

Wizardry[®]

A Fantasy Role-Playing Simulation by
D.W. Bradley

Playmaster's Compendium

The Official Hint Guide



BANE OF THE COSMIC FORGE


SIR-TECH

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About this Hint Guide

Bane of the Cosmic Forge is an extremely intricate game... full of mystery, puzzles, people and an assortment of monsters and weapons that would make any castle owner proud. With so much detail, it's not surprising that everyone needs a little nudge every now and again.

That's just what this hint guide is for... to fill in the spaces and to answer your questions. It's divided into three sections: information about the game itself and its designers, hints and tips to get you started, and all the details you need to understand the items and monsters within Wizardry.

While we don't like to tell anyone how to play a game, we feel it's best that you use this hint guide only when you are stuck. Half the fun of Wizardry is solving the puzzles, discovering a spell that will vanquish a monster or uncovering a unique power within a weapon all by yourself. By using this guide sparingly, we can guarantee you'll get the most out of everything Bane of the Cosmic Forge has to offer.

What would you like to see?

We'd like to know your answer. After all, you're the one who is playing Wizardry. Who would know better? If there is anything that you think would help Wizardry to beat the fur leggings off of other fantasy role-playing games, we want to hear about it. Send your comments and suggestions to:

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Still have questions?

If you're stuck in Bane of the Cosmic Forge, and can't find answers to your questions in this guide, we've got someone waiting to help you.

The Wizardry Hotline
(315) 393-6633

Monday - Friday -- 4:00 - 8:00 p.m. Eastern Time
Weekends and Holidays -- 12:00 - 4:00 p.m. Eastern Time

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Wizardry *Bane of the Cosmic Forge*

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...thanks to Todd Ashley, Mike Anderson and Capt'n Adventure...*

Introduction	1
Creating the Party & Other Strategies	2
Before You Enter the Dungeon	3
Creating Your Party	3
Selecting Your Characters' Races	3
Selecting Your Characters' Professions	5
Drawing Out the Party	6
The Roll of the Dice	6
Frustration? Did you say, "Frustration?"	6
Allocating Your Characters' Skill Points	7
Entering the Dungeon	7
The Pre-Combat Check	7
Your First Encounters	8
After An Encounter	8
A Rude Awakening	9
Accumulating Experience Points	9
Gaining a Level	9
Experience Points Needed	10
Practice Makes Perfect (Skills)	12
Selecting Spells	13
Locked Doors	14
Gates	14
Treasure Chests	14
Non-Player Characters	14
Spotting Secret Items & Passageways	15
Fountains	15
Moving On	15
Calling All Monsters	15
Save Your Game	15
Interview with David W. Bradley	16
Maps, Messages, Hints & Tips	20
Castle - Ground Zero	21
Castle - Lower Level	24
Castle - Towers	31
Castle - Upper Level	34
Skull Door - Part I	37
The Belfry	38
Cavern & Giant Mountain	39
Giant Mountain (Upper)	43
The Mines	44
The Pyramid	50
Skull Door - Part II	55
Castle Spires	57
River Styx	58
Tomb of the Damned	63
Swampland	64
Hall of the Dead	66
The Enchanted Forest	71
The Temple of Ramm	74
The Chamber of the Cosmic Forge	76
All Those Things That Go Bump in the Night & the Goods to Bump Them Back	79
Items List (preface)	80
About Dice Rolls	81
Items	82
Monsters	95

The year is 1981. Sir-tech is housed - in entirety - within a six-by-nine foot space rented from a local novelty manufacturer. The office staff is a bit limited, too. In charge of customer relations, public relations, sales and development is Robert Sirotek... who is also the vice president. Norman Sirotek handles accounting, customer relations, distributor sales and any other tasks which come his way; he is also the controller. Robert Woodhead and Andrew Greenberg are the whole of development. On the way out the door are the first 100 Wizardry disks. They have been up a good portion of the night copying the disks... one... by... one.

Ten years have passed since that day the four nervously shipped the first one hundred copies of Wizardry to the world of computer users. Hung in plastic bags from display racks, Wizardry competed with word processors, accounting packages, spreadsheet databases and other titles of 'noble' pursuit. Scarcely a game could be found. After all, many reasoned, computers weren't made for games. And so Wizardry waited. Hoping someone would notice. Ten years and nearly 2 million copies later, clearly someone had.



At the same time and on opposite ends of the United States, David W. Bradley had begun to program what would become Wizardry V: Heart of the Maelstrom. Being a fan of fantasy role playing and computers, David naturally mixed the two. In the office where he worked, the game passed from disk to disk and person to person. People who were supposed to be typing memos, planning corporate stratagems and comparing financial sheets, were instead trouncing through dungeons, battling dragons and collecting gold pieces.

In 1984, David contacted Sir-tech Software about his program, then called 'Dragon's Breath.' In just a few weeks, the game was a hit with Sir-tech's office staff, too. Norm and Rob Sirotek decided it was just too good to pass on, and so set the production wheels in motion.

After its release in 1988, Wizardry V won several gaming awards and increased the series' fame to even higher levels. And that's when it happened - David threw the entire system out the door on its ear.

And from the ground up, beginning with a simple 'Hello World' program, David Bradley sculpted a system that had been his own for 10 years - a system that would eventually garner more awards than the previous five Wizardrys combined. But according to David, 'That's only the beginning.'

Creating The Party And Other Essential Strategies of the Bane of the Cosmic Forge Adventurer

How do you create the perfect party? How many experience points do you need to reach the next level? What's the best way to deal with locked doors? You'll find the answers to these questions and more in the section which follows.

Designed as a gamer's aid, the advice it offers is crafted from the contributions of dozens of gamers who have made it successfully through Bane of the Cosmic Forge. Whether you're a seasoned player or an adventurer just beginning your trek into Wizardry, the suggestions found here will certainly help you in your travels.

Before You Enter The Dungeon

You've just installed Bane on your computer, and you're eager to get into the dungeon where the adventure waits for you.

Not so fast. You're about to create a party that you'll have to live with for the whole of your adventure! The more time and effort you put into developing these characters, the more performance you'll get out of them.

Creating Your Party

The party is the very heart of any role playing experience. The characters you create to adventure through Bane of the Cosmic Forge will soon become your electronic friends. You'll know them nearly as well as you know yourself.

With such variety, however, selecting a party which will meet all the challenges of the Wizardry world can be quite a puzzling experience. To be exact, there are 297 possible character combinations to choose from, and from that selection, everyone seems to have a different idea about which characters comprise the "best possible party". And that's okay. It's always been a personal decision. However, some general guidelines do exist. They are discussed in the following sections.

Selecting Your Characters' Races



A character's race is an all-important trait. Races offer your party members special benefits such as a lowered armor class or certain resistances, and typically dictate which professions your characters may enter.

When you're considering the makeup of your party, think of what you'll need as you enter the Wizardry world: fighters who are fast and strong; spell casters who are intelligent, pious or both and thieves who are dexterous, fast and intelligent. Different races within Wizardry offer each of these benefits naturally.

The Lizardman, for example, makes for an excellent fighter. Using the chart below, you can see where each race excels along with any unique traits it may possess.

*Each race has
its own strengths
and unique traits.*

Races	Statistics										Trait
	STR	INT	PIU	DSP	SP	TH	IE	PE	RT	ET	
Humans											Perfectly Balanced
Elves											
Dwarves											
Gnomes											
Hobbits											
Faeries											Naturally Low AC
Lizardmen											
Dracons											Breathes Acid
Felpurrs											Naturally Low AC
Rawulfs											
Mooks											



 Races' strengths
  Races' weaknesses

Looking at the chart, you can see that each race, with the exception of the well-balanced Human, leans toward a particular profession. For example, if you're looking to create a Priest, good candidates for race would be an Elf, Dwarf, Gnome or Rawulf - all have good piety and would likely take few bonus points to enter the profession. Likewise, the Lizardman, Dracon and Mook all lean toward fighting professions.

Just as the Lizardman leans toward a fighting profession, so too do the other races lean toward their own professions. The chart below shows you just how well the different races match up to the professions.

Certain races are made to enter a particular profession.

Races	Profs →	F	M	P	T	R	A	B	P	U	B	L	S	M	N
		I	A	R	H	A	L	A	S	A	I	O	R	O	I
		G	G	I	I	N	C	R	I	L	S	R	M	N	N
Humans															
Elves															
Dwarves															
Gnomes															
Hobbits															
Faeries															
Lizardmen															
Dracons															
Felpurrs															
Rawulfs															
Mooks															

 Race requires least amount of bonus points to enter the profession.
 Second Place

While it's important to compare a character's race against the profession he or she hopes to enter, it's equally important to consider what benefits you'll receive by selecting a particular race - some races have a naturally low armor class; others have special abilities.

When you combine a race's natural talents such as a high strength or a resistance to magical spells with a profession's bag of tricks like critical hits or spell casting, you can create some astounding characters! For instance, consider the Felpurr Ninja. While it is a hard character to roll, the combination of its race and profession will pay off

handsomely: the Felpurr, because of its legendary speed, has a naturally low armor class. The Ninja, by the same token, lowers its armor class through its study of Ninjutsu. A Felpurr Ninja, then, has a doubly low armor class! On top of that, your Felpurr Ninja also has resistance to spells and missiles hurled in its direction. Not a bad character! And there are others just like it! Just look at the benefits these races have to offer:

Some races have unique resistances

Races	Resistances	
	Humans	None
	Elves	Hypnosis & Sleep Spells
	Dwarves	Magical Spells & Poison
	Gnomes	Magical Spells
	Hobbits	Magical Spells
	Faeries	Magical Spells
	Lizardmen	Mental Spells & Acid
	Dracons	Mental Spells & Acid
	Felpurrs	Spells & Missiles (SPD)
	Rawulfs	Cold
Mooks	Magical Spells & Cold	

As you're creating your party, try to take advantage of the resistances Wizardry's people have to offer - and study those resistances carefully. You'll find that some races' resistances are superior to others. The Elf, for example, has a resistance to Hypnosis & Sleep spells. However, the Lizardman and the Dracon have resistance to all mental spells. What's more, the Dracon can even breathe acid upon its opponents!

Despite a race's leaning, no race is limited to any particular profession. With a high enough roll of the dice, any race can enter any profession. Choose your characters' races in terms of the benefits they can offer to you and your party.

Selecting Your Characters' Professions

Inside the Wizardry dungeon, your characters will find monsters bent on stalling their adventure, locked doors, treasure chests, NPCs with unique personalities and hundreds of other surprises at the turn of every corner. To face everything Wizardry has in store for you, you'll need a blend of characters whose skills and talents compliment one another.

Typically, the first three characters in your party deliver and accept the damage to and from opponents. So, you'll need at least three characters who can fight well. The Fighter, Ranger, Valkyrie, Samurai, Monk, Ninja and Lord fit this bill. Next, you'll need someone to heal the damage caused by the monsters your party faces. The Priest, Alchemist and Psionic are well-suited for such a position. Of course, you'll also want a spell caster capable of incanting a bit of chaos himself. The Mage, Psionic or Alchemist can do the trick. Lastly, you're going to need someone, a thief perhaps, who can get you into those locked doors and treasure chests.

Following the guidelines above, you could create a party which consisted of three Fighters, a Priest, a Mage and a Thief. While this party covers the basics, it doesn't take full advantage of all Wizardry has to offer. Could you get an extra healer in there? An extra damage caster? Maybe even four characters capable of fighting well? Be greedy... get all you can get into a single party!

The party which follows covers all the bases and then some. Contained within just six characters, you have a Fighter, a Samurai, a Monk, a Ninja, a Priest, two Mages (one is the Samurai), an Alchemist (thanks to the Ninja), a Psionic (from the Monk), a Thief (again, thanks to the Ninja) and a Ranger (by building the Ninja's Scouting ability). That's 11 characters for the price of 6!

By using elite characters,
your party will be more powerful.

Party # 1	
Professions	Fighter The early fighting expertise and high hit points will help as you begin adventuring.
	Samurai <i>Critical</i> The Samurai fights well and has high hit points. They also learn Mage spells.
	Monk <i>Critical</i> The Monk is a good fighter and additionally learns the Psionic spells.
	Ninja <i>Critical</i> The famed assassin, Ninja fight well and are able to learn Alchemist spells.
	Priest The Priest provides the initial healing power that every party needs.
	Mage To put those monsters in their place, the Mage is great with damage spells.

Depending on your preferences, you may like one of the party combinations below:

Party Members	Valkyrie	Fighting, Priest Spells
	Ninja	Fighting, Alchemist Spells Thieving
	Samurai	Fighting, Mage Spells
	Priest	Fighting, Priest Spells
	Psionic	Psionic Spells
	Mage	Mage Spells, Scouting

An elite party with a lot of healing power.

Party Members	Fighter	Fighting, Scouting
	Lord	Fighting, Priest Spells
	Samurai	Fighting, Mage Spells
	Priest	Fighting, Priest Spells
	Mage	Mage Spells
	Thief	Theiving Skills

Easy to roll, lots of healing/damage power.

Drawing Out The Party

After you've reviewed all of Wizardry's races and professions, you likely have some ideas on what you'd like within your party. The chart on the bottom of this page will help you to understand and refine your party's potential.

Just fill in each character's profession and race, and check off his or her contribution to the party. Then, note any special abilities or resistances in the last column.

When you've finished entering the information for each character, hopefully there will be a checkmark in each column - if there is, then you've covered all the bases. If there's more than one checkmark per column, so much the better! Should you find a gap, however, try to find a character who can fill it.

The Roll of the Dice

Once you've decided what characters are going to make up your party, get yourself a cup of coffee or a large glass of soda, and prepare yourself for a wait. After all, you're at the mercy of the dice roll. If you want a Ninja, for example, you'll need at least 15 bonus points. For other profession/race combinations, the ante is just as high. (The chart on page 14 of the manual will tell you how many bonus points you'll need for any combination.) Just remember, the time you spend creating your party is an investment; you will save it two-fold as your super characters progress more quickly, vanquish monsters with ease, and recover from combat with flair.

Frustration? Did you say, "Frustration?"

If you've already created your party and it's exactly what you hoped for and it took you less than an hour, you can skip this section... but don't brag about it!

"It took me two hours to create this party," he said. It's common. Dice rarely roll the way you want them to. Just ask anyone who's ever been to Las Vegas.

As you're creating your party, you'll grit your teeth when you see the dice roll is a slim one point away from the amount you need to create your super Monk or Ninja. And perhaps, as if to rub it in, you may get a scarce 5 points from the next roll!

Instead of breaking pencils over these close rolls, use them to your benefit. Let's say you're trying to create a Felpurr Ninja and you need a roll of at least 15. Finally, you roll a 14 (teeth grit, pencil breaks). Instead of creating a "junk" character, use these points to create a super fighter, priest or other common profession. After all, it's likely you'll have at least one character in your party who is not of the "elite" ilk and can benefit from such a high roll.

Other people even make a game of creating super characters. "I say you'll get the Ninja within 10 rolls... ah, no... make it 15 rolls. Yeah, 15." No kidding.

Yes, rolling the ultimate party can be frustrating. However, try to be patient and firm. If you want a Felpurr Ninja, don't settle for a Felpurr Samurai. Just rest assured that eventually you'll get the bonus points necessary to create each of the characters you've designed.

	Profession	Race	Combat		Spellbooks				Skills			Resistances
			Fight	Crit	ALC	MAG	PRI	PSI	Scout	Skuld.	Leger.	
1												
2												
3												
4												
5												
6												

Allocating Your Characters' Skill Points

Once you've successfully rolled one of your super characters, congratulate yourself! Now, it's time to give the character some extra power by way of skill points.

Wizardry typically provides each character with a few extra bonus skill points to add to his or her area of expertise. As you allocate each character's skill points, remember what you created them for...

Fighters

Add points to a weaponry skill such as Sword. You may also add points to the character's Scout ability.

Samurai/Ninja/Monk

Add points to the character's Hand & Feet, Ninjutsu and magical skill. If you have enough points, drop one or two into Oratory as well. If the Ninja is to be your "Thief", add points to Skulduggery and Legerdemain, too.

Valkyrie/Lord

Add points to a Weaponry skill, Theology and Oratory.

Priest/Mage/Psionic

Add points to Oratory and their area of magical expertise.

Alchemist

Concentrate your points in the character's Alchemy skill; Alchemists need no oratory.

If your character didn't get enough bonus points to allocate everywhere you'd like... don't worry. Characters usually get extra skill points each time they gain a level and each time they practice a particular skill. Be sure to check out *"In the Dungeon, Practice Makes Perfect"* later in this guide.

Entering the Dungeon...

With all of your characters created, it's time to select from that repertoire the elite six who will serve as your party throughout your adventure.

As you add each member of your team, be certain that the character meets the expectations you had for it. If not, it might be worth your while to create another.

Add the six members to your party placing the strongest characters in the front and the spell casters and non-fighting types (alas, the weaker ones) to the rear. Take the time to review each character and equip their armor and weapons while you're there. Once you've finished, then you're ready to head into the dungeon.

Once You're in the Dungeon...

Once you have selected the brood which will comprise your party and have made your way into the entrance chamber of the castle, save your game. Why? Just in case your characters meet an untimely death after their first combat, you won't have to go to the trouble of adding the members, equipping them and making your way into the dungeon again. You'll just have to resume your saved game.

The Pre-Combat Check

After spending so much time putting your troop together, you're eager to see them perform. However, before that first encounter, spend a few minutes to do a pre-combat check.

- * Check the order of your party. Fighting characters with the highest hit points should be in the front. The weakest characters should be in the rear.
- * Note the ranges of your characters' weapons. Don't put someone with a short range weapon in the third position.
- * Check your characters again to make sure everyone is equipped.
- * Know which spells your spell casters have available.

Your First Encounters

Everyone's equipped, the adrenalin is flowing and your head fighter is determined to make rat pies from the creatures standing before you. It's finally time to put everything you've created into action.

How you handle the combat all depends on the number of monsters you encounter. For example, let's say your first encounter was with nothing more than one, paltry rat. With three of your characters swinging a sword at him, there's a good chance that he will be killed, or at least severely injured, during the first round of combat.

However, suppose you encounter six rats traveling in two groups... two in the first group, and four in the last. Obviously, you'd handle things a bit differently. Your ultimate goal, however, is to disable all the monsters as quickly as you can. With a bit of luck, the strategy below will do just that:

Fighting Characters: Fight the 2 monsters in group 1

Spell Casting Character: Cast a Sleep spell on the 4 monsters in group 2

In the previous example, you're putting three of your fighters on just two rats. In all likelihood, they will kill one and injure the other; however, they might just kill both. The Sleep spell, on the other hand, will disable all four monsters in the second group if it is successful. So, in the next round of combat:

Fighting Characters: Attack sleeping monsters in group 2. If a rat from group 1 is still alive, have one of your fighters attack it.

"Healing" Character: If any party member is injured, cast a healing spell on him or her.

Spell Casting Character: It's optional, but if you want to play it safe, cast another Sleep spell on the second group to "re-sleep" any monsters which have been awakened.

After the second round of combat, if all goes well, you'll have only a single rat left and it might be asleep at that! In the third round of combat, your fighters can quickly vanquish it.

Throughout your early encounters, this type of strategy can be applied to virtually any situation, regardless of the type or number of monsters. For three groups, for example, you could cast a Sleep spell on the largest, attack the second largest and hope the smallest group doesn't cause you too much damage. If you have another spell caster who can cast Sleep or some other type of damage spell on the third group, you're even better off.

As you progress through Bane of the Cosmic Forge, you'll encounter other types of monsters who have special resistances, cast spells against you or possess other unique powers. Of course, your party's spell arsenal will have increased, too. You'll be able to Silence the spell casters, Fireball the giants or summon other monsters to help you in your battle.

Just remember the essential combat strategy: disable as many monsters as you can in the first round of combat. How you disable them, by killing, spells or otherwise, is dependant upon the mettle of your fighters and the power of your spell casters.

After an Encounter

After an encounter, a party typically needs both healing and rest...

1. If your party is in reasonably good shape... no one is dead... save the game.
2. Since your healers likely used all of their spell power in combat, they will need some rest before they can help anybody. Find your party a quiet alcove, and bed down.
3. Once your party wakes up, the healing can begin. Heal as many of your characters as you can, and when the spell points run out, rest again. Afterward, heal them some more.

A Rude Awakening

What if some monster barges in while your party is sleeping and starts to kick your thief's teddy bear all over the room? No worries. Since the party has rested, for part of the night at least, your spell casters will have some spell points available. Additionally, your fighters will have regained a portion of their stamina and maybe some of their lost hit points. As soon as everyone wakes up, they'll be able to fight off the intruder.

Even if the monster succeeds in delivering some heavy damage to your sleeping party, it won't matter. You saved the game first. Just quit and resume the game with your healthier party.

Accumulating Experience Points

As your party encounters more and more monsters, you'll obviously collect more and more experience points. These points pay off generously in the form of experience levels.

Using the tables on pages 10 and 11, you can see just how far your characters have to go before they're able to advance to the next level of experience. The number of experience points listed is the number of additional bonus points your character will need to reach the next level of experience.

Gaining a Level

Each time your characters gain a level, it's your best chance to improve their chances of entering Adventurer's Hall of Fame. Although Wizardry's dice will choose the hit points and statistic increases for your characters, you'll be able to influence at least two changes on your own... the skills you increase and spells you select.



Fighter

Level 1	1000
Level 2	2000
Level 3	4000
Level 4	8000
Level 5	16000
Level 6	32000
Level 7	64000
Level 8	128000
Level 9	256000
Level 10	512000
Level 11	768000
Level 12	1024000
Level 13	1280000
Level 14	1536000
Level 15	1792000
Level 16	2048000

Mage

Level 1	1250
Level 2	2500
Level 3	5000
Level 4	10000
Level 5	20000
Level 6	40000
Level 7	80000
Level 8	160000
Level 9	320000
Level 10	640000
Level 11	1015000
Level 12	1390000
Level 13	1765000
Level 14	2140000
Level 15	2515000
Level 16	2890000

Priest

Level 1	1250
Level 2	2500
Level 3	5000
Level 4	10000
Level 5	20000
Level 6	40000
Level 7	80000
Level 8	160000
Level 9	320000
Level 10	640000
Level 11	1015000
Level 12	1390000
Level 13	1765000
Level 14	2140000
Level 15	2515000
Level 16	2890000

Thief

Level 1	900
Level 2	1800
Level 3	3600
Level 4	7200
Level 5	14400
Level 6	28800
Level 7	57600
Level 8	115200
Level 9	230400
Level 10	460800
Level 11	685800
Level 12	910800
Level 13	1135800
Level 14	1360800
Level 15	1585800
Level 16	1810800

**Character
Experience Point
Chart**

Level of Exp	Points Needed to reach next level
--------------------	--

Ranger

Level 1	1400
Level 2	2800
Level 3	5600
Level 4	11200
Level 5	22400
Level 6	44800
Level 7	89600
Level 8	179200
Level 9	358400
Level 10	716800
Level 11	1131800
Level 12	1546800
Level 13	1961800
Level 14	2376800
Level 15	2791800
Level 16	3206800

Bard

Level 1	1250
Level 2	2500
Level 3	5000
Level 4	10000
Level 5	20000
Level 6	40000
Level 7	80000
Level 8	160000
Level 9	320000
Level 10	640000
Level 11	1015000
Level 12	1390000
Level 13	1765000
Level 14	2140000
Level 15	2515000
Level 16	2890000

**Elite
Classes
need more
experience,
but have
more
skills & talents
than
other classes**

Alchemist

Level 1	1100
Level 2	2200
Level 3	4400
Level 4	8800
Level 5	17600
Level 6	35200
Level 7	70400
Level 8	140800
Level 9	281600
Level 10	563200
Level 11	875200
Level 12	1187200
Level 13	1499200
Level 14	1811200
Level 15	2123200
Level 16	2435200

Psionic

Level 1	1250
Level 2	2500
Level 3	5000
Level 4	10000
Level 5	20000
Level 6	40000
Level 7	80000
Level 8	160000
Level 9	320000
Level 10	640000
Level 11	1015000
Level 12	1390000
Level 13	1765000
Level 14	2140000
Level 15	2515000
Level 16	2890000

Dalkyrie

Level 1	1100
Level 2	2200
Level 3	4400
Level 4	8800
Level 5	17600
Level 6	35200
Level 7	70400
Level 8	140800
Level 9	281600
Level 10	563200
Level 11	875200
Level 12	1187200
Level 13	1499200
Level 14	1811200
Level 15	2123200
Level 16	2435200

Bishop

Level 1	1500
Level 2	3000
Level 3	6000
Level 4	12000
Level 5	24000
Level 6	48000
Level 7	96000
Level 8	192000
Level 9	384000
Level 10	768000
Level 11	1213000
Level 12	1658000
Level 13	2103000
Level 14	2548000
Level 15	2993000
Level 16	3438000

Lord

Level 1	1400
Level 2	2800
Level 3	5600
Level 4	11200
Level 5	22400
Level 6	44800
Level 7	89600
Level 8	179200
Level 9	358400
Level 10	716800
Level 11	1131800
Level 12	1546800
Level 13	1961800
Level 14	2376800
Level 15	2791800
Level 16	3206800

**Looking
for more
encounters?**

Rest.

**Monsters can't
resist a sleeping
party!**

Samurai

Level 1	1400
Level 2	2800
Level 3	5600
Level 4	11200
Level 5	22400
Level 6	44800
Level 7	89600
Level 8	179200
Level 9	358400
Level 10	716800
Level 11	1131800
Level 12	1546800
Level 13	1961800
Level 14	2376800
Level 15	2791800
Level 16	3206800

Monk

Level 1	1400
Level 2	2800
Level 3	5600
Level 4	11200
Level 5	22400
Level 6	44800
Level 7	89600
Level 8	179200
Level 9	358400
Level 10	716800
Level 11	1131800
Level 12	1546800
Level 13	1961800
Level 14	2376800
Level 15	2791800
Level 16	3206800

**Keep
those
experience
points building**

**Save
Your
Game
Often**

Ninja

Level 1	1500
Level 2	3000
Level 3	6000
Level 4	12000
Level 5	24000
Level 6	48000
Level 7	96000
Level 8	192000
Level 9	384000
Level 10	768000
Level 11	1243000
Level 12	1718000
Level 13	2193000
Level 14	2668000
Level 15	3143000
Level 16	3618000

Practice Makes Perfect

Each time your character gains a level, Wizardry usually gives you several bonus skill points to add to a character's skills in any field you like. While it may be tempting to add all of these extra points into a character's weaponry skill or perhaps another discipline, you'll find many of the character's skills have already increased on their own... simply by practice.

For the most part, each time your character successfully uses a skill, it will increase, and because Bane of the Cosmic Forge is well balanced, these skills tend to increase in direct proportion to your need for them. Because of this balance, there are some skills which will, for the most part, take care of themselves. As in the "real world", practice makes perfect.

Fighting Characters: Each time they successfully use their weapon, their skill with the weapon increases. Consider adding points to such areas as Scout or Artifacts. For the Monk, Samurai and Ninja, you may want to increase Ninjutsu or Kirijutsu. For characters who also have a magical bent, add points to their area of magical expertise.

Spell Casting Characters: Each time they successfully incant a spell, their Oratory increases. Add points to their area of study instead. While this increases on its own throughout the character's early levels, it's a good idea to help it along with some extra points. After all, your character may learn more spells.

Thieving Characters: Each time they successfully pickpocket a character or unlock a door or chest, their thieving skills increase. You may choose to add points to Ninjutsu or Scout instead.

Since these skills grow on their own, use some of the points which you might normally allocate to them in areas where your character still needs to develop. While you're distributing all of those extra skill points, remember that it's better to create specialists than to give everyone a smattering of skills. For example, allow your Mage to become the scouting expert; you don't need more than one scout in your group.

The listing of skills which follows gives you a quick breakdown of each skill's effect. Looking them over, perhaps you can see where you'd like your characters to improve.

Weaponry skills help characters use their weapons accurately.

Lets you use...	
Weaponry	Wand & Dagger Small weapon
	Sword Any sword
	Axe Any axe
	Mace & Flail Mace, flail, hammer
	Pole & Staff Any pole or staff
	Throw Anything thrown
	Sling Any sling/bullet
	Bow Any bow/arrow
	Shield Any shield
	Hand & Feet Bare Hand or Foot

Physical skills help your characters perform acts of the hand, mouth or body deftly and with finesse.

Helps you to...	
Physical	Scout Find hidden things
	Music Play instruments
	Oratory Cast spells (well)
	Legerdemain Pickpocket NPCs
	Skulduggery Open a chest or door
	Ninjutsu Hide / Lower AC

Academia skills are a learned ability such as an area of magical expertise.

Helps you to...	
Academia	Artifacts Use Items
	Mythology Identify Monsters
	Scribe Use Scrolls
	Alchemy Learn ALC spells
	Theology Learn PRI spells
	Theosophy Learn PSI spells
	Thaumaturgy Learn MAG spells
	Kirijutsu Critically hit

Selecting Spells

Aside from boosting your characters' skills, Wizardry often allows your magic users to select a new spell or two when they gain a level. With several new and untried spells before you, it's often difficult to know which to pick.

Generally, each time a character is offered spells, he or she will find in the list both spells which hurt the monsters and those which help the party. In order to survive within Wizardry's sometimes harsh environment, you'll need to select some spells from both extremes.

To help the party, any spell which cures anything or protects the party from potential damage is extremely useful. The best from each realm are listed below:

Fire Spells: Fire Shield

Water Spells: Cure Paralysis, Ice Shield

Air Spells: Air Pocket, Silence, Cure Poison, Purify Air

Earth Spells: Armor Shield, Direction, Knock-Knock, Create Life, Cure Stone

Mental Spells: Sleep, Cure Lesser CND, Divine Trap, Detect Secret, Mindread, Sane Mind, Illusion, Wizard's Eye

Magic Spells: Heal Wounds, Enchanted Blade, Magic Screen, Conjunction, Resurrection

Each of these spells will help to protect your party in some way... either from death or from a monster's attack. Others allow you to see things which may aid your quest. Should any of the above spells appear in your magic user's list, be sure to choose them. While you're doing so, remember that all of your magic users work together - for example, if your Priest already has the Resurrection spell, and your Mage is offered Resurrection too, you may be better off selecting another spell that your party currently doesn't have.

Of course, adventure wouldn't be complete without spells to put the monsters in their place. As with the healing and helping spells, damage spells have a general measure of worth, too: those spells which disable the monsters or better yet kill them are the best to select. From each realm, there are several spells which accomplish the task with finesse:

Fire Spells: Energy Blast, Fireball, Firebomb, Firestorm, Nuclear Blast

Water Spells: Chilling Blast, Iceball, Deep Freeze

Air Spells: Stink Bomb, Poison Gas, Whirlwind, Toxic Vapors, Noxious Fumes, Asphyxiation, Deadly Air

Earth Spells: Acid Splash, Blades, Acid Bomb

Mental Spells: Mental Attack, Psionic Blast, Death, Mind Flay

Magic Spells: Make Wounds, Dispell Undead, Anti-Magic, Lifesteal, Death Wish

The spells listed above are, to a certain extent, the best of the crop. Spells which merely blind, weaken or otherwise allow the monsters to continue slashing your party just can't do the trick as well. If you don't see a spell listed, however, that doesn't mean your characters shouldn't select it. After all, on occasions, a combination of different damage spells could prove disastrous to your opponents.

