Trading Post, the Temple of Cant, the Adventurer's Inn and the Training Grounds, which is located at the Edge of Town.



G)ilgamesh's Tavern is dim and smoke-filled from the haunch of a boar roasting slowly over the fire. Small groups of adventurers talk in low tones around deeply scarred wooden tables. Here is where you hope to find a team capable of surviving the rough rigors of the Maze.

The A)dventurer's Inn offers several important services which your characters will often require. To begin with, staying at the Inn overnight or longer can help you recuperate from rough fights with monsters by restoring some or all of the health you've lost in combat. Secondly, your characters may gain experience levels to reflect the experience they have earned.

The T)emple of Cant is the first stop whenever a party brings back characters who are dead, paralyzed, or similarly distressed. If the high Priests of the Temple can do anything to help the poor devil you've hauled in, they will tell you what tithe, or amount of gold, is required. But since the fees expected by the Temple Priests are rather high these days, it is likely that the afflicted person may not be able to afford the "donation," so be prepared to help him or her out.



B)oltac's Trading Post is the commercial center of the Castle. It is owned and operated by a friendly dwarf named Boltac. Here the spoils from a hundred forays find their dubious way to sale. This place has all the equipment you need to make it your one-stop shopping center, and it is open around the clock for your adventuring convenience.

The E)dge of Town is just a short walk through the Castle doors. While in The Edge of Town, your characters may visit the Training Grounds, enter the Maze or return to the Castle.

Press [E] now to see what The Edge of Town has to offer.

You'll see **The M)aze** option. This place has been the inspiration and end of many a character. Here, adventurers go in search of experience, loot, and clues to assist them in their missions. They'll meet other adventurers, monsters, tricks and traps with their demise in mind. However, throughout the Maze there are many gratifying experiences to be had as well. In the Wizardry world, this is the one true place where your characters polish and perfect their art.

Heart of the Maelstrom

While novices, your characters can only spend short amounts of time in the Maze. One encounter could be their ruin! Nevertheless, as they become more proficient by gaining levels, their expeditions will grow in length and they may explore the depths of the Dungeon with swords held high.

The T)raining Grounds, located just outside the Castle, rings with the sounds of swords clashing and timid battle cries. A closer inspection shows youngsters hitting pells with wooden blades, and many of the battle cries turn into yelps when their blades bounce back and hit them! It is here that you create new, apprentice characters, and can inspect veteran characters, who are standing around shouting encouragement (and other things) to the novices.

Press [T] now to go to the Training Grounds. Yes, it's finally time... your characters await!

But wait... Are you with me?

So far, we've started the game, read about the places your characters can go and now we're on our way to create them. If you're not in the Training Grounds now, just find your place in this list, and follow it:

1. Start the program.
2. Press [S] to start the game.
3. Press [E] to go to the Edge of Town.
4. Press [T] to go to the Training Grounds.
5. You're here.

Creating a Character

Your Wizardry characters are unique individuals with strengths, weaknesses, and special abilities just like you. Hundreds of separate pieces of information go into their makeup, and each is influenced by their actions. They are honored to adventure under your command, and look forward to the quest. Now you're ready to create those fearsome warriors!

There are 4 options in the Training Grounds:

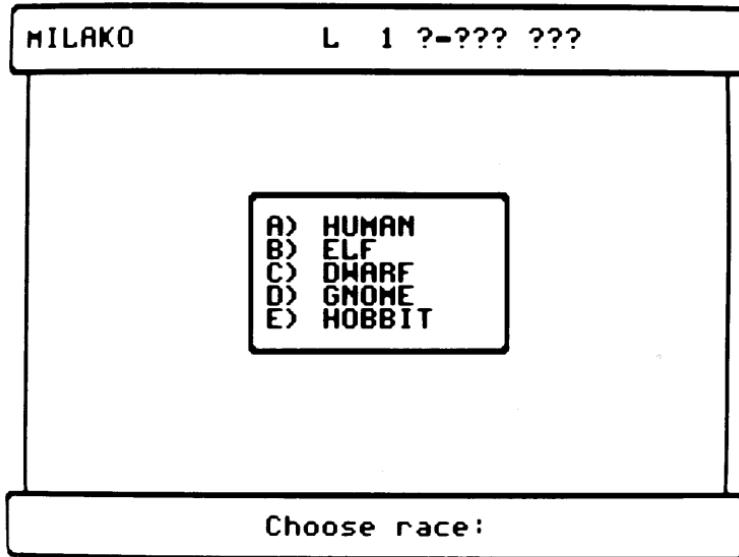
- C)REATE A CHARACTER
- I)NSPECT A CHARACTER
- R)OSTER OF CHARACTERS
- L)EAVE

Press [C] to create a new character. Next, Wizardry wants you to choose a name for the character. Type the name in, and press [ENTER].

Now Wizardry asks if you want to put a password on the character. Type one in if you need one. YOU have to remember the password! Most times you wouldn't need a password, so just press [ENTER].

Now you must choose your character's Race. Simply press the letter associated with your choice. Wizardry characters can belong to one of five races. Each race has different strengths and weaknesses, most visibly reflected in the minimum ability values (statistics) for each race. Race also affects a character's ability to find secret doors and hidden items.

- Humans excel at nothing, but have no particular weaknesses, except for a decided lack of piety.
- Elves are intelligent and pious, but not very robust. They excel at intellectual pursuits, and are excellent spell-casters.
- Dwarfs are strong and hardy. They love fine weapons and armor and delight in a good fight.
- Gnomes are pious and agile, probably from praying under-ground during earthquakes. Due to their ascetic traditions, they make excellent Priests.
- Hobbits are agile and very, very lucky. They are a happy-go-lucky people, and, with the right training, become superb thieves.



Now it's time to select your character's alignment. Alignment describes your character's general ethical outlook, and has an impact on the classes the character may enter. Again, just press the letter associated with your choice.

- Good characters are really good. They go out of their way to help old ladies cross the street.
- Neutral characters take life as it comes. They would help an old lady cross the street if they were travelling in the same direction.
- Evil characters are not really evil when compared to some of the things they fight in the Maze. They are self-centered, and always want to know "what's in it for them." Evil characters help old ladies cross the street for a fee.

The next selection concerns the character's statistics. Statistics are basic measures of a character's ability to do things. The higher the statistic, the better the character's performance.

Heart of the Maelstrom

- Strength affects your skill in combat.
- I.Q. and Piety influence your ability to cast and resist spells.
- Vitality affects your ability to withstand damage.
- Agility helps you avoid attacks and open treasure chests.
- Luck comes to your aid in many mysterious ways.

Your new character will qualify for admission into one or more of the eight classes (or professions) on the basis of these statistics. Based upon your choice for race, a profile set of minimum statistic values will be displayed. You now have a chance to influence the profession of your character by distributing bonus points.

Note the special line that tells you how many bonus points you have to work with. The number of bonus points is selected randomly each time you create a character. You'll distribute these points among the various statistics. The [ENTER] key moves a selection arrow down the list of statistics. When you have the arrow pointing to the statistic you want to change, press [+] or [-] to add or subtract points. If you move the arrow off the bottom of the list of statistics, it will pop up to the top of the list.

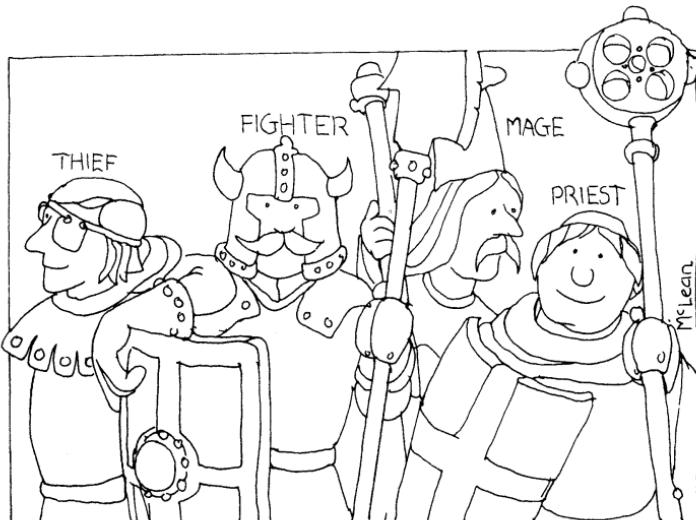
You can change the statistics any way you like, but you must use up all the bonus points you've been given. Also, you cannot push a statistic below its original value, or above 18.

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<table border="1"><tr><td>STRENGTH</td><td>7</td></tr><tr><td>I.Q.</td><td>12</td></tr><tr><td>PIETY</td><td>12</td></tr><tr><td>VITALITY</td><td>6</td></tr><tr><td>AGILITY</td><td>9</td></tr><tr><td>LUCK</td><td>6</td></tr><tr><td>Bonus</td><td>4</td></tr></table>		STRENGTH	7	I.Q.	12	PIETY	12	VITALITY	6	AGILITY	9	LUCK	6	Bonus	4	<table border="1"><tr><td>B) MAGE</td></tr><tr><td>C) PRIEST</td></tr><tr><td>E) BISHOP</td></tr></table>	B) MAGE	C) PRIEST	E) BISHOP
STRENGTH	7																		
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B) MAGE																			
C) PRIEST																			
E) BISHOP																			
← Moves pointer, + and - alter scores. Press (ESC) when finished.																			

When you make changes in the statistics, class options will begin to show. Each class has different minimum statistic requirements, and when you have added enough bonus points to the right statistics to qualify for a class, it will appear in one of the windows. A character always belongs to only one class, but under certain circumstances may change class. Each class has special requirements as to minimum abilities (statistics), alignment and allowed possessions of its members.

The minimum statistic scores required and a description of the classes are as follows:

- **Fighters** need 11 strength.
- **Mages** need 11 I.Q.
- **Priests** need 11 piety and may not be of neutral alignment.
- **Thieves** need 11 agility and may not be good.
- **Bishops** need 12 I.Q. and 12 piety and may not be neutral.
- **Samurai** need 15 strength, 11 I.Q., 10 piety, 14 vitality and 10 agility and may not be evil.
- **Lords** need 15 strength, 12 I.Q., 12 piety, 15 vitality, 14 agility and 15 luck. They must be good.
- **Ninjas** need 17 in all their statistics, and can only be evil.



The four basic classes are:

Fighter: The basic person-at-arms. Fighters have high hit points, can use almost any armor and weapon, and relish their role as shock-troops. They may be of any alignment, but can cast no spells.

Mage: The sorcerer. Mages have poor hit points, can only use a dreadfully limited amount of weapons, and can wear no armor except for robes! They can cast Mage spells, including the dreaded Tiltowait, the summoning Socordi and the unlocking Desto. They may be of any alignment.

Priest: The holy one. Priests have fairly high hit points, but cannot fight as well as Fighters, and must use specially consecrated weapons, such as maces and flails, and can wear only light body armor. They can cast Priest spells including the life-saving Kadorto, the wishful Ihalon and the monster-banishing Mogato. Priests may not be of neutral alignment.

Thief: The artful-dodger. Thieves have average hit points. Their weapons are limited to daggers, short swords, and bows; they can wear leather armor and use a shield. Thieves are very good at circumventing the noxious treasure chest traps which often lie between a party of adventurers and their hard-earned loot, and have a knack for opening the many locked doors found in the Maze. Additionally,

Heart of the Maelstrom

thieves may Hide during combat, and once hidden, they may Ambush a monster in the following round! Thieves are also specialists in the divine art of pick-pocketing the many creatures to be found in the Maze. Lastly, they may not be of good alignment.

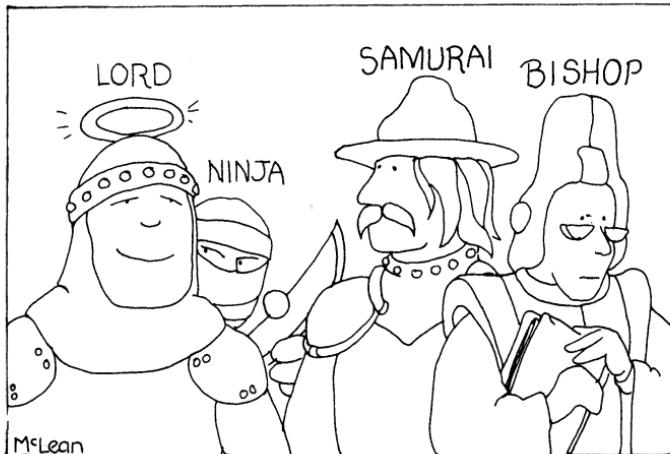
The four elite classes are:

Bishop: A combination of Priest and Mage, with some advantages and disadvantages of both. Bishops have average hit points, can wear chain armor, and use Priests' weapons. They can cast both Mage and Priest spells, and are capable of identifying unknown items the party finds in the Maze. Like Priests, Bishops may not be neutral.

Samurai: These folk are fantastic warriors, and can use most Fighter weapons and armor. They start out life with more hit points than Fighters, though in the long-run, a fighter will usually end up with more hit points. At the fourth level of ability, Samurai slowly begin to learn Mage spells. The strict code of Bushido prevents Samurai from being of evil alignment.

Lord: A combination of Fighter and Priest. They have the hit points and abilities of Fighters, but at the fourth level of ability they gain the ability to cast Priest spells and to dispel. Lords must be of good alignment.

Ninja: A super-human fighting machine. Ninjas can use the same weapons and armor as a Samurai, but work best without any! When fighting with their bare hands they can wreak havoc and destruction, sometimes killing the strongest opponent with a single blow. As long as they disdain armor, their great training gives them lower and lower armor class as they reach higher and higher levels of ability. Ninjas earn hit points as does a Thief, and learn no spells. They may Hide during combat, disarm traps and practice all the other arts of a Thief, too. Finally, they must be evil.



Once you've allocated all the bonus points and qualify for a class that you want, press the [ESC] key to signal that you are done. Then, if you like the character, press [Y] to store him or her in the roster, and you will be returned to the main Training Grounds menu.

Important Points to Consider When Creating Your Party

Before you go charging off, filling the universe with alter egos of yourself, keep in mind some important facts:

A team can consist of up to six members, and any less increases the chances of disaster. There are words for "Lone heroes battling against incredible odds." These words are "rest in peace." Developing a well balanced team with diverse talents is one of the major keys to success.

Decide which alignment you prefer your party to have before you start generating characters. Evil cannot play with good, but neutrals may play with either. Some character types are only available to one alignment or the other, so select the whole makeup of your team first to avoid disappointments such as finally generating a fantastic Lord, only to discover that he/she cannot join the rest of your evil team!

Hello again... Are you with me?

Well, you've just created your first character (maybe you've already created ten). If not, it's easy to catch up.

1. Go to the Edge of Town from the Castle by pressing [E].
2. Go to the Training Grounds by pressing [T].
3. In the Training Grounds press [C] to create a character.
4. Enter the character's name and password if you want one.
5. Follow the on-screen menus to select your character's race and alignment.
6. Distribute your character's bonus points among the statistics.
7. When the bonus points are used up, press [ESC], and select a class for your character.
8. You will now be asked if you want to keep the character. If you do, press [Y].
9. You're here.

Other Training Grounds Options

The **R**oster of Characters option will display all of the characters available, and show you whether they are alive or dead, and in the Castle or out on expeditions. If you want to see your roster of characters, press [R].

The **I**nspect a Character option lets you look at your character in detail, and perform character-specific "housekeeping" actions.

The **L**eave option will simply return you to the Castle.

Inspecting a Character in the Training Grounds

Press [I] at the main Training Grounds prompt to Inspect a character. Next, you will see a list of possible things to do to your character:

Inspect shows the character's vital statistics, weapons, armor, spell books, and any special goodies he or she has found so far. You can also inspect your character in Gilgamesh's Tavern. We'll cover the character's inspection in more detail there.

Delete allows you to retire old, world-weary adventurers, but will ask you again, just to make sure. Retired characters pack up all their belongings, go to Club Wiz and are deleted forever from the game.

Heart of the Maelstrom

C)hange Class gives characters the option of changing their professions. When you change class, you are entering the new class as a level one character. Therefore, changing class has the following side-effects:

- * Your characters' statistics drop to the minimum for the race.
- * Your experience points drop to zero.
- * All your equipment will remain in your possession, but your items will be unequipped. Since you are changing class, you may not be able to use them anymore.
- * You will retain knowledge of any spells you already know, and you always get one spell point per spell in your spell books. However, you lose the extra spell points you got for being a member of your previous class. Though you may learn new spells and get new bonuses for being a member of your new class, it is likely that, at least at first, you will have fewer spell points to work with. If you know at least one spell of a particular type and level, then you will eventually learn all the spells of that type and level, even if your new class doesn't learn spells of that type.

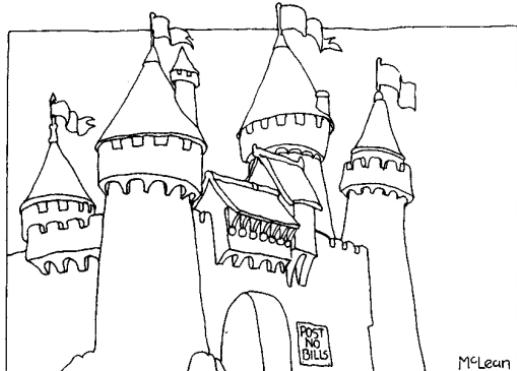
A)lter Password changes the character's password in case of security problems (younger sibling, devious friends, parents who hate to be shown up). You must know a character's current password in order to change it. There is no way to Alter a password without knowing the current password.

L)eave will return you to the Castle, and that's where we want to go! Press [ENTER] or [L], and we'll be on our way.

Just checking... are you here?

We've just left the Training Grounds, entered the Castle and are on our way to Gilgamesh's Tavern to check out your character(s). If you're not already here, follow these steps:

1. First of all, you'll need at least one character to go on this "manual expedition." If you haven't created a character yet, return to the Training Grounds to create one.
2. Get to the Castle. From the Training Grounds' main menu, press [ENTER] or [L].
3. Are you in the Castle? Good. You're here.



Gilgamesh's Tavern

Gilgamesh's is where you assemble your party. Press [G] now to enter the Tavern. Gilgamesh's menu provides you with several options:

A)dd lets you add characters to your party. You will be shown a list of all the characters compatible with the other members (if any) of your party. You can select one by pressing the letter associated with the character. As soon as you select someone who is not neutral, the alignment of the team is chosen, and disappointed incompatibles will wander back to their drinks. Press [A] now and select your party.

R)emove lets you remove a character from the party.

#)Inspect lets you look at the current status of a character.

D)ivvy Gold pools the gold belonging to the party, and then evenly splits it up between the party members.

L)eave exits the Tavern.

If you decide to visit the Training Grounds once a party has been formed, the party will disband (separate) automatically. You will have to go back to the Tavern and reassemble them.



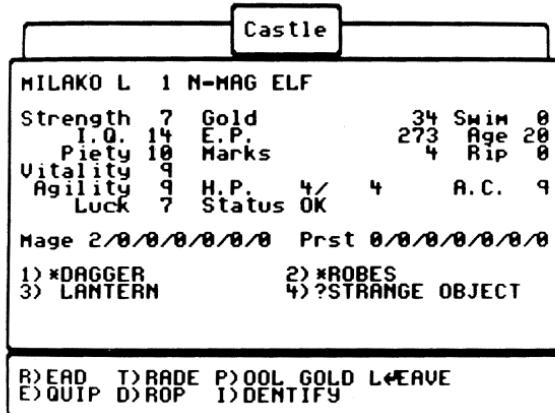
Heart of the Maelstrom

Inspecting a Character

When you are in the Tavern, #)Inspect lets you inspect a character in the party by typing the number key associated with that character. From the main menu of the Tavern, press the [#] of the character you wish to inspect now.

You're already familiar with the five pieces of information found at the top of your character's inspection; you selected them in the Training Grounds. Your character's name and level appear first. Next is your character's alignment, class and race. On the left side of the screen, under your character's name, you'll find his or her statistics, too. So let's take a look at those other characteristics.

Levels (L). Gaining levels is perhaps one of the most wonderful and competitive things that Wizardry characters do. Not to be confused with the levels (floors) of the Maze, a character's level represents their total experiences within the Dungeon. If you've just created a character, it will be a level one adventurer. When your characters gather enough experience points, they will gain a level. It's basically a growing process just like yours. Simply, consider it this way. If you are 18, pretend that you're level 18... you've had 18 years of experience.



Gold is simply the amount of loot your character has accumulated. When your character begins life, you will find the satchel is empty... not a cent! As your character explores the Maze, however, great riches in gold can be found (or stolen). As the loot accumulates, you may use it to purchase better items, lodging, and perhaps occasionally acquire the services of a High Priest to cure, heal, or even resurrect a friend.

Swimming ability (SWIM) represents your character's ability to swim in the many pools which dot the Maze. The higher the ability, the deeper your character can swim. For example, if your character's swimming ability is 2, he/she can swim safely to level B of a pool. Remember, at first you won't have a party of Olympic champions... in fact they may get in over their heads! Sometimes characters may drown if they dive too deeply.

Experience Points (E.P.) are the numerical expression of your character's past achievements. When your characters defeat a troop of monsters in the Maze, they will be awarded experience points to commemorate their success. As experience points build up, your characters will gain levels.

Age is simply how old your character is. After much adventure, your character usually rests up in the Adventurer's Inn. Here, the characters may spend weeks or even years to heal themselves! As your characters become older, they grow feeble... this happens around 50.

Marks represent the number of monsters you have sent to the Grim Reaper. Once again, Wizardry characters, at least the fighting ones, tend to compete for the highest number of marks as it represents their worth to the party. It's a facet of your characters that you'll come to take pride in, and is a sign of their individual achievements.

RIP, of course, stands for "rest in peace," and portrays the number of times your character has been delivered to the Grim Reaper! With the many gholies in the Maze, it is unlikely that this characteristic will stay at zero, but if it does, consider yourself a great commander!

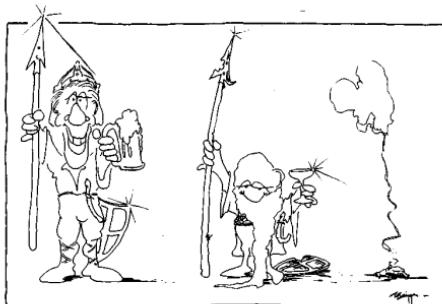
Armor Class (AC) is a measure of how well protected your character is. Unlike other measures in this game, the lower your character's armor class, the better. For example, bare skin is AC 10. A Sherman tank is about AC -10. Eventually, as your character finds or buys better equipment, the armor class will decrease.

Status describes what state your character is in. Not New York or California, but a physical state of being. Most of the time your characters will be OK; in this case, Wizardry will either show you the character's hit points when in full health, or simply print "OK." However, they may be Asleep, Afraid, Paralyzed, Poisoned, Stoned, Out, Dead, Ashes or Lost forever, to name a few.

Characters who are marked Out are lost somewhere in the Maze! Their status may become OUT due to any of three causes: Obliteration (everyone was killed), Starvation (Power failure or turning off the computer) or Vacation (using the QUIT option while in the Maze.) OUT characters can be retrieved through the "Restart an Out Party" option, explained in the Utilities section, or you may send a rescue party in search of the character.

Hit Points (HP) show the exact amount of damage your character can endure before death. For example, let's say your character had 10 hit points when in full health. In the Maze, you encounter a monster who bashes the character one time for eight points of damage! Your character's description would resemble this:

Character Name	HP	Status
Mr. Adventure	2	10



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Now your character has only two hit points left! If hit again for two or more points, your character will die. But don't despair, death doesn't have to be final in Wizardry.

Mage and Priest (PRST) spell points are the next items in your character's inspection. You'll see a series of seven zeros for both the Mage and Priest spells on your screen. Your character may have higher numbers depending on his or her level and class. Spells are magical formulas that allow the caster to bend the physical laws of the universe. There are two basic categories of spells: Mage and Priest. Characters of the magical variety must learn these spells through constant study and experience, and will harvest spells as they gain levels.

Within each category, Priest and Mage, there are 7 levels of spells, from weak level 1 spells to the powerful (to put it mildly) level 7 spells. For a character to be able to cast a particular spell, he or she needs to have that spell in the spell book, and a spell point with which to cast it. Each number represents the amount of spell points a character has in that level and the number of spells the character may cast.

So, in order to cast a Halito, the spell must be in the character's book and there must be a first level spell point available. When a spell is cast, the character loses a spell point from the appropriate category and level. Eventually, especially after a grueling battle, the character may have no spell points left! Weak and weary, the spell-caster must seek rest in the Castle, thereby regaining the spell points, or know the whereabouts of a magical pool that can replenish some of the spell points with a quick swim.

For every spell you know, you are granted at least one spell point with which to cast it. If you are currently a member of a spell-casting class, you may gain extra points based upon the experience level you have attained. You can never have more than 9 points in any category and level. If you know 3 spells of a certain category and level, and have 3 points of that category and level, you could cast one spell three times, or each of the spells once, or any combination.

If your characters later change their class, they will retain the knowledge of the spells they have learned so far, but won't learn new spells unless their new class also teaches spells. There is a minor exception to this rule. If a character knows at least one spell of a particular category and level, then he or she will eventually learn all the spells of that category and level, even if he or she changes to a class that doesn't learn spells.

Equipment, or items, refers to the helms, armor, swords and the like owned by your characters. Fresh from their training, your characters will have only the petty weapons and armor provided by the Training Master. Because of this, gathering and maintaining the best possible set of items is a major pastime for Wizardry adventurers. Good items can make the difference between life and death! The number and variety of items found in Maze may be a little bewildering at first, but there are some guidelines to follow...

Equipment Guidelines

First of all, not all items may be used by every character. Some items may be used only by specific character classes. You will learn what works by practice and experience.

Also, some items have an alignment, just as your characters do. If a character equips an item that has a different alignment, the item may seriously impair him or her. In addition, it will become cursed.

A **cursed item** is any item that cannot be voluntarily unequipped. If you equip such an item, you will be "cursed to wear it."

- * Cursed items are not always bad for you. Some of the better items in the game like to "stick around."
- * One safe way to rid a character of a cursed item is to pay to have it removed at Boltac's Trading Post.

Some items may be used to cast spells. Each time you use the item to cast a spell, there is a chance it will break.

Items may affect a character even though they are not equipped; they can do things just because they are being carried around. These type of items may carry certain charms or benefits. For example, an item might offer a player spell resistance, or a clove of garlic might fend off vampires in the maze.

Lastly, certain magic items have special powers which you can invoke. Whenever you equip a player who is carrying an item of this type, you will be asked if you wish to invoke its power. You do not need equip the item to invoke it.



Other Character Inspection Options

Additional options available to you in a character's inspection are located on the bottom of the inspection's window.

R)ead offers you the chance to glance at your character's spell books. Press [R] to read the character's books, then select the category of book you want to read. All the spells he or she has learned so far will be displayed. Refer to the back of the manual for detailed descriptions on what each spell is and what it does.

P)ool Gold moves all the party's gold to the character being inspected. When you want to pool your character's gold, press [P]. If you later need to give back some gold to other party members, choose the D(ivvy Gold option while in the main menu of Gilgamesh's Tavern, or simply Trade while inspecting a character.

I)dentify allows Bishops to attempt to identify an unknown item. The higher the level of the Bishop, the better the chances of identifying an item. If they touch the item they are attempting to identify, they may become afraid depending on certain protections on the item in question. Some unknown items will not

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become "known" until identified by a Bishop of a certain level. Lastly, there is a chance they will be forced to equip it; if it is cursed, they may be in trouble!



D)rop lets you drop any item your character may be holding on to the dusty floor of the Maze or the muddy streets of the Castle. If you need to drop an item, press [D]. Dropped items are removed from your character's possession, and can't be picked back up. If you should later discover that you need this item, you'll have to go find another.

E)quip lets you select the items your character is to wear. For each type of item (Weapon, Armor, Shield, etc.) you will be shown a list of what items of that type you have and then you're invited to select the one your character will use. Weapons and armor you possess, but have not equipped, will not be of any use to you in combat. You can unequip an item by simply choosing no item of that type when you equip. You do this by pressing [ENTER] instead of a number.

In your character's inspection, you will notice that there is a space between the item number and its name. This means that you have not equipped your items. Press [E] now to do so.

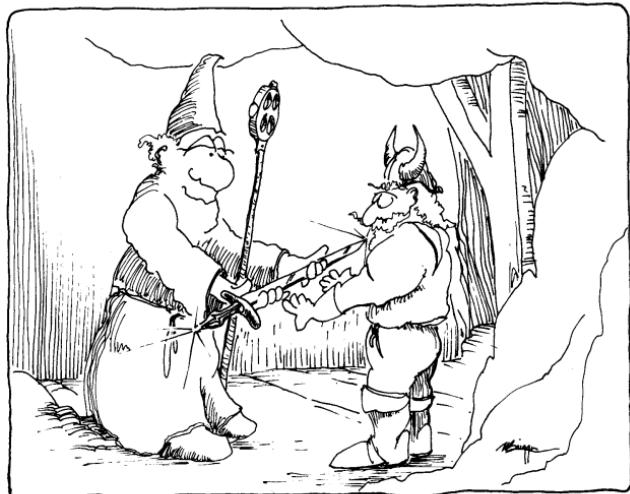
When you have finished, you will notice one of the following next to the item:
No symbol (a blank space) means that the item is not equipped.

- * indicates that the item is equipped.
- # reminds you that the item cannot be equipped by that class of character. For example, Priests cannot use edged weapons, and Thieves cannot wear chain mail.
- ? tells you that the item is not identified, which means you don't know exactly what it is.
- warns you that the item is cursed.

You will need to repeat the equipping process for each of your characters. You may equip each of your characters individually while inspecting them, or you may equip the entire party when in Camp by selecting the Equip option.

T)rade allows the characters to exchange gold and items amongst themselves. To trade, first press the number of the character with whom you wish to trade. Then type the amount of gold, if any, that you want to transfer. Next, if you

wish to trade an item, press the number of the item you want to trade. When you have finished trading items, press [ENTER]. If you don't wish to trade any gold, you can press [ENTER] instead of entering "0" as the amount. An item must be unequipped before it can be traded.



L)eave ends the inspection of your character. Press [L] now to return to Gilgamesh's main menu, and [L] again to return to the main menu of the Castle.

While you are on a foray in the Maze, you can also inspect your characters by going to Camp. When you do so, two extra options are available.

S)pell casts spells. The spell must be in your spell books and you must have an appropriate spell point available in order to cast it. If the spell is one of healing, you will be asked upon which member of the party you wish the spell cast. Some spells can only be cast while in combat with monsters. In the list of spells at the back of the manual, if the "CAST WHEN" category says Camp or Anytime, you can cast it in Camp.

U)se allows you use a special item. The item may cast a spell such as a potion bought at Boltac's, or it may have a particular function like reducing your character's age. Anyone can use an item; you don't need to know the spell it casts, and you don't need a spell point to cast it. This means that Fighters can keep Dios potions around to cure themselves. As with casting spells normally, you can't use some spells in Camp.

Each magical item has an unknown number of charges, and may break after being used. If it does, it may appear in your list of items as a Broken Item. You may drop these to create more room for new items you've found in the Maze.

Depending on where you were when you inspected your character, some of the options may not be available:

From the Training Grounds, you may only **R)ead** your spell books or **L)eave**.

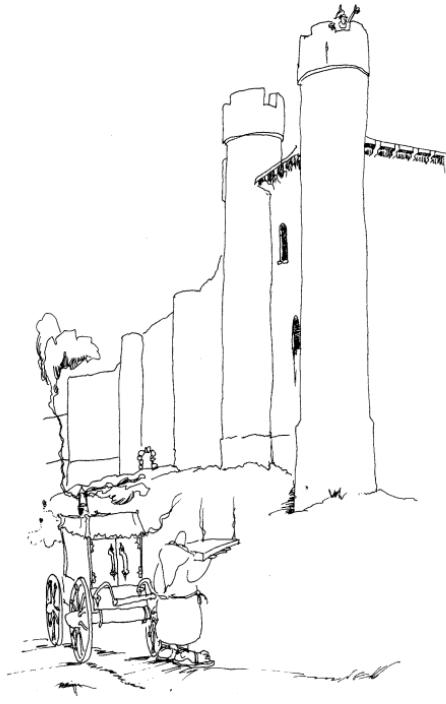
From Gilgamesh's Tavern, you may do everything but cast a **S)pell** or **U)se** an item.

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When you are in the Maze and have Camped, you may do everything.

How are you doing?

Yes, we've covered a lot of material. Just in Gilgamesh's, you've read about your character's traits, equipment and gold. You have also equipped a character with his or her items. We've just left Gilgamesh's, and are in the main menu of the Castle on our way to Boltac's Trading Post. If you're still in Gilgamesh's, here's what you want to do.



'Could you bring it up. I'm on the phone.'

1. Leave your character's inspection if you haven't done so. Pressing [ENTER] or [L] will get you to the main menu of Gilgamesh's.
2. Press [ENTER] or [L] to leave Gilgamesh's.
3. You're here.

Boltac's Trading Post

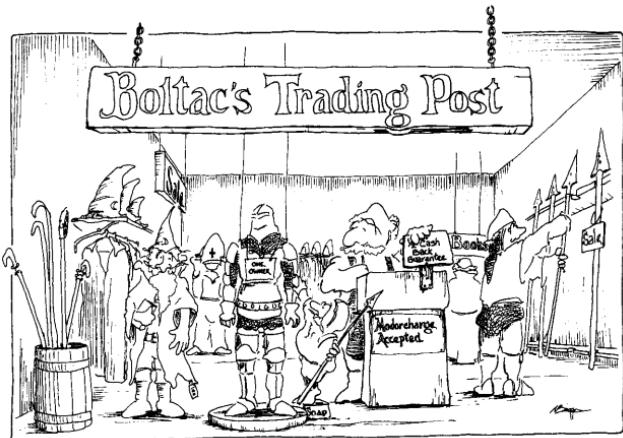
Boltac's is the Castle shop. Press [B] now to enter the establishment. Immediately, Boltac will ask which of your characters wishes to be served. Once you have selected a character, the shopping display will appear. You can Buy, Sell or Identify items, Uncurse cursed items, Pool Gold from all party members into your possession or Leave the Shop. Your newly created characters haven't a gold piece among them, so you'll only be allowed to look

at Boltac's wares. Eventually, you'll accumulate some gold and get around to...

B)uying Items

To buy an item or to browse through his wares, press [B] for B)uy). Go ahead, let's take a look. Boltac has an enviable inventory, but he may sometimes run out of certain items. Other items won't turn up in the Trading Post unless someone brings them back from the depths of the Maze and sells them to the proprietor. So the inventory list may change in length and content as the game progresses. Once you start browsing, you may press [F] for F)orward or [B] for B)ackward until you find the screen with the item you want. You'll be told how much it costs and whether the character can use it. If you still want it, press [P] to P)urchase, then indicate the item you want by number.

When viewing the items Boltac has for sale, you will see the type of item being offered (i.e. weapon, armor, gauntlets). In the case of weapons, the range of the weapon will be shown enclosed in parentheses, where the four ranges are: Close (C), Short (S), Medium (M), and Long (L). Range weapons are described in more detail in the Combat section of the manual.



S)elling Items

Selling off excess equipment is a good way to raise cash for impoverished expeditions. Be aware, however, that all shopkeepers must make profit on every transaction to keep themselves in business. This means that Boltac won't buy items back at the same price you paid for them.

To sell an item, press [S]. You will see a list of your items, along with the price Boltac will pay. The equipment your characters start with is worthless to Boltac... less than a gold piece for a dozen! However, when your party acquires something of worth, select the item you wish to sell off by pressing its number. You cannot sell an item that is cursed or which needs to be identified. If you attempt to sell an item that is equipped, you will be asked if that's what you really want to do.

R)emoving Curses

Cursed items picked up in the Maze are very uncooperative and they stick like glue to anyone who equips them. If you manage to get back to the Trading Post in one piece carrying such an item, Boltac can uncurse it for you. When you require this service, simply press [U]. You will see a display similar to the one used when you sell an item. Select the cursed item by pressing its number, and if you have the cash, Boltac will take it off your hands.

Note: Boltac will take the item away from you; you will not be left with an uncursed version of it.

I)dentifying Items

When you first find certain items in the Maze you cannot be certain of their exact properties. The names of these items describe only their appearance. Whenever possible, have such items identified before you equip yourself with them in case they turn out to be cursed.

One of the special powers of the Bishop is the ability to identify items. However, there are some risks associated with having a Bishop identify an item. If the Bishop is not very careful, he or she may touch the item by accident. This will cause the item to be equipped, and if the item is cursed, the hapless Bishop will be forced to use it. For this reason, Boltac has begun to perform such inspections himself. Needless to say,

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Boltac exacts a fee for this service. The procedure for identifying items is similar to that of uncursing them, except that you press [I] to identify instead.

P)ooling Gold

Since few adventurers can qualify for a Dungeon Express Card, the Trading Post features a Pool Gold option to help bring big-ticket items within reach of those on a limited budget. This option transfers the gold possessed by party members to the person shopping.

L)eaving Boltac's

To leave any of Boltac's menus, simply press [ENTER] or [L]. Your party will then return to the previous menu. You may continue to press these keys until you have reached the Castle or your desired menu within Boltac's.

CAUTION: After leaving the store, you will probably be delighted with your shiny new items. But be aware that merely owning an item does not enable you to use it in the Maze. Only those items which you have equipped can be called into play during combat. The process of equipping items was explained in the section on Gilgamesh's Tavern.

The Temple of Cant

Whenever a party brings back characters who are dead, paralyzed, afraid, or similarly distressed, they can be carried to the Temple of Cant.

Enter the Temple by pressing [T] at the main Castle menu. If you're just beginning your adventure (your party hasn't been to the Maze yet) no one will require the services the Temple provides... your characters aren't "distressed." However you may still view their establishment.

When you enter, you will be shown a list of the characters the Temple can help and two options:

H)ELP SOMEONE N)EXT PAGE

Select [H] to help a distraught character, and then press the letter associated with that character. The Temple Priests will tell you what tithe is required. Choose which character in the party will pay the tithe. Should that character not have enough gold, the party's gold will be kicked into the fund. Unless the victim is dead or blown to ashes (worse than just being merely dead), the healing arts of the Temple practitioners are assured of success. In those other more serious cases, there is a chance that the best efforts of the Priests will be to no avail!

A character with a good vitality rating has a good chance of being helped, but old, infirm characters may be in big trouble. Dead characters who fail to be raised from the dead are reduced to ashes. Even in such depressing circumstances though, there is still hope; for a larger tithe, it is sometimes possible to resurrect a person even from an ashen mess - but if this attempt fails, the character is lost forever and cannot be restored by any means!

Anyone brought back from the dead will have but a single hit point and should limp post-haste to the Adventurer's Inn. Those resurrected from their ashes will have all their hit points restored (for all that money, you should get something free.)

The Temple also provides resurrection services for Non-Player Characters (creatures you meet in the Maze) that you have dispatched to their ancestors. This is the price that is paid for such acts toward characters, more often than not, necessary for completion of the game.

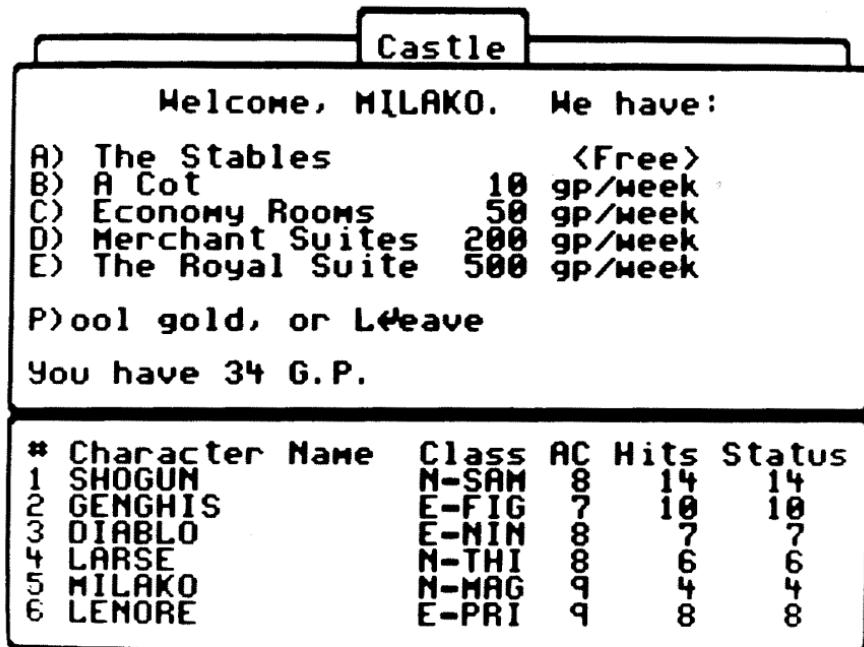
The Adventurer's Inn

The Inn is where characters recover lost hit points and learn whether they have made the next level of experience. Enter the Inn by pressing [A] at the main Castle menu. Next, select a character who needs some rest & relaxation (R&R) in the same way you would for the Trading Post. Once you've checked a character into the Inn, you'll be able to look over the types of rooms available. The more expensive rooms allow faster, but less economical, healing of wounds.

