

Wizardry IV: Return of Werdna

The fourth *Wizardry* is actually a sequel to the first one, in which you had to defeat the evil wizard, Werdna, and obtain a magic amulet. Here you assume the role of Werdna, trapped at the bottom of a series of mazes, who must fight his way to the top and reclaim that darned amulet. It is the first one-character scenario in the series, so you can't use characters from other scenarios. Instead, your party is composed of monsters who make their own combat decisions as you battle parties of adventurers. There

are more puzzles than in previous scenarios, but combat and mapping remain the essence of the game. Mazes are shown with the same simple line drawings in the first three games, while the color illustrations of monsters were enhanced. This is among the most difficult role-playing games ever, with maddening mazes and a very tightly balanced combat system. Five possible conclusions are in store, so you can finish it once, then restore a saved game and try for another ending. It's recommended only for those who have completed at least the first *Wizardry*.

Type: Fantasy Role-playing
Skill Level: Experts Only
Systems: Apple, IBM
Company: Sir-Tech Software

The Solution

When told to pick up an item, make sure you have an empty inventory slot a few moves beforehand. This game is tightly balanced, so expect to get killed a lot—even with the right answers and maps! The main combat decisions you'll make are your choice of monsters, and recommendations are included for most levels. Coordinates are listed as east, north and level: 4, 3, 1 means 4 east, 3 north on Level 1.

Level 10: Left or Right?

Artifacts: Black Candle, Amulet and Bloodstone
Effective Monsters: Priests, Creeping Coins

To exit the first room, you need Qsjftut jo uif qbsuz up dbtu NJMXB during combat and reveal the exit (dotted line). Defeat Guardians at (1), (2) and (3). Go S. and W. to P2 for more monsters and spell points, then N. to (4) to slay the Pyramid Guardian and get the Black Candle and Amulet. Now head to (5) for the Bloodstone and back to stairs to next level.

Level 9: Catacombs

Artifacts: Demonic Chimes, Lander's Turquoise, Holy Hand Grenade

Effective Monsters: Witches, Anacondas, Dusters, Creeping Cruds

The first time through this maze, defeat Guards in Corner Rooms for gold and items—though the only ones you *must* fight are uipf hvbsejoh uif tupof bu (1). Then go to (2) and use the black candle from the previous maze to see the secret door. Take stairs up. Later in the

game you will return to the Abyss (3), which can be entered once you've got the Dreampainter's Ka (Level 7) and are equipped with the Winged Boots (Level 5). You also need the Black Candle, the Demonic Chimes from this Level (see map) and a book (the Arabic Diary from Level 6) to enter Hell, where you'll get the "HHG" of Auntie Ock, a Holy Hand Grenade essential for completing the game

Level 8: "Death by a Thousand Cuts"

Artifacts: Golden Pyrite, Amber Dragon, Witching Rod, Black Box.
Effective Monsters: Level 5 Priests, Harpies, Shades, Ronins.

From the stairs, head E. into NE corner, then S. to Pentagram (P) at 18, 15. Stay on the unshaded trail to avoid land mines and get the Witching Rod (1) from the Pool at 14, 1. Then get the Black Box from Glum (2) at 1, 1. The Box gives you room to carry all the DIOS you'll need for the next phase. Return to uif Qfoubhsbn, then go N. to 19, 19, W. to the NW corner and S. to get the Pyrite Stone (3) at 0, 9. Go W. through the one-way door and N. to



the Pentagram. Return for the Dragon (5). (See below for alternate strategies.)

You may be able to accomplish the final part of this maze with a team from this level's Pentagram, but it's easier if you take the stairs up to Level 7 and get a stronger crew of monsters, not to mention Level 4 character status and its 40 hit points. (When summoning monsters on 7 for use on 8, don't forget Level 5 Priests.) Regardless, you'll need lots of DIOS, so devote time to seeking out monsters until you have at least 10 DIOS. Since you don't need them immediately, an easier strategy is to retrieve Pyrite and Dragon after obtaining the Winged Boots from Level 5, which allow you to float over mines. But if you insist on doing it the hard way: from 5, 4 go 1 N., then W. (through the mines) for Amber Dragon (4) at 0, 5 and on through the one-way door (see solid line on map). (Camp and vtf EJPT fbdi ujn f iju qpjout gbmum to 10-15.) Follow the trail back to the Pentagram before heading on to stairs in the SW corner.