Tired of Killing?

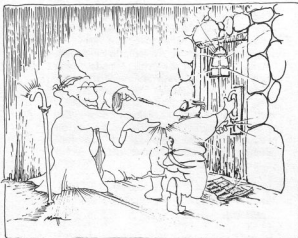
As your party adventures through Bane of the Cosmic Forge, you'll encounter many things besides monsters: there are traps, tricks and puzzles to stall you, locked doors and chests protecting the bounty of some monster's cache and NPCs who are willing to aid you in your quest. In the sections which follow, you'll find hints on how to best handle these situations.

Locked Doors

A stable feature in the landscape of Bane of the Cosmic Forge is a locked door. For the most part, locked doors shield something your party has been looking for or hide a passage to another part of the dungeon.

When you encounter a locked door, your party has four courses of action: force the door open, pick its lock, cast a Knock-Knock spell or use a key on it. Of all those options, picking the lock is your best bet - it's the only one which will increase your character's skill. If your character fails to pick the lock in his first attempt, try again. If he's successful, he'll gain a point in skulduggery. Should he fail, however, and jam the door you can always use a key or cast a Knock-Knock to open it.

**To open a locked door, use a key,
pick its lock or cast a
Knock-Knock spell.**



Knock-Knock spells may also be used to identify the lock on a particular door. To open a typical locked door, you need only a good thief or a strong fighter. For a specially or magically locked door, however, you'll need a special key or an item. When you cast a Knock-Knock on such a door, Wizardry will tell you that it is "JAMMED". Had it been a normally locked door, Wizardry would have responded, "SUCCESS" or "FAILURE".

Gates

In medieval times, a castle's gates were an almost certain protection against unwanted intruders. The Bane King undoubtedly had this in mind when he built his castle - you'll find them all over the place! Some gates, your party will never be able to open. The others, however, typically require a key or a press of a button. When your party finds an interesting key (which does not include copper, chrome or iron keys), try it on all the gates you can find... until one of them opens. While you're there, search the walls or small rooms around the gate; you might find a button which will open it.

Treasure Chests

There's nothing that can please a party more than treasure chests loaded with new armor, swords, potions and a bit of gold to boot. Of course, loaded treasure chests don't yield their goodies to anyone who comes asking... you've got to get around their traps first! When your characters come across a trap, first of all, have every character inspect it. Although some of your characters may not have any insight to offer, you'll be surprised occasionally. Afterward, if your spell caster is able to cast Divine Trap on the chest, do so. Now your party will have a good selection of letters to work with. Write the letters down on a piece of paper, and put your brain to work. When you're just getting used to Bane's unique chests, it might take a while to unscramble the trap's name. However, the more chests you encounter, the easier it becomes.

Non-Player Characters

Your party's not the only one who came to Wizardry's world to seek adventure. There are entrepreneurs and thrill seekers throughout Bane of the Cosmic Forge who have, for one reason or another, decided to stay in the area even after the King and the Forge changed its history forever. As you read through this guide, you'll find interviews with many of the NPCs who make Wizardry such an intriguing game.

Spotting Secret Items and Passageways

The easiest way to find secret items and passageways is available through your spell caster: Detect Secret. When the "eye" starts to blink, you know you're near something good. However, there are also other "common sense" ways to discover these mysteries. Secret items and passageways can usually be found: in corners of rooms; where you see items "scattered about the room"; at hallway "dead ends" and in one-by-one rooms.

Fountains

Throughout the entire Wizardry world, you'll find many fountains. Most fountains provide your characters healing, stamina and some fountains even replenish spell points. On the other hand, there are also fountains whose water has gone *bad*. Typically, these fountains poison anyone who drinks from them. While there is no way to tell the good fountains from the bad, there are ways to use the fountains to your party's benefit. Before you try a fountain, save your game. Mark the location of the fountain on your map (or in your memory), and note its effects. After you've spent a few days exploring the dungeon, you should have a good number of fountains marked. By returning to and using these fountains, your party can conserve spell power and rest time - instead of casting "Heal Wounds" or "Stamina", you can drink from a fountain.

Moving On

Eventually, your party will have explored the first level of the castle, gained a few levels, and you'll be ready to move on to bigger and better things. So, you head downstairs to see what's waiting for you. And then it happens. You encounter a bunch of half-mad Brigands who aren't impressed with your bright, as yet non-combat worn, plate mail. So they promptly, if not a bit rudely, remind you of your inexperience. Maybe you should have waited after all.

It happens to almost every Wizardry player at one time or another; your party's just not ready for what the next locale has to offer. So, spend some extra time in an area where your party is comfortable... even if you've already explored everything... until your characters gain another experience level. Once you've got a few more notches on your shield, head out and try it again.

Calling All Monsters

There is no Wizardry rule so true as this: if you want an encounter, you can't find any monsters; if you don't want an encounter, you'll walk into the Monster Family reunion. Suppose you're looking for an encounter, and just can't seem to find one - you're trying to gain another experience level before exploring a new section of the dungeon. The easiest way to get a monster's attention is to rest. Most monsters can't resist a sleeping party. If you get an encounter while resting, some members of your party will typically remain asleep, and if hit, they will take more damage than they normally would; however, once hit, the character will also be awake. Just make sure you have your healing spells ready, and you'll be able to take what comes.

Save Your Game

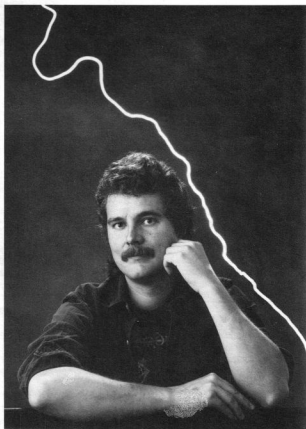
For a Bane of the Cosmic Forge player, the words "Save Your Game" should be written in stone. There was never so great a Wizardry party that a magnet couldn't destroy it... or a hefty group of monsters... or a power surge.

Saving your game is more a strategy than most players imagine. You should save your game after every encounter, after a character gains a level, after solving a puzzle or a riddle, before venturing into a new area, before attempting a puzzle or riddle, before stealing from/killing an NPC. Most importantly, after you've finished playing for the night, do one more thing before you shut your computer off: make a copy of your save game disk or file (SAVEGAME.DBS) and store it in a safe place.

With his first scenario, Wizardry V: Heart of the Maelstrom, finished, David W. Bradley began work on what he hoped would become a new generation of Wizardry. No one, including David, would imagine the successes this new Wizardry would command - and that was only the beginning.

Q: You've just finished Wizardry V. You're on to something new. What made you decide to change Wizardry's entire system to make Bane of the Cosmic Forge?

A: Because that's what was necessary in order to bring a computer fantasy role-playing simulation up to state of the art development. After Wizardry V was done, I decided that I would never touch the old Wizardry system again. I set about to create a *totally* new kind of fantasy role-playing computer simulation. So, I started over from scratch incorporating all the ideas I had amassed from 10 years experience in live role-playing.



Q: *How did you get the idea for Bane's plot?*

A: In a flash. Literally, just like that. Everything that I had thought of, all of my characters and sub-plots, fell into place.

Q: *Do you remember the first line of code you typed for Bane?*

A: I wrote a little test program just to test out the C compiler. And I probably just kept on adding to that: a three line program that printed "Hello World" and it eventually evolved into Bane.

Q: *How long, beginning to end, do you estimate it took you to create Bane of the Cosmic Forge?*

A: I started the preliminary sketch work in February of 1988, and then began work that summer. For the most part, it took a year and a half. Add to that a decade's worth of live fantasy role playing and devising my own system just to get the background to create Bane. Some of my earlier attempts at programming role playing games display some of the early foundations and principles of Bane.

Q: *How did you become interested in computer programming?*

A: I didn't become interested. It was an accident and then I got addicted. Now I can't kick the habit. I sat down in front of a computer and started typing in some stuff. And I haven't stopped yet.

Q: *When did you first become interested in fantasy role playing?*

A: I didn't, it was an accident, too. I didn't really know that much about it and a couple of friends wanted to get together and try some stuff out. I remembered hearing about fantasy role playing, but I didn't really know anything about it. We sat down and kicked it around for a while and had a great time.

Q: *You know, I still remember you saying, "Bane of the Cosmic Larva."*

A: I did not say "Bane of the Cosmic Larva."

Q: *Yes you did.*

A: Unless we were joking around.

Q: *We were going through the dictionary and you were saying "Bane of the Cosmic..." whatever. You were picking out all these names. Eventually, you came out with "Bane of the Cosmic Larva."*

Q: *How did the two, computer programming and fantasy role playing, come together?*

A: Shortly after I began role playing, one of the first computer role-playing games was released. I thought, "My goodness, this computer can do that?" So I started programming my own kind of adventure games and it grew out of that.

Q: *How long were you role playing before you began to write your own material?*

A: I played as a player for about three or four years before the person who ran the campaign left. There wasn't anybody to continue on as game master, so I just took over the job and started writing and crafting the scenarios. So my adventure game writing developed along with my computer programming.

Q: *Before Bane hit the market and all the positive feedback came, what were your initial instincts telling you about it?*

A: Ah, you never know. I knew it was going to be a good game, I knew the story and all that went with it, and I loved it. I generally do stuff where it all feels right. But still, you never know.

Q: *But you liked the way it turned out?*

A: Oh, yeah. I think I'm doing something fairly unique - my own style and brand of FRP. I love to spend a lot of time thinking about the story and the characters and the subplots and twisted stuff. I wish I had more time to play with things from a technical point of view, but still when it comes to the story, the plot and the depth of play, I think we're offering something special that no one can get anywhere else in the world.

Q: *Do you consider the story, the adventure, the most important part of the game?*

A: I consider all aspects important. I don't consider any one aspect any more or less important than another. But the substance of the game is, I believe, definitely critical.

Q: *What's a typical day while you're in the middle of game design?*

A: "Hell" is the first word that comes to mind. "Chaos" is another good one. "Total Chaos" is even better. That's my final description "Hell, Total Chaos."

Q: *How many hours a day do you work on the average?*

A: It depends on if I get to go play golf or go to a movie that day or night. I was able to play golf three times last year if that gives you any idea of how much work I've done. And I probably saw about 20 movies. So subtract the five to seven hours of sleep I get a night, and subtract an hour for lunch every day, and the rest of it is when I worked last year.

Q: *What's the hardest part of a game designer's job?*

A: The most demanding aspect of it is having to spend so much time coordinating and working with other people. Ultimately, my main enjoyment comes from being able to sit back when it's peaceful and quiet and write a part of code that's going to do something new and astounding or something that no other computer game has ever done before and/or to come up with a character that's just a really neat character or an idea that just tickles me. That's the fun part, but when I have to deal with everybody else's problems - getting the graphics right or getting the sounds right - and all I'm doing is the technical stuff, it's work. That's where all the discipline comes in. It can become very frustrating at times because my own inclination is to lock the door or take a walk outdoors where it's just nice and peaceful. So, it's only fitting that because I have such an enjoyment for peace and the outdoors that I live in Hell, Total Chaos.

Q: *Is the actual creation then the most fulfilling part of game design?*

A: Actually, it's fulfilling in three ways: creating a program that is going to produce something never done before, crafting a story and its characters, and the general effect that both of these elements are going to have on someone playing the game. If it wasn't for the enjoyment of creating the story and the programs and then trying to craft something beautiful from them, I wouldn't be doing it at all. Probably.

Q: *So, you're just doing this for the fun of it and the fun it provides other people. What about the fame that goes along with it?*

A: Well all of that is fun for a little while, but I guess I got over it with Wizardry V. Now, I have a good time doing what I'm doing. I'm so busy thinking about the next Wizardry that I don't really get into the show business part of it as much as I probably should. That part of it hasn't gotten a lot of attention from me... which is probably better for us all. (Snortle...)

Q: *Once you had finished Bane of the Cosmic Forge, did it turn out to be bigger than you had imagined?*

A: I didn't even cover a fraction of what I wanted to get done. Bane is so elementary and limited in comparison to where I want to take it, and yet, I've only got so many hours in a day.

Q: *So you mean that whatever is coming next will cover another eighth of what you want to do?*

A: Well, if it does an eighth, it will be okay. Ultimately when I sat down to map the entire story, with Bane being the beginning of that story, how much of it can be told in the sequel is still a small percentage. However, I estimate that even if it's twice the size of Bane, it would still be a very small percentage of the overall, total story. On a scale, I suspect that I could still be working on it six years from now. Let's just say, the story extends far beyond where even the sequel will end up. In fact, it already looks like the sequel is going to be continued into at least one more.

Q: *Do you intend to make any major changes to the system?*

A: The graphics system is being changed now. Instead of text and graphics, we're moving to total graphics, and we're rewriting the whole internal system to work with the total graphics environment. It will still be very much a strategy, plot and interactive character type of game. It is not becoming a real-time game where you just keep punching buttons until the monster dies. It will never become that for me.

Q: *If you had to create a David Bradley to go pouncing through the dungeon, what type of character would he be?*

A: Well, actually, I am in Bane, but I'm all of the other creatures in the game. But just a single character? How about a Samurai scientist.



Q: *What is your own party like?*

A: There are a few standard characters that I've played with since the original Proving Grounds came out for the Apple II. There are four characters that serve as the foundation of the party: an Elf Samurai, a Dwarf Fighter, an Elf Mage, and a female, Human Priestess.

Q: *What do you recommend to people who want to do what you're doing?*

A: If you want to do something, you just do it. You'll learn all you need to know along the way.

Maps, Messages, Hints & Tips

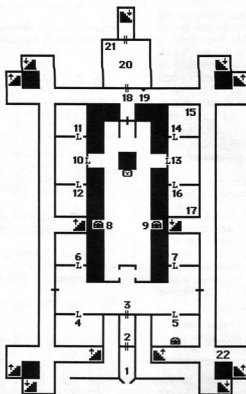
In the sections which follow, you'll find all you ever wanted to know about the world of Bane of the Cosmic Forge. Each section is divided into four parts:

- * A map of the level or area
- * A general description of the area
- * Frequently Asked Questions & Their Answers
- * Complete Messages and Notes

With four different references, you can get any level of answer you want. Looking to the map, you can find out *where* things are, but not *what* they are. In the question and answers, you'll typically find hints to help you on your way, but not the answer in itself. The message listing, however, contains the complete message text and tells you exactly what to do at any given location.

The sections follow each other in the same order that people generally play the game. However, don't let the order of this guide limit you! Part of the fun of Wizardry is taking chances... heading into the unknown before you even know what's waiting for you.

The Castle - Ground Zero



▲
Entering
DANE
of the
COSMIC FORGE



or Stairs Up

or Stairs Down

or Gates

or Doors



or Locked Doors

or Archways

or Buttons on Wall

Hole in Floor

Numbers Match Messages

Treasure Chest



Fountains



NPC

The Castle

One hundred and twenty years have passed since the last of a generation kicked up the dust of these once regal halls. There's now a mystery in the air, and a silence which seems to still everything in wait. It may be this muffled calm, or perhaps a certain smell in the air, which tells you that this Castle, like all bygone castles, holds a story as rich as the King's cache itself. And it all begins here, where you are standing - on the once threshold of his Queen and her King.

Your Quest

It all lies before you - 200 hundred hours of adventure. All at once, it's a welcome and a scary proposition. You'll explore dozens of locales in search of the Cosmic Forge or anyone who knows of its whereabouts. In the process, you'll uncover yet other tales - some still in the making. Good thing you've got a hint book in your swag bag!

Ground Zero - The Castle Proper

You'll begin your adventure here in the Castle Proper where many of the King's official meetings took place. Throughout its rooms and halls, you'll get your first taste of Bane's inhabitants and the first chapter of its story: the summons for the sale of daughter, Rebecca.

In the Castle's main chamber, you'll also find two chests which hold a bounty most welcome to adventurers: healing potions, a resurrection amulet and cures for what ails you. Across the way in another chest, your party can pick up even more goodies.

The main level of the Castle also leads off to many different areas which, at one time, housed the Castle's occupants. From here, you can reach all four towers, the spire, the belfry, the Castle's upstairs and downstairs.

Frequently Asked Questions & Their Answers

Hey, all of these doors are locked and I can't get into any of them. What am I supposed to do?

Keep trying. Unless a door is "jammed", there's still a chance that you can pick its lock. Later on, it's likely your party will pick up some keys to open the doors.

Additionally, if your spell caster learns Knock-Knock, he'll get you in for sure. Lastly, when your thieving character gains a level, put a few extra skill points toward Skuldgery.

What am I supposed to do with the dried olive goo on the floorstones?

Nothing. Whatever left it behind is long gone, and its "remains" are of no importance.

Who's Rebecca, and what's the summons for?

Rebecca is the demon child - but you'll find out more about her later on. The summons is a purchase agreement between the King and Queen and another couple for the sale of their child.

How do I open the gate on the northern end of the Castle?

If you search the walls around the gate, you'll find a button which will do the trick.

I got through the first gate, but how do I open the second one - directly north of the first.

That gate will open by itself - in time. There's no need to come back and check it periodically; when it opens, you'll know it.

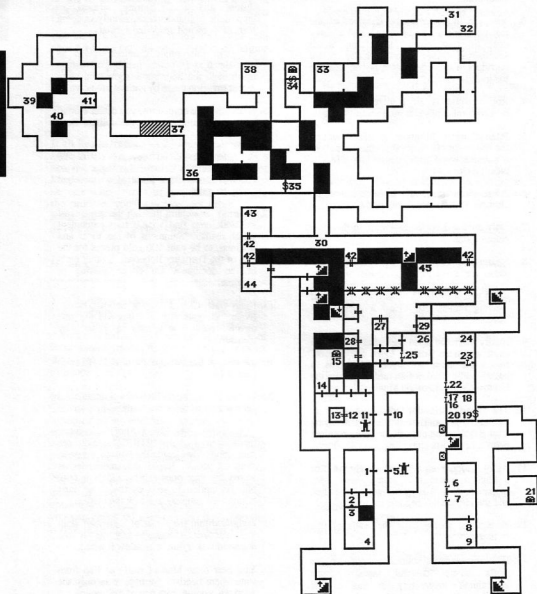
What do I do with this Key of Ramm?

Hang on to it. You'll need it later on in the game.

Castle - Ground Zero - Messages

1. Approaching the gate with confidence, you know if things get too hairy you can always turn and run back out...
2. Hmmmm...
3. You are in the entrance chamber of the castle. It appears to be empty, and a heavy coat of dust covers the floor. Small scampering noises echo down far distant corridors, a reminder that it is you who are the intruder here...
4. Rotted wood is all that remains of the broken furnishings scattered about the room.
5. Piles of rotted furniture lie strewn around the room. In the center rests the remains of a massive wood table, suggesting a former meeting chamber.
6. A few remnants of broken chairs lie clumped in this once dainty parlor.
7. Only dust and cobwebs remain in this now empty room.
8. Neatly inscribed upon the metal face of the chest are these words: Open Me First. Inside the chest are several items and a scroll which reads: A Cure But Twice, And Healing Thrice, One Life For Three Times Seven.
9. Neatly inscribed upon the metal face of the chest are these words: Open Me Second. Inside the chest are some gold coins, a sword, and a scroll which reads: Beware the Narrow Corridors of the Mind.
10. The majestic splendor faded long ago from this grand hall. The corpse of a decaying dining table, long enough for half a hundred people, now rests crumbling upon the floor.
11. An old stone oven and fallen shelves tell of a kitchen where royal feasts were once prepared. Now it is "time" who is the chef, and the kitchen has become the meal.
12. Bare stone shelves line the walls of this former pantry.
13. Fibrous shreds of stained rot cling to the walls where colorful tapestry once proclaimed sovereignty in this official chamber. With grim mockery, the sweeter taste of a mighty throne perched high above the room has long turned sour, as it sits condemned to languish in its own final sentence. If there is any last judgement to be decreed upon this fallen chamber and tarnished throne, it must be gleaned from the decay that it laps upon its own dais as itself festers and rots, bearing witness to emptiness, filth and stench, silently weeping tears of its owned despoiled substance.
14. Although this small chamber seems as dilapidated as the others, peculiar obtrusions up through the floor show signs of a more recent invasion made by entities unknown.
15. Examining the obtrusions, you detect a dried olive goo around some of the uplifted floor stones.
16. A fallen desk and several chairs lie crumpled on the floor of this regal private chamber, no doubt a place of counsel and costly bargaining.
17. (Search) Searching through the remains of the desk, you find an old torn parchment which reads: "Summons of the Vicar and Mistress, to be paid 100 gold pieces for the sale of the Daughter Rebecca..." other parts of the document are either missing or illegible.
18. Keep Gate Closed During Service Hours. (Note: the gate at #18 closes and the gate directly north opens later in game... by themselves)
19. (Search) A button appears. Press it to open gate at 18.
20. Pieces of old bone litter the ground, and deep red stains color the earth.

(After solving the King's Altar) Everyone lands with a sharp "THUD!" You see something move inside the bars of a gate in front of you... Rapid movement flashes across the gate once more... Only a faint blur of motion is seen as the thing darts through the gateway to attack the party...
21. Lodged within the throat of a crushed skull you discover a strange key, as if the deceased was trying to swallow it when...
22. You hear some kind of rustle or flap from somewhere nearby. Perhaps it is only the wind descending from one of the towers...



The Castle Barracks - Lower Level

The musty smell of ale, leather and long neglected foods lead you to believe this floor was not one commonly graced by his or her majesty. Rather, it appears to be the barracks, a home for the servants, guards and others in their employ.

A few of the original crew remain, like Queequeg, the Castle's merchant, who still holds a few items up for sale.

Life in the Barracks

Taking a walk through the Castle Barracks, you realize that this is one big place (take a look at the map, and you'll *know* it is)!

For you and your adventurers, the lower level of the Castle is really a two-part adventure: since the level is essentially divided, you can only do so much and explore so far at one time. The first part of this level extends to the jail. Beyond the jail waits a world filled with hazards - at least for the lower level party!

So, how do you explore this level to its fullest without *dying*? Begin by investigating all the areas you can reach - from Queequeg to the jail; you won't be able to get into the Captain's Den right away, however. After you've had your fill of this turf, head upstairs to ground zero. From there, take a trip up the Castle's four towers and its spire. Perhaps you can visit the Castle's upper quarters as well; it is there that you will find an "entrance" to the second section of the lower level.

Frequently Asked Questions & Their Answers - Section 1

How do I get into the Captain's Den?

You need the password. Queequeg will tell you, provided you tell him where the captain's treasure is buried. If you've just entered the level, don't worry about it. You won't need to enter the Den for a while yet.

How do I find out where the treasure is buried?

In the jail, you'll find a Deadman's Log (28). Before its owner passed away, he wrote long of his journey. In his words, you can find the answer.

How do I get into the jail?

You need the Jailer's Key. You can find it hidden in a desk drawer near the jail's entrance (26). It will also open several other gates in the jail.

I can't read the Deadman's Log. It's in code.

As you explore the second section of the lower level, you'll find an item which will decode the scrawlings for you.

How do you open the eight gates on the northern wall of the jail?

Fortunately, you can't. Who knows what type of monsters would come through if the gates were opened! Eventually, after you explore other areas and your party becomes more experienced, you'll end up on the flip side of the gates.

In the jail, there's a skeleton within a cell. I've searched and searched, but I can't find anything.

There are two skeletons within the jail. Accompanying the remains of one, you'll find the Deadman's Log. The other fateful soul, however, left nothing behind.

I've entered this room which has a ton of graffiti on the walls. On one wall, there's something which looks like a mousehole. What am I supposed to do here?

If you happen to have any cheese (9), you can lure the mice out. But beware! There's a lot of them! So many, in fact, that when they come after the cheese, they'll blow the whole wall down!

Where is Snoopcheri?

Look for a wall with a mousehole... and read the answer above.

I've just found a Stuffed Beagle. What on Earth am I supposed to do with this?

Head back to the room with the graffiti. Look at all the walls carefully. On one you'll find a cry for a long lost dog by the name of Snoopcheri. If you're wondering where to return it, ask Queequeg.

I've met Queequeg, and bought some Mystery Oil from him. What does it do?

You'll use the Mystery Oil later on in the game; it will help you to draw some conclusions.

I've also found this old wine bottle, but can't find any use for it.

You will... much later on in the game. Take note of it.

There's was an old armor dummy propped in a corner. I searched it, and as my hand touched it, it dissolved. Did I do something wrong?

No. The dummy was just so old and so worn that it needed nothing but a breeze to disintegrate entirely.

Frequently Asked Questions & Their Answers - Section 2

I've just defeated that dreadful snake, wound my way down the stairs and appeared here - a hazard area. Where am I?

You're at the bottom of a staircase directly behind the Castle's jail... on the lower level, of course.

There's four gates that I can't open (42). What do I need?

You need the Dungeon Key. Search the rooms in the hazard area. In one, you'll find it.

I've just found a Bell Key. What does it do?

It opens a room in the Castle's Belfry.

In the hazard area, there's a cave-in. The rocks can't be moved by hand. Can I get through?

Yes. You need a pick of some sort (32). Use the pick to pull the rocks free and open the passage.

How do I get through the wall with the loose stone?

Obviously, someone had removed the stones at one time, perhaps to hide their treasure. If you use the Miner's Pick, you can pull the rocks free.

These women just darted up the hallway in front of me, swung across a gorge... and of course, they took their rope with them. How do I get across?

You need your own rope - and you can find one in the Belfry. Since the rope won't do the trick on it's own, you'll need a hook to secure it on the other side.

I've got this nifty little ring. What does it do?

Use the ring to decode the scrawlings in the Deadman's Log. As you read of his travels, you'll find out where the treasure is buried. Tell Queequeg its location, and he'll clue you in on the password to the Captain's Den.

How do I get into the cage in the center of the Captain's Den?

You need a Silver Key. Many years ago, L'Montes locked the Captain in the cage you see before you. He holds the key to this day. You'll find him in one of the Castle's towers. Of course, he'll likely want something in return.

I'm in front of a gate and I can see water on the other side. How do I get the gate to open?

You can't. At least not right now. Once you've made it further in the game, you'll find a North Exit Key which will allow you to open the gate from the other side.

11. *(continued)* some kinda mortal contest! Round here we got two ways o' contest, tha' ole fashioned way bein' fight'n, an tha' more civilized way, which is o course, drink'n!! Ya wants ta fight, or is it drink'n? *(Fight)* So be it! Let's get 'em boys!! *(Drink)* Ah, my kind 'o contest! Har Har Har! Let tha' drinks a pour!! Each round costs 50 g.p. Buy a round? *(No)* Get outta har ye whimps!! *(Yes)* Bottoms up! Har Har Har!! Glub! Glub! Glub! Mmmm... that shore hit tha' spot! Yar lookin' a mite pale thar, matey! Haw, ah ain't even teched yet!! *(If you can drink more than he can...)* Ah thank ah'm gonna be sick! The captain passed out! You won the contest!! *(If he can drink more than you can...)* You fall to the ground unconscious! The captain's men throw you out! *(If you run out of money)* Yar outta dough, ye scabs!!
12. Inside the gate stares the preserved corpse of the hook-handed pirate. It looks even more macabre up close.
13. *(To open the gate, use the Silver Key L'Montes gave to you)* Apparently, the gate was locked with good reason. When you touch the body it disintegrates into a pile of ash and bone, leaving naught but a coat, a tricorn, a stuffed parrot, an eye patch, and, of course, the sinister steel hook. *(You receive the above named items)*
14. *(If you didn't kill him in contest...)* In the far corner of the room, Captain Matey is heaped upon a mangy old bed, blissfully snoozing away...
15. *(If you didn't kill him in contest...)* The drunken captain is sprawled across the bed, snoring like a baby toad... The Captain wakes with a start! ZZZ-Arooog... Ahum... Hump! Wazzat?!! Who's messin' in me chambers?!! Avast ye swabs! Pra-pars tah die! *(Encounter with Captain Matey)*
16. The walls of the room are covered with faded graffiti and scrawled writing. A few rotted tables lie clumped upon the ground.
17. Orc Rumble Friday Nights At 8
18. When you want that someone special dial 1-900-LADY
19. Trebor Sux. You notice a small hole at the base of the wall. Mice probably... *(Use Noxious Cheese)* Waving the noxious cheese in front of the hole produces a faint chittering noise from somewhere on the other end of the hole... The chittering noise is growing much louder, and you can feel a vibration behind the wall... suddenly, the wall explodes in a wild frenzy of crazed giant rats!! *(Opens passageway)*
20. \$\$ REWARD \$\$ Lost "Snoopcheri" Contact L'Montes
21. *(You find a chest which was carefully hidden by the Captain. Inside is the long lost beloved of L'Montes, Snoopcheri.)*
22. The room looks devoid of anything of much import and was probably used as a storage area.
23. An old set of wine racks has crumbled to the ground, but it looks as though they were cleaned out some time ago.
24. *(Search)* Spending a few minutes to search the room has yielded naught but an empty old wine bottle. *(Receive wine bottle)* Strange though, you uncovered some kind of odd obtrusions underneath the rotted racks, poking up through the ground. Examining the ceiling, you see cracks of a similar nature, and nothing nearby suggests any possible source to their origin.
25. A rotted desk lies in ruin across the room, collapsed about its center from an apparent blow. It is surrounded by scattered documents, which also seem quite deteriorated. Examining several papers, it seems they are legal writs of some kind, citing criminal charges and followed by execution orders.
26. *(Search)* Concealed in a small compartment under the desk, you find a key...
27. *(Use Jailer Key to open the gate)*
28. The skeletal remains of a human rest against the wall of the dungeon. The bones appear to be undisturbed since the time of death. *(Search)* Searching through the bones, you see a loose stone protruding up. picking up the stone and looking underneath, you discover a small logbook filled with strange glyphic scribbles. Many of the pages are too stained to be read, but the final portion of it appears legible, if you could find a way to understand the unusual marks. *(To read the book, you need the JR Decoder Ring)*

29. The skeletal remains of a human rest against the wall of the dungeon. The bones appear to be undisturbed since the time of death.

30. *** HAZARD AREA ***
KEEP GATE CLOSED AT
ALL TIMES

31. Lots of old bones are lying throughout the lair, and the monster that dwelled here obviously ate very well. You see remnants of things left behind by the victims, all who were probably dragged here against their will...

32. (Search) Most of the debris seems to be rotted junk, but one item appears useful and looks to be in good shape... (You find a Miner's Pick)

33. Scattered bones tell the tale of some poor fellow who wandered a little too far from safety... (Search) Searching through the scattered bones, you uncover an interesting key... (You find the Dungeon Key)

34. Inspecting the wall, you detect traces of a recent excavation, and subsequent replacement of stones. It looks as if someone dug a passage and then covered it back up. (Use the Miner's Pick to excavate the wall)

35. Stones fallen from a cave-in block the passage through the tunnel. The rocks are too tightly packed together to try and move them by hand. (Use the Miner's Pick to clear the wall)

36. Looking down the tunnel, you spy some very strange looking black women, with white marks painted on their faces and carrying long spears and hide shields. One of the women suddenly points in your direction and they quickly vanish into a passage on the left...