Note: Age is important in Wizardry. Beyond the age of 50, you will become more and more feeble until eventually you will not be good for much of anything except chatting about the "good old days" before the invention of the wheel. Therefore, you do not want to spend too many weeks in bed.

As you'll soon discover, certain spells can also be thrown on your characters which will restore hit points without the trouble, expense and wasted time of a visit to the Inn. But the Inn provides such medical services, even to those without spell-casting friends, as long as you have the cash. Select one of the room types. All but the Stables restore hit points, for a weekly fee. Need more money? You can also Pool Gold from your party. This strips all the other party members of all their gold and gives it to the character in the Inn. To pool your party's gold, simply press [P].

Once you have chosen a room, you will stay there until you are either fully healed or have run out of money. A display will count up your hit points and count down your bank balance. If the latter becomes alarming, you can check out early by pressing the [space-bar].



Heart of the Maelstrom

Making a Level in the Adventurer's Inn

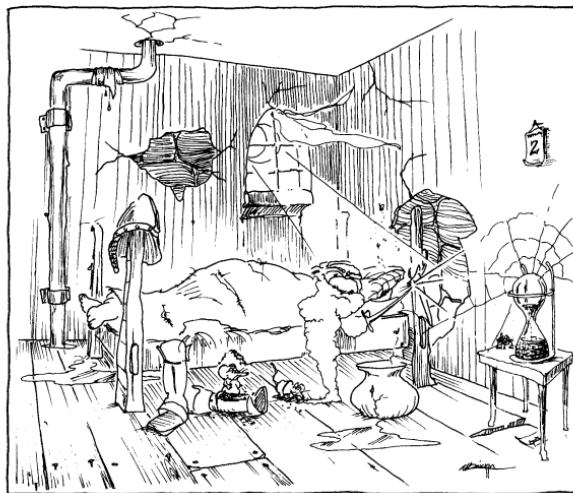
After any stay at the Inn, a check will be made to see if you have made a level. Making a level is a joyous occasion. You'll see a declaration that you have attained the next level of experience and get all the news about any changes to your character's statistics; spell-casting characters may learn new spells. At the end of this sequence, you'll learn how many experience points are needed to reach the next experience level. There's a chance you might qualify for more than one level per visit to the Inn. This could happen if it's been a long time since you've had a good night's rest. If you suspect this might be the case, stay an extra night in the stables. Of course, if the character doesn't gain a level, you'll be told how many more experience points are needed before a level is attained.

To leave the Adventurer's Inn, press [ENTER] or [L].

Are you still with me?

We're on our way out of the Castle now to The Edge of Town. So far, you have visited the Adventurer's Inn, Gilgamesh's Tavern, The Temple of Cant and Boltac's Trading Post. You and your party should be in the main menu of the Castle. To get here:

1. If you're in any of the Castle businesses, press [ENTER] or [L] until you reach the Castle menu.
2. That's all it takes!



The Edge of Town

The Edge of Town lets you go to other areas outside the central Castle: the T)raining GrounDs, the M)aze, the U)tilities, and L)eave Game. From the Castle's main menu, press [E] to go to The Edge of Town.

From the screams of terror and loud munching noises issuing from the entrance to the M)aze, this is undoubtedly where your party has to go when it is ready to begin adventuring. To enter the Maze, you need only press [M].

L)eave Game by pressing [L] is what you do when you are finished playing a session of Wizardry. NEVER, EVER, turn off your computer without using the L)eave Game option.

The U)tilities

From the Edge of Town menu, press [U] to enter the Utilities. Here, you have the ability to do things to the characters outside of the actual adventure. The most important option in the Utilities is Move Characters.

M)ove Characters

With this option you can move your characters to Heart Of The Maelstrom from any other Wizardry scenario, except The Return Of Werdna. For the exact intructions, please take a look at the enclosed reference card.

C)hange Name

If you want to give a character a new name, press [C] in the main menu of the Utilities. Now select by letter the character whose name you wish to change. Then type in the new name.

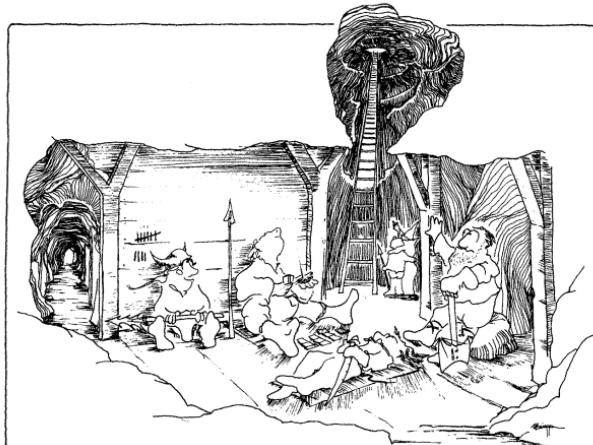
R)estart an Out Party

When a character or a party is Out on an expedition, you may join them in the Maze by pressing [R]. You will see a list of characters who are currently waiting (for you) in the Maze. Select, by letter, the name of any character that is in an Out party. This

character will become your party's leader, and a star will appear by his or her name. Wizardry will then show you a list of characters at the same location as your leader. Select the other members of your party in the order you wish them to appear, then press [ENTER] to Restart the Party, or [ESC] to exit the option.

You will begin play at the same spot in the Dungeon where you left off. This option is usually used when you Quit an expedition while still in the Maze. The Quit option is described in the section on Adventuring.

L)eave the Utilities returns you to the Castle.



Congratulations!

You've just learned everything there is to know about the Castle and its surrounding areas. Now you're about to embark on a journey of your own. This is where your adventure starts and mine ends. It's off to the Maze in search of glory. May the Heart be with you in your endeavors.

Adventuring

The heart of Wizardry is adventuring. It's time to accept the challenge, time to leave the safe, but expensive, confines of the Castle and venture into the unsafe, but potentially lucrative, corridors of the Maze.

Successful adventures consist of six stages:

1. Preparing the party for the adventure
2. Touring and mapping the Maze
3. Fighting the monsters (successfully)
4. Talking, bartering and giving to Non-Player Characters
5. Taking good notes about all you see and hear
6. Using all knowledge and skills to complete your quest
7. Getting back alive!!!

Preparing a Party

A party is a team of adventurers who band together to explore the Maze. You can have up to six characters in your party at one time. If you have not already assembled your party, go to Gilgamesh's Tavern and recruit compatible characters. Only characters in the Castle may be added to the party. If you wish to resume an expedition that was stranded in the Maze, use the "R)estart an 'Out' Party" option of the Utilities.

Balance your party. By "balancing" them, their chances of success will increase. When first starting out, you'll want some characters of the fighting variety (Samurai, Lord, Fighter), some spell casters (Mage, Priest, Bishop), and a Thief. Of course, this may change as your party becomes more experienced.

Checking out your Characters

Before you enter the Maze, it is usually a good idea to check the "vital statistics" of each character in your party. Here are a couple of things to watch out for:

If anyone is without full hit points or incapacitated, a stay in the Adventurer's Inn or The Temple of Cant is advisable. You may also wish to stay at the Inn if you think anyone is ready to gain a level.

Make sure that each character is equipped with the right items. That shiny new sword you just bought is nothing but ballast unless you tell your character to equip it!

Once you have placed the desired characters in the party, enter the Maze by going to the Edge of Town and selecting Maze as your destination. To do this, simply press [M].



Camping Out

When you are in the Maze, you are constantly subjected to the attacks of monsters. Fortunately, you can make Camp at any time that you are not fighting. When you are in Camp, it is assumed that you have set up guards so that the monsters cannot attack you. When you are in Camp, you may:

#Inspect a member of the party. The display is the same as in the Training Grounds and the Tavern, but you will have more options. All the options that are available have been mentioned in Gilgamesh's section of the manual.

R)eorder the party. This option lets you choose which characters go in which slots of the marching order. Obviously, someone has to be in the front of the party and others (the lucky ones) can stand (or cower) behind them. Generally, you should order the party so that the strongest and healthiest characters are in the front and the spell-casters (and other weaklings) are in the back. Select which characters go where by typing the number of the character you want in first position, then the number of the character you want in second position, and so on.

Remember your characters' weapon range when you are ordering your party! Unless they have a short, medium or long-range weapon, they will not be able to use the Fight option in combat if they are in the last three positions.

E)quip the entire party. This option is the same as the Equip option in #Inspect except that it does it for every member of the party. This is convenient when you have just bought a lot of equipment at Boltac's or when your party is just starting out.

L)eave the Camp and enter the Maze proper. (GASP!)

Touring the Maze

The Maze window displays a 3-D view of the Maze passageways directly in front of you. You will also see the party status window, which will tell you how your characters are doing. At the top of the screen, a window will remind you of the most used options.

When you are in the Maze, you can move around by pressing:

- [W] to move one step forward.
- [A] to turn 90 degrees left.
- [D] to turn 90 degrees right.
- [X] to turn 180 degrees about.
- [K] to kick down a door.

These keys, with the exception of "K", form a convenient diamond shape on the keyboard. If your keyboard has cursor keys, they can be used as well. You can also press [F] for F)oward, [L] for turn L)eft and [R] for turn R)ight.

In addition to moving, you can also press:

- [C] to go to C)amp.
- [O] to toggle some of the information windows O)n and O)ff, in case you like a less cluttered view of the Maze.
- [S] to update the party S)tatus window and make it visible if it has been toggled off. This is especially useful if someone is poisoned.
- [T] to adjust the message delay T)ime. This is the amount of time that a message is displayed before Wizardry continues. You can enter a number from 1 to 99. Each unit represents about 1/10th of a second of delay. The standard delay is 20.
- [I] to I)nspect allows for three specific types of searches to be performed by the entire party: S)ecret Doors, H)idden Items or D)ead Bodies.

H)idden Items

When you select this option, everyone begins searching the square the party occupies only. The chances of someone finding something hidden is dependent upon class, race, level and abilities. This option is extremely important, as nothing may be particularly obvious about the fact that there is a Magic Staff buried a foot beneath the ground upon which you stand. Only a thorough investigation of the ground could possibly reveal that something was buried there. Hence, anywhere it seems likely, or you have a hunch, have everyone search for hidden items. Who knows? You may actually find something from time to time!

Sometimes there won't be a clue presented as to the whereabouts of certain items, or even that a particular item exists. It will be up to you, the great one in charge of things, to play your hunches whenever there is even the slightest possibility that something may be concealed nearby.



S)ecret Doors

When you search for a secret door, you have the option of doing a manual search, everyone is looking for a door on the section of the wall you are facing. Character class, level, and race play an important part in determining the ability of that character to find a secret door. You may also let someone cast the Mage Spell, Calific. This spell will always reveal a secret door, if one is present. Obviously, secret doors are invisible unless you find them, and what's more, if you don't see them, then you can't go through them!

It is possible for One-way doors to exist as well; that is a door on one side of a wall, but not on the other. If you continually fail to find a Secret Door where you suspect one is, then there may be no way to activate the secret door from that side of the wall.

If you want to be sure no secret door exists, cast Calific. Again, it will always reveal the door if one is there.

D)ead Bodies

Inspect the current area of the Maze for other adventurers. If a party of adventurers gets left in the Maze or killed, Wizardry remembers where they are. Of course, monsters may drag them off into other areas, but usually they get tired from lugging their prey before they get too far. If you start another expedition, go down to where they are, and inspect the area. If you find the soul you're looking for, add him or her to the party. If you can't find them, the Priest spell Kandi may come in handy.

In order to find them, you must be close enough to them so that you could walk to where they are without going through a door. Additionally, there must be room in your party to hold the new members. Then press [I] to Inspect the area, and [D] for D)ead Bodies.

Since it is possible to leave a party alive and well in the Dungeon, you may take another party into the Dungeon and have them Inspect for Dead Bodies where you left the previous party. The previous party will then be presented before you. Should

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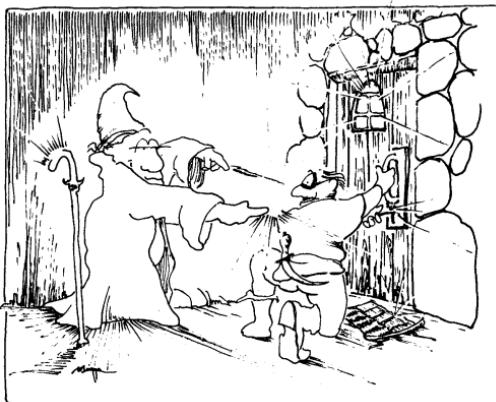
more than ten characters be in the same area, Inspecting for Dead Bodies will only show you the first ten. You will have to pick up some of them before the others will be shown.

P)icking Locks

Select [P] to pick a locked door. While anyone may attempt to pick the lock, generally speaking, only a Thief or Ninja has a reliable chance of successfully doing so, dependent upon the character's level and abilities. Additionally, the Mage spell Desto may provide some assistance with locked doors. See the section on Mage Spells at the back of this manual.

Failure to pick a lock means that you will have to try again. But wait a while before you do. There may be a troop of monsters on the other side blocking your way! Just take a stroll, have a few good fights, and then come back and try again. This does not apply to Desto, which may be cast as often as necessary until either the door unlocks, or you determine that the lock is too difficult for you to unlock at this time.

Some doors are magically locked, and can only be opened with a special item. If this is the case, all attempts to Pick the lock (or cast Desto) will fail.



U)sing an item

Press [U] to use an item in the Maze. You will then be asked which character wishes to use an item. Lastly, a menu will display the items the character has and ask you which item to use for whatever purpose is intended. If the item has a magic spell then the spell will be cast. If the item has a specific purpose, such as a key, then using it on a locked door will tend to unlock the door.

If the item you wish to use is not identified (unknown), then you can't possibly know how to use it properly. If you select to use such an item, you will be told that you are trying to use an unknown item, and it will not be used. However, if an item casts a magic spell, such as an unknown potion, you will be allowed to use it.

Q)uick-Save Party/Q)uitting the Game

Press [Q] to Quick-Save your party or to Quit the current expedition. Quick-Save automatically saves your party at their current position and status with all spells cast intact, and leaves your party in the maze to continue on in their expedition. For example, if the power on your computer should suddenly fail, your characters would be intact at the point where you last Quick-Saved them. To Quick-Save your party,

simply press [N] for "No" when Wizardry asks if you want to "Quit This Expedition." Again, your party will be Quick-Saved automatically.

It is recommended that you Quick-Save your party often, otherwise if the computer were "accidently" turned off, you would lose all experience and items you had gained on the current expedition!

If you answer "Quit This Expedition?" with [Y] for "Yes," your party will remain in the maze, and you will be returned to the Castle. Wizardry will remember where you quit, and you will be able to use the "Restart an Out Party" option in the Utilities to pick up where you left off. You could also take another party down to find the first party.

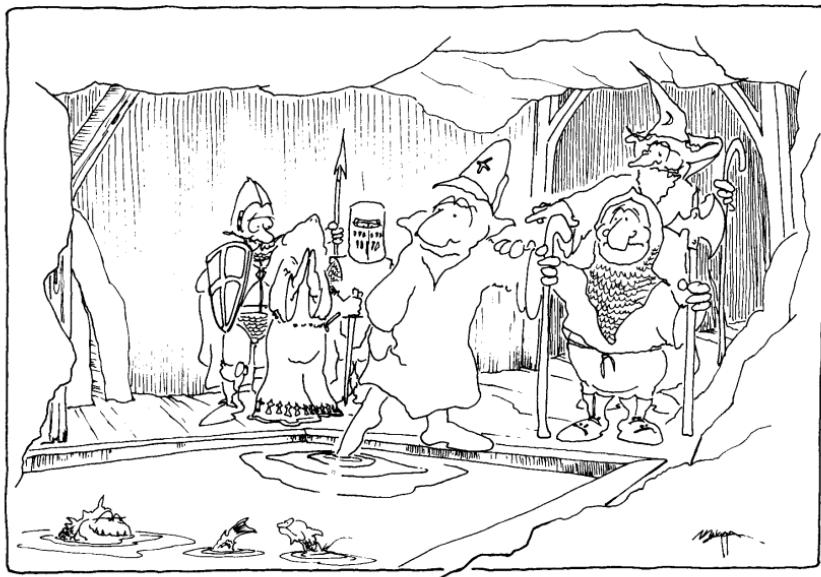
Graffiti

As you travel through the Maze, you will occasionally find unusual markings. These may represent stairs upwards and downwards, special passageways you might want to explore, messages scrawled on the walls and dark areas into which you cannot see. Note these markings well! For they may assist you later on (or presently) in your voyage.

Swimming Pool Blues

As you explore the Dungeon, you will come upon magical pools that allow you to go diving at different depths. Your characters will learn the fine art of swimming gradually. Inexperienced swimmers have an excellent chance of drowning; do not throw a first level character to the bottom of a pool. Learn the pools well, because they contain many magical benefits that the party may have need for from time to time. Of course, there is always an element of risk.

All pools are different. Some will have effects that others do not. Whether the effects are good or bad is often merely a matter of luck....the first time you dive. As a final clue, a lot of the items you may find in pools are not of the floating type.



Heart of the Maelstrom

Warnings

From time to time you may hear some strange noises while waltzing through the Dungeon (they will flash up on your screen), and that means you are probably being followed by something... Of course, it might be ahead of you too! It's so hard to tell in them durned Dungeons.

Mapping

Each time you enter the Maze, you will be told that you are at the foot of the staircase which links the Castle with the first (topmost) Maze level. If you go up these stairs, you'll be back in the Castle. When you enter the Maze from the Castle, your party will be at zero east and zero north, facing north.

You may ask, who cares? Well, in order to survive in the Maze, you must know with reasonable certainty where you are and how you got there. The only way to know these things is to make accurate maps and refine them every chance you get!

Mapping is, indeed, one of the most important skills that successful Wizardry players possess. Without good maps, you will get hopelessly lost and eventually your characters will die!

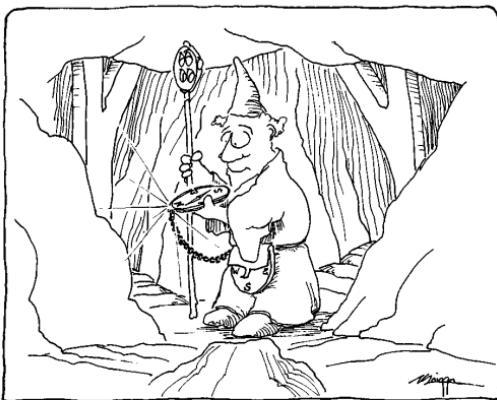
Mapping is not all that difficult, but it does take a little patience and practice. Use graph paper to chart your progress in the Maze. Be wary of nasty tricks designed to mislead you. And don't expect the map to conform to any preconceived ideas you have about mazes in computer games.

The fundamental way to map is to stand on a square, look north, map what you see; then turn east (don't move off that square!), and map what you see. Do the same for the south and west directions also. Then and only then, take a step in one of the four directions and repeat the mapping procedure. If you see a door, a dark area or stairs, be careful when going through, up or down them. You may not be able to get back! When entering such areas, check to see if you can return to your previous location.

Mapping Aids

There are several things that will aid your travels. First, and foremost, is the use of a light spell. Milwa and its more powerful cousin, Lomilwa, perform an important service for you. They extend your vision several squares ahead, which is a great aid in mapping and anticipating problems. You may also purchase lanterns and torches from Boltac, serving the same purpose. Scrolls for these spells are quite rare. Cultivate a Priest, and aid this character to higher levels, so that he or she will be able to cast those spells for the team.

No matter how diligently you map, occasionally you get turned around and have no real idea where the party is at that moment. Help is available through your Mage. A Mage may cast a Dumapic spell. This spell gives your party's location relative to the Castle stairs, and the direction your party is currently facing. So, no matter how confusing the Maze seems to get at times, a quick Dumapic spell will help you get your bearings.



Combat

Without some sort of challenge, Wizardry would just be a game of mapping. You will soon learn to be grateful to a particular group of individuals for providing this challenge. After all, who gathers together all the loot in the Maze so that your characters can find it in nice tidy packages? Who gives bloodthirsty adventurers something to look forward to? Who blasts ill-prepared party members to smithereens? This is the life-work of monsters. Mastering the fighting techniques described here will help you make their job less rewarding.

Meet the Monsters

As your party is moving through the Maze, it will encounter many groups of monsters guarding hoards of treasure. It will surely come as no surprise that they have not assembled for a tea party. The monsters could be wandering around like you, or they may be inhabitants of a room you have just entered. Although some monsters are peace-loving vegetarians, the majority of them really do like the taste of a good "leg of adventurer," so it is likely that a fight will take place.

1) 3 Magicians	(3)			
2) 4 Ugly Humanoids	(4)			
DIABLO's options				
FIGHT S>PELL P>ARRY T>AKE BACK				
H>IDE U>SE ITEM R>UN				
# Character Name	Class	AC	Hits	Status
1 SHOGUN	M-SAM	8	12	Fight
2 GENGHIS	E-FIG	7	8	Fight
3 DIABLO	E-MIM	8	4	???????
4 LARSE	M-THI	8	5	HIDDEN
5 MILAKO	M-MAG	9	4	???????
6 LEMORE	E-PRI	9	6	???????

Heart of the Maelstrom

When you encounter hostile monsters, your party goes on full alert. Two windows will automatically appear. One will show you the names and number of the monsters you are facing, and the other will be used to gather instructions and report on the progress of the combat. You will also be shown pictures of the monsters you are desperately trying to overcome. Once the battle is underway, only the narration window is shown. There you'll see a description of the combat, your character's actions and the monster's actions.

Most of the time, you will only be told what the monsters look like, not what they really are. For example, their descriptions may say "Unseen Entity." This identifies the monsters as one of that nasty group. However, knowing their true identity as "Vampires" will enable you to take a better defense against them. Eventually, you will learn what it takes to defeat different types of monsters. To discern their true identities your character's I.Q. must be high enough.

Combat proceeds in rounds. Each round, both you and the monsters decide what actions to take, and then Wizardry mediates the combat. Combat is over when either side runs away or is totally defeated.

Each active character in your party will be presented with a list of options each round. The possible options are:

F)ight the monsters. To do this, the character normally must be in the first, second or third position in the party. However, certain weapons permit the party member equipped with that weapon to fight farther back in the ranks while still directly attacking the monsters.

Close range weapons permit party slots 1-3 to attack monster groups 1-2.

Short range weapons permit party slots 1-3 to attack monster groups 1-3, or party slots 4-6 to attack monster groups 1-2.

Medium range weapons permit party slots 1-3 to attack all monster groups, and party slots 4-6 to attack monster groups 1-3.

Long range weapons permit all members of the party to attack all monster groups. (Don't worry. This may sound complicated, but you'll get the hang of it quickly.)

P)arry the monsters. Generally, you only do this if there is nothing the character can do to help; it means you'll just be standing there checking out the action! Parry reduces the chance that the monsters will be able to hit the character.

D)ispel the monsters. Some monsters in the Maze are animated only through the power of great evil. If successful, dispel forces these monsters to return to the Abyss from where they came. Priests, high level Bishops and Lords have the ability to dispel monsters. They do this with varying degrees of effectiveness, depending on the power of the monsters and on how powerful the spell-caster is. You don't get any experience points for monsters you dispel.

Cast a **S)pell**. You will be asked which spell you want to cast. Type the first few letters of the spell, enough to distinguish it from the names of other spells, then press [ENTER]. If the spell requires a target, a certain group of monsters or a character, you will be asked for that as well.

U)se an item. You will be shown a list of all the items that you can use, and then you will be asked to choose one. If no screen appears with items to use, your character has no usable items.

R)un away. If you succeed, then the combat is over. If you don't, then the monsters get a free round of attacks.

H)ide from monsters. Thieves and Ninjas may attempt to hide in the shadows, making them invisible to the monsters and not subject to attack. Of course, it is possible for a monster to spot a hidden character and then attack. It is not a fool-proof way of getting out of trouble! Also, the Thief or Ninja's ability to hide depends upon a number of factors, such as experience level, abilities, level of the monsters looking for him/her, and so on.

The Hide option is always available to the Thief or Ninja regardless of their position in the party. If they are already Hidden, the Ambush option will appear instead. Since a Thief or Ninja can advance on a monster while Hidden, they may Ambush from the last rank in the party! Likewise, they may be smashed in that rank if they are discovered.

A)mbush the monsters. If a Thief or Ninja successfully hides from the monsters, during the next combat round this option will appear. Using this option, the character may launch a surprise attack on some monster, increasing the chances to hit and doing up to two times the normal damage! There is one slight drawback however. Usually after an Ambush attack, the Thief or Ninja's position is revealed, and they are subjected to attack, regardless of their placement in the party. The better the Thief or Ninja, the less chance of becoming exposed after an Ambush attack.

Should a Thief/Ninja be Hidden and be one of the first three player positions, the Ambush option will override the normal Fight option. If you prefer to have your character Fight normally, rather than Ambush, do not select the Hide option. Additionally, if you want your character to stay Hidden, select the Parry option.

Once exposed after an Ambush attack, the Thief or Ninja may either attempt to Hide again, thus preventing the monsters from attacking him or her further, or withdraw back to the normal position in the party. However, because your character once attempted to attack the monsters, they still hold a nasty grudge! Once exposed, the character is subject to attack, though no longer able to Ambush, until hidden again!

Any magic spell cast by a monster that affects the entire party, will affect a Hidden character.

Note: Even if the character's position is in the first three slots, he or she will not be subject to attack, unless a monster spots the character! Theoretically, a high level Thief, alone in the Dungeon, might be able to Hide and stay Hidden even after an Ambush attack! If this were to happen, the monsters would never know what hit them, and they would not be able to attack anything!

T)ake Back lets you go back to the start of the Combat option selection in case you made a mistake.

Once you have made your selections, you will have one last chance to Take Back your orders. If you press [ENTER] instead, the combat round will start.

A Combat Short-cut

If any character can fight (that is, he or she is equipped with a weapon that has range enough to strike the monsters), you can press [ENTER] to select the default option, Fight. If not, the default option is Parry, which is also selected by pressing [ENTER].

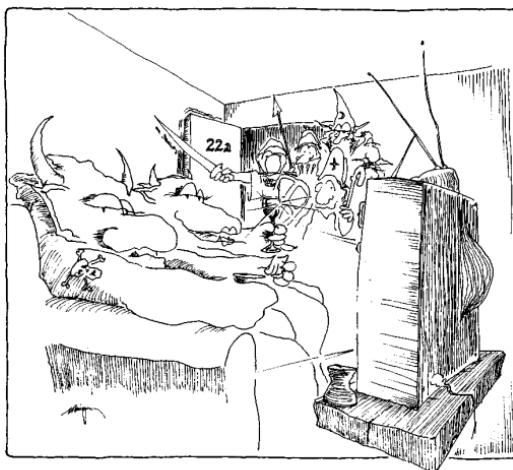
Heart of the Maelstrom

Surprise! Surprise! Surprise!

Occasionally you will surprise the monsters. If this happens, you are entitled to a free round of attacks, with the restriction that you cannot cast spells. Needless to say,

sometimes your party will be surprised, which has far less pleasant effects. Certain peaceful monster types may offer your party a truce. If you agree, the monsters will politely scram, letting you go about your business. If you refuse a truce, however, combat will begin.

Note: Monsters, like adventurers, may be inclined either toward good or evil. Strange things have been known to happen to those who respond inappropriately to peaceful overtures in the Maze.



General Combat Notes

Generally, the only party members who can suffer damage from a physical attack by monsters are the first three characters. However, some monsters can bend the laws of the universe! They'll sneak up on your lowly Mage, cowering in the sixth position, and squash him to bits! For instance, a Giant (not of the New York variety) may step over some of your characters to get at the weaklings in the rear (again, squashing them to bits)! Additionally, a Spirit may float through the wall behind your party determined to attack! Lastly, monsters may cast spells on any or all members of the party.

Should one of your characters die in combat, he or she will automatically be shifted to the "dead-last" position in the party at the end of the round. The deceased will be hauled around by the living adventurers until revived or removed from the party. This will mean, of course, that the party member previously in fourth place will move up to the number-three slot, rendering him or her vulnerable to attack. This character will be able to fight as well, with whatever weapons come in handy. Keep this in mind when organizing and equipping your party.

Whew! When all is said and done

When a combat is over (and you have survived), you will be told how many experience points each surviving member of the party will be awarded for his or her brave conduct. You don't earn any points for monsters who run away or for dispelling monsters. You'll also find out how many gold pieces each character earns.

Regrettably, some groups of monsters are security-conscious and like to hide their money and other valuables in treasure chests.

Treasure Chests

Chests usually have traps on them and this is where your Thief (or Ninja) comes in handy. When you are confronted with a chest, you will have the following options:

Open the chest, blindly hoping that there is no trap on it.

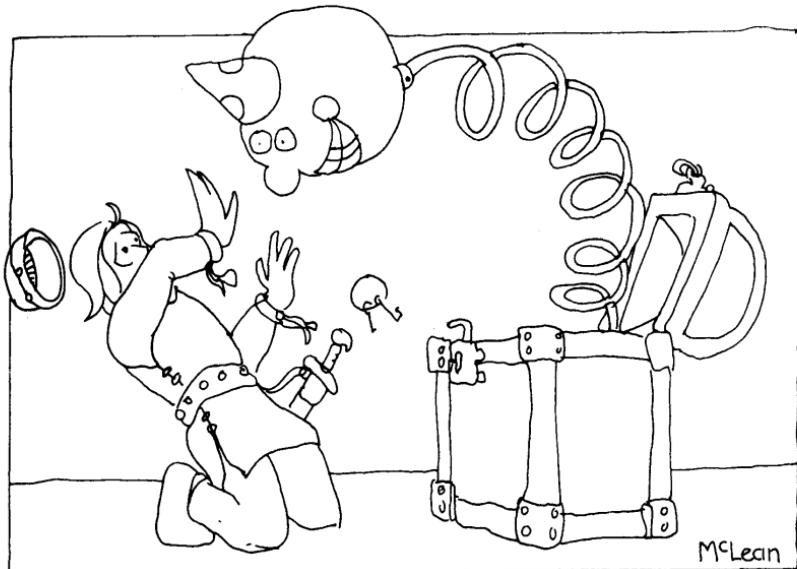
Inspect the chest for a trap, praying that you don't set the trap off in the process.

Calfo (priest spell) the character performs a magical inspection of the chest's trap.

Disarm the trap, assuming you think you know what it is.

Leave the chest alone, and give up the goodies.

For each of these options, you will have to specify who is to perform the operation. Normally this will be your Thief (or your Priest in the case of casting Calfo). If you attempt to Disarm the trap, you will have to type in the trap's name. Spelling counts! Needless to say, your Thief or Ninja is much better at inspecting and disarming than anyone else. Even so, when just a novice, the character will be pretty inept and things will blow up in his or her face fairly often. Fortunately, most of the traps on the first level won't kill characters outright unless they are already hurt.



Non-Player Characters

You will find that not all of the monsters in the Dungeon attack immediately, and certain monsters can be very friendly with the party and interact with them in various ways. These monsters are called Non-Player Characters (NPC). When encountering an NPC, the party has several options available to them:

T)alk

This option allows your character to communicate with the creature verbally (if it will listen). This option is incredibly useful for gathering information and clues! Just think... these individuals may know what the heck is going on in the game among other things. If you select the talk option, you will first be asked who will do the talking. Once you have selected the gabber, you will see the following:

(CHARACTER'S NAME):>

Type in what you want to say. If the monster can decipher your gibberish, it may actually respond with a tidbit or two. Just press [ENTER] at the prompt to terminate the conversation, or say Good-bye (or otherwise indicate you don't want to talk anymore).



B)arter

Barter allows you, or attempts to allow you, to trade with the creature. Often the creatures carry items they are willing to sell to the party, or they might be willing to buy something from you! They may even be willing to exchange items with someone! Prices will vary. Often you can sell something even if you don't know what it is (the item has not been identified by a Bishop or Boltac), and get a good price for it. Of course, what they sell you is often a mystery as well.

G)ive

This is the universal gesture of friendship. Sometimes a monster is not interested in trading, or has no gold with which to buy. In this case, it is often necessary to give the monster something, should you feel it necessary to put the object in question in its hands. Of course, the creature will usually keep the object, so don't give it everything you own! As was said before, it can be a very friendly gesture, and often it is the only way to make friends with someone. If the monster however hates your guts, it might just think of you as suckers and attack anyway.

S)teal

Ahhh the life of the artful dodger! Here, we finally see our Thief or Ninja at his or her best, attempting to relieve the encountered creature of any interesting items or gold it may be carrying. Of course, if your character gets caught, the monster will usually attack and will view the party in an unfavorable light from then on. It is best to be careful from just whom one filches. Then again, come to think of it, some monsters have been known to get caught dipping their fingers into a party member's purse as well!

K)atu

Katu casts the Priest spell of Charm. Depending upon the level of the caster, Katu will attempt to soothe the savage beast. If it works, the monster will at least regard the party in a neutral light, if not a favorable one. This option is extremely useful with otherwise hostile entities. Often, if given an amount of gold, or perhaps an item while under the influence of a Charm spell, the monster will regard the party as friends should next you meet again.

F)ight

Then again, if you feel the world is better off without this creature, or it seems to be standing in your way, or you're in a killing mood and you have an upset stomach, you might just have to get rid of it the hard way. If this option is selected, the regular combat options discussed earlier will be presented.

L)eave

Leave terminates the encounter, and allows your party to go about its merry way.

Lowering your Insurance Premiums

The first rule of the successful Wizardry player is "Thee who turns and runs away, lives to run another day." Don't be ashamed to run from encounters where the monsters have the upper-hand. When first starting out, run back to the Castle often (even after each encounter) to rest, replenish your spells, and heal your wounded. Never go deeper into the Dungeon until you are quite comfortable on the current level. Avoid the temptation to take on "just one more encounter."

Use your spell-casting characters wisely. When you are fighting your first few groups of monsters, cast a Katino spell, knocking out the opposition so that you'll have plenty of leisure time in which to eliminate them. Naturally, this will not work against certain monsters, and you'll have to run away from these creatures until you become more powerful.

If your characters become poisoned, and you don't have magical means to cure them, run for the Castle as quickly as you can! Keep an eye on the victim's hit points! If they go down to 1 or 2, go to Camp and cast a healing spell if you have one. If you get any monster encounters on your way back, run away. You lose hit points by poison much faster in combat.

Magic

The acquisition and careful use of magic spells and items is of the greatest importance to the successful adventurer. In many situations, the right spell can mean the difference between life and death.

Magic items range from potions and scrolls with limited effects to artifacts mentioned in strategic arms limitation treaties. Some can actually be purchased in the Trading Post as readily as your grocer sells you a can of cheese dip. But most of the really important ones are found only after many hair-raising adventures in the depths of the Maze.

Magic items may do one or more of the following:

- * Cast a spell or have magical abilities you may invoke.
- * Alter Armor Class.
- * Change fighting ability.
- * Protect against certain monsters or be helpful in killing them.
- * Be usable only by certain character classes.
- * Increase the character's resistance to magic spells.

When magical items are first discovered in the Maze, their true nature is not known. Only Bishops and Boltac's Trading Post can identify them. Even so, some items may have hidden qualities that you'll have to discover for yourself.

Spells

There are a total of sixty-three spells divided into Mage and Priest categories. Each category is divided into seven levels, with the most potent spells at the higher levels. Following is a complete description of all the spells you can cast. For each spell, we've given you the name, a rough translation, the power level, where it can be cast, what it will affect and a brief description of its affects.



In some of the spell descriptions, you will see a range of damage that the spell inflicts when it is cast, or a statement that the spell affects all the monsters in a group. However, there are three ways in which an individual monster can avoid some or all of the spells effects. All monsters (and players) have a chance of dodging some or all of the effects of a spell. If the spell is a damage spell, then the damage might be cut in half or quartered; if an "all-or-nothing" spell, the spell might have no effect at all! Monsters may be naturally

resistant to a particular type of spell. For example, throwing balls of fire (Mahalito, for example) at Fire Giants is not likely to impress them. They'll probably laugh at you! A few monsters have the ability to occasionally avoid the effects of a spell completely.

Mage Spells

Level 1 Mage spells

HALITO LITTLE FIRE Type: Combat Affects: 1 Monster

Halito causes a flame ball about the size of a baseball to strike a monster, inflicting from 1 to 8 hit points of damage.

MOGREF BODY IRON Type: Combat Affects: Caster

Mogref reduces the spell-caster's AC (Armor Class) by two points. This protection lasts for the rest of the encounter.

KATINO BAD AIR Type: Combat Affects: 1 Group

Katino causes most of the monsters in a group to fall asleep. Katino only affects normal animal or humanoid monsters, and the duration of its effect is inversely proportional to the power of the monster. Sleeping monsters are easier to hit and successful attacks do double damage!

DUMAPIC CLARITY Type: Camp Affects: Entire Party

Dumapic grants you insight into your party's position in the Maze: the exact vertical displacement from the stairs leading to the Castle (for example, North and East or West and South), and the direction you are currently facing.

Level 2 Mage Spells

PONTI SPEED Type: Combat Affects: 1 Person

Ponti increases the speed of the party member so that he may strike more times per round of combat. This indirectly increases the chances to hit a monster. It also reduces the Armor Class (AC) of the recipient by one.

MELITO LITTLE SPARKS Type: Combat Affects: 1 Group

Melito sprays one monster group with sparks and does 1 to 8 hit points of damage on each affected monster.

DESTO UNLOCK Type: Exploring Affects: Caster

Desto attempts to unlock a door as if the caster were a Thief of the same experience level. This may be cast as often as necessary until either the door unlocks, or you run out of patience (or spells).

MORLIS FEAR Type: Combat Affects: 1 Group

Morlis makes Monsters to fear the party, causing them to flee and/or cower. Afraid monsters may not be able to strike against the party, and sometimes they are not able to execute their desired action. The monsters' AC is also raised.

BOLATU HEART OF STONE Type: Combat Affects: 1 Monster

Bolatu attempts to solidify one monster by turning it to stone.

Level 3 Mage Spells

CALIFIC REVEAL Type: Exploring Affects: Caster

Calific will always reveal a secret door if one is present on the wall the party is facing.

Heart of the Maelstrom

MAHALITO BIG FIRE

Type: Combat

Affects: 1 Group

Mahalito causes a fiery explosion to erupt amid a monster group, doing 4 to 24 hit points of damage.

CORTU

MAGIC SCREEN

Type: Combat

Affects: Entire Party

Cortu erects a magic screen relative to the level of the caster to prevent magic spells from affecting the party. Each successive casting adds to the barrier. It even helps protect against "breathing" monsters.

KANTIOS

DISRUPTION

Type: Combat

Affects: 1 Group

Kantios attempts to disrupt one monster group. The spell interferes with any action requiring some mental thought by the monsters (casting spells, breath, calling for help). Any monster or person affected may not be able to execute some options otherwise normally available.

Level 4 Mage Spells

TZALIK

THE FIST OF GOD

Type: Combat

Affects: 1 Monster

Tzalik invokes a powerful heavenly force and does 24-58 hit points of damage on one monster.

LAHALITO TORCH

Type: Combat

Affects: 1 Group

Lahalito is an "industrial-strength" version of Mahalito, and inflicts 6-36 hit points of damage.

LITOFEIT LEVITATE

Type: Any Time

Affects: Entire Party

Litofeit levitates the party several inches above the ground, thus preventing them from doing stupid things like falling into pits or tripping over traps. Since "walking on air" causes the party to move quietly, this spell greatly reduces the chance of the party being surprised.

ROKDO STUN

Type: Combat

Affects: 1 Group

Rokdo attempts to stun one monster group. It is like Katino except that it petrifies the monsters, making it much harder for them to recover.

Level 5 Mage Spells

SOCORDI CONJURING

Type: Combat

Affects: 1 Group

Socordi conjures a group of monsters from one of the elemental planes to come and fight for the party.

MADALTO FROST KING

Type: Combat

Affects: 1 Group

Madalto brings down a great blizzard on the monsters that causes 8-64 hit points of snowy, icy damage.

