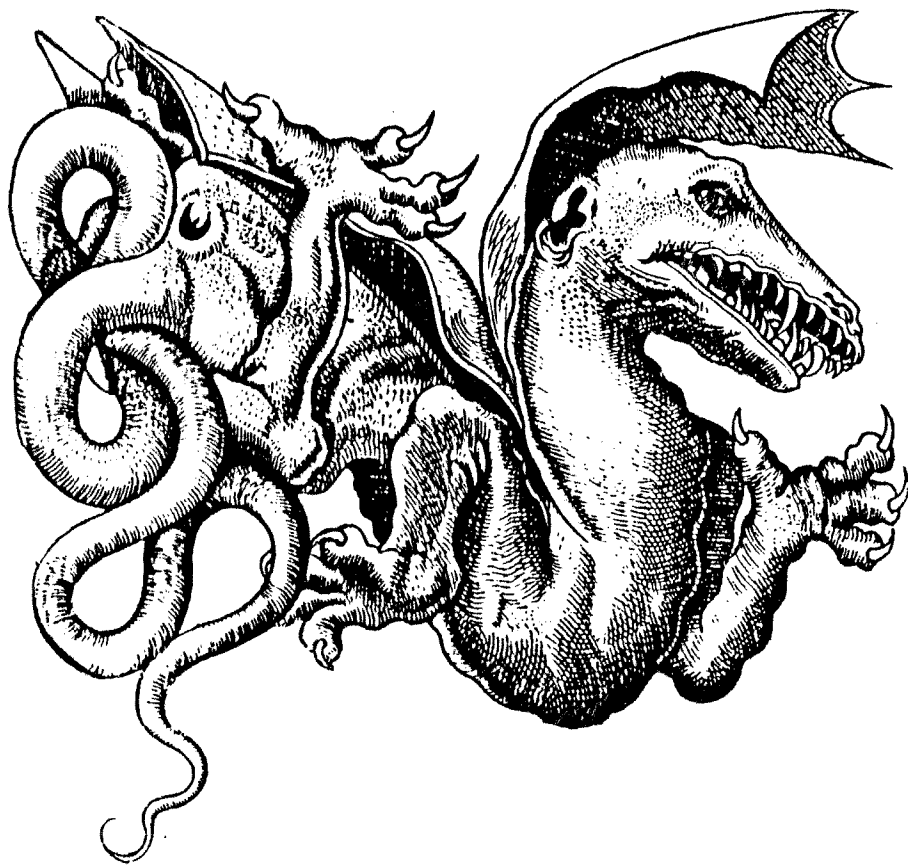


# UziSystem



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# Wizisystem

Wizardry is one of the most exciting and challenging games available for any computer. Its complexity and seemingly endless variations make it interesting long after the average game has been gathering dust for months. Perhaps the most enduring aspect of Wizardry is that it forces the player to think logically, to act rationally, and to organize masses of data into usable form in order to be successful. In other words, the Wizardry player must combine the skills of a master strategist, a tax lawyer, a cartographer, an experienced researcher, and a Knight of the Round Table!

The Wizisystem allows the average player, who has neither the time nor the means to learn all these skills, to be successful at the game by teaching him to exert control over every phase of the game--from creating characters to opening chests. It gives the player a successful, easy-to-follow format and backs it up with information that is as complete and helpful as possible. The Wizisystem format is designed so that the player can access quickly the reference materials he needs but may skip them as he becomes more experienced. All references in the text to major index items are preceded by an asterisk (\*), and the most frequently referred to charts and information are to be found in the appendices.

The essence of the Wizisystem is control through planning, organization, knowledge and a methodical approach to the game. Most failures can be attributed to the game controlling the player! While a large part of the information in this manual could be used by any Wizardry player, only those who follow the Wizisystem format can use it to its best advantage. Due to the vast amount of data to be controlled in the game, the Wizisystem is quite structured and requires self-discipline to get the user through some of the details of its proper use. Let me assure you that I loathe pointless busywork, and would never inflict it upon anyone! I have made every attempt to make this manual and the Wizisystem as user-friendly and free of useless detail as possible. After all, games are supposed to be fun!

A final word: I have spent hundreds of hours playing Wizardry and preparing this manual; however, I'll be the first to say that its information is incomplete, despite my best efforts. You may use combinations of characters or find uses for magical items that I haven't, or even have a different version of the game (the authors are continually making improvements and fixing bugs). I would appreciate it if you would send me any missing information and correct any inaccuracies so that future users will have the best possible manual. Major corrections and additions will be sent to you free of charge. If you have any questions, feel free to write or phone (1-404-323-9227, between 10am and 10pm EST weekdays and anytime weekends) and I will do my best to help.



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# Wizisystem

## \*\*\*\*\* TABLE OF CONTENTS \*\*\*\*\*

Introduction.....	i
Table of Contents.....	iii

## ==== THE WIZISYSTEM ====

INTRODUCTION TO THE WIZISYSTEM.....	1
Suggestions for Getting the Most Out of the Wizisystem.....	1
Equipment You Need to Have While Playing.....	1
Use of the Spell and Experience Charts.....	1
A Note on Cheating.....	1
NOTES ON THE WIZISYSTEM FORMAT BY ITEM.....	2
I---Utilities.....	2
II---The Castle.....	2
III--Planning the Expedition.....	2
IV---Entrance to the Maze.....	3
V---The Expedition.....	3
Combat--What to Expect, Monster Groups, Combat Strategy, Important Things to Remember in Combat, Camp	
VI---Return to the Castle.....	3
VII--Evaluation.....	4
VIII--Leave the Game or Return to the Wizisystem.....	5
ADVICE TO NEW PLAYERS.....	5
What to Do First, Equipping Your Characters, Keep the Expeditions Short, Evaluate Each Expedition, Take Your Time, Avoid Frequent Use of the Utilities	

# ==== CREATING AND DEVELOPING CHARACTERS ====

CREATING AND DEVELOPING CHARACTERS.....	6
Character Classes.....	6
Character Development by Class and Race (with Chart).....	8
Character Statistics.....	8
Alignment.....	8
A Note on Involuntary Alignment Changes.....	8
Personality Attributes.....	9
Races.....	9
Basic Personality Attributes by Race (with Chart).....	9
Level of Ability and Experience Points (with Chart).....	10
Age.....	10
PLANNING FOR THE DEVELOPMENT OF YOUR CHARACTERS.....	11
Planning for and Creating Your Characters.....	11
HOW TO CREATE A CHARACTER.....	11
CHANGING CLASSES.....	12
Tips for Changing Classes.....	13
FORMING YOUR PARTY.....	13
Functions Required in a Good Party, Combat Ability by Class, Character Classes Not to Have in Your Party, How Many Parties Should You Have?, Suggested Personnel and Expedition Order, Example of a Successful Well-Developed Party, How to Mix Good and Evil Characters in the Same Party, Training Ground Personnel	

# ==== APPENDICES ====

APPENDIX A: SPELLS--DESCRIPTION AND GROUPING.....	16
APPENDIX B: SPELL ACQUISITION BY CLASS AND LEVEL.....	17
APPENDIX C: CHESTS.....	18
APPENDIX D: UTILITIES.....	19
Optimum Use of the Utilities, The "Click" Utility, Utilities-- Additions and Hints, Utility Tricks	
APPENDIX E: MAPPING AND TRAVELLING IN THE MAZES.....	22

## PROVING GROUNDS OF THE MAD OVERLORD

APPENDIX F: EQUIPMENT AND MAGICAL ITEMS.....	25
APPENDIX G: INDIVIDUAL MONSTERS.....	28
APPENDIX H: MONSTER GROUPS.....	33

## THE KNIGHT OF DIAMONDS

APPENDIX I: EQUIPMENT AND MAGICAL ITEMS.....	37
APPENDIX J: INDIVIDUAL MONSTERS.....	39
APPENDIX K: MONSTER GROUPS.....	44



# THE LEGACY OF LLYLGAMYN

APPENDIX L: GENERAL NOTES.....	47
Legacy Alignments, Character Classes to Have in Your Parties,	
How to Strengthen Your Characters, Legacy Maze Notes (LVLS.1-6)	
APPENDIX M: EQUIPMENT AND MAGICAL ITEMS.....	51
APPENDIX N: INDIVIDUAL MONSTERS.....	53
APPENDIX O: MONSTER GROUPS.....	58
APPENDIX P: MISCELLANEOUS SNEAKY TRICKS AND ACKNOWLEDGEMENTS.....	61

## ==== FORMS ====

WIZISYSTEM FORMAT AND SPELLS REFERENCE CARD	
WIZARDRY (TM) CHARACTER DEVELOPMENT PLANNING SHEET (Original and 1st Party)	
WIZARDRY (TM) CHARACTER DEVELOPMENT PLANNING SHEET (2nd and 3rd Parties)	
WIZARDRY (TM) CHARACTER RECORD SHEET (Levels 1-17)	
WIZARDRY (TM) CHARACTER RECORD SHEET (Levels 18-33)	
WIZARDRY (TM) SPELL AND EXPERIENCE SHEET (Levels 1-17)	
WIZARDRY (TM) SPELL AND EXPERIENCE SHEET (Levels 15-31)	
KEY TO NICHOLS SERVICES' WIZARDRY (TM) MAPS (for those who did not purchase maps)	

# =====INTRODUCTION TO THE WIZISYSTEM=====

## SUGGESTIONS FOR GETTING THE MOST OUT OF THE WIZISYSTEM

As stated in the Introduction, the Wizisystem is the product of hundreds of hours spent playing Wizardry, researching the information in this manual and testing and retesting the Wizisystem Format. Although the Wizisystem at first may seem quite structured, I have found through the exploration of many alternatives that it represents the best way to be successful at the game of Wizardry. Please take the time to follow it closely--it really does work!

The foundation of the Wizisystem is a group of strong characters whose future development has been planned carefully. This is covered extensively in \*PLANNING FOR THE DEVELOPMENT OF YOUR CHARACTERS. Even if you already have several characters that have fairly high Ability Levels, it might be a good idea to read the entire \*CREATING AND DEVELOPING CHARACTERS chapter in order to get a feel for the Wizisystem's approach to characters. It is also assumed that you are familiar with the Wizardry Manual and have at least scanned the Appendices of this Manual. I have tried to avoid duplication of the information found in the Wizardry Manual, choosing rather to comment upon it and organize it into a more usable form. Experienced players may ignore the Wizardry Manual altogether, but those who are new to the game will need to refer to it occasionally to clarify items left out of this manual.

## EQUIPMENT YOU NEED TO HAVE WHILE PLAYING

The Wizisystem gives you the tools to exert control over your characters and their expeditions. The majority of this control comes from keeping track of and organizing the clouds of data being thrown at you. I have found that good organization of the area around your computer makes playing the game much more pleasant and helps keep the clouds from becoming a fog! You will need to have a convenient surface to write on and room to spread out the reference material that you may be using (this avoids shuffling through stacks of paper). You will need your mapping equipment (see APPENDIX E for details), the Spell and Experience Sheets, some scratch paper and, if possible, a non-battery type calculator that you can leave on the whole expedition. Keep this manual and the Wizardry Manual handy, as well as any maps you may be using for reference. Rather than copying a lot of Spell and Experience Sheets, I have found it most convenient to put them in a celluloid page protector and make temporary notations on that, using a washable felt tip pen. Your scratch paper should be dated (it really helps when you're trying to track down a sequence of events that led to a particular disaster) and you should jot down any unusual events or bits of information that will help you, such as monster statistics not found in this manual or things that work particularly well. The calculator is used to keep track of experience points earned while on expedition, an important factor in planning your expeditions (see discussion of planning below). If you don't have a calculator that is suitable, you will need to keep a running total on your scratch paper.

## USE OF THE SPELL AND EXPERIENCE SHEETS

The Spell and Experience Sheets are one of the most important tools to have while on expedition. They must be kept current in order to be helpful. They keep track of equipment, items found in the mazes, experience points needed for the next level, known spells, how many spells of each level may be cast, and how many spells have been cast. While in the Castle, update the S.E. Sheets every time a character buys or trades equipment or earns a new level. This should be done directly on the sheet itself in pencil. On the celluloid covering you should note the number of experience points needed for the next level in washable felt-tip pen. While on expedition, write on the cover any items a character may pick up, cross off any items that are used up (like Latumofis Potions) and keep a tally of spells used from each level. Do this as these events occur--don't put it off. Although keeping the S.E. Sheet updated constantly may seem tedious, I assure you that the benefits far outweigh any inconvenience. Besides keeping you from having to make camp every time you want to check your characters' status (then trying to remember all those words and numbers!), it allows the player to quickly evaluate the overall strength of the party for use in a variety of situations, from taking a chance on setting off a chest's trap to deciding when to head for home.

## A NOTE ON CHEATING

Wizardry can be such a frustrating game that one is tempted to make indiscriminate use of the various fix disks and "walkthroughs" available. There are those who boost their Wizardry characters' attributes and possessions in order to "win" the game without going through the annoyance of actually earning them through experience. Although some may want to "win" at Wizardry the same way they "win" at Pac-Man, I am convinced that you bought the Wizardry program and this manual because you enjoy playing as much as you do winning, and you believe, as I do, that easy answers and quick solutions destroy the fun in any game. Nichols Services products provide you with some very powerful tools. The Manual contains a great deal of information that normally is gained only through experience, as well as ways to use the Utilities and program bugs to build characters, recover from losses and to acquire possessions in ways not even whispered in the Manual. The maps reveal the mazes in all their glory. The Wizmaster disk lets you print out your character's inspect screens and roster as well as recover from disaster or unwanted changes. I do not believe that using the information and capabilities found within the Wizardry program itself or using the Wizmaster disk in the way it was intended is cheating in any way. However,

you can cheat yourself if you use these tools in a manner that will remove the challenge from playing in favor of winning at all costs. In order to get the maximum enjoyment from the game, I recommend you do your own mapping, use the information and maps as reference material only, and actually change characters with the Utility tricks and the Wizmaster Utility Disk only when there is no other alternative.

#### =====NOTES ON THE WIZISYSTEM FORMAT BY ITEM=====

The Wizisystem Format gives you an efficient step-by-step procedure for expeditions and those necessary but dull housekeeping chores in the Castle. At first, you probably will refer to it quite often. After using it a while, it will become the natural way to do things and you won't have to refer to it at all, unless something unusual happens (exceptions are the rule in Wizardry!). The first step, I-UTILITIES, will be used only when you reboot the program disk, while all the following ones will be used for every expedition. I have included references to other sections in this manual where most appropriate, although I have omitted constant reference to the most obvious ones.

#### I--UTILITIES

The procedure for using the \*UTILITIES to your advantage is found in \*APPENDIX D, and the reader is referred to that section for a full discussion of the possibilities open to him through this powerful part of the program. You can save time at this point of the Wizisystem if you will make notes on what you want to do with the \*UTILITIES, particularly \*TRANSFER and \*NAME CHANGE, before you leave the game in the previous session. Frequent backup of your characters cannot be overemphasized. It should be routine to make a character backup every time you boot the disk as well as when you earn a significant number of experience points, find important items of equipment or magic or make any personnel or name changes. Few things are more frustrating than building up a party over several hours, only to lose them in an encounter with unexpectedly powerful monsters. Backing up in the middle of a playing session is tedious, but well worth the effort.

#### II--THE CASTLE

1. GILGAMESH'S TAVERN--Your first stop in the Castle upon starting the game will be the Tavern, unless you have unfinished business in the Training Grounds, such as \*CHANGING CLASSES or simply seeing who's there (if you keep good records, you won't have to do this). At the Tavern, type in the names of your party in the order they will travel in the expedition--it saves time later. Double check each character's equipment, magical items and spells. Try to take care of "housekeeping" chores such as identifying items, buying and selling, checking at the Adventurer's Inn for new levels and experience points needed for the next level, and resurrecting dead characters before leaving the game in the previous playing session. You will be anxious to get started and may forget to do something vital like renewing spells at the Inn. (Remember, Murphy and his Laws are in their element in Wizardry!) The quickest, most efficient procedure for getting these tasks behind you is found in VI--RETURN TO THE CASTLE, below.

2. ADVENTURER'S INN, BOLTAC'S TRADING POST, TEMPLE OF CANT, ENTRANCE TO MAZE (optional) See discussion in 1.GILGAMESH'S TAVERN, above.

#### III--PLANNING THE EXPEDITION

The most successful expeditions are the best planned ones, almost without exception. Without planning, you are trusting Fate and her friend, Murphy. Your planning should be in two parts: 1) what you hope to accomplish, in priority order, and 2) the limits you place on spells spent, hit points lost, etc., which will signal the time to return to the Castle.

1) PLANNING WHAT YOU WANT TO ACCOMPLISH. Besides mapping new areas of the maze, your expeditions may have as a purpose the retrieval of dead or disbanded characters, the seeking out of monsters to gain experience points, the search for chests and the goodies therein, trying out new combinations of party members, or a variety of other reasons. These can be as many or as few as you wish, but they should be put in priority order. Often the first objective is reached before a "signal" goes off to return to the Castle, and you should be prepared to use this bonus time to good advantage. When mapping is your primary purpose, do not be tempted to kick down "just one more door"--you might find yourself stuck in an area where your available spells and hit points make it unlikely you will get out! It is better to go back through known areas seeking out encounters and chests. See APPENDIX E, MAPPING and APPENDIX C, CHESTS, for additional advice.

2) SET LIMITS FOR YOUR EXPEDITION. Every party, whatever its strength, has limitations. The successful player will recognize these limitations and plan accordingly. Be realistic about how many hit points you can lose and how many spells you can cast before it is time to pack it in, and remember that you must get from where you are to the stairs to the Castle. It is advisable always to give yourself a buffer--it is far better to enter the Castle with spells left than to limp in with dead and poisoned members, if at all. Overextending a party's stay in the mazes is the easiest way to get them all killed. The player might impose other limitations not connected with the party's strength, such as one or more of the party's members needing only a few more experience points to make a level. This is a valid limitation, and may become the primary purpose for the expedition, since new levels mean greater abilities and the characters don't reap their rewards until they visit the Adventurer's Inn. If possible, have a calculator handy to keep a running total of experience points earned during the expedition. Whatever limits you set, be realistic and do not be tempted to overextend your party. Strict observance of the limits you set will insure that your party will return from their expedition in reasonably good condition and will soon be able to go on another, stronger and more confident than ever!

#### IV--ENTRANCE TO THE MAZE

Camping at the Entrance to the Maze allows you to cast all the camp spells and perform all the functions that can be done in camp, but with the important option of returning to the Castle immediately. In other words, this is your last chance to turn back! Put your party in travelling order, if you haven't done so already. Helpful spells to cast at this time are 'Maporfic,' which lowers the entire party's Armor Class by 2 points for the whole expedition, and 'Lomilwa,' which allows you to see farther in the maze and reveals most secret doors for the duration of the expedition. However, the 'Lomilwa' spell is cancelled by dark areas, so if you're planning to enter a dark area soon, don't waste the spell.

#### V--THE EXPEDITION

While on expedition, your party basically will be doing two things: travelling and fighting. Since travelling in the maze is covered thoroughly in APPENDIX E and chests are covered in APPENDIX C, the following discussion will cover combat and related activities exclusively.

COMBAT--WHAT TO EXPECT. One of three things will happen when you encounter monsters: you will surprise them, they will surprise you or nobody is surprised at all! The group that surprises the other gets to deliver a round's worth of damage without the chance of the victims' fighting back. Things return to normal in the next round, if there is one. If you are given this advantage, by all means take it, concentrating on the spell-casting and/or stronger monsters if you can't get them all. If you are the victim, watch the effects of the attack carefully, especially if the monsters are powerful spell-casting ones. You may need to alter your normal strategy to include healing spells for those close to death, or may need to use a spell to get out of there entirely. Unless you can't avoid it, never use the "Run" option during encounters. It does not reduce the effect of many monsters' blows and spells and, if you happen to get away for one round, they will probably chase you. If you survive at all, you might very well find yourself in an unmapped portion of the maze, weak and lost. Barring attacks by monsters far stronger than the average for that level, careful attention to planning will mean that you will be able to survive all but the worst attacks, so hang in there!

MONSTER GROUPS come in all sizes and shapes (see \*INDIVIDUAL MONSTERS and \*MONSTER GROUPS) but the order that they will attack in is fairly constant. The fighters will be in the first rank, and those that intend to cast spells will be in the back ranks. The exception is when all the monsters may cast spells, in which case some of the first rank monsters may choose to cast spells instead of fighting. Experience and frequent reference to the charts provided will help you decide which monsters are the most dangerous.