37. You are standing at the edge of a wide chasm, which gapes before you as if it were a gigantic bottomless pit. On the other side, you spot a group of the strange black women, hurrying away from the edge and hauling a long rope made of vines after them.

(In your haste to cross the chasm, you use the rope) The chasm is too deep for the rope to reach the bottom, and without any way to make it catch onto the other side, it always falls back into the gorge.

(So the rope will catch, merge it with the Steel Hook you found in the Captain's Den. Then you use the Rope & Hook) Heaving the hooked rope over the edge the chasm, you succeed in snagging it onto a sizable boulder... Hanging on for dear life, you shimmy across the rope to the other side...

38. Overhead, a cavern ascends up into the darkness. Below, bones from many small animals cover the floor, the discarded remains of the winged cave dwellers. Inspecting the scraps of bones for anything of interest, you note that there are shards of shiny metal and bits of glass. Obviously attracted by articles which glitter, it explains how the key lying at your feet was brought here... (Search - Find Bell Key)

39. You hear some kind of strange sucking noise from somewhere nearby... It's a slurpy kind of sound...

40. Something weird lies just ahead... It's just sitting there... It seems to be the source of the odd sucking noises... Cautiously approaching the oddity, you notice a few long thick tubes attached to its base. It looks like a plant... oh-oh! It looks like it's hungry!!! (Encounter a Hydra Plant)

41. E-Z LIFT * DOWN *

42. (Use the Dungeon Key to open the gate)

43. Strange looking obtrusions are poking out of the ground along the base edge of the wall... There is a slight tremor coming from behind the wall... You can hear something moving... Suddenly, it leaps out of the wall! (Encounter)

44. A pile of old bones and rags wait in the alcove, the remains of some lost soul long forgotten... The bones begin to rattle! A gaunt and ghoulish figure arises and in a groaty voice rasps, "Got'cha 'gain!! Haugh haugh hawww..."

45. Piled in a heap are the old bones of a forgotten prisoner, who apparently died in his chains. (Search) Searching the bones, you discover an odd looking ring on one finger. Upon examining the ring, you see a circle of letters which reads: Jolly Rogers Decoder Ring. (Use JR Decoder Ring on Deadman's Log) Using the pirate's decoder ring upon the scribbles in the book, you are able to read the following passages:

29. (continued) ...decided to leave the shipwreck as none of the scouting crews have been heard from. Those damn mists!

Entry 99: Making headway upstream on a dinghy, just the 9 of us left now. Morgan is starting to look pale like the other ones did, and I suspect he's got the sickness too...

Entry 100: Morgan was throwing up real bad this morning and later today he died. We are all scared because we don't know what's causing it and I think it may be the food we've been eating, which is mostly rat meat... The next couple of pages are stained too badly to read, but you resume on the third page following:

Entry 106: The Captain says if we try to return to the ship then we're all dead men, but everyone's getting real spooked especially because we can't find out why the bodies keep disappearing...

Entry 107: Gorumond died this morning, same way as everyone else. Now there's only 6 of us left, and the Cap'n says we've got to bury the treasure chest cause it's too heavy. I'll be glad when we get off of this damn mountain...

Entry 108: Roscone says he saw a man today on a ledge and he said it was Morgan, but we all know Morgan is dead and maybe we're all goin' a little crazy... at least Roscone is, I think...

Entry 109: I saw Morgan today too. I think I've got the sickness now, because I know Morgan's dead. His face was covered with blood, and he just looked at me didn't say anything but just smiled. I think I'm going crazy...

Entry 110: May the Gods protect us! We was going down the mountain today right after burying the chest, when this huge monster, I mean I guess it was a man or something, but it stood over 12 feet tall and he just picked up Roscone and bit off his head with only a single chomp and then he spit it out and laughed and we all ran to wherever we are now. We're lost and that's sure, but the Cap'n says best to keep moving...

Entry 111: We are almost down "Giant Mountain", at least that's what I call it, and there's some kind of huge gorge with bridges n' rope trusses all over it. We can see a bunch of men from here, and it looks like they're mining for something...

Entry 112: We're going to try to talk with the dwarf men, and see if they can help us... The ink is barely legible on the few last words, and the remainder of the logbook is blank. Remembering the skeleton where you found the logbook, it is clear that the dwarf men didn't help too much.

Meet Queequeg

A party just embarking on their adventure will find Queequeg's shop an almost regular stop. He stocks a wealth of goods, and may offer some interesting information to the party. This conversation between a local patron (P) and Queequeg (Q) was overheard by Zynaryx, an enterprising freelance spy and magician, and will certainly help you to see why Queequeg is an important provider to any party.

(P): *Greetings! Who are you?*

(Q): I am called Queequeg.

(P): *Do you know L'Montes?*

(Q): Ah! L'Montes - the mad Frenchman! He lives in a castle tower.

(P): *He's mad?*

(Q): The captain took his beloved, which drove him mad!

(P): *Who is the beloved?*

(Q): The beloved of L'Montes! The Frenchman searches still! The captain might know.

(P): *Who's the captain?*

(Q): A rather ominous fellow. He's the boss of the Captain's Den. The mad Frenchman locked him up in the Captain's Den.

(P): *Tell me about the Captain's Den.*

(Q): The local seedy hangout of ill-repute! You must know the password to get in.

(P): *So, what's the password?*

(Q): I'll tell you the password, but first, I need information.

(P): *What information?*

(Q): The captain buried a treasure chest somewhere far away!

(P): *Where did he bury the treasure?*

(Q): That's what I want you to tell me!

(P): *The treasure is buried on a mountain.*

(Q): There are many mountains!

(P): *Ah yes! It's Giant Mountain!*

(Q): Giant Mountain! Of course! I should have known! Oh yes... the password is "Skeleton Crew". By the way, you really should try the Mystery Oil, and it's on sale.

(P): *Thanks for the offer. (The chap buys a bottle)*

(Q): You're welcome!

The Castle Towers

NW Tower



NE Tower



SW Tower



SE Tower



Note

The first level of all towers is on the
Castle "Upper Level" map.

The Castle Towers

Here in the Castle towers, one can look for miles to the land surrounding the Castle. It was a place frequented by the Queen and King, perhaps as a means of viewing those whom they ruled.

Now, it is inhabited by a bevy of creatures from L'Montes the mad Frenchman to a virtual hoard of bats. It's an area the unwary needn't visit.

Up On the Roof

Strolling about the towers, our party will find some things which will be most useful to your adventure. Just for starters, three rooms in the towers conceal the loot from a party now long past.

In yet another room, you'll find L'Montes who will surely answer your most pressing questions - that is, if you can get him to let you in. See the interview with L'Montes later in this section.

When should you visit the towers? It's best to take four separate trips. The first three, to the NE, NW and SW tower, should be taken early on, but when your party has reached at least the second level of experience (remember those bats). The last trip up to the SE tower should follow a special find - a beagle. There's someone who's been waiting for it for a very long time.

Frequently Asked Questions & Their Answers

This tower rafter just collapsed on my head! In fact, it took out half my party! Is there any way to stop it from falling?

Ah, these old castles. Don't build 'em like they used to. Unfortunately, no matter what preventative steps your party takes, they will be hit by the rafter. If you've lost a couple members to the beaming, but don't want to restart the game, consider using the Amulet of Life - a resurrection spell can bring them back to life.

Is there any way to stop the bats from attacking?

Remember, this is their home, how humble it may be, and you're the intruder here. The only way to stop them is by fighting them. However, if your party succeeds, you can look forward to some good experience afterward.

There's a man behind a door telling me to "Go Away!" He gives me a chance to say something to him, but if he doesn't hear what he wants, I guess he walks away from the door. What am I supposed to say?

The chap you're talking with is named L'Montes. He's a bit mad according to some of the Castle's folk. And apparently, he's got a reason.

Long ago, someone took an item which he held dear to his heart. He's even gone so far as to leave a scrawling on the wall on the lower level of the Castle regarding his loss. Queequeg probably knows something about it, too.

There's this gross dead thing on the top of the Castle tower. What should I do with it?

It's pretty much up to you and your party members. Some people just can't bring themselves to search the remains while others, well, can handle the smell.

The Castle Towers - Messages

1. Suddenly a tower rafter collapses! (*Search*) Inspecting the rafter, it is unclear whether the falling beam was a booby trap or whether it fell due to decay among the support timbers...
2. (*Search. You'll find a button on the wall which triggers a cache. Inside, you'll find some goodies to help you in your adventure*)
3. Plumes of smoke arise from fiery pits far to the west, testament to an era which should have passed long ago...

4. The smelly carcass of something dead is lying on the tower ledge directly overlooking the moat. It has decayed beyond the point of recognition with no indication of how it died.

Search the carcass for details
Push the carcass off the tower
Leave the carcass alone

You push the remains over the edge of the tower, and moments later hear the faint splash as they hit the moat. When you move the carcass, a horrible stench explodes from its body, giving everyone a full dose of the putrefied remains.

5. Looking out across the tower's edge, the north forest spans as far as the eye can see.
6. Piles of old debris crowd this small tower room, most of it looking quite rotted. (Search) You found a bow and some arrows which appear to be usable...
7. You sense that something is amiss... You are being watched... Looking upward, a multitude of bats are delicately poised directly over your head in the tower rafters... Suddenly the bats attack!
8. Looking southward, you see far beyond the castle gate into the distant blue mountains.
9. Piles of old debris crowd this small tower room, most of it looking quite rotted. (Search) You found a crusty old chest! You found a moldy old breastplate of leather, and though worn, seems good enough to be effective...
10. You hear the clattering of footsteps running up the stairs ahead of you!
11. You see some bread crumbs scattered on the floor of the tower, softly blowing away in the wind... Suddenly a door slams to the right!
12. To the east is the edge of the swamp, a cold and gloomy place that forbodes a land of evil. Perhaps the tales of demons and witches aren't just rumors after all...
13. From behind the door you hear a very strange noise. It almost sounds like something is pressing up against it and breathing heavily...

An odd voice speaks from behind the door: "Go away!" I said, "Go away!!" "I'm not coming out, whoever you are, and you can't make me!" (Mention that you've found his beloved dog, Snoopcheri)

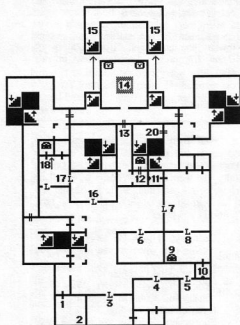
14. A tall, scruffy but stalwart man walks toward you and says, "I am L'Montes!" (Meet L'Montes! See interview in this section)

Meet L'Montes

When your party has occasion, you'll find L'Montes is not nearly as mad as everyone makes him out to be. His beloved gone - stolen actually - he went mad with desire as we all do when we've lost something we love. Should you find his beloved, Snoopcheri, return it to him. He'll reward you greatly.

- (L): Go away! I said, Go away!! I'm not coming out, whoever you are, and you can't make me!
- (P): But I've found your beloved!
- (L): "You found Snoopcheri?! Why didn't you say so!! Come in, come in!"
- (P): (I passed to him his dog)
- (L): Snoopcheri! Back in my arms at last!! Take this key to the Captain's cage, and you may set him free...
- (P): Who is the Captain?
- (L): The Captain of our ill-fated ship! He was the meanest cur that ever traveled the seven seas!
- (P): Where is the Captain?
- (L): He's locked in the old Castle barracks.
- (P): The barracks?
- (L): Where the Castle guards used to live.
- (P): (I cast a Mindread spell on L'Montes... I sensed he wasn't telling me everything... I was right.) Tell me about the mists.
- (L): The river mists! It's easy to get lost at the mouth of the river!
- (P): And what of the ship?
- (L): We came here in a ship! Travel up the dark river!
- (P): Where is the ship?
- (L): Wrecked upon the river.
- (P): What river?
- (L): The underground river! Look deep below! Beyond the mists!

The Castle - Upper Level



The Castle ~ Upper Level

All the locked doors and secret passageways tell you something - the King had secrets, and a goodly amount of them at that. His Queen was no exception. It was here, on this upper level and in their own private chambers, that they studied and practiced of those secrets, shared between the two only in rumor and speculation.

They grew apart throughout the years they shared the very same floor of this Castle they once called their home. Passing each other on the way to bath or to breakfast, they exchanged gestures but nothing more. He forming an alliance with other worldly inhabitants, and she, fueled by rumors of his infidelity, to untold suitors.

One Up On Ya

Prepare yourself. It is here that you will hear a story whose likes you have never heard before. In the King and Queen's private chambers, you'll learn of their secrets - things they never even told each other. You'll learn more about the King than perhaps he knew about himself. As you pass through each locale of Wizardry, you'll often think back to this very place as the one where it all began.

Like the lower level of the Castle, this level is two-part. Before your party can "complete" the upstairs, you'll need to take a trip to the very depths of the Castle. There, you'll find the answers your party needs to complete the level.

Frequently Asked Questions & Their Answers

I've just found some keys, each of which has a handle in the shape of a spade. Where do I use these keys?

If you take a trip up one of the Castle's spires, you'll find a door with a matching spade. You can use the keys there.

There are several locked doors that I can't pick or Knock-Knock open. Do I need a special item or a key to open the doors?

On this level, all doors, spare one, can be opened by normal means. Particularly hard to open are the doors leading into the King and Queen's chambers. Try your best to pick the lock, and if those efforts fail, cast the highest-power Knock-Knock available to you. The door which can't be opened leads into the Queen's boudoir. However, you can reach this room through a door in the Queen's master chamber.

I've just found my way into the King's library. Searching the room, I uncovered a small cache. Should I stand back and pull the wire or crouch low and pull the wire?

If you stand back and pull the wire, you never know what will let loose - thereby blasting into your party. Crouch low.

I can't read the King's Diary. Do I need a special item or skill?

You need an item. You'll find it later on in the game. In fact, you'll see it in the stars.

I've also found this Gold Key in the King's library. I've tried it on several doors and gates, but it doesn't seem to do anything.

The Gold Key is used on the level below the lower level of the Castle near the skull door. It'll open two gates for you in that area.

I've explored all of the upper level, and I don't seem to be making any progress. Did I miss something?

Maybe. If you search the "closets" in the King's bedroom, you'll find a secret passageway (11).

How do I open the gates at the ends of the hallway which fronts the King's altar?

These gates were permanently sealed by the King himself to prevent any access to his altar and his secrets.

There's a rather strange altar before me. I'm supposed to press different symbols, but I don't know which ones to press.

If you read the Book of Ramm, you'll discover the answer. The Book is located on the level below the lower level of the Castle... an area typically known for its skull door.

I've found the passageway, but there's two gates that I can't get through. Behind one is a treasure chest. The other gate appears to hold me from another section of the game.

To get through the gates beyond the King's bedroom, you'll need the Key of Ramm. It can be found on the main level of the Castle.

I've just solved the altar, and battled a massive snake. Where am I?

You're on the main level of the Castle - the same room, in fact, where you first found the Key of Ramm. The gate which originally allowed your party access to this room has been closed, and the gate before you (the same one your party couldn't open) now allows your party to pass. Going through the gate and down the stairs, you'll appear in the Hazard area, section two of the lower level of the Castle.

Castle - Upper Level - Messages

1. An old wooden table and several chairs are rotting away in the center of the room, and fragments of broken flagons and rubble cover the floor.
2. (Search) You found a ring with two odd looking black keys, each with a handle in the shape of a small spade.
3. This impressive looking suite appears to have been some kind of guest room, an inference made by examining a tiny placard behind the door which reads: Checkout 10 am.
4. The room is rather dull, having blank walls and no furnishings, save for a few decomposed cots.
5. Several rotted cots and an old flower pot are all that remain here. Within these simple quarters you recall the story of the servant girl, given with a child rumored to be an illegitimate son of the King. Although nothing was ever proved, supposedly the King came to her bed once a week every night of her 14th year. Despite the relentless efforts of the Queen, she never could catch him in the act, and soon it was whispered that the King had some kind of secret magical powers that enabled him to walk through walls.
6. This room was once a beautiful parlor with ornamental furniture and gayly painted walls. Now, its colours have faded and turned dull, and the chairs have all turned to dust.
7. Even through the decay of many years, the magnificence of this former suite is still perceptible, and it is clear that this was the master bed chamber. No doubt the Lord of the castle made this his personal quarters. The walls are a panorama of hand-painted murals and every nook and edifice shows the handiwork of finely skilled artisans. Even within this darkened ruin, a bit of the wondrous splendor that used to shine here still lives. The decomposed remnants of a towering bed have slumped against the far wall and remains of furnishings lie spread throughout the room.
8. Rotted shelves and decomposing books have fallen to the floor surrounding the walls of this former library and study. Against the

8. (continued) wall ahead of you is a broken collapsed desk. Most of the books have totally deteriorated and it is impossible to read them. A few however have legible titles and you look them over: "Ye Histry of Ye World"; "Academia Mathematica"; "15 lbs in a Fortnight and How to Keep It Off"; "Tales of Ye Magikals" Of all of these, only the last two show any promise, but unfortunately both are so blackened with rot that you get little from them except for an interesting recipe for cabbage.
9. (Search) Searching among the ruins of the desk you find a piece of wire leading from the desk into the wall... Stand back and pull the wire. Crouch low and pull the wire. Leave the wire alone. (Crouch low) You triggered a secret cache! Opening the jewel box, you find a key and a small book. The book remains in good condition and appears to be some kind of diary or notebook, written in a strange undecipherable code.
- 10, 11. (Search - Press button to open passageway.)
12. (Use Key of Ramm to open the gate) You find an odd mask which seems to be made from the head of a goat. It shows signs of decay, but otherwise seems to be fairly well intact. Along with the mask, a very ornate dagger is resting in the chest, apparently made of gold. Mounted into the hilt are several gems and two runes are engraved underneath. (You'll receive the Goat's Mask and the Dagger of Ramm. Hang on to both of them; you'll need them later on in the game)
13. (Use Key of Ramm to open the gate)
14. A great stone altar rises up from the floor, graven with runes and demonic figures. Grotesque caricatures play in some bizarre ritual, and stains of deep red colour the surface. Ghoulish acts depict a story of horror, giving cold sobriety to its unholy purpose. These images brutally dispel any ideas of gaelic charm the castle once held, an innocence consumed by the shocking nightmare of its reality. (Search while facing the two fountains) Examining the foul slab, you discover three special symbols which can press into the altar like a kind of switch. The symbols are, respectively, an Orb of flame, a Goat's head, and a Staff. Press Which Altar Symbols? Flaming Orb, Goat's Head, Magic Stave, None (Exit). Press Goat's Head twice, Flaming Orb,
14. (continued) Magic Stave, Flaming Orb) Jump Into The Altar Pit, Leave The Altar Alone (Jump into pit and fall through to Castle, Ground Zero level) The surface of the altar has opened, revealing a pit which descends into darkness... The altar surface begins to lower! You jump into the pit!
15. You are standing upon a balcony which is overlooking the area below. As you look over the edge, you see an altar.
16. You step into a room whose walls are alabaster carvings of cherubs, roses, and vines, and though the plaster has long turned dark, the detail of these ornamentations is still an impressive spectacle to behold. The fossil of a bed that spanned a width greater than the length of three men rests in ruin upon the floor, and scattered through the room are piles of rotted woodwork that used to be furniture. This suite is most certainly the former chamber of the Queen, and it makes you wonder whether the rumors about her peculiar rituals with young men were true.
17. Brightly painted walls used to accent this small boudoir, and though it has lost its original luster, it has kept its lighthearted and festive appeal.
18. (Search) Inside the trunk is a rather shocking article of, well, armor or something. It appears to be a heavy bra made of hard glossy black leather, and lined with sharp pointed metal studs around its edges. Although its use is not quite apparent, it does seem to have the "potential" for a certain kind of (*AHEM*) appeal, if worn by the right person. Still even more perplexing, along with the strange bra, buried in the bottom of the box you find a long black whip. Hmm, now what would these be doing in the Queen's boudoir?
19. You heard something go "bump" around the corner up ahead...
20. A cold air rushes through the bars of the gate, as if the wind were blowing into the castle from somewhere beyond the gate. You hear a rather haunting kind of bleat echoing from far away, but that is probably the wind just as well. (Use the Spire Key to open the gate)

The Belfry



Note: The first "level" of the Belfry appears on the Castle Upper Level map

The Belfry

Your party comes prepared this time, brandishing the only key which will allow you access to the Belfry's only locked room. You're not exactly looking forward to the encounters with the bats or the chancy proposition of swinging across the pit where the rope hangs. But it is nonetheless good to know that when you enter that room and collect its goods, you'll be on your way out of the Castle and into the land beyond.

Frequently Asked Questions & Their Answers

I've tried to cross this Belfry a hundred times, but I can't get across.

Both sides of the Belfry look identical - spare one trait. On one side of the Belfry, the door is locked; on the other, it's open. Each time you swing across, turn the corner and check the door. If it's locked, you've made it across.

How do I open the locked door?

You need the Bell Key. You'll find it in the Hazard Area on the lower level.

Where do I use the rope?

Just like it swings from the bell, you can swing from it!

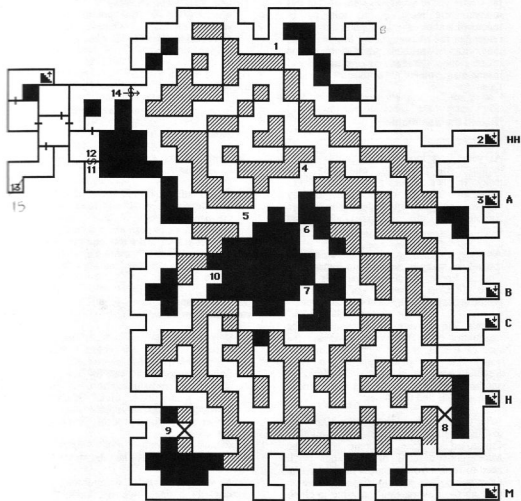
The Belfry - Messages

1. Keep Belfry Closed
2. Looking up the large well to the top, you see only darkness. On the floor, however, you find the remains of many small rodents and some bits of blood, and what appears to be excrement that fell from above.
3. A large blackened bell hangs silently within the top of the belfry, covered with sooty molds and splashes of bat droppings. A long thick rope descends from the bell down into the well, and is used to ring it by holding on and jumping in. It also appears to be the only way across the well: Hold rope and jump into the Belfry; Attempt to swing across the Belfry; Leave the rope & bell alone.

(Attempt to swing across the Belfry) Bong! Bong! The bell has disturbed the denizens of the belfry! Here come the bats!!

4. *(Disarm the chest, and you'll find...)* The trunk contains a coil of the long heavy bell rope, which appears to be quite strong and useful. *(Use this rope along with the Hook found in the Captain's Den to cross the Chasm)*

The Cavern & Giant Mountain
(Giant Mountain maps follow this section)



Cavern & Giant Mountain

Taking the same steps the King must have taken long ago, your party emerges far from the edge of a towering mountain. You wonder for a moment where you have arrived; this land certainly doesn't look like the Castle you're accustomed to. It is at this moment you recall a tale told by an unknown author - the Deadman's Log. You remember the treasure, Giant Mountain and the horrors he spoke of. And for you it is no longer fiction, the rambling of a starved and insane man; you are about to meet it face to face.

'Round the Mountain

As your party looks around and begins to explore, you understand one thing right away: this is a confusing area! First off, it's huge; secondly, the bridges seem to stray this way and that, and before long, you've forgotten the direction from which you came!

As always, there's hope (and there's a map, too). Like many regions within Bane of the Cosmic Forge, the Cavern area is really three different areas all of which are typically played in different sections.

There's the Cavern by itself and the negotiation of its many bridges to reach the face of the Mountain. On the Mountain, you'll find yet other "places" to visit. Beyond the mountain lies the gateway to yet another world and below this mountainous region, you'll find the Mines.

After you've explored the Cavern, take a trip to the Mines (their section follows). Composed of four different levels, the Mines contain many of the things you'll need to further your progress in the Cavern. Once you collect your goodies and move on through the Cavern, you'll be able to climb the mountain and move on to what waits for you on the other side.

Frequently Asked Questions & Their Answers

Every time I walk out on to the bridges, I get lost. Any suggestions?

First off, cast a direction spell. Then, using the map provided in this guide, take your steps carefully all the while watching the direction pointer to keep yourself on track. Whatever you do, don't accidentally walk off a bridge - it's a long trip down!

I'm at the face of a mountain. I try to climb it, but I keep falling back down.

Keep trying. It sounds crazy when your party keeps falling back down, but eventually, you'll make it up.

I've come across a drawbridge. It won't work. How do you get it to lower?

First of all, you'll need a vial of oil that Queequeg offered. If you have it, give the panel a splash. Then, you'll see many buttons to push along with a set of instructions. Grab a dictionary and see if you can't work it out. You can also find the answer in the "message" section below.

My party and I have found a broken catapult. How do we fix it?

If you search the area around the Catapult, you'll find a broken sprocket. If you look in the Mines, you might just find a someone who can fix it. You'll need some ammunition, too: a heavy boulder would do the trick. Of course, you'll also need to replace the worn rubber band. You'll probably find that in the Mines, too.

Where can I find a heavy boulder?

As your party winds its way through the tangled bridges, you'll undoubtedly come across many creatures. If you're lucky enough, one of these creatures will be carrying just such a boulder.

Should I climb all sides of the Mountain?

Yes, you should. There are several unique rifts carved into the face of the mountain, and it's worth visiting each.

I've been everywhere... the Mountain, the Mines and the whole of the cavern. Now I'm stuck. I can't get anywhere else.

Trek back to the mountain. Up there, you'll meet the Twins who, in their own special way, will show you to the Achtung Lift. The lift brings you to another part of the Cavern that you and your party have not yet explored.

I've come to the end of a tunnel which has suffered from a cave in. I can't go any further. Can I move the rocks?

Yes. Do it just like the miners did. Use the Miner's Pick.

An avenue off the burial chamber is filled with sand. How can I get through?

You can't. There's a ton of sand in your way, and nothing but a fleet of trucks will move it! However, if you've got an Empty Sack to put some sand in, you can take some with you.

Where do I find an Empty Sack?

It's in the Pyramid. You're almost there.

I've come to a wall and feel cold air blowing through a crevice in the rocks. Is there a way to break the wall down?

Sure. Use the Miner's Pick. Handy little tool.

After passing through the burial chamber, I've come to a set of stairs. Where do they go?

The stairs you stand before go to the mystical Pyramid, a land of fabled folk.

1. The tunnel emerges out of the mountain and into the open expanse of a titanic gorge. A network of bridges spans over the deep gorge, and far across the sky you can see the jutting peak of a huge mountain, poking up into the center of the great cavern.

2. Wizard's Cave
Trespassers
Not Welcome

3. Entering the Mines
Protective Helmets
Required All Times

4. Before you looms the peak of the great mountain, and its many rocky crags and crevices bode a treacherous journey to the top.

5. Before you looms the peak of the great mountain, and its many rocky crags and crevices bode a treacherous journey to the top.

6. There is a small foothold up the face of the mountain which may be climbed.

Try to climb up the mountain
Remain here where it is safe

You slipped and fell!

(If you try to climb, there is a chance you may fall)

There is a small foothold which leads down the face of the mountain.

Try to get down the mountain
Remain here where it is safe

You slipped and fell!

(On your way down, there is a chance you may fall)

7. *(The same as #6)*

8. *(Search - Press button)* Draw Bridge. Control Panel. Press to Open. The control panel door has rusted and won't come open... *(Use Mystery Oil to open the door.)*

Press Which Control Buttons

Spring Winder
Auto-Coilwrap
Translux Pump
Truss Drivers
Toggle Safety
Shutdown Exit

8. (continued) Inside the control panel are six tiny buttons, each with a tiny label. Some instructions engraved on its face are as follows: *CAUTION* Safety detachment required prior to inchoate winder advancement. Do not activate coilwrap until a wait of 5 seconds post pump nascency, over safety interdigitation. Truss ascension may follow, but under no circumstance should fall extrinsic to pump and winder immurement. Final winder engagement induction for draw bridge facilitation.

It is good to know that the engineers responsible for the bridge wanted its operation to be accessible by anyone, and thus took the time to create such specific instructions, in that unique way that only real engineers can do. (*Press Safety, Pump, Coilwrap, Truss, Safety and Winder - the drawbridge will lower*)

9. The remains of a large wooden machine are resting upon the precipice. After looking it over, you decide it is for hurling heavy objects through the air much like a catapult. On the opposite side of the precipice, you see a tiny ringed target standing all by itself. Inspecting the machine, it appears to be operational, except for a sprocket which has cracked and fallen out, and a long band of rubber, which has lost its spring and begun to crumble... (*Search - you find a Broken Sprocket*)
(*If you try to use the catapult without repair*)
The catapult needs a new rubber band. The catapult needs a new sprocket.
(*Merge the four rubber strands you found in the Mines into rubber braids and then a band to replace the worn band on the catapult.*)
The rubber strand is too thin and too short to replace the old band.
The rubber braid is too short to take the place of the old band.
The new rubber band fits perfectly!
(*Take the Broken Sprocket to Smitty's Forge and Grill in the Mines. He'll fix 'er up for you for a fee, of course*)
The repaired sprocket gently nestles into place on the old machine... Having repaired the catapult, you may now perform normal firing operations.
Although the catapult works fine, you need some kind of ammunition which is usable as a projectile...
(*Put a Heavy Boulder in the catapult for ammunition*)
You load the big stone into the ladle of the catapult...

(Once the catapult is working properly, your party will receive these options)

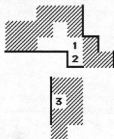
Perform Which Catapult Operation
Latch Ladle
Wind Up Band
Release Latch
Abort Fire

(If you don't hit it...) You missed the target
(If you do hit it...) Bull's-eye!!

10. (The same as #6. Before climbing at location #10, complete the Mines, the Cavern and all surrounding areas. This route will bring you to the Guardian of the Rock, and out of this section of the game)
11. A large ugly troll climbs from under the bridge and blocks your way! Finally, he bellows, "I yare the toll troll! Pay the toll or heads will roll! Arghh! Are you gonna pay the toll! (Answer "yes" to pass) A wise decision! The toll troll leaves.
12. (*Landing point from Achtung lift*)
13. The tunnel ends abruptly as apparently there was a cave-in some time ago. You might be able to dig through it, using the proper tool, of course... (*Use the Miner's Pick*)
14. This appears to be some sort of burial chamber, wrapped mummies being laid in alcoves cut from the earth. The ground is dirt and clay, and broken pieces of pottery lie scattered about the room.
15. The tunnel is filled with sand, making further travel into it impossible... (*If you happen to have an empty sack, you may want to take some of the sand at this point... you never know when you'll need it*) You fill the empty sack with sand.
16. This area has been chiseled out, as if someone were trying to tunnel into the rock for some reason. Investigating it further, you can feel a slight wisp of air seeping through a crack, possibly from another tunnel on the other side. (*Use the Miner's Pick*)

Giant Mountain

From #6, Cavern



On the Mountain

Few places in Bane of the Cosmic Forge offer such a view of the surrounding area. As your party climbs the mountain, you'll explore it and get a taste of what's been there before you. There are four sides to the mountain, three of which your party can climb. The fourth is a lift to another area of the cavern.