PALIOS ANTI-MAGIC

Type: Combat

Affects: All Monsters

Palios greatly reduces magic screens erected by the monsters and dispels monster-caused fizzles fields around the party.

VASKYRE RAINBOW RAYS

Type: Combat

Affects: 1 Group

The effects of Vaskyre's penetrating rays are random, but they are generally quite devastating.

BACORTU FIZZLE FIELD Type: Combat Affects: 1 Group

Bacortu creates a fizzle field around one monster group. Unlike the Priest Spell, Montino, the field around the monster cannot be resisted. It can be a highly effective way of preventing monsters from burning the party with magic. The strength of this spell is relative to the experience level of the caster.

Level 6 Mage Spells

MAMOGREF WALL OF FORCE Type: Combat Affects: 1 Person

Mamogref creates a virtually impregnable wall of force of AC -10 around one party member.

ZILWAN DISPEL Type: Combat Affects: 1 Monster

Zilwan will dispel one monster of the "Undead" variety, causing 500 - 1000 points damage.

LOKARA EARTH FEAST Type: Combat Affects: All Monsters

Lokara attempts to have the earth around the monsters open up and swallow them, but it does not affect some monster types.

LADALTO ICE STORM Type: Combat Affects: 1 Group

Ladalto is a super high-powered Madalto, and does 34-98 damage to one monster group.

Level 7 Mage Spells

MALOR TELEPORT Type: Any time Affects: Entire Party

When cast in Combat, Malor randomly teleports the party to another location on the same level. When cast in Camp, the caster can select the destination precisely. Teleporting outside the Maze, or into an area of solid rock, will have catastrophic results.

MAHAMAN BESEECH Type: Combat Affects: Variable

A Call upon the Gods for favors. This spell cannot be cast except by a Level 13 character or greater and the caster is drained 1 level of experience if successfully cast. However, the wish granted is by the choice of the caster, and often the benefits far outweigh the price.

TILTOWAIT KA-BLAM! Type: Combat Affects: All Monsters

The effect of this spell is somewhat like the detonation of a small, tactical nuclear weapon, and causes from 10-100 hit points of damage to all the monsters opposing the party!

MAWXIWTZ MADHOUSE Type: Combat Affects: All Monsters

Mawxiwtz is a super-charged Vaskyre, causing utter havoc and pandemonium in the monster ranks.

ABRIEL DIVINE MAGIC Type: Combat Affects: Unknown

No one we know has ever learned this spell, hence its exact effect is unknown. Rumor has it that this is a spell often employed by the Gods when they want to battle other Gods that they despise.

Heart of the Maelstrom

Priest Spells

Level 1 Priest spells

DIOS HEAL Type: Any time Affects: 1 Person

Dios restores from 1 to 8 lost hit points to a party member. It will not bring the dead back to life.

BADIOS HARM Type: Combat Affects: 1 Monster

Badios inflicts from 1 to 8 hit points of damage upon a monster. It is the inverse of Dios.

MILWA LIGHT Type: Any time Affects: Entire Party

Milwa causes a softly glowing magical light to accompany the party, illuminating more of the Maze. The light lasts only a short time.

KALKI BLESSINGS Type: Combat Affects: Entire Party

Kalki reduces the AC (Armor Class) of all party members by one point, and thus makes them harder to hit.

PORFIC SHIELD Type: Combat Affects: Caster

Porfic lowers the AC of the caster by 4 points. The effect lasts for the rest of the combat.

Level 2 Priest Spells

KATU CHARM Type: Encounter Affects: 1 Monster / 1 Group
(Combat/NPC)

When Katu is cast in combat, it attempts to charm the monsters, thus preventing them from attacking the party. Any monster charmed will likewise be easier to hit. When cast in non-combat situations (interactive encounters), the spell attempts to charm the Non-Player Character (NPC) so that it regards the party in a friendly manner.

CALFO X-RAY Type: Looting Affects: Caster

Calfo permits the caster to determine the nature of a trap on a chest with excellent reliability.

MONTINO STILL AIR Type: Combat Affects: 1 Group

Montino causes the air around a group of monsters to stop transmitting sound, thus preventing them from casting spells!

KANDI LOCATE DEAD Type: Camp Affects: Caster
SOUL OR BODY

Kandi gives direction of the person the party is attempting to locate and retrieve relative to the position of the caster.

Level 3 Priest Spells

LATUMAPIC IDENTIFY Type: Any time Affects: Entire Party

Latumapic reveals the true names of all the monsters you meet. The effects of this spell are long-lasting.

DIALKO SOFTNESS Type: Any time Affects: 1 Person

Dialko cures paralysis, and wakes up someone who is asleep.

BAMATU PRAYER Type: Combat Affects: Entire Party

Bamatu is a triple-strength Kalki spell. It reduces the AC of each party member by three points for the duration of the combat.

LOMILWA SUNBEAM Type: Any time Affects: Entire Party

Like Milwa, Lomilwa causes a softly glowing magical light to accompany the party, illuminating more of the Maze. The effects of Lomilwa, however, last much longer.

HAKANIDO MAGIC DRAIN Type: Combat Affects: 1 Monster

Hakanido attempts to drain the monster of high level magic power, thus reducing the level of spells that it is able to cast.

Level 4 Priest Spells

DIAL CURE Type: Any time Affects: 1 Person

Dial is an improved Dios spell. It restores 2-16 hit points to a party member.

BADIAL WOUND Type: Combat Affects: 1 Monster

Badial is the inverse of Dial. It inflicts 3-32 hit points of damage upon a monster.

LATUMOFISCLEANSE Type: Any time Affects: 1 Person

Latumofis removes the effects of poison.

MAPORFIC BIG SHIELD Type: Any time Affects: Entire Party

Maporfic is an improved longer-lasting version of Porfic. This is the best, overall defensive spell.

BARIKO RAZOR WIND Type: Combat Affects: 1 Group

Bariko sends blades through a single monster group and causes 6-15 hit points of damage.

Level 5 Priest Spells

DIALMA BIG CURE Type: Any time Affects: 1 Person

Dialma is an improved Dial spell. It restores 3-24 hit points to a party member.

DI LIFE Type: Camp Affects: 1 Person

Di attempts to resurrect a dead character. If successful, the restored character will have but one hit point. If the spell fails, the dead character will dwindle to ashes! Unfortunately, Di cannot resurrect a character who is in such an ashen mess. This spell is not as effective as the one cast by the Priests of the Temple of Cant.

BAMORDI SUMMONING Type: Combat Affects: Entire Party

Bamordi attempts to summon one group of monsters from the elemental planes to fight for the party.

Heart of the Maelstrom

MOGATO ASTRAL GATE Type: Combat Affects: 1 Monster

Mogato attempts to banish one monster of the DEMON-type variety back into the planes from which it originated.

BADI DEATH Type: Combat Affects: 1 Monster

Badi attempts to give the target a heart-attack. If successful (and the target must have a heart for this to be so) the monster dies!

Level 6 Priest Spells

LOKTOFEITRECALL Type: Any time Affects: Entire Party

Loktofeit causes all party members to be teleported back to the Castle with all of their equipment and gold. One side effect -- after it is cast, the caster forgets the spell and must relearn it. There is a chance this spell will not work.

MADI RESTORE Type: Any time Affects: 1 Person

Madi totally restores the recipient to perfect health, so long as he or she is not dead or worse. It is important to recognize that in the world of Wizardry, there are things that are worse than death.

LABADI LIFE STEAL Type: Combat Affects: 1 Monster

Labadi drains all but 1-8 hit points from one monster, and is able to channel that energy back into the caster, healing him or her for a substantial amount of the damage drained from the monster. Monsters casting the spell are likewise healed.

KAKAMEN FIRE WIND Type: Combat Affects: 1 Group

Kakamen does 18-38 damage on one monster group.

Level 7 Priest Spells

MABARIKO METEOR WINDS Type: Combat Affects: All Monsters

Mabariko pelts all monsters with boulders doing 18-58 damage.

IHALON BLESSED FAVOR Type: Camp Affects: 1 Person

Ihalon grants a special favor to one party member. The spell is forgotten after being cast, and must be relearned.

BAKADI DEATH WIND Type: Combat Affects: 1 Group

Bakadi attempts to slay outright all of the monsters in a group.

KADORTO REBIRTH Type: Camp Affects: 1 Person

Kadorto restores the dead to life, even those reduced to ashes! It also restores all of the recipient's hit points. As with Di, there is a chance that Kadorto will fail. If a character who is in ashes fails to be resurrected by Kadorto, he or she will be lost forever.

SPECIAL NOTES ABOUT THE SPELLS

Magic Resistance Spells

Some monsters are able to resist many of the kinds of spells that would normally affect them; fire spells or death spells are a couple of examples. For some unknown reason, these monsters were born (or hatched or fabricated) with this resistance ability! However, some of your characters' spells can be of value in defeating these no-gooders. Magic Screens (Cortu) and Fizzle Fields (Bacortu), although they do not affect the monster directly, cannot be resisted by the monster, so it reduces its defenses.

Both Magic Screens and Fizzle Fields have a relative strength, based upon the level of the person casting it. For example, your level 8 Mage could most likely fizzle the spell of a level 7 Mage; however, it could hardly be expected, except by a fluke, to cause a spell cast by a Level 25 Mage to fizzle. Luckily, the effects of these spells are cumulative, that is, two Magic Screens are better than one.

Both Magic Screens and Fizzle Fields deteriorate with every round of combat as the opponents' spells bash off them. Don't expect them to last forever! If you want to keep up your defenses, you will have to replenish the fields and screens by casting the spells again.

Also, the Anti-Magic spell Palios can help the party should it find itself the victim of a Fizzle Field, or it can reduce magic screens erected by the monsters. Of course, it has to be successfully cast to have an effect, and should the party find itself in a Fizzle Field too strong to cast through, the only thing to do is wait it out and hope that the Fighters are up to snuff.

Although Magic Screens can often prevent damage from Breath attacks as well as magic ones, substances in the breath tend to reduce the screen very quickly. Monsters do not use mouthwash.

Conjuring and Summoning Spells

Summoning spells are extremely powerful, in spite of their random choosing. When the caster raises both hands high in the air and intones the magical manuscript, the astral gates open (hopefully), and monsters arrive to help the party. Sometimes, a brood of lowly skeletons will appear... ah, but... perhaps a monster with even greater abilities than your party could ever hope to possess will explode through the gates to terrorize the unlucky onlookers!

As long as the gate has not been recently opened, the summoning spells will usually work. However, once you have summoned one group of monsters, you may not summon another group until the first group dies or the encounter is ended.

Yet, there is still another large benefit to the summoning process! Often the monsters that the party is fighting will attack the conjured monsters instead! In other words, the attacks meant for your characters will be absorbed by the monsters, saving you the pain (not to mention the healing spells)! If all of the monsters are killed off fending for your life, don't despair; the gates will be available for summoning again.



Bane of the Cosmic Forge

BANE OF THE COSMIC FORGE

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WIZARDRY

BANE OF THE COSMIC FORGE

A Fantasy Role-Playing Simulation

Bane of the Cosmic Forge

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Bane of the Cosmic Forge

The Cosmic Forge - n. [Gk kosmikos universe, L fabrica to make]

1: the name of an unusual writing instrument (stylus) possessing the unique magical property to make anything written with it come true.

"There are things you must know."

"Nearly one hundred and twenty years ago, this castle was inhabited by a most foul Lord and Queen, who terrorized the land and its citizens for many years. Tales of bizarre rituals were commonplace, as were rumors of the King's practice with the mystical arts. Not content with his current dominion and powers, he eventually formed an alliance with another wizard, an entity whose evil matched the King's own. Together, they sought to rule all the evil planes, and in a great magical war, by combining their powers, they began to vanquish them one by one.

"It was in one such battle that they first became aware of the existence of the Cosmic Forge.

"Having used their magical forces to defeat a demonic arch-deity, they listened in delight to its last plea for life. It told them of a magical pen and of its power: when words were scripted with its point, it said, they were forevermore woven into the cosmic fabric, and thus, the events written came true. The King and his ally slew the demon anyway, but not before discovering the whereabouts of the wondrous instrument of power called 'The Cosmic Forge.' Eventually, they were successful in stealing this pen for themselves, and with it, began to script such horrors for the universe that no man has since imagined. It was shortly after obtaining this Cosmic Forge that the two allies became jealous of each other's power, and realizing they no longer had a need for each other, they engaged in a final climactic battle to determine the fate of themselves and of the magic pen.

"That was the last anyone ever heard of them. The castle has since stood vacant. No one knows what became of the King, the Queen or the wizard, or of the magic pen. But now that you are here, my friends, all that is about to change."

Playing Bane of the Cosmic Forge

Starting Bane of the Cosmic Forge

Inside your package, you'll find a card which contains complete directions to install *Bane of the Cosmic Forge* on your system. Once you're up and running, you'll see Wizardry's title screen. Hit any key to enter the Master Options Menu.

The Master Options Menu

Each time you play Wizardry, you'll begin here, at the Master Options Menu. If this is your first time in *Bane*, you may wish to go directly to the Character Menu to create your own player characters.

Add Party Member: This option allows you to get your group together. Typically, a party has six characters. As you add characters, you will see their pictures in the character window.

Note: The "Add Party Member" option should not be used unless you are just beginning the game or wish to start over again. This option loads characters from a master roster of level 1 characters. All games in progress are saved to the hard drive, and are begun or resumed with "Resume Save Game".

Playing Bane of the Cosmic Forge

Review Member: Review Member gives you a little time alone with one of your characters. You will be able to see the experience level, hit points, statistics and skills of your character. All of these attributes are explained fully in the Creating a Character section of this manual.

Dismiss Member: If you wish to remove a character from your party, you may use this option to return the character to the barracks.

Start New Game: When you select Start New Game, the Master Options Menu disappears, and the game begins. You're off to adventure. If you already have an expedition underway, use the "Resume Save Game" option instead.

Playing Bane of the Cosmic Forge

Resume Saved Game: If you have already begun Wizardry and have saved your game, use this option to begin where you last left off.

Multiple Expeditions: You may have more than one expedition going at a single time. All you need to do is use a different hard drive directory for each save game - when Wizardry saves a game, it overwrites any previous save games. For example, you may take one party into Wizardry, and then save the game. Using another directory and another party, you may save another game. Keep track of which game is which . . . otherwise, you may find yourself with your little brother's heavily wounded and trapped party . . . and you'll be left to wonder what he's done to yours.

Bane of the Cosmic Forge

Character Menu: If this is your first venture into *Bane*, you will need to create your own band of characters. Selecting this option, you move to another menu where all of this is possible.

Show Title Page: To take another look at the title page, select this option.

Quit: You may use this option to exit *Bane*.

Creating a Character

The Player Character is the heart of a good role playing game. You'll become intimately familiar with the characters you create, their strengths, their weaknesses and their habits. You'll know each character as well as you know yourself because these characters are an extension of your imagination.

From the Master Options Menu, select "Character Menu". Next, select "Create PC".

The Party

Typically, a party consists of six characters. Developing a well-balanced team with diverse talents is one of the major keys to success. An even mix of spellcasters, fighters and at least one character skilled in the thieving arts is often a good blend.

However, before you go about selecting your character's race, sex and profession, it's a good idea to read through your choices first. You'll see what each race and profession can and cannot do. Additionally, you'll find some races are better suited to certain professions than others. By reading through it ahead of time, you can create not only the party you want, but also a party that is well-balanced and capable of the job at hand.

After you've seen the diversity Wizardry has to offer, and have some ideas about the party you'd like to form, fill in the chart below, and use it as a guideline when you're creating your party.

Complete information on the races and professions is in Appendix A and B. Additionally, the Race/Profession chart which appears in this section can help you to sort out your decisions.

Statistics

Statistics are the central part of a Player Character, and are influenced by the race you select. In turn, these statistics will help a character enter and succeed in a certain profession. As you read through the available character races, you'll see these statistics mentioned.

Each character has eight statistics. Ranging from 0 to 18, these statistics act as a numerical meter of the character's performance in an area. A character with an 18 strength, for example, could possibly blow down a door or slay the most fearsome opponent. A character with 0 strength, on the other hand, would have trouble just getting out of bed.

Strength (STR): Affects any maneuver which requires physical strength. Everything from hurting an opponent to forcing a door off its hinges requires Strength. Strength also affects a character's carrying capacity and stamina.

Intelligence (INT): Affects ability to cast and learn spells, determine traps on treasure chests and any other task which requires mental mettle. Intelligence also affects a character's ability to learn new skills.

Piety (PIE): Is a character's overall devotion to a subject or a field of study, and affects the ability to develop skills and to learn new spells. Piety also affects the amount of spell power a character gets when he or she gains levels, and further affects how quickly the spell power is recouped. Sometimes, in spite of a low Intelligence, an extremely devoted and persevering character can learn subjects just as quickly as his or her whip-smart friends.

Vitality (VIT): Is a character's life force, and affects the amount of hit points and stamina a character achieves. Vitality also affects the ability to heal and be resurrected, and helps to provide the character resistance to poison, paralysis and death in general. If a character's Vitality reaches zero, he or she cannot be resurrected.

Dexterity (DEX): The ability to dodge a missile, pop a trap on a treasure chest and avoid a lance. Overall, it is the ability of a character to move his or her body, hands and feet included, in response to any situation. Since Dexterity is so important to movement, it is directly related to the character's natural armor class (the ability to dodge a monster's hit). In combat, Dexterity affects the amount of times a character can hit a monster within a single attack.

Speed (SPD): Is the amount of time a character needs to do any given action. The higher the Speed, the faster the character moves or is able to accomplish a task. In combat, this statistic determines how many times a character can attack a monster in one round. Because Speed is also important to movement, like Dexterity, it directly affects the character's natural armor class.

Personality (PER): Is the overall friendliness of a character, and affects the way a character interacts with NPCs in the dungeon. Characters with high Personality tend to be extroverted and charismatic. Low Personality characters, on the other hand, are more introverted and shy.

Karma (KAR): Affects everything your character does and acts as a sort of ethical meter. While its effects are somewhat mysterious, characters with high Karma are generally happy-go-lucky individuals. Characters with low Karma tend to be less lucky in life, and have an inclination toward lesser dealings.

Naming Your Character

You'll begin by entering the name for your character. You may name your character anything you like. Remember however, that the character's name may not exceed seven letters and that two characters cannot have the same name. After you have named your character, its window will appear.

If you accidentally type your character's name incorrectly, and you find yourself with a fighter named "Booby" instead of "Bobby", you can use the "Rename PC" option to change his name.

Selecting Race

Just as you and I are Human, your characters are of a specific race, too. Within Wizardry, there are eleven different peoples. Each race has its own benefits and shortcomings, and some even seem specially destined to enter certain professions. Selecting a race for your character is a delicate process; once you pick a race for a character, it is for life, and you may not change it later on. A character's race determines his or her statistics, such as strength or intelligence, resistances and personality. Ultimately, a character's race determines which professions he or she may enter.

Bane of the Cosmic Forge

Complete information on each character's race is in Appendix A: *Character Races*.

The reference chart on the next page shows you how the different races match up to the separate professions. The numbers you see at the intersection of a race and a profession (7/8, for example) represent the amount of bonus points a particular race needs to enter a profession; the first number is for males, the second for females. In general, the lower the number, the easier it is for the character to enter the profession.

For example, if you wanted to create a Thief, you might select "Hobbit" for the character's race. Hobbits only need three bonus points to qualify for the Thief profession, and therefore, your chances of successfully creating a Thief would be much higher.

In many cases, a female character will need more bonus points than her male counterpart to enter a profession. While this may seem like a hindrance, keep in mind that female characters are typically more personable and have a higher karma than male characters.

Race/Profession Chart

After you select your character's race, you'll see that he or she has been given a profile set of minimum base statistics. Additionally, you'll see your character's hit points and stamina.

Hit Points: Hit Points represent the amount of damage your character can endure before death. For example, let's say your character has 10 hit points when in full health. In combat, a monster bashes the character and causes eight points of damage! Your character's hit points would now show 2/10, the "2" reflecting the amount of damage the character can now endure before death, and the "10" to remind you of the character's hit points when he or she is in full health.

Stamina: Stamina is a measurement of your characters' endurance. They can only walk so far, or fight so much, before they fall flat on their faces from exhaustion. When a character's stamina reaches zero, that's exactly what happens! Stamina is listed as a percentage of a character's condition when he or she fully rested. The higher the percentage, the better. A fully-rested character can fight harder and hit for more damage than a tired character. When any character's stamina becomes low, it's time for a rest.

Selecting Sex

Next, you'll select your character's sex. Males tend to be stronger than females. However, female characters have a higher personality and karma. When you choose your character's sex, you will see a modification to the character's base statistics.

Selecting a Profession and Distributing Bonus Points

There is a total of fourteen fields of study which your character may pursue. To the right of his or her vital statistics, you will see a listing of the professions the character qualifies for. Because each profession has minimum requirements for entrance, you may not see every possible profession among your choices. You can check out these minimum requirements and everything else about any profession you like by looking in Appendix B: *Character Professions*.

When you select your character's profession, you may see an increase in some of the character's statistics. The points which were added to the statistics were automatically taken from your character's bonus point total to allow him or her to meet the minimum entrance requirements for that profession.

Race/Profession Chart

CHARACTER RACES

CHARACTER PROFESSIONS

	HUMAN	ELF	DWARF	GNOME	HOBBIT	FAERIE	LIZARDMAN	DRAGON	FELPURR	RAWULLF	MOOK
FIGHTER	3 5	5 7	1 3	2 4	4 6	7 9	0 2	2 4	5 7	4 6	2 4
MAGE	4 4	2 2	6 6	5 5	5 5	1 1	7 7	5 5	2 2	6 6	2 2
PRIEST	4 4	2 2	3 2	2 1	6 6	6 6	12 11	8 7	5 5	0 0	6 6
THIEF	3 3	3 3	6 6	6 6	3 3	2 2	4 4	2 2	2 2	4 4	6 6
RANGER	4 6	8 10	7 8	8 9	8 10	12 14	13 12	5 6	8 10	7 9	7 9
ALCHEMIST	9 9	7 7	13 13	11 11	9 9	5 5	13 13	9 9	6 6	12 12	9 9
BARD	9 8	7 6	15 14	15 14	6 6	2 2	18 17	11 10	4 3	10 9	9 8
PSIONIC	14 15	16 17	13 12	15 16	14 16	16 18	16 15	13 14	14 16	14 16	9 10
VALKYRIE	12	12	9	11	14	17	13	11	13	10	15
BISHOP	14 14	10 10	15 14	12 11	17 17	13 13	25 24	19 18	13 13	12 12	14 14
SAMURAI	15 17	16 18	19 20	20 21	17 19	12 14	19 20	16 17	12 14	19 21	15 17
MONK	15 17	14 16	17 18	15 16	19 21	15 17	22 23	18 19	13 15	15 17	19 21
NINJA	17 19	16 18	15 17	17 19	21 23	19 21	16 18	15 17	15 17	18 20	18 20
LORD	18 19	18 19	17 18	18 19	18 19	21 22	23 24	19 20	19 20	15 16	19 20

* of Bonus Points for a Male
of that Race to enter that Profession.

→ 

* of Bonus Points for a Female
of that Race to enter that Profession.

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Sometimes, even after you've met the requirements of the profession, you may have bonus points left over. To distribute your extra bonus points, move the pointer using the [UP] and [DOWN] arrow keys to the statistic you want to change. Add points by pressing the [LEFT] arrow key. Subtract points by pressing the [RIGHT] arrow key. When you're finished, press [ENTER]. You can change the statistics any way you like, but you must use up all of the bonus points you've been given. Also, you cannot push a statistic below its original value or above 18.

Keep in mind that it won't do you much good to have a muscle-bound Mage or a weak, but intelligent, Fighter. Add the extra points where they're sure to make a difference.

Rolling Karma

Next, Wizardry lets you "roll" your character's karma. When you're feeling lucky, just press [ENTER] to stop it. No matter what number you get, even if it's low, remember that there's no such thing as a "bad" karma. In fact, within Wizardry, you'll meet people with both high and low karmas. Since birds of a feather flock together, having a mix of karmas in your party may prove beneficial.

Selecting a Portrait

Wizardry comes equipped with many different faces for all kinds of characters. To view the portraits, use the [LEFT] and [RIGHT] arrow keys. When you come across a face that's perfect for your character, press [ENTER]. If you decide to play the plastic surgeon and wish to change the character's looks later on, just choose the "Portrait" option again from the Character Menu. Wizardry will allow you to view the portraits and select another more fitting picture.

Selecting Skills

Just like you, your characters have certain skills. However, when you first create your characters, these skills are a bit on the light side. Typically, they have but a few points in their professions' area of expertise. To help you broaden your character, skill bonus points may be distributed among his or her skill choices.

In general, there are three categories of skills in Wizardry: Weaponry, Physical and Academia. Within each of these categories, there are many skills, all of which are explained in the next few pages.

Weaponry Skills

In general, Weaponry skills affect a character's ability to handle his or her weapon. Eventually, through experience and practice, your characters may achieve up to 100 points in a skill area. As your character practices the Weaponry skills (equipping and using a weapon in combat, blocking a blow with a shield, etc.), points will automatically be added to the particular skill to reflect your training. Of course, it's always a good idea to add skill points "manually" when your character gains levels.

Wand & Dagger: The talent of wielding daggers, wands and other small items used as weapons in combat.

Sword: Any sword, including the katana, used as a weapon in combat is covered under this skill.

Axe: This ability covers any axe, such as the battle or hand axe, used as a weapon in combat.

Mace & Flail: The talent needed to use any mace-like item, including the flail or hammer, as a weapon in combat.

Pole & Staff: The mastery of any pole & staff, such as a halberd, bo or staff, used as a weapon in combat.

Throw: The demonstrated ability to be on target when any weapon is thrown. This includes such things as shurikens or darts or potions, and weapons which are accidentally thrown in combat (your fighter mistakenly lofts his exceptionally expensive sword at a monster) are covered under this skill.

Sling: The ability to use any weapon which consists of a leather strap and two cords which, when whirled and released, hurls bullets at an opponent.

Bow: The flair of handling any bow which fires arrows and is used as a weapon in combat.

Shield: The art of using a shield effectively to block an opponent's blow while fighting or parrying.

Hand & Feet: The talent of using one's hands and feet as lethal weapons to strike and hopefully kill an opponent.

Physical Skills

Physical skills generally affect a character's ability to do things which require talents of the body or voice; at best, a character can have 100 points in a Physical skill. For instance, the skilled Ranger will keenly perceive a piece of straw that looks out of place in a giant hay pile. The unskilled character, on the other hand, will blindly walk down the hall, oblivious to the giant red sign that says, "Secret Door Here!" As with Weaponry skills, your characters become more proficient in the Physical skills arena when they practice a particular skill, and are automatically given points to reflect their training. The "Scout" skill, however, must be "manually" raised when a character gains a level (of course, you can add points "manually" to any other area as well).

Scout: The knack of seeing and finding things such as secret doors, hidden entrances or buried items others seem to pass by. You must add points manually to "Scout" to increase your character's proficiency.

Music: The art of playing musical instruments and bringing forth from them different magical spells.

Oratory: The vocal discipline required to properly chant a magical spell. Without good oratory, spells meant for the monsters may fizzle or backfire on the party.

Legerdemain: The ability to pickpocket (steal) items or gold from NPCs without their knowledge or permission.

Skulduggery: The delicate skill of inspecting and disarming traps on chests and picking locks on doors.

Ninjutsu: The legendary art which allows characters to hide themselves from their opponents. For the Ninja and Monk, proficiency in Ninjutsu helps to lower their armor class rating.

Academia Skills

Academia skills affect a character's ability to learn and understand the ways of the Wizardry world. These skills also affect the magic users' ability to learn and understand spells. Academia skills don't develop as quickly as Physical or Weaponry

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skills, but with practice, all but the magical skills will increase automatically. As with all the skills, the highest amount a particular skill can reach is 100 points.

Alchemy, Theology, Theosophy, and Thaumaturgy - these magical study skills must be advanced manually by adding skill points whenever a character gains a level; these are studied skills, not practiced. Without study, the character will never learn spells beyond the elementary.

Artifacts: The ability to effectively use and invoke magical items during combat depends on this skill. Without a developed Artifact skill, there is a chance the item's power will fizz or backfire on the party.

Mythology: The ability to recognize, while in combat, the true names of monsters.

Scribe: The ability to successfully invoke the magical power of a scroll during combat.

Alchemy: The art of learning, practicing and exercising Alchemist spells.

Theology: A pursuit of divine interests leading to the study of Priest spells.

Theosophy: The possession of mental and spiritual insight that allows its possessor to study Psionic spells.

Thaumaturgy: The path of study followed to Mage spells.

Kirjutsu: The deadly skill and knowledge of the body which allows its possessor to strike a vital or critical area, hopefully killing an opponent with a single blow.

Distributing Skill Bonus Points

To distribute your character's skill bonus points, first choose the category: Weaponry, Physical or Academia (just press [ENTER] to move between the three). Then, move the arrow to the skill you wish to add points to, and use the [LEFT] and [RIGHT] arrow keys to add or subtract the points. Remember, you cannot adjust the points lower than their original amount. Additionally, once you add points to a particular skill area and leave it, returning will not permit you to deduct the just allocated skill points.

Choosing Magical Spells

Depending on your character's profession, you may be able to select some initial spells for your character's spellbook. Using the arrow keys, move the highlight from realm to realm to view the spells available to you. (There are six realms in Wizardry; each is fully explained in the Magical Spells section of this manual.)

When you see a spell you like, press [ENTER] to select the realm. Then, highlight the spell name, and press [ENTER] again. The spell will be permanently written into the character's spellbook. If you are allowed to select more than one spell, just repeat the process.

Equip Before You Explore

Before you and your party go off in search of fame, fortune and experience points, you should equip your characters' items. Otherwise, that expensive set of plate mail will just sit in your backpack. (See Reviewing and Equipping Your Character.)

Additional Character Statistics

Aside from the statistics and attributes you selected while creating your character, you will see others which you may not be familiar with. Each of these attributes is explained below.

Age: Adventure begins early for these youngsters. Its symbol, the planets moving around the sun, represents the passage of time. Each occasion your characters "Rest", they get a bit older (only by 8 hours, mind you). Eventually, their vitality may lessen and they may, in general, start to show signs of their age. However, starting young, all of your characters have a good long life ahead of them.

Rebirths: It's an unfortunate fact, but even the best of the best fall prey to a monster's attack and die. When this happens, characters lose a point of vitality. However, your character can be reborn by magical and other means. The number you see next to the kneeling character's icon tells you which life he or she is currently enjoying.

Level (LVL): As your character learns the ways of Wizardry, he or she will become more experienced. To reflect this experience, the character earns experience levels which in turn give the character greater powers and abilities.

Rank (RNK): As your character becomes more experienced, he or she will earn ranks within his or her profession. The rank serves as a title of sorts, and helps to identify the character as an outstanding member of the profession.

Experience Points (EXP): As your characters slay monsters and perform special tasks, they are awarded experience points. As these experience points build up, your PCs will gain experience levels (LVL).

Monster Kill Statistic (MKS): For the hack-slasher this is the all important statistic. The number you see represents the number of monsters you have, in one way or another, sent to the Grim Reaper.

Condition (CND): Normally, a character will be "OK", suffering from no illness and generally healthy. However, your character may, at some point, become less than healthy. He or she may become Afraid, Asleep, Blinded, Dead, Insane, Irritated, Nauseous, Paralyzed, Poisoned or Stoned. For all of these maladies, except stoning and death, resting may eventually remedy the condition, although sometimes magical intervention is useful or required. See Combat Notes and Modifiers: Health-Related Maladies for more information.

Gold Pieces (GP): Just as it sounds, the number you see here represents the amount of gold the character currently holds. Gold is very important within the Wizardry world. Among other things, gold allows you to buy goodies, and since it's also used by monsters and NPCs, you don't have to worry about any currency exchange problems.

Carrying Capacity (CC): All characters, because of race, strength and other factors, have a limited amount of weight they can successfully carry without a lot of encumbrance. If your character is carrying too much weight, he or she is typically easier for the monsters to hit, and will likely have some trouble fighting well (See Combat Notes and Modifiers: Encumbrance for more information.) In general, it will take more stamina just to move around. However, Wizardry will let you know when your character is overloaded. In the character "Review" screen you will see Carrying Capacity's color has changed to:

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- * light blue if they are carrying 66% to 74% of their total capacity
- * yellow if they are carrying 75% to 89% of their total capacity
- * red if they are carrying 90% or more of their total capacity.

It is possible for your character to carry more than his or her carrying capacity. However, any character who attempts this heroic feat of muscle will likely exhaust his stamina so quickly that he'll pass out from exhaustion a few steps later.

Armor Class (AC): A character's armor class describes how well he or she is protected from attack. Armor class ranges from a +10 (virtually naked) to a -10 (a Sherman tank). Without question, the lower the armor class, the better. In Wizardry, there are several different armor classes:

- * Natural AC reflects the character's ability to avoid being hit by a monster. Certain races, such as the Faerie, have a genetically low natural armor class. Characters who are fast and dexterous or those skilled in Ninjutsu also have a low natural armor class.
- * (Encumbrance Penalty/Shield Bonus) offsets your natural armor class and is consulted whenever your character is attacked. If your character is encumbered, he or she doesn't move well, and therefore is easier to hit. In this case, you would see an encumbrance penalty - a positive number reflecting an increase in your character's armor class. However, if the character is equipped with a shield, you would see a shield bonus - a negative number reflecting a decrease in your character's armor class. Should the character be both encumbered and wearing a shield, an average of the two would be displayed. When Wizardry needs information on your character's natural armor class, it adds the number in parentheses to the natural armor class to get an overall picture of how well protected the character is. In the case of a negative number, it's subtracted.
- * Magical Armor Class represents the armor class protection of any magical items your character equips. Magical protection covers the entire body.
- * Body Armor Classes show you how well a particular body part is protected against penetration by a monster's weapon once the character has already been hit. Even if a monster hits your character, its weapon may never penetrate the armor on that body part.

Reviewing Your Character

To view the character you've just created, select the "Review PC" option. Once you're reviewing, you can select from any of the options listed below. Some of these options are not available from the Character Menu, but you will find all of them once you have begun play and entered Wizardry.

Equip

When you first create your character, he or she will be carrying a few basic items (a sword and leather armor, maybe) appropriate for the profession you have selected. To make these items useful, you need to equip them. After all, that new helmet won't offer you much protection if you don't take it out of the hat box. Select "Equip" to do so. Use the [UP] arrow key to move the selection bar to the item list, or press [ENTER] for none. Move through the items until the one you desire is highlighted, and press [ENTER] to select it. The item you have selected will be colored; the others you opted not to use will turn to gray.

Note: Just like everyone else, your character only has two hands. When you select your primary weapon, it is held in one of the character's hands, and is the first to be used against a creature in combat. You may select a secondary weapon, a shield or another item to fill the secondary spot. However, if your primary weapon is two-handed, you will not be able to select a secondary item.

Assay

To understand the details of any item use "Assay". You'll get some basic information about the item which will help you to understand its makeup and usefulness.

The top line lists the class of the item followed by its range. In the lines under this, you will see many letters. These letters aren't a word puzzle, but are the first letters of the races and sexes (first line) and professions (second line) which can use the item. If a letter is highlighted, a character of that race, sex or profession may use the item.

If a certain skill is required, you will see that listed next. Following this, for weapons, you will see the fighting modes available and the weapon's classification highlighted as a primary or secondary weapon (P/S). For other items, such as scrolls and potions, their power is listed. Assay will not, however, show you the power of magical items other than scrolls or potions (you need to cast an Identify spell for items such as this).

Assay will also tell you where the item should be worn (head, foot, etc.); for weapons, "Assay" lets you know whether the weapon is one- or two-handed. Lastly, the weight of the item is shown.

Merge

In some cases, you can carry more than one item in an item slot. Items which may be grouped, such as arrows or missiles, are stored this way. Each item slot can hold up to 250 such items. So, if you receive 300 arrows, 250 would be stored in one slot and 50 would be stored in another. After you use up some of the arrows in one slot, say you now had 200 of the 250 arrows left, you could merge it with the group of 50. Using this option, you would free up an item slot.

"Merge" can also be used when you want to put two items together. To "Merge" an item, highlight the first item and press [ENTER]. Then, highlight the second item and press [ENTER]. Either the items will merge into one item, or Wizardry will beep to let you know there's no effect.

Drop

If your character is holding an item he or she no longer wants, drop the item using this option. Once you "Drop" an item, it's gone for good. Of course, you may find another later on. Sometimes it is better to sell your unwanted items to the NPCs in Wizardry (See Non-Player Characters). Hold your own mini-garage sale, and you'll get rid of the item while gaining a few gold pieces to boot. On occasion, Wizardry won't let you drop an item. Generally, the item may be something you'll need later on.

Spell

While reviewing your character, you may cast a spell of the non-combat variety such as healing or protection spells. Complete information on spells can be found in the Magical Spells section.

Swag

Each character carries his or her own swag bag: a place where they store things. If you wish to "Swag" an item, select this option to put it into the bag. Each bag can

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hold twelve different items, but none of the items can be equipped. All grouped items such as arrows and missiles count as one item.

You can use an item directly out of the Swag bag at any time unless you're in combat. In the heat of battle, you've set the Swag to the side, so you'll need to get the item out of it first. See Combat: Equip. Likewise, to "Assay" an item, you must remove it beforehand.

Use

If there is an item you'd like to use in one way or another, select the "Use" option. Then, just pick the item you wish to use. Depending on the item you've selected, "Use" does one of two different things:

- * Invokes the special powers of a certain item.
- * Allows you to read a book while in the character's Review screen. If you should find a spellbook in the dungeon, the "Use" option will also allow you to read the spell, and if your character can learn it, you may write it into his or her spellbook. Be careful not to waste the spell by writing it into a character's spellbook when he or she already knows the spell.

If you select an item that has no effect or is used only in combat, Wizardry will beep at you to let you know.

Trade

Occasionally, one of your characters may find a really neat trinket in the dungeon and wish to give it to another character (possibly the one screaming "Gimme that!"). To comply, select the "Trade" option. Here, you may trade gold and items between characters.

Edit

"Edit" allows you to change some of the basic features of your party while an expedition is in progress. You may change a character's name, portrait or profession. You may also replace a current party member with a brand new character.

Change Name: Just like the "Change Name" in the Character Menu, this option allows you to give your character a new name. Remember, however, that Wizardry will not allow you to have two characters with the same name, or a name longer than seven letters.

Portrait: Here, you can view all the various faces Wizardry has to offer, and if you like, you may select a new one for your character.

Change Profession: When your character feels it's time for a change of pace, "Change Profession" allows him or her to switch careers mid-life. On your screen, you'll see all of the professions that the character qualifies for. Keep in mind, each profession has its own minimum entry requirements, so you may not see every possible choice among your selection (see Appendix B: *Character Professions* for information on minimum entry requirements). Select one of the professions you see, or none at all. You immediately begin learning the skills of your new profession, and stop learning those of the former. However, your character drops to experience level 1, which will allow you to learn the new spells and skills more quickly, and his or her statistics will change to reflect the minimum requirements of the new profession.

Replace: Occasionally, you may wish to "Replace" a current member of your party with a new, level one character from your master roster of characters; the character must exist in the master roster prior to entering that day's adventure

session. "Replace" is useful if a character has died and can't be resurrected or if he or she turns out to be a dud later on in life.

Caution: When you "Replace" one character with another, the character you remove from your party is gone forever. So, be careful not to send your prize Samurai packing off to Florida and out of your adventure.

Skill

To review a character's skills, select this option. When you do, the character's Weaponry skills will appear. You may also review the Physical or Academia skills by highlighting the category and pressing [ENTER].

Review

To look at another character, select the "Review" option.

Exit

Select "Exit" to return to the Character Menu.

Delete PC

Occasionally, you may need to free up space in the master roster so you can create new characters (the master roster holds up to 16 characters). Other times, you may create a character who is less than you had hoped for. He failed Wizardry 101, and even tripped on his way out of class. It's times like this that you are left no choice but to select the "Delete PC" option. Remember, when you delete a character, it's for good.

Rename PC

If you want to change your character's name, use this option. Remember, the name may not exceed seven letters, and you cannot have two characters of the same name.

Adventuring

The essence of Wizardry is adventuring. It's time to accept the challenge and leave the safe confines of the outside world and venture into the unsafe, but potentially lucrative, corridors of *Bane of the Cosmic Forge*.