Level 7

Artifacts: Orange Rod (Hopalong Carrot), Dreampainter's Ka, Sword of West Wind, Sword of East Wind, Dragon's Claw (you can only take one)
Effective Monsters: Priestesses, Goblin Shamans

After climbing the stairs from Level 8, you pass through an area that negates your Light spell. Use the candle for light to see the hidden door (1) at 8, 13, facing N. Make your way to the Altar (2). To obtain one of three swords, equip the three stones (Bloodstone, Lander's Turquoise and Amber Dragon) and put them on the altar. (The Dragon's Claw will restore hit points. The East and West Wind Swords have excellent hitting power. Save the game before dipptjoh b tpxse if you want to replay it, since your choice of sword determines three of the endings.) The first time through this level, all you can do now is head for the Stairs Up.

Later, after obtaining Winged Boots from Level 5, you can equip them to visit the Blimp (3) and get the Orange Rod (4). (The Oxygen Mask from 9, 18 on Level 5 helps you resist the Mage's spells on Level 7.) Take it to the hidden door (5) at 5, 8, gbdf fbtu boe jowplf it to enter the Dreampainter's Room for the Dreampainter's Ka (6). (Do not equip the Dreampainter's Ka yet—it is necessary for the ending, and has only a limited number of uses.) But don't wear the Boots into the Dreampainter's Room, and don't invoke them unless you're wearing them. (The Blimp's Clue: Sale—Lych Gates at Baltec's)

Level 6: Whirling Dervish

Artifacts: St. Rimbo's Digit, Initiate Turban, Arabic Diary, Cape of Good Hope
Effective Monsters: Wights, Bishops, Master Ninjas

Lots of Spinners and False Doors make this maze frustrating until you learn how to determine your location. The Jeweled Amulet casts a Dumapic, but you can also tell where you've been spun to by uftujoh uif eppst up tff jg uifz'sf sfbm ps gbmtf. If both are false, for example, you have entered a horizontal row; if the door nearest you is real, you have moved north; if the door nearest you is false and the one further away is real, you have moved south.

First get the Cape of Good Hope (1) at 13, 13. After defeating one of this level's strong parties of monsters, you'll receive St. Rimbo's Digit (this may happen before you get the Cape). If equipped, it casts Tiltowait in battle. (The number of times it can be used is limited and appears to be random.) Then go to (2), the door at 1, 1, which can't be seen even with a Light spell—you must kick there to open it. This leads to a tough battle, so save before entering the hidden room for Initiate Turban and Arabic Diary. You'll be transported to the Stairs Up. (The stairs do not bq qfbs vomftt zpv bsf usbotqpsufe gspn (2), and disappear if you don't use them when asked.)

Equipped and invoked, the Cape of Good Hope lowers your Armor Count and boosts your spell-casting and hitting power. The Arabic Diary is the book needed to enter the Gates of Hell on Level 9. The Initiate Turban casts a Halito (but hold onto it for the end game).

Level 5: Creatures of Light and Darkness

Artifacts: Winged Boots, Oxygen Mask
Effective Monsters: Hellhounds, Master Dragons, Priests of Fung

Numerous areas of bright light make it hard to stay oriented. Get the Winged Boots (1), then go for the Oxygen Mask (2). (These enable you to return and complete Level 7, though you can do it with the Boots alone. The Boots also enable you to fly over mine fields on Level 8. Don't invoke them vomftt frvjqqfe; also, they may disintegrate at any time, in which case you should return here for another pair. The Mask protects against air breather spells like Makanito.) Somewhere on this or higher levels you may obtain a "furred cone" (Magician's Hat) after a battle. This is required by the Witch on Level 4 as an ingredient for her "blue blood special" (a Dab of Puce).