Frequently Asked Questions and Their Answers

I've met a Guardian, but he won't talk to me.

You can get him on your good side if you feed him; he likes rocks.

What do I do with this Ruby Eyeball?

Wait for a matching set.

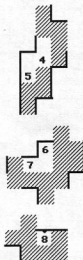
Giant Mountain - Messages

1,4,6,9,11. There is a small foothold which leads down the face of the mountain. Try to get down the mountain; Remain here where it is safe

2,5,7,10,12. There is a small foothold in the face of the mountain which may be climbed. Try to climb the mountain; Remain here where it is safe.

3. Huge piles of rocks and boulders cover the ground, probably the remains of a recent rockslide. There is a foothold which leads down the face of the mountain. Try to climb the mountain; Remain here where it is safe. (Remain here where it is safe - Search) Nothing here but huge boulders though you never can tell when one might come in handy. (Receive boulder or boulders)

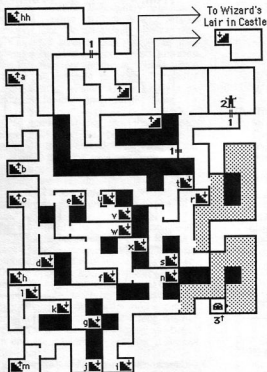
From #7



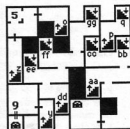
From #10



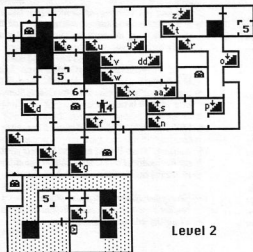
8. (Search - find chest) This chest property of Capt. J.R. and Company. May a Curse be Upon Ye. (Inside the chest, you'll find random items and Baubles & Trinkets. Note: if you don't kill Queequeg immediately after you tell him the location of the chest, you'll get a note from him, thanking you for revealing its location.) There is a foothold which leads down the face of the mountain. Try to climb the mountain; Remain here where it is safe.
13. Gyent Krieg. Haus Af Der Gyns Twyns. There is a foothold which leads down the face of the mountain. Try to climb the mountain; Remain here where it is safe.
14. FEE-FIE-FOE-FUM... (Fight Gyns Twyns)
15. Achtung. Press Button Fur Das Exit. (Pressing the button opens a chute, which takes your party to #12 in the Cavern)
16. (Meet the Guardian of the Rock. Bring a boulder to talk to him; then kill him and receive a Ruby Eyeball for Skull door.)



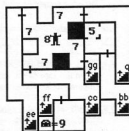
Level 1



Level 3



Level 2



Level 4

The Mines

One hundred and twenty years past, this site teamed over with prospective miners in search of a single jewel or one gold pebble to tie them over until their next fortunate discovery. A flurry of shovels, picks and axes hammered at the walls, carving passageways up and down... some within mere steps of one another! Now, the Mines' bounty taken, few creatures remain. Most, insane or otherwise maddened, approach your party with swords raised. However, within these lonely confines, a single man yet remains.

Down Under

The Mines are a fascinating and sometimes confusing place. Taking a stroll about its first level, you'll notice an abundance of stairs. Traveling down, you'll notice even more. And more. And more. Indeed, without some kind of guide, it's easy to become frazzled!

That's why you'll find letters next to each set of stairs on the maps which follow; each letter corresponds with another set of stairs on the level below or above it, depending on the direction of the stairs. You may use these maps and letters as your guide while exploring the Mines.

While exploring, you'll discover things which will allow you to solve the mysteries remaining in the Cavern, and still other goodies which will be useful to your party. You'll also meet Smitty, a cheerful old man, who's set up shop in the Mines. And then there are these other men - or perhaps men - who wait below.

Frequently Asked Questions & Their Answers

I've reached the Wizard's Cave, but I can't open the gate. How do I get in?

You need the Key of Wizard's Cave. If you venture deep enough into the Mines, you might find the Wizard who holds the key.

There's an awful lot of stairs to keep track of. Is there some other way to navigate the Mines? Do I need to keep track of where I'm going?

No, not at all. In fact, by the looks of the Mines... stairs every few steps and all... it appears the original builders didn't! Many Wizardry players simply run around until everything starts to look familiar. Just remember, there are only four levels: you can only go up and down so far. Start on the western side of the top level, and work your way down. Then, move to the eastern, northern and southern sides of the level and do the same. Eventually, you should reap all the rewards the mines have to offer.

I'm trapped in a dark area. Is there anything I need in here? While I'm at it, how do I get out?

There are several dark areas within the Mines. You'll find a chest in one, stairs in another and a shortcut to the Wizard's cave in the last (but you'll still need the key). The best way to navigate a dark area is to follow the walls, mapping or looking at a map as you go. Cast a Direction spell to keep you on track, and a Detect Secret to spot any items you might miss in the darkness. If you get hopelessly lost, there is only one technique: run all over until you get out.

I've found a Key of A Minor. But I can't open anything with it. Where do I use it?

The inhabitants of the Mines had to leave behind some of their bounty... after all, this used to be quite a profitable place! As your party explores each nook and cranny, you'll find their caches hidden behind gates. Use the key there.

I had an encounter with a Rubber Beast. After I defeated him, I found a single rubber strand. When I encountered another Rubber Beast, I found yet another rubber strand. What am I collecting these for?

Remember the catapult in the Cavern? Its rubber band was broken. Maybe if you found enough rubber strands, you could put them all together to make a good replacement.

I've found Smitty, but he doesn't seem to like my party too much. What should I do?

He likes your party! He's a friendly chap. Perhaps it's just the character doing the talking that he doesn't care for. Try talking to him again with a different character or cast a Charm spell on him. By the way, Smitty's good at fixin' what needs to be fixed. (See the interview with Smitty in this section.)

Apparently I don't have what Smitty's looking for. Did I miss something somewhere?

In the Cavern by the Catapult, you'll find a sprocket which is in need of repair.

I've found this man who's trapped inside a diamond. I've hit it with the Miner's Pick a thousand times, but it still won't break. What do I do?

You need something a bit stronger than a pick. A Miner's Chisel might do it. You can find one in a chest on the second level of the Mines. It's behind a secret wall south west of Smitty's. Take the stairs down ("k") from level one and you'll be in the area.

I found the Miner's Chisel, hit the diamond and put a fracture in it, but apparently it wasn't enough.

To break the diamond, you'll need to hit it on all four sides.

I've found two gates on the lower levels of the Mines, but I can't open them. What key do I need?

You're looking for the Key of A Minor. It's hidden in a dark area on the first level of the Mines.

Is there anyway to turn Mystaphaphas back into a human?

No. Such is the writ of the Cosmic Forge.

Where do the stairs in the Wizard's layer lead to?

One set of stairs will bring you to the Wizard's Lair in the Castle. The other set will bring you to the Morgue.

What do I do with the Wizard's Ring?

It opens a gate near the skull door on the lowest level of the Castle. Hang on to it for now, if you like. You'll be going there shortly.

The Mines - Messages

1. *(To enter the gate, use Key of Wizard's Cave)*
2. Well! It's about time someone came and let me out of here!! Do you have any idea how long I've been locked up in here! Huh!?! Do you?!!!! A hundred and twenty years, that's how long! And let me tell you, if I ever get my tail on that stupid imbecile Xorphitus then I'll make mincemeat out of him!! Well anyway, um,... thanks, for letting me out of here... By the way, my name is Mystaphaphas... I was once the apprentice to Xorphitus the wizard, that is until he locked me up in here and forgot about me... I know, I know, you're wondering just how did a big snake like me become the apprentice to such a great wizard?!! I'll tell you how! Because I'm not a snake!!! Or at least I wasn't until that foul pen came along!! That accursed pen!! OOOO! That really burns my skin just thinking about it... All I did was to sneak in and use it just once... just a few words to make me "dashing" and "attractive", so that the Queen might have me as one of her lovers... and that I would live in "safety" from the wrath of the King... and now look at me! The Queen loves snakes!! So I was transformed into a snake!!! And the wizard locked me in here! They thought I would make a good pet!! And so I was safe from the King!!! O! That stinking wretched pen!!!! *(Try giving the poor, hungry snake some food)* Just for that I'll tell you a secret! There's more to the Wizard's Lair than meets the eye! *(See the interview with Mystaphaphas later in this section)*

3. *(Search and you'll find a button. Press it to open up the secret doorway. Inside, you'll find the Key of A Minor)*
4. An old dwarf looks up from behind an anvil, where he is busy hammering on a red hot piece of roasted corn, and says, "Dag nab it! Can't you see I'm busy! What can I do yer fors? *(Give Smitty the Broken Sprocket... he'll fix it for you)* Waits here a minutes and I'll sees whats I cans do with it... *(The dwarf takes the broken sprocket to the forge and begins whistling)* Whiii-woorr-whirr.... Tums-da dum... This's only takes a second, folks... *(Bang! Bang!)* *(Clang!)* *(Bang! Bang!)* *(Ssssssstt! Whoosh!!)* Only be's a few more minutes... Whiii-woorr-whirr.... *(Bang! Bang!)* Here's ya go! Good as new!! *(See Smitty's interview in this section)*
5. *(Encounter with Rubber Plant. After the encounter, you'll find a strand of the plant you recently dismissed.)*
6. Welcomes Ta Smitty's
Forge & Grill
Fine Foods'n Fixin's
7. You witness a most bizarre countenance within the confines of a great diamond crystal, a transparent gem whose edges form a barrier blocking entry into the chamber... After watching the odd head bobble for several minutes inside the raw diamond cell, you realize that this is no mere vision, but rather that some entity is actually trapped inside the giant gem. As it approaches the wall, it seems to be trying to say something...

After studying the diamond barrier for several minutes, it appears the recent crack runs along a major fault line, a sign that the diamond might shatter if the fracture could be propagated along the perimeter of the diamond and then a fatal blow struck from here.

(Hit the diamond with the Miner's Chisel) A fracture has appeared in the diamond wall, but it has not broken...

(After methodically hitting the diamond on all four sides) The diamond shatters! The pieces are evaporating in the air, leaving naught but smokey steam...

8. "Free at last!" I do not know thee, but I have known of thee, since the times when it all began... My time is short, for as you can see my body has long ago died, and it is only through the last vestiges of my former power that my spirit has held this final grasp upon your world, so that I may speak to you now, and aid you in your quest. I will tell you a story, and let this story serve as a warning to you and they who will try to follow in your steps... I am half of the former wizard known as Xorphitus, whose bones you see on the mantle before you. A hundred and twenty years ago, I engaged upon the quest for the Cosmic Forge, the bane pen from which are writ the workings of all the universe. To speak of the pen, I must speak of the circle, the blessed altar from which the pen was stolen. To protect the power of the pen, it was written that the pen was only to be used upon the holy circle and thus it came to be. In order to wrest the pen from the circle, so as to free it from this mandate, it was necessary to contrive the exception, the singular exception which ensures the freedom of the pen, and likewise does not violate the original order. Thus the great exception was formed, that whosoever shall scribe with the pen not upon the Cosmic circle, will suffer his writ as a bane, and shall not rest or be freed from it until a new generation has passed, that time being exactly one hundred and twenty years, and after that shall he be of his own doing and free from the writ and the bane. My time is at end, for thee has come and set me free, and as my bones lie before you, this becomes my doing, a fate that releases me from my curse. Now listen, as I reveal to you those events which long ago transpired, so that you may act wisely and rightly. Once I was Xorphitus, a great wizard of magik and power, and like all who taste of power, the more I drank of it, the greater became my thirst. So it was that I came to make an unholy pact with another whose hunger was a copy of my own, and together we held the dream of universal domination. When at last we heard of this Cosmic pen, we knew that to make it our own would make our triumph complete, and so we plotted a scheme which yielded us the "Cosmic Forge". But how soon we learned of the bane that follows, should the Forge be removed from the circle as we had done. Yes, once I was Xorphitus, and I was determined to defy the fates, and so scribed

8. (continued) the words which told of this mortal wizard which should be called Xorphitus, and how he shall know all things in the universe, that he will then know how to evade that dreadful bane. And yes I came to possess full knowledge of everything, and with it was I ripped asunder, twain into two beings, for the nature of all things is divided, that which it is, and is not, and thus as the knowledge lived in me as one, thus it must pass that I then become divided. For as I know all, I must also know nothing. As it was that a man shall know "good", so was I compelled to also know "evil". Everything which is known is divided and that which is not dividable will never be known. Thus shall men forever seek to know, and thus will men always be divided. This is the nature of knowledge, and I tell you that this is how it lives inside of you. This is how you know, this is how you think, this is how a mind believes, and how a mind speaks unto itself. But time grows short and there still remains much I must tell you. Though I, Xorphitus, am dead, Xorphitus, my other half lives on! And as I do but aid thee, he shall do but harm thee. His knowledge is incomplete, since I possessed its complement, and he can but stumble blindly, half-right, and half-wrong, in everything he does, a mind forever floating through a pool of darkened waters. He is insane, as am I, but you must seek him out, for as I know of the pen and why, and do tell you, he will know the where and the when of it, but not what, and he will not tell you. That is what must be discovered from him, and with him lives the fate of the Forge, the pen and Hand of Destiny... "I am free at last!!" And the vision softly fades...

9. (Use the Key of A Minor to open the gate. The chest inside contains goods left behind by the Mines' former inhabitants.)

Meet Smitty

We approached a door which read "Welcomes Ta Smitty's Forge & Grill. Fine Foods'n Fixin's". Couldn't have been better timing. We were nearly starved from our exploration of the Mines - up and down what seemed like a hundred sets of stairs!

(S): Dag nab it! Can't you sees I'm busy! What cans I do yer fors?

(P): What's your name?

(S): Folks call me Smitty! I's a restaurantrepreneur! Fixer of food's n' forgin' fer fortune!!

(P): Where are we?

(S): Yer in the mines!

(P): Tell me about the mines.

(S): Seems we always been diggin' in the mines... It takes awhile to learn yer way around.

(P): What are you digging for?

(S): I dunno whats we're diggin' fer! I don't think anyone does anymore!

(P): We'll start digging, too.

(S): Not around these parts ya don't! We already's got it staked out!

(P): You have some food then?

(S): MMMM... Edibles... I's a pretty mean cook!

(P): Where can I buy food?

(S): You can buys it right here!

(P): What about your forging?

(S): I can mends and fix things with me forge! O course, I's needs something ta work on, if ya gets me drift...

(P): Can you fix this sprocket?

(S): I'd haves ta take a looks at one first... Gives it ta me and let me takes a look...

(P): (I handed him the broken sprocket)

(S): Hmmm... It's busted alright... Don't looks too bad, though... Ya's wants me ta fix it? It'll costs ya 1000 gold pieces.

(P): Yes, please fix it.

(S): Waits here a minutes and I'll sees whats I cans do with it... (The dwarf takes the broken sprocket to the forge and begins whistling) Whiii-woorr-whirrr... Tums-da dum... This's only takes a second, folks... Bang! Bang! Clang! Bang! Bang! Ssssssstt! Whoosh!! Only be's a few more minutes... Whiii-woorr-whirrrr.... Bang! Bang! Here's ya go! Good as new!!

(P): Thanks!

(S): Don't mention it.

(P): Say, have you seen any strangers?

(S): Shhhh! I's heard tales of stranger's come into these parts!

(P): Who are they?

(S): Why's, if I knew that then they's wouldn't be strangers!!

(P): Where are the strangers?

(S): Don't know... have ya seen anybody suspicious lately?

(P): No, no. Can't say I have.

And with that, we parted ways. We were off to repair the catapult hoping it would allow us entry to an area we had yet to explore. On our way, we thought of the strangers Smitty had mentioned and wondered just what "tales" he had heard.

Meet Mystaphaphas

At that very moment I met him, I felt like a faerie under a giant's hammer. He dashed toward me, fangs bared above and below a famished grin that spread across the whole of his face. And we were to be his meal! We held our swords before us, prepared for the worst, when he stopped his dash as suddenly as it began!

(M): Well! It's about time someone came and let me out of here!! Do you have any idea how long I've been locked up in here! Huh?!? Do you?!?! A hundred and twenty years, that's how long! And let me tell you, if I ever get my tail on that stupid imbecile Xorphitus, then I'll make mincemeat out of him!! Well anyway, um... thanks, for letting me out of here... By the way, my name is Mystaphaphas... I was once the apprentice to Xorphitus the wizard, that is until he locked me up in here and forgot about me... I know, I know, you're wondering just how did a big snake like me become the apprentice to such a great wizard?!? I'll tell you how! Because I'm not a snake!!! Or at least I wasn't until that foul pen came along!!! That accursed pen!!! OOOO! That really burns my skin just thinking about it... All I did was to sneak in and use it just once... just a few words to make me "dashing" and "attractive" so that the Queen might have me as one of her lovers... and that I would live in "safety" from the wrath of the King... and now look at me! The Queen loves snakes!! So I was transformed into a snake!!! And the wizard locked me in here! He thought I would make a good pet!! And so I was safe from the King!!! O! That stinking wretched pen!!!!

(P): Is the pen the Cosmic Forge?

(M): I don't know, but if it's still around I want out of here!

(P): What is the pen's Bane?

(M): The bane of the Cosmic Forge! Just use the Pen!

(P): Where is the King now?

(M): Don't know and don't care!

(P): What about his Queen?

(M): The Queen of the King! Apparently, she's a sauriophile!

(P): Hmmmm. And what of the wizard?

(M): I was an apprentice to Xorphitus! I dabbled in magic, spells and such...

(P): What kind of magic?

(M): Xorphitus would know about magic

(P): What of Xorphitus?

(M): Xorphitus is a powerful wizard, or at least he was...

(P): Where is Xorphitus?

(M): I would presume to find him in his lair.

(P): Tell me, where is this lair?

(M): The lair is where is Xorphitus lives. There is a magic ring which opens the entrance to the lair. The Wizard's lair is under the castle, near the skull door.

(P): I've seen the skull door!

(M): The skull door leads down to death!

(P): To death???

(M): Death waits behind the skull door!

(P): What about this gem I have?

(M): You need two gems to open the skull door.

(P): Where's the other gem?

(M): Xorphitus hid them to seal off death.

(P): You must be hungry, Mystaphaphas.

(M): Darned tootin' I'm hungry! Wait around for a hundred years like I did!

(P): That's a long time!

(M): Tell me about it!

(P): (I paused to grab some food from my swag bag, and passed it to the snake.)

(M): Mmmm... (Slurp!) That's delicious! Just for that, I'll tell you a secret! There's more to the Wizard's Lair than meets the eye!

(P): Thanks!

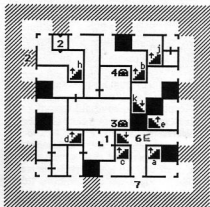
(M): You're welcome!

I left Mystaphaphas the rest of my food. I knew I'd find more later. Besides, he needed to concentrate on his magic some more... unless he wanted to go through life with scales.

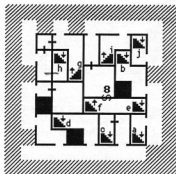
The Pyramid



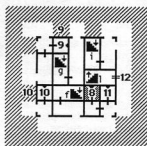
Lead to Stairs #6



Level 1



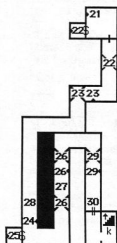
Level 2



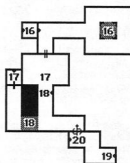
Level 3



Level 4



Lower Level 1



Lower Level 2

The Pyramid

At the very bottom of a Pyramid whose dimensions your party does not know, you arrive. A quick look around tells you that this Pyramid, like the Mines before it, was built of care and for confusion. At this point, you can't be certain which. You soon discover that it is a culture unlike any you have encountered. It is the home of the Amazulu and the one they worship. The course to their grounds is a hazardous one. Filled with turns and stairs and creatures galore, only those with the right mettle may survive.

The Fiery Path

After your time in the Mines, there's no doubt you're skilled at navigating the complexities of Wizardry's maze. Good thing. You'll find the Pyramids are filled with stairs too - and corridors branch off in all directions. Unlike the Mines, however, the Pyramid goes up. From where you stand, there are three levels above you. There's also two levels below you.

As your party travels through the Pyramid's levels, you'll find it's a tricky endeavor. These grounds are considered sacred to the Amazulu - testament to the many traps which lie in your way. There are buttons, chutes and traps throughout its tiers and up top, you'll find a hoard of people who will look strangely familiar to you. Not to worry, however; they're generally a friendly bunch. Approach the Pyramid just like you did the Mines, and your party should fare well.

Frequently Asked Questions & Their Answers

How do I get through the gate which I recognize?

Wave the Idol of Mau Mu Mu before it.

Where is the Idol of Mau Mu Mu?

The Amazulus have hidden it in the deep recesses of the Pyramid.

There's a chest bouncing all over the room. How do I stop it?

You'll need a Gloop Splotch. So where do you get such a unique treasure? Encounter the Gloop Goop... he's on the same level.

There's buttons all over the place, and when I press them, they don't seem to do anything.

In general, buttons within the Pyramid either close a pit to allow your party passage or turn off a trap to keep your party alive. Even if you're not certain what happens when you press a button, it's a good idea to do so. After all, you could be disabling a trap, and you'd hate to find out it was there the hard way.

I've found an Empty Sack. What am I supposed to do with it?

Take it back to the Burial Chamber on the outskirts of the Cavern. You'll find a hall filled with sand. Put some in the sack.

How do I open the gate on lower level 1 of the Pyramid?

You need the Bone Key. You can find it in the "bouncing" chest.

How do I deactivate the rolling ball?

There's a secret door you need to find on lower level 1. In the room, you'll find the switch to toggle it.

How do I get to lowest level of the Pyramid?

You'll need to fall through a pit to reach it.

How do I stop the arrows and gas?

There's a button to deactivate those, too. It's located on lower level 2.

How do I open the gate on lower level 2?

If you're standing before it, turn around and take two steps south. You'll find a button there which will open the gate.

How do I get the Idol?

You need to exchange the bag of sand for it. Hope your characters are fast enough!

The Amazulu Queen seems pretty hostile. Something I can do to appease her?

If you're carrying any baubles and trinkets, you might want to hand them over. You can also offer gold or an item you no longer desire. By the way, any NPC can be likewise flattered. (See the interview with the Queen of Amazulu in this section.)

How do I cross the hot coals?

Remember that girl in the strange mask? She's got some Foot Powder that'll do the trick.

Ya, but I killed the girl in the strange mask! Now how do I get across the coals?

Well, there are two ways to do it. You can simply walk across and take the damage, resting occasionally to restore your spell and hit points. You may also cast a Levitate spell, if its available to your spellcasters; remember, it's possible for the spell to "wear off" as you're crossing the coals, so you may need to cast it again.

I killed Mau Mu Mu, and received a gem. What should I do with it.

Hmmm. Bet you have another just like it. Head back to the Skull Door. It's two levels below the ground zero of the Castle. If you don't have another just like it, go back to the Mountain in the Cavern area, and kill the Guardian of Rock.

The Pyramid - Messages

1. *(Encounter with Gloop Goop. If you're successful, you'll get a Gloop Splotch)*
2. *(Search. Press button to enter the room. Once inside, press another button. It will close the pit at #2 allowing you passage)*
3. *(As you enter the room, you notice something strange right away. A chest is merrily bouncing along, and shows no signs of stopping. If you use the Gloop Splotch, you may succeed in "sucking" it to the floor. If you do, you'll get the Bone Key.)*
4. *(Open the chest, and you'll find an empty sack. Bring this sack to #13, Cavern, and fill it with sand.)*
5. *Faded paintings depicting brown people engaged in growing crops, bathing, and dancing in costumes cover the walls, a record most likely of daily life.*
6. *The walls are made of earth, blocks of clay engraved with fanciful designs. A quick look around reveals that all the walls are this way, suggesting a royal or sacred air about the place.*
7. *Emerging outside, you are standing on the ledge of a great pyramid, a temple which is arising from the mountain and completely bordered by jungle.*
8. *(Search. A button is on the wall. Press this button to close the pit at #8, level 3 of the Pyramid)*
9. *(Search. A button will appear. Press the button to close the pit at #9)*
10. *(Search. A button will appear. Press the button to close the pit at #10)*
11. *(Search. A button will appear. Press the button to close the pit at #11)*
12. *The head of a strange beast is hewn in the center of a circular emblem on top of the gate, although somehow the face looks oddly familiar... (Wave the Idol of Mau-Mu before the gate) You wave the Idol before the emblem... (The gate opens)*
13. *Perched high on a throne made of woven straw, sits a watchful and stern girl. She wears a fancy headdress, and around her neck rest many necklaces made from small bones and glass beads. Directly at her side are several of the warrior women, each swaying a large fan. Also, behind her to the right, another woman wearing a giant spooky looking mask is eyeing you very carefully as the party approaches the throne... "I am the Queen of the Amazulu! Who dares enter our sacred grounds?" (See the interview with the Queen of Amazulu later in this section)*

14. Straight ahead lies the smoking top of a seething volcano. A bed of hot coals forms a bridge which leads to the edge of the volcano, making it the only way to cross over from the pyramid... The bridge of hot coals leads directly to the lip of the volcano, and extends out over the core of molten lava... As you stand above the lava, you start feeling earth tremors arising from the volcano, as if it were going to erupt. The tremors are growing stronger... The lava below starts boiling! Suddenly the volcano erupts!! (Use the foot powder) Though the coals are red hot, you feel no pain as you walk across them... (Without the foot powder...) SSSSSST!!!! Hot coals burn your feet!

15. "So you have come for the rock! Then I shall slay you!!"

16. (Search. Press a button to enter the room. Inside, you'll find another button. Press that button to turn off the chute at #16)

A clay Idol figurine is resting within an alcove, enshrined with dried flower petals, bones, and glass beads.

(If you don't have the sandbag)

Try to take the Idol

Leave the Idol alone

(If you have the sandbag)

Throw the sandbag at the Idol

Exchange sandbag for the Idol

Leave the Idol alone

(Depending on your course of action...)

The sandbag hits the Idol, knocking it reeling onto the floor! Quickly you snatch up the Idol!

You deftly snatch the Idol and replace it with the sandbag, so smoothly that even the flowers remain undisturbed.

Your clumsy attempt to swap the bag of sand has knocked the Idol reeling onto the floor! Quickly you snatch up the Idol!

17. A hail of arrows swarms the party... (Search. Press the button to turn off the arrows at #17)

18. (Search. Press the button to close the pit at #18)

19. (Search. Press the button to bring your party back up to #23, level -1)

20. (Search. Press the button to open the passage directly north.)

21. (Search. Press the button to open the passage directly south at #16)

22. (Search. Press the button to close the pit at #22)

23. (Search. Press the button to close the pit at #23)

24. (Search. Press the button to open the passage south at #25)

25. (Search. Turns off the rolling stone... which squishes the party... almost)

26. (Search. Press the button to close pits at #26)

27. (When you step upon this square, it opens pits at #26)

28. Rolling Ball crashes through the hallway

29. (Search. Press the button to close pit at #29)

30. (Use the Bone Key to open the gate)

Meet Kuwali Kubona

She nearly scared the living daylight out of me. After the tryst I had with the Queen, I wasn't all too enthused to run into another of the hoard. But, besides being a bit on the flirty side, she is a good Amazulu (as far as Amazulus go that is).

(K): Psssst! Wanna deal?

(P): What kind of deal?

(K): I have something for all! I know how to treat you right!

(P): Who are you??!

(K): I am Kuwali Kubona, High Priestess of Mau-Mu-Mu

(P): Mau-mu-mu??

(K): We dwell in the Temple of Mau-Mu-Mu.

(P): Where is Mau-Mu-Mu?

(K): Mau-Mu-Mu lives in the pool of fire!

(P): He's a hothead!

(K): Ssshhh! Mau-Mu-Mu might hear you!

(P): Tell me about the fire.

(K): Say, how about we make our own little fire!

(P): Sure...

(K): But first you must prove yourself!

(P): How do I prove myself?

(K): By entering the pool of fire!

(P): Enter the pool of fire!?!?!?

(K): The pool of fire, home of Mau-Mu-Mu!

Whether I proved myself or not is not of your concern. However, with the help of the foot powder purchased from Kuwali, I was able to cross the fire with ease and indeed met Mau-Mu-Mu... as short as that meeting may have been.

Meet the Queen of Amazulu

When I first saw her, I could hardly believe my eyes. Upon a high throne, she was decorated nearly head to toe in gold, silver and jewels; around her neck she wore the sharpened bones of various beasts who I can only assume her servants dispatched. As she grimaced at me and my party, other women cooled her with giant fans.

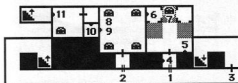
- (Q): I am the Queen of Amazulu! Who dares enter our sacred grounds?
 (P): It's us, the Faerie Avengers!
 (Q): Have you come to take the rock?
 (P): Yes, we have!
 (Q): Then you must be sacrificed!
 (P): (Okay, so we were lying... and weren't so brave.)
 (Q): Why have you come to the temple?
 (P): To meet you, of course.
 (Q): Did you bring me an offering?
 (P): Yes, we did!
 (Q): Lay your gifts before me!
 (P): (Before her throne, I placed the Baubles & Trinkets.)
 (Q): Fine, fine. OOO, how pretty! Ahhh! And just look at this one!! Hey! Wait a minute!!! This stuff is nothing but cheap junk! Who are you trying to fool?! How dare you insult us!!
 (Q): Do you apologize?
 (P): Yes, we do. Sorry.
 (Q): I accept your apology! And as a token of my forgiveness, I'll also accept a 3000 gold donation. Do you make the 3000 gold donation?
 (P): Yes. (I lightened my pack of gold pieces.)
 (Q): (The Queen turns and whispers to the woman in the spooky mask) See? I told you they had soft bellies!
 (P): Are you referring to a SACRIFICE!!
 (Q): You will do nicely! Mau-Mu-Mu demands a sacrifice!
 (P): Us! Sacrificed?
 (Q): Sacrificed in the pool of fire!
 (P): What pool?! (Not that we're eager to get in it, you understand.)
 (Q): The pool of fire is home of Mau-Mu-Mu!
 (P): Who is Mau-Mu-Mu?
 (Q): The Guardian of the Rock!
 (P): So where's Mau-mu-mu?
 (Q): At the end of the fiery path!

- (P): Where is this path?
 (Q): The path to Mau-Mu-Mu! Only the Chosen may walk the path! The path between the temple and the pool of fire.
 (P): Who are the Chosen?
 (Q): The Chosen ones of Mau-Mu-Mu!
 (P): Am I Chosen?
 (Q): Only if Mau-Mu-Mu shall choose you!

With little hope of Mau-Mu-Mu choosing me, I prepared to head down the pyramid in hopes of covering some more of this world. It was then... just as I was carefully backing away from the Queen and her warrior companions... that a girl in a spooky mask approached me...



The Skull Door



The Skull Door - Revisited

It was long ago that your party first approached this area. You gathered the King's Book of Ramm, and began to understand the horrid rituals which once took place in this Castle.

Now the world seems bigger to you. You know that there are others who weren't so possessed by the Forge or the King or even those he tried to command. Beyond this door, this area, you'll find even more. More people, more secrets, more stories to unfold. But first, the Wizard's Lair.