COMBAT STRATEGY varies by encounter, but it is based on the simple principle: eliminate the most powerful monsters first. The less powerful ones may inflict some damage, but it will be far less than if your strategy were reversed. Often the more powerful ones will hang back, hoping that you will be distracted by the weaker ones in front. If you have spells that are effective against the meaner ones, use them and let the fighters eliminate the weaker ones. Otherwise, you'll have to combine spells with fighting to eliminate them. It pays to be aggressive in battle, so go ahead and use everything you can to defeat the monsters quickly. Prolonged encounters usually mean more injuries. When casting spells, try to fit the power of the spell to the monster's hit points. It is wasteful and ultimately dangerous to use "overkill" if you can avoid it. In combat, experience is the best teacher, so note carefully what is and is not effective. Constantly evaluate your decisions in light of the results in order to be able to win encounters with fewer and fewer injuries.

IMPORTANT THINGS TO REMEMBER IN COMBAT are: 1) The characters in the second and third place in your party have further to reach with their weapons, so the damage they inflict will generally be less. 2) If you surprise the monsters, you will not be allowed to cast spells, so it is prudent for the non-fighting characters to carry magical items they can use (non-spellcasting characters such as Thieves should always carry most of these items, so they can contribute to combat whatever the circumstances!). 3) Always remember that healing spells and items can be used in combat as well as in camp!

CAMP is absolutely safe, no matter where you are. While in camp, be sure to drop used up magical items, such as scrolls and potions (these will be indicated by a "broken item" in that equipment slot) in order to be able to accommodate more found items. I usually let one of the "safer" characters carry most of the expedition's gold, so, if I've accumulated a significant amount, I'll trade all the gold to him while in camp. One of the primary functions of camp is to allow you to heal your characters with spells. First priority goes to those near death, then to those whose fighting ability and/or spell-casting ability makes them most important to the welfare of the entire group. Don't waste your healing spells--use the right spell for the number of hit points you wish to heal. The resurrection spells--'Di' and 'Kadorto'--are about 60% successful. Failure of the 'Di' spell turns the character to ashes. You may try a second time with the 'Kadorto' spell, but be warned, if you use the 'Kadorto' spell on one who is ashes and it fails, that character is lost forever, equipment and all. I have a policy of not attempting to resurrect a character who is ashes unless the very life of the party depends on it. You can always use the one of the \*UTILITIES to restore him, but only to the status of the last backup. At the end of your expedition, always make camp and use up all your healing spells. It will make your housekeeping chores easier when you return to the Castle.

#### VI--RETURN TO THE CASTLE

The readiness of your party for the next expedition depends on your preparations in the Castle. I call these activities "housekeeping" chores--necessary but time consuming and somewhat boring, when compared with adventuring in the mazes. You may do these in any order you wish as

long as they all are done, but I have found that the order suggested in the Wizisystem Format is the fastest and most efficient. Of course, if one of the stops doesn't apply to your party, such as the Temple of Cant, you should skip it. If at all possible, you should attend to housekeeping every time you return to the Castle--even if you intend to leave the game--for the reasons stated in section I, above.

**TEMPLE OF CANT** Here you can revive the stoned and paralyzed if you don't know those spells yet. If you do, it is cheaper to restore your priest's spells in the Inn, go to the Tavern and add these characters to the party then go to the entrance of the Maze and cure them there (also ages the affected characters less). Both revival and resurrection of dead characters require a fee in gold that is commensurate with the character's Ability Level. You will not be penalized for finding out how much it is going to cost at the Temple, then leaving. Since I advocate not carrying any gold into the Mazes, but letting one of your Training Ground personnel keep it, you may have to go to the Tavern and add your banker to the party in order to pay the fee at the Temple. Sometimes I will have a character waiting in the Training Grounds that could substitute for the slain character. In this case, I'll add both characters to the party in the Tavern, trade the dead one's possessions with the live one, and wait until a better time to revive him (again, there seems to be no penalty for waiting for revival. I seldom have had one of the Temple's revival attempts to fail.) After visiting the Temple you will have to go to the Tavern to add them to the party again before going on to the next step.

**ADVENTURER'S INN** Never pay gold to heal your characters' hit points unless there is absolutely no alternative. Not only is it wasteful, but it ages your characters a great deal. The stables are free and do not seem to age them at all. Use this facility to find out who made levels and how many experience points each character needs to make the next level (be sure to write this on your Spell and Experience Sheets), then go to the Entrance to the Maze to heal hit points. Visiting the stables also restores your spell-casting characters' spells. If you have to pay to heal hit points, please remember that the more expensive the room, the less it will age your character.

**GILGAMESH'S TAVERN** If any of your characters need hit points restored, keep them in the party, along with those who know healing spells. Remove a character to make room for your bishop (unless you have one in the party), but not before trading any gold and items to be identified to another party member. Then have the remaining characters trade all the other unknown items and gold to the bishop (he should serve as your banker, also). If all this confuses you, see **\*TRAINING GROUND PERSONNEL**.

**ENTRANCE TO THE MAZE** Here you can heal hit points and revive the paralyzed and stoned with the appropriate spells. If you have a large number of hit points to heal, or if your priests don't know many spells yet, you may have to keep shuttling between the Inn and the Entrance to the Maze until you get it all done. Just remember that it not only saves gold, but it ages you characters very little, if at all. After getting all the missions of mercy done, start having your bishop attempt to identify the unknown items found in the maze (if you do not have a bishop in your regular party). Only rarely does any bishop identify an item on the first try--it may take as many as 10 times before you are successful. There's a 50% chance that a bishop will be forced to equip a cursed item if he is qualified to use it, otherwise the item will either have a (-)minus sign in front of the listing or will have "cursed" as part of its name. Note that most items such as Long Sword -1 are not cursed to the extent of requiring uncursing by Boltac, but may be classified as mildly cursed duds (See **\*EQUIPMENT**. Many believe that the function of these "minus" items is to prevent you from equipping unidentified items while in the mazes.). If a bishop is forced to equip a cursed item, you will be certain to know it is cursed--there will be a furious beeping with "cursed" flashing across the bottom of the screen. If there is any doubt as to whether an item is greatly cursed, try to drop it or trade it with another character (preferably one that can't equip with it)--you will be stopped if it is. After all the items have been identified, leave the camp and press (Y)es when asked if you want to take the stairs going up to the Castle.

**ADVENTURER'S INN** If you used any spells on your visit to the Maze Entrance, restore them in the stables before you do anything else.

**BOLTAC'S TRADING POST** Many of the items that you pick up in the mazes will be of little value due to their relative powerlessness or your already having more than you could possibly use. Let your bishop sell these to Boltac and keep those items you can use or store. If you're rolling in gold, you can let Boltac uncure any items the bishop is stuck with, but they will not harm him in any way if he never goes on an expedition with them, and, when uncursed, they are taken away from him anyway. (You may get rid of cursed items by having your Bishop temporarily trade off all his equipment except for the cursed item, go into the maze alone, and then return to the castle with a Loktofeit spell. If he doesn't know that spell, someone who does will have to accompany him.) If you are planning for any of your characters to upgrade their equipment, go ahead and let them sell unwanted items, but not those you will trade or store.

**GILGAMESH'S TAVERN** Your bishop should trade any newly identified items that you will be using on the next expedition with the appropriate party members (go ahead and equip them with the items so you don't forget). If any member is going to replace broken items like Latumofis Potions or buy upgraded equipment at the Trading Post, have the bishop trade him the required gold. If the bishop has items that you wish to store, bring in the appropriate **\*TRAINING GROUND PERSONNEL** (see **\*FORMING YOUR PARTY**) and trade with them. After all this horse-trading is completed, reform your party and enter any changes on the Character Sheets and Spell and Experience Sheets.

## VII--EVALUATION

Before you return to the mazes or leave the game, take a minute to review the last expedition. Go over your notes and map and memory to determine where you went right and wrong. If

you had a particularly difficult encounter, decide what you could do to make your victory easier. Were you able to follow your maps easily? If not, or if there were confusing places, maybe you need to redo portions of them before going deeper into the mazes, or revise your mapmaking technique. The few minutes that you spend evaluating your last expedition will make your next ones that much more successful.

VIII--LEAVE THE GAME AND RETURN TO WIZISYSTEM HEADING I FOR BACKUP /OR/ RETURN TO WIZISYSTEM HEADING III TO PLAN THE NEXT EXPEDITION /OR/ LEAVE THE GAME

# =====ADVICE TO NEW PLAYERS=====

WHAT TO DO FIRST--The most important factor in being successful at Wizardry is having strong characters to work with. Go to the section \*CREATING AND DEVELOPING CHARACTERS and follow the directions found there. Then read the rest of this manual and the Wizardry Manual before you go on any expedition.

EQUIPPING YOUR CHARACTERS--Aside from creating new characters, equipping them is one of the big problems encountered by the beginning Wizardry player. This section will give you some specific advice on what equipment to get and how to plan for your characters' equipment. If you follow the directions in the section \*HOW TO CREATE A CHARACTER, you will have quite a bit of gold, already. If you need more, read \*INCREASING GOLD AND EQUIPMENT in APPENDIX D.

Open this manual to the section \*EQUIPMENT in APPENDIX F. In the chart, you will find who can use what equipment. On a blank sheet of paper, write down the equipment you want each of your characters to carry. The equipment and magical items fall into six broad categories: Helm, Shield, Armor, Weapon, Gauntlets, and Miscellaneous equipment. The first five are all equipped items, and their availability to your characters depends upon what class (and sometimes alignment) they are. The sixth category's items are usually not equipped (at least, those a beginning player would be likely to use) and can be used by almost any class--see \*MAGICAL ITEMS in APPENDIX F for information on each item. A character can equip with only one item from each category at a time, so it does no good to have extra swords, etc. Have the \*EQUIPMENT chart and your shopping list available when you visit Boltac's on your first buying trip (please note that a lot of this equipment is not in his regular stock, but is found in the mazes). Generally, the more expensive something is, the more powerful it is. This rule doesn't apply to certain classes of equipment, for example, the +1 armor. Even though it all costs the same, the Plate Mail +1 is the most powerful, followed by the Breast Plate +1, and so on. (The lists are arranged in roughly ascending order of power. Pay special attention to the 'SP' and 'PR' statistics provided for some of the equipment.) Don't spend all your gold on armor and equipment, however--save some to buy at least one Latumofis pot. This item cures poison and is invaluable for saving a character when you are deep in the maze without a Latumofis spell available. You will need one or two in the party for Level 1, two or three for Level 2 and one for every character for all the other levels, even though you have a priest who knows the spell (it is cheaper in the long run to spend the gold than to spend the spells!). Don't waste your gold on other magical items at this time. Finally, be sure to actually equip each character with the items they have bought--they cannot use them if you don't. This can be done one at a time in Gilgamesh's Tavern or all at one time in the entrance to the Maze.

KEEP YOUR EXPEDITIONS SHORT--at least until your characters have reached Ability Level 6 or so. By that time they will have the strength, spells and equipment--and you will have the experience--to stay out longer. Although it has been stated in several places in this manual, I'll say it again: plan your expeditions. Have a definite cutoff for hit points, spells used, parts of the maze to be covered, etc. and keep track of these statistics constantly. Overextended parties are the monster's delight!

EVALUATE EACH EXPEDITION--before going out again. Think over what went right and what went wrong. If a spell didn't work, try to find out why. If monsters creamed your fighters, consider better equipment, or a spell that could reduce their Armor Class. Does your mapping technique or symbols need revision? Never make the same mistake twice!

TAKE YOUR TIME--and do it right. It's always better to have one successful expedition than two or three disasters. For those used to action-type games, Wizardry will seem painfully slow at first. Always remember that this is a game of brains, rather than reflexes. The player who uses his noodle better than the monsters doesn't end up in the soup!

AVOID FREQUENT USE OF THE UTILITIES--(except the Backup Utility) even though I've gone to great pains to show you how to bypass some of the more unpleasant results of forays into the mazes. If you depend on \*TRANSFERRING, the \*OPTIMIZING and the F)rom Backup too much, you will become sloppy, and sloppiness leads to lost fun and disaster. Besides, the \*UTILITIES take a lot of time--time you could be using playing the game!



# =====CREATING AND DEVELOPING CHARACTERS=====

## INTRODUCTION

The first step toward success in Wizardry is to create the best characters you can. Without good characters, your every entry into the maze will be an exercise in futility! The most successful characters possess the optimum combination of race, class, alignment and personality attributes necessary for controlled development both individually and as an adventuring party. They have one thing in common: Flexibility.

When you create a character, you give him everything--race, character class (such as priest or fighter), alignment (good-neutral-evil) and to some extent, personality attributes (I.Q., strength, etc.). These combine and interact to make a unique personality that has certain abilities and limitations. (The characters you create may be of either sex, but this has no bearing on their development or ultimate success.) As the characters adventure in the mazes, they are given points for conquering monsters and completing quests, and these points are added to the basic attributes that you gave them at creation, increasing their abilities (each increase in ability is called an Ability Level, for example, a level 10 fighter). I refer to this growth of abilities as "character development." There comes a point at which a character's acquisition of new abilities begins to level off, and they are ready for a new stage in their development--\*CHANGING CLASSES (for example, a mage that has learned all the mage spells will keep that knowledge if he changes to priest, and may then learn priest spells, as well!). The new classes for which each is eligible is based solely on the development of the basic attributes you gave them at their creation, as is the success that a character might have in a new class. So you see, you can actually guide a character from class to class, picking up the abilities of each, until you have the Wizardry equivalent of a super-hero! This involves very careful planning from the outset, both for your individual characters and for the entire adventuring party.

This chapter has the information you need to create superior characters--ones that will not only survive, but who will develop into near invincibility. Read carefully the sections on planning and creating a character, and if you are uncertain about any facet of a character's attributes, take the time to review the information before you create any characters.

# =====CHARACTER CLASSES=====

There are a total of eight character classes available to the Wizardry player: five for beginning characters and three that developed characters may change to. A wise choice of classes for your characters will depend heavily on the makeup of your party (see \*FORMING YOUR PARTY) and your overall plans for their development (see \*PLANNING FOR THE DEVELOPMENT OF YOUR CHARACTERS). The discussion which follows gives a thumbnail sketch of the attributes of each character class. Each class has limitations as to which items of equipment and magic they can use, and some classes learn spells of specific types (For detailed information see \*EQUIPMENT AND MAGICAL ITEMS--APPENDIX F, SPELLS--APPENDIX A and SPELL ACQUISITION--APPENDIX B).

## NOTES ON CHARACTER CLASSES

Below is a chart of the minimum character attributes required for each class. Note that these are the only requirements (other than alignment) for the classes--Ability Level has no bearing at all! Blank spaces indicate that there are no minimums assigned to that Attribute. Following the chart is a brief discussion of each class.

	FIGHTER	MAGE	PRIEST	THIEF	BISHOP	SAMURAI	LORD	NINJA
Strength	11					15	15	17
IQ		11			12	11	12	17
Piety			11		12	10	12	17
Vitality						14	15	17
Agility				11		10	14	17
Luck							15	17

**FIGHTER**--(Available to new characters) Fighters are better at hand-to-hand combat than all classes except Lords. Note that Fighters of most races gain more hit points and vitality points than other classes at the same ability level. They can use any armor and weapons that their alignment allows, as well as some magical items (for example, 'good' Fighters cannot use the Helm +2(evil)--see \*EQUIPMENT AND MAGICAL ITEMS). They learn no spells.

**MAGE**--(Available to new characters) Mages are poor fighters but learn the \*SPELLS that are most effective in combat. They are very limited as to equipment and can use only those magical items suited to their class and alignment.

**PRIEST**--(Available to new characters) Priests are the most flexible of all classes, and learn \*SPELLS that can heal, hurt and dispell the Undead. However, they are not as good in combat as Fighters and their destructive spells are not as effective as those of Mages, and as such are no

substitute for these classes. Priests are highly prized for their spells of healing, protection, light and the location of characters lost in the mazes. They can use certain items of armor and weaponry, and can use magical items consistent with their class and alignment.

THIEF--(Available to new characters) Thieves are not good for much besides identifying the traps on chests and opening them! They are lousy fighters and learn no spells. Since there are alternate means of dealing with \*CHESTS (though not as effective), there are only two reasons to have any thieves in your party: 1) Chests are the only place you will find the better equipment and thieves pilfer them best, and 2) Ninjas are closely related to thieves, and an evil Thief seems to be able to change to the Ninja class sooner than any other combination of class and alignment. See \*CHARACTER CLASSES NOT TO HAVE IN YOUR PARTY for other strategies involving Thieves.

BISHOP--(Available to new characters) Bishops are the ultimate Jacks-of-All-Trades: they can do a lot of things, but only one thing well! To be fair, they are the only class that can identify unknown items found in the maze without paying a fee at Boltac's. If you don't have a Bishop in your party, you should have one or two Bishops loitering about the Training Grounds for that purpose alone (see \*TRAINING GROUND PERSONNEL and The \*WIZISYSTEM FORMAT). Bishops learn both Priest and Mage \*SPELLS, but very slowly. If all you want is a spell-casting character, it is faster to completely develop a character as a Mage, \*CHANGE CLASSES and completely develop him as a Priest than it is to develop a Bishop to the same level of effectiveness. Bishops can equip with certain items of armor and weaponry, and are limited as to the magical items they can use.

SAMURAI--(Generally not available to new characters unless you get a very large number of bonus points) Samurai are good in combat and slowly learn Mage \*SPELLS (being closely related to Mages), but are ultimately not as effective or as easily developed as Fighters or Lords. Moreover, monsters seem to single them out for especially rough treatment during encounters! A better character would be one that was fully developed as a Mage, then changed to a Fighter--he would know more spells and would be better in combat for the same amount of time (see \*CHANGING CLASSES). Samurai can use almost all \*EQUIPMENT AND MAGICAL ITEMS that their alignment allows.

LORD--(Not available to new characters) Lords are better than any other class in combat, and slowly learn Priest \*SPELLS and the ability to dispell the undead (since their first cousins are Priests). They also seem to be harder for monsters to damage than other classes. For these reasons, it is a very desirable class, especially if you have a fully developed Mage that is eligible to \*CHANGE CLASS to Lord--an almost invincible fighter with both Priest and Mage spells! They may use any \*EQUIPMENT AND MAGICAL ITEMS that their alignment allows.

NINJA--(Not available to new characters) Ninjas are phenomenal fighters, and a high level Ninja is so dangerous that he has a low AC without any equipment! Equipped with the \*EQUIPMENT best suited to them, they kill even the most formidable opponent with the first blow at least 20% of the time. You would know that this is the most difficult class to change to! A bonus: Ninjas are closely related to thieves and can replace that class in your parties! As stated previously, it seems that Thieves attain the ability to change to Ninja sooner than other classes, but the penalty is that Thieves have low hit points. Since Ninjas gain hit points slowly too, you might find it best to develop an evil Fighter to a high level, then switch him to the Ninja class. If you do not need a Ninja in your party, an alternative would be to develop an evil Mage fully, then switch him to Fighter. Ninjas may equip with most items suitable to Fighters, but work best with specifically evil and/or oriental items.



# =====CHARACTER DEVELOPMENT BY CLASS AND RACE=====

The chart below will help you see the relationships between alignment, race and class. Listed first are the Align(ments)--G(ood), N(eutral), E(vil)--allowed for each class. Next are the H(it Points) and V(itality) points of the five races for each class. The first number is the ability L(evel) that these figures come from. For example, L13H112V14 means that at ability level 13 the average character had 112 hit points and 14 vitality points. Hit points and vitality points were chosen because they give a good overall indication of the development of characters. You will note that some races are simply unsuitable for certain classes. (Trust me--I have spent many ponderous hours playing with the weaker combinations just to prove the point!) Please note that these statistics are not chiseled in stone, since the gains that characters make upon changing levels are random (see \*OPTIMIZING LEVEL CHANGES in the \*UTILITIES section).