Level 4: Maze of Wandering

Artifacts: Aromatic Ball (White Marble), Limp Wrist (after battle)
Effective Monsters: Carriers, Scrylls, Dark Riders

Shifting walls make this a tough maze. The best strategy is to head straight for Level 3 and enter the Cosmic Cube. Then return to this and other mazes to complete the game. It is crucial to xfb s uif Pyzhfo

Nbtl here. Don't proceed without a "Get out of Jail Free card" obtained after a battle. If you find a Limp Wrist after a battle, keep it—it's needed for four of the game's five endings.

Just gpmmpx uif epuufe mjof. The walls will shift until you reach 0, 10. Then you must camp and decamp until you have an opportunity to move west. This happens one time out of four. The next obstacle is the Jail (2) at 18, 13. You must have a "Get out of Jail Free card" (see above). Use it to free yourself from Jail until you are freed at 17, 13 (one square west of the Jail). This also occurs once in four times. Then follow the dotted line to the Stairs Up, bwpjehou uif "usjhhs trvbsft." Head upstairs. (Later, you will return to deal with the Witch (1), which is covered below.) Before leaving, bathe in the Ron Wartow Memorial Pool.

Levels 3, 2 and 1: The Cube

Throughout this section, follow the dotted lines on the maps. You travel through a series of chutes and stairs that transport you about these three levels. On the maps, each intermediate destination labeled with a lower case letter: (a). In this explanatory information, each letter is followed by a number indicating the level on which it's found: (a/3).

From Level 4, you arrive on Level 1 at the spot marked X (15, 11). Go due north through the center door and continue north until you're transported to (a/3). Go west, where you're transported to (b/1). You must get through this Light and Dark area (avoiding 3, 1) to 3, 9, where a chute transports you to (c/2). Frvjq pyzhfonbtl. Move to 5, 7, where another chute sends you to (d/2).

Frvjq boe jowplf uif Xjohfe Cpput to avoid pits in these areas. Go to 3, 14, 2 and get the Oil of Olé (50,000 gold) at (1). Find your way to the stairs down at 10, 8 to reach (e/3), then follow the map and move to C1 to be transported to (f/3). (Be careful to avoid stepping in any other locations along the way, or you'll be transported all over the place.) Move south once and west once and you'll be transported to (g/3). Now go opsui podf and east once to be transported to (h/3). Take the stairs up at 19, 17 to reach (i/1). At (1) on Level 1 (13, 2), get Trebor's Rump. Equipped and invoked, it permanently stops Trebor from hounding you. Make your way to 8, 2 for a chute to (j/2). Proceed to the stairs up at 18, 2, which take you to (k/1). Follow route to stairs down at 9, 9 to (l/3). Follow the hall to C6 and get transported to (m/1). Go to the stairs down at 8, 5, which take you to (n/3). Move to 1, 2, where you're transported to (o/2).

Filled with spinners, this room is a *major* challenge. Cast Evnbqjd to ascertain you're facing south and save, then move south, repeating the process until

you reach 9, 2, 2. You can also use Light spells to watch distant walls. Save and try until you get into Chute C6, which transports you to (p/1). Freedom from the Cube is in sight! The Holy Hand Grenade is cursed and must be cleansed by using the Oil of Olé. Then use the Holy Hand Grenade. When the pin is pulled, make your way to (2) at 15, 15, 1, drop the Holy Hand Grenade and move three steps away. The wall will be blown away, allowing access to the stairs up at 15, 16, 1.

Back to See the Witch

Use Malor to backtrack and satisfy the Witch on Level 4. She wants the Gold Pyrite (Level 8), White Marble (Level 4), Witching Rod (Level 2) and several items obtained after battle: a Magician's Hat, Blade Cuisinart and Penneceaux.