Frequently Asked Questions & Their Answers

How do I get into the Wizard's Lair?

You need the Wizard's Ring. Xorphitus in the Mines leaves it behind for you.

I've just found a Spire Key. What's it good for?

The Spire Key will let you get into the Castle's spire. In main hall, ground zero of the Castle, you'll find two sets of stairs up. Take the stairs to your right.

There's not much to the Wizard's Lair than a single room with chests. Is there more?

Yes. Look for a candle on one of the walls. Search the candle, and you'll find it actually opens a secret passageway.

How do I mix the potions together?

Mix the ingredients any way you want. There's no wrong way to do it.

Where do the stairs in the Wizard's Lair lead?

The stairs lead to the Mines - the Wizard's Cave, specifically. It's a nice shortcut.

How do I open the skull door?

You need to place two jewels in the skull's eye sockets. One jewel is held by the Guardian of the Rock on the Mountain. Mau-Mu of Pyramid fame has the other.

Where do the stairs behind the skull door lead?

The stairs lead to the River Styx.

The Skull Door - Messages

1. *(Use the Gold Key to open the gate)*
2. *(Use the Wizard's Key to open the gate.)*
3. *(When you place one gem in the socket...) A black steel skull cast upon the face of the massive door stares blankly out into the corridor. A glowing gem rests in one eye socket, the other is empty.*

(When you place both gems in the sockets...) A black steel skull cast upon the face of the massive door stares blankly out into the corridor. a glowing gem rests in each eye socket, giving the skull a demonic face and sinister smile... (You may now pass through the door and on to the River Styx. Before you go, however, take a trip up the Castle's eastern Spire.)

4-7. *(Refer to The Skull Door - Part I)*

8. *(Open the chest. Inside you'll find the Spire Key and the Wizard's Record.)* Opening the Wizard's record, you are able to read the following passages:

Month of Stars - 17th day

I have at last achieved success with my experiments in body re-animation! The poor victim was the mistress who had accompanied the Vicar, the whore mother of the demon child, and while she had been dead nearly three days, still did she breathe, walk, and see once again... It's a pity that

(Wizard's Record, continued)

there was not a way to similarly save her mind and soul, as now she is but an empty corpse. I have sealed her in one of the Castle spires, until discovering a means of proper disposal. Encouraged by these early results, I shall continue when another test subject is available.

Month of Stars - 23rd day

My latest subject, the insane Vicar of recent beheading, was a stunning experiment in corporeal separation. The moment the axe fell upon him, I invoked a magik which prevented his spirit from departing this world. His mind and soul thus captured, it proves that my ideas will work, and soon I will have mastered both life and death, and acquire immortality. For the time being, a "spirit lock" should confine the departed Vicar's "ghost" inside the other spire, and I will keep the key here, lest some unsuspecting turd lose this wraith upon us by accident.

Month of Moons - 4th day

We have at last uncovered the secret portal which shall soon bring us the Cosmic Forge, and I must prepare for the journey, for tonight, we fly!

Month of Moons - 13th day

We have stolen the Forge!

Month of Moons - 15th day

I am afraid that my wily apprentice, Mystaphaphas, has disappeared. There is no indication of him anywhere and all magical attempts at locating him have resulted in failure, other than leading me directly to the den of an overweight serpent, of which I think now must surely have consumed him.

Month of Moons - 16th day

I have finally decided what to write with the "pen", and thus escape that horrid curse which has already taken the King to his everlasting death... Thus, tonight, I inscribe destiny!!

That is the last entry in the book, and all other pages are blank.

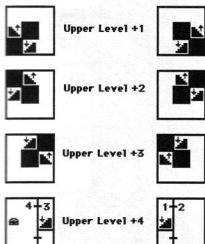
9. *(The candle on the wall before you actually triggers a secret entrance. Search the candle to activate it.)*
10. Stepping into the closet, you notice a crooked staff in the corner, obviously forgotten or overlooked... *(Search. A button will appear. Press it to open a secret passageway.)*
11. A table full of potions, bottles and other assorted chemicals sits quietly waiting for a master who shall not be returning. *(Search)* A few jars appear to be intact and well sealed and possess contents which have not deteriorated or turned into hard lumps of blackened goo. An odd little wooden stick is also lying on the table and you notice that one end of it has been painted red. Mix which bottles together: Yellow powder, Blue potion, Red potion, Black powder, White powder, Green potion, Strike Stick, None, Leave. KaBlamm!! *(Opens wall in the Lair, but your party may take some damage)*

*Before your party
heads off
to the River,
check out the
Castle Spires.*

*You'll meet the
subjects of the
Wizard's experiments
there...*

*And pick up an item
you need.*

The Castle Spires



The Castle Spires

Passing the gate which held your party back just days before, you climb the stairs of the Castle Spire until you reach its top level. There you find a door whose face bears a black spade. You pull a key from your pack, unlock the door, and enter the room. Inside, you witness something most bizarre; and at the same time; it is heartbreaking.

Frequently Asked Questions & Their Answers

There's a gate I can't get through in the eastern Castle Spire. What key unlocks it?

You'll need the Spire Key. You can find it in the Wizard's Lair.

I've reached the top of the spire, but can't get through the door with the black spade on it.

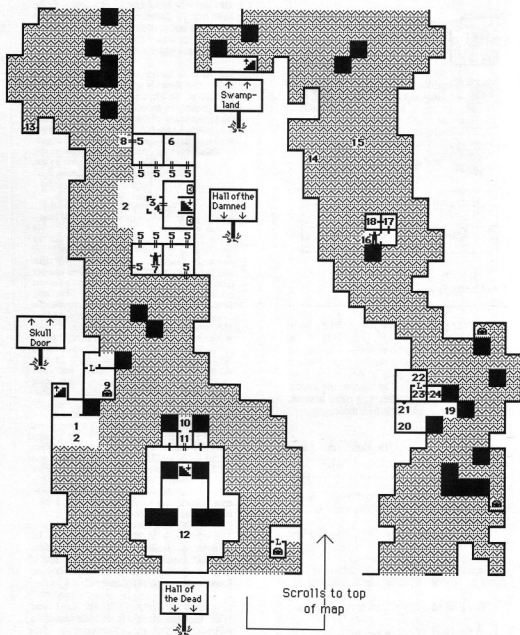
You'll need a key with a matching face.

I used the Horn of Souls and nothing special happened.

Hang on to it. You'll need it a bit later.

The Castle Spires - Messages

1. The door is solid black, and looks to be quite heavy. Bolted to the center of its face is a black iron spade. *(Use one of the Spade Keys to open the door. The keys can be found on the upper level of the Castle.)*
2. The room is barren and quiet, looking quite undisturbed for over a century. As you cast a gaze about the chamber, you notice an eerie glow beginning to congeal within its center, taking the shape of a human figure. Soon you can discern a face, old and withered, and now it begins to speak... Hello? Hello?? Is that you, Annie? I can't see, Annie... Can you hear me, Annie? Annie?? Why do you not speak to me, Annie? Don't you remember me? Annie, don't you remember?? Don't you remember who I am?? I am... I do not know who I am... I remember... Yes, I remember a long time ago... I was... a holy man... a pious and revered man... I don't remember... I remember Annie, sweet Annie... O my Annie, we are lost! I broke my vows of sanctity for you, sweet Annie... and I am punished! Punished... Our daughter! We must hide our little girl... They will come and take her away! No! She is the devil! O, she who was conceived from sin... from our sin, fair lady Ann... and she is damned! And it is we who are damned... sweet Annie... the King has found us! The King has taken our daughter! He will protect her... He will protect us, sweet Annie... such a long time ago... I am lost now, Annie... but I still have the horn! I remember the cold around my neck... and the light... and I am walking into the light... But no! I am being pulled back! Something is keeping me from walking into the light... the hand! The hand from the light is holding something for me... It is holding the horn! Is it time? Is it time, sweet Annie? Is it time for the horn? I am coming Annie! I will blow the horn at last! (And the spectre holds up a dark horn and blows) I can see the light Annie! The light is coming back for me! Goodbye Annie! I am stepping into the light... and the ghost suddenly vanishes, the dark horn falling to the ground with a loud clatter! *(You find the Horn of Souls)*
3. The door is solid black, and looks to be quite heavy. Bolted to the center of its face is a black iron spade. *(Use one of the Spade Keys to open the door. The keys can be found on the upper level of the Castle.)*
4. *(Encounter a Zombie)* Inside the Castle spire, the contents of a bed, table and chair still remain intact after all these years. Bits of old hair and rotted flesh are evident upon the bed, probably from the corpse which you have recently put to rest.



The River Styx

Through the Skull Door your party traveled to the banks of the great River Styx. Water laps the sand of the beach in front of you, and through the Mists, you see a figure approaching. You know not whether it comes in peace; but you are certain the Horn of Souls called it. Last you knew, the Horn of Souls also ushered the Vicar into eternal sleep. It is with this in mind that you wait on the shore somehow sensing that you've reached the midpoint of your journey, but knowing the best is yet to come.

Gone Fishin'

The River Styx is the gateway to a bevy of places. Not only are its waters filled with their own interesting places to visit, there's secluded corners and carved niches which lead you to other parts of Wizardry that your party has speculated, but never visited. From the River, you can visit the Swampland, the Hall of the Damned and the Hall of the Dead where you'll meet persons who are most unique.

Frequent Questions & Their Answers

I'm at the River Styx, but there's nothing here, and I can't walk on the water. What am I supposed to do?

In one of the Castle's Spires, you'll find the Horn of Souls. Perhaps you can call someone to your aid.

Where can I find a Cylinder of Ash? Do I need one to ride the ferry?

You can find Cylinders of Ash throughout this area... just look carefully. Charron will guide you on the ferry for a fee; you don't need the ash.

What am I supposed to do at the red X?

Look around the river for a message about the DJ Locker. You'll find your directions there.

So I've found the right spot. Now what am I supposed to do?

Go fish! You'll find all the right equipment along with River's banks.

What's the reclamation number?

Ah, a tricky question. You'll need to find a certain caterpillar who hangs out in Swampland. He'll give you a note that will help you to reveal the answer.

What do I do at the Bottle Oracle?

Check your selection of items carefully. If you have a bottle, a note and something to stop the water from getting in, you're all set.

How do I find out what to say to the Siren's?

In the Tomb of the Damned, inspect the various tombstones. By one, you'll find a book which contains the verse you need.

What keys do I need for the doors I find along the river?

You don't need any keys for the doors. Just have your magician "Knock-Knock" them open.

On The Isle of Damned, there are a bunch of gates I can't open. What keys do I need?

Search the area, and you'll find a key resting in front of a gate. You can open all the gates with this same key. By the way, you'll want to open each of the gates, especially the ones leading to the water.

What am I supposed to do with all of the Cylinders of Ash?

Give them to Charron. Eventually he will offer you an item in return for your kindness.

What do I do with the Water Wings?

Have any member of your party "Use" the Wings, and it will allow you to float across the water.

How do I give Charron the Cylinders of Ash?

When you meet Charron, he will ask you if you have any ashes for him; tell him you do. Next, he will ask you if you require passage; you don't. Then, the NPC options will appear.

I've just found a Hookah Pipe. What am I supposed to do with this?

Bring it to Bugbrains, the caterpillar. You'll find him in Swampland.

There doesn't seem to be much to the Isle of the Lost. Have I missed something?

Make sure you search each corner and each wall. On one you'll find a button which opens a passage; in another corner, you'll find a key which will open a certain gate in the area.

How do I open the Gate on the Isle of the Dead?

You need the Key of the Dead. Charron will give it to you if you return enough ash to him.

River Styx - Messages

1. Stepping into the open air, your nose detects the scent of water, as if you were near a lake or something... And then you see it, surrounding your rock ledge, winding as far as the eye can see into an underground cavern in all directions, and then disappearing into the mists...
2. A circular emblem is engraved upon the floor, adorned with many strange runes and mystic symbols. Inside the circle, a scene depicts a boat carrying a tomb in flames across the water... (*Use the Horn of Souls*) The horn issues a haunting call which echoes far across the water... Eventually the echoes fade away, and only the quiet rippling of the river is left to fill the silence... From out of the mists, a dark figure slowly emerges... Riding atop a long slender boat, he gently guides it to the shore... "I am Charron, Ferryman of Ashes. Have you any ashes for me?" (*If you do, give Charron the ashes. He will also take you to another location, #2, on the river.*)

3. The Isle of Minos
Tomb of the The Damned
(*Search*) Resting at the foot of the gate, you find a book and a key... (*You find the Book of Damned and the Key of Damned*)
4. (*Use the Key of Minos on the gate*)
5. (*Use the Key of Damned on the gate*)
6. Fragments of bones lie heaped upon the alcove, the final remains of some lost soul doomed upon the isle of minos... (*Search. You'll find some random items and typically a cylinder of ash.*)
7. A thousand lambs shall be slaughtered to create the emptiness which from I, moves death to lift the bane of Minos all appeals to live, in peace to die! (*Mino Daemon attacks*) Even as the dust settles from the dead mino-daemon, a ghostly visage appears, the soul of a man once held captive by the curse of the Isle of Minos... Thee has released me! For years I have been trapped upon the Isle of Minos, cursed not by deeds but by words. Mine was the crime of spoken murder, for I did slay another by word alone, and with word alone did he die. As surely as if I had wielded a sword, his eyes did turn dull and glaze over; his mind ceased to function and warmth drained from his smile in that single moment I first said, "Believe." For as the essence of man is born unto wonder and his young eye lofts above meaning, long shall he live that can see things anew, where knowledge serves life, and not points of view. On that day, when I first spoke of "Truth", then did "I" die, this he that was me. And only the fading echoes of thoughts thought long ago, did serve as the reminder of life once remembered. Such was my curse, on the Isle of Minos, a lesson of distant voices which harken blackened water. A blessing be upon ye, ye who look anew, leave curses for the empty, the feeble blinded who must sayeth, "True"... (*And the spectre fades away*) (*Search. You'll find the Key of Minos*)
8. Outside the gate, a raft made of heavy planks is floating in the water. There is a heavy steel cable attached to the wall which then runs into and around a spool & crank device aboard the raft.
Board the raft and turn crank
Leave the raft alone
(*If you board the raft...*) Aboard the raft, you turn the crank to release the cable, and the raft slowly begins to float downstream...

8. (continued)

(Once away from the gate...) There is a raft here, floating in the water. A long steel cable is attached to a spool & crank device aboard it.

(If you board the raft) Aboard the raft, you turn the crank to rewind the cable, which draws the raft back up the river...

(The raft takes you to the Siren's Cove)

Siren's Cove

Sailor's Beware!

The cove is very quiet and seems to be empty... when suddenly you are surrounded! From out of the depths comes a torrent of splashing bodies, part woman, part fish, moving through the water with an ease and grace as if they had lived in the sea all of their lives... They completely surround the rock upon which the raft has landed, and after a few moments they become still, waiting for the water to calm, and then softly begin to chant this haunting song:

We are the sirens,
Sisters of the sea,

And we sing a song of sadness o'er the breeze
'Tho' in our hearts we love,
'tis madness sets us free,

Alluring men to nightmare who hear our gentle
pleas...

Only they that know the siren's song of woe, will
'scape the deadly hour which dances from our
throats

And others they shall die,
'tis madness makes us high,
Come sirens!

Lure the mortals to death upon the seas...

And the sirens begin to wail in a most terrifyingly dissonant harmony, chills rushing through the air to break backs of mighty ships and sailors, and above their crying song, one of them shouts, "Who are we, my sisters?" And the voices cry back, "We are the sirens!" And again the lone voice calls, "And why do we sing?" And the hail of voices storms, "Because we are madness!" And the song becomes a high fever, and the lone voice responds, "And what do we sing, my sisters?" And the chorus intones, "The siren's song of woe!" And the song builds to a frenzy, when suddenly the lone woman-fish turns to you and screams, "And what is the siren's song of woe?" (Answer: Madness makes us free) (If you answer correctly...) O noble travelers! Thee knowest of our song of woe! Therefore, thou art free to return once more

upon thy chosen path. Remember, a siren must forever lure men to madness for only madness makes her free, and a mortal upon these waters must beware! But thee hast heard our song and still lives, and so we are bound to aid thee in thy journey... Take these magic wings, a gift, to use when thou must travel about the river, for the legs of mortal men are useless upon the water. Now leave us, for soon our madness will make us free, and all that has transpired will be forgotten; for the freedom we seek is the freedom from the past, tis in the past lie all our chains and sorrows; and so we sing and we forget, and we thusly find that freedom, and it's madness of no memory which makes us free... (And the sirens quietly slip back into the water, disappearing completely as if nothing had ever happened...)

(If you don't answer correctly...) O sad travelers! Thou art doomed! Come taste our song of madness!

9. (Inside the chest, you'll find a Fishline and a Fish hook along with a Cork Bobber. Merge the Fishline and Fish hook.)

10. Isle of the Dead

11. (Use the Key of Dead)

12. Inside the bizarre crypt, your senses give you a creepy feeling, perhaps an early warning sign of imminent danger or possibly just the reality of being surrounded by so many dead people...

13. * Bottle Oracle *

(Merge the Wine Bottle with the Cork) You place the bottle in the water and watch it float away... (If you don't merge the two...) You find that the bottle quickly fills with water and then begins to sink...

14. A bold red "X" has been painted on the surface of the rock, like some kind of special mark... (From this point, travel three steps east and one step north).

15. (Use the Fishline & Hook) You snagged onto something! It feels heavy! You manage to pull up a heavy locker, which crumbles into shards of rust as you haul it up out of the water... (You'll find the East Exit Key)

16. Isle of the Keep

Oola-Oola! I am Mai-Lai!

A beautiful tropic woman emerges from a small fortress and says, "Welcome to the Island Keep! However, I'm afraid we don't have any more room for storage here... Perhaps you should try back later! (*If you mention reclamation*) You've come to reclaim something? OOO! That's great!! We sure do need the space! What's the claim number? (*If you don't know...*) I'm sorry, but you must have a claim number, or else how would I know you aren't imposters trying to steal? (*If you do know the reclamation number, 38-23-36*) OOO! Great!! Wait a minute while I check it out... Eeeeeekkk! Help me! Help me!! And suddenly the tropic girl runs out of the fortress screaming, jumps into the stream, and swims away as fast as she can go...

17. You enter the fortress... It's a total mess...

Suddenly you see a two-foot midget, running around trashing the place... Bork has gone on a rampage!! (*Encounter Bork*)

18. (*Inside the Keep, you find Bugbrains' Hookah Pipe*)

19. Isle of the Lost

Seek Ye and Find

The island shore is covered with sand, a beach upon the water...

An old stoppered bottle has floated to the shore, just lying in the sand... (*Search*) You unplug the bottle and discover a message inside which reads: 38-23-36

Dear Bottle Oracle,

I forgot my claim # at the Isle of the Keep. Do you know what it is?

Signed, Bugbrains

20. (*Search*) Digging into the sand, you discover an old metal key...21. (*Search. A button will appear. Press it to open the passage*)

22. A notice on the wall reads: Lost at sea D.J. Locker. Red X 3E 1N

23. (*Use Key of Lost*)24. (*Search. You'll find a cylinder of ash*) The chest is filled with some supplies abandoned long ago...

Meet Charron, Ferryman of the River Styx

As his boat approached my party, we were filled with apprehension. "Have you any ashes for me," he asked of us. We hadn't any, and were hoping he wouldn't make us the same. Instead, he asked if we wished passage. We certainly did. The first journey brought us to the Isle of the Damned; however, it cost us 500 gold pieces for the trip. It was at another point that we had a chance to converse with Charron. Having been on the River all his life, he was able to supply us with some good information.

(P): What are the ashes you seek?

(C): The remains of the dead. I pay a 500 gold finder's fee for ashes.

(P): 500 gold pieces! Thank you! (Needless to say, we're always hard up for cash.)

(C): You're welcome.

(P): Do you know of the King?

(C): Alive and in the land of the Dead!

(P): What about Xorphitus?

(C): A lost and confused soul. He is dead, but still lives on!

(P): Do you know Rebecca?

(C): Ahh! The Demon Child who sent me the Queen!

(P): Who is the Queen?

(C): Her spirit cries for revenge! You will find her in the land of the Dead.

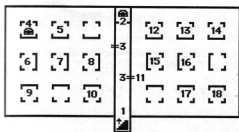
(P): Where is the Demon Child?

(C): Find the King and she won't be far behind.

And with that, we decided to set off in search of the King wondering if we had the mettle for such a mission. Before we left Charron, however, we gave to him three Cylinders of Ash we had collected in our travels. Interesting thing though, he wouldn't take our last cylinder of ash...

(C): Sorry, but I can't touch this one! You'll have to return it yourself... Here, take this key and return the ash to the Isle of the Dead for me, ok? The former owner of these ashes wishes me to return the favor you have given, so by the power vested in me...

Tomb of the Damned



Tomb of the Damned

Coming down from the River, your party enters the small underground mausoleum. Finding the key which allows you to open the gates on either side of the hallway, you enter one room and then the other taking time to explore each crypt for any bounty it might hold. Be careful, however; you might awaken the spirits of the dead... and the dead don't fall easy!

Frequently Asked Questions & Their Answers

How do I get through the two gates in the hallway?

At the end of the hallway, you'll find a chest. Inside is the key you seek.

I'm searching each crypt, and getting a lot of encounters - some are a bit too much for my party. What should I do?

Rest between encounters, and save your game often. The experience points you receive will help you to survive the encounters to come.

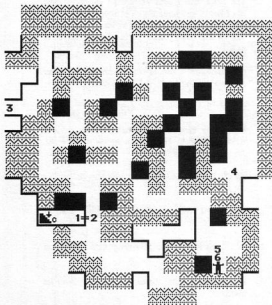
I've found the Book of Sirens. What do I do with it?

Read the book. It will tell you of the Siren's Song, and spare you their wrath.

Tomb of the Damned - Messages

1. The small underground mausoleum smells of mold and ferment, and perhaps a bit of stale corpses. Your intrusion feels to be the first to disturb the rotting languor after many years of peace... (*... be prepared to fight.*)
2. (*You encounter a Zombie Guard. Should you defeat him, you can find the Tomb Key in a chest.*)
3. (*Use the Tomb Key to open the gates*)
4. Mame Eila Pickymiss. Awaiting her hero. Still waiting. (*Search. You'll encounter the dead herself, but find the Book of Sirens*)
5. Sir Clyde Smallhead. Worked hard. Never made a dime.
6. Don Juan Luvpuppy. Desired affection. Died of infection.
7. Sad Happy Harpo. Made everyone laugh. Drank self to death.
8. Poor Mandy Helpful. So eager to please. Everyone hated her.
9. Built Barda Buxsum. She was so popular. That she got used up.
10. Don Maro Toughguy. Afraid of nothing. Run over by Buick.
11. Rows of stone sepulchers dot the room, private memorial chambers of the dead. Curious that such an arrangement might exist in a place known as "Isle of the Damned"...
12. Mad Bomber Irarabi. Fighter with a cause. Killed mostly children.
13. Grandfather Irarabi. Would die for cause. Killed millions instead.
14. Bulli Bigbossi. Very well respected. They shot him 237 times.
15. Narcissus Godiluvme. Didn't need anybody. Didn't have anybody.
16. Abasoluti Li Averibodi. Cried that nobody understood him. As he whined they robbed him blind.
17. Sir Issac Wisenstein. All those brains and he still didn't get it.
18. Wild Billy Restless. Never stood still. Never saw it coming.

Swampland



Swampland

Swampland is a most unique home to a batch of rather unique individuals. Among the curious brood of monsters who call this locale their home, you'll find Bugbrains, a creature possessed with the recovery on one certain Hookah Pipe. Perhaps your party can help him; you know he'll return the favor!

Frequently Asked Questions & Their Answers

How do I get past the gate?

You need the East Exit Key. Go fishing in the River Styx, and you'll find it.

I can see the Castle off in the distance. How can I reach it?

You can't. It's too far away, and the terrain is not suitable for travel.

There appear to be some sort of rabbit tracks on the ground beneath my feet. What am I supposed to do here?

Nothing. It's just a bunny passing through.

I've met this Caterpillar who is asking me to find his Hookah Pipe. Where is it?

His pipe is on the Isle of the Keep.

Is there anything I need to purchase from the Caterpillar?

You might want to pick up some incense. You never know when it will come in handy.

Bugbrains just gave me a piece of paper. What am I supposed to do with this?

Ask him about the Bottle Oracle. It'll set you on the right path.

Where is the Bottle Oracle?

It's on the River Styx close to the Isle of the Damned. Just put the note in a bottle, seal it and let it float away.

Why can't I use the Water Wings in Swampland?

The Water Wings have been enchanted by the Siren's to work on the River Styx. Beyond its banks, the Wings loose their magical power to float on water.

Swampland - Messages

1. (Use the East Exit Key to enter)
2. You emerge into the castle swamplands, the spooky marshes east of the castle. A path skirts in and out of its broody trees, enabling you to cautiously walk through the watery moor...
3. You can barely discern the silhouetted outline of the castle breaking through the mists, as it stands towering above the trees...

4. Just barely visible in the boggy earth are faint little footprints, made from some small hopping creature, and which trail off into a nearby brush...
5. Directly ahead, you see a most curious sight. A rather unusual oddity of many arms and legs is sitting high atop one of the toadstools at the swamp's edge, looking somewhat nervous and agitated.
6. Perched high upon a fragrant mushroom, a huge worm-like creature is busy with pen and parchment, writing a series of very complex mathematical formulas... Suddenly surprised at discovering your presence, he emits a small "snort" and momentarily dropping his paper, says: Um... Oh my!... His two tiny eyes look huge, magnified by a pair of spectacles which rest on his nose, and after a short deliberate glance at the party, he ventures, "You wouldn't have a smoke, would you?" (*Purchase Incense. Continued in the interview with Bugbrains below...*)

Meet Bugbrains

(P): No, afraid we don't smoke.

(B): *Sigh* I'm ashamed to say it, but I've put my Hookah Water Pipe somewhere and now I can't seem to remember where... As you can see, I have been working on the recalculations of my exact spatial and temporal locations in relationship to the last known physical coordinates of said Hookah Pipe in question, in an attempt to derive its current position in the universe... I remember taking it when I went on my island vacation last summer, and I put it somewhere for safekeeping, but now I can't remember where I left it! All I found in evidence is this little strip of paper which was in my pocket, and I quote from it as follows, "Please inform clerk you wish to make a 'Reclamation' to redeem merchandise left in storage"

(P): You'll need the claim number.

(B): Claim number? Claim number!!! O my goodness! So that's what that number was for! No wonder my house of Mercury insisted on colliding with Venus over Aquarius! But now that you mention it, I haven't the slightest idea of what it is... This sounds like a job for, ... "Bottle Oracle"

(P): What's the Bottle Oracle?

(B): The Bottle Oracle is really very easy! All we need to do is to put a question in a bottle and let it go in the river at the sign saying, "Bottle Oracle" ... after that, you then only need to find the bottle, and as if by magic you will have the answer inside! It's really very wonderful! O, why didn't I think of it sooner! (The caterpillar scribbles on a piece of paper and then hands it to you) Here, take this message and seal it in a bottle and give it to Bottle Oracle. Soon we'll have an answer! Sure wish I had a smoke! See ya!

We journeyed back to the River in search of the Bottle Oracle. Having found it, we placed Bugbrains' message inside the bottle, sealed its top, and... well... waited for an answer. As promised, the bottle floated up on a beach downstream, and sure enough, inside was the claim number we had been searching for. The keeper of the Isle, allowed us access, but swam off shortly thereafter. We grabbed the Hookah Pipe, and returned it to Bugbrains.

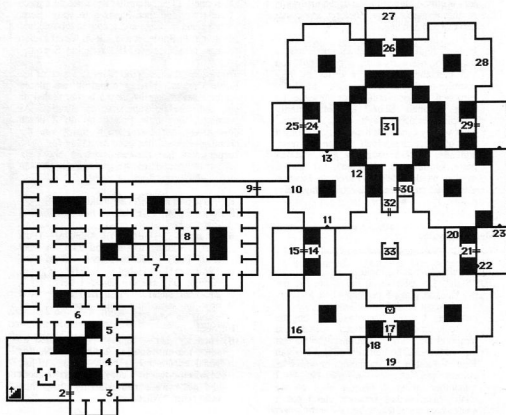
(B): Did'ja find it, huh? Did'ja did'ja??!

(P): Yes we did. (We handed him the Hookah Pipe.)

(B): Mmmmm.... (Puff Puff) Ahhhhhh!!! (Puff Puff) Nothing like a good toke, eh wot? (Puff Puff) Eoooooooooooo!! (Puff Puff *Wheezzz*) Huh! *HEH* (Choke) (Cough Gag Hack) Guess I better try a smoother blend... *Heh Heh Heh* And now for something really smooth... You wanna get "small"?

(P): Sure!

(B): Then try this sometime! (He handed us some red mushrooms. Hmmm) Now if you'll excuse me, I *heh* think I'll just crawl on down to a cozy tree I know about and get reacquainted with my pipe, *heh heh* (Urp! *Wheezzz*)



Isle of the Dead/Hall of the Dead

Dozens of catacombs line the hallway of the area your party has just entered. There is a faint smell of death in the air, or maybe it is just that you sense the souls of the dead roaming the very earth you stand on. As you pass through the hall, you trigger the traps designed to keep those such as you out. But you persevere searching each crypt, and occasionally rising a spirit who rests there. Entering the main hall, you soon discover that these grounds hold great stories. And room by room, ghost by ghost, you begin to excavate them.

Frequently Asked Questions & Their Answers

What do I do at the Lost Warrior Memorial?

While you and your party were traveling the River, Charron once refused a Cylinder of Ash... noting that you should return it yourself. Here's the spot.

A boulder just crashed down upon my party. Needless to say, we weren't thrilled. Is there anyway to deactivate this trap?

Thankfully, there is. Use the incense you purchased from Bugbrains at the Lost Warrior Memorial to calm the restless spirits.

How do I open the gate at the end of the winding hallway?

Search the many, small crypts which line the hall. If you start from the gate, and work your way back, you should find it in short time.

I've found the Key of Drows. What do I do now? I can't go any further.

If you search all the walls in this room, you'll find two secret passageways that will allow your party to continue on its path. By the way, it's a good bet to search each room you enter; typically, you'll find something there which will either open a passage, or a key which will unlock another door or gate.

How do I get into Robin Windmarne's tomb?

The Key of Drows will allow you to enter his tomb.

How do I get into the Queen's tomb?

You need a key which is hidden in the King's chamber. Circle back to the room where you found the Key of Drows, and head north.

How do I get into the Black Knight's tomb?

You need the Key of Knights. It's hidden carefully in a corner of a room west of the Queen's tomb.

I'm in the King's tomb, and there's a bat flying around the party. I doubt he's of the friendly variety. What should I do?

Don't attack the bat. Wait for a bit, and you'll witness a most magical transformation.

What does the King want to know?

He wonders what you're looking for. It's the same as the name of the game.

What am I supposed to do with the Key of Queens?

Use it to open the Queen's chamber.

How do I get into the Valkyries' tomb?

You'll find the key you're looking for in the room east of the King's tomb.