CLASS	ALIGN.	HUMAN	ELF	DWARF	GNOME	HOBBIT
FIGHTER	G/N/E	✓L13H108V17	L13H82V9	L13H75V16	L11H66V13	L12H69V12
MAGE	G/N/E	✓L13H70V18	✓L13H73V18	L13H68V14	L6H21V16	L9H42V13
PRIEST	G/E	✓L13H90V18	L13H71V17	✓L13H87V17	L12H66V16	L11H62V15
THIEF	N/E	✓L13H69V18	L12H59V13	L13H69V15	✓L13H71V18	✓L13H74V18
BISHOP	G/E	✓L13H81V13	L12H62V14	L13H66V14	L13H55V15	L14H54V14
SAMURAI	G/N	✓L12H219V11	L14H107V10	L9H114V15	L10H98V14	L9H89V14
LORD	G	✓L12H236V14	L16H178V16	✓L11H222V12	L9H145V9	L11H121V12
NINJA	E	✓L12H211V16	L8H154V12	✓L13H213V14	L3H87V10	L9H101V9

## =====CHARACTER STATISTICS=====

### ALIGNMENT

The alignment of your characters--good, neutral or evil--determines the class they can be initially, the equipment that can be carried, as well as the makeup of your adventuring parties (although there are ways to get around this--see \*FORMING YOUR PARTY and \*CHANGING CLASSES. See \*CHARACTER CLASSES for alignment requirements for each class.) Character development (acquisition of hit points, spells, etc.) does not seem to be dependent upon alignment.

My most successful characters all have been of good alignment, although I have tried every other combination of alignments. Perhaps this is due in part to the greater care that I have given to the development of "good" characters that I named after individuals I admire (I can't let Gabriel the Archangel be evil!), but I believe that good alignment for most characters has these advantages over other choices:

\*\*\*There are more classes available to good alignments, both initially and when changing classes. Therefore, good alignment makes a character more flexible.

\*\*\*Good characters can carry more effective equipment than other alignments--there is very little specifically evil equipment, and some of the most powerful items often cannot be used by evil characters.

\*\*\*It is very much more difficult to develop a successful party if their alignments are mixed. It is even harder to keep a successful mixed-alignment party together after changing one or more character's classes!

### A NOTE ON INVOLUNTARY ALIGNMENT CHANGES

From time to time, one or more of your characters will suddenly have their alignments changed while adventuring, either by actions inappropriate to their class or alignment, use of certain \*MAGICAL ITEMS or by Fickle Fate. For example, attempts to use the Tiltwait spell more than the number of times earned will change a Mage's alignment, and an evil party's letting a friendly group of monsters pass unmolested (and a good party fighting them) will often change at least one character's alignment. It is suggested that you transfer these changed characters to a spare scenario for future use rather than deleting them (see \*TRANSFER UTILITY, APPENDIX D). Except in rare cases, none of their other characteristics will be changed, so a well developed good Priest will become a well developed evil Priest!

## PERSONALITY ATTRIBUTES

Each character you create has six basic characteristics, or personality attributes. (In order to reduce confusion among similar terms, "basic characteristics" will be called "personality attributes" in this manual.) These personality attributes determine a character's class, ability in combat and ability to change classes later on, so they are best chosen carefully. A chart of each race's basic personality attributes is included under \*RACES, and the discussion of \*CLASSES has more about the importance of the personality attributes for each class. The six personality attributes are as follows:

**STRENGTH**-affects combat ability in that it is one of the major determinants how many hit points a character's blow can inflict. This can be modified to some extent with strong armament. Lots of strength is not necessary for characters who normally will not be involved in combat, such as Mages or thieves.

**I.Q.**-is most important for Mages, Bishops and Samurai, since it determines how many Mage spells they learn, how quickly they learn them, and how many they can cast. I have not noticed any correlation between I.Q. and the abilities of any other character classes (including Priests), other than to advance or delay the option to \*CHANGE CLASSES.

**PIETY**-works for Priests, Bishops and Lords the same way that I.Q. works for Mages, Bishops and Samurai. Similarly, the amount of piety a character who is not learning Priest spells has doesn't seem to matter, except as it affects the option to \*CHANGE CLASSES.

**VITALITY**-is very important for all characters, so, after getting the necessary personality attribute points for your character's class (see \*HOW TO CREATE A CHARACTER), pile on as many vitality points as you can spare. Those directly involved in combat (such as Fighters) need the most, while those in the rear can get by with fewer. Always remember that spells cast by \*MONSTERS, booby-trapped \*CHESTS and perils such as pits can affect any member of the party, and the ability to survive is directly dependent upon vitality. Also, there seems to be an interrelation between vitality, luck, \*RACE, \*CLASS and how many hit points a character gains when he makes a level. The "weaker" classes and races usually gain more hit points when they have more vitality points.

**AGILITY**-not only determines the order of monster attacks, but the ability to dodge them. Characters with lots of agility seem to be able to disarm \*CHESTS better, whatever their class.

**LUCK**-is mysterious, indeed. Characters with higher luck points are better able to avoid pits, disarm \*CHESTS, and fight better, at least sometimes. As stated above, characters with high Luck points seems to get more hit points than others. This, on the surface, is the least important of the personality attributes.

## RACES

There are five races of characters: Human, Elf, Gnome, Dwarf, and Hobbit. Although the Wizardry Manual states that some races are more resistant to magical attacks than others, I have never noted a consistent pattern, so I think this statement can be disregarded. However, each race does have qualities that make it more suitable for one class than another, especially if you intend to \*CHANGE CLASSES later on (see the chart at \*CHARACTER DEVELOPMENT BY CLASS AND RACE). Careful comparison of the basic personality attributes of each race with the notes on the \*CLASSES available and \*CHANGING CLASSES will help you decide the races most fitting for your characters.

## BASIC PERSONALITY ATTRIBUTES BY RACE

Each race has a basic allotment of points in each of the seven \*PERSONALITY ATTRIBUTES. When you \*CREATE A CHARACTER, you are given bonus points that you can add on where you see fit. However, when a character \*CHANGES CLASSES, he will return to these basic personality attributes with no bonus points. The basic personality attributes of each race are independent of any other characteristics, such as alignment or class.

	HUMAN	ELF	GNOME	DWARF	HOBBIT
STRENGTH	8	7	7	10	5
I.Q.	8	10	7	7	7
PIETY	5	10	10	10	7
VITALITY	8	6	8	10	6
AGILITY	8	9	10	5	10
LUCK	9	6	7	6	15
BEST CLASSES	Any	Mage	Priest Priest	Fighter Thief	Thief Priest

The section on \*CHARACTER DEVELOPMENT BY CLASS AND RACE has a full discussion of the performance of each race in each class. Although gnomes look cute in armor and I like to scratch a hobbit's head as much as the next guy, when one's success in the game depends upon characters who are

flexible enough to develop fully I believe that one must be practical about the choice of one's characters' races. There are exceptions to this rule, however, such as one of my characters, Ludwig the Elf, who has been successful as a Mage, a Priest and a Fighter and is now a good Thief (it happens but only by use of certain magical items!)

#### LEVEL OF ABILITY AND EXPERIENCE POINTS

Every character has a Level of Ability based on the number of experience points he has earned in combat. As the characters earn experience points, they will make higher levels, usually gaining hit points, personality attribute points, and certain abilities and spells appropriate to their classes (see \*OPTIMIZING LEVEL CHANGES in the UTILITIES section for a full discussion of the random nature of the level change). Each new level requires a fixed total of experience points in order to reach it. This total increases as the level numbers get higher, as is illustrated in the chart below. Please note that characters can and should continue making levels higher than 13, since abilities continue to develop past this point, especially those of characters who can cast spells. (This can be taken past the point of diminishing returns--see \*CHANGING CLASSES and \*SPELL ACQUISITION, APPENDIX B.)

EXP.POINTS TO LEVEL	FIGHTER	MAGE	PRIEST	THIEF	BISHOP	SAMURAI	LORD	NINJA
1	1000	1100	1050	900	1200	1250	1300	1450
2	1724	1896	1810	1551	2105	2192	2280	2543
3	2972	3268	3120	2674	3692	3845	4000	4461
4	5124	5634	5379	4610	6477	6745	7017	7826
5	8834	9713	9274	7948	11363	11833	12310	13729
6	15231	16746	15989	13703	19935	20759	21596	24085
7	26260	28872	27567	23625	34973	36419	37887	42254
8	45275	49779	47529	40732	61356	63892	66468	74129
9	78060	85825	81946	70227	107642	112091	116610	130050
10	134586	147974	141286	121081	188845	196650	204578	228157
11	232044	255127	243596	208760	331307	345000	358908	400275
12	400075	439874	419993	359931	581240	605263	629663	702236
13 & ABOVE	289709	318529	304132	260639	438479	456601	475008	529756

Please note that only survivors of an encounter earn points--dead, stoned or paralyzed characters do not earn any, even if they have helped kill the monsters (life is unfair!). There seems to be a constant amount of experience points to be earned by conquering each \*MONSTER group, and these are divided by the number of eligible party members. A quick way to develop one or two party members is to have them adventure alone or in small parties on easy maze levels (don't get them killed!). They accumulate experience points--and ability levels--very quickly!

#### AGE

Characters are assigned an age when they are created, and this age increases throughout the game by normal aging (about one year for every ten levels), being paralyzed, stoned, or killed, or by \*CHANGING CLASSES. Spell-casting characters are generally older than others from the beginning. Aging can be minimized by not getting killed, paralyzed or stoned (ha!ha!) and by not using the rooms that cost gold at the Inn. After checking levels gained and experience points needed for the next level at the Inn's Stable, go back out to the entrance to the Maze and use your healing spells, then come back to the castle. Do this as many times as needed, since it doesn't age the characters any and saves gold! (see The \*WIZISYSTEM FORMAT for more instructions.)

Since I am very careful to avoid or minimize the situations that age my characters, I have never had one die of old age or even have his abilities decrease due to advancing years. However, a number of people have had their characters wane and die by age 42, so by all means do everything you can to control aging!

## =PLANNING FOR THE DEVELOPMENT OF YOUR CHARACTERS=

When planning your characters' futures, keep in mind the key to success: Flexibility. Certain combinations of race, class and alignment limit a character's options for development, while others enjoy a much greater potential for change and growth. It is best to avoid combinations that limit a character when you create him, rather than be confronted with a dead end character later on. Your initial choices should give your characters as much flexibility as possible, so that their full potential can be realized.

### PLANNING FOR AND CREATING YOUR CHARACTERS

The following procedure is suggested for best use of this manual:

- 1) READ THE WIZARDRY MANUAL, pages 6-22 (Training Grounds and The Castle), in order to get an overview of character options, the mechanics of character creation and the services available in the Castle.
- 2) READ AND STUDY THIS SECTION, \*CREATING AND DEVELOPING CHARACTERS. Throughout you are referred to other sections in this manual. At this point, you may scan them, but they are not necessary to the creation of good characters and too much information will only confuse you and make planning more difficult.
- 3) DECIDE UPON THE BASIC ALIGNMENT of your expedition party: good, good-neutral, neutral-evil, or evil. This will affect the classes available to you.
- 4) DETERMINE THE CLASSES of characters you want in your first expedition party. Enter these statistics and those in (3) on the Character Development Planning Sheet.
- 5) DETERMINE THE FUTURE CLASSES you will want in a second and third (and fourth, if you wish) party made up of characters who have all changed classes. Of course, these decisions will be tentative and may change as you gain experience. Enter these on the Character Development Planning Sheet.
- 6) PLAN EACH CHARACTER'S CLASS CHANGES, keeping in mind the limitations of race and alignment, and the necessity of maintaining strong expedition parties. (Again, this will be tentative.) Continually refer to the charts and discussions provided, and always remember that each character must remain as flexible as possible. For example, if you want a character to change to Lord in the third party, the best choice for race in the first party would not be elf, since elves do not make the best combatants, and an evil alignment for any member of the party would be out of the question, since Lords must be good and travel with good or neutral companions. As you can tell, this step will take a long time, but it's worth it!
- 7) CREATE YOUR FIRST PARTY CHARACTERS, following the instructions found in \*HOW TO CREATE A CHARACTER in both this and the Wizardry Manual. Remember to save promising characters who do not make it into your first party, and take any character you plan to delete, reroll or save for later development to the Castle first and strip him of his gold (sounds cruel, doesn't it?).
- 8) READ THE SECTION \*TRAINING GROUND PERSONNEL. Designate unused characters from (7) as Training Ground Personnel, and create new characters, as necessary.
- 9) READ THE REST OF BOTH MANUALS, follow the directions for equipping your first party, and enter the maze for your first adventure!

## =====HOW TO CREATE A CHARACTER=====

The Wizardry Manual (pages 10-12) is fairly clear in describing the mechanics of character creation, so this section will contain comments and hints for the most part, and will follow the Wizardry Manual's sequence of steps. If you have followed the instructions in the section \*PLANNING FOR THE DEVELOPMENT OF YOUR CHARACTERS, you already will have decided all the character attributes you want for your new characters. (If you haven't done this, you're trusting Fate, and you'll get what you deserve!) You should have the Character Development Planning Sheet in front of you, as well as some blank paper and at least six copies of the Character Sheet (if you can, it is best to have one of these for every character you plan to keep--it makes the information readily available for the comparison of alternatives). As you create characters, you will be able to divide them into three classes: no's, maybe's and yes's. On your blank paper write all of the names down, and the statistics of all the maybe's and yes's down so you can keep track of what you're doing--believe me, it does get confusing! When you have made some final decisions, record the characters' statistics on the forms provided.

**NAMES**--Although you may have decided upon names for your characters, do not use them yet. Assign each character a number, or, if you're going after a certain class, a code such as "M4" for the fourth mage you've created. You can assign the keepers real names later, but for right now keep it simple. Write each number or code on your blank paper, leaving room for statistics for each.

**PASSWORD**--Again, keep it simple. Since you'll be typing this many times in each game. I use an "X" for all newly created characters and change this to "M" (the first letter of my first name) for those I will take with me to the Castle or save for future use in order to minimize the chance of accidentally deleting or rerolling the best ones. Unless more than one person will be using your Wizardry disk, you don't need anything more complicated. And don't use "Return" for a password, either, since Murphy's Law states that you will inevitably delete your best character in a fit of habit.

**RACE AND ALIGNMENT**--You ought to have decided these already.

**PERSONALITY ATTRIBUTE SELECTION**--Follow the instructions in the Wizardry Manual for the mechanics of applying bonus points to the different personality attributes. They don't tell you

that these bonus points vary from a low of 5 to a high of 30 (maybe higher, but I've never encountered it after creating hundreds of characters). The number of bonus points given is random, so keep trying if you don't get at least 18. Fewer than 18 will not allow you to create a strong character. You may need to review \*PERSONALITY ATTRIBUTES and \*CHARACTER CLASSES in order to put the bonus points on the attributes most needed for the class you're trying to create. Take your time when you are given high bonus points in order to explore the class options--the more experience you have in this area, the better your future choices will be.

CHOOSE A CLASS--Just follow directions.

KEEP THE CHARACTER--Do not delete that dud! Keep him and go on to the next new character. When you've filled up the roster, take all of your newly created characters to Gilgamesh's Tavern in the Castle, and trade their gold to the most likely candidate for keeping. Then return to the Training Grounds and decide who you want to reroll (reroll is faster than delete, since you don't have to type in the name again.) Take the time to change the passwords of the ones you are interested in, particularly the one with all the gold, so you won't accidentally delete or reroll him. Jot the statistics of these tentative keepers down so you can compare them to any new ones you may create without a lot of switching back and forth and trying to remember (Murphy's Law again--you won't remember, and if you do, you will remember the right information for the wrong character!).

GO BACK AND DO IT ALL AGAIN until you have a party you can work with. You may have to compromise, but if you take the time, you won't have to give up much. This part of the game is pure tedium, but besides creating a good first party and supporting crew, you are accumulating gold for their equipment, so grit your teeth and do it right!

DON'T CHANGE CLASSES OF NEW CHARACTERS! Remember that they will age 5-10 years and will drop back to the base statistics of their race with no bonus points. It's better to reroll a character you're not satisfied with.

IF YOUR ROSTER IS FULL and you still are dissatisfied with the characters you have created, weed out the weaker ones and reroll them--be heartless! Keep only the ones with the highest bonus points: I promise you, you'll never use those of lesser endowments. If you are so fortunate as to have a full roster of potential super-heroes and still haven't gotten all your classes filled, then decide which ones you won't be using in your first party or in the Training Grounds, write their statistics on a Character Sheet (along with where they can be found), and use the \*TRANSFER UTILITY to store them on an extra scenario disk. When you have finished creating the best characters you can, cull them again for first party and Training Ground personnel, then go to the \*UTILITIES. Transfer the ones you don't need right away (always write down their statistics first, as well as where they are stored). Give the fortunate ones real names (be sure to change the name on their Character Sheet as well) and make a backup of your new characters. If you have done this part of the game right, you will seldom have to go through it again, if ever.

#### =====CHANGING CLASSES=====

As characters survive encounters in the mazes, they are given experience points which qualify them for higher ability levels. A quick look at the information in \*CHARACTER CLASSES and \*SPELL ACQUISITION (APPENDIX B) will show that certain classes peak out after a number of levels, and gain no significant abilities after reaching that point. However, they are able to change classes, allowing them to develop new attributes while keeping many of their former ones--almost like having your cake and eating it, too! The section on \*PLANNING FOR THE DEVELOPMENT OF YOUR CHARACTERS has advice on how to plan these changes in order to develop the strongest possible characters and parties.

The classes a character is eligible for are fairly predictable (80%), and are based on the personality attributes and alignment of the individual. \*CHARACTER CLASSES has a full discussion of the different classes and the requirements for each. You may check your characters' eligibility for change in the Training Grounds after typing in their name and password. Upon pressing (C), the change options will be listed, and you will note immediately an inaccuracy in the Wizardry manual. It implies that a character becomes eligible to change only to a higher class, while you can readily see that you can change him to any class for which he meets the basic requirements--lower or higher.

Before pressing that key, you need to be aware of some glaring omissions in the Wizardry Manual having to do with the penalties for changing classes (no free lunch, even if it is cake). Following is the list found on page 13, with important additions:

#### A CHARACTER WHO CHANGES CLASSES:

\*\*\*Becomes a first level character in the chosen class with no experience points

\*\*\*Has all his personality attributes return to the base statistics for his race (see \*RACES for these). These are low and will remain low for quite some time, although the character will be able to function in his new class even if the attributes do not reach the minimum for the creation of new characters of his class. Fighting classes, for example, are particularly vulnerable at this point, since their Vitality points are low. For this reason, make sure that you plan a character's race carefully through all his class changes so that he will have higher points in the more important personal attributes of his new class.

\*\*\*Keeps his maximum hit points, another reason to plan carefully, since certain races and classes do not gain hit points as rapidly as others--see the chart in \*CHARACTER CLASSES.

\*\*\*Keeps his knowledge of all spells learned in the previous class, and may cast one for each spell in a particular spell level. For example, if a former Priest knows all four of the Level 2 spells, he retains that knowledge and may cast a total of four Level 2 spells. It is rare for

characters to learn more spells upon changing classes, as is stated in the Manual. From time to time a Mage or Priest who didn't learn all spells in all spell categories before changing classes will learn them in their new class. Also, sometimes Samurai will skip spell categories and learn much higher level spells. For example, had a Samurai who knew only some of the first two categories of Mage spells, but suddenly learned all of the fifth category upon gaining a level.

\*\*\*Spell-casting characters will not be able to use the spells they learned in their previous class until they have had at least one expedition. Sometimes they have to reach the second level to do so! If you need their spell-casting abilities sooner rather than later, take your party on a short expedition on the first level and they will regain their former as well as their new spells.

\*\*\*Characters age 5-10 years every time they change a class, which makes changing classes something not to be taken lightly, since aging gradually reduces a character's abilities. Use of the Wizisystem can minimize the aging process in all other phases of the game but this. Sorry!

#### TIPS FOR CHANGING CLASSES

PLAN YOUR CHARACTER'S DEVELOPMENT rather than changing at random. Some of my strongest characters have learned all the Mage spells, all the Priest spells and are now in other classes, combining the capabilities of all three! Do not change a Mage or Priest's class until they have learned all the spells in all Spell Levels. This does not coincide necessarily with his earning the maximum number of spells that may be cast in a given level. For example, a Mage may learn all of the Level 7 spells one or two ability levels before he earns the maximum of 9 spells in that Level. Therefore, he could be changed any time after learning the maximum number of spells, since he will only be able to cast the number of the spells he knows in a given level.

CONSIDER YOUR CHARACTER'S RACE AND ALIGNMENT not only for the present class change, but for the next one(s), as well. You can't make an evil character a Lord and Elves are never as good as Fighters as Humans, for example.

CAN YOUR CHARACTER STAND THE AGE INCREASE, especially if he started out as a Mage or Priest, which have higher ages to begin with? Follow the Wizisystem instructions carefully to keep your characters from aging too much and this won't be too much of a problem. However, you may need to limit class changes for already-established characters if they are pushing 40, the approximate age when abilities start dropping (see \*AGE).