Successful adventures consist of at least nine stages:

1. Preparing a well-balanced party and continuing to develop this balance as they grow, becoming more experienced and more powerful.
2. Exploring everywhere and searching for hidden items and passages.
3. Mapping accurately so you can return to certain spots or recall a specific location, although this is not necessary to win the game.
4. Fighting the monsters (successfully).
5. Resting your party from time to time.
6. Talking, bartering and interacting with Non-Player Characters.
7. Taking good notes about all you see and hear.
8. Using this knowledge along with your intuition and logic to complete the quest.
9. Staying alive!

Each time you resume your expedition and are ready to begin play, take a minute to check out your characters. If anyone is without full hit points or incapacitated, a spell or a few hours of rest is advisable.

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Ordering Your Party

Generally, only the first three party members can suffer damage from a physical attack by the monsters. However, some monsters may be equipped with ranged weapons that allow them to hit further into your ranks. Other monsters can bend the laws of the universe. They'll sneak up on your lowly Mage, cowering in the sixth position, and squash him to bits! For instance, a Giant may step over some of your characters to get at the weaklings in the rear (again, squashing them to bits). Additionally, a Spirit may float through the wall behind your party determined to attack. Lastly, monsters may cast spells on any or all members of your party.

Essentially, the strong, fighting characters should be toward the front. Spell casters and weak or injured characters with low hit points should be toward the rear of the party.

Preparing a Party

Depending on your progress in *Bane of the Cosmic Forge*, you'll need to select one of the two routes below to get your party together:

Starting a New Game with Level 1 Characters: from the Master Options menu, select "Add Party Member". You'll see the names of your characters. Form your party, and then select "Start New Game". You only need to use this option once - when you are beginning Wizardry from scratch.

Resuming a Saved Game: If you already have an expedition underway, select the "Resume Save Game" option.

Entering Bane of the Cosmic Forge . . .

The swords are readied; shields are held aloft; magic users prepare their incantations. When you first enter Wizardry, you'll see the screen below.

Although this window looks just like the Master Options window, it is here that you will watch monsters as they jump from your swords, view the world as you move through it and wonder as riddles unfold. Each small window on the screen has a significant meaning.

Adventuring

Along the top of your screen, you will see six small boxes which represent magical spells that can be cast to enhance your characters' strengths, abilities and protections. Although these boxes may not be active right now, they can have a majestic power with the helping hands of the right spell caster. From left to right, you will find . . .

Enchanted Blade: Empowers swords with an extra "umph" so that it's easier to hit the monsters and penetrate their armor.

Armorplate: Provides magical armor protection to the party by lowering everyone's armor class.

Magic Screen: Gives the party extra resistance to magical spells by reducing the amount of damage, the power or the effectiveness of magical spells which come the party's way.

Direction: Gives the direction (north, south, east or west) that the party is facing in the dungeon.

Detect Secret: Magically detects the presence of hidden items, unseen passages and the like, and "blinks" when your party passes such mysteries.

Levitation: Lifts the party several inches off the ground and provides protection

from falling into things such as pits. Of course, Levitation will not save your party if you wander off the top of a castle tower.

The window in the center of the screen holds all of the action. The dungeon's walls, flowing water, unknown creatures, spells from the hands of a magician . . . you will see it all in this window.

The windows to the right and left of the action window hold your characters' icons. Each icon contains the character's name, portrait, profession, status, condition, hit points, stamina and weapons selected (or a bare hand if there's nothing in that hand). The message bar alerts you to any changes in your party's state, or a certain course of action. For example, you may see "Resting...", "An Encounter" or requests for you to make a choice among different options.

Along the bottom you see the Party Options Window and the Movement Window.

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Moving

The Movement Window serves as a reminder of your possible directions. There are two methods of movement in *Bane of the Cosmic Forge*: Turn and Move. By pressing the [DOWN] arrow key, you switch between the modes.

Mode of Movement -- (TURN): "Turn" allows your party to turn in the direction of the arrow pressed or, for the [UP] arrow, advances your party one step forward. If you turn to the right or the left, you occupy the same space, but face in a different direction.

Mode of Movement -- (MOVE): "Move" allows your party to move over one space or forward a space in the direction of the arrow pressed. If you press the left arrow key, for example, your party would move one space to the left; you'd still be facing the same direction as you were before taking the step. "Move" is very helpful when you're searching long walls for buttons or caches (among other things).

Party Options

From the Movement Window, press [ENTER] to enter the Party Options Menu. As you and your party stroll through the dungeon, there are several things you can and may need to do.

Search

You walk into a room, and something just tells you there's a heap of gold buried in that dirt floor. Maybe it was your Ranger, maybe it was your magician or perhaps it was just intuition that told you. When you feel compelled in such a way, use this option to check the party's immediate area: the wall you're facing, the floor you're standing on and the dirt below.

If your characters' scouting skills are good enough, you won't need to search each and every molecule of rock you pass. At least one character skilled in scouting could alert you to something which appears out of the ordinary . . . a misplaced rock, stirred up dirt in a corner, a bump on the wall . . . and save you a lot of time searching in the process.

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The Detect Secret spell can also be very helpful in your expedition. When you cast Detect Secret, you'll see the "eye" at the top of your screen open. If the eye "blinks", search the area immediately. Although you may not necessarily find anything, a blinking eye definitely means something is up.

Review

Just like the "Review" option in the Character Menu, you may use this option to view your characters or equip different items. For full information on characters in review, see the Creating a Character section of this manual.

Spell

The ancient arts of your magicians can be called into play while strolling through Wizardry using this option. After selecting "Spell", you will need to select a character to cast it. Next, you'll select the spell and its power level. Lastly, you may be asked to select the target of the spell, such as a character in need of some healing. For complete information on spells, see the Magical Spells section of this manual.

Use

Some items, such as potions or scrolls, have a specific use. For example, you may want to use a potion to cure a character who is poisoned. Other items, such as books, can be read by using them. To use an item, select the "Use" option, the character who wishes to use an item, followed by the item you wish to use. If the item you select has no particular use, or is not useful at that time, Wizardry will tell you the item has "No Effect".

Open

You may come across a locked door in the dungeon, or perhaps a treasure chest, that your party members would like to open. To do so, select this option. If there is a locked door or a chest in your presence you'll see your character's attempt to determine the trap on the chest or watch them push their thieving skills (skulduggery) to the limit with a locked door. Should either of these situations present themselves, refer to the Treasure Chests or Locked Doors section of this manual. There you will find complete instructions to help you get the goodies or to get into trouble.

Order

Occasionally, you may need to adjust the marching order of your party (if your magician is leading your party into combat or your fighters are asleep, for example). Select the "Order" option to do so. On the left side of the screen, you will see your characters' names. Select the leader of your party, and press [ENTER]. His or her name will disappear from the list. Now select the second party member in rank and press [ENTER]. Repeat the selection until all of the members are just where you want them.

Remember, monsters typically attack the first three characters in your party. Therefore, it's best to keep the tough characters with high hit points up front. Characters who are suffering from a malady or are generally weaker than their fighting counterparts, such as spell casters, should go to the rear of the party.

Rest

To replenish your characters' stamina, cure their wounds, recoup some from a nasty condition and replenish your magic users' spell power, it is necessary to rest your party. Each occasion your characters are able to fully rest, they receive eight hours of sleep along with all its benefits. They also age by eight hours (3 full rests = 1 day). You may press [ENTER] at anytime during the rest to wake your characters early.

Unfortunately, this wondrous calm may be disrupted by a wandering group of

monsters who come across your party, pleasantly napping around a fire, and swarm down upon them. With all the commotion, some of your characters may wake up immediately to participate in the combat. Other characters, the really sound sleepers, may remain asleep. If a sleeping character is hit, he or she will wake up right away.

Caution: If you have a poisoned character in your party, try to cure the character of the poison before you "Rest". Some poisons are so strong that they will kill the character before the neutralizing effects of sleep have a chance to work. Additionally, if your character is equipped with a cursed item, try removing the item from the character with the Remove Curse spell before you "Rest".

Disk

To configure *Bane of the Cosmic Forge* to your computer's specifications or to save your game in progress, select the "Disk" option.

Save Game & Resume: It's important to save your progress and save it often. Should your party die or do something that was other than originally intended, you'll have something to fall back on. Depending on your selections for Game Configuration, you may be asked to insert your Save Game disk in a disk drive. Remember, when you save a game, it overwrites the previous save game. So, you want to use different disks.

If you are using a floppy disk for your saved games, the disk you use must be formatted.

Save Game & Quit: Just like the Save Game option above, your progress will be saved to disk. However, instead of going back to play, you will exit the game. When it's time to adventure again, select the "Resume Save Game" option in the Master Options menu.

Quit Game - No Save: If something traumatic has happened, this option is ideal. Since your game is not saved when you use this option, you will be able to resume an earlier save game instead.

Game Configuration: You may use this option to customize *Bane of the Cosmic Forge* to your exact liking.

Sound: There are two categories of sounds in Wizardry, the monster sounds and the dungeon noises. You can individually adjust the level of each of these sounds to your liking. First, you'll see a switch for each sound (monster sounds first, dungeon noises second) which allows you to turn the sound either on or off. If either of the sounds are on, you can then adjust the level of each sound: 1/2 volume or full volume.

Delay: Delay lets Wizardry know how long you'd like messages to stay on the screen during combat. "1" is the fastest; "18" allows you plenty of time to read each. For most cases, "8" is a good setting.

Level of Play: Either novice, normal or expert, you can tell Wizardry how challenging you'd like your adventure to be.

Input: You may use your mouse or keyboard to interact with Wizardry. This option just lets you choose between the two.

GMode: Allows you to reference your graphics set up. You cannot change GMode unless you reinstall *Bane of the Cosmic Forge*.

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Save Game Drive: Wizardry is currently set to save your game in the current directory which is the default when Save Game Drive is left blank. However, you may select any drive and path you like to save your games to. Refer to your system's reference card inside this package for further information. Remember, your save game disks must be formatted ahead of time.

Scenario Drive: This option allows you to tell Wizardry where it should look for its information. You'll see two different boxes: the first is for your primary drive, the second is for your secondary drive. Since each system is different in its hardware setup, refer to your system's reference card inside this package for further information.

To move between the choices, use the [UP] and [DOWN] arrow keys. To change the current selection, use the [LEFT] and [RIGHT] arrow keys.. When you are finished, highlight "Exit" and press [ENTER].

Locked Doors

Certain doors have been locked for one reason or another. In most cases, creatures have things they want to protect or places they don't want you to go. When you come across a locked door, you will see a message informing you of your sudden roadblock. But don't be disheartened. It's quite possible for your characters to open such doors. Remember, however, that some locks may require a special key.

Open

The "Open" option puts your characters into action. Any character with a talent for picking locks (skullduggery) or the strength of a troll will find this option useful.

When you select "Open", you'll see two options, "Force" and "Pick". Once you select one or the other, there is no turning back - your tools are already in the lock or your character is hefting him- or herself against the door.

Force: The character moves back, grimaces, and then slams into the door. Without question, you're relying on your character's strength to bash the door in. On your screen, you'll see the strength of your character (top line), and the strength of the door (bottom line). When your character's strength exceeds that of the door, press [ENTER], and the door will open. Of course, the longer the character strains to open the door, the more stamina he or she uses. Eventually, if your character strains long enough, he or she will slump to the floor, entirely exhausted.

Pick: The thief pulls a bundle of tools from his backpack, and setting them beside the door, begins to work on the lock. The tumblers move inside, and you're waiting for just the right moment, the right combination to open the lock. Characters with a solid knowledge of skullduggery seem to have a knack for finding that combination. On your screen, you'll see the tumblers moving and shifting inside the lock. When they are in the right location, the tumblers will be green. When you see a clear line of green, the time is right. Press [ENTER].

If you successfully pick the lock or force the door down, it will open. If not, there's a chance that the lock may break during the attempt. If the door doesn't open, it may become jammed; you won't be able to pick its lock, and without the strength of Zeus, it will be hard to force it open.

Knock-Knock

If you can't seem to force the a door down, or get the tumblers just right, there is still a chance that you can open the door. Just call on your magic user.

From the Party Options window, select the "Spell" option. Next, choose a character who has the Knock-Knock spell. Cast the spell (remember the power of the lock on the door when you're casting your spell), and hopefully, if the spell power is enough, all of the monsters' efforts to keep you out will have been in vain and the door will open.

Knock-Knock also works to open regularly jammed doors. When you cast Knock-Knock, you will see either "Success" or "Failure"; if it's the latter, try increasing the power level. However, if you see "Jammed", it means you've encountered a magically jammed door. You'll need a special item to open it.

Treasure Chests

Treasure chests contain the bounty that every adventurer lives for. Inside each, gold, jewelry, swords or shields . . . just about anything you can imagine . . . can be found. Traps are often placed on these chests so that their possessions won't be so easily taken.

Sometimes your party will happen upon a chest hidden in a nook within the dungeon. If this happens, select the "Open" option from the Party Options Menu. Next, you will see the Treasure Chest Options.

Inspect

This option allows your characters to take a closer look at the chest to see if there is a trap present. Select a character to inspect the potential trap. Characters who are skilled in the art of skulduggery stand the best chance. You may want to have all of your characters inspect the chest just in case one character misses something. Be careful, however, the inexperienced may set off the trap when they inspect it.

In the right-hand window, you'll see the name of the trap, or at least what your inspector believes it to be. However, the letters in the name will be jumbled.

Therefore, you will not clearly see a POISON NEEDLE when looking at the trap. Instead, EISOLP OENNDE will come to mind.

Sometimes, you may not be able to display all of the letters in a trap's name. It all depends on the inspecting character's skulduggery skill. Instead of EISOLP OENNDE, you might get nothing more than ISO ENDE. The higher the skulduggery skill, the better your chance of detecting all of the trap's letters.

Some letters in the jumble may be green and some may be red. Occasionally, you'll even see asterisks (*) cover a letter or a space in between groups of letters.

Green letters are guaranteed to be letters in the name of the trap.

Red letters, on the other hand, are questionable.

A Space between groups of letters lets you know there is more than one word in the trap.

Asterisks (*) mean that a letter previously picked by another character is not in the name of the trap. The character currently inspecting the trap is certain of it.

It's the job of you and your party to unscramble these letters to form the name of a trap. Once you've done so, you may want to disarm the chest.

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Disarm

If you think there is indeed a trap on a chest you've found, choose this option. Next, select a character to disarm the trap; characters who are skilled in skulduggery are your best bet.

On your screen, you'll see a list of traps typically found on chests within Wizardry. Scroll through the list until you find the trap you're looking for and press [ENTER]. If you're right, and your character has the ability to disarm the trap, the chest will successfully open, and the bounty will fall into your hands. On the other hand, if your character bungled the disarming, or if the trap wasn't what you suspected it was, you may set the trap off. If it doesn't blow up, try disarming it again or simply leave the chest alone, though you won't get the loot.

Open

If you suspect there is no trap on a chest, or if you're feeling really adventurous, you can just open it. Pull its lid back and grab for the gold. If there is a trap present, it will most certainly blow up. Therefore, you should always Inspect a chest for traps first.

Spell

Divine Trap allows you to magically determine the trap on a chest. Just select a character with this spell, choose Divine Trap and the power level. Hopefully, if the spell is strong enough, the trap's identity will reveal itself. Jumbled, of course.

Knock-Knock also allows you to get to the goodies inside a chest, but a bit differently than Divine Trap. By magically altering the chest's lock and neutralizing the trap inside, Knock-Knock attempts to open the chest directly. You don't even need to know what the trap's name is! However, there is a percent chance that Knock-Knock will fail in its attempt to open the chest, setting off the trap in the process.

Leave

If the trap on the chest seems too tough for you, or if you are not interested in its bounty, use this option to leave the chest behind.

Divvying Your Loot

After you have successfully opened the trap, each member of your party will receive a portion of its bounty. However, if there are special items inside, such as swords or other goodies, you will be able to choose who receives them. Be careful not to overload your character's carrying capacity. While that shiny plate mail might look great sitting there in the chest, your Faerie won't be too thrilled if you flatten her with it.

Using the [RIGHT] arrow key, move to the item list and select any item you're interested in. You will see the item's weight (so you don't overload any of your characters), and you will be asked to select a character to receive the item. If there is more than one item in a chest, simply repeat the process until you have taken all you want. Of course, if you want none of it, or only part of it, you may select "None" at any time. Be certain you've taken all you wanted, though. Once you select "None", the Divvy Loot will be terminated immediately, and all of the leftover bounty will be gone.

After you have your goodies, you can "Assay" each item to find out its particulars. There are some properties of an item which Assay does not reveal. Cast the Identify spell to get full picture.

Caution: Always have at least one item slot open in your party in case you find an essential item. Otherwise, you'll have to restart from a saved game. Unlike other games which allow your characters to blissfully walk away from items that are essential, Wizardry will force your party to accept an item. While good game players can generally recognize what's required of them, Wizardry's safety feature means you won't find yourself frustrated at the end of the game without something you desperately need.

Combat

You're not alone in this world. Well before your party wandered here, creatures of all kinds called this locale their home. You will find them waiting behind doors or see them lurking about dark recesses. As you may have anticipated, a meeting between a group of monsters and your party is frequently without milk and cookies. However, a combat situation comes with fun and challenge and plenty of it.

Who's There?

Most of the time, you will only be told what the monsters look like, not what they really are. For example, you may encounter an "Unseen Entity" but you won't know whether it's a ghost or a flying bed sheet (or something worse for that matter). Characters who have studied mythology have the best chance of identifying the monsters' true identity.

The Course of Action

Combat will proceed in rounds. Each round, both you and the monsters select a course of action, and then *Bane of the Cosmic Forge* acts as the mediator of the action. Combat is over when either side runs away or is totally defeated.

When you come upon a group of monsters bent on stopping your party dead in their tracks, each of your characters will have several options. These options are based on the character's class, skills, weapons and position in the party; so it's likely that each character's combat options will be slightly different than his or her fighting mates.

Fight

The "Fight" option engages your characters in the fine art of physical contact. Their skills, weapons, statistics and muscle are called into play (not to mention a bit of sheer luck).

Depending on your characters' skills and weapons, you may be able to choose from one of several methods of fighting. The method you choose is called a fighting mode. (To see which modes your weapons use, Assay them while reviewing your characters.) Each mode has its own strengths and weaknesses, and relies heavily on the skill of the character wielding it. (See weaponry skills in the Creating a Character section of this manual).

The basic attack is a "swing", a side-to-side slicing blow. The chart on the next page compares the other available fighting modes to the swing in three areas:

To Hit: As compared to swing, the likelihood your character will hit a monster with his or her weapon. For example, if your character selected "Melee", he or she would essentially swing wildly in hopes of hitting something. Obviously the odds to hit are down when you're not really looking where your weapon is going. However, a "Swing", covering a wide arc with direction, has a good chance of hitting a monster.

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To Penetrate: As compared to swing, the likelihood your character will penetrate the monster's armor after a successful hit has been made. For example, a direct "Thrust" into a monster's leather armor has a better chance of penetrating it than a glancing "Swing" has.

Damage: Once a blow has successfully hit the monster and penetrated its armor, the damage column compares the actual amount of physical damage inflicted upon the monster. For example, while the odds to hit a monster are down with a "Melee" type of attack . . . watch out if you connect! Melee does double damage.

Mode Selected	To Hit	To Penetrate	Damage Inflicted
Thrust	-2	+1	+1
Bash	Same	-2	+2*
Melee	-4	-4	Double
Throw	-1	+1	Same
Punch	+1	-1	Same
Kick	-2	Same	+2*
Lashing	+2	-2	Same
Shoot	Same	+2	Same

* Damage inflicted is also directly affected by the strength of the character.

For characters with the Kirijutsu skill, any fighting mode may deliver a critical kill. For Monks and Ninja fighting with their hands or feet, the Punch and Kick modes also have a chance of delivering a critical kill.

Once you have selected your character's fighting mode, you will need to choose a target. If there is only one group of monsters, the selection is automatically made for you. For multiple groups of monsters, however, you have a choice and must pick the target.

Certain weapons permit a character to hit monsters far away (long range) while other weapons require close contact (short range). *Bane of the Cosmic Forge* will only allow you to select a monster group within the range of your character's weapon.

Short range weapons (S) permit party members 1-3 to attack monster groups 1-2.

Extended range weapons (E) permit all members of the party to attack monster groups 1-2.

Thrown weapons (T) permit all party members to attack monster groups 1-3.

Long range weapons (L) permit all party members to attack all monster groups.

Remember, monsters have their own ranges as well. Typically, the first three characters in your group are hit most often. Keep the strong and fighting-type characters up front in the first three slots.

With all said and done, the character is ready for action. *Bane of the Cosmic Forge*, acting as a game master, calculates the character's performance (over one hundred calculations are completed), and reports damage your character has caused.

While in the fight mode, your character may attack the monster more than once, and may hit the monster several times within a single attack.

Multiple Attacks

After attacking a monster with a primary weapon (the primary attack), a character with speed or experience, and skill in weaponry, will be allowed a secondary attack. In this case, your character would have two separate attacks in a round. Well-trained combatants can have up to 4 attacks in a single round of combat, two primary and two secondary. If your character has a two-handed weapon or is holding a shield, then he or she can have, at most, two primary attacks; there's no hand left to hold a secondary weapon. Without a secondary weapon equipped, the secondary attack is forfeited.

Multiple Hits

Highly dexterous characters, or those that are experienced, may be able to swing more than once during the attack. When a character gets a multiple hit, you will hear the swing or movement of the weapon and see "Hit!" (or miss) in the message window along with the damage caused more than once during the attack.

Parry

Parry allows your characters to take a defensive or passive role in combat. But remember, they are still quite involved. The characters may be hit, and under certain circumstances, they may hit back. On the other hand, they may take their chances, and rest for a round to replenish some lost stamina.

Block: Using the shield skill to protect against attacks. To select this option, the character must have a shield, and must be relatively proficient in shielding. A character who blocks cannot be hit for double damage.

Dodge: Being extremely watchful of all weapons, spells and missiles and, when the time comes, moving aside for them. While dodging, the character is harder to hit, and cannot be struck for double damage.

Guard: Waiting for the monsters to attack, and giving them a bit of their own medicine if they do. If a character is on guard, and a monster does attack, he or she will jump out, regardless of the position in the party, and attack the monster right back. "Guard" is useful for flying animals, such as bats, who can attack anyone, or for characters who cannot normally reach the monsters.

Rest: Catching your breath. A resting character will recoup some stamina, but his or her armor class will rise to 15 while they rest. This option is useful if there is little danger or if the character is about to pass out anyway. If your character passes out, it's for a while. Rest them before this happens, and they'll definitely have enough stamina to get through the next round.

Equip

Smack dab in the middle of combat, you discover a terrible mistake. You accidentally equipped your prize warrior with a toothpick . . . and it's his primary weapon. Obviously, you'll need to do something to better the situation. Equip a better weapon, ready a massive missile attack. In cases such as this, select the "Equip" option. Just like the "Equip" option in a character's review, you can change equipment, drop equipment, Assay items or take something out of, or put something into, the Swag Bag. You may view your character's spells, but you may not cast them (use the "Spell"

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option instead). Of course, you can also use "Equip" to just review your character in general.

Juggling all of your equipment, especially under pressure, requires extra stamina, and leaves the character more prone to a monster attack.

Spell

You're hoping to heal a character of a pesky poison, or perhaps you're determined to turn a ferocious giant into a pair of harmless bunny rabbit slippers. Whatever the case, if magic is what you need, then the Spell option should be your choice. When you select "Spell", you will see your character's complete spellbooks. Just choose the spell, its power level and, if necessary, a target.

Remember, some spells attack only one monster within a group while others attack an entire group or all of the monsters. Of course, you may also use this option to cast healing spells or other spells helpful to your party. For complete information on casting spells, and the spells available to the party, refer to the Magical Spells section of this manual.

Use

Certain items within this world have the power to cast spells or bend the laws of nature in other ways. You may use these items in combat against your opponents or for the benefit of your party by selecting the "Use" option. Of course, a character who decides to use an item should have a good level of skill as well (such as Scribe for invoking scrolls or Artifacts for magical items). When you opt to use an item, a list of possessions will appear. Select the item you wish to use and press [ENTER]. As combat progresses, the item's magical power will unfold. If the item you selected has no power, then it will have no effect.

You can't use an item during combat if it's in your Swag Bag. Choose the "Equip" option, and take the item out of the Swag Bag first. Then, during the next round, you'll be able to use the item.

Move

"Move" allows your characters to change their position within the party ranks. Occasionally, characters may become hurt or fall asleep, and because of their malady, they are unable to fight or protect themselves. Use the "Move" option to put a strong and healthy character in front of an injured one to protect him or her. Likewise, you may also move a strong character out of the back ranks to the front to deliver a deadly blow.

When a character moves, he or she may move to any position. If the character advances, all of the characters behind his or her new position will retreat one rank. On the other hand, if a character retreats, everyone moves ahead by one slot.

Moving requires extra stamina, and leaves the character prone to monster attack.

Hide

Certain characters have the skill of concealment, Ninjutsu, down pat. These characters may attempt to hide from monsters during combat. If characters successfully hide, they can remain hidden or ambush the monsters. Since the monsters weren't expecting a single thing to happen, they are easier to hit, and if hit, they incur quite a bit of damage.

It's possible that your character can remain hidden even after he or she launches a surprise attack, especially if they're able to kill an opponent before it screams to its

companions. In cases like this the poor monster would get zapped, turn and still see nothing!

Run

On occasion, you may encounter something that's just too tough for your party to handle (it's 80 feet tall and drools). At times such as this, the "Run" option may be your only hope. Your characters won't get any experience points for the combat, but they may come out with their lives. Eventually all of the party will follow even if only one character actually selected "Run" to begin with. Characters who are running have their backs turned to the monsters. Because of this, it's easier for the monsters to hit them, and if hit, the character will probably suffer extra damage.

There is a chance that the monsters will block the route of your characters. The party will have to continue combat or attempt a getaway again. Additionally, even if your party successfully escapes, there is a chance that in their haste to get away, they may crash smack-dab into another group of monsters.

Breathe

Dracons, because of their genetic balance, are able to breathe acid upon their opponents. Selecting this option invokes the Dracon's inborn ability. Breath attacks require a lot of stamina, so be careful not to exhaust your character.

Cancel and Backup

If you're having second thoughts about your selections, the "Cancel" option allows you to start all over again beginning with the first character. "Backup", on the other hand, just takes you back to the previous character's selection.

Combat Notes and Modifiers

Certain conditions can have an effect on your characters during combat and therefore modify their performance. For example, a sleeping character can't attack the monsters or defend himself at all, neither can a character who is carrying seven suits of plate mail. These conditions are generally known as modifiers.

Health-Related Maladies

There are several maladies (or modifiers) which can strike your character at any time. In general, these illnesses have three affects: the character will not perform as well, the character will be easier to hit, and more damage will be done if the character's armor is penetrated. However, some illnesses have their own special side-effects.

Should you see one of these symbols in your character's icon, you know the character has been affected. For the most part, however, a good rest or a magical spell can cure their ailments.

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(none) **Afraid:** Afraid characters will quake with fear at the sight of monsters, making such characters less (None) capable and confident. Afraid characters may even try to run away! If a character is scared enough, a tiny field mouse will begin to resemble a huge, fire-breathing dragon with grimacing teeth.



Asleep: Sleeping characters are incredibly easy to hit because they are unable to avoid being struck. If hit, a sleeping character will take up to double damage, but will wake up immediately. Of course, a sleeping character cannot participate in combat.



Blindness: A blind character can't see what's going on and is more susceptible to a hit because of this. Further, it's not likely he or she will hit a monster without a lot of luck.



Dead: A dead character is exactly that - dead. He or she must be resurrected by magical means. When a character dies, he or she loses a point of vitality.



Insanity: An insane character is, at least for the time being, absolutely nuts. For magical reasons, his or her brain has been scrambled like an egg missing its side order of bacon. You'll have no control, whatsoever, over the character.



Irritation: Like that scratch you can never seem to reach, your characters will become preoccupied trying to quell an irritating itch. As a result, they won't fight as well.



Nausea: There is a chance that a nauseated character may choke and gag and be helpless for the remainder of the round. Should this happen, the character will be an exceptionally easy target.



Paralyzed: Since the character can't move, even to fight, he or she is very easy to hit and can take up to double damage from an attack. However, there is a small chance the hit might just be enough to jolt the character's system back into action.



Poisoned: As the poison seeps through the character's bloodstream, he or she becomes sicker and sicker. Eventually, without an antidote or some rest, the character will die. Sometimes poison is so potent, resting will not cure it quickly enough; the character will die first, thereby making the antidote absolutely necessary.



Stoned: Since your character is officially a statue, he or she can't do anything but stand there and collect bird droppings. Stoned characters are easy to hit, but it's difficult to penetrate their stone. Stoning might be worse than death. Stoned characters lose a point of vitality, and when cured of the stoning, they may be dead. When you resurrect the dead character, he or she loses yet another point of vitality.

Magical Modifiers

Some characters are naturally resistant to certain types of spells. When hit by such a spell, the character may fully resist its effects or may take less damage than the rest of the party. Check Appendix A: *Character Races* for complete information on a race's magical resistance.

Statistical Bonuses

Depending on a character's statistics, he or she may excel in certain areas when compared to his or her opponent.

For example, suppose your intelligent Monk is battling a dumb 'ole rat. The Monk, because of its high intelligence, may be able to outwit the rat in its every move. Likewise, characters who are faster or stronger than their opponents may be able to out-move or overpower them. As in Monk's case, your character would have an intelligence advantage, thus the upper hand. The rat, on the other hand, would have an intelligence penalty.

Depending on your character's strength, intelligence, dexterity and speed as compared to that of the monster you're battling, you may have improved odds, or a penalty which somewhat hinders your character's success.

Encumbrance

It takes strength and stamina to hold up a 20 pound sword. Add to that 200 pounds of plate mail, and it'll be a feat if the character moves at all. Encumbrance is what your character faces if he or she carries too much. By reviewing your character, you can see his or her total carrying capacity along with the weight he or she currently holds.

Encumbrance affects a character's ability to hit a monster and a character's armor class in the following ways:

Percentage of Carrying Capacity	Chance To Hit	Increase in Natural AC*
50% to 66%	- 5%	None
67% to 75% (lt. blue)	- 10%	+ 1
76% to 90% (yellow)	- 20%	+ 2
91% and up (red)	- 25% to - 40%	+ 4

* Shown in parentheses by the character's armor class. "Review" the character to see its affect.

Surprise Attacks

Your party walks into a room, and over to the side you notice a bunch of rats. Luckily, they don't see you. Now you have a chance to knock their socks off (or whatever rats wear) before they even know what hit them. Occasionally, you will surprise a group of monsters just like this. When you do, the first round of combat is all yours. And since the monsters weren't expecting a sword to smash into the middle of their cheese party, they will be much easier to hit. Of course, monsters can surprise your party, too.

Life Insurance

Just as a precaution, before you go waltzing into a potentially loaded monster lair, save your game often. After you have defeated a group of monsters, you may want to save

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it again. In this way, should something happen to your fab six, you can resume play with your party alive, happy and healthy from your save disk.

Gaining Experience Levels

After a few healthy encounters with monsters, your characters have gained some experience points. When a character gets enough experience points, he or she gains an experience level.

Gaining a level is a joyous occasion. On the screen, you will see your character's window and an announcement that he or she has gained a level. Following this, you will automatically get all the news about changes in your character:

1. The statistics may increase (they can decrease too).
2. They may gain hit points and stamina.
3. Their Rank within their profession may change.
4. They may get a skill bonus to apply in areas of choice (Weaponry, Physical and Academia). Remember to add points to your magic users' area of proficiency: Alchemy, Theology, Theosophy and Thaumaturgy. Otherwise, they may never learn any new spells.
5. They may learn new magical spells and gain additional magic points.

In some cases, you may have survived such an amazing encounter that your character will gain more than one level at a time. After it's all over, you will return to normal play. You may want to save that game after your character gains a level... just in case.

Non-Player Characters

Not all creatures within *Bane of the Cosmic Forge* attack your party. In fact, certain creatures can be very friendly with the party. These creatures are called Non-Player Characters (NPC). NPCs are just like your Player Characters. They have their own lives, thoughts, statistics, items, etc. They also have great memories: "Ah, I remember you," he says as he looks over your party. "Didn't you steal 100 gold pieces from me last time you were here?" Wizardry (acting as a game or dungeon master) controls the NPCs' movements, just as you make decisions for your own characters.

Each NPC relates to your characters individually and as a group. While some of your characters may meet with his approval, others, because of their personality or a mismatched karma, may not. If an NPC seems less than friendly toward one of your characters, try approaching him or her with another.

When you meet an NPC, your party has several options available to them.

Talk

NPCs are typically talkative individuals. Most of them have lived in the world for years, and are knowledgeable about its lore, its creatures and its mysteries. Although they may not necessarily babble off all of their knowledge, they are willing to share most of it provided you know what to ask. Here are some suggestions:

- * Who are you?
- * Have you heard any good rumors lately?
- * Ask them about topics they mention or seem to be knowledgeable about.
- * Use proper English: noun, verb and subject, etc.
- * If it's a question you're asking, end the sentence with a question mark.

Unlike other role-playing games, Wizardry can understand, and works best with, complete English sentences, not just half-grunted word fragments.

When you select the Talk option, you will be asked to pick a character to talk with the NPC. Entering the conversation, you'll see your character's name. Type in anything you want. "Hello" is a good start. When you've finished the conversation, simply type "Goodbye" or "Bye".

Trade

Everyone needs to make a bit of money, and NPCs are no exception. Often, you will find an NPC holding some sort of mini garage sale. You may buy items he or she has collected or sell items you no longer have a need for. If you're feeling particularly generous, you can give an item or gold to the NPC. Such heartfelt gifts to an NPC often improve your character's relationship with the creature; the NPC will think of you more highly the next time you're around.

When you select the Trade option, Wizardry will ask you to choose a character to do the bartering. You and your character will now have four options:

Buy: When you opt to buy, you will see a list of the NPC's available items. Each item along with its general characteristics and price will be shown. Using the arrow keys, scroll through the list and then select something you just can't resist. If you have enough gold, the deal is complete. On the other hand, if you're short on cash, you may want to use the "Pool" gold option to get the money you need. Occasionally, an NPC won't sell your character an item.

For example, if the NPC doesn't like the character doing the dealing, he may simply refuse to part with any of his goods. Further, NPCs won't sell a character an item he or she can't use. This way you won't waste your gold or load your characters down with useless items. Sometimes you may be forced to steal an item you'd like to buy: the only character who can buy the item happens to be the one the NPC can't stand.

Sell: If you're a bit short on gold, or perhaps you've found a suit of plate mail that just doesn't fit any of your characters, try selling it to an NPC. When you select the "Sell" option, you'll be asked which item you wish to sell. Select the item using the arrow keys, and press [ENTER]. If the NPC is interested, a price will be quoted. Sounds good? Then accept the offer. Of course, you can politely decline as well.

Like your characters, each NPC has a certain amount of gold to part with, and he or she may not be able to afford all of the items you're offering. Additionally, some NPCs may decline to buy your items simply because they don't care for the character doing the dealing.

Give: When you're feeling generous or sorry for an NPC, you may be compelled to give it something. On the other hand, if you're facing an NPC who thinks your party is dungeon slime, you may be able to convince it to look at your group favorably by giving it a few hard-earned gold pieces or a new, shiny shield. Remember, however, an NPC will usually keep the object you give, so be careful not to part with your super-charged, laser action sword by accident.

Exit: To end the bartering session, choose "Exit" to return to the main NPC Options menu.

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Spell

Some spells, such as Charm and Mindread, can be particularly useful when you encounter an NPC. For example, a good magic user can read what's on an NPC's mind; another spell allows you to make the NPC think it likes you when it would normally, without such magical influence, attempt to squash your party to bits.

To cast a spell, select "Spell", a character to cast the spell followed by the spell and its power level. For more information on the spells available to you, see the Magical Spells section of this manual.

Use

Sometimes you may wish to use a scroll, a potion or a particular item while conversing with an NPC. To do so, select this option. Wizardry will then ask you to select a character followed by the item he or she wishes to use. You may use items directly out of your character's swag bag.

Pool

When you're looking to purchase an expensive item or you are attempting to bribe an NPC beyond all belief, the "Pool" option can be used to transfer all of the party's gold to one character. Select "Pool", and designate a character to receive the party's gold. The rest of the party will reluctantly empty their purses, dumping it all into the lucky recipient's hands.

Steal

So you can't afford that sword? "No problem," says the character skilled in Legerdemain, the art of the pickpocket.

After you select "Steal", choose a character to do the pilfering. Delicate steps are taken, and the character attempts to relieve the NPC of some gold, or if you're lucky, you might get that sword you wanted. Of course, you may not get away with it. In this case, the NPC will no doubt think less of your group.

Fight

You've tried talking to it. Tried giving it money. Goodness, you even handed over your best piece of armor. For what? Nothing. "Let's rough him up a bit," your characters suggest. For whatever reason, you decide to select the "Fight" option. As with regular encounters, the combat options will appear. These were discussed earlier in the Combat section of this manual. Remember, if you kill an NPC, he or she will be gone forever, along with any clues he or she may not have given you.

Leave

Unless you defeated the NPC in combat, select "Leave" to end your meeting. The NPC will go back to its business, and your party is free to travel on.

Magical Spells

The divine art of spell casting is one of the most time honored in Wizardry. In some cases, the right spell can mean the difference between life and death. Within *Bane of the Cosmic Forge*, your characters can learn many spells.

Realms

There is a total of 77 spells which are divided into six different realms: Fire, Water, Air, Earth, Mental and Magic. Each of these realms gets its power from the "element", such as fire or water, over which it presides. Within the Water realm, for

example, you will find a spell to increase a character's stamina (replenishing water to the body), and yet another which freezes water and hurls it in a gust at your opponents. The Magic realm, while not influencing a tangible element, such as the Earth, relies on a divine and mystical power.

Spellbooks

The four different spell-casting types in Wizardry - Alchemist, Mage, Priest and Psionic - learn their own selection of spells from these six realms. These four groupings are referred to as spellbooks. Sometimes you'll find a spell in more than one spellbook. Knock-Knock, for example, can be cast by both the Mage and the Psionic. Following the complete spell listing, you'll find a section for each spellbook.

Spell Levels

Each realm is broken down into seven spell levels (level 1 Earth spells, the level 2 Earth spells and so on). Your spell casters typically learn one level at a time, but may occasionally learn a level 2 spell before learning all of level 1. In each magic users' spellbook, you can see what the level of each spell` is.

Power Levels

Each spell has six different power levels. The higher the power level, the more powerful the spell. For damage-oriented and healing spells, the power level will affect the amount of damage or healing done. For other spells, such as Knock-Knock or Direction, the power level of the spell will increase its effectiveness or duration.

Costs

For each spell your character learns, he or she will be given a certain amount of spell points. These points, in turn, are used to cast the spells. When your magic user casts a spell, Wizardry first checks to see if he or she has enough spell points available. If so, Wizardry will cast the spell for you. Regardless of the spell, Wizardry will always tell you how much each power level "Costs".

As a spell increases in power levels, it also increases in cost. For example, if a spell cost 5 points for power level 1, then it would cost 10 points for power level 2 and so on.

Affects and Effects

Some spells attack only one monster or help only one character. Others can encompass all opponents or affect the entire party. In the list of spells which follows, the affected person or group(s) are listed.

Sometimes monsters may dodge some or all of the effects of a spell. If the spell is a damage spell, the damage might be cut in half or quartered. If it's an "all-or-nothing" type spell, there may be no effect at all. Lastly, just like your characters, some monsters are resistant to certain types of spells. For example, a monster composed of ice likely wouldn't be hurt by an Iceball spell.

Oratory

One of the most important skills of the spell caster, Oratory is the practice of successfully enchanting a spell. A character proficient in oratory can easily zip off a deadly spell.

However, characters with poor oratory or bad luck may backfire or fumble a spell. When a spell backfires, it attacks the party instead of the monsters! So, if you cast a Magic Missile and fumble its incantation . . . b o m. Your characters will be affected just as if the monsters had cast it on you.

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Summoning Spells

Some spells allow you to summon a monster from another plane to fight for your party. When this happens, you will see the monsters' name along with their number above your party's information. As long as the planes have not been recently opened, the summoning spells will usually work. However, once you have summoned one group of monsters, you may not summon another group until the first group dies or the encounter is ended.

Sometimes an attack originally meant for your characters will strike the summoned group of monsters . . . saving you the pain, rest and the healing spells necessary to recover.

Casting a Spell

There are six steps to casting a spell. As you complete each part, you'll see the cursor blinking at you to indicate the next course of action.