How do I get into the Samurai's tomb?

Search the walls within the Valkyrie's tomb. You'll find a button which will open a secret passageway. Once inside the Samurai's tomb, you'll find another button which will open the gate.

I've just finished talking with the Queen. I found the Key of Evil and a Silver Cross, but I can't find any place to use them.

Inside the Queen's chamber, you'll find a button which opens a passageway north of the Samurai's chamber - it's through

there that you use the Key of Evil. As for the Silver Cross, it's entirely up to you.

I've just entered the Tomb of the Child. There's another gate in here which I can't open. What key do I need.

The gate will open by itself... in time.

I just talked to Rebecca and the King, and now I'm trapped in a room. How do I get out?

Use the Dagger of Ramm at the gate or the Red Mushrooms in the corner. You'll escape to the Enchanted Forest.

Isle of the Dead/Hall of the Dead - Messages

1. The lost warrior. In Memoriam. May he find his way home. Upon the altar sits a black urn filled with small mounds of fine ash. The ash has a pleasant fragrance, and it seems a contrast to the otherwise gloomy bow of these catacombs... *(Use the Incense. It'll turn off the nasty traps that await you.)* You insert the incense into the nearby candle, igniting it into a glowing pod of smokey sweet aroma, and gently drop it into the small urn... There is a sudden lightness to the air, as if the restless spirits had a brief moment of thankful calm... *(Use the Cylinder of Ash; it will open the gate)* You place the small cylinder of ash on the altar...
2. Hall of the Dead
3. You thought you heard something...
4. It sounds like a faint voice... "Llleave this place..... Return to your own world..."
5. A huge stone fell from the ceiling! *(The party takes heavy damage)*
6. Die, dark defilers! Foul intruders! *(Encounter)*
7. Devil winds whip through the corridor! *(Some party members may become afraid)*
8. So you found me, eh??? We come for yooooouuu!! *(Encounter with Insane Skeleton. If you survive, you'll find a Skeleton Key)*
9. *(Use the Skeleton Key to open the gate)*

10. It's hard to say whether it's the cold pale skeletons that fill the catacombs or the creepy horror of something else which may lurk under these chambers of the dead, but one thing is certain... you have the unmistakable sensation of being very near to great danger, and a more subtle sense of drawing closer to an answer... part of something evil... something at the heart of it all...

11. *(Search. A button will appear. Press the button to open the passage)*
12. *(Search)* You have disturbed the bones! *(Encounter. If you survive, you'll find the Key of Drows)*
13. *(Search. A button will appear. Press the button to open the passage)*
14. Robin Windname. Highlander Drow. Guardian 1st Order. *(Use Key of Drows to enter)*
15. *(Encounter with Robin Windname)*
16. *(Search)* You have disturbed the bones! *(Encounter. If you survive, you'll find the Key of Knights)*
17. Tomb of the Queen. Goddess of Aram. Died: Year of Snakes. *(Use Key of Queens to enter)*
18. *(Search. A button will appear. Press it to open the gate directly north of #20)*
19. Garrrrraarrghhhhhhhh! I seek revenge! But I sense that you are not the ones whom I seek... You are the ones I have awaited! I shall tell you of the bane evil that has transpired here, in this castle of darkness, a story to chill your bones and harden your veins... Many years ago, a lustful and powerful Lord ruled this land, a descendent of a descendent of an anointed King... But he was unsatisfied with merely the rule of this territory, and the blood of his ancestors cried within him once again to become a mighty King... To make a King requires more than just a crown, for a King must also have the power to control, or he will fall... True power is the power of control, to he without control, he is powerless... And so he studied of control, and then he did more than study, he put what he discovered into practice. And he found that the average man was easy prey for he that acted with authority; he found as long as he acted as if

19. *(continued)* his was some divine power, others would bow to him, and submit to his rule, and never give thought to question his authority... And so he built the dark temple, which lies north of the castle, and adopted as its symbol the symbol of the ram, a creature already viewed with suspicion and fear by the foolish and weak... And this would-be King went mad! His dream of power took control of him as such thirsts are wont; and he began an unholy crusade, feeding upon those too weak to resist his call of majesty and he then turned to darker powers... Calling forth the demons of hell, soon his powers grew along with his desire, and as he drank of this well, he never suspected how it was fueled by his own inner soul... and one day he was asked to return the price of his power, to repay the favor to the secret darker forces which were behind his earthly conquests... And this favor was most foul indeed! And so he secured a woman, mistress of a holy man, and in a horrid ritual, at the stroke of midnight, she was mated with a demon from hell, that this demon had then a legitimate claim to this world. And so the demon child was born! She was placed into the custody of the whore mother to raise her, guarded by the once holy man to ward off any harm that might befall her arising from his former liege and Lord... And upon her thirteenth year, the King sent for her, for he had formed a bond with another powerful agent, and using her as bait for the trap, the demonic sire fell victim to their alliance... Thus he was free to claim the girl for his own, that he could further his own power through those she inherited from her demon father... And then his lust for power became his lust for her... For her! And I, who was his Queen, high priest, and one-time lover, was discarded, and he took her instead... And I became nothing... It was after her fourteenth year, that she asked him of her powers, the story of her nature, and he told her, mother but a common whore, her father a demon of hell, and she had but one wish... That they be put to death! She was a demon child! She had her own mother put to death! And the holy man, her lover, likewise was put to death... And then came the bane pen... When he had finished scrying his wish of the pen, three things happened: first was my own death, suffered by a blow dealt by the demoness herself... second, she became pregnant, carrying his son, a bastard-thing from hell... and third, he himself was changed... His wish was to become immortal... But he did not reconcile

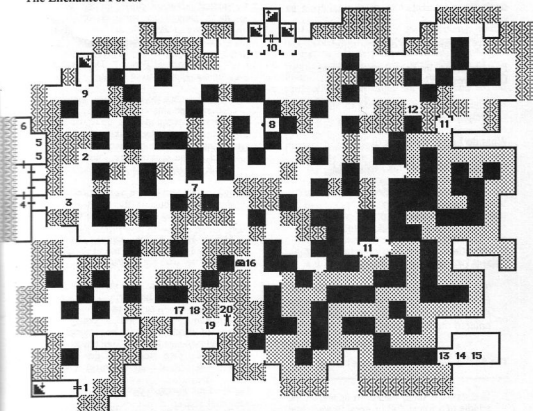
the curse of the bane pen... And I spit upon them! Him and her and hers! And I shall not rest while they live! You must destroy them! You must not listen to their lies! They will attempt to deceive you! But do not listen! I will give you something to help you against them, but you must not forget what I have told you! Take this key, enter into the chamber where she sleeps, and destroy her! And take this holy relic, that it may help protect you against their power. He will try to stop you, but this can stop him... now you must go! Destroy them before they destroy you! I will have my revenge!! (And the ghostly spectre fades) *(You receive the Key of Evil and a Silver Cross)*

20. *(The passage is opened by pressing the button located at #18)*
21. Lord Haiyato Daikuta. Yojimbo Kaishakunin. Guardian 4th Order. *(You cannot enter this room from this point. You must enter the room using the hallway which ends at #23)*
22. *(Search. A button will appear. Press the button to open the gate at #21)*
23. *(Encounter with Lord Haiyato Daikuta)*
24. Sir Geoffrey Clayton. The Black Knight. Guardian 2nd Order. *(Use Key of Knights to enter the room)*
25. *(Encounter the Black Knight)*
26. Tomb of the King. Lord of Aram. Died:
27. The chamber is bare, devoid of use, as if its "intended occupant" had not yet arrived... You feel a slight cool breeze, barely noticeable, but when it fades you have the sensation of being in the company of another's presence... "Looking for someone?" a deep, masterful voice speaks at your back, and you turn to face the unknown accoster... But nothing is there... Then you hear a strange "whip" through the air and feel the breeze once again blowing in your face... and suddenly you see it! A giant black bat swoops in your face, as if to attack you... Do you attack? *(If no...)* The bat makes another swoop at you, almost as if it were testing you... What happens next is unbelievable, for you witness a most extraordinary scene almost too quick to be perceived... Suddenly the bat disappears,

27. (continued) leaving a towering dark figure in its place... Please allow me to introduce myself... I am Lord of this castle and it appears that you are uninvited guests, trespassers in my house... But perhaps there is a reason for you to be here... Why are you here? (Depending on your answer, the King may simply laugh at you. However, if it's Rebecca...) Rebecca? Stay away from her! Do you hear me?! If you get near her I'll kill you!! Foolish mortals! You were warned to stay away! You are children, and you are meddling in affairs far beyond mortal men, far beyond your limited world... Come! I'll give you a "taste" of what you're up against! (Encounter the Bane King. Eventually, despite your best efforts, he will turn to mist as only vampires can, and disappear. However, he'll leave you with the Key of Queens)
28. (Search) You have disturbed the bones! (Encounter. If you survive, you receive the Key of Valkyries)
29. Brigerd Dans Wolstan. High Maenad of Rose. Guardian 3rd Order. (Use the Key of Valkyries to enter)
30. Tomb of the Child. Daughter of Aram. Princess of Darkness. (Use the Key of Evil to enter)
31. An open black coffin is resting within the small crypt, fresh and recent with the scent of perfume and lilacs... And then she is there... Do you know who I am? What is my name? I am Rebecca... My lover told me to expect you... He said you might want to kill me... Do you want to kill me? (If you don't...) I'm not sure I believe you... perhaps you are smarter than you look. (If you do...) Then I must take you to him! Rebecca gazes! (And when she gazes, you and your party can give up hope but if you were friendly, she'll say...) Will you follow me to him? (If you will...) Then come with me... (And if not...) Rebecca gazes!
32. (The gate will open as Rebecca approaches)
33. So we meet again... A pity, you almost showed some sign of promise, a glimmer of intelligence, a quality lacking in so many... Ah, well... I am thirsty and your necks are fresh, though I shall only take what I need, and nothing more... (And he approaches, fangs bared, while everyone watches helplessly, totally transfixed by the hypnotizing gaze of the demon child

Rebecca...) (If you do have the Silver Cross) Bah! What's this?? (And as he steps back you see the burn mark of a cross upon his cheek...) Stupid imbeciles! You sicken me!! Rebecca, come here! (And he says something to her which is too faint to hear, and then turns to you and says... Goodbye! You dream of angels... and you see a figure, dancing within a pool of flames... He looks at you menacingly, and he has a wild gleam in his eye... He is evoking powerful spells, calling forth magiks to destroy you... And then he whispers a word... You can barely hear it... It sounds like a name... Xoorrphiiiiiss... And then the scene changes... (If you don't have the Silver Cross with you...) Ahhhh! I am refreshed! but the question remains of what shall I do with you... Rebecca? (And after a brief pause, she whispers something in his ear...) Ahh! Very well... Goodnight! (And a red glow emanates from his eyes momentarily bathing the party... and then everyone passes out... (If you've already eaten the mushroom) You are standing in the corner of some kind of prison... the room is bare, but you notice there is a small crack in the corner... You remember having the funny taste of something in your mouth... And the room begins to change... It is growing larger... and larger... and you become engulfed in the room... You can no longer see the sky... And the small crack has become... a tunnel! And you run through the tunnel... (If you haven't eaten the mushroom) You are standing in the corner of some kind of prison... The room is bare, but you are standing at a gate... You are talking with someone... No! You are doing something! You are handing something to them... You are giving them something evil... With two glowing eyes... And they become very angry... And the gate opens and they rush in... They want to kill you... Eventually you awaken to find yourself in a small grimy chamber, smelling of stench and excrement... You notice a small crack at the bottom of the wall, just barely large enough for the rats to get through... (Eat the mushroom) The mushroom tastes funny... And the room is looking different... It's bubbling a bit... And now it's growing...! No... It is you... getting smaller! And the crack is a huge crevice... But it is so far away! You are running for the tunnel... as the room begins to zoom back in! And you dive for the tunnel... You made it! Everything is normal once again... Except for a few pink elephants... talking to the dancing strudel... over by the funny colors...

The Enchanted Forest



The Enchanted Forest

A landscape similar to Swampland greets your party as you emerge from the jail. Having your first chance encounter with the King himself, you wonder where on earth it is he's sent your party; you are in a serene forest now... a place filled with magic, where faeries dance and water flows past the paths as you walk. The Enchanted Forest lies on the outskirts of the Temple of Ramm. Here your party will make their final preparations for an upcoming meeting, whose attendees you do not know... but certainly can guess. As you travel the land, you'll encounter the Queen of the Faeries, the Delphi and yet other creatures who aren't so friendly. While you're here, take heed to heal and rest your characters... make certain they're in prime shape... for what comes.

Frequently Asked Questions & Their Answers

I found three Holy Stakes of Wood by the ship. What am I supposed to do with these?

Hang on to them. You will use them in a later encounter.

There's a gate south of the ship. How do I open it?

You will receive a key for this gate when you finish the Temple of Ramm.

There's a place with fireflies and a circle of stones. What do I do here?

In the dark forest section, you will find a Tinkerbell in a chest. Using it here will summon the Faeries.

How do you get the Faeries to talk. They don't seem interested in anything I have to say.

Try to read what's on their mind.

I've run across an apparition in a cave in the Dark Forest. What do I say to it?

The Faeries will help you to answer the Delphi. Ask them about it.

What do I do at the Rock of Truth?

Use the Miner's Pick to shatter it.

How do I get inside the Temple of Ramm?

Equip the Goat's Mask to the first person in your party, and walk up to the gate.

How do I open the gates in the bottom of the Temple of Ramm?

They don't open from outside. Had you used another item to get out of Rebecca and the Bane King's jail, you would have entered the forest here.

The Enchanted Forest - Messages

1. You exit the small bunker to appear in the middle of a forest, full of trees, flowers, and the chitterings of small animals...
2. Across the water lies the half-sunken, broken skeleton of a small ship. It is barely afloat, and looks ready to sink at any minute...
3. A large flat plank extends across the water up to the deck of the ship...
4. Whatever it was that hit the ship, it must have been terrible, because only half of it is here...
5. The bones of those that probably died with the ship, are resting in wait of the final plunge...
6. Up in the bow, a broken crucifix lies dangling from the wall, as if perhaps a makeshift chapel was constructed, a place of hope for the frightened, and of last rites for the dead... (Search) You touch the broken

crucifix, and it falls to the floor with a shatter! Several pieces of the cross are sharp enough to serve as crude wood daggers or stakes, should the need arise... (Find three Holy Stakes of Wood)

7. * The Enchanted Forest * Do not tease the animals. Please, no smoking.
8. Heaped within the small cove, you find the decayed remains of a human... Tattered fragments of rotted robes are dressed around the bones, and it seems likely this is the final resting place of an old feeble monk who had lived in the surrounding forest... (Search. You'll find Holy H20.)
9. It is a moment before you realize that you are standing outside the north end of the Castle, looming up from the bog and forest...
10. Hey! Hold it right there! You're not supposed to be out there! Guards!!! (Encounter with the Guards)

(If you're equipped with the Goat's Mask...) Ahh! Welcome brother!! I see you have brought the sacrifices for tonight's ceremony... good, good!... And you think one of them may still be a virgin?? O excellent, excellent!... The master will be pleased! One moment while I open the gate! Temple of Ramm Members Only

11. The Dark Forest * Beware! *
12. The Rock of Truth. Oddly enough, the face of the rock has been flattened and polished, and casts a mirrored reflection of the party... (Use the Miner's Pick) You swing the pick with great care to make sure you do not shatter the rock, and are successful in securing small fragments of the reflective surface... (Find Rocks of Reflection)
13. It seems you have wandered into a cave of some sort, and the flickering light of a fire illuminates the rough walls, hewn into a rocky hill...
14. You enter the cave, expecting anything but finding nothing...
15. Suddenly an apparition appears! Who... are... you...??? (We are fascination) Whyyyy.. areee.. yooou... hereee..??? (We seek divination) Willl... yooouu... paaayyyy...??? (Yes) Iii... willl... looookkk... intooo... theee... misttyyy... wattleerrss...

15. *(continued)* And a vision swirls within the cavern, bringing once again the picture of the mad wizard... But then he is gone... and another takes his place... It is something evil... and it is very powerful... but you are standing against it... You are holding something... a piece of shining glass... pushing it back... And then you see a silver cross, held high in the air... Then a splash of holy water is thrown into the face of the foul monster... and finally, a wooden stake, made from wood most holy, is thrust into it... And the thing begins to die! The vision fades, and you are standing alone within the cave... Begone! (and the apparition disappears...) *(Receive the Staff of Aram)*
16. *(Open the chest, and you'll find a Tinkerbell.)*
17. Hundreds of tiny soft glows are flying about the damp marsh... They look like fireflies...
18. Stepping closer, they fly away...
19. The tiny lights have hidden themselves in the bushes and trees about you, and although you can see them clearly, you cannot get near them...
20. A small circle of stones has been laid surrounding this part of the bog, and half a dozen tree stumps stick up like small stools in its center... *(Use the Tinkerbell)* Sitting yourself upon the tree stumps, you proceed to ring the tiny bell... It doesn't take long before the little fireflies start descending from their hiding places, and cautiously approach the circle within which you sit... *(continued in the interview with the Faeries)*

(Should you dispatch the Faeries without talking to them, you will find a ring which, when used, reads...) Holographic letters appear when you hold the ring up to the light...

*** Rite of Delphi ***

Who are you?
We are fascination!
What do you seek?
We seek divination!
Will you piexet raepiquianiese?
moli.....

(The end is scratched and difficult to read...)

Meet Saeran - Queen of the Faeries

As I sat upon the stump, the tiny beings which had eluded me cautiously drew from the forest around me. As they flew toward us, their fragile wings, nearly transparent, reminded me of the finest parchment paper... much like the summons for the child we had found in the Castle so long ago.

(S): Hello! Hi! Bye!

(P): Can you help us?

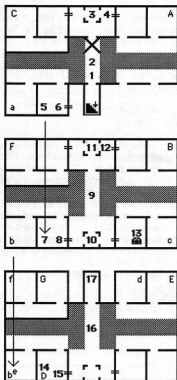
(S): We would help you if we could, like any spritely faerie should; but the help you see lies apart, hidden in a forest's dark! You must seek the Delphi! The Delphi knows all! To find the Delphi is a mystery, a task first met by questions three! First remember, "We are fascination", then next state, "We seek divination"; but only thee may answer the third, for it will cost thee every word; so listen there, and learn ye well, as speaks the Delphi with story to tell!

(P): Where is the dark forest?

(S): To the east of the Enchanted Forest.

In the Dark Forest, after much exploring, we did find the Delphi. She provided us a dream. One we would not soon forget.

The Temple of Ramm



The Temple of Ramm

There is little to say now, for you and your party are well aware of your surroundings. Even those with the lowest karma and intelligence can feel the evil which pervades this place. Be warned and heed the Delphi's story. But know, you are not finished yet.

Frequently Asked Questions & Their Answers

How do I cross the boiling oil pit?

You need the Staff of Aram equipped to the first member of your party.

Where can I find the Staff of Aram.

It's in the cave in the Dark Forest.

Everything looks the same. How do I get around in here?

The Temple of Ramm is filled with teleporters. Your best bet, if you choose not to follow the map, is to walk into each room you can reach and then into each corner of each room. Whenever you are turned around, you're being teleported. Further, in each section, you'll typically find keys which will help you on your way... opening gates and so on.

I've just defeated Xorphitus, and he won't tell me where to find the Cosmic Forge. Where is it?

Just like the King long ago in the Castle, you too have the power to walk through walls.

The Temple of Ramm - Messages

1. The temple reeks of boiling oil, which is steaming up from the depths on each side of you... A catwalk leads over the pit and there are many strange costumed figures upon the ledges making weird gestures, like they were really trying to impress one another...
2. Suddenly a figure materializes! Come sacrifices! Approach the fire, bold children step before darkness; without the power of mighty ramm, faith shall fail thee o'er the abyss! (*Equip the Staff of Aram to cross safely*)
3. (*Open the chest and find the Key of ?Decision?*)
4. (*Use Key of ?Decision? to open the gate*)
5. (*Open the chest and find a Key of 1st Test*)
6. (*Use Key of 1st Test to open the gate*)
7. (*Open the chest and get a Key of 2nd Test*)
8. (*Use Key of 2nd Test to open the gate*)
9. Suddenly a figure materializes... And so the children persevere, so brave upon their journey; still I am he that rules these halls, and mighty lords have I aplenty!

10. (Search. Press a button to make the stairs reappear. There's no need to take them unless you want to return to the Enchanted Forest)

11. (Open the chest and find the Key of ?Quandry?)

12. (Use Key of ?Quandry? to open the gate)

13. (Open the chest and find assorted goods)

14. (Open the chest and find the Key of Finality)

15. (Use Key of Finality to open the gate)

16. Suddenly a figure materializes. What??! Still here? How is this possible?? Red alert! Red alert! Intruders nine o'clock high!! Xorphitus Attacks!!

(After you kill Xorphitus...) OOO! I can't believe it!! You killed me! I'm dead! I can't believe I'm really dead!! Why? Why did you do it??? (The Cosmic Forge) The cosmic forge? You killed me over the stinking pen??! OOO! I can't believe it! At least you could've killed me for a good reason, like you didn't like the way I dress, or who I pray to... Just for that I'm not going to tell! And without me you'll never find it! It could be right in front of you, but you'd never know it! You could even be within 3 steps of it and still you wouldn't find it! Ha ha ha ha! You can search all you want to, and it just won't do you any good! And why?... Because you can't push yourself past the limits of what you know to see the world that lies beyond... The world you see is an illusion, only a trick, a reflection of the operation of your own mind... Well, ahem, except that it's real too, except that it's not...! I mean... o well, skip it! But let me ask you this... You're searching for the Cosmic Forge, the pen of destiny, and it sounds like powerful magic... But what if it wasn't magic? What if it was... And suddenly the visage looks outward, as if looking across space, across the echoes of time, across the boundaries that limit the evolution of perception and human consciousness... and then, he merely vanishes...

(If you answer something silly like "Pudding") I never thought of that... But you know... I'll bet you never thought of this!

*****BOO*****

You have taken the dumb boffo ending which is: You fell through the abyss of bubbling oil, landing in the deep void of galactic fudge goo where you are to remain forever, until you can fathom a more likely response to the inquiry made by Xorphitus about, "Why did you do it?" Hint: go back and look at the box of the game and see if anything strikes your mind...

17. (Walk through the wall before you) A chute!

Entering the Chamber of the Cosmic Forge

The Chamber of the Cosmic Forge



Chamber of the Cosmic Forge

Ever since the beginning of your quest - when you first learned of the magical bane pen - you've longed to enter the fabled chamber where it is locked. As you stand here now, you realize that your quest is about to be fulfilled, but sadly, about to end.

A word to the wise... as soon as you land from the chute, save your game. It's sort of an all or nothing proposition.

Frequently Asked Questions & Their Answers

What happens if I press the button?

You go back to the beginning of the Temple of Ramm... and you've got to go through it all again.

How do I defeat the Bane King and Rebecca?

Before you go into combat, cast an Enchanted Blade and Magic Screen spell. You'll need all the help you can get. Have your first three characters equip the Holy Stakes of Wood as

primary weapons, and the Holy Water as secondary items. If you don't have any Holy Water, you can purchase some from the Faerie Queen in the Enchanted Forest. Next, you'll need to invoke the power of the Silver Cross, otherwise, your weapons will be useless against the two. Now, attack them with your Holy Stakes of Wood and the Holy Water. It's a good bet to concentrate your efforts on one of the two. Once one is dead, the damage your party receives will be lessened dramatically. As always, cast a lot of Heal Wounds and Anti-Magic spells. It could save your very lives.

If the above strategy doesn't work for you, your party may not be high enough level. On the average, characters range from 15-20th level when they encounter the Bane King and Rebecca.

What's the Security Gate Code?

After you defeated Rebecca and the Bane King, you received many items, one of which was the Ring of Stars. Use it on the King's Diary and there you will find the secret.

What happens if I don't take the Cosmic Forge?

That's one way to reach the other endings.

Chamber of the Cosmic Forge - Messages

1. *(Land from chute in the Temple of Ramm. Push the button you find to take you up)*

Note: The different endings for Bane of the Cosmic Forge are a diverse lot. Depending on your party's course of action, any one of three endings could occur:

1. Your party encounters the Bane King and Rebecca.

- If you take the Forge, you've completed ending #1.
- If you don't take the Forge, pick the lock on the door behind it's chamber. Inside, you'll find Bella. Needless to say, since he's angered at your attack on the King and Rebecca, you'll encounter him as well. If you defeat Bella, you'll have the option to enter a spaceship. If you do, you've completed ending #2.

2. The Bane King impales a stake into his own heart and you meet Rebecca who gives you a key.

- If you take the Forge, you've completed ending #1.
- If you don't take the pen, enter the room behind the Forge. There, you'll meet Bella. Fly off with him if you like, and if not, he'll leave you something should you change your mind. You've completed ending #3.

- 2a. *(Ending # 1 - If you possess the Silver Cross)* Ahhh! How good of you to drop by! I was really hoping to meet you again, after your last "impression"... (the Bane King winces and you notice a scab in the shape of a cross upon his cheek) And now my "warmblooded" friends... It is time to disperse with the formal pretenses, and "fly" into the heart of the matter... You wish to destroy me, and I wish to live! Therefore... one of us must die! *(Encounter the Bane King)*

From the dead vampire's corpse you see arise his ghostly likeness, and as his essence takes in the awareness of what has happened, he begins to speak,... A long time ago, I wished many things, all for myself,

and all to make me the superior of those around me... And so I plotted and schemed, and made plans and alliances, all to bring some great power into my grasp... but I was still afraid of death! How I feared that one day I would not be here, no longer able to touch this world, to move it, and to be moved by it... and so it was that I was dealt a blow far greater than death itself. I took the pen of destiny and cast aside the laws of nature and of life... and, as I wished to live forever as I had done in the past, it came to pass by the writ of the cosmic forge... As I did rule by the blood of others, using it to further my own gain, so I was transformed forever more into the creature you see before you... doomed forever to prowl the night and feed my never ending hungers, and all for what?... I do not know... Although everything must eat to live, all that I touched withered and died and soon all that I was did likewise. So I died anyway, even without death! And yet my corpse walked on, compelled by bane of the forge to forever renew, nay, only replenish itself... And what a curse it was! How can I begin to tell you of what it is like to merely survive, only endure and feel no warmth, feel no joy... only to go on and on and on... and yet, we fear change, and thus fear the name of death... and as long as we fear death, we shall never be free to truly live... Strange words from one such as I, but my epitaph none the less! The bane be ended! Embrace the night! (And the vampire fades into mist...)

- 2b. *(Ending #2 - if you dropped the Silver Cross anytime before you met the King for the first time)* Ahhh! How good of you to drop by! Please, accept my apology for the poor accommodations in which you were placed earlier, but the temple was all booked up for the weekend... The fact of the matter is, I am tired! (And the vampire takes a wooden stake from beneath his cloak, and without a change of expression, plunges it deep into his own heart... soon thereafter, another ghostly shape appears before you...)

She finally descends from her place of hiding, somewhat cautiously, as if she might be afraid... Is he gone? He was my protector and benefactor, as it was he that saved me from the hands of a harlot Queen, lover of Xorphitus, seducer of my father, slayer of she my innocent mother and her lover... he was my only pleasure, and the Queen hated our love together... she was as wicked a witch as ever drew breath, no

2b. (continued) colder after death than she was before, and as my mother and lover were slain at her command, so also she tried to slay me... How fitting that her writ of death for the "Demon Girl", by Bane of the Forge would come to mean herself, and so she slipped and fell upon her own knife... And now you know the whole of it, so I leave you to take charge of the Cosmic Forge, pen and hand of destiny... Since I am not of the bane pen, but am bome of mortal mischief, it is for me to seek my own destiny elsewhere... Oh, and one more thing! I have a half-brother, the issue of my father and the Bane Queen, from an eve when she seduced him into her womb... He means well, but he has his nose for mischief and trouble... Please look after him for me... He likes his privacy, and his room lies concealed directly in back of the altar of the cosmic forge... I'll leave you the key... (and she too fades into nothingness... and then she flies into the dark...) *(She gives you the B.D. Key)*

3. Chamber of the Cosmic Forge. A whiney thin voice calls out from the gate: "Please state security code" *(The Hand of Destiny - found in King's Diary... * Personal Log * I have no recourse except to lock up the Cosmic Forge, to prevent another disaster from occurring. I wish I had some way to return it, but our ship, sad to say, is out of fuel...)*

4. A yellow glow is emanating from within the altar, and a bright radiant object is hovering there... Behold the Cosmic Forge! Do you take the pen?

(Ending # 1) You reach for the pen... "I'll take that!" says a strange voice...

5. *(Pick the lock or use the B.D. Key)*

6. *(Ending #2) Perched upon his throne, a great black dragon sits watching the party, small vibrations and shutters rippling about his thick ebony hide... Suddenly, he can stand it no longer! OOOO! Goooouu!! You killed them!! Then I will destroy you!!! (Should you defeat him in battle and head toward the ship...) Do you enter the mouth of the beast? (If you answer yes...) You confront a giant slumbering beast, so huge that it fills the entire room, and so still that it doesn't even take a breath... Whatever it is, its skin is as hard as the hardest armor and its weight is so tremendous that you*

can't even make it wiggle, no matter how much you attempt to lift it... Everyone agrees you have troll dung in your brains, but they follow you into the mouth of the beast nonetheless... And then there were stars...

6b. *(Ending #3) Perched upon his throne, a great black dragon sits sulkily pondering the deep mysteries of the universe, glancing at his crystal ball on occasions for some obscure reference... "Well," he says, "I think I know where they might be located... and we can make fuel from the dinosaur remains up in the forests... but it'll take about a year to make it with our vessel... I guess all that remains is whether we have the guts to make the trip... Me, personally, I don't like to fly too much, but with everyone dead, it sure will be dull around here... Do you want to chase a cosmic lord? (If you answer no...) Well my, my, aren't we the dull ones! Listen sweeties, if you wanna hang out here, that's fine with me, but I think I'm gonna take the first flight out... Here! Take the keys, lock up when you finish, and don't forget the lights... Ta-ta! (If you say yes...) Me too! C'mon, let's get out of here! Ain't she a dandy?! All aboard!*

And you climb inside the mouth of this awful sleeping beast, sure that dragon brains are full of tiny worms... Although the beast feels dead, a short time later it begins howling, and your instincts tell you to get out now... "Hang on!" the dragon calls, "Here we go!" And the beast begins to shutter, everyone gets a funny feeling in their stomach, and soon you're flying around far up in the sky, zooming away...

And after all endings...

* CONGRATULATIONS *

You have taken one of the successful conclusions to the Cosmic Forge. You can save the game at this point, for recording your victory. Also, make a copy of it onto another disk so that you can transfer the characters when moving them into future scenarios. You will now be returned to the game somewhere in the Enchanted Forest.

*All those things
that go bump in the night*

&

The goods to bump them back

Approximately 500 items make up the arsenal which powers Bane of the Cosmic Forge. With so many items, it's hard to determine by "Assay" alone how one item ranks against another. However, in the list which follows, you'll find all the information you've ever wanted to know about Bane's weapons, armor, jewelry and other special trinkets. Of course, you'll find listed here the reason for all these weapons - the monsters (who tend to get in the way of a perfectly good adventure).