Levels -0, -01 and -02: The Castle

Artifacts: Maintenance Cap, Chrystal Rose, Gwilym's Arrow of Truth, Orb of Dreams, Signet Ring, Mythical Gauntlets
Effective Monsters: Greater Demons, A Flack, and Entelechy Fluff

Regardless of which ending you opt for, the following things must be accomplished. You should also have 1,000,000 in gold. (Gjhiu npotufst po Mfwfm pof until you have enough.) The Dreampainter's Ka is needed to survive a major battle, but don't equip until then, for it has a limited number of uses.

Return to Level -0, go east and north to the Castle Entry (1). The password is usfcps tvy. Go to 2, 15 and take the stairs up to Level -01. Go north three, east thirteen (stay on the "catwalk" by following the dotted line, or you'll fall off), south two to 16, 16, -01. Take stairs up to Level -02. Move north once and obtain the key from the Inkeyper (1).

Retrace your steps to Level -0. Enter door at (4), found at 17, 9, which cannot be done with the Inkeyper's Key. Go to 14, 11, -0 and take the stairs up to Level -01. Enter (6), the room at 15, 13, -01, where as a reward for restoring the Temple on Level 7, you'll get a Maintenance Cap. This enables you to sfqbj's uif Dbtumf't Gpvoubjot (2) at 5, 16, -0 and 13, 16, -0. After doing so, bathe in the fountain at 5, 16, -0, then go immediately to 15, 11, -01 and you'll be presented with the Chrystal Rose (7). When equipped with the Rose, you'll be honored by all and attacked by only the most formidable foes. On Level -01 at (4) in room at 14, 11, get Gwilym's Arrow of Truth for the Dab of Puce. At (5) on the same level, get the Orb of Dreams at 14, 13 for the Penneceaux.

Ending One: The Acceptance of Offer

Go to 9, 16, -0 for an encounter with the Captain's Council (6), which results in a request for 1,000,000

gold. Comply, go one step south and take the stairs up at 9, 15, -0. Go to the Baron's Council (1) at 8, 16, -01 for the Signet Ring. Before taking the stairs up at 16, 16, -01, equip the Dreampainter's Ka and the Oxygen Mask, which are needed to get past the All-Stars. Then go to 9, 15, -02 for the Acceptance of Offering conclusion at (2).

Endings Two-Four: The Sword Endings

For these, you must have done the above, except giving the 1,000,000 gold to the Captain's Council. You also need the Dreampainter's Ka, an Initiate's Turban (obtained after battle), a Limp Wrist (obtained after battle around Level 4) and a Dink (a level one monster) in your party instead of a Flack. After getting the Signet Ring, go to the stairs up at 16, 16 on Level -01, equip the Dreampainter's Ka and Oxygen Mask, then save the game. After you make it past the All-Stars, get the Mythical Gauntlets (3) at 9, 17, Equip them. You can't get past Hawkwind (4) without a Ejol. Then go to (5) for the Sword Ending. The only difference between these three conclusions is based on which of the swords you chose at the Temple.

The Grandmaster Ending

Hey! Every hardcore adventurer needs at least one Mount Everest to climb, so we're not publishing this one. Subscribers to QuestBusters, however, can get free hints by sending a self-addressed, stamped envelope with up to three questions at a time. (Hint: There is one more level, and you already have what you need to reach it.)

Map Key: Wizardry IV

All Levels

P : Pentagram
SU : Stairs Up
SD : Stairs Down
R : Rock

Level 10

1 : 1st Guardian
2 : 2nd Guardian
3 : 3rd Guardian
4 : Pyramid Guardian: Amulet and Candle
5 : Bloodstone

Level 9

1 : Turquoise Stone
2 : Secret Door
3 : The Abyss
4 : Dog Beast & Demonic Chimes
5 : Monster
W: Corner Rooms are full of Tower Sentries, Tower Guards and Officer's Mess

Level 8

1 : Witching Rod in Acid Pool
2 : Glum (defeat for Black Box)
3 : Golden Pyrite
4 : Amber Dragon (stone)

Unshaded area is safe path through mine fields, which are more severe as you go further south.