1. Select the "Spell" option.
2. Select a character to cast the spell.
3. Choose the realm which contains the spell you want to cast (use the arrow keys).
4. Select the spell.
5. Choose the power level.
6. Give the spell a target (a character, a monster group, an item, a door, etc.).

To learn more spells . . .

Your spell casters must study to learn more spells. When your spell casters gain a level, be sure to add skill points to their area of proficiency. Some classes, such as the Samurai, are both warriors and spell casters. Be careful not to neglect their fighting skills in lieu of spell power.

Fire Spells

Energy Blast Cost: 2 Caster: MAG Affects: 1 Creature

A jolting spark of electric energy doing 1-7 hit points of damage per power level.

Blinding Flash Cost: 3 Caster: ALC Affects: 1 Creature plus power level

A giant flash of light that may temporarily blind opponents.

Fireball Cost: 6 Caster: MAG Affects: 3 Creatures plus power level

Blazing fireballs that burn opponents and can do 2-10 hit points of fire damage per power level.

Fire Shield Cost: 8 Caster: MAG Affects: Party

Creates a barrier impervious to fire that protects the party from fire-type spells.

Fire Bomb Cost: 8 Caster: ALC Affects: 4 Creatures plus power level

An exploding, incendiary spell that does 3-9 points of fire damage per power level.

Lightning Cost: 8 Caster: PRI Affects: 3 Creatures plus power level

A bolt of electrical energy hurled at the opponents doing 1-10 hit points of electrical damage per power level.

Prismatic Missile Cost: 9 Caster: MAG Affects: 3 Creatures plus power level

Also known as Dancing Lights and Rainbow Rays, the various spectrums may affect creatures in many different ways.

Firestorm Cost: 12 Caster: MAG Affects: Cloud

A sweeping cloud of fire that lasts for several rounds and burns all creatures within it. Creatures affected, duration, and damage done all depend on the spell's power level.

Nuclear Blast Cost: 16 Caster: MAG Affects: All Creatures

A miniature fusion bomb. This spell burns all creatures and does 5-25 hit points of fire damage per power level.

Water Spells

Chilling Touch Cost: 2 Caster: MAG Affects: 1 Creature

A freezing blast of cold which does 1-6 hit points of cold damage per power level.

Stamina Cost: 2 Caster: PRI, ALC, PSI Affects: 1 Character

Replenishes some of the character's stamina keeping the character awake or allowing him or her to go without sleep for a longer period of time. Amount of stamina replenished depends on the power level of the spell.

Terror Cost: 3 Caster: MAG, PSI Affects: 1 Group

Evokes fear and terror in creatures and may reduce their ability to fight or cause them to flee.

Weaken Cost: 4 Caster: MAG, PSI Affects: 3 Creatures plus power level

Physically drains the creatures, making them vulnerable to attack, causing them to fight and react poorly, and lowering their resistance to map spells.

Slow Cost: 4 Caster: PRI, PSI Affects: 3 Creatures plus power level

Slows creatures down. They can't move as fast to hit you and are easier to hit themselves.

Haste Cost: 5 Caster: PRI, PSI Affects: Party

Speeds up characters' movements by giving them extra energy. Also helpful to counteract a Slow spell.

Cure Paralysis Cost: 6 Caster: PRI, ALC, PSI Affects: 1 Character

Attempts to cure one character of paralysis. Success depends on the extent of paralysis to the character's system versus the power level of the spell.

Ice Shield Cost: 8 Caster: MAG Affects: Party

A barricade which resists the effects of cold and protects the party from cold and cold-type spells. Strength and duration of the Ice Shield depends on the power level of the spell.

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Iceball Cost: 8 Caster: MAG Affects: 4 Creatures plus power level
A flurry of stinging ice balls which cause 3-12 hit points of ice damage per power level.

Paralyze Cost: 5 Caster: PRI, PSI Affects: 1 Creature
Attempts to solidify all water in a creature's body. Duration and success depends on the power level of the spell relative to the power and amount of body water in the creature.

Deepfreeze Cost: 6 Caster: MAG Affects: 1 Creature
Attempts to freeze a creature's bodily fluids solid doing 3-30 hit points of severe ice damage per power level.

Air Spells

Poison Cost: 2 Caster: ALC Affects: 1 Creature
Turns the air poisonous around the creature and causes 1-5 hit points of damage per power level plus poisoning. Strength of the poison is relative to the power level of the spell.

Missile Shield Cost: 5 Caster: MAG Affects: Party
Hardens the air around the party forming a shield that protects characters from missiles, arrows, hurled weapons, etc.

Stink Bomb Cost: 4 Caster: MAG, ALC Affects: 3 Creatures
An odorous cloud of stinking fumes that can cause 1-6 hit points damage per power level and may make them feel nauseated.

Air Pocket Cost: 8 Caster: MAG, ALC Affects: Party
Protects the party from air spells such as stinking clouds and suffocation by creating a pocket of fresh air around the party. Strength and Duration of the pocket are relative to the power level of the spell.

Silence Cost: 4 Caster: PRI, PSI Affects: 3 Creatures plus power level
Causes air around creatures to stop transmitting sounds, thus preventing them from casting spells. Strength and duration are relative to the power level of the spell.

Poison Gas Cost: 7 Caster: ALC Affects: Cloud
Poisonous cloud that lasts several rounds and surrounds the creatures in the gas. Creatures inside the cloud suffer from poisoning and damage. The creatures affected, duration, and damage done all depend on the power level of the spell.

Purify Air Cost: 10 Caster: PRI, ALC Affects: Party
Tries to clear the air of any dangerous clouds like Poison Gas and Firestorm. Success depends on the amount and strength of the clouds relative to the spell's strength.

Deadly Poison Cost: 8 Caster: ALC Affects: 1 Creature
May kill a creature outright or does extremely heavy poisoning plus 3-15 damage points per power level.

Levitate Cost: 12 Caster: MAG Affects: Party
Creates a 3-inch cushion of air underneath party helping to prevent or reduce damage in case they fall. Duration of the spell is relative to the power level of the spell.

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Toxic Vapors Cost: 8 Caster: ALC Affects: Cloud

A giant, stinking cloud of vapors that surrounds the creatures and causes 2-6 points of damage per power level of the spell.

Noxious Fumes Cost: 10 Caster: MAG, ALC Affects: 3 Creatures plus power level
Horrid smelling torrents that blast the creatures' noses and cause 1-6 hit points damage per power level plus nausea.

Asphyxiation Cost: 12 Caster: MAG, ALC Affects: All Groups

Swallows air around creatures leaving none to breathe. Chance of creatures' death depends on their ability and need to breathe, strength, and susceptibility relative to the strength of the spell.

Deadly Air Cost: 16 Caster: ALC Affects: All Creatures

Makes air surrounding the creatures entirely unbreathable and causes 4-16 hit points damage per power level.

Earth Spells

Acid Splash Cost: 2 Caster: ALC Affects: 1 Creature

A rushing wave of bubbling acid that causes 1-7 hit points of damage per power level.

Itching Skin Cost: 2 Caster: ALC Affects: 2 Creatures plus power level

A sprinkle of powder that causes the creatures' skin to itch. It also irritates the creatures and lessens their ability to attack and defend.

Armor Shield Cost: 2 Caster: MAG Affects: 1 Person

Creates a magical shield in front of the person, lowering his or her armor class by one point per power level.

Direction Cost: 3 Caster: MAG Affects: Party

A magical compass that shows the direction the party is facing (N, S, E, or W). The duration of the spell is relative to the power level.

Knock-Knock Cost: 6 Caster: MAG, PSI Affects: Locked Doors and Treasure Chests

Magically alters the lock on a door (jammed or not) or a chest in an attempt to unlock it. When used on a chest, there is a percent chance that it may set the trap off.

Blades Cost: 6 Caster: PRI, PSI Affects: 3 Creatures plus power level.

Hurls slicing razor blades through the air doing 2-8 points of damage per power level without providing a nice clean shave.

Armorplate Cost: 6 Caster: PRI Affects: Party

Creates a magic armor plating around the party, protecting them and lowering their armor class. Duration and strength depends on power level.

Web Cost: 7 Caster: MAG, ALC Affects: 1 Creature

Attempts to capture 1 creature in a sticky web slowing or halting its movements or attacks. Success depends on the strength of the creature relative to the power level of the spell.

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Acid Bomb Cost: 8 Caster: ALC Affects: Cloud

A giant acid cloud that surrounds creatures and causes acid damage. The creatures affected, duration, and damage done all depend on the power level of the spell.

Armormelt Cost: 8 Caster: MAG, PSI Affects: 1 Group

Softens the armor of creatures thus raising their armor class in proportion to the power level of the spell making it easier for your weapons to penetrate their armor.

Create Life Cost: 10 Caster: ALC Affects: Party

Summons a group of organic creatures to come and fight for the party. The power and number of creatures summoned is relative to the power level of the spell.

Cure Stone Cost: 18 Caster: PRI, ALC Affects: 1 Character

Attempts to restore a stoned character to normal flesh and bone. Success depends on the strength of the stone relative to the power level of the spell.

Mental Spells

Mental Attack Cost: 3 Caster: PSI Affects: 1 Creature

An invading pressure of thought swirling the creature's brain and causing 1-7 hit points of mental damage per power level and potential insanity.

Sleep Cost: 3 Caster: MAG, ALC, PSI Affects: 3 Creatures plus power level

Causes creatures to fall asleep and prevents them from attacking the party members or defending themselves from attack. Success and duration depends on the power of the creatures relative to the power level of the spell.

Bless Cost: 4 Caster: PRI, PSI Affects: Party

Magically lowers the party's armor class and enhances their chances to hit a creature relative to the power level of the spell.

Charm Cost: 5 Caster: PRI, ALC, PSI Affects: 1 Creature or NPC

Attempts to charm a creature to prevent it from attacking the party. Any creature charmed will also be easier to hit. When cast in non-combat situations, the spell attempts to charm an NPC so that it will regard the party in a friendly or at least neutral manner for the duration of the encounter. The higher the power level, the better the charm.

Cure Lesser Cnd Cost: 4 Caster: PRI, ALC, PSI Affects: 1 Character

Attempts to cure a character of one of the lesser conditions: afraid, asleep, blindness, nausea, and minor irritations. Success depends on the strength of the malady relative to the strength of the spell.

Divine Trap Cost: 4 Caster: PRI, PSI Affects: Caster

Permits the inspector of a treasure chest to determine the elements of the trap with great reliability by making the devices attached more readily apparent. The trap must,

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of course, be inspected after Divine Trap is cast for the spell to be useful. Success of the spell depends on the power and complexity of the trap relative to the spell's power.

Detect Secret Cost: 5 Caster: MAG, PSI Affects: Caster

Opens the caster's mind to anything that may be strange or out of place and allows him or her to detect its presence within the party's immediate area. The Detect Secret eye will "blink" when the caster detects something. Duration and success of the spell are relative to the spell's power level.

Identify Cost: 8 Caster: PRI, PSI Affects: 1 Creature or Item

Attempts to reveal the true name of a creature or an item. Success depends on the power of the creature or the cloak of the item relative to the power level of the spell.

Hold Monsters Cost: 6 Caster: PRI, PSI Affects: 3 Creatures plus power level

Attempts to confuse the creatures into believing they are paralyzed. Success depends on the power of the creature relative to the power level of the spell.

Mindread Cost: 8 Caster: PSI Affects: Caster

Attempts to discern what's on an NPC's mind. Success depends on the intelligence of the NPC relative to the spell's power level.

Sane Mind Cost: 10 Caster: PRI, PSI Affects: 1 Character

Attempts to restore sanity to an insane character. Success depends on how nuts the character is versus the spell's strength.

Psionic Blast Cost: 8 Caster: PSI Affects: 3 Creatures plus power level

An extreme and powerful jolt of mental energy that scrambles the creatures' brains and causes 1-7 hit points of mental damage per power level and may cause insanity.

Illusion Cost: 10 Caster: PSI Affects: Party

Attempts to conjure an illusion of a being so real that it can attack creatures and be attacked back! The creatures' amount and powers depend on the spell's power level.

Wizard's Eye Cost: 10 Caster: MAG, PSI Affects: Caster

Allows the caster to see the surrounding area from an overhead view. The size of the area seen depends on the power level of the spell.

#1: Just the floor.

#2: Obstructions with a 3 square radius.

#3: Full view with a 3 square radius.

#4: Floor only with a 5 square radius.

#5: Obstructions with a 5 square radius.

#6: Full view with a 5 square radius.

Death Cost: 10 Caster: PRI, PSI Affects: 1 Creature

Attempts to kill a creature outright. Success depends on the creature's power relative to the spell's power.

Locate Object Cost: 8 Caster: PRI, PSI Affects: Caster

Allows the caster to magically determine the location of certain buried or hidden items. Success depends on the item's location relative to the caster, how well the item in question is hidden, and the spell's power level.

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Mind Flay Cost: 18 Caster: PSI Affects: All Creatures
A concentrated tide of mental energy that conjures every fear and devastates the creatures doing 4-16 points damage per power level plus potential insanity.

Magic Spells

Heal Wounds Cost: 4 Caster: PRI, ALC, PSI Affects: 1 Character

Heals 1-8 hit points per power level. It will not cure lesser conditions, such as blindness, or resurrect dead characters.

Make Wounds Cost: 3 Caster: PRI Affects: 1 Creature

Invokes divine powers to cause bodily harm and inflict 1-8 hit points of damage per power level.

Magic Missile Cost: 4 Caster: MAG Affects: 1 Creature plus power level
Small but powerful missiles of magical energy hurled at an opponent doing 1-7 hit points of magic damage per power level.

Dispell Undead Cost: 7 Caster: PRI Affects: 1 Creature plus power level
Attempts to dispell an animated and undead creature. The success depends on the creature's power relative to the spell's power level.

Enchanted Blade Cost: 4 Caster: PRI Affects: Party

Magically enhances members' weapons and increases the likelihood of a successful hit on a creature. It also increases the chance a hit will penetrate the creature's armor. The duration and power are relative to the spell's power level.

Blink Cost: 7 Caster: MAG, PSI Affects: Caster

Allows the caster to disappear for a brief time during combat, blinking in and out sometime during each round. He or she will always reappear to execute normal combat options. The duration of the effect is relative to the spell's power level.

Magic Screen Cost: 8 Caster: MAG Affects: Party

Creates a magical barrier that attempts to protect the party from all spells cast at them. The strength of the barrier is relative to the power of the creatures' spells and the level of the screen.

Conjuration Cost: 10 Caster: MAG, PRI Affects: Party

Summons creatures from the ethereal planes to fight for the party. The power and number of creatures summoned is relative to the power level of the spell.

Anti-Magic Cost: 7 Caster: MAG Affects: 1 Group

Forms a magical barrier around the creatures that may cause their spells to fizzle out or backfire. The barrier's strength is relative to the power level of the spells cast and the power level of the Anti-Magic screen.

Remove Curse Cost: 4 Caster: PRI Affects: 1 Person

Attempts to lift any magically cursed and stuck items from a character. Success depends on the strength of the curse relative to the strength of the spell.

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Lifesteal Cost: 12 Caster: PRI, PSI Affects: 1 Creature and 1 Caster
Removes virtually all lifeforce from a creature and attempts to channel some of it back into the caster to heal him or her. Does 4-16 points magic damage per power level multiplied by the power level of the spell.

Astral Gate Cost: 8 Caster: MAG, PRI Affects: 1 Creature per power level
Attempts to banish a demon-type creature from this world. Success depends on the power of the creature relative to the power of the spell.

Word of Death Cost: 18 Caster: PRI Affects: All Creatures
A divine word cast so powerfully it smashes the creatures with 4-16 points of magical damage per power level.

Resurrection Cost: 20 Caster: MAG, PRI, PSI Affects: 1 Character
Tries to revive a dead character. Success depends on the character's lifeforce relative to the spell's power level.

Death Wish Cost: 20 Caster: PRI Affects: All Creatures
Attempts to kill all creatures outright through sheer magical force. Success depends on the power of the creatures relative to the power level of the spell.

Alchemists' Spellbook

Spell	Realm	Level	Cost
Blinding Flash	Fire	2	3
Fire Bomb	Fire	4	8
Stamina	Water	1	2
Cure Paralysis	Water	3	6
Poison	Air	1	2
Stink Bomb	Air	3	4
Air Pocket	Air	3	8
Poison Gas	Air	4	7
Cure Poison	Air	4	8
Deadly Poison	Air	5	8
Purify Air	Air	5	10
Toxic Vapors	Air	6	8
Noxious Fumes	Air	6	10
Asphyxiation	Air	6	12
Deadly Air	Air	7	16
Acid Splash	Earth	1	2
Itching Skin	Earth	1	2
Web	Earth	3	7
Acid Bomb	Earth	4	8
Create Life	Earth	5	10
Cure Stone	Earth	6	18
Sleep	Mental	1	3
Charm	Mental	1	5
Cure Lesser Cnd	Mental	2	4
Heal Wounds	Magic	1	4

Mages' Spellbook

Spell	Realm	Level	Cost
Energy Blast	Fire	1	2
Fireball	Fire	3	6
Fire Shield	Fire	3	8
Prismatic Missile	Fire	5	9
Firestorm	Fire	6	12
Nuclear Blast	Fire	7	16
Chilling Touch	Water	1	2
Terror	Water	1	3
Weaken	Water	2	4
Ice Shield	Water	3	8
Iceball	Water	4	8
Deep Freeze	Water	5	6
Missile Shield	Air	2	5
Stink Bomb	Air	3	4
Air Pocket	Air	3	8
Levitate	Air	5	12
Noxious Fumes	Air	6	10
Asphyxiation	Air	6	12
Armor Shield	Earth	1	2
Direction	Earth	1	3
Knock-Knock	Earth	2	6
Web	Earth	3	7
Armormelt	Earth	4	8
Sleep	Mental	1	3
Detect Secret	Mental	2	5
Wizard Eye	Mental	4	10
Magic Missile	Magic	2	4
Blink	Magic	3	7
Magic Screen	Magic	4	8
Conjuration	Magic	4	10
Anti-Magic	Magic	5	7
Astral Gate	Magic	6	8
Resurrection	Magic	7	20

Priests' Spellbook

Spell	Realm	Level	Cost
Lightning	Fire	5	8
Stamina	Water	1	2
Slow	Water	2	4
Haste	Water	3	5
Cure Paralysis	Water	3	6
Paralyze	Water	4	5
Silence	Air	3	4
Cure Poison	Air	4	8
Whirlwind	Air	4	8
Purify Air	Air	5	10
Armorplate	Earth	3	6
Blades	Earth	3	6
Cure Stone	Earth	6	18
Bless	Mental	1	4
Charm	Mental	1	5
Cure Lesser Cnd	Mental	2	4
Divine Trap	Mental	2	4
Identify	Mental	2	8
Hold Monsters	Mental	3	6
Sane Mind	Mental	3	10
Death	Mental	5	10
Locate Object	Mental	6	8
Heal Wounds	Magic	1	4
Make Wounds	Magic	1	3
Dispell Undead	Magic	2	7
Enchanted Blade	Magic	2	4
Conjuration	Magic	4	10
Remove Curse	Magic	5	10
Lifesteal	Magic	6	12
Astral Gate	Magic	6	8
Word of Death	Magic	7	18
Resurrection	Magic	7	20
Death Wish	Magic	7	20

Psionics' Spellbook

Spell	Realm	Level	Cost
Stamina	Water	1	2
Terror	Water	1	3
Weaken	Water	2	4
Slow	Water	2	4
Haste	Water	3	5
Cure Paralysis	Water	3	6
Paralyze	Water	4	5
Silence	Air	3	4
Knock-Knock	Earth	2	6
Blades	Earth	3	6
Armormelt	Earth	4	8
Mental Attack	Mental	1	3
Sleep	Mental	1	3
Bless	Mental	1	4
Charm	Mental	1	5
Cure Lesser Cnd	Mental	2	4
Divine Trap	Mental	2	4
Detect Secret	Mental	2	5
Identify	Mental	2	8
Hold Monsters	Mental	3	6
Mindread	Mental	3	8
Sane Mind	Mental	3	10
Psionic Blast	Mental	4	8
Illusion	Mental	4	10
Wizard Eye	Mental	4	10
Death	Mental	5	10
Locate Object	Mental	6	8
Mind Flay	Mental	7	18
Heal Wounds	Magic	1	4
Blink	Magic	3	7
Lifesteal	Magic	6	12
Resurrection	Magic	7	20

Appendices



Appendix A: Character Races

All told, there are eleven different races that your character can choose from. Each race has its own advantages and shortcomings. A character's race determines his or her base statistics, such as strength and intelligence, and affects the ability to resist sickness, magic, or a monster's attack. Ultimately, a character's race influences which professions he or she may enter. A complete description of all Wizardry's races follows.

Human



STR	9
INT	8
PIE	8
VIT	9
DEX	9
SPD	8
PER	8

RESISTANCES: Although a Human has no natural resistances, it has no particular shortcomings, either. Humans are the race to which all others in Wizardry are compared. Perfectly balanced in its statistics, having no particular strengths and no decided weakness, the human serves as a stable and dependable creature regardless of the profession a Human character eventually enters.

Elf



STR	7
INT	10
PIE	10
VIT	7
DEX	9
SPD	9
PER	8

RESISTANCES: Elves, because of their high intelligence, have a natural resistance to hypnosis and sleep spells.

Elves are smallish creatures, with pointed ears and a broad smile. They excel at intellectual pursuits, loving not only what they learn but the study that comes with it as well. Armed with these smarts, Elves make excellent magic users. Elves are also nimble creatures, moving their small bodies with an above-average ease and speed.

Dwarf



STR	11
INT	6
PIE	10
VIT	12
DEX	7
SPD	7
PER	7

RESISTANCES: The Dwarves' robust bodies provide poison resistance, while their heredity provide for magic spell protection.

Coming from a long line of forest and cave-dwelling folk, Dwarves also have a taste for any adventure. They are small beings, but display a remarkable amount of strength. Their hearty stance and high vitality make them a natural for combat-related professions. Also pious creatures, Dwarves make great Priests.

Gnome



STR	10
INT	7
PIE	13
VIT	10
DEX	8
SPD	6
PER	6

RESISTANCES: Because of their high piety and ancestry, Gnomes possess a resistance to magic spells. In the underground caves of Wizardry, one might just find whole groups of Gnomes in their natural habitat. Typically keeping to themselves, Gnomes are sturdy, strong, and agile creatures; their small stance can easily fool opponents in combat. Gnomes are also extremely pious individuals whose zest for learning is virtually unequalled by any other race.

Hobbit



STR	8
INT	7
PIE	6
VIT	9
DEX	10
SPD	7
PER	13

RESISTANCES: The Hobbit has resistance to Magic-realm spells.

A sleek and tiny race, the Hobbit is a dexterous and busy type able to maneuver its body (and especially its fingers) into and out of the tightest situations. The Hobbit is also well known as a charming conversationalist and for its amazing friendliness and hospitality. Hobbits with lesser inclinations frequently use their silver tongues and quick fingers to help themselves to goods and information.

Faerie



STR	5
INT	11
PIE	6
VIT	6
DEX	10
SPD	14
PER	12

RESISTANCES: The Faerie's long kinship with nature provides resistance to magic spells.

The tiniest and most agile race in all of Wizardry, Faeries are delicate and beautiful beings. Their small size and lightning speed give them a naturally low armor class. The Faerie is also one of the smartest and friendliest creatures in Wizardry. Although not much of a fighter, the Faerie can make an excellent magic user or thief.

Lizardman



STR	12
INT	5
PIE	5
VIT	14
DEX	8
SPD	10
PER	3

RESISTANCES: A lack of intelligence provides resistance to mental spells, while its skin resists acid. The Lizardman is a serpentine-type creature whose origins are somewhat uncertain. Although it is human-like in its ability to talk and walk upright, the Lizardman is not intelligent or personable (actually, others tend to avoid him). Its strengths lie in its natural ability to fight... and win. Strong, fast, and hearty, with a mind that thinks "kill, kill, kill," the Lizardman can be the perfect combatant.

Bane of the Cosmic Forge

Dracon



STR	10
INT	7
PIE	6
VIT	12
DEX	10
SPD	8
PER	6

RESISTANCES: Their dragon ancestry gives Dracons resistance to acid and mental spells.

A mixture of blood between the human and the dragon created this wondrous race with incredibly unique abilities. While remaining private, the Dracon occasionally ventures out and will accompany another group for reasons of its own. It is strong, dexterous, and hearty, and can make a great Ranger, Thief, or Fighter. The Dracon also has a limited ability to breathe acid upon its opponents!

Rawulf



STR	8
INT	6
PIE	12
VIT	10
DEX	8
SPD	8
PER	10

RESISTANCES: The Rawulf's thick hair provides great cold protection.

Rawulfs are devoted and hearty creatures. Descending from a race of intelligent, bipedal canines, they share their ancestors' caring personality and thick coat as well as an indication of their speed, strength, and dexterity. The Rawulf's desire to learn, coupled with high piety, also help it to become an excellent Priest.

Felpurr



STR	7
INT	10
PIE	7
VIT	7
DEX	10
SPD	12
PER	10

RESISTANCES: Quick reflexes help it dodge missiles and spells.

Like their distant relative, the cat, Felpurrs are fast, smart, and personable. They walk on their hind feet, and are beautiful creatures with a full mane of hair covering their bodies. Felpurrs are also intelligent and dexterous. Throughout their evolution, they have relied on their sleek body styling and speed more than actual physical strength, and have the ability to move their bodies with a grace unknown to virtually any other race.

Mook



STR	10
INT	10
PIE	6
VIT	10
DEX	7
SPD	7
PER	9

RESISTANCES: The Mook's magical nature gives it resistance to magical spells. Its fur provides resistance to cold.

Very magical in nature, the Mook's exact origins are entirely unknown. Those skilled in the Wizardry's mythology have gone so far as to speculate the Mook may even be of alien origin! Mooks are extremely intelligent and strong creatures, and have a personality sure to charm the likes of most they encounter.

Appendix B: Character Professions

Once you have selected your character's race, he or she enters a profession. There are 14 different professions in Wizardry, each with its own abilities and skills. To the side of each profession portrait, you'll see the profession's initial skill selection. These are the skills you will be able to choose from when you're allocating your character's skill bonus points. Some skills your character may already have - straight out of training. These skills are italicized.

Consider the items your characters can use when creating your party. Fighters, Valkyries and Lords are the only generic fighting professions which enable them to use most weapons and armors including heavy chain and plate mail. Most of the other professions are restricted to medium and light armors and a limited weaponry, or for the Samurai and Ninja, specialized armor and weaponry.

Fighter



STR	12
INT	
PIE	
VIT	
DEX	
SPD	
PER	

SPELLBOOKS: None

SKILL SELECTION

Weaponry: Wand & Dagger, Sword, Axe, Mace &
Flail, Pole & Staff, Throw, Sling, Bow, Shield

Physical: Scout

Academia: Artifacts, Mythology, Scribe

The general warrior class is one of the most time-honored professions in fantasy role-playing. Fighters generally have high hit points, and relish their role as shock-troops. They may specialize in a wide array of weaponry skills, and often use these talents to dispose of monsters who stand in the way of adventure. Fighters mainly concentrate on these combat skills, honing them to a deadly point.

Mage



STR	12
INT	
PIE	
VIT	
DEX	
SPD	
PER	

SPELLBOOKS: Mage

SKILL SELECTION

Weaponry: Wand & Dagger, Pole & Staff, Throw,
Sling, Bow

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, Thaumaturgy

The creators of the powerful Mage spells continue, to this day, to devote a life's work to their study. Because they practice only Mage spells and seek no other interests, Mages learn them quicker than any other profession in Wizardry. They have poor hit points and are very limited in the armor and weapons they can use. However, their powerful spellcasting makes them ideal for any party.

Bane of the Cosmic Forge

Priest



STR	
INT	
PIE	12
VIT	
DEX	
SPD	
PER	8

SPELLBOOKS: Priest

SKILL SELECTION

Weaponry: Mace & Flail, Pole & Staff, Sling, Shield

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, *Theology*

Long known for their healing powers, Priests are useful to any party hoping to live for more than a day. Dedicated individuals, Priests give all of their attention to the study of divine Priest spells. Their devotion allows them to learn Priest spells quicker than any other profession. Priests have fairly high hit points, must use specially consecrated weapons, and can wear light armor.

Thief



STR	
INT	
PIE	
VIT	
DEX	12
SPD	8
PER	

SPELLBOOKS: None

SKILL SELECTION

Weaponry: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield

Physical: Scout, Oratory, Legerdemain, *Skulduggery*, Ninjutsu

Academia: Artifacts, Mythology, Scribe

For those who just couldn't resist a good temptation, thieving might just be the perfect career. Thieves are very good at circumventing the noxious treasure traps which often lie between a party and their hard-earned loot. They also have the skill to pick locked doors, and delight in the opportunities to pick pockets. Thieves can hide in combat, and if successfully hidden, they can launch a surprise attack... doing double damage.

Ranger



STR	10
INT	8
PIE	8
VIT	11
DEX	10
SPD	8
PER	8

SPELLBOOKS: Alchemist

SKILL SELECTION

Weaponry: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield

Physical: Scout

Academia: Artifacts, Mythology, Scribe, Alchemy

The nature-lover of Wizardry, the Ranger enjoys a talent for scouting out such things as secret passages, trick walls, and other traps of this nature. Much like Robin Hood, a classic of this profession, Rangers are excellent archers and have a deadly accurate aim. Around the third level of experience, Rangers slowly begin to learn Alchemists' spells. They also have fairly high hit points.

Alchemist



STR	
INT	13
PIE	
VIT	
DEX	13
SPD	
PER	

SPELLBOOKS: Alchemist

SKILL SELECTION

Weaponry: Wand & Dagger, Mace & Flail, Pole & Staff, Throw

Physical: Scout

Academia: Artifacts, Mythology, Scribe, *Alchemy*

The weavers of magical spells, Alchemists aspire to bend the laws of the universe. Although they are spellcasters, their traditions show them to be the mixers of potions, and the diviners of spells. Using their high intelligence, Alchemists concentrate their studies fully to this art, allowing them to learn its spells faster than any other profession in Wizardry. Additionally, due to the nature of their spells, they need no oratory and cannot be silenced.

Bard



STR	
INT	10
PIE	
VIT	
DEX	12
SPD	8
PER	12

SPELLBOOKS: Mage

SKILL SELECTION

Weaponry: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield

Physical: Scout, Music, Oratory, Legerdemain, Skulduggery

Academia: Artifacts, Mythology, Scribe, Thaumaturgy

The silver-tongued adventurer, the Bard enjoys a talent for song, entertainment, and conversation. Additionally, their musical talents allow them to play the different enchanted instruments found within Wizardry, casting a spell with each. Bards also begin to study powerful Mage spells around the third level of experience.

Psionic



STR	10
INT	14
PIE	
VIT	14
DEX	
SPD	
PER	10

SPELLBOOKS: Psionic

SKILL SELECTION

Weaponry: Wand & Dagger, Mace & Flail, Pole & Staff, Throw, Sling

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, *Theosophy*

Concentrating on the wonders of the mind, the Psionic is a magic user who has developed mental powers to a level no other profession can hope to possess. Their spells have the ability to alter the mind, read it, and mess with it in general. They are both clairvoyants and divinators, who focus all their energies on their mental and magical abilities. Through this devotion, Psionics learn the mental spells faster than any other profession.

Bane of the Cosmic Forge

Valkyrie



STR	10
INT	11
PIE	11
VIT	11
DEX	10
SPD	11
PER	8

SPELLBOOKS: Priest

SKILL SELECTION

Weaponry: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, Theology

A profession open only to female characters, the Valkyrie is a first-rate lance warrior. Her knowledge of weapons is vast and precise; her spirit for combat is great. She is strong, and has the ability to swing her sword with a speed and accuracy admired by all. Around the third level of ability, the pious Valkyrie begins the study of Priest spells, although she doesn't learn them as quickly as the Priest.

Bishop



STR	15
INT	15
PIE	15
VIT	15
DEX	15
SPD	8

SPELLBOOKS: Priest, Mage

SKILL SELECTION

Weaponry: Mace & Flail, Pole & Staff, Sling, Shield

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, *Theology*, *Thaumaturgy*

Extremely intelligent and pious individuals, Bishops devote a major portion of their time to the ancient studies. Pooling the knowledge of the Mage and the Priest, Bishops are well-studied characters who learn the spells of both their counterparts. However, because of the time required to study both spellbooks, Bishops learn more slowly than the Mage or Priest.

Lord



STR	12
INT	9
PIE	12
VIT	12
DEX	9
SPD	9
PER	14

SPELLBOOKS: Priest

SKILL SELECTION

Weaponry: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, Theology

An excellent fighter and pious spellcaster, Lords are the true crusader knights in Wizardry. While their combat skills are their primary concern, the Lord's interest in the Divine Priest spells develop around the third level of experience, and helps to provide the party with the additional healing power it may need. Whether it be inflicting the damage or healing it, Lords are a great addition to any party.

Samurai



STR	12
INT	11
PIE	
VIT	9
DEX	12
SPD	14
PER	8

SPELLBOOKS: Mage

SKILL SELECTION

Weaponry: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, Thaumaturgy, Kirijutsu

The true swordsman of Wizardry, the Samurai has dedicated his or her life to the study of the sword. Their lightning speed combined with their sword's accuracy help them fight their way through most any situation. Samurai can learn the deadly skill of the critical kill, unleashing it upon their opponents in the heat of battle. Their mystical side allows them to develop mage spells around the third level of experience.

Monk



STR	13
INT	8
PIE	13
VIT	
DEX	10
SPD	13
PER	8

SPELLBOOKS: Psionic

SKILL SELECTION

Weaponry: Wand & Dagger, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield, *Hand & Feet*

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, *Theosophy*, Kirijutsu

A wandering person in search of inner and outer development, the Monk is a talented warrior, fighting mostly with the hands and feet, who tops this ability with a knowledge of self-defense. The Monk also possesses keen insight into the ways of the mind, and begins to learn the Psionic spells at the third level of experience. The Monk is also studied in the body, and may critically hit an opponent.

Ninja



STR	12
INT	10
PIE	10
VIT	12
DEX	12
SPD	12
PER	

SPELLBOOKS: Alchemist

SKILL SELECTION

Weaponry: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield, *Hand & Feet*

Physical: Scout, Legerdemain, Skulduggery, *Ninjutsu*

Academia: Artifacts, Mythology, Scribe, Alchemy, Kirijutsu

The ultimate assassin, the Ninja is a silent and devout killer with skills and talents admired, but little known about, by all. They commonly fight opponents with their hands and feet, wreaking havoc upon their unlucky opponents. Ninja may also deliver a critical blow to whatever stands in their way. Sharing some of the Thief's skills, the Ninja is able to hide in combat, in hopes of launching a deadly surprise attack. Much later in their careers, Ninja begin to learn Alchemist spells.



Crusaders of the Dark Savant & Wizardry Gold

Preface text

With the disappearance of the *Cosmic Forge*, a pen with the power to alter destiny, the Cosmic Lords had temporarily lost their ability to completely control the fate and destiny of the Universe. In an unexpected occurrence far out in space, a Miner's ship, lost due to a navigational malfunction after being attacked by space pirates, stumbled upon a small world which was uncharted on any map of the known galaxy.

As it so happens, the Cosmic Lords were aware of the presence of this small planet and had safeguarded its existence by using the Forge to prevent any discovery by outside worlds. Once the Forge was stolen by the Bane King and Xorphitus the Wizard (the story of *Bane of the Cosmic Forge*) the planet's obscure position in space could no longer be protected from discovery.

When the Miner's vessel returned to its own home world, news of the discovery began to spread. It was rumored to be the Planet of Phoonzang, "Lost Guardia" by legend, and the secret resting place of the famed "Astral Dominae," Phoonzang's only known record of his final and greatest discovery.

The legend of the Astral Dominae dates back to a prior millennium. It tells of a great artist and scientific genius, Phoonzang, and his discovery of some deep secret, rumored to regard the power of the universe and of life itself. Phoonzang decided this secret was too powerful for anyone else to know, for if it could create a universe, it could also destroy one. So, he was faced with a choice: either destroy his discovery, his life's work, or hide it in such a way that it would not fall into unscrupulous hands. He opted for the latter, knowing that a day might come when the secret could be safely revealed and the universe could ascend towards a new destiny.

The legend continues that he created a stellar globe, called the Astral Dominae, and encrypted his secret therein. Using the power of his secret, he created a new world, Guardia, designed to safeguard his work. He himself had become a god, for his was the power of life itself, and as he created the planet, he also created creatures to live there and to protect his secret. Entombing the Astral Dominae somewhere on this world, he made a map, consisting of many parts and then spread the parts throughout the lands of his world. Convinced that his secret was secure, Phoonzang disappeared forever.

With the discovery of the lost planet, Lost Guardia, news traveled fast that the legendary tomb of the Phoonzang's last work, the Astral Dominae, was a reality. But while there are many who might covet the great secret, only a few have the power and resources to undertake its recovery.

One of these is an enigmatic traveler of the stars, known only as the "Dark Savant." Navigating all frontiers of space in his legendary black ship, not much is known of the Dark Savant except that he is considered by most worlds to be one of the most powerful entities alive, pledging alliance to no one but himself.

At the forefront of all known Galactic worlds, two rival species dominate the space trade. First, the militaristic Umpani - a lawful race of stout pachyderms who, while considered to have the greatest assemblage of military war power in the Galaxy, are known to be fair and reliable traders. Second, there is the feared and unscrupulous T'Rang - a repulsive spider-like race who will do anything if the buyer is willing to pay the price. While the T'Rang can never be fully trusted, they still manage to control the greatest trading network in the galaxy, surpassing even that of the Umpani. The

T'Rang will stop at nothing to procure what they seek, and have always fulfilled their contracts, no matter how dirty the deed.

Naturally then, the Umpani and the T'Rang are strict competitors and strongly detest each other. It is suspected by some, however, that certain alliances exist between the two that prevent any third parties from entering the space trade picture, thereby strengthening the suspected cartel which, in turn, keeps the prices of their wares profitably on the high side.

There is a rumor that the T'Rang are actually in the service of the Dark Savant, who has held a long standing contract with them to find Phoonzang's missing world.

Naturally then, if the T'Rang are involved, the Umpani won't be far behind. For it needn't be said the affair would bode them no good fortune should the T'Rang obtain the Astral Dominae ... no good at all.

There is one other, Vi Domina, a young girl with a reputation of being a rather fierce and deadly warrior, and who is also rumored to be a far distant descendant of Phoonzang, himself. Her lineage was traced by the T'Rang to repay a favor to the Dark Savant, and she was taken into his custody shortly thereafter. It is unknown whether her connection to the Dark Savant is willing or coerced, but it appears the Dark Savant believes she may hold some yet unsuspected key to unlocking the secret of the Astral Dominae.

The lands are also populated with a variety of native sons, and although they appear to be simple and primitive, there are indications that a great technical civilization may have evolved on Lost Guardia in the ages since the planet was created by Phoonzang. It is not known what role, if any, they may play in uncovering the Astral Dominae, or what secrets they may hold for those who venture in from outside worlds. And, with the startling appearance of the travelers from the stars, some have begun to suspect that their own legends may be unfolding, and the prophesied end of their world is at hand.

These are the players then, that inhabit the world of Lost Guardia, and play a role in the quest for the Astral Dominae. Thus it is that our party of brave adventurers shall set foot on Lost Guardia and enter into Crusaders of the Dark Savant.



Introduction for New Players

What is Fantasy Role Playing?

Role playing is just as it sounds. You play the role of something someone other than yourself. Just like professional actors and actresses, you pretend to be a character, acting and reacting to situations as he or she would.

In fantasy role playing (FRP), you also pretend to be another, but you can do so in a fantasy world of magic, myth, and medieval customs. In this fantasy world, you

create characters to role play called Player Characters. Just like you, these characters have their own individual strengths, weaknesses, personalities, and goals. You guide them through this fantasy world watching as they encounter enchanting creatures, mythical monsters, diabolical traps, and mesmerizing riddles. And, of course, as in any situation, your actions in the present (and even your past) will ultimately affect your future.

Player Characters are created with the abilities and skills necessary to deal with these fantasy situations. For example, in *Crusaders of the Dark Savant*, you may create an Alchemist who has the power to conjure spells that charm monsters. You may create Samurai, Fighters, and Ninja with weapons sturdy enough to duel the most powerful dragons.