Items List

For your convenience, the items list which follows is organized alphabetically. Information about an item is read from left to right; each column, of course, has its own significance.

Item Name:	The name of the item as it appears on the screen.		
Type:	The type of item classifies it as a weapon, armor or scroll, etc.		
Wt/Lb:	The weight of a particular item.		
Cost:	The suggested manufacturer's retail price for the item. Of course, many of the NPCs within the dungeon typically offer the good for less than retail. Other's are more enterprising.		
To Hit:	The offensive bonus a weapon provides and the effective change in the opponent's armor class		
Roll:	The dice roll used to calculate the range of damage for a particular item. See "About Dice Rolls" immediately following this section.		
AC:	The effect of an item on a character's armor class. The amount listed applies only to the area of the body which the item is equipped unless otherwise noted.		
SP/P:	The spell and power level of the spell which the item casts. For example, an Acid Bomb casts a fourth level Acid Bomb spell.		
Profession:	FMPTRABPVBLSMN. The professions which are allowed to use an item. Those which are "grayed" may not use the item.		
	F: Fighter	A: Alchemist	L: Lord
	M: Mage	B: Bard	S: Samurai
	P: Priest	P: Psionic	M: Monk
	T: Thief	V: Valkyrie	N: Ninja
	R: Ranger	B: Bishop	
Race:	HEDGHFLDFRM. The races which are allowed to use an item. Those with are "grayed" may not use the item.		
	H: Human	H: Hobbit	F: Felpurr
	E: Elf	F: Faerie	R: Rawulf
	D: Dwarf	L: Lizardman	M: Mook
	G: Gnome	D: Dracon	
Sex:	M/F. The sex for which the item was designed. If a letter is "grayed", that sex may not use the item.		
P/S:	Classifies the weapon as Primary or Secondary.		
1/2:	Classifies the weapon as 1 or 2 handed.		
Range:	The reach of an item. Depending on a character's position in the party, it will help you to determine the monster groups he or she can hit with a particular weapon.		
Modes:	The fighting modes which are open to the weapon's user:		
	S: Swing	M: Melee	K: Kick
	T: Thrust	T: Throw	L: Lash
	B: Bash	P: Punch	S: Shoot
Powers:	The special powers of an item when used, carried or equipped.		
	Z: ZZZ Sleep	X: Poison	C: Critical
	P: Paralyze	S: Stone	K: Knock Out

About Dice Rolls

In Bane of the Cosmic Forge, as in other traditional role playing systems, dice are used to calculate the actions of your characters or the outcomes of certain situations. As you scan the weapons' listing, you'll see these individual rolls listed. However, to a gamer unfamiliar with traditional role playing, these dice rolls can be a bit confusing.

For example, let's use the Battle Axe, a favorite weapon of discriminating dwarfs worldwide. Its dice roll is 2d4 which translates to 2-8 hit points damage per hit depending on your roll. Of course, that's easier said than done.

$$2d4 = 2 \text{ rolls of a 4-sided die}$$

The lowercase "d" stands for, simply, "die". The number to the right of the "d" tells you the die to use. (A four-sided die? Sure, you can find many interesting dice at your local hobby shop.) The number to the left of the "d" tells you how many times to roll the die.

So, in this case, let's say you rolled your first d4 and came up with a 3. Since the roll is 2d4, you'll need to roll it again. On your second roll, you get a 1. Your total damage for that hit? 4 hit points. Each time your character hits a monster, a dice roll takes place. So, as your speed increases, you can look forward to more and more damage.

In some cases, you'll see that the roll is listed as 0d0. Typically, 0d0 will follow bows, slings and other weapons which fire missiles but do not cause damage by themselves.

Suppose the roll was 2d3+1, like the Dagger of Ramm. In this case, you would roll a 3-sided die 2 times. Once you got your total for the roll, you would add 1.

Take a look at the die roll for the Dagger of Ramm again: 2d3+1. Hmmm. There is no such thing as a 3-sided die; at least you won't find one in a hobby shop. Bane of the Cosmic Forge, because it is a computerized system, allows many different die rolls that could not otherwise exist.

Calculating the Range of Damage

Using the dice rolls listed in the items list, you can calculate the range of damage for any particular item. A range consists of the lowest possible roll and the highest possible roll. For example, let's use the Battle Axe again... 2d4.

If you rolled the 4-sided die two times, the lowest amount you could possibly roll would be 2 (you rolled a 1 both times). The highest amount you could roll would be 8 (you rolled 4 both times). Therefore, the range of damage for a 2d4 = 2-8 hit points of damage.

For items such as the Dagger of Ramm, whose roll is 2d3+1, the range = 3-7 hit points of damage.

Lowest possible roll for 2d3 = 2. To that amount you must add 1.

Highest possible roll for a 2d3 = 6. To that amount you must add 1.

The range = 3-7 hit points of damage.

Remember, you only add 1 (or any other amount) if it's listed in the roll.

A quick and easy way to calculate the range of damage:

Multiply the number before the "d" to the number after the "d". That will give you the high value of the range. The low value is simply the number before the "d". For example, 3d8 = 3-24 hit points of damage (3x8 = 24, and 3 is the number before the "d").

Item	Type	Wt/Lb	Cost	To Hit	Damage	AC+	SP/P	Profession	Race	MF	P/S	1/2	Range	Modes	Powers
A.P. Arrow	Missile	0.2	45	2	1d8+4	0		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF	S	1	Short	STABRUKL	ZPNAAATK
Acid Bomb	Potion	0.4	1200	0	0d0+0	0	Acid Bomb/4	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF	S	1	Throw	STABRUKL	ZPNAAATK
Amulet of Air	Armor Magic	1.0	4500	0	0d0+0	0	Air Pocket/5	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Amulet of Ice	Armor Magic	1.0	10000	0	0d0+0	0	Ice Shield/4	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Amulet of Life	Armor Magic	1.0	25000	0	0d0+0	0	Resurrection/6	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Amulet of Night	Armor Magic	1.0	2500	0	0d0+0	0	Blinding Flash/4	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Amulet of Winds	Armor Magic	1.0	10000	0	0d0+0	0	Whirlwind/4	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Ancient Dust	Powder	0.5	200	0	0d0+0	0	Weaken/3	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF	S	1	Throw	STABRUKL	ZPNAAATK
Angel's Tongue	Other	2.0	500	0	0d0+0	0	Bless/0	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Axle of Amie	Armor Magic	1.5	50000	0	0d0+0	1		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Axle of Death	Armor Magic	0.5	25000	0	0d0+0	1	Death/5	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Axle of Life	Armor Magic	1.5	50000	0	0d0+0	1	Resurrection/6	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Axle of Might	Armor Magic	1.5	20000	0	0d0+0	1		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Axle of Purity	Armor Magic	1.5	10000	0	0d0+0	0	Fireball/3	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Axle of Unity	Armor Magic	1.5	100000	0	0d0+0	1		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Axle of Sanctity	Armor Magic	1.5	20000	0	0d0+0	1		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Axle of Wonder	Armor Magic	1.5	50000	0	0d0+0	1	Heal Wounds/6	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Axle of Youth	Armor Magic	1.5	25000	0	0d0+0	1		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Anticlock Cloak	Armor Magic	6.0	4000	0	0d0+0	1		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Anointed Flail	Weapon Short	15.0	140	0	1d6+1	0		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Apple	Quantity	0.2	150	0	0d0+0	0	Help Food/3	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Armet	Armor Helm	7.5	7000	0	0d0+0	10		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Armor Shield	Scarl	0.3	200	0	0d0+0	0	Armor Shield/2	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Armorslate	Scarl	0.3	1200	0	0d0+0	0	Armorslate/3	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Awl Pike	Weapon Extend	12.0	50	0	1d6+0	0		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF	P	2	Extended	STABRUKL	ZPNAAATK
Axe of Woe	Weapon Short	18.0	6500	-8	2d6+2	0		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF	P	2	Short	STABRUKL	ZPNAAATK
B.D. Key	Other	0.5	0	0	0d0+0	0		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Bag of Sand	Other	20.0	0	0	0d0+0	0		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Barbed Arrow	Missile	0.3	25	0	1d8+4	0		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF	S	1	Shoot	STABRUKL	ZPNAAATK
Bascinet	Armor Helm	6.5	850	0	0d0+0	6		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Bascinet&Cmail	Armor Helm	11.5	1875	0	0d0+0	9		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Basso Lyre	Other	18.0	6000	0	0d0+0	0	Slow/0	FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Bastard Sword	Weapon Short	10.0	120	-1	2d4+1	0		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Battle Axe	Weapon Short	8.5	100	0	2d4+0	0		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Baubles&Trinkets	Other	2.0	35	0	0d0+0	0		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF			Short	STABRUKL	ZPNAAATK
Bearded War Axe	Weapon Short	4.0	50	0	1d5+0	0		FMPTRABPVBLSMN	HEDXGHFLDPRM	MF	S	1	Short	STABRUKL	ZPNAAATK

Item	Type	WULb	Cost	To Hit	Damage	AC+	SDP	Profession	Race	MF	P/S	1/2	Range	Modes	Powers
Beastmaster	Weapon Short	6.0	3500	1	1d8+4	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	S		Short	ST:DRILL	Z:SSAACCK
Bec de Corbin	Weapon Short	4.0	995	1	2d3+1	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	S	1	Short	ST:DRILL	Z:SSAACCK
Bell Key	Quantity	0.2	0	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Bipennis	Weapon Short	18.0	3250	0	2d6+2	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Blade Cuisinant	Weapon Short	5.5	15000	2	4d4+2	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Blades	Scroll	0.3	1200	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Blades of Aevir	Weapon Short	18.0	14000	2	2d12+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Blackblade	Weapon Short	6.0	5000	1	1d8+4	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	S	1	Short	ST:DRILL	Z:SSAACCK
Blind	Powder	0.5	125	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Blink	Scroll	0.3	1200	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Bo	Weapon Extend	5.0	12	1	1d6+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Extended	ST:DRILL	Z:SSAACCK
Bone Breaker	Missile	0.3	115	1	3d3+4	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	S	1	Short	ST:DRILL	Z:SSAACCK
Bone Key	Other	0.5	0	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Bone Necklace	Armor Magic	2.5	5000	0	0d0+0	2		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Air Shield	Other	2.0	4000	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Airs	Other	0.0	0	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Anti-Magic	Other	2.0	25000	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Armour	Scroll	2.0	8500	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Blinding	Other	2.0	3000	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Chills	Other	2.0	2000	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Detection	Other	2.0	12000	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Dement	Other	2.0	3000	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Directions	Other	2.0	1500	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Doses	Other	2.0	2000	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Firefield	Other	2.0	5000	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Ice Shield	Other	2.0	5000	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Identity	Other	2.0	7500	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Levitation	Other	2.0	2500	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Mantras	Other	2.0	1500	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Peace	Other	2.0	15000	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Poetry	Other	2.0	500	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Poisons	Other	2.0	2000	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Protection	Other	2.0	5000	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Ramm	Other	0.5	12250	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK
Book of Rapture	Other	2.0	2500	0	0d0+0	0		EMPTABPVLBSMN	HEDGHFLDRM	MF	P	2	Short	ST:DRILL	Z:SSAACCK

Item	Type	Wt/Lb	Cost	To Hit	Damage	AC*	SD/P	Profession	Race	MF	PS	1/2	Range	Modes	Powers
Book of Silence	Other	2.0	5000	0	000+0	0	Silence/6	EMP/REAB/PVBL-MN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Book of Slth	Other	2.0	2500	0	000+0	0	Slow/6	EMP/REAB/PVBL-MN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Book of the Damned	Other	2.0	15130	0	000+0	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Book of the Sirens	Other	2.0	15550	0	000+0	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Book of Weakening	Other	2.0	3000	0	000+0	0	Weakens/6	EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Book of Widows	Other	2.0	15000	0	000+0	0	Deadly Poison/6	EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Book of L.L. Curing	Other	2.0	2250	0	000+0	0	Cure Lesser Cuts/6	EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Bot W/Ansk&Cork	Other	0.7	15480	0	000+0	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Bot W/Mg&Cork	Other	0.7	0	0	000+0	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Bottle W/Cork	Other	0.5	0	0	000+0	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Bottle W/Mg	Other	0.6	0	0	000+0	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Broadsword	Weapon Thrown	0.3	200	0	1d8+0	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF	S	1	Throw	ST/BA/BU/L	27/SS/AA/CK
Butterknife	Armor Armor	18.0	600	0	000+0	8	Magic Missile/2	EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Broadsword	Weapon Short	6.0	85	0	1d4+1	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Broken Sprocket	Other	25.0	0	000+0	0	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Bronze Cuirass	Armor Armor	21.0	1000	0	000+0	6		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Bronze Greaves	Armor Legs	12.5	1450	0	000+0	7		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Buckler Shield	Shield	4.0	65	0	000+0	1		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Bullet Stone	Missile	0.5	1	0	1d4+0	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF	S	1	Throw	ST/BA/BU/L	27/SS/AA/CK
Bullwhip	Weapon Extend	2.5	185	1	1d4+0	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Burgonet Helm	Armor Helm	6.5	2250	0	000+0	8		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Bushido Blade	Weapon Short	4.0	7500	2	2d7+2	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Bustins	Armor Boots	3.0	50	0	000+0	3		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Butterfly Axe	Weapon Thrown	3.5	400	0	1d8+3	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Cameo Locket	Armor Magic	0.5	250000	0	000+0	4		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Cape of Hi-Zen	Armor Magic	5.0	40000	0	000+0	3		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
CarO Nine Tail	Weapon Extend	6.5	20000	3	6d4+0	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Chain Chausers	Armor Legs	20.0	1150	0	000+0	9		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Chain Hauberk	Armor Armor	28.0	1250	0	000+0	9		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Chain Hoem	Armor Boots	9.0	485	0	000+0	8		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Chain of Despair	Armor Magic	3.5	400	0	000+0	-2		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Chamail Doublet	Armor Armor	5.5	3500	0	000+0	6		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Chamail Pans	Armor Legs	6.5	3500	0	000+0	6		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Chamons Gloves	Armor Gloves	2.0	600	0	000+0	3		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Chamons Skirt	Armor Legs	4.5	25	0	000+0	3		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF			Short	ST/BA/BU/L	27/SS/AA/CK
Cherry Bomb	Potion	0.5	300	0	000+0	0		EMP/TRA/ABVBLSMN	HEDGHFLDPRM	MF	S	1	Throw	ST/BA/BU/L	27/SS/AA/CK

Item	Type	Wt/Lb	Cost	To Hit	Damage	AC+	SRP	Profession	Race	MF	PS	1/2	Range	Modes	Power
Chrome Key	Quantity	0.2	0	0	0d0+0	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Claymore	Weapon Short	15.0	600	0	2d4+2	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF	P	2	Short	STMBRALL	ZPSSAAACN
Cloth Pants	Armor Legs	3.5	10	0	0d0+0	1		F65TR-B-VLSM	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Cloth Shirt	Armor Armor	2.5	10	0	0d0+0	1		F65TR-B-VLSM	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Clove of Fetic	Armor Magic	0.1	250	0	0d0+0	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Club	Weapon Short	8.0	15	0	2d4+0	0		F65TR-B-VLSM	HEDGHFLDPRM	MF	P	2	Short	STMBRALL	ZPSSAAACN
Conjuration	Scroll	0.3	1600	0	0d0+0	0	Conjuration/4	FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Copper Gloves	Armor Gloves	8.5	1500	0	0d0+0	10		F65TR-B-VLSM	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Copper Key	Quantity	0.2	0	0	0d0+0	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Cork Bobber	Other	0.1	0	0	0d0+0	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Coxcomb	Armor Helm	0.8	800	0	0d0+0	-3		FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Crystal Wand	Weapon Short	3.0	2000	1	3d3+0	0	Wizard Eye/3	FMPTABABPVBLSMN	HEDGHFLDPRM	MF	S	1	Short	STMBRALL	ZPSSAAACN
Cuckoo Call	Other	1.0	15000	0	0d0+0	0	Mental Attack/0	FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Cuir Gauntlets	Armor Gloves	3.5	240	0	0d0+0	5		FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Cupid Arrow	Missile	0.2	15	0	1d4+0	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF	S	1	Shoot	STMBRALL	ZPSSAAACN
Cure Lt. Cnd	Potion	0.2	200	0	0d0+0	0	Cure Lesser Cnd/6	FMPTABABPVBLSMN	HEDGHFLDPRM	MF	S	1	Throw	STMBRALL	ZPSSAAACN
Cure Paralyz	Potion	0.2	400	0	0d0+0	0	Cure Paralyz/6	FMPTABABPVBLSMN	HEDGHFLDPRM	MF	S	1	Throw	STMBRALL	ZPSSAAACN
Cure Poison	Potion	0.2	250	0	0d0+0	0	Cure Poison/6	FMPTABABPVBLSMN	HEDGHFLDPRM	MF	S	1	Throw	STMBRALL	ZPSSAAACN
Cure Stone	Potion	0.5	2000	0	0d0+0	0	Cure Stone/6	FMPTABABPVBLSMN	HEDGHFLDPRM	MF	S	1	Throw	STMBRALL	ZPSSAAACN
Dagger	Weapon Short	4.5	50	0	1d6+1	0		F65TR-B-VLSM	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Cylinder of Ash	Other	1.5	0	0	0d0+0	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Cylinder of Ash	Other	1.5	0	0	0d0+0	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Cylinder of Ash	Other	1.5	0	0	0d0+0	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Dagger	Weapon Short	1.0	15	0	1d4+0	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF	S	1	Short	STMBRALL	ZPSSAAACN
Dagger of Ramm	Weapon Short	1.5	0	1	2d3+1	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF	S	1	Throw	STMBRALL	ZPSSAAACN
Deadly Poison	Potion	0.5	1000	0	0d0+0	0	Deadly Poison/5	FMPTABABPVBLSMN	HEDGHFLDPRM	MF	S	1	Short	STMBRALL	ZPSSAAACN
Deadman's Log	Other	0.5	12220	0	0d0+0	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Demon's Tooth	Weapon Short	1.5	8000	3	3d4+4	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF	S	1	Short	STMBRALL	ZPSSAAACN
Devil Stone	Missile	0.3	240	2	4d4+0	0	Weakens/0	FMPTABABPVBLSMN	HEDGHFLDPRM	MF	S	1	Short	STMBRALL	ZPSSAAACN
Devil's Pipe	Other	1.0	1000	0	0d0+0	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Diamond Eyes	Weapon Short	4.0	20000	2	3d4+4	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF	S	1	Short	STMBRALL	ZPSSAAACN
Diamond Ring	Armor Magic	0.2	500000	0	0d0+0	5		FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Dirk	Weapon Throw	1.0	5	0	1d4+0	0		FMPTABABPVBLSMN	HEDGHFLDPRM	MF	S	1	Throw	STMBRALL	ZPSSAAACN
Dispel Undead	Scroll	0.3	400	0	0d0+0	0	Dispel Undead/2	FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Displacer Cloak	Armor Magic	4.0	20000	0	0d0+0	4	Blink/4	FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN
Dragon Kite	Shield	16.5	8000	0	0d0+0	4		FMPTABABPVBLSMN	HEDGHFLDPRM	MF			Short	STMBRALL	ZPSSAAACN

Item	Type	W/Lb	Cost	To Hit	Damage	AC+	SPP	Profession	Race	MP	PS	1/2	Range	Modes	Powers
Dragon Slayer	Weapon Short	6.5	6000	1	1d10+5	0		PALE TRABAPVBLSMN	HEDGH, LDPRM	MP	P	2	Short	ST, M, A, B, L	27S, 5A, A, C, K
Dryadic Staff	Weapon Short	4.0	5000	1	2d4+0	0	Blink/3	PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, B, M, A, B, L	27S, 5A, C, K, E
Duck Shield	Shield	4.5	350	0	0d0+0	-2		PM/TR, B, V, BL, SMN	HEDGH, LDPRM	MP			Short	ST, M, A, B, P, L	27S, 5A, C, K, E
Dungeon Key	Other	0.2	0	0	0d0+0	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, P, A, B, P, L	27S, 5A, C, K, E
East Exit Key	Other	0.5	0	0	0d0+0	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, M, A, B, P, L	27S, 5A, C, K, E
Elbony Heaume	Armor Helm	10.0	50000	0	0d0+0	14		PMPTRABPVBLSMN	HEDGH, LDPRM	MP			Short	ST, M, A, B, P, L	27S, 5A, C, K, E
Elbony Plate (L)	Armor Legs	30.0	50000	0	0d0+0	14		PMPTRABPVBLSMN	HEDGH, LDPRM	MP			Short	ST, M, A, B, P, L	27S, 5A, C, K, E
Elbony Plate (U)	Armor Armor	30.0	50000	0	0d0+0	14		PMPTRABPVBLSMN	HEDGH, LDPRM	MP			Short	ST, M, A, B, P, L	27S, 5A, C, K, E
Elm Arrow	Missile	0.2	2	0	1d6+0	0		PMPTRABPVBLSMN	HEDGH, LDPRM	MP			Short	ST, P, A, B, P, L	27S, 5A, C, K, E
Elven Bow	Weapon Short	4.5	100000	4	0d0+0	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP	S	1	Shoot	ST, P, A, B, P, L	27S, 5A, C, K, E
Empty Sack	Other	0.5	0	0	0d0+0	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, B, M, A, B, L	27S, 5A, C, K, E
Enchanted Blade	Scroll	0.3	1200	0	0d0+0	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, B, M, A, B, L	27S, 5A, C, K, E
Etac of Olivia	Weapon Short	5.0	40000	3	2d7+4	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, B, M, A, B, L	27S, 5A, C, K, E
Excelsabur	Weapon Short	24.0	200000	4	4d8+4	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, B, M, A, B, L	27S, 5A, C, K, E
Five-Patch	Armor Magic	0.1	45	0	0d0+0	-4		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, B, M, A, B, L	27S, 5A, C, K, E
Genie Cap	Armor Helm	0.2	25000	0	0d0+0	4		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, P, A, B, P, L	27S, 5A, C, K, E
Genie Dust	Powder	0.5	150	0	0d0+0	0	Sleep/3	PMPTRABPVBLSMN	HEDGHFLDPRM	MP	S	1	Throw	ST, B, M, A, B, L	27S, 5A, C, K, E
Genie Stick	Weapon Short	0.2	2500	1	3d4+0	0	Blink/4	PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, B, M, A, B, L	27S, 5A, C, K, E
Genie Wand	Weapon Short	5.0	25000	2	2d8+8	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, P, A, B, P, L	27S, 5A, C, K, E
Genie Wand	Weapon Extended	13.5	2000	0	1d12+0	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP	P	2	Extended	ST, P, A, B, P, L	27S, 5A, C, K, E
Genie Wand	Weapon Extended	17.5	15000	2	4d4+2	0	Lifesteal/4	PMPTRABPVBLSMN	HEDGHFLDPRM	MP	P	2	Extended	ST, P, A, B, P, L	27S, 5A, C, K, E
Feathered Hat	Armor Helm	1.5	75	0	0d0+0	2		PAU/TR, B, V, BL, SMN	HEDGHFLDPRM	MP			Short	ST, P, A, B, P, L	27S, 5A, C, K, E
Firm Bomb	Potion	1.0	750	0	0d0+0	0	Fire Bomb/3	PMPTRABPVBLSMN	HEDGHFLDPRM	MP	S	1	Throw	ST, B, M, A, B, L	27S, 5A, C, K, E
Fine Shield	Scroll	0.3	900	0	0d0+0	0	Fire Shield/3	PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, P, A, B, P, L	27S, 5A, C, K, E
Fireball	Scroll	0.3	1500	0	0d0+0	0	Fireball/4	PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, B, M, A, B, L	27S, 5A, C, K, E
Firefiscer	Weapon Throw	0.1	100	0	3d8+0	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP	S	1	Throw	ST, P, A, B, P, L	27S, 5A, C, K, E
Fifth Hook	Other	0.1	0	0	0d0+0	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, P, A, B, P, L	27S, 5A, C, K, E
Fishbone	Other	0.3	0	0	0d0+0	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, P, A, B, P, L	27S, 5A, C, K, E
Fishbone W/Hook	Other	0.4	0	0	0d0+0	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, B, M, A, B, L	27S, 5A, C, K, E
Flamberg	Weapon Short	14.0	3000	0	2d5+2	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP	P	2	Short	ST, M, A, B, L	27S, 5A, C, K, E
Foot Powder	Powder	1.0	2500	0	39d38+4	0		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, P, A, B, P, L	27S, 5A, C, K, E
Forest Cape	Armor Magic	6.5	15000	0	0d0+0	3		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, P, A, B, P, L	27S, 5A, C, K, E
Forest Plate (L)	Armor Legs	32.0	4000	0	0d0+0	12		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, B, M, A, B, L	27S, 5A, C, K, E
Forest Plate (U)	Armor Armor	40.0	4000	0	0d0+0	12		PMPTRABPVBLSMN	HEDGHFLDPRM	MP			Short	ST, B, M, A, B, L	27S, 5A, C, K, E
Fur Haler	Armor Armor	2.5	25	0	0d0+0	2		PMPTR, B, V, BL, SMN	HEDGH, LDPRM	MP			Short	ST, P, A, B, P, L	27S, 5A, C, K, E
Fur Legging	Armor Legs	5.0	165	0	0d0+0	4		PMPTR, B, V, BL, SMN	HEDGH, LDPRM	MP			Short	ST, P, A, B, P, L	27S, 5A, C, K, E

Item	Type	W/Lb	Cost	To Hit	Damage	AC+	SDP	Profession	Race	MF	PS	I/2	Range	Modes	Powers
Garland of Roses	Armor Magic	1.5	50000	0	000+0	3		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Giant Sledge	Weapon Short	45.0	350	-8	346+0	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF	P	2	Short	STBAGHLL	ZPSAAACN
Ginzu Knife	Weapon Throw	0.5	45	1	342+0	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF	S	1	Throw	STBAGHLL	ZPSAAACN
Glass Slippers	Armor Boots	2.5	24000	0	000+0	8		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Gloop Splotch	Other	0.6	0	0	000+0	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Goat's Mask	Armor Helm	9.0	0	0	000+0	2		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Gold Key	Other	0.2	0	0	000+0	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Golden Rod	Weapon Short	0.1	25000	1	344+0	0	Heal Wounds/4	FACITRABPVBLSMN	HEDGHFLDPRM	MF	S	1	Short	STBAGHLL	ZPSAAACN
Great Bow	Weapon Shoot	7.5	3500	2	000+0	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Shoot	STBAGHLL	ZPSAAACN
Green Parrot	Armor Magic	4.0	1250	0	000+0	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Halberd	Weapon Extend	15.0	135	0	1d10+0	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Hammer	Weapon Short	4.0	15	-1	1d4+1	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Hammer+1.5	Weapon Short	6.5	12000	1	2d4+6	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Hammoulion	Other	0.0	100	0	000+0	0	Itching Skin/0	FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Hayai Bo	Weapon Extend	5.0	1750	2	1d6+3	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF	P	2	Extended	STBAGHLL	ZPSAAACN
Heater Shield	Shield	17.0	750	0	000+0	3		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Heume	Armor Helm	14.0	12500	0	000+0	12		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Helm of Otibus	Armor Helm	8.5	15000	0	000+0	-8		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Helm&Coif	Armor Helm	10.5	750	0	000+0	7		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Heraldic Shield	Shield	8.0	2500	0	000+0	2		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Herbal Pasty	Quantity	0.5	1000	0	000+0	0	Help Food/5	FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Hi-Kane-Do (L)	Armor Legs	35.0	20000	0	000+0	12		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Hi-Kane-Do (U)	Armor Armor	35.0	20000	0	000+0	12		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Hourly Leffing	Armor Legs	19.0	450	0	000+0	-1		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Horstial Plate	Armor Legs	35.0	800	0	000+0	-2		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Hold Monsters	Scroll	0.3	900	0	000+0	0	Hold Monsters/3	FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Holy Barber	Weapon Extend	9.0	12000	1	1d8+4	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF	P	2	Extended	STBAGHLL	ZPSAAACN
Holy H2O(+)	Potion	0.5	500	0	000+0	0	Holy Water/5	FACITRABPVBLSMN	HEDGHFLDPRM	MF	S	1	Short	STBAGHLL	ZPSAAACN
Holy Statue of Wood	Weapon Short	3.5	0	0	1d5+0	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF	S	1	Short	STBAGHLL	ZPSAAACN
Hocky Water	Potion	0.5	0	0	000+0	0	Holy Water/3	FACITRABPVBLSMN	HEDGHFLDPRM	MF	S	1	Throw	STBAGHLL	ZPSAAACN
Hookah Pipe	Other	12.0	0	0	000+0	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Horn of Prometheus	Other	7.0	25000	0	000+0	0	Fireball/0	FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Horn of Souls	Other	2.5	0	0	000+0	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Hv. Boulder	Quantity	35.0	0	0	000+0	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN
Hv. Crossbow	Weapon Shoot	14.5	1250	0	000+0	0		FACITRABPVBLSMN	HEDGHFLDPRM	MF			Short	STBAGHLL	ZPSAAACN

Item	Type	Wt/Lb	Cost	To Hit	Damage	AC+	SP/P	Profession	Race	MF	P/S	I/2	Range	Modes	Powers
Hv. Heal	Poison	0.2	500	0	0d0+0	0	Heal Wounds/6	FMPTABPVBLSMN	HEDGHFLDFRM	MF	S	1	Throw	STBAGPFL	ZPSSAAACR
Hv. Rope	Other	55.0	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Hv. Stamina	Poison	0.2	150	0	0d0+0	0	Stamina/6	FMPTABPVBLSMN	HEDGHFLDFRM	MF	S	1	Throw	STBAGPFL	ZPSSAAACR
Ice Shield	Scroll	0.3	900	0	0d0+0	0	Ice Shield/3	FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Icele	Weapon Throw	0.1	40	0	2d8+0	0	Chilling Touch/2	FMPTABPVBLSMN	HEDGHFLDFRM	MF	S	1	Throw	STBAGPFL	ZPSSAAACR
Idol of Mau-Mu-Mu	Armor Magic	4.0	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Illusion	Scroll	0.3	1600	0	0d0+0	0	Illusion/4	FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Incense	Other	0.1	20	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Inferior Sword	Weapon Short	5.0	35	-1	1d6+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Iron Key	Quantity	0.2	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
J.R. Decoder	Armor Magic	0.1	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Jade Figurine	Armor Magic	1.0	15000	0	0d0+0	2		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Julier Key	Other	0.2	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Kazantari Skirt	Armor Legs	18.5	1750	0	0d0+0	7		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Kazantari Tunic	Armor Amour	20.0	2000	0	0d0+0	9		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Kabuto	Armor Helm	5.5	700	0	0d0+0	6		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Katana	Weapon Short	4.0	400	1	1d7+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of ?Decision?	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of ?Quantity?	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of 1st Test	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of 1st Test	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of A Minor	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of Drows	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of Evil	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of Finality	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of Finality	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of Knights	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of Minos	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of Nothing	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of Queens	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of Ramon	Other	0.2	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of Spades	Quantity	0.2	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of Stars	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of the Damned	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of the Dead	Other	0.2	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR
Key of the Lost	Other	0.5	0	0	0d0+0	0		FMPTABPVBLSMN	HEDGHFLDFRM	MF			Short	STBAGPFL	ZPSSAAACR