CONCENTRATE ON INCREASING THE NUMBER OF PRIEST AND MAGE SPELLS available to your party. These can do more to foster the success of your party than any other change you might make. See \*FORMING YOUR PARTY for more information.

SELECT THE CLASSES THAT WILL MAKE A WELL-BALANCED PARTY, even though it may mean delaying a class change for one or more characters. You cannot avoid the fact that the first three members of your party will engage monsters in combat, and you don't want classes such as Mage or Thief trying to fight monsters. \*FORMING YOUR PARTY has a chart of my best party and the changes they have made, which might help you make decisions.

#### =====FORMING YOUR PARTY=====

##### FUNCTIONS REQUIRED IN A GOOD PARTY

Each character in an expedition party has--or should have--a specific function. Sometimes these functions overlap, as in the case of certain classes and characters who have changed classes. Below are the various functions in the order of importance:

- 1)COMBAT--the first three members of your party will engage the monsters encountered whether you want them to or not. Running or parrying does not reduce their vulnerability to the hand-to-hand blows of monsters much.
- 2)COMBAT SPELLS that aid the first three members of your party defeat the monsters.
- 3)HEALING SPELLS help your party stay in the mazes longer and, in many instances, survive.
- 4)SPELLS THAT ALLOW THE PARTY TO TRAVEL CONFIDENTLY IN THE MAZES, such as the Priest's 'Lomilwa' spell or the Mage's 'Dumapic' and 'Malor' spells.
- 5)DETERMINING THE TRAPS ON CHESTS either by the Calfo spell or by the wiles of Thieves.
- 6)IDENTIFYING ITEMS FOUND IN THE MAZES. This can be done only by Bishops while in the mazes, or can be done by Boltac in the Castle.

##### COMBAT ABILITY BY CLASS

While it is clear which characters can cast which spells, combat ability is not so apparent. Following is a discussion of the fighting characteristics of each class:

FIGHTER: Excellent combatant, may use all armor and weapons. Lower potential armor class makes them harder to injure.

MAGE: Poor fighter, limited to robes and certain weapons, which keeps armor class high making them easily injured.

PRIEST: Fair fighter, limited use of armor and weapons. Medium armor class makes them more vulnerable as monsters get stronger.

THIEF: Fair-poor fighter, limited to leather armor and certain weapons, giving them high armor class which makes them easily injured.

BISHOP: Fair fighter, but armor and weapons limitations are almost the same as a thief's,

giving them high armor class which makes them easily injured.

SAMURAI: Excellent fighter, can use any item of armor and weapons. Low potential armor class makes them hard to injure. Fighting ability seems to be not any higher than Fighter class and is lower than Lord or Ninja. Monsters seem to seek them out first for heaviest blows.

LORD: Superior fighter, may use all non-evil armor and weapons, giving them a lower potential armor class making them harder to injure. Lords have the highest fighting ability among the classes that can be of good alignment.

NINJA: Superior fighter, but limited armor and weapons allowance makes them very vulnerable to monster attacks, particularly before they reach a high Experience Level.

#### CHARACTER CLASSES NOT TO HAVE IN YOUR PARTY

The Wizardry Manual is almost silent on the best makeup of parties. On page 34 it advises a party of two Fighters, a Priest, a Thief and two Mages. Well, folks, I've tried it and it doesn't work. The Priest always gets killed and the Thief ends up doing nothing but carrying the clerical remains. There's no character capable of healing hit points, and you have to spend all your gold reviving the Priest instead of buying needed equipment. Since there are fewer chests on the upper levels and Thieves develop faster than any other class, I recommend that you not have a thief in your first parties. As you parties become more experienced and are going to the lower levels, you may want to add a Thief (or change a Mage or Priest to a Thief) in order to plunder the chests you will find. Many people have NEVER had a Thief and have been very successful, so you may want to eliminate Thieves altogether!

#### HOW MANY PARTIES SHOULD YOU HAVE?

The varying objectives and goals of your expedition will have a lot to do with the organization of your parties. Some people, myself included, have chosen to use one main party for all purposes, with a number of extra characters serving only when needed or in the Training Grounds. Other players have a more varied approach, using more than one party, as the objectives of an expedition requires. Each way can be successful and comes down to personal preference. The advantages and disadvantages of each are discussed below.

THE SINGLE PARTY APPROACH By far the most popular way to march through the mazes is with a single party that is created and developed together, and barring disaster, will stick together to the end. These characters may be of any alignment--one seems about as effective as another, despite my preferences for good characters. The major advantage of having one group is that they all develop at more or less the same rate, making class changes much easier to plan and execute. The main disadvantage is the single party's potential lack of flexibility in different situations. As much flexibility as possible must be planned from the outset, even though you can't be certain what you will need until you need it! In the single party approach, \*TRAINING GROUND PERSONNEL become all the more important, taking over some of the duties of a larger pool of adventuring characters.

THE MULTIPLE PARTY APPROACH can take two directions: 1) two or more separate parties that seldom or never combine to adventure together, and 2) a pool of characters from which an adventuring party is drawn. Obviously, the multiple party approach allows a great deal of freedom in choosing party classes and alignments. It allows the player maximum flexibility in selecting parties to deal with specific difficulties and opportunities to be found in the mazes. The major disadvantage lies in the relative slowness with which individual characters gain ability levels and the attendant difficulties of planning for the development of strong characters and parties. This can be minimized by having a core of two or three neutral characters that go out on every expedition, backed up by a pool of good and evil characters that join the party as needed or desired.

#### SUGGESTED PERSONNEL AND EXPEDITION PARTY ORDER

Whatever your choices as to the number of parties you will have available, experience has shown that the successful adventuring party's organization is relatively inflexible. The function of the party members are listed below in the order in which they proceed in the maze:

- |                      |                    |
|----------------------|--------------------|
| 1) Combat Function 1 | 4) Priest Function |
| 2) Combat Function 2 | 5) Mage Function 1 |
| 3) Combat Function 3 | 6) Mage Function 2 |

The combat function slots can be filled with Fighters, Samurais, Lords or Ninjas, the strongest characters always being in the lead. Unless you have an unusually strong Priest or Bishop to spare, do not put them in the first three slots since their spells (and health) are vital to the party. They perform best in the fourth slot, where they can provide a backup in case one of your regular combatants is disabled. The Mage function characters are protected in the rear of the party so they can cast their spells unmolested. One of the Mage functions can be filled with a Bishop or a Thief, if they know enough Mage spells. As characters become mature and change classes, they can duplicate the functions of other classes, as is illustrated in the next section.



### EXAMPLE OF A SUCCESSFUL WELL-DEVELOPED PARTY

Although my favorite characters have changed classes several times, I am careful to keep this general outline of party functions intact. As mentioned in \*CHANGING CLASSES, increasing the healing and combat spells known by the group are the first priority when considering class changes for characters. Even so, a well-rounded party is given first billing. To give you an idea how this is done, here are the present functions and histories of my best party:

- 1) LORD-learning Priest spells, former Mage (all spells), former Fighter (high hit points)
- 2) SAMURAI-learning Mage spells, former Priest (all spells), former Fighter (high hit points)
- 3) FIGHTER-former Mage (all spells), former Priest (all spells). This is weakest of the fighters, not having the high hit points of a former fighter.
- 4) PRIEST-former mage (all spells), former fighter (high hit points)
- 5) THIEF-former Priest (all spells), former Mage (all spells)
- 6) BISHOP-(most Mage and Priest spells), former Fighter (high hit points)

As you can see, this party is almost invincible, especially when it has the more powerful armaments to protect them! All the most important functions have been kept, and the combat and healing spells have been doubled and redoubled, insuring that the party has an excellent chance of surviving even the worst attacks.

### HOW TO MIX GOOD AND EVIL CHARACTERS IN THE SAME PARTY

As stated in the Wizardry Manual and previously in this one, there are restrictions as to the alignments that party members can have. The allowed groupings are as follows: all good, good-neutral, all neutral, neutral-evil and all evil. Neutral characters can travel with any alignment, but evil and good cannot be in the same party under normal circumstances. Abnormal circumstances are either involuntary or voluntary. Sometimes a character's alignment is changed while on expedition (see \*ALIGNMENT), and as long as you don't remove the incompatible members from the party, they can go back into the maze together. If you want to have good and evil adventure together and don't want to wait around for Fate, there is a way to do it. Take either the good or the evil characters alone right inside the maze entrance and disband them. Then form the rest of your party, enter the maze and pick them up and go forth! An alternative is to take the characters into the maze to a convenient spot, unequip their armor, etc., and let the monsters kill them. Form the rest of your party, go to the death scene, pick them up and hope that your spells don't turn them to ashes! The latter method ages your characters and invites Murphy to lunch, so don't try it unless you have a burning need for mixed parties!

### TRAINING GROUND PERSONNEL

Napoleon said that "An army marches on its stomach," and logistical support in the Training Grounds is just as important in Wizardry as in the mortal realm. Careful planning is required in order to make the non-adventuring characters a reserve army rather than a disorganized, haphazard rabble. The Training Grounds should be looked upon as a storage place for good characters, gold, equipment and magical items. Characters there have a dual role: 1) each is either a backup for an adventuring character or of a class or alignment useful when parties return to the Castle, and 2) each holds equipment and magical items of a specific type for possible future use. Each of these roles is discussed below:

1) CHARACTER STORAGE is of three types: A) backups for currently adventuring characters, B) interesting characters that are not currently adventuring, but are on "hold", and C) characters with classes and alignments that are useful in the Castle. When \*OPTIMIZING LEVEL CHANGES using the \*UTILITIES I find that I often have two useful versions of a character. Rather than dispense with all but the one to be used first, I either transfer the second version to a scenario disk set aside for that purpose, or rename the alternate character and place him in the Training Grounds of my playing disk for easy access. Since I monkey around with different party makeups a lot, I keep a menagerie of interesting characters there, again for easy access. When the Roster starts getting full, I'll pack the less interesting characters off to another scenario disk to wait their turn in the mazes, but I will always keep the makings of an alternate party in the Training Grounds. Category C) needs some explanation, although it will be brief due to the matter's lengthy treatment under the \*RETURN TO CASTLE section of the \*WIZISYSTEM FORMAT. I always keep at least one Bishop and one neutral character in the Training Grounds at all times. The Bishop serves to identify items that the adventuring party brings back to the Castle, in case the party didn't contain a Bishop. He also serves as the banker, and is the one who pays the fees for resuscitation in the Temple. The class of the character of neutral alignment doesn't matter--mine is a left-over Thief that I liked too much to delete. He has one function: when one of your adventuring party comes dragging into the Castle with a changed alignment, this neutral character can be added to the party to take the changed character's equipment before you assign him to storage or to never-never land.

2)EQUIPMENT AND MAGICAL ITEM STORAGE The characters in the Training Grounds, with the exception of the Bishop, the neutral character, and characters slated to go adventuring immediately, all hold specific items of equipment and magic found in the maze. These items are powerful but unneeded in the presently adventuring party. At the time I transfer these characters in, I even give them the name of the items they are holding, for example, Armor, Weapons, Healing, Harm, Latumofis, Rod of Flame, and Gold (the Bishop). This way there is no guessing as to who has what. The Bishop and the neutral character never store items, since their function requires them to be able to accept items upon the adventuring party's return.



# APPENDIX A SPELLS-DESCRIPTION AND GROUPING

BELOW IS A CHART OF SPELLS CLASSIFIED FOR EASIER REFERENCE. NOTE THAT MANY OF THE SPELLS THAT HARM OR REDUCE THE EFFECTIVENESS OF MONSTERS HAVE NO EFFECT ON SOME--SEE THE MONSTER CHARTS FOR SPECIFICS. BE SURE YOU HAVE MADE THE BEST DECISION BEFORE YOU ENTER SPELLS. ONCE YOU HAVE PRESSED RETURN, YOU HAVE LOST ONE SPELL OF THAT SPELL LEVEL WHETHER OR NOT YOU HAVE ACTUALLY CAST IT!

## -----COMBAT-----

### FUNCTION OF SPELLS: LOWER ARMOR CLASS OF CASTER

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	1-PORFIC	COMBAT	ENCOUNTER	LOWERS AC BY 2. NOT EFFECTIVE AGAINST MONSTER SPELLS
MAGE	1-MOGREF	COMBAT	ENCOUNTER	LOWERS AC BY 2. NOT EFFECTIVE AGAINST MONSTER SPELLS
MAGE	2-SOPIC	COMBAT	ENCOUNTER	LOWERS AC BY 4. GOOD FOR HAND-TO-HAND COMBAT, BUT NOT AGAINST MONSTER SPELLS

### FUNCTION OF SPELLS: LOWER ARMOR CLASS OF PARTY

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	1-KALKI	COMBAT	ENCOUNTER	LOWERS AC BY 1. NOT EFFECTIVE AGAINST MONSTER SPELLS
PRIEST	2-MATU	COMBAT	ENCOUNTER	LOWERS AC BY 2. NOT EFFECTIVE AGAINST MONSTER SPELLS
PRIEST	3-BAHATU	COMBAT	ENCOUNTER	LOWERS AC BY 4. NOT EFFECTIVE AGAINST MONSTER SPELLS
PRIEST	4-MAPOFIC	ANY TIME	EXPEDITION	LOWERS AC BY 2. GOOD FOR HAND-TO-HAND COMBAT. NOT EFFECTIVE FOR MONSTER SPELLS
MAGE	6-MASOPIC	COMBAT	ENCOUNTER	LOWERS AC BY 4. GOOD FOR HAND-TO-HAND COMBAT. NOT EFFECTIVE FOR MONSTER SPELLS

### FUNCTION OF SPELLS: HARM ONE MONSTER

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	1-BADIOS	COMBAT	ONCE	INFLECTS 1-8 HIT POINTS DAMAGE
PRIEST	4-BADIAL	COMBAT	ONCE	INFLECTS 2-16 HIT POINTS DAMAGE
PRIEST	5-BADIALMA	COMBAT	ONCE	INFLECTS 3-24 HIT POINTS DAMAGE
PRIEST	5-BADI	COMBAT	ONCE	CAUSES DEATH FOR MOST LOW AND MIDDLE LEVEL MONSTERS--EFFECT VARIABLE FOR OTHERS.
PRIEST	6-MABADI	COMBAT	ONCE	REMOVES ALL BUT 1-8 HIT POINTS FROM MONSTER. GOOD FOR MOST MONSTERS.
MAGE	1-HALITO	COMBAT	ONCE	INFLECTS 1-8 HIT POINTS DAMAGE
MAGE	6-ZILWAN	COMBAT	ONCE	KILLS MOST UNDEAD MONSTERS

### FUNCTION OF SPELLS: HARM MONSTER GROUP(S)

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	5-LITOKAN	COMBAT	ONCE	INFLECTS 3-24 HIT POINTS DAMAGE ON 1 GROUP, SOME MONSTERS UNAFFECTED
PRIEST	6-LORTO	COMBAT	ONCE	INFLECTS 6-36 HIT POINTS DAMAGE ON 1 GROUP, SOME MONSTERS UNAFFECTED
PRIEST	7-MALIKTO	COMBAT	ONCE	INFLECTS 12-72 HIT POINTS DAMAGE ON 1 GROUP, SOME MONSTERS UNAFFECTED
MAGE	3-MAHALITO	COMBAT	ONCE	INFLECTS 4-24 HIT POINTS DAMAGE ON 1 GROUP, SOME MONSTERS UNAFFECTED
MAGE	3-MOLITO	COMBAT	ONCE	INFLECTS 3-18 HIT POINTS DAMAGE ON 1 GROUP GOOD FOR SPELL-CASTING MONSTERS
MAGE	4-DALTO	COMBAT	ONCE	INFLECTS 6-36 HIT POINT DAMAGE ON 1 GROUP NO EFFECT ON COLD MONSTERS
MAGE	4-LAHALITO	COMBAT	ONCE	INFLECTS 6-36 HIT POINTS DAMAGE, SOME MONSTERS UNAFFECTED
MAGE	5-MAKANITO	COMBAT	ONCE	KILLS ALL MONSTERS BELOW LVL8-THIS ONE'S GREAT! SOME MONSTERS UNAFFECTED
MAGE	5-MADALTO	COMBAT	ONCE	INFLECTS 8-64 HIT POINTS DAMAGE, 1 GROUP. VERY USEFUL. SOME MONSTERS UNAFFECTED
MAGE	6-LAKANITO	COMBAT	ONCE	KILLS MOST OF 1 HUMANOID GROUP. SOME MONSTERS UNAFFECTED
MAGE	7-TILTOWAIT	COMBAT	ONCE	INFLECTS 10-120 HIT POINTS DAMAGE ON ALL MONSTERS. SOME MONSTERS UNAFFECTED

### FUNCTION OF SPELLS: REDUCE EFFECTIVENESS OF MONSTER GROUP(S)

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	2-MANIFO	COMBAT	VARIES	STIFFENS 1 MONSTER GROUP, EASIER TO KILL. SOME UNAFFECTED OR CAN MINIMIZE
PRIEST	2-MONTINO	COMBAT	ENCOUNTER	MAKES 1 GROUP UNABLE TO CAST SPELLS. SOME MONSTERS UNAFFECTED
MAGE	1-KATINO	COMBAT	VARIES	CAUSES 1 ANIMAL/HUMANOID GROUP TO SLEEP, EASIER TO KILL. SOME UNAFFECTED
MAGE	2-MORLIS	COMBAT	ENCOUNTER	PUTS 1 GROUP IN DARKNESS, EASIER TO KILL. SOME MONSTERS UNAFFECTED
MAGE	4-DILTO	COMBAT	ENCOUNTER	SPREADS FEAR IN 1 GROUP, EASIER TO KILL, OR SOME RUN. STRONG MONSTERS-NO EFFECT!
MAGE	5-MAMORLIS	COMBAT	ENCOUNTER	SAME AS MORLIS, BUT EFFECT IS ON ALL GROUPS. AGGRESSIVE MONSTERS UNAFFECTED

### FUNCTION OF SPELLS: MISCELLANEOUS COMBAT SPELLS

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	3-LATUMAPIC	COMBAT	VARIES	SCENARIO #1-SOMETIMES ALLOWS IDENTIFICATION OF MONSTERS, ALLOWS BETTER DEFENSE
PRIEST	6-LOKTOFEIT	COMBAT	ONCE	SCENARIO #2-AFTER PAYING SAGE, LVL2, IDENTIFIES ALL GROUPS, CAN BE CAST IN CAMP
MAGE	6-HAMAN	COMBAT	ONCE	RECALLS PARTY TO CASTLE, LESS EQUIPMENT AND GOLD. WORKS 40% OF THE TIME.
MAGE	7-MAHAMAN	COMBAT	ONCE	RANDOM EFFECTS, 70% HELPFUL, CAN HARM PARTY. MUST BE LVL13 AND WILL COST 1 LVL
MAGE	7-MALOR	COMBAT	ONCE	SAME COMMENTS AS HAMAN, BUT MORE CHANCE FOR HARM TO PARTY. DESPERATION ONLY.
				RANDOMLY TELEPORTS THE PARTY OUT OF THE AREA. ON LOWER LEVELS IT WILL ALWAYS
				TAKE THEM TO THE LOWEST LEVEL OF THE MAZE. IN SCENARIO 2 IT SOMETIMES
				TELEPORTS INTO ROCK. SOME CHANCE OF ENCOUNTER (5%) AFTER COMBAT USE OF MALOR,
				BUT GENERALLY PARTY CAN CAMP AND DECIDE WHAT TO DO NEXT.