You create a group, or party, of six characters in *Crusaders of the Dark Savant*, so that you can achieve a delicate balance of power that one person, all alone, couldn't possibly develop. You'll have spellcasters, warriors, and thieves. You'll have specialists in the ancient arts of thaumaturgy, alchemy, and legerdemain. And you'll watch as your characters grow in experience and power. More importantly, you will enjoy the excitement of seeing the world through the eyes of an Elf, a Gnome, a Mook, or a Faerie.

That's fantasy role playing. It's a story you join at the beginning with your party of characters, write as you progress through the adventure, and, as you turn the last page, savor at the end.

Making Friends

Take time to walk with the many creatures in Wizardry. Even if they won't talk with you the first time you meet, consider accepting their truce and entering negotiations. Successful negotiations through your diplomat can bring about a heap of knowledge to you and your party. You may learn of an item's location or hear tales of a rumored treasure.



Introduction for Experienced Players

Welcome Back!

More importantly, thank you for coming back. Since you last played *Bane of the Cosmic Forge*, a lot has changed to make this adventure, *Crusaders of the Dark Savant*. Some of the changes, like the new graphics and the user interface, are obvious. Other new features aren't as apparent and are summarized below. For further information on any feature listed here, reference its section of the manual.

Multiple Beginnings

Just how did you end *Bane of the Cosmic Forge*? The answer you provide to that question will affect the whole of your adventure in *Crusaders of the Dark Savant*. In total, there were three distinct endings to *Bane's* story. In *Dark Savant*, there are three beginnings linked to those endgames, and an additional fourth is reserved for those who did not finish *Bane* or are starting newly created parties.

Changes to the Player Character

Your characters have always been a fascinating group, and now there are even more facets that go into their making.

New Skills: Diplomacy (Academia), Swimming, Mapping, and Climbing (all Physical Skills) are available to and needed by player characters on Lost Guardia.

Personal Skills: Firearms, Reflexions, Snake Speed, Eagle Eye, Power Strike, and Mind Control may be learned and practiced by individual characters. Complete information on new skills and personal skills may be found in Appendix C: *Character Skills*.

Illness: Your characters may also be affected by a new illness. Remember that unknown terrain brings about new and interesting afflictions. Complete information on all illnesses is in the Player Character section of this manual.

Changes to Non-Player Characters

Just as your party has its goals, knowledge, and secrets, so too do the many Non-Player Characters on Lost Guardia. When you first meet a group of NPCs, you will likely see one or both of the new NPC options, Truce and Lore.

TRUCE: This option is the pathway to negotiations between your party's diplomat and the other party's leader. Peaceful negotiations generally range from "I wouldn't talk to you if you paid me" to complete friendship when the NPC will talk to you freely. Successful negotiations can also be forced and bribed.

LORE: NPCs may offer this option to your party when they have become somewhat familiar with you or are looking for some information. Selecting the Lore option, the NPCs may reveal certain information to you, but you reveal your information as well.

Since NPCs are so important in *Crusaders of the Dark Savant*, it is highly recommended that you read the NPC section of this manual.

Crusaders of the Dark Savant

Locked Doors & Treasure Chests

The first time you come across a locked door or happen upon a treasure chest, you'll notice something different right away. Instead of disarming traps "globally", your thief will individually deactivate each part of the trap. For locked doors, the thief will also perform his surgery, methodically idling one tumbler at a time. Detailed information can be found in this manual.

Magic Spells

Of course, all the spells you have come to know and rely on are still with you in *Crusaders of the Dark Savant*. However, now you can pack a few extra points for the new spells such as Crush and Find Person by using the extended, seventh power level. All the spells are listed in the Magic Spells section of this manual.



The Player Character

Your player characters are the essence of fantasy role playing. Through their eyes and actions, you will discover corridors, creatures, and lands long since forgotten by all but time. And you will delight in their achievements as they uncover the secrets of Lost Guardia and advance from novices to masters of their trade.

Base Statistics

Just as you have a certain level of strength and intelligence, so too do your player characters. Each player character is composed of eight base statistics and eight secondary statistics.

Base statistics generally influence the way a character acts and reacts within Wizardry. An intelligence of 17, for example, would indicate an extremely smart character. If that number were 3, the character may have trouble distinguishing between a door and a fountain.

STRENGTH (STR): Affects any maneuver which requires physical strength. Everything from hurting an opponent to forcing a door off its hinges requires strength. Strength also affects carrying capacity and stamina.

INTELLIGENCE (INT): Affects a character's ability to cast and learn spells, determine traps on treasure chests, and try any other task which requires mental mettle. Intelligence also affects a character's ability to learn new spells.

PIETY (PIE): The character's overall devotion to a subject or field of study, and affects the ability to develop skills and to learn new spells. Piety also affects the amount of spell power a character gets when he or she gains experience levels, and further affects how quickly spell power is recouped. Sometimes, in spite of a low, intelligence, an extremely devoted and persevering character can learn subjects just as quickly as his or her whip-smart friends.

VITALITY (VIT): A character's life force, it affects the amount of hit points and stamina a character receives. Vitality also affects the ability to heal and be resurrected, and helps to protect characters from the effects of poison, disease, paralysis, and death. Some of these maladies in turn affect vitality. For example, each time your character is cured of stoning or death, he or she loses a point of vitality. When a character's vitality reaches zero, he or she cannot be resurrected at all.

DEXTERITY (DEX): The ability to dodge a missile, pop a trap on a treasure chest, and avoid a lance. Overall, it is the ability to move the body, hands, and feet in response to any situation. Since dexterity is so important to movement, it is directly related to the character's natural armor class (the ability to dodge a monster's hit). In combat, dexterity affects the amount of times a character can hit a monster within a single attack.

SPEED (SPD): Is the length of time a character needs to perform any given action. The higher the speed, the faster he or she moves or accomplishes a task. In combat, speed determines how many times a character can attack a monster in one round. Because speed is important to movement, like dexterity, it also directly affects the character's natural armor class.

PERSONALITY (PER): The friendliness of a character, it affects the way he or she interacts with NPCs. Characters with high personality tend to be extroverted and charismatic. Low personality characters are more introverted, laid back, and shy. A good blend of personalities will help your party to get along with the many different creatures within Wizardry; while some NPCs are candid and prone to shaking hands, others are more reserved and will appreciate those with similar attitudes.

KARMA (KAR): Affects everything your character does and acts as a sort of ethical meter. While its effects are somewhat mysterious, Karma is, in general, the belief that what goes around comes around (or follows you around). Characters with high karma are generally happy-go-lucky. Characters with low karma tend to be less carefree, through no fault of their own. In fact, a blend of karmas is useful for a party. NPCs with high karmas tend to like characters also highly inclined. Characters with low karma tend to appreciate their low-karma kin, and might even go so far as to help them.

Secondary Statistics

Aside from a character's base statistics, many other facets weave together to make your character whole. Determining how far she can travel before resting or how much damage he can endure before death, your character's secondary attributes are directly related to and affected by your character's base statistics.

HIT POINTS (HP): Hit points represent the amount of damage your character can endure before death. For example, let's say your character has 10 hit points when in full health. In combat, a monster bashes the character and causes eight points of damage! Your character's hit points would now show 2 / 10, the "2" reflecting the amount of damage the character can now endure before death, and the "10" to remind you of the character's hit points when he or she was in full health. Hit points are represented by the red bar in your character's icon.

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STAMINA (STM): Stamina is a measurement of your characters' endurance. They can only walk so far or fight so much before they fall flat on their faces from exhaustion - and that's what happens if stamina reaches zero. A fully rested character can fight harder and hit for more damage than a tired character. When any character's stamina becomes low, it's time for a rest. Stamina is represented by the yellow bar in your character's icon.

EXPERIENCE POINTS (EXP): As your characters slay monsters and perform special tasks, they become more experienced in their trade and their art. To reflect this experience, Wizardry awards experience points. As these experience points build up, your characters will gain experience levels (LVL).

LEVEL (LVL): Learning the ways of Wizardry, your character becomes more experienced. To reflect this experience, the character earns experience levels which in turn give him or her greater powers and abilities.

RANK (RNK): As your character becomes more experienced, he or she will earn ranks within his or her profession. The rank serves as a title of sorts, and helps to identify the character as an outstanding member of the profession.

MONSTER KILL STATISTIC (MKS): For the hack-slasher, this is the all important statistic. The number you see represents the number of monsters you have sent to the Grim Reaper.

GOLD PIECES (GP): Gold is the medium of exchange for the world of Lost Guardia and allows you to trade with NPCs, buying or selling items, treasure, or information.

THE CANDLE OF LIFE: The sun sets and the moon rises; your characters grow a day older. When they first begin Wizardry, your characters will be young and full of vigor, and the candle to the right of your character's portrait will burn bright and its wick will be long. However, each occasion your characters "Rest", they get a bit older (only by 8 hours). Eventually, their vitality may lessen and they may, in general, start to show signs of their age. Death will also affect a character's candle; when a character dies, he or she loses a point of vitality. However, since Wizardry characters begin their adventure young, they typically have a long life ahead of them.

Clicking on the Candle of Life also shows you three additional, secondary statistics:

AGE: Just like you, your characters age as the days pass. The number shown represents a character's age in "human" years.

LIFE: As a result of a monster's blow or a clumsy walk off a castle tower, your characters may be in need of resurrection. The number you see reflects the life they are currently enjoying.

NEXT LVL: As characters gain experience points, they also gain levels. This number informs you how many experience points are needed until each character reaches his or her next level.

CARRYING CAPACITY (CC): All characters have a limited amount of weight they can successfully carry without encumbrance. If characters carry too much weight, they are typically easier for the monsters to hit, will have

trouble fighting, and will use lots of stamina just to move their girth around. When your character is encumbered in such a way, Wizardry will let you know. In the character's review screen you will see Carrying Capacity's color has changed to:

light blue - 66% to 74% of the total capacity

yellow - 75% to 89% of the total capacity

red - 90% or more of the total capacity

Characters can carry more than their CC, though it's likely to result in exhaustion.

Armor Class

The suit of armor on the right side of a character's review screen shows you how well protected he or she is against a physical or magical attack. This protection is known generally as armor class (AC)

There are three different armor classes: Body, Natural, and Modifier. Armor classes range from a +10 (naked and vulnerable to attack) to a -10 (covered with enough plate mail to cover a small building). The lower your character's armor class, the better.

BODY AC: Each part of a character's body has its own armor class: head, chest, hands, legs, and feet. These armor classes show you how well a particular body is protected against penetration by a monster's weapon once the character has already been hit. Even if a monster hits your character, its weapon might not penetrate the armor on that body part.



NATURAL AC: Shows the character's ability to avoid being hit by a monster. Races such as the Faerie, whose small size and lightning movements make it difficult to target, have a naturally low armor class. Other races who are fast and dexterous share a similar ability. Characters who are skilled in Ninjutsu also have a naturally low armor class.

AC MODIFIER: Offsets the Natural AC and is consulted by Wizardry each time your character is hit. There are three parts to the AC modifier.

ENCUMBRANCE PENALTY: If your character's carrying capacity (CC) is overloaded from hauling 40 potions, 10 shields, and a pack full of helms around, he's not going to move too well, and therefore he's easier to hit. In this case, you will see a positive number showing an increase in AC.

SHIELD BONUS: When characters protect themselves from a blow by using a shield, they are harder for monsters to hit. Characters who use a shield in battle will see a negative number reflecting a decrease in AC.

MAGICAL PENALTY/BONUS: Some magical items within Wizardry have the power to lower a character's overall armor class. Others can raise it. Magical modifiers cover the entire body.

Should your character be both encumbered and wearing a shield, Wizardry would display the average of the two. It's a good bet to periodically check the modifiers individually, just to make certain they aren't overloaded or otherwise encumbered.

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When Wizardry needs information on your character's overall armor class (natural plus or minus any modifications), it adds the number in parentheses to the natural armor class to get an overall picture of how well protected the character is. In the case of a negative number, it's subtracted.

For information on equipping your characters, see the "Player Character Possessions" section of this manual.

Illnesses

Normally, a character will be "OK", suffering from no illnesses and generally healthy. However, your character may at some point become less than healthy, and fall prey to one or more of the illnesses common on Lost Guardia.

In general, these illnesses have three effects: the character will not perform as well, the character will be easier to hit, and more damage will be done if the character's armor is penetrated (your health insurance may increase as well). Some illnesses, however, have their own special side-effects. For all these illnesses, excepting stoning, disease, and death, resting may eventually remedy the condition. Sometimes, in spite of rest, magical intervention is useful or required.



AFRAID: Afraid characters will quake with fear at the sight of monsters, making such characters less capable and confident. Afraid characters may even try to run away from the party! If a character is scared enough, a tiny field mouse will start to look like a huge, fire-breathing dragon with grimacing teeth.



ASLEEP: Sleeping characters are incredibly easy to hit because they are unable to avoid being struck. If hit, a sleeping character will take up to double damage, but will wake up immediately. Of course, a sleeping character cannot participate in combat.



BLINDNESS: A blind character can't see what's going on and is more susceptible to a hit because of this. In physical combat, it's not likely he or she will hit a monster without some luck, and magicians' spells could be wildly off target.



POISONED: As the poison seeps through the bloodstream, a character becomes sicker and sicker. Eventually, without an antidote or some rest, the character will die. Sometimes poison is so potent, resting will not cure it quickly enough and the character will die before it clears his or her system. In such situations, an antidote is absolutely necessary.



STONED: Since your character is a statue, he or she can't do anything but stand there and collect bird droppings. Stoned characters are easy to hit, but it's difficult to penetrate their stone. Stoning, in fact, might be worse than death. Stoned characters lose a point of vitality, and when cured of the stoning, they may be dead. When you resurrect dead characters, they lose yet another point of vitality.



JH/SW



INSANITY: An insane character is, at least for the time being, absolutely nuts. For magical reasons, his brain has been scrambled like an egg missing its side order of bacon. You will have no control over the character, and may find yourself protecting other members of the party from him!



DEAD: A dead character is exactly that - dead. He or she must be resurrected by magical means, and when death comes a knockin', a point of vitality is lost.



NAUSEA: A nauseated character may (ahem) choke and gag and be helpless for the remainder of the round. Should this happen, he or she will be an exceptionally easy target.



PARALYZED: Since the character can't move, even to fight, he or she is very easy to hit and can take up to double damage. There is a small chance, however, that the hit might just be enough to jolt the character's system back into action.



IRRITATION: Like that scratch you can never seem to reach, your characters will become preoccupied trying to quell an irritating itch, and they won't fight as well while trying to reach it.



DISEASE: At first, a diseased character will appear and act healthy (you will see they are diseased, however). In fact, besides general fatigue, he or she will feel just fine. However, as time passes, disease begins to ravage the character. Paralysis may set in. He or she may become blind or incapacitated. Their energy and their very life force (vitality) may be drained from them. If disease is not cured quickly, the character will soon erode to nothingness. If not cured before death, you will likely resurrect a character who will just die again.

Creating a Player Character

With a party plan in hand, it's time to create the adventurous brood that will lead you into Wizardry and across the planet of Lost Guardia. From Wizardry's main menu, select Character Menu followed by Create.

Naming Your Character

The first step in creating characters is naming them. You may name your character anything you like, but the name cannot be longer than seven letters. Additionally, another character may not share the same name. Once you have entered the character's name, select "OK" to continue, and the name will appear underneath the character's soon-to-be-filled portrait.

On occasion, we all make typos. If you accidentally named your character something other than intended, just select the Rename option.

Selecting a Character's Race

A character's race is an all-important selection. It affects the professions your characters may pursue, their natural traits, and once selected, it's for good. After selecting your character's race, you will see that he or she has been given a set of minimum, base statistics. A complete description of character races is in Appendix A of this manual. Statistics were covered earlier in the Player Character section.

Selecting a Character's Gender

After selecting your character's race, you will select a male or a female gender. Males tend to be stronger than females, but females characters have a higher personality and karma. When you choose your character's gender, you will see a modification to his or her base statistics.

Selecting a Character's Profession

With your character's race and gender determined, it's time to determine his or her career path. Fourteen fields of study are available to your character. You'll find each fully listed in Appendix B of this manual.

The professions your character qualifies for are determined by the number of bonus points he or she is awarded. Bonus points reflect the amount of training he or she has had and are balanced against a character's race to determine the professions available to him or her. Since each profession has minimum requirements for entrance, you may or may not see every available profession on your screen.

When you select your character's profession, you will likely see an increase in some of your character's statistics. The points that were added to the base statistics were automatically taken from your character's bonus point total to allow him or her to meet the minimum entrance requirements for their profession.

Sometimes, even after you have met the requirements of the profession, you may have bonus points left over. To distribute your extra bonus points, select a statistic, and add or subtract points by clicking on the arrows. You can change the statistics any way you like, but you must use all of the bonus points you have been given. Also, you cannot push a statistic below its original value or above 18.

Keep in mind that it won't do you much good to have a muscle-bound Mage or a weak, but intelligent, Fighter. Add these extra points where they're sure to make a difference.

Selecting a Portrait

Wizardry comes equipped with many different faces for all kinds of characters. To view the portraits, simply click on either side of the portrait until you find the right one for you. If your character ever decides to have a face lift later on, just choose the Edit and Picture option.

Selecting Skills & Distributing Bonus Points

When you first create a character, his or her skills may be rather underdeveloped. Typically, they have but a few points in their professions' area of expertise. To help you broaden your character, skill bonus points may be awarded and distributed in any of his or her skill areas: Weaponry, Physical & Academia. Each skill is fully described in Appendix C of this manual.

Each skill area receives its own share of points that represent his or her profession's learning. To distribute your character's skill bonus points, just select a category by clicking on it: Weaponry, Physical, or Academia. Then, select any skill you wish to improve by clicking on its arrows. Remember, you cannot adjust the points lower than their original amount or allocate points for one skill area in another, and you must use all the points you have been given.

Selecting Spells

Depending on your character's profession, you may be able to select some initial spells for his or her spellbook. There are six realms of spells in Wizardry, and each offers different types of magic to a spellcaster. To view the spells you have available, select each realm by clicking on it.



When you see a spell you would like to learn, click on it as well. Then, select Learn, and the spell will be written to your character's spellbook. Sometimes your character may learn more than one spell. If so, just repeat the process. Complete descriptions of magical spells are in the Magic Spells section of this manual.

Casting Karma

The last step in creating a player character seals his or her good fortune. When you feel the moment is right, click your fate. No matter what number you get when the rolls stops, remember that a low karma isn't necessarily "bad". In fact, within Wizardry, both high and low karmas are needed. You will meet people with both extremes. Since birds of a feather flock together, having a mix of karmas in your party will likely prove beneficial.

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Saving Your Character

When it's all said and done, Wizardry will ask you if you would like to save your character. Undoubtedly, if you have selected the world's next Hercules, you will select "Yes". However, if you have created a fighter who can't tell the difference between his hands and his feet, select "No".

Player Character Possessions

Gold coins line the pockets of successful adventurers, and the best of swords, shields, and other armor adorn their bodies. Freshly created characters, on the other hand, are light on gold, and have been provided with some elementary armor and weapons by their training masters. These goodies, along with hundreds more you will come to possess, may be examined, equipped, and used in many ways within *Crusaders of the Dark Savant*.

When your characters start *Crusaders of the Dark Savant*, they are carrying a few basic items. To make these items useful, you need to equip and wear them. After all, that nice set of leather armor won't do you much good while it's still in the box.

Equipping & Wearing Items

To equip an item, click on it and drag it to the suit of armor on your character's review screen. The item's name will change color to show you it has been equipped. Depending on the nature of the item, several things could happen when you equip it.

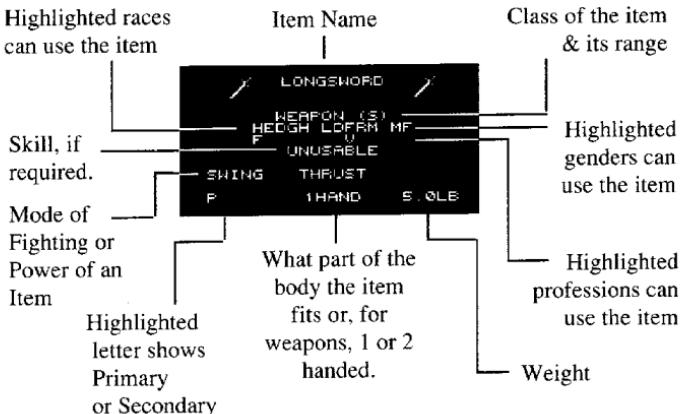
- Items of a protective nature will lower a character's Natural or Modified AC when equipped.
- Items of a magical nature may change your character's statistics or other attributes. Wizardry will ask you if you wish to "invoke" such items.
- Items of a functional nature, such as weapons, may be equipped as primary or secondary. When you select a primary weapon, it is held in one of the character's hands, and is the first weapon to be used against a creature in combat. You may select a secondary weapon, a shield, or another item to fill the secondary spot. If your primary weapon requires two hands, you will not be allowed to select a secondary item.
- Items that are magically cursed will "stick" to your character, cannot be removed without a Remove Curse spell, and have a variety of effects on your character.
- Items that cannot be equipped for one reason or another (race, gender, or professional limitations) will "chime" and remain in your character's standard inventory.

Using Items

To use an item, click on it. Depending on the item you have selected, Use may do one of several things. For example, if you're looking at a potion, Use may allow you to drink it. If it's a book, on the other hand, Use allows you to read it. If the item isn't usable while you are reviewing your character, a door key for example, Wizardry will chime to let you know.

Assaying Items

With over 500 items found in Wizardry, you would wear out a hundred pencils trying to keep track of all their properties. So, Wizardry tracks them for you. To find out the features of an item, select the item followed by Assay.



The diagram above shows you what the various sections of the Assay screen mean. Depending on your character's artifact skill and the general complexity of the item, you may or may not be successful in your attempt to explore the item's intricacies. As your character becomes more skilled in artifacts, however, he or she will be able to discern more and more about Lost Guardia's items.

Regardless of the level of artifact skill, Assay will not show you the power of magical items, except potions and scrolls. Assay also will not show you any special power or curses that might be contained in the item. Cast an Identify spell to reveal these aspects of the item in question.

Merging Items

Items that can be joined or grouped are combined using the Merge option. Depending on the items you are trying to join, Merge will do one of several things:

Grouping - In some cases, you can carry more than one item in an item slot. Each item slot can hold up to 250 like items. So, if you receive 300 arrows, 250 would be stored in one slot and 50 would be stored in another. After you use up some of the arrows in one slot, say you now had 200 of the 250 arrows left, you could merge it with the group of 50.

Joining - Other items, such as a rope and a hook, can be merged to form a single item. To Merge an item, select the first item followed by Merge, then select the item you want to merge it with. If the items can be merged, you will possess a new, single item.

Loading firearms - Firearms, such as a musket, need to be loaded before they may be fired. By merging powder & shot with a musket, the weapon will be ready to shoot.

Putting Items in the Swag Bag

Each character carries his or her own swag bag: a place where they store things. Whenever you review your character, you will see his or her swag bag resting against the back wall of his or her review screen. To "Swag" an item, select it and then the swag bag. Each bag holds 10 different items. Grouped or merged items such as arrows and missiles count as one item.

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Dropping Items

If you would like to drop something, select the item and then the Drop option to do so. The item falls to the ground and is available to anyone who passes by. You may prefer to sell your unwanted items to NPCs or stash them in your swag bag in case you might need them later on. Note: All items, even those essential to your quest, can be dropped.

Trading Items Between Characters

While on an expedition, one of your characters may find a neat trinket and wish to give it to another character. To do so, select the item followed by a character to trade with (left side of the portrait for previous character and the right side for the next character). When you come to the character of your choice, deposit the item in his or her inventory.

Other Character Menu Options

Review

Just like Review in the Master Options menu, this option allows you to inspect another character of your choice.

Delete

Wizardry allows you to create up to 16 different characters. However, from time to time, you may need to delete a character or two from the roster to make room for others. Just select the Delete option to do so. Wizardry will show you the character in question, and will ask you to confirm your choice so you don't send your prize-winning warrior packing off to the golf course.

Rename

If the character you proudly named Genius is acting more like a dolt, you can change his or her name using this option.

Picture

Wizardry offers many different portraits for the characters you have created. If you decide you would like to change your character's looks later on, select Picture to do so.

Skills

To review a character's skills, click the shield hanging on the back wall of his or her review screen followed by any skill area you'd like to review.

Spells

The altar on the floor of a character's review screen contains all the information about his or her magical inclines. Click on the altar, and you will see a magic window. You may not cast spells until your expedition begins, but you can review what's available. For further information on magic, see the "Magic Spells" section of the manual.

Exit

To exit a character's review screen, click to the right of the suit of armor - right where you see the "Exit" sign.

Character Editing Options

Once you and your party begin your adventure, other options will be available to your characters. To use any of the options below, click on your character's nameplate (below his or her portrait) while in his or her review screen.

Change Profession

When your character feels it's time for a change of pace, the Change Profession option allows him or her to switch careers mid-life. To see which profession the character qualifies for select the Change Profession option. Keep in mind that each profession has its own minimum requirements, so you may not see every possible choice in your selection (see Appendix B: *Character Professions* for information on minimum entry requirements). Select one of the professions you see, or none at all. When characters change profession, several things happen:

- They immediately begin learning the skills of their profession, and stop learning those of the former.
- They drop to experience level 1 in their profession, and their statistics drop to meet the minimum entrance requirements. When this happens, it might appear that your dazzling Mage poured his brain on the floor when he changed profession to a Fighter. However, that's not the case. When characters begin a profession, they aren't adept in its ways, nor are they sure what to do. As they learn the ropes, however, they begin to work faster and better and their statistics will increase to reflect their improvement within the profession.

Change Portrait

To change your character's looks while adventuring, select the Picture option. Just like when you created the character, scroll through the pictures until you find the right one.

Change Name

To rename your character while adventuring, select the Rename option. You can rename your character anything you like, but the name must not exceed seven letters, and no other character can share the same name.

Gaining Experience Levels

After a few healthy encounters with monsters, your characters will gain some experience points. When they build up enough experience points, they gain experience levels.

Gaining a level is a joyous occasion. On the screen, you will see your character's window and an announcement that he or she has gained a level. Following this, you will automatically get all the news about changes to your character.

- The statistics may increase (they can decrease, too).
- He or she may gain hit points and stamina.
- His or her professional Rank may change.
- He or she may get a skill bonus to apply in areas of choice (Weaponry, Physical, Academia, or Personal). Remember to add points to your magic user's area of proficiency

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(Alchemy, Theosophy, Theology, Thaumaturgy). Otherwise, they may never learn any new spells.

- He or she may learn magical spells and gain additional magic points.

In some cases, your characters may have survived such an amazing encounter that they will gain more than one level at a time.

How Many Points Left?

To determine how many experience points your characters need until they reach the next level of experience, review the character and click on his or her Candle of Life. There you will see the points remaining.



Non-Player Characters

Welcome to the Lost Planet

As your party travels the world of Lost Guardia, they will meet several or all of the creatures, known as Non-Player Characters, who inhabit the lands. Some will become their friends, others their adversaries, in a continual search to uncover the unknown whereabouts of the Astral Dominae.

Just like your characters, these NPCs have their own lives, allies, foes, thoughts, personalities, strengths, and weaknesses. And, just like you, NPCs have a good memory. Of course, NPCs also have their own ambitions and goals. NPCs control their own movements, just as you make decisions for your characters.

Umpani



Throughout the galaxy, the Umpani are considered to be fair and reliable traders, selling and buying wares acquired in their extensive galactic travels. Their network of merchants is monstrously huge, and is said to comprise a large portion of the space trade industry. The Umpani are also a rather militaristic race, and are considered to have the greatest assemblage of military power in the galaxy.

T'Rang



The T'Rang are a feared and unscrupulous race of spider-like creatures. Quite repulsive to the common eye, the T'Rang are strict competitors with the Umpani, and will do anything if a buyer is willing to pay the price. While the T'Rang can never be fully trusted, they still managed to control the greatest trading network in the galaxy, surpassing even that of the Umpani. The T'Rang will stop at nothing to procure what they seek, and have always fulfilled their contracts, no matter how dirty the deed.

Munk

The Munk are a hefty race trained well in Alchemy and the Martial arts. The Munk have diversified into two opposing factions: the "good", which seeks to preserve the holy legends of Lost Guardia - and those of the "Dark Forest", who have degenerated to little more than bands of roughnecks. All Munk vehemently oppose the blasphemous beliefs of the brotherhood of the Dane.

Dane

In contrast to the squatly Munk are the mystical druids known as the Dane. They are slim, almost frail looking, yet their hands weave such powerful spells that they are avoided by all who travel their lands. To the Dane, the mind has always been more important than the muscle, an endless frontier of magic and mystical insight. All Dane vehemently oppose the blasphemous beliefs of the brotherhood of the Munk.

Gorn

Well-muscled and skilled in the arts of melee combat, the Gorn army stands as the greatest native fighting force on Lost Guardia. The Gorn are known to be radically loyal to their own kind, and while they mix well with the others who live on and have come to Guardia, they are intensely secretive about their private lives. The greatest secret of the Gorn is the location of their hidden castle. While it is known to exist, no Gorn will speak of it, and even the best trackers have failed to uncover its path. Given the Gorn's militaristic abilities, perhaps it's good they didn't. The Gorn inhabit the forest lands separating the Munk and the Dane, and it is the Gorn army's might that has prevented the two from turning the planet into a battlefield, intent on annihilating one another.

Rattkin

The Rattkin dwell throughout Lost Guardia's forests and towns, rogues and bandits seeking unwary travellers carrying loot. Primarily a race of thieves, they eventually seek buyers for their plundered goods. It is rumored that the Rattkin also dabble in forms of espionage for pay. After all, there is no race, some say, more capable of such an act - their lean styling, great speed, and perhaps a decided lack of ethics give them the natural edge in this business.

Helazoid

The Helazoid are the most enigmatic of the native denizens of Lost Guardia. The odd flying machine that lifts them from the ground and allows them to soar through the sky with the birds is a continuous source of speculation. While some believe it is the work of magic and illusion, others are assured it is real, and wonder just what alliances may have procured them such a unique steed. Being sighted only on rare occasions, there is no knowledge about their origin or how many may still exist. No one has ever reported finding any evidence of a Helazoid municipality.

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Meeting NPCs

Wandering through the forest, a creature approaches your party. You have never seen the likes of it before, and engaging it in battle may be a bit hasty. After all, it might have some information to offer. The creature appears reserved and uncertain of your ambitions as well.

When you first encounter an NPC, the creature may be neutral toward you and your party, neither liking nor disliking you. On the other hand, it could be wildly hostile or generously friendly. It relates to your characters individually and as a group, greeting some members with pleasure, others with arrogant disdain.

Initially, the creature may allow you only three of the available NPC options: Truce, Fight, and Leave. However, as you get to know one another and pass through Negotiations using the Truce option, your options and the NPC's confidence in you may increase. Of course, the opposite could be true as well.

Pause - Slowing Things Down

When you meet NPCs, talk to them or listen to their tales; you may want to take notes for future reference. By pressing the [SPACEBAR], the game will halt the dialog to allow you to the time to take notes. Press the [SPACEBAR] again, or click anywhere on the screen to resume the conversation.

The Art of Negotiations

To gain the trust of any creature who isn't familiar with your party, one or more sessions of negotiations may be necessary. In general, negotiations try to bridge the gap between "distrust" and "trust" that separates strangers.

Stepping to the Table

A silver tongue and a dashing personality might get you on their good side quickly. For lesser skilled diplomats, negotiations may take a little longer.

Negotiations begin when a character skilled in diplomacy, generally a Priest, Bishop, or Lord, accepts the truce offered, and greets the other party's leader. At the meeting, your diplomat will have four different options:

Up-ing the Odds

BRIBE: Before actual negotiations begin, Bribe puts some cold cash into the pocket of the other party's leader in an attempt to up the odds of successful negotiations. Your party's leader, having had face-to-face contact with the other party, determines the amount of money necessary for a hopeful bribe and removes it from the party's treasury. Remember, however, sometimes it can be very costly to buy friendship. When the bribe is completed, actual negotiations may begin (Peace or Force) or more bribes can take place.

GIVE: Just like Bribe, Give works to increase the chances of successful negotiations. However, Give allows you to pass items and other trinkets that you select from your party to theirs in hopes of winning favors. After the gift is given, actual negotiations may begin to (Peace or Force)

Negotiations

PEACE: The straight line method of negotiations that relies on a character's diplomacy to improve relations between the party and the other group. Peace can, of course, be helped along by bribes, gifts, and magical spells such as Charm.

FORCE: When your diplomat's throat is sore, and your wallet is thin, you'll soon realize there's only so much you can do to get the information you want. The "tell me or I'll beat it out of you" approach relies wholly on your party's strength versus the other party's. If you succeed in getting them to speak with you, it will generally leave a bad impression of your group with them.

Should negotiations go well, the NPC may befriend your party, offering its knowledge, lore, and goods. On the other hand, it may also walk away from you, or if angered, attack.

Ideally, it would be nice if your party could truce and make friends with every creature on this planet. However, the political network that exists on Lost Guardia makes this an improbable task. If you don't succeed in your best efforts at negotiations, you may force them to talk to you or rely on the words of the network of friends you've built up.

Non-Player Character Options

Aside from exchanges of information between you and Lost Guardia's creatures, NPCs offer other options that can benefit your party in its quest.

Talk

Allied NPCs are generally talkative individuals. Some of them may be willing to aid you in your quest. Others may be looking for information that you can provide. Whatever their motive, Lost Guardia is filled with such creatures who are knowledgeable about the area, its lore, and its creatures. While they may not necessarily babble off all their knowledge, they may share some of it provided you know what to ask.

- *Who are you?*
- *What do you do?*
- *Ask them about things that interest you.*
- *Have you heard any rumors lately? Often the NPCs may know several interesting tales and you might ask for additional rumors as well.*
- *Ask about topics they mention.*
- *When talking with an NPC, try speaking in complete sentences. It gives the NPC a better chance of understanding what the strange aliens in front of it are babbling about. If you ask a question, end it with a question mark.*
- *When you select the Talk option, you will be asked to pick a character to talk with the NPC. Type in anything you wish to say. "Hello" is a good start. When you have finished the conversation, simply type "Goodbye" or "Bye".*

Lore

Travelling the same land as you, NPCs have learned much about it. Likewise, your party has collected its share of local news, events, and interesting tidbits in its travels. When you are looking to exchange such information with NPCs, you may want to select the Lore option.

Since an exchange of Lore reveals all that your party has uncovered, it's wise to exchange this information with allied NPCs. Otherwise, you may inadvertently aid an enemy.

Crusaders of the Dark Savant

When you select this option, the NPC and its group may begin to tell you of their adventures and what they've learned along the way. They may offer you hints about an item you are desperate to find, or perhaps they'll give you directions to a place you've never been. Of course, they might deny knowledge of anything.

Use

Sometimes you may wish to use a scroll or a certain item while conversing with an NPC. Wizardry will ask you to select a character followed by the item he or she wishes to use. You may use items directly out of the swag bag.

Trade

Everyone needs to make a bit of money, and NPCs are no exception. Often, you will find them holding some sort of mini garage sale. You may buy items he or she has collected or sell items you no longer have a need for. When you select Trade, Wizardry will ask you to choose a character to do the bartering. You will then have three options.

BUY: When you opt to buy, you will see a list of the NPC's available items. Each item along with its general characteristics and price will be shown. If you see something you like, select it. If you have enough gold, the deal is complete. If you are short on cash, you may use the Pool gold option to get the money you need. Occasionally, an NPC won't sell your character an item. For example, if the NPC doesn't like the character doing the dealing, he may simply refuse to part with any of his goods. Further, NPCs won't sell a character an item he or she can't use. This way you won't waste your gold or load your characters down with useless items. Sometimes you may be forced to steal an item you would like to buy, if the only character who can buy the item happens to be the one the NPC can't stand.

SELL: If you are out to make some money, selling your unwanted items is one of the best ways to do so. When you select the Sell option, you will be asked which item you wish to sell. Select the item, and if the PC is interested, a price will be quoted. If it sounds good, accept the offer. Of course, you can politely decline, too. Before you can sell an item, you must unequip it. Like your characters, each NPC has a certain amount of gold to part with, and he or she may not be able to afford all of the items you are offering. Additionally, some NPCs may decline to buy your items simply because they don't care for the character doing the dealing.

GIVE: When you are feeling generous or sorry for an NPC, you may be compelled to give it something. On the other hand, if you are facing an NPC who thinks your party is dungeon slime, you may be able to convince it to look at your group favorably by giving it a few hard-earned gold pieces or a new, shiny shield. Remember, however, an NPC will usually keep the object you give, so be careful not to part accidentally with your Turbo-Charged-Super-Maximum-Militant-Death Sword.

Spell

Some spells, such as Charm and Mindread, can be particularly useful when you Truce or Talk with an NPC. During the second stage of negotiations, for example, cast a Charm spell to up the odds. A Mindread spell helps a magic user to read what's on an NPC's mind. To cast a spell, select Spell, a character to cast the spell followed by the spell and its power level. For more information on the spells available to you, see the "Magic Spells" section of this manual.

Pool

When you are looking to purchase an expensive item or you are attempting to bribe an NPC, the Pool option can be used to transfer all of the party's gold to one character. Select Pool and designate a character to receive all the party's gold.

Steal

Can't afford that sword? "No problem," snickers the character skilled in Legerdemain, the art of the pickpocket. Select Steal and choose a character to do the pilfering. The character will attempt to pilfer the NPC of some gold, or perhaps you might get that sword you wanted. Of course, you may not get away with it, and the NPC will no doubt think less of your group or possibly attack.

Fight

For whatever reason, your party decides a fight is in order, and selects the Fight option. As with regular encounters, combat options will appear. If you kill an NPC, he or she will be gone forever, along with any clues he or she may have given you.

Leave

Unless you defeated the NPC in combat, select Leave to end your meeting



Adventuring

The essence of Wizardry is adventuring. It's time to accept the challenge and venture into the unsafe, but potentially lucrative, world of *Crusaders of the Dark Savant*.

Successful adventures consist of at least eight stages:

1. Preparing a well-balanced party that becomes more experienced and powerful as they grow.
2. Exploring the world and searching for its many secrets.
3. Defeating hostile creatures who would otherwise thwart your quest.
4. Resting your party from time to time to recoup stamina and magic power.
5. Finding various objects you will need to assist you.
6. Meeting and learning from Non-Player Characters (NPCs) of Lost Guardia.
7. Making notes about what you see and hear and using this knowledge along with intuition and logic to help you complete your quest.
8. Staying alive!

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Each time you resume your expedition and are ready to begin play, take a minute to check out your characters. If anyone is without full hit points or incapacitated, a spell or a few hours of rest might be advisable.

Where to Begin?

Once you have created a blend of characters that you believe can triumph over the rigors of the world, it's time to form your party and head off to adventure. Depending on your progress, you will select one of the three routes below to get there.

Starting a New Game with Level 1 Characters. From the Wizardry main menu, select Add Party Member. From the list of characters, select six to form a party. Then, select Start New Game. You only use this option when you are beginning a new game with new characters that you have created in *Crusaders of the Dark Savant*.

Resuming a Saved Game. If you already have an expedition underway, select Load Savegame.

Importing Characters. If you have a party from Bane of the Cosmic Forge, you can import them into Dark Savant.

Ordering a Party For Adventure

Since your party walks in a parade formation, it's important to determine - before you meet any monsters - just what the order of that parade will be. Essentially, the strong, fighting characters or those with low armor classes should be toward the front. Spell casters and weak or injured characters with low hit points should be toward the rear. To move a character, click on his or her name and select another character to switch places with.

Generally, only the first three party members will be subject to a physical attack by the monsters. However, some monsters may be equipped with ranged weapons that allow them to attack further into your ranks. Other monsters can sneak up on your lowly Mage, who cowers in the sixth position, and scare the robes right off him. A Giant may step over some of your characters to get at the weaklings in the rear. Additionally, monsters may cast spells on any or all members of your party.

The Terrain

As you explore Lost Guardia, you will come across cities, outposts, rivers, streams, and forests that are home to Lost Guardia's denizens. You may also find a good many gates, buttons, ladders, and other landmarks that lead the way (or try to conceal the way) to these locales your party is eager to visit.

Gates

Whenever you come across a gate, you can be certain it was put there for a reason - to keep you out or something else inside. Should you come across a gate, and find your party at a standstill, try to use keys or items your party has come across or search the area for possible hidden fixtures.

Buttons

Your party enters a room, and your Detect Secret spell is in effect. Its eye starts to blink as you search a wall - and that's when you notice it. The button that's so small it nearly blends into the rock itself. Whenever your party comes across such a button, you can be certain, in most cases, that it will do something when pressed. Just what it will do is anybody's guess! To press the button, simply click on it or use the Search option.