Item	Type	Wt/Lb	Cost	To Hit	Damage	AC+	SPP	Profession	Race	MF	PS	1/2	Range	Modes	Powers
Key of Valkyries	Other	0.5	0	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Key of Wizard Cave	Other	0.5	0	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
King's Diary	Other	2.0	12220	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Knock-Knock	Scroll	0.3	600	0	0d0+0	0	Knock-Knock/4	FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Lance	Weapon Extend	18.0	450	-2	1d12+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	P	2	Extended	STHBRFL	2PNSAAAC
Lead Boots	Armor Boots	75.0	825	0	0d0+0	-5		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Leather Boots	Armor Boots	5.0	325	0	0d0+0	5		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Leather Cuirass	Armor Armor	14.0	285	0	0d0+0	5		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Leather Greaves	Armor Legs	8.5	650	0	0d0+0	5		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Leather Hauberk	Armor Armor	18.0	450	0	0d0+0	7		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Leather Helm	Armor Helm	3.5	145	0	0d0+0	3		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Leather Legging	Armor Legs	11.0	240	0	0d0+0	5		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Leviathan	Scroll	0.3	2500	0	0d0+0	0	Leviathan/5	FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Lifeset	Scroll	0.3	3000	0	0d0+0	0	Lifeset/4	FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Lightning Bolt	Missile	0.4	1250	2	5d5+5	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Shoot	STHBRFL	2PNSAAAC
Lightning Rod	Weapon Short	0.1	20000	1	3d4+0	0	Lightning/4	FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Shoot	STHBRFL	2PNSAAAC
Liquid Metal	Other	1.5	0	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Long Bow	Weapon Short	4.5	600	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Longword	Weapon Short	7.5	375	-2	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Lt. Crossbow	Weapon Short	5.5	375	-2	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Lt. Heal	Potion	0.2	100	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Lute	Other	4.0	250	0	0d0+0	0	Heal Wounds/1	FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Throw	STHBRFL	2PNSAAAC
Lynx Right	Armor Magic	0.1	2000	0	0d0+0	0	Sleep/0	FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Lyre of Cakes	Other	12.0	250000	0	0d0+0	0	Help Food/0	FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Mace	Weapon Short	10.0	65	0	1d6+1	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Mannad's Lance	Weapon Extend	19.0	30000	3	2d12+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	P	2	Extended	STHBRFL	2PNSAAAC
Magic Cookie	Quantity	0.1	1000	0	0d0+0	0	Magic Food/4	FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Magic Missile	Scroll	0.3	400	0	0d0+0	0	Magic Missile/2	FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Maiden Head	Weapon Short	12.0	7750	2	1d16+0	0	Charm/5	FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Mail Coat	Armor Helm	6.0	350	0	0d0+0	5		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Mail Mittens	Armor Gloves	6.0	450	0	0d0+0	6		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Main Gauche	Weapon Short	2.0	30	0	1d5+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBRFL	2PNSAAAC
Mania Boots	Armor Boots	9.0	20000	0	0d0+0	14		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Mania Gloves	Armor Gloves	6.0	20000	0	0d0+0	14		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Medicine Bag	Armor Magic	0.3	5000	0	0d0+0	2	Heal Wounds/5	FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC
Mempo of Death	Armor Magic	2.5	20000	0	0d0+0	3		FMPTRABPVBLSMN	HEDGHFLDRM	MF			Short	STHBRFL	2PNSAAAC

Item	Type	Wt/Lb	Cost	To Hit	Damage	AC+	SDP	Profession	Race	MF	PS	1/2	Range	Modes	Power
Midnight Choir	Other	8.0	2500	0	000+0	0	Turn0	FAIR: 10 AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Midnight Cloak	Armor Magic	5.0	2500	0	000+0	2		FABT: AB 70 BL 50 AS 50	HEDGH LDRM	MF			Short	STAB-R-TTL	27500000
Miner's Chisel	Weapon Short	2.5	0	-1	100+0	0		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF	S	1	Short	STAB-R-TTL	27500000
Miner's Pick	Weapon Short	6.0	0	-5	107+2	0		FABT: AB 70 BL 50 AS 50	HEDGH LDRM	MF			Short	STAB-R-TTL	27500000
Mitre	Armor Helm	3.5	200	0	000+0	2		FAIR: 10 AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Mitre De Sanct	Armor Helm	3.5	4000	0	000+0	5		FABT: AB 70 BL 50 AS 50	HEDGH LDRM	MF			Short	STAB-R-TTL	27500000
Mod. Heal	Potion	0.2	250	0	000+0	0	Heal Wound/3	FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF	S	1	Throw	STAB-R-TTL	27500000
Mod. Samina	Potion	0.2	85	0	000+0	0	Samina/3	FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF	S	1	Throw	STAB-R-TTL	27500000
Monstrance	Weapon Extend	9.0	450	-1	100+0	0		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF	P	2	Extended	STAB-R-TTL	27500000
Mordcait's Cone	Armor Helm	4.0	35000	0	000+0	7		FABT: AB 70 BL 50 AS 50	HEDGH LDRM	MF			Short	STAB-R-TTL	27500000
Morningstar	Weapon Short	12.0	100	0	200+0	0		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Muramasa Blade	Weapon Short	4.0	100000	4	307+4	0		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Murand Mace	Weapon Short	1.0	2250	1	100+3	0	Sunk Bomb/2	FABT: AB 70 BL 50 AS 50	HEDGH LDRM	MF			Short	STAB-R-TTL	27500000
Mystery Oil	Potion	0.5	666	0	000+0	0		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Mystic Arrow	Mistile	0.2	220	2	400+2	0		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF	S	1	Short	STAB-R-TTL	27500000
Mystic Dust	Powder	0.5	500	0	000+0	0		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF	S	1	Throw	STAB-R-TTL	27500000
Mystic's Ring	Armor Magic	0.1	5000	0	000+0	2		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Naginata	Weapon Extend	13.5	2500	0	102+0	0		FABT: AB 70 BL 50 AS 50	HEDGH LDRM	MF	P	2	Extended	STAB-R-TTL	27500000
Neurology Rod	Weapon Short	1.2	25000	1	300+0	0	Resurrection/4	FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF	S	1	Short	STAB-R-TTL	27500000
Night Stick	Weapon Short	0.2	1250	0	200+0	0	Blinding Flash/3	FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Ninja Cowl	Armor Helm	1.5	50	0	000+0	3		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Ninja Garb (L)	Armor Legs	3.0	80	0	000+0	3		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Ninja Garb (U)	Armor Arms	3.0	80	0	000+0	3		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Ninjato	Weapon Short	3.5	700	1	200+0	0		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF	S	1	Short	STAB-R-TTL	27500000
No-Dachi	Weapon Short	13.0	4000	0	200+0	0		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF	P	2	Short	STAB-R-TTL	27500000
North Exit Key	Other	0.5	0	0	000+0	0		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Nunchaku	Weapon Short	2.5	145	1	100+0	0	Charm/0	FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF	S	1	Short	STAB-R-TTL	27500000
Pan Flute	Other	2.0	4000	0	000+0	0		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Peacekeeper	Mistile	0.4	2500	3	600+6	0		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF	S	1	Short	STAB-R-TTL	27500000
Phrygian Cap	Armor Helm	3.5	875	0	000+0	4		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Priate Stick	Weapon Short	0.2	500	0	200+0	0	Sleep/3	FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF	S	1	Short	STAB-R-TTL	27500000
PK Crystal	Armor Magic	1.0	250000	0	000+0	4		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Plate Du Fax	Armor Legs	35.0	2400	0	000+0	-2		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Plate Greivore	Armor Arms	14.0	1600	0	000+0	10		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Plate Mail	Armor Arms	33.0	1850	0	000+0	10		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF			Short	STAB-R-TTL	27500000
Poignard	Weapon Short	3.5	420	1	100+0	0		FABT: AB 70 BL 50 AS 50	HEDGHFLDRM	MF	S	1	Short	STAB-R-TTL	27500000

Item	Type	Wt/Lb	Cost	To Hit	Damage	AC+	S/P	Profession	Race	MP	P/S	1/2	Range	Modes	Power
Poison Bomb	Potion	1.0	600	0	0d0+0	0	Poison Gas/3	FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Throw	STHBR/L	ZNSAAACR
Pot Ankh	Armor Magic	1.5	100	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Quarrel	Missile	0.2	3	0	1d4+1	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Shoot	STHBR/PKL	ZNSAAACR
Quartermast	Weapon Extend	4.5	10	0	1d5+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	P	2	Extended	STHBR/PKL	ZNSAAACR
Quilt Legging	Armor Legs	9.0	190	0	0d0+0	4		FMPTRABPVBLSMN	HEDGHFLDRM	MF	P	2	Short	STHBR/PKL	ZNSAAACR
Quilt Tunic	Armor Armor	10.0	175	0	0d0+0	4		FMPTRABPVBLSMN	HEDGHFLDRM	MF	P	2	Short	STHBR/PKL	ZNSAAACR
Rambling Staff	Weapon Extend	12.0	25000	2	2d4+4	0	Lightning/5	FMPTRABPVBLSMN	HEDGHFLDRM	MF	P	2	Extended	STHBR/PKL	ZNSAAACR
Rapier	Weapon Short	4.0	125	0	1d7+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	P	2	Short	STHBR/PKL	ZNSAAACR
Ravens Bill	Weapon Extend	20.0	17500	2	4d4+2	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	P	2	Short	STHBR/PKL	ZNSAAACR
Razer Stone	Missile	0.5	25	0	2d3+1	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Shoot	STHBR/PKL	ZNSAAACR
Red Mushroom	Quantity	0.2	250	0	0d0+0	0	Magic Food/2	FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Resurrection	Potion	1.0	2500	0	0d0+0	0	Resurrection/6	FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Throw	STHBR/PKL	ZNSAAACR
Resurrection	Scroll	0.3	5000	0	0d0+0	0	Resurrection/6	FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Rhine Stone	Missile	0.5	1	-4	1d1+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Shoot	STHBR/PKL	ZNSAAACR
Ring of Defenses	Armor Magic	0.2	20000	0	0d0+0	2		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Ring of Delphi	Armor Magic	0.5	17760	0	0d0+0	-4		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Ring of Minds	Armor Magic	0.1	3500	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Ring of Speed	Armor Magic	0.2	20000	0	0d0+0	2		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Ring of Stars	Armor Magic	0.2	100000	0	0d0+0	4		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Roasted Corn	Quantity	0.2	50	0	0d0+0	0	Help Food/2	FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Robes (L)	Armor Legs	4.0	15	0	0d0+0	2		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Robes (U)	Armor Armor	3.0	15	0	0d0+0	2		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Robes of Enchant (L)	Armor Legs	4.0	10000	0	0d0+0	6		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Robes of Enchant (U)	Armor Armor	3.0	10000	0	0d0+0	6		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Rock of Reflection	Other	1.2	1000	0	1d2+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Rod of Spirits	Weapon Short	0.5	25000	2	4d4+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Rope & Hook	Other	56.0	0	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Rose Petals	Quantity	0.1	100	0	0d0+0	0	Magic Food/1	FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Rotten Cheese	Other	0.5	0	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Round Shield	Shield	10.0	350	0	0d0+0	2		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Rubber Band	Other	20.0	0	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Rubber Band	Other	10.0	0	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Rubber Strapped	Other	5.0	0	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Ruby Eyeball	Other	1.0	0	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Ruby Eyeball	Other	1.0	0	0	0d0+0	0		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR
Ruby Talisman	Armor Magic	0.7	1250	0	0d0+0	1		FMPTRABPVBLSMN	HEDGHFLDRM	MF	S	1	Short	STHBR/PKL	ZNSAAACR

Item	Type	W/Lb	Cost	To Hit	Damage	AC+	SD/P	Profession	Race	MF	P/S	I/2	Range	Modes	Powers
Ratbaga	Quantity	0.2	50	0	0d0+0	0	Help Food/1	PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STABAGRL	27NSAAACR
Sundered Slippers	Armor Boots	2.5	18000	0	0d0+0	6		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STABAGRL	27NSAAACR
Sai	Weapon Short	3.5	750	1	2d5+2	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF	S	1	Short	STABAGRL	27NSAAACR
Saint Bastard	Weapon Short	11.0	5000	2	2d4+5	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Sandals	Armor Boots	1.5	25	0	0d0+0	1		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Scambr Necklace	Armor Magic	1.5	50000	0	0d0+0	2		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Seige Arblast	Weapon Short	19.0	8000	4	0d0+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Serpent Stone	Missile	0.5	95	1	3d3+3	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF	S	1	Shoot	STBAGRL	27NSAAACR
Shadow Cloak	Armor Magic	4.5	400	0	0d0+0	1		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Shaken Shirt	Weapon Throw	0.5	500	1	1d7+5	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF	S	1	Throw	STBAGRL	27NSAAACR
Short Bow	Weapon Short	2.5	250	-3	0d0+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Shoot	STBAGRL	27NSAAACR
Short Sword	Weapon Short	3.0	45	0	1d6+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF	S	1	Short	STBAGRL	27NSAAACR
Shuriken	Weapon Throw	0.5	20	0	1d6+1	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF	S	1	Throw	STBAGRL	27NSAAACR
Silver Cross	Armor Magic	1.0	0	0	0d0+0	1		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Silver Cross	Armor Magic	1.0	500	0	0d0+0	1		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Silver Gloves	Armor Magic	9.5	5000	0	0d0+0	12		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Silver Key	Other	0.2	0	0	0d0+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Skeleton Key	Other	0.5	0	0	0d0+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Skull Dagger	Weapon Short	1.0	1500	1	2d4+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF	S	1	Short	STBAGRL	27NSAAACR
Skullcap	Armor Helm	0.5	30	0	0d0+0	1		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Skyrocket	Weapon Throw	0.5	350	0	5d5+0	0	Magic Missile/4	PMPTABABPVBLASN	HEDGHFLDFRM	MF	S	1	Throw	STBAGRL	27NSAAACR
Sling	Weapon Short	1.0	5	0	0d0+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Shoot	STBAGRL	27NSAAACR
Silver Solleret	Armor Boots	12.5	5000	0	0d0+0	12		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Slow	Scroll	0.3	600	0	0d0+0	0	Slow/3	PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Sneez	Powder	0.5	100	0	0d0+0	0	Itching Skin/3	PMPTABABPVBLASN	HEDGHFLDFRM	MF	S	1	Throw	STBAGRL	27NSAAACR
Solleret	Armor Boots	10.0	1650	0	0d0+0	10		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Sparkler	Weapon Throw	0.1	15	0	1d8+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF	S	1	Throw	STBAGRL	27NSAAACR
Spear	Weapon Extend	5.0	20	0	1d6+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF	P	2	Extended	STBAGRL	27NSAAACR
Spear of Death	Weapon Extend	9.0	3000	1	1d5+4	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Extended	STBAGRL	27NSAAACR
Special Message	Other	0.3	15485	0	0d0+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Spike Key	Other	0.5	0	0	0d0+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Sprocket	Other	25.0	0	0	0d0+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Staff	Weapon Short	4.0	5	0	1d4+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Staff Magious	Weapon Short	4.0	7000	1	2d4+0	0	Magic Screen/3	PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Staff of Arm	Weapon Extend	0.7	0	1	2d5+2	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR
Staff of Ruin	Weapon Short	1.0	2500	-4	1d2+0	0		PMPTABABPVBLASN	HEDGHFLDFRM	MF			Short	STBAGRL	27NSAAACR

Item	Type	Wt/Lb	Cost	To Hit	Damage	AC+	STP	Profession	Race	MF	P/S	I/2	Range	Modes	Powers
Slave of Missiles	Weapon Short	4.0	750	1	1d4+2	0	Magic Missile/1	FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Slave of Moons	Weapon Short	1.0	5000	1	2d4+0	0	Sheep/3	FMPRAIP-BVLSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Slave of Stars	Weapon Short	4.0	10000	1	2d4+0	0	Fireball/3	FMPRAIP-BVLSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Slave of Witches	Weapon Short	0.0	12500	2	3d4+0	0	Terror/6	FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Steel Gauntlets	Armor Gloves	8.0	1500	0	0d0+0	8		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Steel Helm	Armor Helm	4.0	300	0	0d0+0	4		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Steel Hook	Other	1.0	0	0	0d0+0	0		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Stiletto	Weapon Throw	0.5	85	2	2d3+0	0		FMPTRABPVBLMSN	HEDGHFLDRM	MF	S	1	Throw	STBAGPRL	27ASAAAR
Sink Bomb	Potion	0.3	250	0	0d0+0	0	Stink Bomb/2	FMPTRABPVBLMSN	HEDGHFLDRM	MF	S	1	Throw	STBAGPRL	27ASAAAR
Stud Chaussees	Armor Legs	17.0	900	0	0d0+0	8		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Stud-Cuir Bras/2	Armor Armor	5.5	2000	0	0d0+0	6		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Studded Harness	Armor Armor	22.0	950	0	0d0+0	8		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Stuffed Beagle	Other	3.0	0	0	0d0+0	0		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Suede Pants	Armor Legs	6.5	60	0	0d0+0	3		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Suede Doublet	Armor Armor	5.0	85	0	0d0+0	3		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Sword of Fire	Weapon Short	14.0	20000	2	2d8+0	0	Fireball/4	FMPTRABPVBLMSN	HEDGHFLDRM	MF	P	2	Short	STBAGPRL	27ASAAAR
Sword of Hearts	Weapon Short	4.5	4000	2	1d7+4	0		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Sword of Lining	Weapon Short	45.0	2400	-6	1d8+8	0		FMPTRABPVBLMSN	HEDGHFLDRM	MF	P	2	Short	STBAGPRL	27ASAAAR
Sword of Sinking	Weapon Short	5.0	1250	2	1d8+0	0		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Tail Boots	Armor Boots	2.0	85	0	0d0+0	3		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Tarnished Mail	Armor Armor	28.0	400	0	0d0+0	-1		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Terror	Scroll	0.3	400	0	0d0+0	0	Terror/4	FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
The Avenger	Weapon Short	7.5	50000	3	3d8+4	0	Lightning/5	FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Thieves Dagger	Weapon Short	1.5	6000	2	3d4+0	0		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Ticket Stub	Other	0.1	12200	0	0d0+0	0		FMPTRABPVBLMSN	HEDGHFLDRM	MF	S	1	Short	STBAGPRL	27ASAAAR
Tinkerbell	Other	0.3	0	0	0d0+0	0		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Tonsilstone Ring	Armor Magic	0.1	2400	0	0d0+0	0	Cure Poison/6	FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Tomb Key	Other	0.5	0	0	0d0+0	0		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Tora Masclade	Armor Magic	1.5	5000	0	0d0+0	2		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Tori-Do (L)	Armor Legs	20.0	3000	0	0d0+0	9		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Tori-Do (U)	Armor Armor	24.0	3000	0	0d0+0	9		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Tricorne Hat	Armor Helm	3.5	250	0	0d0+0	2		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Uncutlous Gloves	Armor Gloves	2.5	600	0	0d0+0	-4		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Vault Key	Quantity	0.2	50000	0	0d0+0	0		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Vernal Robe (L)	Armor Legs	4.0	10000	0	0d0+0	-4		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR
Vernal Robe (U)	Armor Armor	3.0	10000	0	0d0+0	-4		FMPTRABPVBLMSN	HEDGHFLDRM	MF			Short	STBAGPRL	27ASAAAR

Item	Type	Wt/Lb	Cost	To Hit	Damage	AC+	S/P	Profession	Race	MF	P/S	I/2	Range	Modes	Powers
Vex Bow	Weapon Short	8.0	800	-8	0d0+0	0		F&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Shoot	ST&B&R&P&L	ZP&S&A&A&K
Viper Arrow	Missile	0.2	85	1	1d7+3	0		F&M&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Shoot	ST&B&R&P&L	ZP&S&A&A&K
Vulcan Hammer	Weapon Short	8.0	15000	2	3d4+4	0	Fireball/5	F&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Throw	ST&B&R&P&L	ZP&S&A&A&K
Wakiashi	Weapon Short	3.0	240	0	1d6+0	0		F&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
Wakiashi+1	Weapon Short	3.5	20000	1	1d9+1	0		F&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
Wand of Ghosts	Weapon Short	0.8	15000	2	5d3+0	0	Dripel Undead/4	F&M&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
Wand of Mystery	Weapon Short	0.8	7000	1	3d3+0	0	Primie Missile/3	F&M&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
Wand of Razing	Weapon Short	0.8	8000	-4	1d3+0	0		F&M&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
Wand of Weaving	Weapon Short	0.8	10000	1	3d3+0	0	Illusion/4	F&M&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
War Hammer	Weapon Short	6.5	70	0	1d5+1	0		F&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
War Scythe	Weapon Short	6.0	75	0	1d6+0	0		F&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
Water Wings	Armor Boots	2.0	50000	0	0d0+0	7		F&M&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
Wine Bottle	Other	0.4	0	0	0d0+0	0		F&M&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
Wizard's Cone	Armor Helm	2.0	75	0	0d0+0	2		F&M&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
Wizard's Record	Other	2.0	13960	0	0d0+0	0		F&M&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
Wizard's Ring	Armor Magic	0.5	0	0	0d0+0	1		F&M&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
Wrist Rocket	Weapon Short	1.5	1400	3	0d0+0	0		F&M&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
Zoroichi Bo	Weapon Extend	5.0	100000	4	3d6+6	0	Blinding Flash/6	F&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	P	2	Extended	ST&B&R&P&L	ZP&S&A&A&K
Zraka Sur	Weapon Short	13.0	1400	0	2d5+0	0		F&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	S	1	Short	ST&B&R&P&L	ZP&S&A&A&K
Zweihander	Weapon Short	16.0	4000	0	3d5+0	0		F&P&R&A&P&V&L&S&M&N	HEDGH/LDPRM	MF	P	2	Short	ST&B&R&P&L	ZP&S&A&A&K

Monster	Type	Hit Points	Experience	Appearing
Accursed Ones	Undead	144-204	75575	1-2
Acid Slimes	Insect	11-20	1340	2-4
Amazuli	Fighter	25-40	1739	4-7
Amazuli Archers	Ranger	25-40	1176	3-5
Amazulu Queen	Valkyrie	78-110	23017	1-1
Amazulu Queen	Valkyrie	78-110	23017	1-1
Amazulu Zombies	Undead	21-41	3244	2-6
Amen-tut-butt	Undead	80-100	33138	1-1
Assassins	Ninja	65-91	28238	2-2
?? Bane King ??	Vampire	174-174	58028	1-1
Banshees	Undead	40-64	9000	3-5
Bats	Beast	1-3	99	2-4
* B E L A *	Dragon	871-871	1420419	1-1
Black Bats	Beast	2-6	290	2-8
Black Knight	Lord	180-180	51481	1-1
Blue Tail Flies	Insect	59-86	18286	1-2
Bork	Tiny	362-446	43278	1-1
Brigands	Thief	9-18	710	2-3
Brigerd Woltan	Valkyrie	166-166	40538	1-1
Bulli's Ghost	Undead	55-88	17882	1-1
Bushwackers	Thief	5-9	392	1-3
Captain Matey	Fighter	79-106	11841	1-1
Caterpillar	Insect	216-348	49242	1-1
Charron	Myth	546-684	120528	1-1
Chunin	Ninja	90-126	39814	1-2
Cold Slimes	Insect	25-40	4498	1-2
Creeping Vines	Plant	1-3	59	2-6
D R A C U L A	Vampire	174-174	361924	1-1
Daisho Masters	Samurai	84-126	23320	1-3
Dark Crusaders	Lord	58-82	6698	5-5
Dark Crusaders	Lord	70-100	8486	5-5
Demonic Hellcat	Demon	54-78	21485	1-1
Defenders	Lord	108-180	3330	2-3
Disko Zombie	Undead	152-200	19884	1-1
Dragonflies	Insect	24-36	2200	3-5
Drow Elves	Ranger	49-76	11483	4-6
Dungeon Leeches	Insect	6-12	352	2-6
Eila's Ghost	Undead	55-88	19120	1-1
Faerie Queen	Enchanted	66-88	91860	1-1
Faerie Sylphs	Enchanted	48-64	30997	9-9
Fat Rats	Beast	38-62	6144	1-1
Floaters	Insect	12-18	5908	1-2
Foragers	Insect	19-44	4654	1-4
Frytz Gryns	Giant	197-257	20222	1-1
Fuming Vines	Plant	2-4	300	2-4
Gelatin Vapors	Insect	10-20	1137	1-4
Ghostly She-Hag	Undead	55-88	24277	1-1
Giant Ants	Insect	11-26	1849	3-9
Giant Crabs	Insect	40-60	5386	4-7
Giant Mosquitos	Insect	29-41	1398	3-9
Giant Rats	Beast	4-10	450	1-2
Giant Serpent	Beast	78-102	9131	1-1
Giant Wyrms	Insect	22-34	2700	2-4

Monster	Type	Hit Points	Experience	Appearing
Goblin Priests	Priest	40-64	11982	3-9
Goblin Shamans	Wizard	33-49	16139	3-9
Goblins	Thief	48-72	3440	3-9
Goop Gloops	Plant	45-60	8798	2-2
Grandfather	Ninja	132-176	83523	1-1
Greater Demons	Demon	138-186	63170	3-4
Gremlins	Thief	65-83	26184	3-9
Guardian of the Rock	Enchanted	108-164	51741	1-1
Guardians of Ramm	Fighter	72-120	7815	2-8
Haiyato Daikuta	Samurai	160-160	65270	1-1
Haunts	Demon	143-179	23620	3-5
Hellcats of Fire	Demon	72-96	31072	1-1
Highlanders	Ranger	47-61	3892	4-4
Hill Giants	Giant	42-72	4098	1-3
Huge Bats	Beast	3-7	318	1-2
Huge Spiders	Insect	43-75	6326	3-5
Hydra Plants	Plant	48-64	8002	1-2
Indigo Bats	Beast	37-58	2900	1-2
Insane Skeleton	Undead	112-140	24105	1-1
Island Giants	Giant	132-192	14252	2-3
Jail Rats	Beast	23-32	916	5-9
Jelly Clouds	Insect	6-12	329	2-8
Jelly Fish	Insect	15-24	1041	2-8
Jungle Vines	Plant	10-25	1189	1-5
Keep of the Crystal	Psionic	90-144	65329	1-1
Killer Rats	Beast	4-10	489	5-6
King Crabs	Insect	154-190	16560	1-2
Klaus Gryns	Giant	72-112	10474	1-1
Knights of Death	Undead	40-64	7149	8-8
Kuwalli Kubona	Valkyrie	56-74	22309	1-1
L'Montes	Thief	22-26	1248	1-1
Lesser Demons	Demon	70-100	17669	4-7
Lesser Devils	Demon	60-100	8699	4-7
Liche	Undead	80-128	68224	1-1
Lord Daimyos	Samurai	108-162	53508	1-1
Mai-Lai	Thief	317-368	174326	1-1
Major Dwarves	Fighter	20-38	2495	1-3
Man O' Wars	Insect	40-56	16092	1-1
Man O' Wars	Insect	60-90	18712	1-1
Maro's Ghost	Undead	55-88	24334	1-1
Mau-Mu-Mu	Enchanted	126-156	54669	1-1
Mind Flayers	Psionic	60-96	60867	3-4
Miner Dwarves	Fighter	14-26	1125	2-5
Miner Giants	Giant	49-84	6587	1-2
Mino-Daemons	Demon	88-144	59947	1-1
Monstrous Bats	Beast	68-100	200	1-3
Monstrous Snake	Beast	212-248	17790	1-1
Monstrous Snake	Beast	212-248	18390	2-3
Mountain Giants	Giant	63-108	8388	2-2
Mystaphaphas	Beast	150-170	21066	1-1
Narci's Ghost	Undead	55-88	67449	1-1
Nightgaunts	Demon	30-50	3535	4-7

Monster	Type	Hit Points	Experience	Appearing
Ninja	Ninja	45-63	19309	3-3
Pharaohs of Phyre	Undead	59-86	4346	3-7
Pharaohs of Phyre	Undead	26-38	2734	2-4
Pirates	Thief	16-28	1020	2-4
Pit Fiends	Demon	154-196	56786	2-3
Poison Giants	Giant	194-222	23482	2-3
Poison Slimes	Insect	7-13	592	1-3
Poison Vipers	Beast	24-32	1195	3-5
Poison Vipers	Beast	34-46	1389	4-8
Priestesses	Priest	25-35	3260	2-4
Priests of Ramm	Priest	126-162	121303	4-5
Queequeg	Thief	19-23	1103	1-1
R E B E C C A	Vampire	83-83	292568	1-1
Rabid Rats	Beast	4-10	657	5-6
Radames	Undead	424-472	97301	1-1
Rats	Beast	2-4	150	1-3
Robin Windmarne	Ranger	128-128	27920	1-1
Rocks of Rumble	Enchanted	88-160	51279	2-3
Rogue Leaders	Thief	14-26	1315	1-1
Rogues	Thief	4-7	208	1-4
Rotting Corpses	Undead	12-28	2088	2-3
Rubber Beasts	Plant	76-94	9667	1-1
Samurai	Samurai	50-80	9431	6-6
Scallywags	Thief	4-8	383	3-6
Sea Serpents	Dragon	88-144	12660	2-3
Shamanesses	Wizard	20-30	2722	1-3
Siren Sorceress	Enchanted	18-30	16887	5-9
Sirens	Enchanted	20-35	5283	4-7
Skeleton Lords	Undead	48-80	10477	3-5
Skeletons	Undead	40-64	5178	3-7
Slimes	Insect	7-13	492	3-6
Smitty	Fighter	134-162	12065	1-1
Spectres	Undead	57-71	13703	2-3
Spirits	Undead	35-56	8578	2-3
Strangler Vines	Plant	6-10	540	1-2
Tarantulas	Insect	73-113	7936	3-5
Toll Troll	Giant	210-250	30062	1-1
Tricksters	Wizard	12-16	1604	2-5
Twisted Sylphs	Enchanted	40-52	25401	3-9
Tyrannasaurus	Beast	2050-3000	472050	1-1
Valkyries	Valkyrie	59-86	7429	7-7
Vampire Bats	Beast	5-11	714	1-2
Vaspestes	Insect	37-79	15390	1-1
Water Dragons	Dragon	66-96	11399	2-3
White Wyrms	Insect	51-69	7707	1-1
Will O' Wisps	Enchanted	110-132	170518	1-1
Wraith Lords	Undead	98-140	46889	1-2
Wraiths	Undead	50-80	40549	1-2
* Xorphitus *	Wizard	160-160	81686	1-1
Yuan-Ti	Fighter	90-120	9554	1-2
Zombie Bones	Undead	26-38	3248	1-1
Zombie Guards	Undead	49-85	8643	1-1
Zombies	Undead	46-76	6683	1-1

Notes

To be continued, Fall 1991...

Crusaders of the Dark Savant

... the continuation of the epic tale ...

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