## -----UTILITY SPELLS-----

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	1-MILWA	ANY TIME	SHORT	SEE FURTHER IN MAZE, REVEALS MOST SECRET DOORS.
PRIEST	3-LOMILWA	ANY TIME	EXPEDITION	SEE FURTHER IN MAZE, REVEALS MOST SECRET DOORS.
PRIEST	5-KANDI	CAMP	ONCE	LOCATES DEAD CHARACTERS BY LEVEL AND APPROXIMATE AREA
PRIEST	2-CALFO	FIND CHEST	ONCE	DETERMINES NATURE OF TRAP ON CHEST 90% OF TIME--TRICKY IF TRAP IS TELEPORTER
MAGE	1-DUMAPIC	ONCE	CAMP	LOCATES THE PARTY EXACTLY BY LEVEL, NORTH-EAST COORDINATE, DIRECTION FACING.
				WORKS EVERYWHERE EXCEPT LVL 10 OF 1ST SCENARIO. ESSENTIAL!
MAGE	7-MALOR	ONCE	CAMP	ALLOWS PARTY TO TELEPORT ANYWHERE INTO OR OUT OF MAZE, EXCEPT FOR
				LVL 10, SCENARIO 1 (OUT ONLY), LVL 2, SCENARIO 2 (NOT AT ALL) AND LVL 6,
				SCENARIO 2 (OUT ONLY). KNOW WHERE YOU ARE BEFORE YOU USE THIS SPELL--IF YOU
				TELEPORT INTO ROCK, YOU'RE DEAD! (SEE "COMBAT" FOR USE IN ENCOUNTERS)

## -----HEALING SPELLS-----

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	1-DIOS	ANY TIME	ONCE	RESTORES 1-8 HIT POINTS TO ONE PARTY MEMBER. WILL NOT RESURRECT THE DEAD
				OR CURE PARALYSIS, POISONING, OR STONED CONDITION.
PRIEST	4-DIAL	ANY TIME	ONCE	RESTORES 2-16 HIT POINTS TO ONE PARTY MEMBER. WILL NOT RESURRECT THE DEAD
				OR CURE PARALYSIS, POISONING OR STONED CONDITION.
PRIEST	5-DIALMA	ANY TIME	ONCE	RESTORES 3-34 HIT POINTS TO ONE PARTY MEMBER. WILL NOT RESURRECT THE DEAD
				OR CURE PARALYSIS, POISONING OR STONED CONDITION.
PRIEST	6-MADI	ANY TIME	ONCE	RESTORES ALL HIT POINTS AND CURES ANY CONDITION BUT DEATH.
PRIEST	3-DIALKO	ANY TIME	ONCE	CURES PARALYSIS AND "ASLEEP" CONDITIONS (THESE DO NOT CAUSE LOSS OF HIT POINTS)
PRIEST	4-LATUMOFIS	ANY TIME	ONCE	CURES POISONING, DOES NOT RESTORE HIT POINTS (MOVEMENT CAUSES LOSS OF HIT PTS)
PRIEST	5-DI	CAMP	ONCE	RESURRECTS DEAD PARTY MEMBER 75% OF THE TIME. DOES NOT RESTORE HIT POINTS.
				FAILURE CAUSES PARTY MEMBER TO BECOME ASHES, KADORTO MAY HELP THIS STATE.
PRIEST	7-KADORTO	ANY TIME	ONCE	RESURRECTS DEAD IN ANY STATE 60% OF THE TIME, RESTORES ALL HIT POINTS.
				FAILURE CAUSES COMPLETE LOSS OF CHARACTER, RETRIEVABLE ONLY THROUGH UTILITIES.

===== APPENDIX B =====  
SPELL ACQUISITION BY CLASS AND LEVEL

The spell-casting character classes increase the number of spells they can cast as they gain ability levels--up to a point. All characters in a class increase at approximately the same rate, whatever their race or alignment, however, individuals learn new spells in an unpredictable, random pattern. Therefore, the charts below reflect only the average number of spells of a particular level that can be cast. For ways to optimize spell acquisition, see the \*UTILITIES APPENDIX.

### PRIEST SPELL DEVELOPMENT

[illegible]

## MAGE SPELL DEVELOPMENT

SPELLS-EXP.	LVL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
LEVEL 1:		2	3	4	5	6	7	8	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9
LEVEL 2:				2	3	4	5	6	7	8	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9
LEVEL 3:						1	2	3	4	5	6	7	8	9	9	9	9	9	9	9	9	9	9	9	9
LEVEL 4:								1	2	3	4	5	6	7	8	9	9	9	9	9	9	9	9	9	9
LEVEL 5:										1	2	3	4	5	6	7	8	9	9	9	9	9	9	9	9
LEVEL 6:											2	3	4	5	6	7	8	9	9	9	9	9	9	9	9
LEVEL 7:												3	3	4	4	5	6	7	8	9	9	9	9	9	9

## BISHOP-PRIEST SPELL DEVELOPMENT

[illegible]

## BISHOP-MAGE SPELL DEVELOPMENT

[illegible]

LORD-PRIEST SPELL DEVELOPMENT

[illegible]

## SAMURAI-MAGE SPELL DEVELOPMENT

[illegible]

# ===== APPENDIX C =====

## CHESTS

From time to time, monsters travelling in lighted areas will be carrying chests containing gold, equipment and magical items. When you defeat them, you are presented with it and asked what you want to do (you have no choice about it, no matter how much you want to camp and lick your wounds!). Your options are: open, disarm, inspect, Calfo, or leave. If you leave the chest, you will not suffer any of the perils a trapped chest might have for the unwary, but you don't get any of the gold, equipment or magical items it might contain, either.

If you decide to take a crack at getting what's inside, it's best to try to determine what, if any, booby-traps the chest has (these traps are listed below). There are two ways to do this: inspecting and casting the Calfo spell. Any character may inspect the chest, but Thieves are best at it (this and disarming are about all a Thief can do well!). Higher level thieves get it right 90% of the time, and all other classes are correct 3 out of 10 times on a good day. If you don't have a Thief in the party, you can use the Calfo spell, since it is right about 95% of the time.

If your spellcasting or identifying activities lead you to believe that the chest is not trapped, or if you just feel foolhardy, you may exercise the option to open the chest (sometimes I do this knowing that the trap is an alarm or teleport if it fits my plans). Always let the strongest member of the party do this but never your character with healing spells, since your cogitating may well be wrong and you don't want to be stuck in the position of having a paralyzed priest and no way to cure him.

After determining the nature of the trap to the best of your ability, you may still leave (sometimes the most prudent action, especially if you're low on hit points or don't want to risk being teleported) or you may attempt to disarm the chest. Once again, Thieves and Ninjas are the most light-fingered, but characters who have high personality attribute points in luck and/or agility do almost as well. When disarming, you must type in the trap. By all means, spell it right--if you don't, it will be set off! Do not be discouraged if you don't disarm it on the first try. I have tried as many as 20 times before the trap yielded. There is no limit on how many times one character may attempt to disarm, obviously.

At this juncture, you will either disarm the trap, set it off or get a snide "the chest was not trapped" for all your efforts. If you disarm it, you will get the contents, which is usually gold alone on the upper levels and equipment and magical items on the lower levels. Be ready to note the items that you get--the display moves fast! Your Spell and Experience sheets have a place to enter this information for each member of your party. This is not done out of idle curiosity or to keep your hands busy while the disk drive grinds on endlessly. It is for the purpose of keeping you constantly informed as to the number of slots available so you will have room for important magical items or equipment, should they come along. In fact, I have often dropped various potions and scrolls (Arch Demons just giggle at characters waving a Badios Scroll!) just to keep slots open. The most important reason to have a Bishop in your party is to identify these items while in the maze so that you don't have to guess at what needs to be dropped.

If you set the trap off, you will still get the chest's contents, but only after suffering one of the consequences listed below (the damage gets worse as you get lower in the mazes):

=====CHEST TRAPS=====		
CHEST TRAP	%DISARMED	DANGER
ALARM	75%	CALLS MONSTERS--IMMEDIATE ENCOUNTER
GAS BOMB	80%	3-6 PARTY MEMBERS POISONED, COSTS 5-30 HIT POINTS EACH
POISON NEEDLE	85%	POISONS DISARMER/OPENER, COSTS 5-30 HIT POINTS
EXPLODING BOX	90%	3-6 PARTY MEMBERS DAMAGED 1-50 HIT POINTS EACH
STUNNER	50%	PARALYZES DISARMER/OPENER, SOMETIMES OTHER PARTY MEMBERS, USUALLY NO LOSS OF HIT POINTS
SPLINTERS	75%	COSTS OPENER/DISARMER 10-40 HIT POINTS, SOMETIMES HARMS OTHER PARTY MEMBERS
BLADES	80%	COSTS 2-6 PARTY MEMBERS 5-70 HIT POINTS EACH
CROSSBOW BOLT	75%	COSTS OPENER/DISARMER 5-60 HIT POINTS
TELEPORTER	50%	RANDOM TELEPORTS, IN LOWER MAZES OFTEN TO LOWEST LEVEL, SOMETIMES INTO ROCK
ANTI-MAGE	50%	STONES, PARALYZES 1-ALL MAGES AND SAMURAIS. COSTS NO HIT POINTS. OFTEN SET OFF BY THESE.
ANTI-PRIEST	75%	STONES, PARALYZES 1-ALL PRIESTS,BISHOPS,LORDS. COSTS NO HIT POINTS. OFTEN SET OFF BY THESE.

## ===== APPENDIX D =====

### UTILITIES

The "Utilities" portion of the Wizardry program is very powerful, but you'd never guess that from reading the manual! Its description of the various options is straightforward, explaining the mechanics of the options' use is almost clear language. However, these same options may be used to enhance your playing of the game, allowing you to build up gold and equipment, recover dead characters, optimize the development of your characters or even go back and start over if your favorite party meets disaster. This discussion of the Utilities section of the manual and program is in three parts: 1) requirements for using the Utilities to their full advantage, 2) a discussion of each option with some additions and hints, and 3) how to accomplish some pretty amazing things using the Utilities options.

#### OPTIMUM USE OF THE UTILITIES

In order to use the Utilities to your advantage, you will need to have on hand the following: at least two (2) formatted disks for scenario backups, clearly labelled, and at least one disk for character backups, also labelled. You must have a place to put these disks where they cannot be switched or moved (grim experience has taught me that three-year-olds are capable of shuffling disks and leaving them looking just like you left them!). Please keep in mind the difference between SCENARIO backups and CHARACTER backups: Scenario backups are your actual playing disks made with the Wizardry utilities (the use of these will be explained fully in the section \*OPTIMIZING LEVEL CHANGES). Character backups store just your characters and cannot be used in the actual playing of the game.

The character backup disks are essential to avoiding a catastrophe. Every time you boot the game and every time you make significant advances in the game, such as earning a large number of experience points or finding an important magical item, you MUST make a character backup disk to record this information! Failing to do so is courting disaster, as is clearly stated in the Laws of St. Murphy, chapter 21, verses 56-59: "The fool saith in his heart, 'Lo, now I have power and riches and levels numberless as the stars in the heavens; I am laden with trinkets of magic that make the very Demons tremble at the whisper of my name. Surely, I will have my way with the Leviathan, and will make a record of my deeds at a season when I see fit.' But I say to thee, this man shall be shaken by the Behemoth like unto a pup with a sock, and he shall be dragged away to the regions of no return, and there shall be weeping and gnashing of teeth."

#### THE "CLICK" UTILITY

An alarming number of people simply turn off the computer or open the disk drive door when they see disaster approaching. The party is then "lost in the maze" and may be recovered using the Utilities (sometimes). Folks, as the area's "Wizardry Archfiend" I have seen and heard of a LARGE number of program disks blown beyond all hope of future use by the indiscriminate use of the "click" utility. If you follow the instructions in this section, you won't need to use this dangerous practice, but, if you're determined to do it, by all means back up your characters FREQUENTLY!

#### UTILITIES-ADDITIONS AND HINTS

RECOVERING LOST CHARACTERS is pretty straightforward and does what it says it will. It will not allow you to recover dead or disbanded characters. This is the only way to recover from program "lock-ups" which happen from time to time.

TRANSFERRING CHARACTERS TO OTHER SCENARIOS is the most useful of the Utilities. The manual's explanation of how it's done is clear. Remember this, however, 1) names cannot be duplicated and 2) certain magical items cannot be transferred (see \*EQUIPMENT AND MAGICAL ITEMS for information). Using this option is discussed fully under \*USING THE TRANSFER UTILITY TO YOUR ADVANTAGE, below. A sneaky way to achieve essentially the same results much faster is found in \*OPTIMIZING LEVEL CHANGES.

BACKING UP YOUR CHARACTERS actually has two options: 1) making a character backup, which uses the symbol "T", and 2) putting the information contained in a previously made character backup onto a scenario backup disk, which uses the symbol "F". The mechanics of the first option, making a character backup, are very simple--just follow the menu instructions (An aside: Some versions of Wizardry insist that you use a blank disk for character backups and make an extremely unpleasant noise when data is discovered on the disk. Unless you own a disk factory, ignore it and go ahead--if you are certain that you are overwriting one of your character backups). However, it is strongly suggested that you have TWO disks for character backup and that you rotate your two backup disks (and keep track of the last backup! I do this by keeping the two backup disks in a special place in my file box and putting the most recent one in front). There is only one reason for keeping two character backup discs: sometimes things happen to characters when you leave the game, and it is impossible to determine the nature of these changes without getting into the game itself. If you have backed up your characters from the last game after first booting it, you have lost all record of the unchanged characters. For example, if you have been developing a Good Priest, and he is turned Evil upon leaving the game, you will have to start from the beginning with a new Priest if any of the characters in your favorite party is Good, since he can no longer travel with them. For all intents and purposes, you have lost a character completely!

The F)rom Backup option allows you to load the information contained on a previously made backup onto a scenario disk. (Note that early Apple versions of Mad Overlord do not have this utility.) This completely replaces the character information on the scenario disk with that from the backup, so be sure you want this to happen. If you only want to move or replace individual characters, you should use the 'transfer characters' option, discussed below under \*USING THE TRANSFER UTILITY TO YOUR ADVANTAGE. Full instructions for the use of the F)rom Backup option is contained in \*RECOVERING FROM DISASTER, also found below. PLEASE NOTE: The last sentence on page 4 of the Wizardry Manual ("You may only recover a backup on to a scenario disk made from the same master scenario disk as the scenario you made the backup from.") is translated as follows: using the F)rom Backup option, you cannot load a backup disk onto any scenario disk that was 1) made from a friend's Wizardry disk, or 2) made from a different scenario of the Wizardry game.

RENAMING YOUR CHARACTERS is most useful when transferring characters, however it can be used in other ways. When creating new characters, I give them code names like 'M4' for Mage 4, and save the best ones for future use. When I decide to develop them, I give them proper names, since I believe names that have a special meaning add to the fun of adventuring. As discussed under \*FORMING YOUR PARTY (in Section II, CREATING AND DEVELOPING CHARACTERS) I keep a crew of non-adventuring minions (usually partially developed characters on "hold") in the Training Grounds to store valuable but presently unneeded items. Naming them "Armor", "Magic", etc. cuts out a lot of guessing as to who has what. When I decide to develop them further, their items are transferred to another character and the names switched (see next paragraph for procedure). I always name my most powerful Training Grounds Bishop "Gold". He receives all gold and unknown items found in the maze, identifies the items, then sells and distributes them. More information on his duties are found in the section, \*RETURN TO THE CASTLE, under the \*WIZISYSTEM, Section I.

Since two characters in the same scenario cannot have the same name, SWITCHING NAMES BETWEEN TWO CHARACTERS is a three-step procedure: 1) change the name of the first character to something neutral, like "X", 2) change the name of the second character to that of the first, and, 3) change the first character's neutral name to the former name of the second character.

MAKE ANOTHER SCENARIO DISK has one hitch: most versions of Wizardry require you to have two disk drives. An alternative is to use the disk copy program provided with your computer's DOS to make another scenario (I've never tried this, but a number of people tell me that it works). All the fancy transferring of characters and equipment, as well as the storage of characters not being used, are impossible without at least one extra scenario disk. If you don't have two of those grind-boxes, or you don't want to go through the single drive copying hassle, hie yourself to a friend's house or to your dealer and make one or more extra scenarios (and for Goodness sakes, use YOUR OWN Wizardry disk to do it--see \*BACKING UP YOUR CHARACTERS, above). You'll thank yourself a thousand times for the effort!

#### UTILITY TRICKS

USING THE TRANSFER UTILITY TO YOUR ADVANTAGE is easy if you understand the basic steps involved, although it can be a bit tedious if several characters are being transferred. The purposes for transferring are many: 1) increase gold and get needed items for characters, 2) move characters to or from storage, 3) recover dead or undesirably changed characters to the status of the last backup, 4) restore gold and equipment lost as a result of actions taken in the game, such as completing Mad Overlord or using certain spells, and 5) other similar reasons. Whatever the purpose, the basic steps are the same:

1) LOAD CHARACTER BACKUP ONTO AN EXTRA SCENARIO DISK, using the F)rom option of the Backup Utility. You will have to decide which character backup disk to use, although most of the time it will be the most recent one. Remember that loading a backup onto a scenario disk erases all previous character information, so be careful not to use a scenario disk that is storing characters that you want to keep.

2) START THE GAME USING THE EXTRA SCENARIO DISK with the backup information. Go to Gilgamesh's Tavern and trade all the gold and as many transferrable items as possible (unneeded items can be sold) to the characters that are to be transferred. (See \*EQUIPMENT AND MAGICAL ITEMS for those things that can be transferred.)

3) LEAVE THE GAME, REBOOT PROGRAM, START THE GAME USING THE MAIN SCENARIO DISK (OPTIONAL). If you need to delete any dead characters to make room for the characters to be transferred in, or strip characters to be transferred out, now's your chance. Never let any of the latter carry anything with them--it can be sold if not needed and can always be replaced. The transfer process is less time-consuming if you plan ahead and do this before leaving the game the previous session.

4) LEAVE THE GAME, REBOOT MAIN DISK, GO TO UTILITIES

5) CHANGE NAMES OF THE CHARACTERS TO BE TRANSFERRED if they are to occupy a scenario disk with characters of the same name. See \*RENAMING YOUR CHARACTERS (above) for instructions.

6) TRANSFER CHARACTERS according to the instructions given in the utility's menu.

7) MAKE A CHARACTER BACKUP of your main scenario disk.

8) START THE GAME and attend to the necessary housekeeping chores.

You may repeat the above steps as many times as necessary, as long as you remember not to attempt to transfer certain items, not to duplicate names and that each scenario disk can hold only 20 characters.

OPTIMIZING LEVEL CHANGES takes a little time, but it is well worth it. A little background information is necessary, so grit your teeth and read on: One of the great things about the Wizardry programs is their randomness and unpredictability, from monsters encountered to LEVEL CHANGES. Yep, there is nothing fixed about the attributes gained at level change time except the number of experience points needed for the next level, and to some extent hit points (Hit points acquired are determined by another set of random numbers given a character at creation. You have no control over these numbers except to choose strong characters for continued development). For example, if you were to take a level 9 Mage with enough experience points to change to level 10 to the Inn, he might gain strength and luck, lose agility and vitality and learn one new spell. If it were possible to start all over again, he might LOSE strength, GAIN agility and learn TWO new spells! A third visit probably would get different results, and a fourth, and a fifth, ad infinitum. What follows is a way to take a character to the Inn as many times as you want, then select the 'version' of the level change that is best!

The technique is simple, but must be followed exactly in order to avoid added inconvenience or even disaster. It revolves around this feature of the Wizardry program: when you call up characters to join your party at the Tavern they are temporarily stored in the computer's memory. When you leave the Tavern, they are rewritten to the disk. In order to use this technique, you will need to make one or more extra scenario backups besides the playing scenario disk you normally use. Be sure to label them clearly! PLEASE NOTE: This transferring technique works best when you have a full roster. ALL the scenario disks MUST BE IDENTICAL in order for things to work. It is VERY EASY to get the disks confused, so take accurate notes and by all means, MAKE A CHARACTER BACKUP before you attempt using the technique! If disaster strikes, you may recover characters (sometimes) with Wizardry's Recover Utility. Now that you're sufficiently intimidated, here goes:

- 1) When characters gain enough experience points to change levels, DO NOT TAKE THEM TO THE INN! Instead leave the game and restart the program.
- 2) Make a character backup of your playing scenario disk (this is essential in case you blow it). Use Wizardry's From Backup utility to put the characters onto the extra scenario disks. When you finish you will have two or more identical scenario disks.
- 3) Start the game and go to the Tavern using your playing scenario disk. Enroll ONLY the character(s) to be optimized and take them to the Stables at Inn. DO NOT heal any hit points gained.
- 4) Leave the Inn and return to the Tavern. Inspect the character(s) and write down their new statistics and any spells gained.
- 5) Leave the Tavern AND Castle and go to the Training Grounds.
- 6) Remove your playing scenario disk and insert the first of your extra disks.
- 7) Repeat steps 3, 4, 5 and 6 for each of your extra scenario disks. Be very careful to keep accurate records--you don't want to get the versions of your character(s) mixed up!
- 8) Decide which version of your character best suits your plans for his development. If your plans are for the character to change classes as soon as possible, you will want to give extra weight to the attributes gained. If you want more spells in your adventuring party, then give more consideration to spells earned. Should none of the versions suit you or you want some better choices, you may leave the game and start all over. Use the character backup you made in step 2 to put fresh characters on the disk(s) that are unsuitable, then repeat steps 3,4,5 and 6.
- 9) When you have finalized your choice, put that disk in the machine. MAKE SURE YOU ARE IN THE TRAINING GROUNDS!
- 10) Go to the Tavern and enroll ONLY the character to be transferred.
- 11) Remove the disk WHILE STILL IN THE TAVERN and replace it with your playing disk.
- 12) Leave the Tavern and go to the Training Grounds. If you have done it right, the optimized character is now on your playing scenario disk!
- 13) Repeat steps 9, 10, 11 and 12 if you have several characters to transfer.