Levers

Much like buttons, only more visible, levers generally activate something or another. When your party finds a lever and can't resist the temptation to touch it, click on it or select the Search option.

Climbing Ladders & Into Pits

Leading the way to an upper floor or into the recesses of a dungeon, ladders are typically a most welcome find. To climb up or down a ladder, click on it.

Ambling down a forest's path, you see a gaping hole in the ground. It's possible, of course, that something or someone could be down there. Should you decide to climb into its depth, click on the pit to climb down. Unlike climbing ladders, Climbing skill is essential as you scale the pit's sides.

Locked Doors

Locked doors are found throughout the Wizardry world. Perhaps the door leads the way to an Alchemist's chamber or even a King's cache. Wizardry will inform you that the door is "Locked", but don't be disheartened. It's possible for your characters to open such doors. For complete information on locked doors, see the Locked Doors section of this manual.

Treasure Chests

For gold, swords, shields, and all sorts of riches, few things compare to a treasure chest. Of course, finding a chest is only the half of it. Creatures often place traps on chests so their goods won't be easily lifted. For complete information on disarming chests, see the "Treasure Chest" section of this manual.

Abandoned Items

Your scout spots it almost immediately - a sword resting by a tree. One look at its golden hilt and the gleam of its blade draws your party toward it. Whenever you come across an abandoned item that you would like to have or at least check out, click on the item and select a character to receive the item. The item may be something your party or another has left behind. On the other hand, it could be a cursed item or a booby trap. Abandoned items always appear in the lowest right-hand corner of your screen.

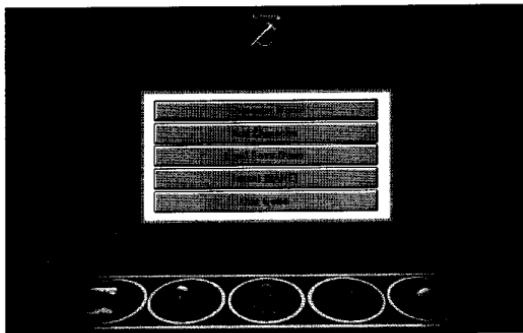
Water

To beat the heat of a day's adventuring, there's nothing like wading in one of Lost Guardia's streams. Of course, her oceans and rivers are inviting, too. Before your party sets your sights on a dip, however, check your character's Swimming skill. Characters with less than 10 skill will likely drown from fright before they're even in over their heads!

Adventuring Options

Start Wizardry and in no time, you will see Wizardry's title screen, and then you will be at the Master Options menu.

The Master Options menu is the gateway to all Wizardry has to offer. It's also the place where all adventures begin. Just click anywhere on the screen to view the options available to you and your party.



Character Menu

If this is your first stay in *Crusaders of the Dark Savant*, you may need to visit the Character Menu. Here, you can create characters to lead you through your adventure. The Character Menu, along with all its options, is explained fully in the "Creating a Character" section of this manual.

Add Character

From the hopeful roster of characters you have created, use this option to pick those who will join you on your journey into Wizardry. The characters you select will form a party - a group of up to six adventurers gathered together to explore the world.

When you select the Add Character option, you will see the names, races, and professions of all your characters. To add a character to the party, select his or her name and then select "OK". The member's icon will appear on the screen declaring him or her an official party member. You can add up to five more characters. Should you accidentally select the wrong character, click Cancel or a more desirable character instead.

Caution: Use Add Character only if you are beginning Wizardry or want to start over with a level 1 party. This option loads characters from a roster of level 1 characters. If you have already begun Wizardry, use the Load Savegame option instead.

Load Savegame

If your party has already explored some of Wizardry's world and you have saved your game, you can resume your adventure where you left off using the Load Savegame option. When you select this option, Wizardry will ask you to confirm the name and location of the save game.

Review Member

If you would like to spend a little time one-on-one with your characters, select the Review Member option; you may also select the character's portrait. The character's window will appear along with all his or her attributes; these attributes are explained fully in the "Player Character" section of the manual. When you have finished reviewing your character, select Exit to return to the Master Options menu.

Dismiss Member

To remove a member from your party, use this option. The character leaves the ranks and heads back to the barracks.

Start New Game

Once your party's ranks are filled, and you are certain the party you see before you is the one for you, it's time to head off into the world of Wizardry. Select Start New game to do so. If you already have an expedition underway, use the Load Savegame option instead.

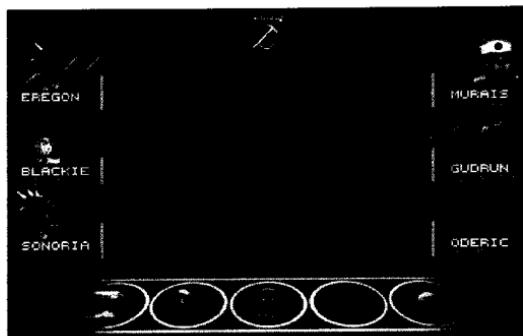
Configuration

Using this option, you can customize Wizardry to your computer's specifications. You will find complete information for your computer and setup on the Quick Reference Card.

Import Characters

If you have played Bane of the Cosmic Forge, and have a party eager to continue their adventure, use this option to get them on their way.

It's a curious world full of creatures, places, and treasures unlike any you have ever seen before. As your party adventures on Lost Guardia, you'll see a screen similar to the one below.



The screen you see before you is the stage for all the action that takes place within *Crusaders of the Dark Savant*. Each section of the screen will show you a part of this world, from your character's health to the weapons he or she holds in hand.

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Across the top of the main play screen, you will see six crystal balls. It takes only a touch of magic to make them come alive, remind the party of a spell in effect or otherwise helping them in their adventure. From left to right, each magic crystal does the following:

ENCHANTED BLADE: Empowers swords with an extra “umph” so that it’s easier to hit the monsters and penetrate their armor.

ARMORPLATE: Provides magical armor protection to the party by lowering everyone’s armor class.

MAGIC SCREEN: Gives the party extra resistance to magical spells by reducing the power or effectiveness of magical spells that come the party’s way.

DETECT SECRET: Magically detects the presence of hidden items, unseen passages, and the like, and “blinks” when your party passes such mysteries.

DIRECTION: Gives the direction (north, south, east, west) the party is facing.

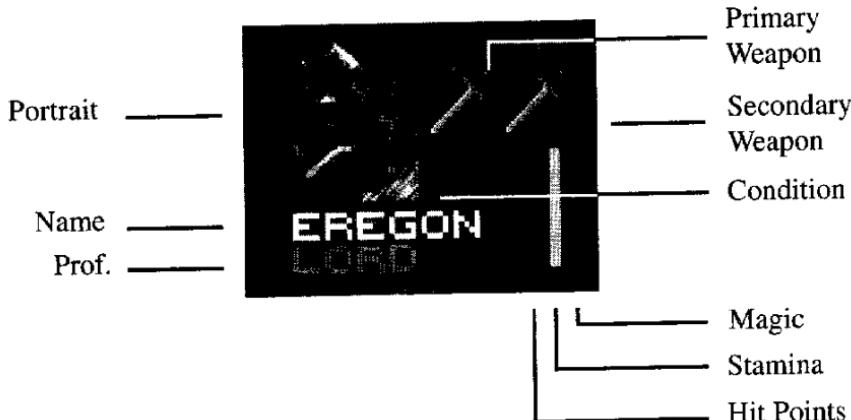
LEVITATION: Lifts the party several inches off the ground and provides protection from falling into things such as pits (every little bit helps when you fall on your face). It also augments a character’s climbing skill. Of course, Levitation will not save your party if they wander off the top of a mountain.

Each time your magic user casts an adventuring spell, a crystal ball glows with its power. There are numerous spells you can cast to achieve this effect, and all are described in the Magic Spells section of this manual.

In the center of the Wizardry screen, you will see the action window. Absolutely everything that happens on, in, and around Lost Guardia will happen within this window.

Character Icons

To the left and right of the action window are your characters’ icons, complete with all their vital statistics.



First, you will see your character's portrait and below it, his or her name and profession. To the right, Wizardry shows you the primary and secondary weapons currently equipped; a plain hand indicates the character is using his hand as a weapon, has no weapon at all, or is using a weapon that requires both hands.

Just beneath each character's weapons is his or her current condition. With any luck, your character will be OK, and therefore have no condition displayed. However, there are many maladies within Wizardry that can affect characters in one way or another; each is fully explained in the "Player Character" section of the manual. Should one of your characters become so afflicted, the malady's icon will appear.

The most important parts of your character's icon are the three bars that indicate his general well being. Each bar represents a percentage of the total amount of health, stamina, and magic power available to the character.

The left (or red) bar in your character's icon shows your character's current health or hit points remaining. If he or she gets hurt, the bar will drop. A quick healing spell can restore your condition.

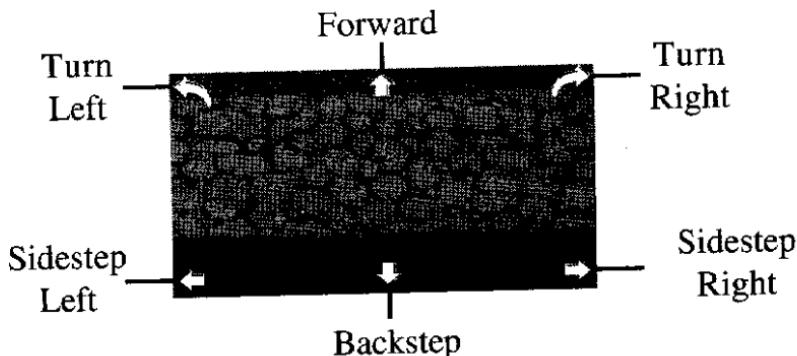
The middle (or yellow) bar reflects the character's current stamina. As a character becomes tired, the bar drops. A few hours of sleep can generally fix him up.

The right (or blue) bar rises and falls to show your character's current, overall magical power. As each spell is cast, the bar falls. An evening or two of sleep will rejuvenate his or her spell power. A character who possesses no magical power will always be at 100% — but that's 100% of nothing.

Movement

To move through the world of Wizardry, place the mouse cursor in the center area of the Adventuring screen. The cursor will turn into an arrow. Click the mouse to move in the direction of the arrow.

There are three methods of movement in *Crusaders of the Dark Savant*. Turn, Sidestep, and Climb. Two of these methods, turn and sidestep, are available all the time and directly through the arrows. The third method, climb, is available only when you see a ladder you would like to climb up or a pit you would like to climb into.



Crusaders of the Dark Savant

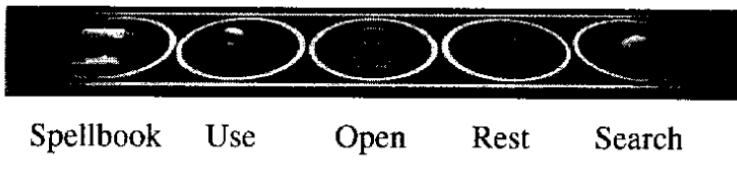
TURN: The top three arrows represent Turn movement. Turn allows your party to turn in the direction of the arrow pressed or, for the arrow pointing upward, advances your party one step forward. If you turn to the right or left, you occupy the same space, but face in the corresponding direction.

SIDESTEP: The bottom three arrows represent Sidestep movement. Sidestep allows your party to move over one space or backward one space in the direction of the arrow pressed. Your party will still be facing in the same direction as you were before taking the step. For example, if your party is facing North, and you select the left arrow, your party would move one space to the left, but still face North. Sidestep is very helpful when you are searching long walls or dense forests for secret entrances.

CLIMB: A ladder or another object that can be climbed requires Climb movement. When you come across a pit, for example, click on it, and down your party goes. Be warned, however, before you go down into pits that are home to who knows what, save your game.

Party Options

As you explore Lost Guardia, you will occasionally need to cast a spell, take a nap, or use an item. Within the bar at the bottom of the screen, you will find icons for all these options.

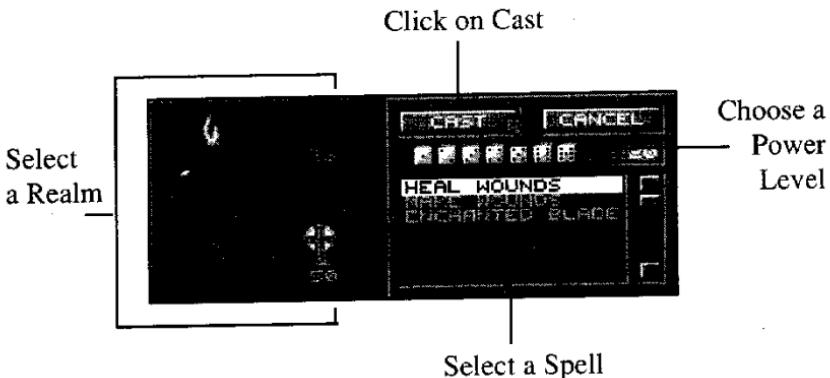


Use

Just like Use in a character's review screen, this option allows you to put certain items, like keys and potions, into action. To use an item, select the option, and a character who has the item you would like to use. Wizardry will then ask you to select the item. If the item you select has no particular use at that time, then "No Effect" will be displayed. Other items, like books, can be used only when reviewing your character.

Spellbook

Shortly after your party stumbles through a patch of thorny roses, you might need to cast a healing spell or two. Select the spellbook to do so. Of course, you may select the spellbook to cast any spell - adventuring, healing, or even damage spells (if you want to fireball a tree, but it's not recommended). For more information on the spells available and casting of spells, see the Magic Spells section of this manual.



Search

You are walking down a pleasant path when you notice what appears to be recent excavation - your Ranger tells you something is buried in the ground below. Whenever you feel so inclined, select Search to check the party's immediate area: the wall or tree you are facing, the floor you are standing in, and the dirt below.

Sometimes you will find your bounty purely by intuition. However, unless you are a psychic (you found Elvis), a character skilled in scouting is a great help. Magic users also offer assistance in the form of the Detect Secret spell. Like a magical scout, Detect Secret scans the party's area and looks for anything out of the ordinary. When your magic user casts Detect Secret, one of the crystal balls along the top of your screen will begin to glow with a knowing eye. When the eye twinkles, search the area right away. Although you may not necessarily find an item, a twinkle definitely means something is up.

Open

Whenever your characters come across a locked door or a secured treasure chest, select the Open option to get into its goodies. Depending on what you are trying to open, your characters will have several options. See the "Locked Doors" or "Treasure Chests" section of this manual.

Rest

After a hard day's adventuring, there's nothing quite like a campfire to soothe the soul. Whenever you select the Campfire icon, your characters bed down for the night. As they rest, they replenish some of their stamina, cure their wounds, recoup some from nasty conditions and replenish a portion of their magical power. Each occasion your characters are able to fully rest, they receive approximately eight hours of sleep along with all its benefits. You may wake your characters early by clicking the mouse.

Of course, resting isn't always a wonderfully peaceful occasion. Occasionally, just when your characters are getting comfortable, a group of monsters may notice them. Before you know it, they're kicking up the bed sheets and combat begins. With all the rustle, some members of your party may wake up to participate in combat. However, the other characters, the really sound sleepers, may remain asleep. Your magician might be able to help in such situations by casting the Watchbells spell.

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Warning: If you have a poisoned, diseased, or cursed character in your party, try to cure the character before you rest. Some poisons, diseases, and curses are so strong that they will kill the character before the neutralizing effects of sleep have a chance to work.

Caution: As your party sleeps and dreams of sugarplums, other creatures may be on the move. If you are hot on the trail of an important item or lead, you may want to stay awake. You can do so with food or Stamina, Restfull, Heal Wounds, or Healfull spells.

Moving Characters

Sometimes, a member of the front line becomes injured or incapacitated, and you will want to move him or her to the rear to recuperate. To do so, just select the character's name. Next, Wizardry will ask you to select another character. When you do, the two will change places.

Disk Options

For all those non-fantasy activities, select Disk Options from the File menu. Here, you can save your game, load it, or perform other disk options.

RESUME PLAY: Takes you back to game play without saving the game or making any other changes.

SAVE GAME & RESUME: Saves your characters' progress to disk, and brings you back to game play. As all Wizardry veterans know, saving your game is an essential part of a good gaming strategy. Just in case your party dies or falls into a deep pit, you will have your save game to rely on. Each time you save your game, Wizardry will allow you to give your save game a file name (or to keep the same name) and a folder or directory.

Warning: When Wizardry saves your game, it overwrites any previous save games with the same name. You may want to use different file names or different disks to preserve older save games.

SAVE GAME & QUIT: Saves your characters' progress and returns you to the Master Options menu. From there, you can quit the game or select Load Savegame to begin play again. Just like the Save option above, you can tell Wizardry where to save your game and what to name the file.

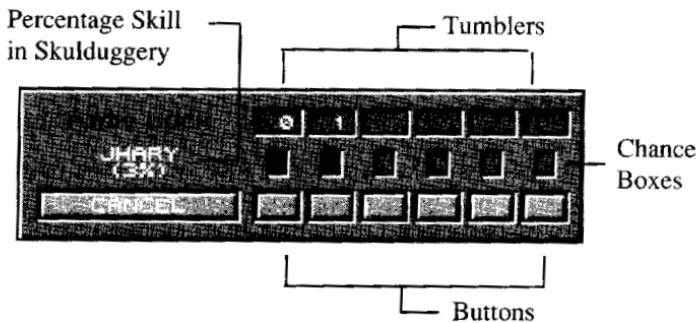
QUIT - NO SAVE: For those dreaded times when your party meets something that's just too much to handle, select this option. Wizardry will return you to the Master Options menu and forget about whatever happened.

Locked Doors & Treasure Chests



Locked Doors

Your thief, or any character skilled in skulduggery, pulls a bundle of tools from his back pack, sets them beside the door, and begins to shuffle the lock's tumblers. Across the top of the Pick Lock window, you will see these tumblers shifting, falling into and out of place. Depending on the complexity of the lock, it may have one or more tumblers.



As the tumblers shift, the chance boxes below change color to reflect the current position of each tumbler. When a chance box is green, the tumbler is in the proper place - press its button to keep it that way! Once you have successfully calibrated each tumbler, the door will open, allowing your party to get into the goods.

Occasionally, however, you may flip a tumbler when it's yellow and slightly out of whack. In most cases, the tumbler will begin to shift again, allowing your thief another chance. On the other hand, if the tumbler is red and totally out of place, you will likely fail in your attempt; there's also a chance the tumbler may jam in the lock! If that happens, you won't be able to pick the lock, and without the strength of *tyrannosaurus rex*, it will be hard to force it open. Of course, magicians can provide assistance if they have learned the Knock-Knock spell, or one of your characters may have a key to let you in.

Keys & Other Goodies

Sometimes you will need a special item or a key to open a door. If you happen across such a door, and you think you have a key or a special item handy, select the Use option to open it. Wizardry will ask you to select the character with the item followed by the item itself. If you are successful, the door will open.

Forcing a Door Open

Stepping toward the door, your party prepares to smash it from its very hinges. As soon as you press against the door, you will see the combined strength of your party against that of the door. Green (light) shows the measure of your party's strength. As the party presses against the door, their strength grows and occasionally slips as the struggle continues. Red (dark) indicates the strength of the door, its lock, and the hinges that hold it in place. When the party's strength exceeds that of the door, click Heave to give it that final shove. You're in! Eventually, if your characters strain long enough, they will slump to the floor, entirely exhausted.

Of course, there's always a chance that your final heave may be less than you expected it to be. Unlike picking locks, if you fail to force the door open, it will not jam.

Knock-Knockin' on the Door

If you can't seem to find the right item, the door is jammed, or your thief isn't doing so well, there's still a chance that you can open a locked door. Select the Spellbook option. Next, choose a character who has the Knock-Knock spell. Cast the spell (remember the power of the lock on the door when you are casting your spell), and hopefully, if the spell power is enough, all of the monsters' efforts to keep you out will have been in vain.

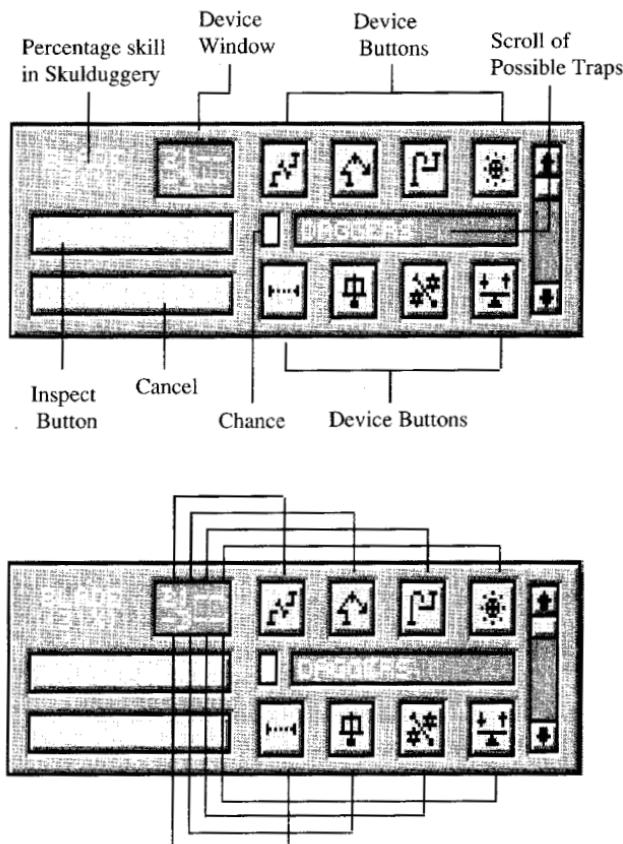
Knock-Knock also works to open jammed doors. When you cast Knock-Knock, you will see either "Success" or "Failure". If it's the latter, try increasing the power level. However, if you see "Jammed", it means you encountered a magically jammed door, against which Knock-Knock is powerless. You will need a special item to open it - or you may never get in.

Treasure Chests

The Nature of a Trap

Traps on Lost Guardia are a tricky lot. However, through magic or skill, these devices can be manipulated allowing the party to get into the chest without pesky complications.

For the most part, traps on treasure chests consist of several devices. These devices are rigged in such an order that, well, when an unsuspecting creature opens it - BLAM! Those studied in Skulduggery, however, can recognize the trap, how it's assembled, and ultimately, how to disassemble it.



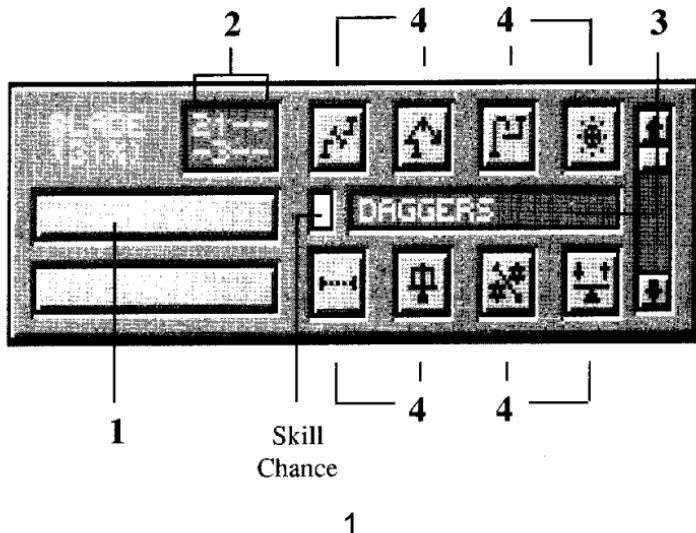
Each symbol in the Device Window corresponds to a particular device button.

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Step By Step

For a well-trained looter, the Disarm option is the gateway to a chest's bounty. When you select Disarm and a character to do the pilfering, you will see the Disarm box below.

Each numbered step on the picture corresponds with its numbered paragraph



1. Click Inspect and hold the mouse button down. While you do, your thief looks at the trap, checking its devices and their arrangement. Skill plays a part in inspection, too. You will see the colored box change showing a reflection of your thief's skill:

GREEN & YELLOW: You will do as well as your skill level allows.

RED: You will set the trap off!

2. With Inspect still down, look at the contents of the device window. It helps to write down what you see. Here's what the symbols mean:

Symbol	Means
*	Part of the trap
-	Not part of the trap
?	May be part of the trap

3. With information in hand, scroll through the list of possible traps to see which one is closest to your thief's inspection pattern. For example, if your thief's Inspect revealed this:

★	★	-	-
-	-	-	-

... it shows that he believed that the first two devices were attached, and that he was certain the rest were not involved. So, scrolling through the list, look for a trap pattern window that matches (or at least comes close)...

The first two devices are attached

2	1	-	-
-	-	-	-

4. Using the device window as a guide, follow the numbers to disarm the trap. For example, if the device window shows a "1" for the second device in the top row, press that button first, then the button marked "2" and so on. Of course, just like an inspection, luck and skill play a part. You will see their combination in the color box:

GREEN: You will deactivate the device successfully.

YELLOW: You will not deactivate the device, but won't set it off, either.

RED: You will set the trap off!

If your character is successful in deactivating each of the trap's devices, the chest will no longer post a danger and will open.

On the other hand, if your character bungled the disarming, or if the trap wasn't what you expected, you may set the trap off. If it doesn't blow up, try disarming it again or simply leave the chest alone, though you won't get the loot.

Open

If you suspect there is no trap on a chest, or if you are feeling really adventurous, you can just yank it open. If there is a trap present, however, it will most certainly blow up! So, you should always select Disarm and Inspect a chest for traps first.

Spell

As with many things, magic comes in handy when you are dealing with a treasure chest. Divine Trap, a magical mental probe of the trap's gizmos, greatly enhances everyone's ability to inspect the trap and to determine what's active inside. Select the Spellbook, a character with this spell, and then choose Divine Trap and its power level. After Divine Trap is cast, subsequent inspections will reveal more about the trap.

Knock-Knock also allows you to get to the goodies inside a chest, but a bit differently than Divine Trap. By magically altering the chest's lock and neutralizing the trap inside, Knock-Knock attempts to open the chest directly. You don't even need to know what the trap's name is! However, there is a percent chance that Knock-Knock will fail in its attempt to open the chest and set off the trap in the process.

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Use

Some items within Wizardry allow you to open a chest without the hassle and potential danger of disarming its lock. If you believe you have such an item, select Use. Next, select the character with the item followed by the item itself. If the item is successful in its attempt, the chest will open.

Divvying Your Loot

After you have opened a treasure chest (for better or for worse), each member of your party may receive a portion of its bounty. Select any item you are interested in, and character to receive the item. If there is more than one item in a chest, simply repeat the process. Of course, if you want to leave an item behind, you may select "Leave" at any time to drop the item to the ground.



Combat

Your party leisurely wades at the bank of a river, resting some from the day's activities. It is shortly thereafter that your thief screams as he's pulled deeper and deeper into the clouded waters. Welcome to combat.

Well before your party wandered to Lost Guardia, creatures of all kinds called this locale their home. You will find them waiting behind doors or see them lurking about dark recesses. As you may have anticipated, a meeting between a group of monsters and your party is frequently without milk and cookies. However, a combat situation comes with fun and challenge and plenty of it.

Identifying Your Opponent

Most of the time, you will only be told what the monsters look like, not what they really are. For example, you may encounter an "Unseen Entity" but you won't know whether it's a ghost or a flying bed sheet. Characters who have studied mythology have the best chance of identifying the monsters' true identity.

The Course of Action

Combat proceeds in rounds. Each round, both you and the monsters select a course of action and Wizardry acts as the mediator of the action. Combat is over when either side runs away or is totally defeated.

When you come upon a group of monsters bent on stopping your party in their tracks, each of your characters will have several options. These options are based on the character's class, skills, weapons, and position in the party. So it's likely that each character's combat options will be slightly different than his or her fighting mates.

Selecting Your Opponent

Sometimes, you will encounter only a single group of monsters. Other times, you will think you have walked into their family reunion!

When you encounter more than one group of monsters, select your opponents by clicking on their group in the monster listing. Until the opponent runs away or dies, the group you select will be your “default” target. Of course, you can always select another group. Depending on the character’s position in your party and the length of his or her weapon, some monsters may be out of reach.

Fight

Swords are drawn and shields are readied. The Fight option pits your characters against the monsters in hand to hand, armed combat. Their weapons, strengths, and weaknesses also come into play. Of course, skills and hundreds of other factors also play a part in the attack.

When your character opts to fight and swing her weapon at a monster, three different questions are raised:

- Did she hit the monster? Her chances of hitting a monster are known as “To Hit.”
- If she hit the monster, did she penetrate its armor or skin? Her chances of cutting through these layers is known as “To Penetrate.”
- If she penetrated its armor or skin, was any physical damage done? Known as just plain “damage”, it’s the bottom line.

Depending on your characters’ skills and weapons, you may be able to choose from one of several methods of fighting. The method you choose is called a fighting mode. (To see which modes your weapons use, Assay them.) Each mode has its own strengths and weaknesses, and relies heavily on the Weaponry skill of its user.

The basic mode is a Swing, a side-to-side slicing blow. The chart at the top of page 224 compares the other available fighting modes to the Swing in three areas:

TO HIT: The likelihood characters will hit a monster with their weapon. For example, if characters select melee, they swing wildly hoping to hit something. Obviously the odds to hit are down when you are not really looking where your weapon is going. Yet, a Swing, covering a wide arc and with direction has a good chance of a hit.

TO PENETRATE: The likelihood your character will penetrate the monster’s armor after a successful hit has connected. For example, a direct Thrust into a monster’s leather armor has a better chance of penetrating it than a glancing Swing.

DAMAGE: Once a blow has successfully hit the monster and penetrated its armor, the damage column compares the actual amount of physical damage inflicted upon the monster. For example, while odds to hit a monster are down with a “Melee” attack, if you connect, Melee does double damage!

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As compared to Swing	To Hit	To Penetrate	Damage
Thrust	-2	+2	+1
Bash	Same	-1	*
Melee	-4	-4	Double
Throw	-1	+1	Same
Punch	+1	-1	Same
Kick	-2	Same	+2*
Lash	+2	-2	Same
Shoot	Same	+2	Same

*damage inflicted is directly affected by the character's strength.

For characters with the Kirjutsu skill, any fighting mode may deliver a critical kill. For Monks and Ninja fighting with their hands or feet, the Punch and Kick modes also have a chance of delivering a critical kill.

Ranged Weapons

With all said and done, the character is ready for action. *Crusaders of the Dark Savant*, acting as game master, calculates the character's performance (over one hundred calculations are completed), and reports damage your character has caused.

Certain weapons allow characters to fight monsters far away (long range); other weapons require close contact (short range). Wizardry will allow you to select any monster group. However, you will only have the Fight option available if they are within the range of your weapon (see the chart below). Monsters' weapons have their own ranges, too.

Range Allows	Members to attack	Groups
Short (S)	1-3	1-2
Extended (E)	All	1-2
Thrown (T)	All	1-3
Long (L)	All	All

Multiple Attacks and Strikes

While in the fight mode, your character may attack a monster more than once, and may hit the monster several times in a single attack.

MULTIPLE ATTACKS: After attacking a monster with a primary weapon (the primary attack), a character with speed or experience and skilled in Weaponry may have a secondary attack. Your character would have two separate attacks in a round! Well-trained warriors can have up to four attacks in a single round, 2 primary and 2 secondary. If characters hold a two-handed weapon or a shield, then they can have, at most, 2 primary attacks; there's no hand left to hold a secondary weapon. Without a secondary weapon, the secondary attack is forfeited.

MULTIPLE STRIKE: Dexterous characters, or those that are experienced, may be able to swing more than once during an attack. When characters get a multiple strike, you will hear the swing of the weapon more than once, testifying to your character's finesse.

Parry

Parry allows your character to take a defensive or passive role in combat. But remember, they are still quite involved. The characters may be hit, and under certain circumstances, they may hit back.

BLOCK: Allows characters to use their shield skill to protect against attacks. Block is useful for characters whose weapons are not within a monster's range. To select this option, the character must have a shield equipped (without a shield, this option will not appear). The effectiveness and success of a block, however, depends on the character's shield skill. A character who blocks cannot be hit for double damage.

DODGE: Being extremely watchful of all weapons, spells, and missiles and, when the time comes, moving aside for them. While dodging, the character is harder to hit, and cannot be struck for double damage.

GUARD: Waiting for the monsters to attack, and giving them a bit of their own medicine if they do. If a character is on guard, and a monster does attack, he or she will jump out, regardless of the position in the party, and attack the monster right back. Guard is useful for flying animals, such as bats, who can attack anyone, or for characters who cannot normally reach the monsters. When a character is on guard, his or her armor class stays the same.

REST: Catching your breath. A resting character will recoup some stamina, but he or she will be much more vulnerable to attack while resting. This option is useful if there is little danger or if the character is about to pass out anyway (if your character passes out, it's typically for a while). Rest them before they collapse, and they'll definitely have enough stamina to get through the next round.

Hide

Characters with the Ninjutsu skill can attempt to hide from monsters during combat. If they successfully hide, they can remain hidden or ambush the monsters. Since the monsters weren't expecting an attack, they are easier to hit, and if hit, they incur quite a bit of damage. Characters may remain hidden even after they launch a surprise attack especially if they're able to kill an opponent before it screams to its companions.

Spell

You are hoping to heal a character of a pesky poison, or perhaps you are determined to turn a ferocious giant into dust. When you select Spell, you will see your character's spellbooks. Choose the realm, the spell, its power level, and it will be cast against the party you are currently targeting. For healing spells, you will need to select a character. The spell will be cast sometime during the round of combat. Remember, some spells attack only one monster within a group while others attack several groups. Check out the "Magic Spells" section of this manual for further information.

Use

Certain items within Wizardry have the power to cast spells or perform magical feats in other ways. You may use these items in combat against your opponents or for the benefit of your party by selecting the Use option. Of course, a character who decides

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to use an item should have a reasonable level of skill as well. The Scribe skill, for instance, comes into play when using scrolls. The Artifacts skill is used for invoking the powers of magically charged items. The Music skill is used by the Bard whenever he or she plays an enchanted instrument.

When you opt to use an item, a list of your character's possessions will appear. Select the item you wish to use. Depending on your character's Scribe, Music, or Artifact skill, there is also a chance the item's power could fizz out or backfire on your party.

Breath

Dracons, because of their genetic makeup, are able to breathe acid upon their opponents. Select this option to invoke the Dracon's inborn ability. Breath attacks require a lot of stamina, so be careful not to exhaust the Dracon.

Run

On occasion, you may encounter something that's just too tough for your party to handle. When you do, the Run option may be your only hope. Your characters won't get any experience points for the combat, but they may come out with their lives. Even if one character selects Run, the whole party will follow. Characters who are running have their backs turned to the monsters, so it's easier for the monsters to hit them, and if hit, characters may take extra damage. Monsters may also block your characters' escape route, and the party will have to continue combat or attempt another getaway. Even if your party escapes, there's a chance that they may run into another group of monsters.

A good strategy for potential sprinters - keep your fighting characters fighting while those in the rear run. As they do, the fighters defend their back, and may save you and your group lots of potential damage.

Move

Occasionally, characters may become hurt or fall asleep, and because of their malady, they are unable to fight or protect themselves. The Move option allows you to put a strong and healthy character in front of an injured one to protect him or her. You may also move a strong character from the back ranks to the front to deliver a deadly blow. When characters move, they may move to any position. If they advance, all of the characters behind their new position will retreat one rank. On the other hand, if a character retreats, everyone moves ahead by one slot. Moving requires extra stamina, and leaves the character prone to monster attack.

Equip

You have accidentally equipped your prize warrior with a toothpick, and it is his primary weapon. Obviously, you will need to do something - equip a better weapon! In cases such as this, select the Equip option. Wizardry takes you to your character's review screen where you can change equipment, drop equipment, Assay items, or take something out of, or put something into, the Swag Bag. Since you are juggling all your equipment in the heat of combat, you are using up valuable stamina and are more susceptible to attack.

Equip is also used by characters who need to reload their firearms during combat. Since the character must first Merge the firearm and its ammunition, reloading firearms occupies an entire round.

While you are equipping, you may view your character's spells, but you may not cast them (use Spell instead). Of course, you can also use Equip to look over your character's statistics and other attributes while in combat.

Cancel & Backup

If you are having second thoughts about your selections, the Cancel option allows you to start all over again, beginning with the first character. Backup, on the other hand, just takes you back to the previous character's selection.

Terminate Game

Strolling down a forest's path, your level 2 characters are greeted by what appears to be the compilation of all your worst nightmares. In one round (or maybe it was one swing, you couldn't be sure), he knocked out your first three characters.

At times such as this, the Terminate Game option is your only recourse. When you select this option, the game ends, and you return to the main menu. Wizardry forgets whatever has happened, and allows you to pick up where you last saved your game.

Combat Modifiers

Occasionally, your character may become afflicted with one or more maladies. Without question, these conditions can affect a character's performance in combat. For example, a sleeping character can't attack monsters or defend himself - neither can a character who is carrying seven suits of plate mail. These conditions are known as modifiers.

Illnesses

The illnesses that afflict your characters as they travel on Lost Guardia can affect their performance in combat. Some illnesses can also make them very prone and open to attack. All of Wizardry's maladies and their effects are fully covered in the "Player Character" section of the manual.

Encumbrance

It takes strength and stamina to hold up a 20 pound sword. Add that 200 pounds of plate mail, and it'll be a feat if the character moves at all. Encumbrance is what your character faces if he or she carries too much. By reviewing your character, you can see his or her total carrying capacity along with the weight he or she currently holds. Encumbrance affects a character's ability to hit a monster and a character's armor class in the following ways:

Percentage Used of Carrying Capacity	Chance to Hit	Increase in Natural AC*
0% to 49% (gray)	None	None
50% to 66% (gray)	-5%	None
67% to 75% (lt. blue)	-10%	+1
76% to 90% (yellow)	-20%	+2
91% and up (red)	-25% to -40%	+4

*shown in parentheses by the character's armor class. "Review" the character to see its effect.

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Statistical Bonuses

Depending on a character's statistics, he or she may excel in certain areas when compared to his or her opponent. For example, suppose your intelligent Monk is battling a dumb ol' rat. The Monk, because of its high intelligence, may be able to outwit the rat in its every move. Likewise, characters who are faster or stronger than their opponents may be able to out-move or overpower them. Your characters' strength, intelligence, dexterity, and speed as compared to that of the monsters they're battling, may improve their odds, or lower them which somewhat hinders their success.

Magical Modifiers

Thanks to genetics, some characters are naturally resistant to certain types of spells. As characters progress, they develop certain resistances and immunities as well. When hit by such a spell, the characer may fully resist its effects or may take less damage than the rest of the party. To see which character races offer such resistances, check Appendix A: *Character Races*.



character's stamina (replenishing water to the body), and yet another which freezes water and hurls it in a gust at opponents. A listing of spells by realm and power follows this section.

Magic Spells

Within the Wizardry world, there are few who do not revere the powers of magic. Some are so taken by its mystery that they devote their lives' study to its ways: the Psionic, Alchemist, Priest, and Mage.

Realms

There is a total of 96 spells, divided into six different realms that represent the substance of the magical universe: Fire, Water, Air, Earth, Mental, and Divine. Each of these realms gets its power from the "element", such as fire or water, over which it presides. Within the Water realm, for example, you will find a spell to increase a

Fire _____

Earth _____

Water _____

Mental _____

Air _____

Divine _____



Spellbooks

From the six realms of spells, four different schools of magic were formed, each complete with its own spellbook.

- The Alchemist sought to use the natural powers of the elements, and learned to mix them together for their healing and combat use. Alchemist spells cannot be silenced. The Ninja and Ranger also practice this form of magic.
- The Priest gathered the elemental powers of the divine, and developed spells to heal his fellow man and protect him from enemies. The Bishop, Lord, and Valkyrie also practice this form of magic.
- The Mage channeled the elemental forces for their wrath and collected an assemblage of spells which brought the fury of the elements upon his opponents. The Samurai, Bard, and Bishop also practice this form of magic.
- The Psionic fathomed the powers of the mind, and learned to use its wonder for both healing and damaging means. The devout Monk also practices this mental art.

An individual listing of each spellbook follows the realm listing. Each spellbook has been alphabetized for easy lookup and use.

Learning Spell Levels

Each realm is broken down into seven spell levels (level 1 Earth spells, level 2 Earth spells, and so on). Your spell casters typically learn one level at a time, but may occasionally learn a level 2 spell before learning all of level 1. Generally, a spell's level represents its complexity, overall power, and difficulty to cast. The more skilled your magic user in his or her area of interest, the higher the level of spells they can learn.