Level 7

1 : Temple/Altar
2 : Orange Rod (Hopalong Carrot)
3 : Blimp with Message
4 : Statue of Dreampainter & Dreampainter's Ka
5 : Hidden Door (Use Candle to See)

Dotted Areas: Bright Light (Light Spell Negated)

Level 6

1 : Sentinel-Cape of Good Hope

(Answer—The Bnvmfu)

2 : Sentinel—Initiate Turban, Arabic Diary, Transport to Stairs Up
T : Sentinel—Transport to Pentagon (or two squares away)
F : False Door
X : Spinner
TP: Transporter (to random location)

Level 5

1 : L5 Creature and Winged Boots
2 : Message and Oxygen Mask
D (#): Dark Creature (# is its level)
L (#): Light Creature
T1: Transport to 0N, 16E
T2: Transport to 2N, 11E
Bright Light (Light Spell Negated)

Level 4

1 : Witch: Triggers wall changes
2 : Jail
3 : Aromatic Ball(White Marble)
4 : Ron Wartow Memorial Pool
R: Rock
T : Triggers wall changes

Level 3 (The Cube)

No artifacts are found here. See map for chutes and stairs.

Level 2 (The Cube)

1 : Oil of Olé
2 : Rock

Level 1 (The Cube)

1 : Trebor's Rump (Invoked, it lifts curse so Trebor stops following you.)
2 : Use HHG to blast open wall
X: Entrance to Cube from Level 4
SU at 15, 16: entrance to Castle

Level -0 (One up from Cube)

1 : Castle Entrance (password needed — usfcp tvx)
2 : Majestic Fountains
3 : Entrance to Citadel of Castle
4 : Entrance to Inn (need Brass Key from Inkeyper)
5 : Baltac
6 : Captain's Council (wants \$1M gold for Rallying Horn, or you must go to battle). You must be equipped with Chrystal Rose from next maze.)

Level -01 (Two up from Cube)

- 1 : Baron's Council & Signet Ring (Wax Seal)
- 2 : Elevator
- 3 : Elevator
- 4 : Gwilym's Arrow of Truth (for Dab of Puce)
- 5 : Orbof Dreams (for Penneceaux)
- 6 : Maintenance Cap (Must Have

Restored Temple on 7)

- 7 : Chrystal Rose

Level -02 (Three up from Cube)

- 1 : InKeyper (Key to Inn, 1 Up from Cube)
- 2 : One Game Ending: Acceptance of Offer
- 3 : Mythical Gauntlets

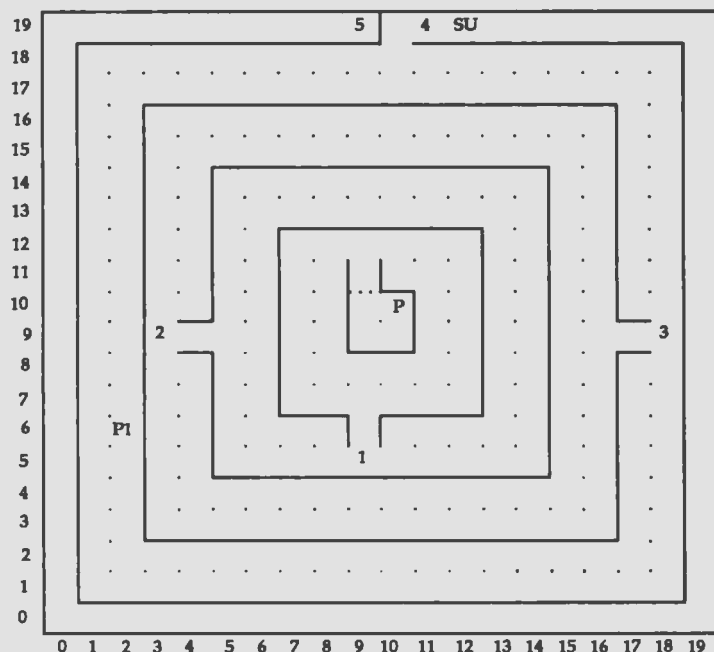
- 4 : Hawkwind (Must have Dink to defeat him)

- 5 : Four More Game Endings, one with each of the three Swords from the Temple on 7, and the Grandmaster Solution.