Besides optimizing characters' level changes this technique may be used to replace characters whose levels have been drained or even whole parties without leaving the game. (I always take the time to put my characters onto a couple extra scenario disks when I leave the game to make a character backup, even if none of them is changing levels. If disaster strikes I can easily recover without going through the tedium of leaving the game.) Remember that when characters are overwritten with those from alternate scenario disks they and their equipment are lost forever, so trade any gold or items you want to keep before using this procedure to transfer characters.

INCREASING GOLD AND EQUIPMENT--Often players come to a dead end when they don't have enough gold to buy needed equipment or to revive a character in the Temple of Cant. The solution is to employ the \*USING THE TRANSFER UTILITY or the \*OPTIMIZING LEVEL CHANGES procedures above to double, redouble, or even re-redouble their existing gold and equipment. (Beginning players should remember to strip all newly created characters of gold before deleting or transferring them.) Give one or more characters the gold and items to be doubled, then use the procedures to transfer those characters to the playing scenario disk. Back up the disk, and start all over again until the required amount of gold and/or equipment is built up. If you are using the \*OPTIMIZING technique you can use your extra scenario disks instead of having to back up your disks continually.

RECOVERING FROM DISASTER--that is, having your entire party annihilated, is possible using the From Backup utility. You can readily see why it is essential that you keep your backup disks as current as possible, since your party will be restored only to the status last recorded on the backup disk to be used. Employing this utility will in no way harm your scenario disk and has never been known to lose information. However, it does erase all traces of former characters, including those lost in the mazes and those in the Training Grounds, so you'll have to decide whether transferring selected characters might be preferable. Generally, if a party is lost in the first expedition after making a backup, using the Backup Utility is best. If they have had several expeditions and have left gold and other items with the Training Ground personnel, it is better to use the \*TRANSFER UTILITY or the \*OPTIMIZING technique to bring in replacements for the dead party.

## ===== APPENDIX E =====

### MAPPING AND TRAVELLING IN THE MAZES

Mapping is the single most important skill to have in Wizardry, and seems to be the pivot around which success and failure rotate. Even the strongest characters laden with the best equipment, heads full of spells and bodies young and vital will eventually die if you don't know where they are! Good mapping is actually quite simple given the right tools, a cool head and a logical approach. You must be in control at all times: 1) be consistent about the use of mapping symbols and procedures, 2) have an overall plan for each expedition, including how much of the maze you are going to map, 3) know where you are at all times, 4) never panic. Each of these rules are discussed in detail below:

#### BE CONSISTENT

Wizardry is by nature a long-term game. You must be consistent in your mapping procedures over an extended period of time or you will never get very far in the mazes. This requires:

TOOLS that are adequate and dependable are essential to the making of good maps. The use graph paper with at least 1/4 inch squares and a mechanical pencil with plenty of lead and a good eraser avoids the frustration of thick, blurry lines and broken leads at the wrong moment. You should provide yourself with a writing surface that is stable, convenient and placed so that you are able to go back and forth between it and the screen without getting tired quickly.

PREPARE the blank map before you enter the maze. Center a square box 20x20 squares on the page--all the mazes in every Scenario are this size. Then write in East and North coordinates. East goes left to right along the outside bottom of the box, numbered 0,1,2,3 and so on to 19. North goes on the outside left side of the box from bottom to top, numbered the same way. Therefore the graph square in the bottom left corner will be 0East and 0North, and the top right corner square will be 19East and 19North. Each forward step you take will be one square of the graph. If it helps, draw a small compass (N-S-E-W) in one corner of the page. Be sure to label which level of the maze this map will represent.

SYMBOLS don't have to earn you an "A" in mechanical drawing, they only need to be consistent and not so large that they obliterate the graph square. Frequently used symbols are for doors of several types, stairs and messages. If you did not purchase the map sets from me, I have included the key from one to give you an idea of what has worked for me (if you bought the sets, bless you!). Feel free to use any symbols of your choosing, but be consistent!

#### PLAN THE EXPEDITION

All my most dismal annihilations in the mazes have been associated with the lack of planning. I wandered too far, spent too many spells and turned back too late. Every party has limitations and the wise Wizardry hero recognizes them and plans accordingly. Actually, a good expedition plan will have several parameters, among them: 1) the area of the maze to be mapped, 2) the number of experience points needed for the next ability level of different characters and, 3) a cutoff point for the loss of hit points and spells before hightailing it for home. Don't be tempted to "go into just one more room" after reaching any of these objectives--it is better to return to the castle with spells left than to crawl back under the weight of three dead party members!

When planning, be realistic and be conservative. Always provide yourself with a buffer so that if anything unexpected comes up, you won't find yourself up Styx' Creek without a paddle. New adventurers should limit themselves to one or two corridors and/or rooms per expedition in order to build up hit points and ability, besides, your first mapping efforts likely will be awkward and in need of refinement. If you attempt to map too much, you might have an undecipherable mess that you'll have to do over again. It's better to map in small segments at first and review your maps while at the castle for possible technical improvements. As you become more skilled (and your party stronger) you can take longer expeditions.



### KNOW WHERE YOU ARE

Fledgling Wizardrians may guffaw at the suggestion, but is not only possible but imperative that you know where your party is at all times. This can be accomplished through good mapping technique and prudent use of the Dumapic spell (Mage Spell Level 1) and the Milwa and Lomilwa Spells (Priest Spell Levels 1 and 3, respectively).

SPELLS that are indispensable to successful expeditions are Dumapic, Milwa and Lomilwa. The Dumapic Spell is acquired by mages at about Ability Level 4 (the Jeweled Amulet casts the same spell--see \*MAGICAL ITEMS in the Appendices). This spell, cast in camp, tells you the exact location of the party by level, East and North coordinates and the direction they are facing. Reserve the use of this spell for confirming location after being rotated, taking a wrong turn in the dark, or being teleported (see discussion of these delights below). The Milwa and Lomilwa spells (and the Scroll/Lomilwa--see \*MAGICAL ITEMS) allow you to see further into the maze and reveals most secret doors. The difference between the spells is one of duration: the Lomilwa spell lasts the entire expedition, while the Milwa spell lasts a shorter period of time, however, both are cancelled by entering Dark areas (see discussion below). The Milwa spell is one of the first Spell Level group and is acquired by Priests and Bishops anywhere from Ability Level 1 to 4. The Lomilwa Spell is in Spell Level 3, and requires Ability Levels 5-7. The Lomilwa spell is the most useful, and should be cast in camp before leaving the Castle.

### MAPPING TECHNIQUE

Mapping technique is all a matter of taking your time, seeing all you can see from one spot, marking your map accurately and consistently and keeping track of where you've been. Never hurry your mapping--take the time to inspect the corridors in front of you, to the right, to the left and behind you, if necessary. But by all means keep track of which way you've turned, perhaps by turning your map in the direction you're facing. The blocks along the walls of the maze each represent a square on your graph paper, so you can map areas you haven't actually stepped into. As you advance in the maze, keep your pencil on the square you're in presently. It is extremely easy to lose your place in a long corridor.

With the MILWA AND LOMILWA SPELLS, you can see four blocks beyond the square you are standing in, without them it's one block. When you reach an intersection of corridors always map in all directions before going on. A good idea for mapping new levels is to first explore the main corridors in order to get a feel for the divisions of the maze. In over half of the levels the maze is divided into quadrants or sections by corridors, and mapping these first allows you to rough in the whole level without having to go into combat too much. The majority of encounters are in rooms, so you're relatively safe in the corridors and you will almost never have encounters when turning on one spot.

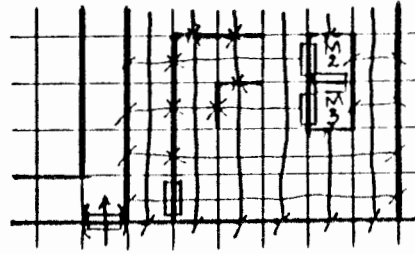
SECRET DOORS are always revealed with the Milwa and Lomilwa spells, but you can often find them without spells by quickly turning right-forward-right-forward, intently watching the screen for their fleeting appearance. Also, a door to the left or right is often revealed by a second line on the wall, almost out of sight on the far left and/or right side of the information window. Use a special symbol for the hidden door, and be aware that there are some doors that are one-way: they refuse to allow passage back the way you came. It is good mapping procedure to check every door you've gone through to see if it is usable again. There is one other type door, one which is never visible, but can be used if kicked. Again, check these doors after going through them to see if they are usable in the other direction.

There are many rooms or squares that ROTATE the party. Usually the direction of rotation is clockwise, and will be only from one direction to the next direction, for example, from North to East. Note these areas carefully, try by turning to find out which direction you're facing in, and if this fails, take a step in the most likely direction and survey the situation using the Dumapic spell. If you don't have this spell available, all you can do is to proceed slowly, looking for landmarks!

TELEPORTING is at the same time your friend and enemy. Before I found out about teleporting, I drew some of the most incredible maps you've ever seen--Level 3 of Mad Overlord was infinitel! Be aware that passing the openings in the boundaries of the 20x20 box on your graph paper will teleport you to the opposite side of the maze at the same coordinate (you have drawn that box, haven't you?). For example, if you are in a corridor at 12East and 19North and you take one more step North, you will instantly be at 12East and 0North in the same corridor. If you turn around, it will look like all the same corridor, too! There are no bells and whistles telling you that you have been teleported--it just happens. However, there are numerous places inside the boundaries that will teleport you randomly. The only way you can tell this has happened is a blinking of the maze window (sometimes) and surroundings that are a little different. This is a great time to make camp and cast a Dumapic spell to find out where Fate has landed you! The teleport trap of \*CHESTS (APPENDIX C) works the same way. "How can it be your friend," you ask? You can use the teleport feature to quickly get from one side of the maze to the other, which is very desirable when you don't want to have too many encounters with monsters. When mapping teleports it is often less confusing to extend an area outside the 20x20 boundaries, particularly when a room or a short corridor straddles the boundary. It is helpful to extend your East and/or North coordinate numbers to cover these areas, making sure to start the coordinates over at 0, for example, 17-18-19-0-1 etc.



DARK AREAS are easy to get lost in, and are potentially the hardest areas to map. I have included a small square of one of my working maps (cleaned up) to show the way I solved this problem. The first course of action you should take is to attempt to find out the extent of the dark area. Do not kick any panels at this time, because you only want to have to enter this area once, and the panel you kick may be a one-way door. Note on the sample that every step is connected with a line. That way I can tell where I've been,



and it also reassures me that that way is clear of obstacles. After mapping the perimeter to the best of your ability, start going back and forth across the area by coordinate--go as far as you can on 12East, for example, then turn around and go back along 13East, criss-crossing the dark area until you have covered every square in both directions. You will find obstacles within most dark areas. These may be walls, cul-de-sacs, or lighted rooms. Take a break from criss-crossing and examine these structures on all sides to discover their size, then methodically kick each panel to find a door. Always mark any kick with a special symbol (I use a slash) so you won't bruise your toes twice in the same place. After completely mapping the interior of a dark area, it's time to find the way out. Often the way in will also be the way out. If your plans allow further exploration, it is preferable to go ahead and find other doors. Kick your way around the perimeter, marking as you go, until you've found the other doors if any. The above method, while it sounds slow and tedious, insures that you will have to enter a dark area only once which in the long run saves a lot of time.

NO MAGIC AREAS In some of the mazes you will encounter areas in which your magic and that of the magical items you carry will not work. Fortunately, most of the monsters you will encounter will be affected, as well (the exception are those that "breathe" damage spells). You will be "tainted" after entering these areas, and cannot use spells until you return to the elevator corridor on that level (that's as much of a clue as you'll get!) to be "cleansed".

#### ESCAPE ROUTES

Always provide yourself with some way out in case of disaster. Most advanced mages and priests will have spells that will teleport the party out of the maze (although all but the Malor spell cost the party most of their gold and equipment, and sometimes more precious things), but less advanced parties must have a well-mapped escape route. Save suspicious-looking sections for when your party is strong and fresh, going as directly to these sections as you can from the Castle. Don't take chances that you'll get tangled up in a plethora of tiny rotating rooms where a few encounters will exhaust your party's resources! If you continually keep track of where you are, where you've been, and the fastest route to the stairs, you will always have a good chance of getting out with most, if not all, of your party intact.

#### NEVER PANIC!

Whatever happens, always remember that the game will wait on you to think your problems through. Hysterically plunging down corridors and into rooms is just what those monsters want you to do--they are in control and they will take advantage of it. YOU must remain in control in order to defeat the monsters on their home turf. Success at Wizardry is not a matter of chance, but the result of intelligent planning and careful attention to details such as good mapping and keeping track of your characters' equipment, statistics and spells. Always remember that the monsters may be stronger, but you are smarter--and if you remain in control, you will win!

# ===== APPENDIX F =====

## PROVING GROUNDS OF THE MAD OVERLORD EQUIPMENT AND MAGICAL ITEMS

Many types of equipment and magical items may be bought in Boltac's Trading Post, but the better and more useful items, as well as all the cursed items, are to be found in the mazes. The chart below will help you use your gold wisely when purchasing, and will guide you in the employment of items found in the maze. The column headings are as follows:

The item's real name is given in the first column, 'ITEM', and its concealed name (the name it has before it is identified) is listed next in the 'CONCEALED AS' column.

In the column 'EQUIP BY' are the classes that may equip these items: F(ighter), M(age), P(riest), T(hief), B(ishop), S(amurai), L(ord), and N(inja). Note that some items bear specific alignment requirements as well. These will often not have the '#' mark next to them on the character's item list, even if the character is of the wrong alignment. But these items will become cursed and sometimes remove AC points if equipped by them! (These are noted with a [X] in the 'Cursed' column.) Many of the magical items can be EQUIPPED by a limited number of classes, but can be USED by other classes. For example, my Thieves often carry and use the Rod of Flame, even though the item has the '#' mark next to it on their item lists and cannot be equipped. Incidentally, most magical items do not have to be equipped at all in order to be Used! Note also that many of the magical items such as the Statuettes and Keys cannot be equipped by any class, but they must be carried by one of your characters in order for the party to receive their benefit.

'VALUE' is the price Boltac would ask if he had the item in stock and you were to want to buy it. Of course, most of these items never reach his shelves, but are found only in the mazes. Other than Boltac's limited offerings, only the non-transferrable items have a specific place where they are found. All the other items are found at random. As a rule, the more powerful an item, the lower down in the maze it is found.

'AC' stands for ARMOR CLASS and tells you the number of points a character's AC will be enhanced (+) or harmed (-) if the item is equipped. For the most part, only items of Armor will have any effect on AC at all, although some special Weapons and Magical Items affect it.

'C?' represents 'CURSED?'. An 'X' indicates that an item is always cursed, and an '[X]' means that it becomes cursed only when equipped by a character of the wrong alignment. If such an item becomes cursed AND harms the character's AC, then the amount of harm will be placed in brackets in the 'CURSED?' column. Remember that cursed objects don't show their true nature until an attempt to identify them has been made, and that a Bishop will be forced to equip a cursed item if he touches it. For safety's sake, successfully identified items should be traded to members of the party who are not eligible to use them. Cursed items that have been equipped can't be sold, dropped or traded until Boltac charges you exorbitant sums to uncurse them; then they are taken away unceremoniously, never to be seen again! Unless you really need the gold Boltac will give you when you sell them, (half of the 'VALUE' column's sum), the best thing to do is to drop cursed items right away.

'ST' stands for a weapon's 'STRENGTH' and 'PR' stands for its 'POWER.' Figures in the 'ST' column tell you a weapon's relative fighting strength. The number in the 'PR' column is a combination of several characteristics, including a weapon's number of hits per parry, its continued effectiveness, how far it can reach into the back ranks of monsters, and if it enhances any of the character's attributes. When choosing weapons for your characters, take into consideration both numbers. For example: One Fighter is level 10 and another is level 9. Your party will be better balanced if you give the lower level Fighter the weapon with a higher 'PR' number, since this weapon will enhance his general abilities so that the two Fighters are more equal in overall effectiveness. Please note that certain non-Weapon items have an effect on a weapon's 'ST' and 'PR' when carried and/or equipped.

The 'COMMENTS' column gives you any additional information you may need to know. Please note that 1) Spells cast by items are the same as those cast by Mages and Priests, and have the same powers and restrictions. 2) Items that cast spells or need to have their power invoked generally will become a 'Broken Item?' when they are no longer usable and should be dropped. The Inspect screen is not refreshed after an item is Used. You will have to leave the main screen and come back in order to see if an item is broken (I usually press R)ead then L)eave). 3) An item that gives protection against dragons, magic, etc. doesn't provide invincibility; damage from those sources is only reduced. 4) Some Weapons are especially good against certain types of monsters, and many non-Weapon items actually make a character's Weapons more effective. All these special offensive abilities are listed under 'Offense' or 'Enhances weapons.' 5) Certain magical items are not transferrable and will prevent your using the Wizardry Utilities to transfer a character holding them from one scenario disk to another. Generally they are items that are found in one specific place, including all the Statuettes, all the Keys, the Blue Ribbon and Werdna's Amulet. Have the character trade or drop those items before using the Utilities, or use one of the alternate methods described in the \*UTILITIES APPENDIX.