Casting Power Level

Each spell has seven different power levels that are used when casting the spell. In general, the higher the power level, the more powerful the spell and the more skill required to cast it (Oratory). For damage-oriented and healing spells, the power level will affect the amount of damage or healing done. For other spells, such as Knock-Knock or Direction, the power level of the spell will increase its effectiveness or duration.

Spell Power Costs

For each spell your character learns, he or she will be given a certain amount of spell points. These points, in turn, are used to cast the spells. When your magic user casts a spell, he or she must have enough spell points available to fire it off. As a spell increases in power, it also increases in cost and requires more Oratory to intone. For example, if a spell cost 5 points for power level 1, then it would cost 10 points for power level 2, and so on.

Affects & Effects

Some spells attack only one monster or help only one character. Others can encompass all opponents or affect the entire party. In the list of spells which follows, the affected person or group(s) are listed. Some monsters may not be affected or only partially affected by a spell. If it's an "all or nothing" type spell, there may be no effect at all. Lastly, just like your characters, some creatures are resistant to certain types of spells. For example, an Ice Giant probably wouldn't be affected by an Iceball spell (unless the laughing did him in).

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Summoning Spells

Your lead fighter has two hit points left, your mage has fallen asleep, and your priest is too insane to do much about it. With the last bit of power he can muster, your Psionic fires off an Illusion spell. And ... voila, a Greater Demon appears - at your service! With a flick of his giant, fiery hand, your enemies are but a bad memory.

For just such reasons, summoning spells are a favorite among Lost Guardia's magic users. These spells allow you to summon a monster from another plane to fight for your party. Once you have summoned one group of monsters, however, you may not summon another group until the first group dies or the encounter ends.

Summoned monsters can be extremely useful to your party. Sometimes, an attack originally meant for your characters will strike the summoned group of monsters... saving you the pain, rest, and healing spells necessary to recover.

Oratory

One of the most important skills of the spell caster, Oratory is the practice of successfully reciting a spell while under the duress of combat. A character proficient in oratory should be able to zip off a deadly spell while simultaneously dodging a sword's blow.

However, characters with poor oratory or bad luck may backfire or fumble a spell. When a spell backfires, it attacks the party instead of the monsters! So, if you cast a Magic Missile and fumble its incantation... b o m. Your characters will be affected just as if the monsters had cast it on you.

Casting a Spell

There are six steps to casting a spell. As you complete each part, you will see the cursor blinking at you to indicate the next course of action.

- Select the "Spellbook" option.
- Choose a realm
- Select a spell
- Set the power level
- Select Cast
- Give the spell a target (a character, a monster, a group, an item, etc.)

Your spell casters must study to learn more spells. When your spell casters gain a level, be sure to add skill points to their area of proficiency. Some classes, such as the Samurai, are both warriors and spell casters. Be careful not to neglect their fighting skills in lieu of spell power.

Fire Spells

Energy Blast Cost: 2 Caster: MAG Affects: 1 Creature

A jolting spark of electric energy doing 1-7 hit points of damage per power level.

Blinding Flash Cost: 2 Caster: ALC Affects: 1 Creature plus power level

A giant flash of light that may temporarily blind opponents.

Psionic Fire Cost: 4 Caster: PSI Affects: 2 Creatures plus power level

A fiery burst of mental power doing 1-8 points of fire damage per power level.

Fireball Cost: 6 Caster: MAG Affects: 3 Creatures plus power level

Blazing fireballs that burn opponents and can do 2-10 hit points of fire damage per power level.

Fire Shield Cost: 8 Caster: MAG Affects: Party

Creates a barrier impervious to fire that protects the party from fire-type spells.

Dazzling Lights Cost: 6 Caster: PSI Affects: 1 Creature plus power level
A spectacular display of various luminous effects causing victims to suffer one or more maladies.

Fire Bomb Cost: 8 Caster: ALC Affects: 4 Creatures plus power level

An exploding, incendiary spell that does 3-9 points of fire damage per power level.

Lightning Cost: 8 Caster: PRI Affects: 3 Creatures plus power level

A bolt of electrical energy hurled at the opponents doing 1-10 hit points of electrical damage per power level.

Prismatic Missile Cost: 9 Caster: MAG Affects: 3 Creatures plus power level

Also known as Dancing Lights and Rainbow Rays, the various spectrums may affect creatures in many different ways.

Firestorm Cost: 12 Caster: MAG Affects: Cloud

A sweeping cloud of fire that lasts for several rounds and burns all creatures within it. Creatures affected, duration, and damage done all depend on the spell's power level.

Nuclear Blast Cost: 16 Caster: MAG Affects: All Creatures

A miniature fusion bomb. This spell burns all creatures and does 5-25 hit points of fire damage per power level.

Water Spells

Chilling Touch Cost: 2 Caster: MAG Affects: 1 Creature

A freezing blast of cold which does 1-6 hit points of cold damage per power level.

Stamina Cost: 2 Caster: PRI, ALC, PSI Affects: 1 Character

Replenishes some of the character's stamina keeping the character awake or allowing him or her to go without sleep for a longer period of time. Amount of stamina replenished depends on the power level of the spell.

Terror Cost: 3 Caster: MAG, PSI Affects: 1 Group

Evokes fear and terror in creatures and may reduce their ability to fight or cause them to flee.

Weaken Cost: 4 Caster: MAG, PSI Affects: 3 Creatures plus power level

Physically drains the creatures, making them vulnerable to attack, causing them to fight and react poorly, and lowering their resistance to map spells.

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Slow Cost: 4 Caster: PRI, PSI Affects: 3 Creatures plus power level
Slows creatures down. They can't move as fast to hit you and are easier to hit themselves.

Haste Cost: 5 Caster: PRI, PSI Affects: Party
Speeds up characters' movements by giving them extra energy. Also helpful to counteract a Slow spell.

Cure Paralysis Cost: 6 Caster: PRI, ALC, PSI Affects: 1 Character

Attempts to cure one character of paralysis. Success depends on the extent of paralysis to the character's system versus the power level of the spell.

Ice Shield Cost: 8 Caster: MAG Affects: Party

A barricade which resists the effects of cold and protects the party from cold and cold-type spells. Strength and duration of the Ice Shield depends on the power level of the spell.

Restfull Cost: 8 Caster: PRI Affects: Party

A gentle spell that restores a portion of stamina to every member of the party. Stamina recouped is relative to the power level of the spell.

Iceball Cost: 8 Caster: MAG Affects: 4 Creatures plus power level

A flurry of stinging ice balls which cause 3-12 hit points of ice damage per power level.

Paralyze Cost: 5 Caster: PRI, PSI Affects: 1 Creature

Attempts to solidify all water in a creature's body. Duration and success depends on the power level of the spell relative to the power and amount of body water in the creature.

Superman Cost: 7 Caster: PRI Affects: 1 Character

Empowers a party member with a heroic boost of energy allowing him or her to fight with the power and finesse of a hero.

Deepfreeze Cost: 6 Caster: MAG Affects: 1 Creature

Attempts to freeze a creature's bodily fluids solid doing 3-39 hit points of severe ice damage per power level.

Draining Cloud Cost: 8 Caster: ALC Affects: Cloud

Surrounds creatures in a mystical cloud that attempts to drain their lifeforce every round they remain inside the cloud. Duration and power of the cloud are relative to the spell's power level.

Cure Disease Cost: 12 Caster: PRI, ALC Affects: 1 Character

Attempts to cure someone of disease and its effects. Success depends on the strength of the disease relative to the spell's strength.



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Air Spells

Poison Cost: 2 Caster: ALC Affects: 1 Creature

Turns the air poisonous around the creature and causes 1-5 hit points of damage per power level plus poisoning. Strength of the poison is relative to the power level of the spell.

Missile Shield Cost: 5 Caster: MAG Affects: Party

Hardens the air around the party forming a shield that protects characters from missiles, arrows, hurled weapons, etc.

Shrill Sound Cost: 4 Caster: MAG, PSI Affects: 1 Group

Whips the air creating a high frequency pressure wave that blasts the creatures with 1-5 damage per power level.

Stink Bomb Cost: 8 Caster: MAG, ALC Affects: 3 Creatures

An odorous cloud of stinking fumes that can cause 1-6 hit points damage per power level and may make them feel nauseated.

Air Pocket Cost: 8 Caster: MAG, ALC Affects: Party

Protects the party from air spells such as stinking clouds and suffocation by creating a pocket of fresh air around the party. Strength and Duration of the pocket are relative to the power level of the spell.

Silence Cost: 4 Caster: PRI, PSI Affects: 3 Creatures plus power level

Causes air around creatures to stop transmitting sounds, thus preventing them from casting spells. Strength and duration are relative to the power level of the spell.

Poison Gas Cost: 7 Caster: ALC Affects: Cloud

Poisonous cloud that lasts several rounds and surrounds the creatures in the gas. Creatures inside the cloud suffer from poisoning and damage. The creatures affected, duration, and damage done all depend on the power level of the spell.

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Cure Poison Cost: 8 Caster: PRI, ALC Affects: 1 Character

Attempts to cure one character of poisoning. Success depends on the strength of the poison relative to the strength of the spell.

Whirlwind Cost: 8 Caster: PRI Affects: 3 Creatures plus power level

A swirling tornado whipping around the creatures and blasting them with 1-7 hit points damage per power level.

Purify Air Cost: 10 Caster: PRI, ALC Affects: Party

Tries to clear the air of any dangerous clouds like Poison Gas and Firestorm. Success depends on the amount and strength of the clouds relative to the spell's strength.

Deadly Poison Cost: 8 Caster: ALC Affects: 1 Creature

May kill a creature outright or does extremely heavy poisoning plus 3-15 damage points per power level.

Levitate Cost: 12 Caster: MAG Affects: Party

Creates a 3-inch cushion of air underneath party helping to prevent or reduce damage in case they fall. Duration of the spell is relative to the power level of the spell.

Toxic Vapors Cost: 8 Caster: ALC Affects: Cloud

A giant, stinking cloud of vapors that surrounds the creatures and causes 2-6 points of damage per power level of the spell.

Noxious Fumes Cost: 10 Caster: MAG, ALC Affects: 3 Creatures plus power level

Horrid smelling torrents that blast the creatures' noses and cause 1-6 hit points damage per power level plus nausea.

Asphyxiation Cost: 12 Caster: MAG, ALC Affects: All Groups

Swallows air around creatures leaving none to breathe. Chance of creatures' death depends on their ability and need to breathe, strength, and susceptibility relative to the strength of the spell.

Deadly Air Cost: 16 Caster: ALC Affects: All Creatures

Makes air surrounding the creatures entirely unbreathable and causes 4-16 hit points damage per power level.

Death Cloud Cost: 20 Caster: ALC Affects: Cloud

Black vapors that engulf a group of creatures and attempts to kill them outright. Every round creatures remain in the cloud, there is a chance they will die.

Earth Spells

Acid Splash Cost: 2 Caster: ALC Affects: 1 Creature

A rushing wave of bubbling acid that causes 1-7 hit points of damage per power level.

Itching Skin Cost: 2 Caster: ALC Affects: 2 Creatures plus power level

A sprinkle of powder that causes the creatures' skin to itch. It also irritates the creatures and lessens their ability to attack and defend.

Armor Shield Cost: 2 Caster: MAG Affects: 1 Person

Creates a magical shield in front of the person, lowering his or her armor class by one point per power level.

Direction Cost: 2 Caster: MAG Affects: Party

A magical compass that shows the direction the party is facing (N, S, E, or W). The duration of the spell is relative to the power level.

Knock-Knock Cost: 6 Caster: MAG, PSI Affects: Locked Doors and Treasure Chests

Magically alters the lock on a door (jammed or not) or a chest in an attempt to unlock it. When used on a chest, there is a percent chance that it may set the trap off.

Blades Cost: 6 Caster: PRI, PSI Affects: 3 Creatures plus power level.

Hurls slicing razor blades through the air doing 2-8 points of damage per power level without providing a nice clean shave.

Armorplate Cost: 6 Caster: PRI Affects: Party

Creates a magic armor plating around the party, protecting them and lowering their armor class. Duration and strength depends on power level.

Web Cost: 7 Caster: MAG, PRI Affects: 1 Creature

Attempts to capture 1 creature in a sticky web slowing or halting its movements or attacks. Success depends on the strength of the creature relative to the power level of the spell.

Whipping Rocks Cost: 7 Caster: MAG, ALC Affects: 1 Group

A vortex of rocks sailing toward a group of creatures doing 1-6 damage per power level.

Acid Bomb Cost: 8 Caster: ALC Affects: Cloud

A giant acid cloud that surrounds creatures and causes acid damage. The creatures affected, duration, and damage done all depend on the power level of the spell.

Armormelt Cost: 8 Caster: MAG, PSI Affects: 1 Group

Softens the armor of creatures thus raising their armor class in proportion to the power level of the spell making it easier for your weapons to penetrate their armor.

Crush Cost: 9 Caster: MAG, ALC Affects: 1 Creature

Creates a gigantic stone that attempts to crush a creature doing up to 200 points of damage! Ouch!

Create Life Cost: 10 Caster: ALC Affects: Party

Summons a group of organic creatures to come and fight for the party. The power and number of creatures summoned is relative to the power level of the spell.

Cure Stone Cost: 18 Caster: PRI, ALC Affects: 1 Character

Attempts to restore a stoned character to normal flesh and bone. Success depends on the strength of the stone relative to the power level of the spell.

Mental Spells

Mental Attack Cost: 3 Caster: PSI Affects: 1 Creature

An invading pressure of thought swirling the creature's brain and causing 1-7 hit points of mental damage per power level and potential insanity.

Sleep Cost: 3 Caster: MAG, ALC, PSI Affects: 3 Creatures plus power level

Causes creatures to fall asleep and prevents them from attacking the party members or defending themselves from attack. Success and duration depends on the power of the creatures relative to the power level of the spell.

Bless Cost: 4 Caster: PRI, PSI Affects: Party

Magically lowers the party's armor class and enhances their chances to hit a creature relative to the power level of the spell.

Charm Cost: 5 Caster: PRI, ALC, PSI Affects: 1 Creature or NPC

Attempts to charm a creature to prevent it from attacking the party. Any creature charmed will also be easier to hit. When cast in non-combat situations, the spell attempts to charm an NPC so that it will regard the party in a friendly or at least neutral manner for the duration of the encounter. The higher the power level, the better the charm.

Cure Lesser Cnd Cost: 4 Caster: PRI, ALC, PSI Affects: 1 Character

Attempts to cure a character of one of the lesser conditions: afraid, blindness, nausea, and minor irritations. Success depends on the strength of the malady relative to the strength of the spell.

Divine Trap Cost: 4 Caster: PRI, PSI Affects: Treasure Chest

Permits the inspector of a treasure chest to determine the elements of the trap with great reliability by making the devices attached more readily apparent. The trap must, of course, be inspected after Divine Trap is cast for the spell to be useful. Success of the spell depends on the power and complexity of the trap relative to the spell's power.

Detect Secret Cost: 5 Caster: MAG, PSI Affects: Caster

Opens the caster's mind to anything that may be strange or out of place and allows him or her to detect its presence within the party's immediate area. The Detect Secret eye will "blink" when the caster detects something. Duration and success of the spell are relative to the spell's power level.

Identify Cost: 8 Caster: PRI, PSI Affects: 1 Creature or Item

Attempts to reveal the true name of a creature or an item. Success depends on the power of the creature or the cloak of the item relative to the power level of the spell.

Confusion Cost: 6 Caster: ALC, PSI Affects: 1 Group

A blast of mental energy that attempts to scramble the creatures' thinking causing them to run away, attack immediately, cower in fear, whip up a batch of fondue, or otherwise act crazy.

Watchbells Cost: 5 Caster: MAG, PSI Affects: Party

A psychic bell cast in an attempt to wake other party members if they are asleep or unconscious when attacked by creatures. Success depends on the length of time the party has slept, how tired the party members are, and how solidly they sleep.

Hold Monsters Cost: 6 Caster: PRI, PSI Affects: 3 Creatures plus power level

Attempts to confuse the creatures into believing they are paralyzed. Success depends on the power of the creature relative to the power level of the spell.

Mindread Cost: 8 Caster: PSI Affects: Caster

Attempts to discern what's on an NPC's mind. Success depends on the intelligence of the NPC relative to the spell's power level.

Sane Mind Cost: 10 Caster: PRI, PSI Affects: 1 Character

Attempts to restore sanity to an insane character. Success depends on how nuts the character is versus the spell's strength.

Psionic Blast Cost: 8 Caster: PSI Affects: 3 Creatures plus power level

An extreme and powerful jolt of mental energy that scrambles the creatures' brains and causes 1-7 hit points of mental damage per power level and may cause insanity.

Illusion Cost: 10 Caster: PSI Affects: Party

Attempts to conjure an illusion of a being so real that it can attack creatures and be attacked back! The creatures' amount and powers depend on the spell's power level.

Wizard's Eye Cost: 10 Caster: MAG, PSI Affects: Caster

Allows the caster to see the surrounding area from an overhead view. The size and detail of the area seen depends on the power level of the spell.

Spooks Cost: 7 Caster: MAG, PSI Affects: All Creatures

Conjures an illusion that is so terrifying it may scare creatures away, causing them to cower in fear, or otherwise reducing their capacity to fight as well.

Death Cost: 10 Caster: PRI, PSI Affects: 1 Creature

Attempts to kill a creature outright. Success depends on the creature's power relative to the spell's power.

Locate Object Cost: 8 Caster: PRI, PSI Affects: Caster

Allows the caster to magically determine the location of certain buried or hidden items. Success depends on the item's location relative to the caster, how well the item in question is hidden, and the spell's power level.

Mind Flay Cost: 18 Caster: PSI Affects: All Creatures

A concentrated tide of mental energy that conjures every fear and devastates the creatures doing 4-16 points damage per power level plus potential insanity.

Crusaders of the Dark Savant

Find Person Cost: 16 Caster: PRI, PSI Affects: Caster

Tries to locate someone you're looking for, and may reveal all parties within a certain range. Success depends on the spell's power level versus the location and stealth of the one sought.

Divine Spells

Heal Wounds Cost: 4 Caster: PRI, ALC, PSI Affects: 1 Character

Heals 1-8 hit points per power level. It will not cure lesser conditions, such as blindness, or resurrect dead characters.

Make Wounds Cost: 3 Caster: PRI Affects: 1 Creature

Invokes divine powers to cause bodily harm and inflict 1-8 hit points of damage per power level.

Magic Missile Cost: 4 Caster: MAG Affects: 1 Creature plus power level

Small but powerful missiles of magical energy hurled at an opponent doing 1-7 hit points of magic damage per power level.

Dispell Undead Cost: 7 Caster: PRI Affects: 1 Creature plus power level

Attempts to dispell an animated and undead creature. The success depends on the creature's power relative to the spell's power level.

Enchanted Blade Cost: 4 Caster: PRI Affects: Party

Magically enhances members' weapons and increases the likelihood of a successful hit on a creature. It also increases the chance a hit will penetrate the creature's armor. The duration and power are relative to the spell's power level.

Blink Cost: 7 Caster: MAG, PSI Affects: Caster

Allows the caster to disappear for a brief time during combat, blinking in and out sometime during each round. He or she will always reappear to execute normal combat options. The duration of the effect is relative to the spell's power level.

Magic Screen Cost: 8 Caster: MAG Affects: Party

Creates a magical barrier that attempts to protect the party from all spells cast at them. The strength of the barrier is relative to the power of the creatures' spells and the level of the screen.

Conjuration Cost: 10 Caster: MAG, PRI Affects: Party

Summons creatures from the ethereal planes to fight for the party. The power and number of creatures summoned is relative to the power level of the spell.

Anti-Magic Cost: 7 Caster: MAG Affects: 1 Group

Forms a magical barrier around the creatures that may cause their spells to fizzle out or backfire. The barrier's strength is relative to the power level of the spells cast and the power level of the Anti-Magic screen.

Remove Curse Cost: 4 Caster: PRI Affects: 1 Person

Attempts to lift any magically cursed and stuck items from a character. Success depends on the strength of the curse relative to the strength of the spell.

Healfull Cost: 12 Caster: PRI Affects: Party

A super-charged healing spell that attempts to restore hit points and health to all members of the party. The amount of hit points restored is relative to the spell's power level.

Lifesteal Cost: 12 Caster: PRI, PSI Affects: 1 Creature and 1 Caster

Removes virtually all lifeforce from a creature and attempts to channel some of it back into the caster to heal him or her. Does 4-16 points magic damage per power level multiplied by the power level of the spell.

Astral Gate Cost: 8 Caster: MAG, PRI Affects: 1 Creature per power level

Attempts to banish a demon-type creature from this world. Success depends on the power of the creature relative to the power of the spell.

Zap Undead Cost: 15 Caster: MAG Affects: 1 Creature

A tirade of magical power that tries to destroy one creature of the undead variety with up to 1000 points of damage.

Recharge Cost: 15 Caster: MAG, PRI Affects: Item

Attempts to restore a magically enchanted item's charges. The item must be in the caster's possession, and must have at least one charge left to duplicate. There is a chance the item could be destroyed. Success depends on the items complexity relative to the spell's power level.

Word of Death Cost: 18 Caster: PRI Affects: All Creatures

A divine word cast so powerfully it smashes the creatures with 4-16 points of magical damage per power level.

Resurrection Cost: 20 Caster: MAG, PRI, PSI Affects: 1 Character

Tries to revive a dead character. Success depends on the character's lifeforce relative to the spell's power level.

Death Wish Cost: 20 Caster: PRI Affects: All Creatures

Attempts to kill all creatures outright through sheer magical force. Success depends on the power of the creatures relative to the power level of the spell.

Alchemist

Spell Name	Realm	Cost	Affects	Description
Acid Bomb	E	8	Cloud	Acid damage every round!
Acid Splash	E	2	1 Creature	1-7 hp of acid damage ppl
Air Pocket	A	8	Party	Protects from air spells/clouds
Asphyxiation	A	12	All Groups	Tries to kill breathing creatures
Blinding Flash	F	2	1 Creature +PL	Flash that may blind monsters
Charm	M	5	1 Creature or NPC	Tries to sway creatures' thoughts
Confusion	M	6	1 Group	Scrambles brains! No control!
Create Life	E	10	Party	Calls elementals to fight for party
Crush	E	9	1 Creature	Squish! Up to 200 hp damage!
Cure Lesser Cnd	M	4	1 Character	Attempts to cure of lesser ills
Cure Stone	E	18	1 Character	Attempts to cure stoning
Cure Disease	W	12	1 Character	Attempts to cure disease
Cure Paralysis	W	6	1 Character	Attempts to cure paralysis
Cure Poison	A	8	1 Character	Attempts to cure poisoning
Deadly Air	A	16	All Creatures	No air! 4-16 hp damage ppl!
Deadly Poison	A	8	1 Creature	Kills! Or 3-15 hp ppl & poisoning
Death Cloud	A	20	Cloud	Tries to kill outright every round!
Draining Cloud	W	8	Cloud	Drains lifeforce from creatures
Fire Bomb	F	8	4 Creatures + PL	3-9 hp of fire damage ppl
Heal Wounds	D	4	1 Character	Heals 1-8 hp ppl to character.
Itching Skin	E	2	2 Creatures + PL	Irritates creatures/reduces actions
Noxious Fumes	A	10	3 Creatures + PL	1-6 hp ppl & nausea
Poison	A	2	1 Creature	1-5 hp ppl & potential poisoning
Poison Gas	A	7	Cloud	Delivers damage and poisoning!
Purify Air	A	10	Party	Tries to clean air of nasty clouds
Sleep	M	3	3 Creatures + PL	Creatures may fall asleep
Stamina	W	2	1 Character	Restores a portion of stamina
Stink Bomb	A	8	3 Creatures	1-6 hp ppl & potential nausea
Toxic Vapors	A	8	Cloud	2-6 hp of sinking damage ppl
Whipping Rocks	E	7	1 Group	1-6 hp rock damage ppl

F = Fire E = Earth PL = power level AC = armor class

W = Water M = Mental ppl = per power level

A = Air D = Devine hp = hit points

Mage

Spell Name	Realm Cost	Affects	Description
Air Pocket	A	8 Party	Protects from air spells/clouds
Anti-Magic	D	7 1 Group	Their spells may fizz/breakfire
Armor Shield	E	2 1 Person	Lowers AC by 1 ppl
Armormelt	E	8 1 Group	Raises creatures' AC by 1 ppl
Asphyxiation	A	12 All Groups	Tries to kill breathing creatures
Astral Gate	D	8 1 Creature PPL	Tries to banish a demon creature
Blink	D	7 Caster	Allows caster to "blink" out/in
Chilling Touch	W	2 1 Creature	1-6 hp cold damage ppl
Conjuration	D	10 Party	Calls creatures to fight for party
Crush	E	9 1 Creature	Squish! Up to 200 hp damage!
Deep Freeze	W	6 1 Creature	3-30 hp of ice damage ppl
Detect Secret	M	5 Caster	Caster may see hidden objects
Direction	E	3 Party	Shows direction (N,S,E,W)
Energy Blast	F	2 1 Creature	1-7 hp electric damage ppl
Fire Shield	F	8 Party	Protects from fire spells
Fireball	F	6 3 Creatures + PL	2-10 hp fire damage ppl
Firestorm	F	12 Cloud	Lasting, burning cloud
Ice Shield	W	8 Party	Protects from ice spells and cold.
Iceball	W	8 4 Creatures + PL	3-12 hp of ice damage ppl
Knock-Knock	E	6 Doors & Chests	Attempts to open door or chest
Levitate	A	12 Party	Lifts party inches off floor
Magic Missile	D	4 1 Creature + PL	1-7 hp magic damage ppl
Magic Screen	D	8 Party	Protects from magical spells
Missile Shield	A	5 Party	Protects from hurled objects
Noxious Fumes	A	10 3 Creatures + PL	1-6 hp ppl & nausea
Nuclear Blast	F	16 All Creatures	5-25 hp bomb damage ppl
Prismatic Missile	F	9 3 Creatures + PL	Random rays causing illness
Recharge	D	15 Item	Restore charges to an item
Resurrection	D	20 1 Character	Tries to revive dead character
Shrill Sound	A	4 1 Group	1-5 hp of pressure damage ppl
Sleep	M	3 3 Creatures + PL	Creatures may fall asleep
Spooks	M	7 All Creatures	Terrifies creatures! May run
Stink Bomb	A	8 3 Creatures	1-6 hp ppl & potential nausea
Terror	W	3 1 Group	Easier to hit creatures/may run
Watchbells	M	5 Party	May wake sleeping members
Weaken	W	4 3 Creatures + PL	Creatures fight and react poorly
Web	E	7 1 Creature	Tries to halt a creature's actions
Whipping Rocks	E	7 1 Group	1-6 hp rock damage ppl
Wizard's Eye	M	10 Caster	Allows caster to see "map"
Zap Undead	D	15 1 Creature	Dispell! Up to 1000 hp damage

F = Fire

E = Earth

PL = power level

AC = armor class

W = Water

M = Mental

ppl = per power level

A = Air

D = Devine

hp = hit points

Psionic

Spell Name	Realm Cost	Affects	Description
Armormelt	E	8 1 Group	Raises creatures AC by 1 ppl
Blades	E	6 3 Creatures + PL	2-8 hp slicing razor damage ppl
Bless	M	4 Party	Lowers AC/Enhances hit chance
Blink	D	7 Caster	Allows caster to "blink" out/in
Charm	M	5 1 Creature or NPC	Tries to sway creatures' thoughts
Confusion	M	6 1 Group	Scrambles brains! No control!
Cure Lesser Cnd	M	4 1 Character	Attempts to cure of lesser ills
Cure Paralysis	W	6 1 Character	Attempts to cure paralysis
Dazzling Lights	F	6 1 Creatures + PL	Various mental assaults!
Death	M	10 1 Creature	Attempts to kill outright
Detect Secret	M	5 Caster	Caster may see hidden objects
Divine Trap	M	4 Caster & Chest	Makes chest's devices apparent
Find Person	M	16 Caster	Tries to locate someone or party
Haste	W	5 Party	Speeds up members' movements
Heal Wounds	D	4 1 Character	Heals 1-8 hp ppl to character
Hold Monsters	M	6 3 Creatures + PL	Creatures think they're paralyzed
Identify	M	8 1 Creature/Item	Reveals item/creature's true name
Illusion	M	10 Party	Calls illusion to fight for party
Knock-Knock	E	6 Doors & Chests	Attempts to open door or chest
Lifesteal	D	12 1 Creature/Caster	(4-16 hp ppl) x PL damage/heal
Locate Object	M	8 Caster	Tries to find location of object
Mental Attack	E	3 1 Creature	1-7 hp ppl & potential insanity
Mind Flay	M	18 All Creatures	4-16 hp ppl & potential insanity
Mindread	M	8 Caster	Determines what's on NPC's mind
Paralyze	W	5 1 Creature	Try to solidify all liquids in body
Psionic Blast	M	8 3 Creatures + PL	1-7 hp ppl & potential insanity
Psionic Fire	F	4 2 Creatures + PL	1-8 hp of fire damage ppl
Resurrection	D	20 1 Character	Tries to revive dead character
Sane Mind	M	10 1 Character	Returns sanity to insane member
Shrill Sound	A	4 1 Group	1-5 hp of pressure damage ppl
Silence	A	4 3 Creatures + PL	Tries to silence monster spells
Sleep	M	3 3 Creatures + PL	Creatures may fall asleep
Slow	W	4 3 Creatures + PL	Slows down creatures movements
Spooks	M	7 All Creatures	Terrifies creatures! May run
Stamina	W	2 1 Character	Restores a portion of stamina
Terror	W	3 1 Group	Easier to hit creatures/may run
Watchbells	M	5 Party	May wake sleeping members
Weaken	W	4 3 Creatures + PL	Creatures fight and react poorly
Wizard's Eye	M	10 Caster	Allows caster to see "map"

F = Fire E = Earth PL = power level AC = armor class

W = Water M = Mental ppl = per power level

A = Air D = Devine hp = hit points

Priest

Spell Name	Realm	Cost	Affects	Description
Armorplate	E	6	Party	Magical armor plating lowers AC
Astral Gate	D	8	1 Creature ppl	Tries to banish a demon creature
Blades	E	6	3 Creatures + PL	2-8 hp slicing razor damage ppl
Bless	M	4	Party	Lowers AC/Enhances hit chance
Charm	M	5	1 Creature or NPC	Tries to sway creatures' thoughts
Conjuration	D	10	Party	Calls creatures to fight for party
Cure Disease	W	12	1 Character	Attempts to cure disease
Cure Lesser Cnd	M	4	1 Character	Attempts to cure of lesser ills
Cure Paralysis	W	6	1 Character	Attempts to cure paralysis
Cure Poison	A	8	1 Character	Attempts to cure poisoning
Cure Stone	E	18	1 Character	Attempts to cure stoning
Death	M	10	1 Creature	Attempts to kill outright
Death Wish	D	20	All Creatures	Attempts to kill all outright
Dispell Undead	D	7	1 Creature + PL	Tries to dispell animated creature
Divine Trap	M	4	Caster & Chest	Makes chest's devices apparent
Enchanted Blade	D	4	Party	Give weapons extra power
Find Person	M	16	Caster	Tries to locate someone or party
Haste	W	5	Party	Speeds up members' movements
Heal Wounds	D	4	1 Character	Heals 1-8 hp ppl to character
Healfull	D	12	Party	Super heal spell for whole party
Hold Monsters	M	6	3 Creatures + PL	Creatures think they're paralyzed
Identify	M	8	1 Creature/Item	Reveals item/creature's true name
Lifesteal	D	12	1 Creature/Caster	(4-16 hp ppl) x PL damage/heal
Lightning	F	8	3 Creatures + PL	1-10 hp electric damage ppl
Locate Object	M	8	Caster	Tries to find location of object
Make Wounds	D	3	1 Creature	1-8 hp of magic damage ppl
Paralyze	W	5	1 Creature	Try to solidify all liquids in body
Purify Air	A	10	Party	Tries to clean air of nasty clouds
Recharge	D	15	Item	Restores charges to an item
Remove Curse	D	4	1 Person	Tries to lift cursed item
Restfull	W	8	Party	Restores stamina to all members
Resurrection	D	20	1 Character	Tries to revive dead character
Sane Mind	M	10	1 Character	Returns sanity to insane member
Silence	A	4	3 Creatures + PL	Tries to silence monster spells
Slow	W	4	3 Creatures + PL	Slows down creatures movements
Stamina	W	2	1 Character	Restores a portion of stamina
Superman	W	7	1 Character	Super boost of power to fight!
Web	E	7	1 Creature	Tries to halt a creature's actions
Whirlwind	A	8	3 Creatures + PL	1-7 hp of whipping damage ppl
Word of Death	D	18	All Creatures	4-16 hp magic damage ppl

F = Fire

E = Earth

PL = power level

AC = armor class

W = Water

M = Mental

ppl = per power level

A = Air

D = Devine

hp = hit points

Crusaders of the Dark Savant

Appendix A: Character Races

Please refer to page 176 for character races.

Appendix B: Character Professions

Please refer to page 179 for the description, weaponry, primary skill (*italicized words*), spell books, etc. for each profession.

Below you will find the basic starting equipment for each profession.

Fighter:	Long Sword, Leather Cuirass, Fur Leggings, Sandals, Buckler Shield
Mage:	Staff, Robes (U), Robes (L), Sandals, 1 Magic Missile scroll
Priest:	Quarterstaff, Robes (U), Robes (L), Sandals, 3 Lt. Heal potions
Thief:	Cutlass, Cloth Shirt, Cloth Pants, Buskins, 6 Bite Daggers
Ranger:	Short Bow, 100 Willow Arrows, Suede Doublet, Suede Pants, Buskins
Alchemist:	Staff, Robes (U), Robes (L), Sandals, 1 Cherry Bomb potion
Bard:	Sling, Bullet Stone (25), Cloth Shirt, Cloth Pants, Poet's Lute
Psionic:	Dagger, Robes (U), Robes (L), Sandals, Shadow Cloak
Valkyrie:	Spear, Fur Halter, Chamois Skirt, Sandals, Leather Helm
Bishop:	Quarterstaff, Robes (U), Robes (L), Sandals, Mitre
Lord:	Broadsword, Quilt Tunic, Quilt Leggings, Buskins, Steel Helm
Samurai:	Katana, Wakazashi, Robes (U), Robes (L), Sandals
Monk:	15 Shurikens, Robes (U), Robes (L), Sandals
Ninja:	15 Shurikens, Ninja Cowl, Ninja Garb (U), Ninja Garb (L), Tabi Boots

Appendix C: Character Skills

As your characters travel through forests and encounter NPCs and monsters, they will develop, learn, and hone the skills that are necessary for survival and success in Wizardry. There are four categories of skills: Weaponry, Physical, Academia, and Personal. Within each of these categories, there are many individual skills, all of which are listed in this section. Depending on your character's profession, you may not see every possible skill while reviewing your character.

Weaponry Skills

In general, Weaponry skills affect a character's ability to handle his or her weapon. As your character practices these skills (equipping and using a weapon in combat, blocking a blow, etc.), points will be added to the skill to reflect your training. At their best, all skills reach a maximum of 100 points.

WAND & DAGGER: The talent of wielding daggers, wands, and other small items used as weapons in combat.

SWORD: Any sword, including the katana, used as a weapon in combat is covered under this skill.

AXE: This ability covers any axe, such as the battle or hand axe, used as a weapon in combat.

MACE & FLAIL: The talent needed to use any mace-like item, including the flail or hammer, as a weapon in combat.

POLE & STAFF: The mastery of any pole & staff, such as the halberd, bo, or staff, used as a weapon in combat.

THROW: The demonstrated ability to be on target when any weapon is thrown. This includes such things as shurikens, darts, potions, and weapons that are thrown accidentally.

SLING: The ability to use any weapon which consists of a leather strap and two cords which, when whirled and released, hurls stones and other like objects at an opponent.

BOW: The flair of handling any bow which fires arrows and is used as a weapon in combat.

SCHILD: The art of using a shield effectively to block an opponent's blow while fighting or parrying.

HANDS & FEET: The talent of using one's hands and feet as lethal weapons to strike and hopefully kill an opponent.

Physical Skills

Physical skills generally affect a character's ability to do things which require talents of the body or voice. For instance, a character skilled in Scout will keenly perceive a piece of straw that looks out of place in a giant hay pile. The unskilled scouting character, on the other hand, will blindly walk down the hall, oblivious to the giant red sign that says, "Secret Door Here!" As with most skills, Physical skills grow stronger as your characters practice them. Physical skills reach a maximum of 100 points.

SCOUT: The knack of seeing and finding things such as secret doors, hidden entrances, or buried items others seem to pass by. You must add points manually to "Scout" to increase your character's proficiency.

MUSIC: The art of playing enchanted musical instruments and bringing forth from them different magical spells.

ORATORY: The vocal discipline required to properly recite a magical spell in combat. Without good oratory, spells meant for monsters may fizz or backfire on the party.

LEGERDEMAIN: The ability to pickpocket (steal) items or gold from NPCs without their knowledge or permission.

SKULDUGGERY: The delicate skill of inspecting and disarming traps on chests and picking locks on doors.

NINJUTSU: The legendary art that allows characters to hide themselves from their opponents. For the Ninja and Monk, proficiency in Ninjutsu helps to lower their armor class rating.

SWIMMING: A measurement of your character's ability to swim across deep water. Characters with fewer than 10 skill points may drown from entering deep water.

CLIMBING: The knack of taking falls, climbing into pits, and scaling the sides of walls without taking damage.

Academia Skills

Academia skills affect a character's ability to learn and understand matters intellectual. These skills also affect the magic users' ability to learn and understand spells. While Academia skills may eventually increase automatically, magical study skills must be advanced manually by adding skill points whenever a character gains a level; these are studied skills, not practiced. Without study, the magician will never learn spells beyond the basic. As with all the skills, the highest amount a particular skill can reach is 100 points.

ARTIFACTS: The ability to effectively use and invoke magical items depends on this skill. Without a developed Artifact skill, there is a chance the item's power will fizz or backfire. This skill also affects a character's ability to successfully assay an item to determine its intricacies.

MYTHOLOGY: The ability to recognize, while in combat, the true identities of monsters.

SCRIBE: The ability to successfully invoke the magical power of a scroll during combat.

Crusaders of the Dark Savant

ALCHEMY: The art of learning, practicing, and exercising Alchemist spells.

THEOLOGY: The pursuit of the divine interests leading to the study of Priest spells.

THEOSOPHY: The possession of mental and spiritual insight that allows its possessor to study Psionic spells.

THAUMATURGY: The path of study followed by the Mage and those who follow him to learn Mage spells.

KIRIJUTSU: The deadly skill and knowledge of the body which allows its possessor to strike a vital blow or critical area, hopefully killing an opponent with a single blow.

MAPPING: The ability to transcribe an accurate record of the party's adventure. The higher the skill, the more detail (doors, stairs, trees, gates, etc.) included. This skill requires a mapping kit to be effective.

DIPLOMACY: The art of negotiation and creation of mutual pacts and trust between the party and another group. Allows the neogtiator to truce well and form alliances with NPCs.

Personal Skills

Lost Guardia is a world unlike any your characters have ever known. Although they come prepared with a great selection of skills, there are still some things they might pick up along the way.

FIREARMS: The use of small firearms, like muskets. This skills determines your character's ability to load and accurately fire such a weapon.

REFLEXION: The ability to take small jumps so quickly - faster than the eye - that a double image is created. This skill's most effective use is in a character's ability to avoid an attack. The "after image" is usually the target.

SNAKE SPEED: Allows characters to move with lightning reflexes, increasing speed in all aspects where it is a factor.

EAGLE EYE: The ability to target a creature with a weapon or spell and strike with an amazing degree of accuracy.

POWER STRIKE: An ability to strike a blow that does maximum damage - and sometimes yields more than that!

MIND CONTROL: Those adept in this skill can master control of their own minds. This extra willpower helps them fend off sleep or Psionic spells and to retain control of their own mind.



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Warranty

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- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have *the above information ready when you call*. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on

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You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to [ftp.interplay.com](ftp://ftp.interplay.com).

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We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 949-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to [bbs.interplay.com](telnet://bbs.interplay.com). This is a free service. (Excluding toll charges.)

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We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

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Web Site: <http://www.interplay.com>

Telnet: bbs.interplay.com

BBS #: (949) 252.2822

American On-line: E-mail IPTECH

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**Interplay
Web Site**

Interplay Web Site

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Once again, welcome.

Brian Fargo
C.E.O.

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Credits

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