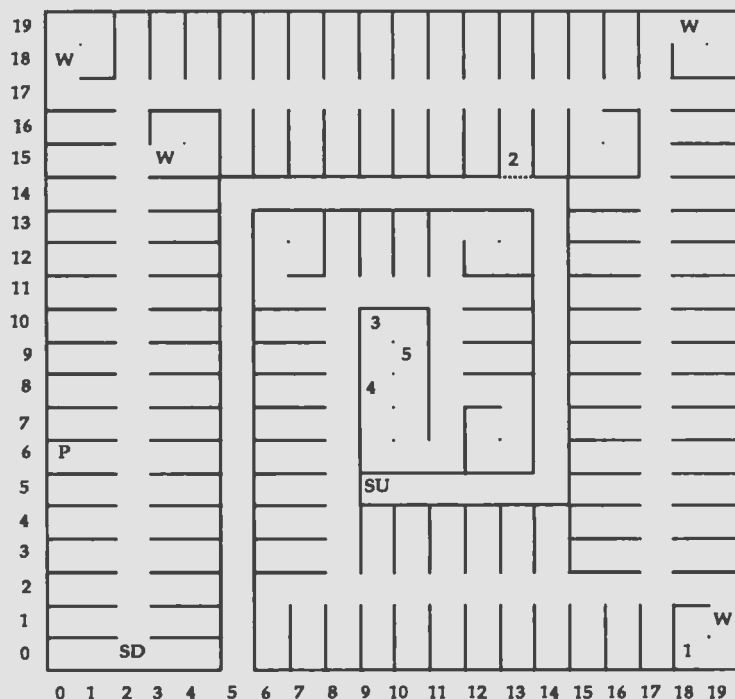
- 6 : Elevator

- 7 : Nyin

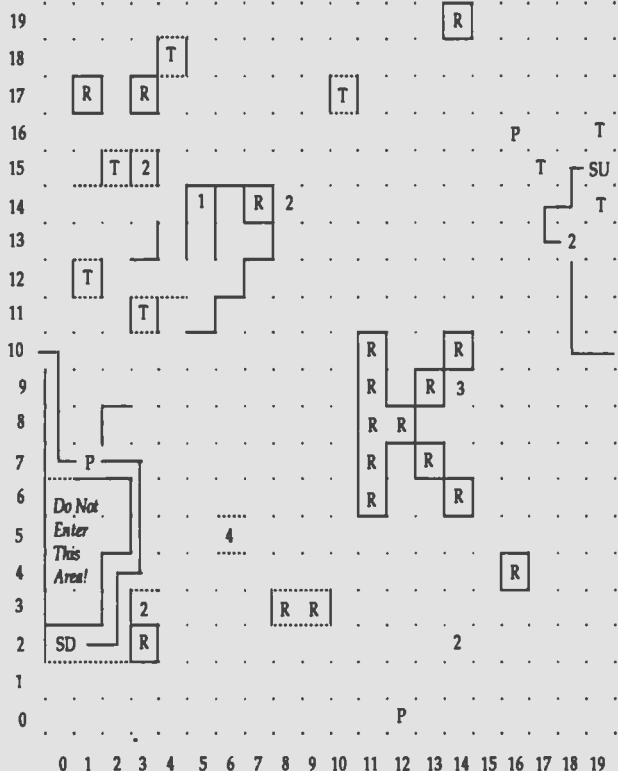
Wizardry IV: Level 10



Wizardry IV: Level 9

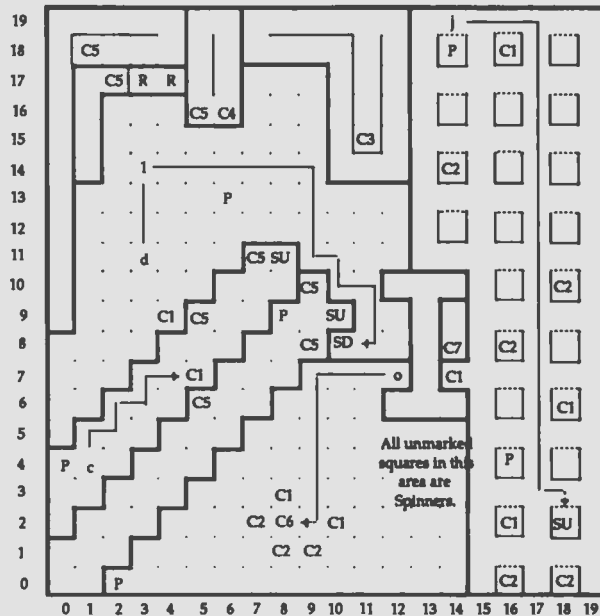


Wizardry IV: Level 4



: Changing Walls

Wizardry IV: Level 2 (The Cosmic Cube)

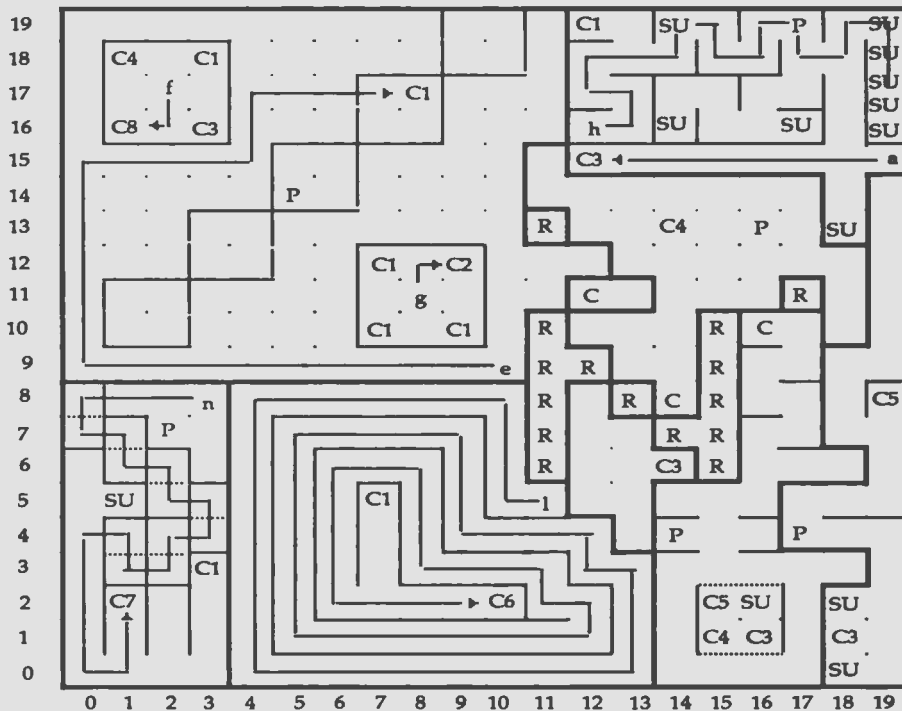


Chutes
C1: To 3E, 11N, 2
C2: 19E, 14N, 3
C3: 2E, 17N, 1
C4: 9E, 19N, 1
C5: 3E, 2N, 2
C6: 18E, 14N, 1
C7: 13E, 9N, 1

SD at 10E, 8N go to 10E, 9N, 3
SU at 18E, 2N go to 0E, 7N, 1

All unmarked squares in this area are Spinners.

Wizardry IV: Level 3 (The Cosmic Cube)



Dotted lines indicate best path through maze (but you can step off the trail to visit Pentagrams, of course.)

Bold lines indicate self-contained areas.

Chutes and Stairs
C1: To 2E, 17N, 3
C2: 12E, 16N, 3
C3: 3E, 5N, 1
C4: 0E, 9N, 2
C5: 12E, 8N, 3
C6: 3E, 00, 1
C7: 12E, 7N, 2
C8: 8E, 11N, 3

SU at 19E, 17N go to 16E, 3N, 1

[illegible][illegible]

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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