ITEM-----CONCEALED AS-EQUIP BY--VALUE-AC-C?-ST-PR-COMMENTS-----

## \*\*\*ARMOR\*\*\*

Robes	Clothing	ALL	15	+1				
Cursed Robe	Robe	ALL	8000	-2	X	-2		Removes 2 strength points from weapons
Leather Armor	Armor	FPTBSLN	50	+2				
Leather +1	Armor	FPTBSLN	1500	+3				
Leather -1	Armor	FPTBSLN	1500	+1	X			
Leather +2	Armor	FPTBSLN	6000	+4				
Leather -2	Armor	FPTBSLN	8000	0	X			
Chain Mail	Armor	FPSLN	90	+3				
Chain Mail +1	Armor	FPSLN	1500	+4				
Chain -1	Armor	FPSLN	1500	+2	X			
Chain +2	Armor	FPSLN	6000	+5				
Evil Chain +2	Chain	FPSLN(Evil)	8000	+5	[-2]			Evil characters only, for others cursed
Chain -2	Armor	FPSLN	8000	+1	X			
Chain Pro Fire	Armor	FPSLN	150000	+6				Protects against 'fire' spells & monsters
Breast Plate	Armor	FPSLN	200	+4				
Breast Plate +1	Armor	FPSLN	1500	+5				
Breast Plate -1	Armor	FPSLN	1500	+3	X			
Breast Plate +2	Armor	FPSLN	10000	+6				1 Adds 1 point to weapon effectiveness
Breast Plate -2	Armor	FPSLN	8000	+2	X			
Breast Plate +3	Armor	FPSLN	100000	+7				
Plate Mail	Armor	FSLN	750	+5				
Plate Mail +1	Armor	FSLN	1500	+6				
Plate Mail +2	Armor	FPSLN	6000	+7				
Neut P-Mail +2	Plate Armor	FPSLN(Neut)	8000	+7	[-2]			Neutral chars. only, for others cursed
Evil Plate +3	Plate Armor	FPSLN(Ev)	150000	+9	[-2]			Evil characters only, for others cursed
Lords Garb	Armor	L	1000000	+10				Heals 1 HP per move; restores all HP if used (1-2 uses); protects against chimeras, dragons, etc.; enhances weapons against weres, undead, demons; usable by all alignments
Small Shield	Shield	FPTBSLN	20	+2				
Large Shield	Shield	FPSLN	40	+3				
Shield +1	Shield	FPTSLN	1500	+4				
Shield -1	Shield	FPTSL	1500	-1				Not cursed, just removes 1 AC point
Shield +2	Shield	FPTSLN	7000	+5				
Shield -2	Shield	FPTSLN	8000	0	X			
Shield +3	Shield	FPTSLN	250000	+6				
Evil Shield +3	Shield	FPTSLN(Ev)	25000	+5	[-2]			Evil characters only, for others cursed
Helm	Helm	FSLN	100	+1				
Helm +1	Helm	FSLN	3000	+2				
Helm +2 (Evil)	Helm	FSLN(Evil)	8000	+3	[-2]			Evil characters only, for others cursed
Diadem of Malor	Diadem	ALL	25000	+2				Casts Malor spell (1-2 uses); enhances maze access; changes to Helm after use
Cursed Helmet	Helm	FSLN	50000	-2	X	-2		Removes 2 strength points from weapons
Copper Gloves	Gloves	FSLN	6000	+1				
Silver Gloves	Gauntlets	FSLN	60000	+3				

ITEM-----CONCEALED AS-EQUIP BY---VALUE-AC-C?-ST-PR-COMMENTS-----

## \*\*\*WEAPONS\*\*\*

Short Sword	Sword	FTSLN	15		3	7		
Short Sword +1	Sword	FTSLN	15000		4	10		
Short Sword -1	Sword	FTSLN	1000		X	-1	8	
Short Sword +2	Sword	FTSLN	4000		5	12		
Short Sword -2	Sword	FTSLN	8000		X	1	8	
Evil SSword +3	Sword	FTSLN(Ev)	50000		[X]	6	11	Evil characters only, for others cursed
Long Sword	Sword	FSLN	25		4	9		
Long Sword +1	Sword	FSLN	10000		5	12		
Long Sword -1	Sword	FSLN	1000		X	-1	9	
Long Sword +2	Sword	FSLN	4000		6	16		
Evil Sword +3	Sword	FSLN(evil)	50000		[X]	7	18	Evil characters only, for others cursed
Blade Cusinart	Sword	FSLN	15000		6	17		Best weapon for non-oriental character
Dragonslayer	Sword	FSLN	10000		1	13		Protects & good against dragons
Were Slayer	Sword	FSLN	10000		5	14		Protects & good against weres
Mage Masher	Sword	FTSLN	10000		5	10		Protects against magic, good on mages
Murasama Blade	Weapon	S	1000000		8	18		Increases strength attribute (1-2 uses)
Shuriken	Weapon	N (Evil)	50000		[X]	7	19	Increases hit points (1-2 uses); gives resistance to poison, level draining; can inflict critical hits; cursed for all but Evil characters

ITEM-----CONCEALED AS-EQUIP BY-----VALUE-AC-C?-ST-PR-COMMENTS-----

## \*\*\*WEAPONS\*\*\*

Anointed Mace	Knobbed Stick	FPBSLN	30	2	5	
Anointed Flail	Stick w/Chain	FPBSLN	150	3	8	
Mace +1	Knobbed Stick	FPBSLN	12500	3	9	
Mace -1	Knobbed Stick	FPBSLN	1000	X -1	6	
Mace +2	Knobbed Stick	FPBSLN	4000	4	13	
Mace -2	Knobbed Stick	FPBSLN	8000	X 0	9	
Mace Pro Poison	Knobbed Stick	FPBSLN	10000	3	11	Protect against poison, good on insects
Staff	Stick	ALL	10	0	6	
Staff +2	Stick	ALL	2500	2	8	
Staff -2	Stick	ALL	8000	X -2	6	
Staff of Mogref	Staff	MB	3000	1	7	Casts Mogref spell 1-4 times
Staff/Montino	Staff	ALL	15000	1	8	Casts Montino spell 1-10 times
Dagger	Dagger	FMTSLN	5	1	5	
Dagger +2	Dagger	FMTSLN	8000	3	9	
Dagger of Speed	Dagger	MN	30000	-3	-1	12 Raises AC, but character always gets first hit
Thieves Dagger	Dagger	TN	50000	5	11	Turns Thief into Ninja (1 use)

ITEM-----CONCEALED AS-EQUIP BY-----VALUE-AC-C?-ST-PR-COMMENTS-----

## \*\*\*MAGICAL ITEMS\*\*\*

Dios Potion	Potion	ALL	500			Casts Dios spell (1 use)
Latumofis Pot.	Potion	ALL	300			Casts Latumofis spell (1 use)
Potion of Sopic	Potion	ALL	1500			Casts Sopic spell (1 use)
Potion of Dial	Potion	ALL	5000	1		Casts Dial spell (1 use); enhances weapon effectiveness, maze access
Scroll/Kantino	Scroll	ALL	500			Casts Katino spell (1 use)
Scroll/Badios	Paper	ALL	500	1		Casts Badios spell (1-4 uses); enhances weapon effectiveness, maze access
Scroll/Halito	Scroll	ALL	500			Casts Halito spell (1 use)
Scroll/Lomilwa	Scroll	ALL	2500			Casts Lomilwa spell (1 use)
Scroll/Dilto	Scroll	ALL	2500			Casts Dilto spell (1 use)
Scroll/Badial	Scroll	ALL	8000			Casts Badial spell (1 use)
Jeweled Amulet	Amulet	ALL	5000			Casts Dumapic spell, unlimited use
Amulet/Manifo	Amulet	P	15000			Casts Manifo spell (1-10 times)
Amulet/Makanito	Amulet	ALL	20000			Casts Makanito spell
Werdna's Amulet	Amulet	ALL(Ev)99999999999999	+10	X		Casts Malor spell; heals bearer 5 HP per move; protects bearer against everything; when Used restores all party's HP; cursed for all; Non-transferable; good luck!
Ring of Porfic	Ring	ALL	10000			Casts Porfic spell (1-20 uses)
Ring of Healing	Ring	ALL	300000			Heals bearer 1 HP per move
Ring Pro Undead	Ring	ALL	500000	1		Protects against 'undead' monsters; enhances weapon power, maze access
Deadly Ring	Ring	ALL	500000			Harms equipped bearer 3 HP per move
Rod of Flame	Rod	MBS	25000			Casts Mahalito spell (1-20 times); protects against 'fire' spells
Statuette/Bear	Statuette/Bear	NONE	0			Allows access Level 2, 4E 11N; access to Level 4, 17E 12N; if not carried with other items will get messages at Level 7, 1E 9n, 3E 8N, 4E 10N; Non-transferable
Statuette/Frog	Statuette/Frog	NONE	0	+2		Allows access Level 2, 4E 12N; if not carried with other items will get messages Level 7, 1E 9N, 3E 8N, 4E 10N; Non-transferable
Bronze Key	Bronze Key	NONE	0			Allows access Level 2, 8E 7N
Silver Key	Silver Key	NONE	0			Non-transferable
Gold Key	Gold Key	NONE	0			Allows access Level 2, 8E 12N
Blue Ribbon	Blue Ribbon	NONE	0			Non-transferable
						Enhances maze access; Non-transferable
						Allows use of Private Elevator, Levels 4-9; Non-transferable

===== APPENDIX G =====

## PROVING GROUNDS OF THE MAD OVERLORD INDIVIDUAL MONSTERS

Below is a chart of the monsters found in the "Proving Grounds of the Mad Overlord" Scenario. Every effort has been made to make it as complete and accurate as possible. Due to the random nature of the Wizardry program, you may find monsters on different levels or with slightly different statistics than those listed on the chart.

Listed first are the real and concealed names of the monsters, then the maze levels on which they are normally found and the size of the groups encountered. Group size will hold true whether the monsters are in a single group or travelling with other monsters.

Next item is the Type of the monster. Certain spells such as Katino normally do not work on non-humanoid monsters, and weapons such as the Wereslayer work best against Were-type creatures. Experience combined with the charts will help you decide which spells and weapons are most effective against which types and classes.

The monster's Level, AC and range of Hit Points are given next. Monsters are less resistant to attacks and magic of characters of equal or greater Level. The AC tells you how tough the monster is to kill, and the range of Hit Points (the Wizardry program will randomly choose from within his range at the time of the attack) helps you decide the power of the spells needed and which groups to direct your fighters against.

Under Danger are the harmful things a monster can do, along with other important characteristics such as magic resistance. Remember that the spells of monsters of a lower Level than your party will not harm them as much as those of a equal or greater Level. Abbreviations used are: 'I/Dspl' gives the effect in hit points of Damage Spells cast on Individuals in the party, and 'P/Dspl' gives the harm Damage Spells cast on the entire Party will cause to each party member. Monsters that prevent the party from running cannot stop you from using spells such as 'Malor' or 'Loktofeit' to escape.

Defense lists some of the effective (and ineffective) things you can do to a monster. It is assumed that you will always fight a monster, and that you will use spells of an appropriate power (for example, casting a Halito spell against Greater Demons only makes them laugh!). Note that there are some surprises here, like certain Animals that are subject to the Katino spell (these are noted with the (!) symbol). The abbreviation, 'NE', stands for 'Not Enough', meaning that the spell does not have enough power to kill a monster on the first try. By all means, go ahead and use these spells against the monsters to weaken them, or to finish them off after your fighters have carved on them a while! The percentages given are compiled from a large number of encounters and indicate the relative success of a defense on the first try, not taking into account any other defenses such as fighting or the effects of other spells. Spells followed by a N(o) or Y(es) indicate the susceptibility of a monster to their effects. Monsters that resist magic are not immune to it, so go ahead and try magic if you're desperate, but save your spells if possible.

=====ANIMAL SYMBOL=====			
MONSTER NAME: <u>Attack Dog</u>	CONCEALED AS: Animal	MAZE: 4-5 GRPS: 1-6 TYPE: Animal	LVL4/AC+1/HP5-30
DANGER: Fight-1-6 Flee-75-100%			
DEFENSE: Dalto-Y Kanito-Y(!)			
MONSTER NAME: <u>Capybara</u>	CONCEALED AS: Giant Rodent	MAZE: 2-4 GRPS: 2-9 TYPE: Animal	LVL4/AC+8/HP4-16
DANGER: Fight-1-10 Flee-50-75% Poison			
DEFENSE: Mahalito-90-100% Dalto-100%			
MONSTER NAME: <u>Coyote</u>	CONCEALED AS: Mangy Dog	MAZE: 3-5 GRPS: 4-8 TYPE: Animal	LVL4/AC+8/HP4-24
DANGER: Fight-1-16 Poison Crit/Hit Flee-50-75% Resists-Manifo			
DEFENSE: Mahalito-25-100% Makanito-Y Molito-NE Dalto-90% Dildo-Y			
MONSTER NAME: <u>Gaze Hound</u>	CONCEALED AS: Strange Animal	MAZE: 6-9 GRPS: 1-5 TYPE: Animal	LVL4/AC-1/HP4-30
DANGER: Fight-1-2 Paralyze Flee-75-100%			
DEFENSE: Halito-NE Dalto-75%			
MONSTER NAME: <u>Killer Wolf</u>	CONCEALED AS: Animal	MAZE: 6 GRPS: 1-6 TYPE: Animal	LVL6/AC0/HP10-45
DANGER: Fight-2-16			
DEFENSE: Dalto-NE Madalto-75-100% Makanito-Y			
MONSTER NAME: <u>Medusalizard</u>	CONCEALED AS: Strange Animal	MAZE: 5-8 GRPS: 1-6 TYPE: Animal	LVL5/AC+6/HP5-40
DANGER: Fight-1-3 Poison Paralyze Stone			
DEFENSE: Madalto-100% Dalto-60-100% Mahalito-50% Makanito-Y			
MONSTER NAME: <u>Vorpall Bunny</u>	CONCEALED AS: Rabbit	MAZE: 3-5 GRPS: 2-8 TYPE: Animal	LVL3/AC+6/HP10-25
DANGER: Poison Fight-2-15 Crit/Hit Flee-20%			
DEFENSE: Mahalito-75% Makanito-Y Dalto-50-100%			
MONSTER NAME: <u>Wererat</u>	CONCEALED AS: Wererat	MAZE: 3-7 GRPS: 1-4 TYPE: Were	LVL3/AC+6/HP5-25
DANGER: Poison Fight-1-10			
DEFENSE: Makanito-Y Katino-25-100% (!)			
MONSTER NAME: <u>Weretiger</u>	CONCEALED AS: Animal	MAZE: 6-7 GRPS: 1-8 TYPE: Were	LVL5/AC+4/HP10-40
DANGER: Poison Fight-3-30			
DEFENSE: Makanito-Y Lakanito-100% Katino-25-100% (!)			
MONSTER NAME: <u>Werewolf</u>	CONCEALED AS: Wolf	MAZE: 3-7 GRPS: 1-6 TYPE: Were	LVL4/AC+5/HP5-35
DANGER: Fight-4-16			
DEFENSE: Halito-NE Makanito-Y			
MONSTER NAME: <u>Wyvern</u>	CONCEALED AS: Strange Animal	MAZE: 5-10 GRPS: 1-6 TYPE: Animal	LVL7/AC+3/HP15-60
DANGER: Poison Fight-2-22			
DEFENSE: Madalto-30% Rod/Flame-15% Lorto-50% Lakanito-30% Makanito-Y Tiltowait-100%			

=====BEAR SYMBOL=====

MONSTER NAME: Gorgon CONCEALED AS: Strange Animal MAZE: 4-10 GRPS: 1 TYPE: S/Animal LVL8/AC+2/HP20-60  
DANGER: Fight-1-12 Stone  
DEFENSE: Dilto-N Tiltowait-100% Madalto-30-100%

MONSTER NAME: Were Bear CONCEALED AS: Bear MAZE: 3-4/9-10 GRPS: 2-8 TYPE: Animal LVL5/AC+6/HP10-40  
DANGER: Poison Paralyze Fight-2-20 Flee-50-100%  
DEFENSE: Mahalito-NE Dalto-10-75% Madalto-75% Manifo-N Dilto-Y Note that Were Bear is not a 'were' creature!

=====BUSHWACKER SYMBOL=====

MONSTER NAME: Bushwacker CONCEALED AS: Scruffy Man MAZE: 1-4 GRPS: 1-5 TYPE: Humanoid LVL3/AC+8/HP3-20  
DANGER: Fight-1-16 Flee-75%  
DEFENSE: Katino-75% Halito-50%

MONSTER NAME: Highwayman CONCEALED AS: Man in Chain MAZE: 1-4 GRPS: 2-12 TYPE: Humanoid LVL3/AC+6/HP3-20  
DANGER: Fight-1-12 Crit/Hit Flee-50%  
DEFENSE: Katino-75%

MONSTER NAME: LVL 4 Thief CONCEALED AS: Man in Leather MAZE: 3-7 GRPS: 1-6 TYPE: Humanoid LVL4/AC+10/HP10-35  
DANGER: Fight-1-20  
DEFENSE: Mahalito-NE Dilto-N Katino-N

MONSTER NAME: LVL 7 Thief CONCEALED AS: Man in Leather MAZE: 6-9 GRPS: 1-5 TYPE: Humanoid LVL7/AC+4/HP10-40  
DANGER: Fight-1-30 Flee-50%  
DEFENSE: Dilto-50% Makanito-Y Katino-N

MONSTER NAME: Master Thief CONCEALED AS: Man in Leather MAZE: 5-9 GRPS: 1 TYPE: Humanoid LVL12/AC+2/HP10-50  
DANGER: Fight-1-40 Flee-25-80%  
DEFENSE: Madalto-100% Katino-N

MONSTER NAME: Rogue CONCEALED AS: Scruffy Man MAZE: 1-2 GRPS: 1-5 TYPE: Humanoid LVL2/AC+10/HP5-15  
DANGER: Fight-1-9 Flee-50-75%  
DEFENSE: Katino-75%

MONSTER NAME: Thief CONCEALED AS: Man in Leather MAZE: 10 GRPS: 1-5 TYPE: Humanoid LVL9/AC+4/HP10-50  
DANGER: Fight-1-30  
DEFENSE: Madalto-100% Katino-N

=====COIN SYMBOL=====

MONSTER NAME: Creeping Coin? CONCEALED AS: Small Object MAZE: 2-3 GRPS: 1-9 TYPE: Unusual LVL1/AC+4/HP1  
DANGER: Fight-1; Drain Lvl if party is LVL 1-2; Party Can't Run; Resists-Fire, Cold spells  
DEFENSE: Makanito-Y; Higher level spells

=====DEMON SYMBOL=====

MONSTER NAME: Greater Demon CONCEALED AS: Demon MAZE: 9-10 GRPS: 1-6 TYPE: Demon LVL11/AC-3/HP20-90  
DANGER: Fight-5-45; Poison; Paralyze; P/Dspl-7-51; Call/Help; Resists-Most magic; Party Can't Run  
DEFENSE: Montino-N Malikto-N Dispell-N Madalto-No Effect Tiltowait-No Effect Lakanito-30-50% Katino-N

MONSTER NAME: Lesser Demon CONCEALED AS: Demon MAZE: 6-10 GRPS: 1 TYPE: Demon LVL10/AC+4/HP20-80  
DANGER: Fight-7-35; P/Dspl-7-20; Katino-No Effect on Most Parties; AC Drain; Party Can't Run; Call/Help  
DEFENSE: Montino-N Dispell-N Madalto-No Effect Makanito-N Tiltowait-No Effect Lakanito-50% Katino-N

MONSTER NAME: Maelific CONCEALED AS: Unseen Being MAZE: 7-10 GRPS: 1 TYPE: Undead LVL25/AC-5/HP25-100  
DANGER: Fight-1-5; Drain 1-3 Lvl's; Poison; Paralyze; I/Dspl-1-50; P/Dspl-1-80  
DEFENSE: Montino-N Tiltowait-50% Madalto-30% Dispell-20-50%

=====DRAGON SYMBOL=====

MONSTER NAME: Chimera CONCEALED AS: Strange Animal MAZE: 8-10 GRPS: 1-4 TYPE: Animal LVL9/AC+2/HP10-55  
DANGER: P/Dspl-3-20 Fight-2-34 Resists-Fire Spells  
DEFENSE: Montino-N Madalto-50% Dalto-50% Mabadi-Y Makanito-N Tiltowait-100%

MONSTER NAME: Dragon Puppy CONCEALED AS: Animal MAZE: 5-6 GRPS: 1-6 TYPE: Dragon LVL5/AC+4/HP10-50  
DANGER: Fight-1-10 I/Dspl-5-17 P/Dspl-2-20 Can cast spells in 'No Magic' areas  
DEFENSE: Montino-30-100% Dalto-60% Madalto-75-100% Manifo-N Makanito-Y

MONSTER NAME: Dragon Zombie CONCEALED AS: Dragon MAZE: 9-10 GRPS: 1-4 TYPE: Undead LVL12/AC-2/HP30-90  
DANGER: Fight-5-40 I/Dspl-1-32 P/Dspl-5-50 Drain Lvl's  
DEFENSE: Zilwan-60% Dispell-50% Madalto-50%

MONSTER NAME: Fire Dragon CONCEALED AS: Dragon MAZE: 9-10 GRPS: 1-4 TYPE: Dragon LVL12/AC-1/HP20-80  
DANGER: Fight-6-25 I/Dspl-2-34 P/Dspl-6-45  
DEFENSE: Montino-N Madalto-50% Molito-25%

MONSTER NAME: Gas Dragon CONCEALED AS: Dragon MAZE: 4-5 GRPS: 1-4 TYPE: Dragon LVL5/AC+3/HP10-40  
DANGER: Fight-4-25 I/Dspl-1-8 P/Dspl-6-10 Poison Katino  
DEFENSE: Montino-50-75% Makanito-Y Dalto-75%

=====DRAGON FLY SYMBOL=====

MONSTER NAME: Dragon Fly CONCEALED AS: Fly MAZE: 3-5 GRPS: 1-4 TYPE: Dragon LVL2/AC+4/HP3-15  
 DANGER: Fight-3-14 I/Dspl-1-8 P/Dspl-1-7 Resists-Fire spells  
 DEFENSE: Montino-50-100% Molito-25% Makanito-Y Dalto-75% Katino-50% (!)

=====FIGHTER SYMBOL=====

MONSTER NAME: LVL 7 Fighter CONCEALED AS: Man in Armor MAZE: 4 GRPS: 1-2 TYPE: Humanoid LVL7/AC0/HP30-70  
 DANGER: Fight-2-24  
 DEFENSE: Makanito-Y Madalto-50-100% Katino-N

MONSTER NAME: LVL 8 Fighter CONCEALED AS: Man in Armor MAZE: 6-10 GRPS: 1-6 TYPE: Humanoid LVL8/AC-1/HP30-80  
 DANGER: Fight-4-25  
 DEFENSE: Makanito-N Lakanito-N Malikto-100% Katino-N

MONSTER NAME: LVL 10 Fighter CONCEALED AS: Man in Armor MAZE: 7-10 GRPS: 1-6 TYPE: Humanoid LVL7(!)/AC0/HP20-70  
 DANGER: Fight-5-25  
 DEFENSE: Malikto-100% Madalto-40% Katino-No Effect Rod/Flame-50% Lakanito-80% Katino-N

MONSTER NAME: Raver Lord CONCEALED AS: Man in Armor MAZE: 10 GRPS: 1 TYPE: Animal(!) LVL15/AC+10/HP40-150  
 DANGER: I/Dspl-1-35 P/Dspl-8-30 Fight-6-70 Resists-Fire Spells  
 DEFENSE: Makanito-N Madalto-NE Tiltowait-100% Katino-N Note that Raver Lord is an Animal--not Humanoid!

MONSTER NAME: Swordsman CONCEALED AS: Man in Armor MAZE: 4-5 GRPS: 1-6 TYPE: Humanoid LVL3/AC+3/HP15-30  
 DANGER: Fight-1-15  
 DEFENSE: Katino-30% Dilto-No Effect

=====FROG SYMBOL=====

MONSTER NAME: Bleeb CONCEALED AS: Strange Animal MAZE: 9-10 GRPS: 1-8 TYPE: Animal LVL10/AC0/HP15-80  
 DANGER: Fight-1-18; Flee-50-100%; Call/Help; Party Can't Run; Resists-most magic  
 DEFENSE: Mahalito-NE Madalto-20% Tiltowait-100%

MONSTER NAME: Giant Toad CONCEALED AS: Amphibian MAZE: 3-4 GRPS: 2-8 TYPE: Animal LVL4/AC+7/HP12-20  
 DANGER: Fight-4-18 Poison Flee-30% Resists-Fire spells  
 DEFENSE: Makanito-Y Madalto-50%

=====GAS CLOUD SYMBOL=====

MONSTER NAME: Gas Cloud CONCEALED AS: Gas Cloud MAZE: 2 GRPS: 2-8 TYPE: Unusual LVL2/AC+10/HP2-8  
 DANGER: Fight-1-4; Paralyze; I/Dspl-1-7; Flee-50%; Katino-0-30% party; AC Drain  
 DEFENSE: Montino-75-100% Molito-100% Makanito-Y

MONSTER NAME: Will O' Wisp CONCEALED AS: Unseen Entity MAZE: 9-10 GRPS: 1-2 TYPE: Unusual LVL10/AC-8/HP20-80  
 DANGER: Fight-2-16; Hard to hit; Resistant to most magic  
 DEFENSE: Dispell-N

=====INSECT SYMBOL=====

MONSTER NAME: Boring Beetle CONCEALED AS: Insect MAZE: 4-5 GRPS: 1-8 TYPE: Insect LVL5/AC+3/HP5-40  
 DANGER: Fight-5-20  
 DEFENSE: Mahalito-NE Dalto-20% Lahalito-NE Makanito-Y

MONSTER NAME: Giant Spider CONCEALED AS: Insect MAZE: 4-6 GRPS: 1-6 TYPE: Insect LVL4/AC+4/HP8-36  
 DANGER: Fight-2-8 Poison  
 DEFENSE: Madalto-75% Mahalito-NE Dalto-50%

MONSTER NAME: Huge Spider CONCEALED AS: Insect MAZE: 4-5 GRPS: 1-8 TYPE: Insect LVL2/AC+6/HP4-20  
 DANGER: Fight-1-6 Poison  
 DEFENSE: Madalto-75% Mahalito-80% Molito-60% Katino-50% (!)

=====MAGE SYMBOL=====

MONSTER NAME: Arch Mage CONCEALED AS: Man in Robes MAZE: 4-10 GRPS: 1-6 TYPE: Humanoid LVL8/AC+9/HP10-35  
 DANGER: I/Dspl-6-20 P/Dspl-13-28 Fight-1-10 Katino AC Drain  
 DEFENSE: Montino-0-50% Makanito-60%Y Dalto-50% Madalto-75-100% Tiltowait-100%

MONSTER NAME: High Wizard CONCEALED AS: Man in Robes MAZE: 9-10 GRPS: 1 TYPE: Humanoid LVL12/AC+4/HP15-50  
 DANGER: P/Dspl-10-25 AC Drain  
 DEFENSE: Montino-50% Tiltowait-100%

MONSTER NAME: LVL 1 Mage CONCEALED AS: Man in Robes MAZE: 1-2 GRPS: 1 TYPE: Humanoid LVL1/AC+4/HP4-12  
 DANGER: I/Dspl-1-8 Katino Flee-50%  
 DEFENSE: Montino-75%

MONSTER NAME: LVL 5 Mage CONCEALED AS: Man in Robes MAZE: 3-6 GRPS: 1-6 TYPE: Humanoid LVL5/AC+10/HP5-20  
 DANGER: P/Dspl-8-20 Fight-1-5  
 DEFENSE: Montino-25-50% Dalto-75% Madalto-100% Makanito-Y Katino-50%

MONSTER NAME: LVL 7 Mage CONCEALED AS: Man in Robes MAZE: 5-10 GRPS: 1-6 TYPE: Humanoid LVL7/AC+8/HP10-30  
 DANGER: P/Dspl-8-40 AC Drain  
 DEFENSE: Montino-0-60% Dalto-50% Madalto-100% Malikto-100% Tiltowait-100% Makanito-Y Katino-50%

MONSTER NAME: LVL 10 Mage CONCEALED AS: Man in robes MAZE: 9-10 GRPS: 1-6 TYPE: Humanoid LVL10/AC+10/HP20-40  
 DANGER: P/Dspl-6-65 AC Drain  
 DEFENSE: Montino-25% Makanito-N Dilto-N Madalto-75% Tiltowait-100% Malikto-100%

MONSTER NAME: W E R D N A CONCEALED AS: Man in Robes MAZE: 10 GRPS: 1 TYPE: Humanoid LVL10/AC-7/HP30-120  
 DANGER: P/Dspl-30-120; Mabadi; Fight-10-40; Stone; Poison; Paralyze; Crit/Hit; AC Drain;  
 Drain 4 Lvl's; High Resistance to Magic  
 DEFENSE: Badi-No Effect Mabadi-50%Y Malikto-No Effect Tiltowait-0-50%

=====OGRE SYMBOL=====

MONSTER NAME: Earth Giant CONCEALED AS: Giant MAZE: 8-9 GRPS: 1-5 TYPE: Humanoid LVL1/AC+9/HP35-45  
 DANGER: Fight-2-20 Resistant to magic  
 DEFENSE: Madalto-No Effect Lakanito-75% Mabadi-Y Badi-Y

MONSTER NAME: Fire Giant CONCEALED AS: Giant MAZE: 9-10 GRPS: 1-4 TYPE: Humanoid LVL11/AC+3/HP40-90  
 DANGER: Fight-10-50 Resists Fire spells  
 DEFENSE: Madalto-0-50% Makanito-N Lakanito-50% Manifo-No Effect

MONSTER NAME: Frost Giant CONCEALED AS: Giant MAZE: 9-10 GRPS: 1-4 TYPE: Humanoid LVL1/AC+6/HP45-60  
 DANGER: Fight-5-30 Resists Frost spells  
 DEFENSE: Litokan-No Effect Lahilto-No Effect Madalto-No Effect Makanito-Y Manifo-No Effect

MONSTER NAME: Gargoyle CONCEALED AS: Gargoyle MAZE: 3-9 GRPS: 1-6 TYPE: Unusual LVL4/AC+5/HP25-50  
 DANGER: Fight-5-20  
 DEFENSE: Dalto-0-30% Madalto-0-50% Manifo-No Effect Makanito-Y Lakanito-75%

MONSTER NAME: Ogre CONCEALED AS: Ogre MAZE: 3-9 GRPS: 1-8 TYPE: Humanoid LVL4/AC+5/HP10-35  
 DANGER: Fight-2-12 Flee-40-100%  
 DEFENSE: Dalto-60% Katino-40-60%

MONSTER NAME: Ogre Lord CONCEALED AS: Ogre MAZE: 7-9 GRPS: 1-5 TYPE: Humanoid LVL8/AC+4/HP20-65  
 DANGER: P/Dspl-5-20 Fight-1-15  
 DEFENSE: Montino-0-50% Madalto-0-100% Lakanito-25% Makanito-N Katino-N

MONSTER NAME: Poison Giant CONCEALED AS: Giant MAZE: 9-10 GRPS: 1-4 TYPE: Humanoid LVL1/AC+3/HP60-80  
 DANGER: P/Dspl-4-40 Fight-5-20 Very resistant to magic  
 DEFENSE: Makanito-Y Lakanito-80-100% Tiltowait-NE Montino-100% Most fire and cold spells-N

MONSTER NAME: Troll CONCEALED AS: Strange Animal MAZE: 6-9 GRPS: 1-3 TYPE: Humanoid LVL6/AC+4/HP20-50  
 DANGER: Fight-1-25  
 DEFENSE: Dalto-50% Madalto-75% Makanito-Y Katino-N Dilto-N

=====ORIENTAL SYMBOL=====

MONSTER NAME: Champ Samurai CONCEALED AS: Man in Armor MAZE: 5-9 GRPS: 1-6 TYPE: Humanoid LVL10/AC+2/HP25-90  
 DANGER: Fight-1-15 I/Dspl-1-10 Katino  
 DEFENSE: Montino-50% Lakanito-0-50% Dalto-25% Madalto-0-50% Litokan-25% Tiltowait-100% Makanito-50%Y

MONSTER NAME: Hatamoto CONCEALED AS: Man in Robes MAZE: 10 GRPS: 1 TYPE: Humanoid LVL12/AC-1/HP15-50  
 DANGER: Fight-3-75 Crit/Hit  
 DEFENSE: Madalto-50-75% Katino-N Tiltowait-100%

MONSTER NAME: High Ninja CONCEALED AS: Man in Kimono MAZE: 3-4 GRPS: 1 TYPE: Humanoid LVL12/AC-1/HP15-50  
 DANGER: Fight-5-70 Crit/Hit  
 DEFENSE: Makanito-N Badios-NE Katino-No Effect Madalto-50%

MONSTER NAME: LVL 1 Ninja CONCEALED AS: Kimonoed Man MAZE: 1-5 GRPS: 2-4 TYPE: Humanoid LVL2/AC+5/HP4-10  
 DANGER: Fight-1-15 Crit/Hit  
 DEFENSE: Mahalito-100% Dilto-N Makanito-Y

MONSTER NAME: LVL 3 Ninja CONCEALED AS: Kimonoed Man MAZE: 4 GRPS: 1-9 TYPE: Humanoid LVL3/AC+3/HP5-25  
 DANGER: Poison Fight-1-20 Crit/Hit  
 DEFENSE: Dalto-100% Madalto-100% Lahalito-100% Rod/Flame-40%

MONSTER NAME: LVL 6 Ninja CONCEALED AS: Man in Black MAZE: 4-8 GRPS: 1-5 TYPE: Humanoid LVL6/AC+6/HP10-50  
 DANGER: Fight-3-20  
 DEFENSE: Mahalito-NE Makanito-Y Lakanito-80% Katino-N

MONSTER NAME: LVL 8 Ninja CONCEALED AS: Monk MAZE: 6-10 GRPS: 1-3 TYPE: Humanoid LVL8/AC+4/HP10-35  
 DANGER: Fight-5-20 Crit/Hit  
 DEFENSE: Dalto-50% Madalto-100% Katino--N

MONSTER NAME: LVL 3 Samurai CONCEALED AS: Kimonoed Man MAZE: 1-3 GRPS: 4-8 TYPE: Humanoid LVL3/AC+5/HP5-25  
 DANGER: Fight-2-16 Flee-25% I/Dspl-1-10 Katino  
 DEFENSE: Makanito-Y Dalto-50% Madalto-100% Katino-N

MONSTER NAME: Major Daimyo CONCEALED AS: Man in Armor MAZE: 6-8 GRPS: 1-5 TYPE: Humanoid LVL7/AC0/HP20-70  
 DANGER: Fight-1-15  
 DEFENSE: Madalto-30% Lakanito-30% Makanito-Y Katino-N

MONSTER NAME: Master Ninja CONCEALED AS: Man in Robes MAZE: 8-10 GRPS: 1-5 TYPE: Humanoid LVL10/AC+3/HP15-40  
 DANGER: Fight-5-40 Crit/Hit  
 DEFENSE: Madalto-100% Lakanito-60% Tiltowait-100% Katino-No Effect

MONSTER NAME: Minor Daimyo CONCEALED AS: Man in Armor MAZE: 4-6 GRPS: 1-6 TYPE: Humanoid LVL4/AC+2/HP10-40  
 DANGER: Fight-1-15  
 DEFENSE: Katino-75% Dalto-50% Madalto-100%



## =====PRIEST SYMBOL=====

MONSTER NAME: Bishop CONCEALED AS: Priest MAZE: 4-9 GRPS: 1-6 TYPE: Humanoid LVL4/AC+4/HP10-30  
 DANGER: I/Dspl-1-10 Fight-1-10 Katino Montino  
 DEFENSE: Montino-75% Mahalito-50% Katino-50% Dalto-60%

MONSTER NAME: LVL 1 Priest CONCEALED AS: Priest MAZE: 1-2 GRPS: 1-5 TYPE: Humanoid LVL1/AC+5/HP2-10  
 DANGER: I/Dspl-1-8 Flee-60%  
 DEFENSE: Montino-100% Mahalito-100% Makanito-Y

MONSTER NAME: LVL 3 Priest CONCEALED AS: Priest MAZE: 2-4 GRPS: 2-7 TYPE: Humanoid LVL3/AC+4/HP5-25  
 DANGER: I/Dspl-1-10 Poison Montino Fight-1-10 Flee-25-50%  
 DEFENSE: Molito-NE Lahalito-100% Makanito-Y Montino-75%

MONSTER NAME: LVL 5 Priest CONCEALED AS: Priest MAZE: 6-8 GRPS: 1-5 TYPE: Humanoid LVL5/AC+4/HP15-40  
 DANGER: I/Dspl-1-10 P/Dspl-1-9 Montino  
 DEFENSE: Molito-NE Dalto-50% Madalto-100% Montino-0-50% Makanito-Y

MONSTER NAME: LVL 8 Priest CONCEALED AS: Priest MAZE: 6-9 GRPS: 1-5 TYPE: Humanoid LVL8/AC+3/HP25-55  
 DANGER: I/Dspl-5-15 P/Dspl-1-10 Fight-1-8  
 DEFENSE: Madalto-100% Molito-25% Tiltowait-100% Makanito-50%Y Montino-0-50% Katino-No Effect

MONSTER NAME: LVL 8 Bishop CONCEALED AS: Priest MAZE: 9-10 GRPS: 1-6 TYPE: Humanoid LVL8/AC+2/HP20-45  
 DANGER: I/Dspl-2-12 P/Dspl-1-20 Fight-1-12 Katino AC Drain  
 DEFENSE: Dalto-25% Madalto-75-100% Tiltowait-100% Montino-25% Dilto-N

MONSTER NAME: High Priest CONCEALED AS: Priest MAZE: 4-10 GRPS: 1 TYPE: Humanoid LVL11/AC+2/HP25-80  
 DANGER: I/Dspl-1-30 P/Dspl-10-30 Fight-1-15 Badi Mabadi Montino  
 DEFENSE: Madalto-75% Mahalito-NE Rod/Flame-50% Makanito-N Katino-N Tiltowait-100% Lakanito-40%

MONSTER NAME: Priestess CONCEALED AS: Priest MAZE: 4-7 GRPS: 1-6 TYPE: Humanoid LVL3/AC+4/HP10-25  
 DANGER: I/Dspl-1-10 Fight-1-8 Montino  
 DEFENSE: Dalto-75% Molito-NE Rod/Flame-100% Montino-50-80%

## =====SKELETON SYMBOL=====

MONSTER NAME: Nightstalker CONCEALED AS: Unseen Entity MAZE: 7-9 GRPS: 2-6 TYPE: Undead LVL5/AC+4/HP10-45  
 DANGER: Fight-1-8 Drain Lvl Resists magic  
 DEFENSE: Dispell-0-75% Lahalito-50% Tiltowait-100%

MONSTER NAME: Undead Kobold CONCEALED AS: Skeleton MAZE: 1-2 GRPS: 1-7 TYPE: Undead LVL2/AC+10/HP4-8  
 DANGER: Fight-1-5 Resists magic  
 DEFENSE: Dispell-0-50%

MONSTER NAME: Vampire CONCEALED AS: Unseen Entity MAZE: 9-10 GRPS: 1-4 TYPE: Undead LVL11/AC-1/HP10-80  
 DANGER: I/Dspl-1-15 P/Dspl-5-20 Drain Lvl Paralyze Resists Badi, Mabadi  
 DEFENSE: Dispell-50% Zilwan-100% Madalto-50% Tiltowait-100% Montino-0-50%

MONSTER NAME: Vampire Lord CONCEALED AS: Unseen Entity MAZE: 10 GRPS: 1-4 TYPE: Undead LVL20/AC-5/HP40-150  
 DANGER: I/Dspl-1-60 P/Dspl-5-75 Fight-1-4  
 DEFENSE: Dispell-N Zilwan-50-100% Rod/Flame-No Effect Malikto-50% Tiltowait-60% Montino-No Effect

## =====SLIME SYMBOL=====

MONSTER NAME: Bubbly Slime CONCEALED AS: Slime MAZE: 1-10 GRPS: 1-5 TYPE: Animal LVL1/AC+12/HP2-5  
 DANGER: Fight-1-5  
 DEFENSE: Katino-N Halito-50% Makanito-Y

MONSTER NAME: Creeping Crud CONCEALED AS: Slime MAZE: 1-3 GRPS: 1-7 TYPE: Animal LVL3/AC+6/HP3-12  
 DANGER: Fight-15 Poison Resists Magic  
 DEFENSE: Halito-50% Mahalito-100% Katino-N Makanito-Y

MONSTER NAME: Flack CONCEALED AS: Strange Animal MAZE: 10 GRPS: 1 TYPE: Animal LVL15/AC3/HP30-175  
 DANGER: I/Dspl-5-10 P/Dspl-8-50 Fight-5-35 Poison Paralyze Stone Crit/Hit Resists magic  
 DEFENSE: Badi-No Effect Mabadi-Y Tiltowait-50% Madalto-40%

## =====SMALL HUMANOID SYMBOL=====

MONSTER NAME: Kobold CONCEALED AS: Small Humanoid MAZE: 1-2 GRPS: 1-5 TYPE: Humanoid LVL2/AC+8/HP3-7  
 DANGER: Fight-1-6 Flee-20-80%  
 DEFENSE: Halito-50% Katino-60-80%

MONSTER NAME: Orc CONCEALED AS: Small Humanoid MAZE: 1-2 GRPS: 3-6 TYPE: Humanoid LVL1/AC+10/HP2-7  
 DANGER: Fight-1-5 Flee-20-80%  
 DEFENSE: Halito-50% Katino-60%

MONSTER NAME: The High Master CONCEALED AS: Conehead MAZE: 10 GRPS: 1 TYPE: Humanoid LVL15/AC-2/HP15-55  
 DANGER: Fight-8-40 Crit/Hit  
 DEFENSE: Madalto-60% Lakanito-69% Tiltowait-100%

=====WEIRD HUMANOID SYMBOL=====

MONSTER NAME: Grave Mist CONCEALED AS: Unseen Entity MAZE: 3-5 GRPS: 1-6 TYPE: Undead LVL4/AC+4/HP5-30  
 DANGER: Fight-3-16 Paralyze  
 DEFENSE: Dispell-50% Lahalito-100% Rod/Flame-50%

MONSTER NAME: Lifestealer CONCEALED AS: Unseen Entity MAZE: 4-10 GRPS: 1 TYPE: Undead LVL5/AC+3/HP20-45  
 DANGER: I/Dspl-1-30 P/Dspl-4-25; Drain 1-2 Lvl; Montino; Resists magic  
 DEFENSE: Dispell-50% Montino-50-60% Madalto-100% Malikto-No Effect Makanito-N

MONSTER NAME: Murphy's Ghost CONCEALED AS: Unseen Entity MAZE: 1,8-10 GRPS: 1 TYPE: Undead LVL10/AC-3/HP20-110  
 DANGER: Fight-2 Resists most magic  
 DEFENSE: Dispell-No Effect Rod/Flame-No Effect Mabadi-Y Katino-Y(!)

MONSTER NAME: Rotting Corpse CONCEALED AS: Weird Humanoid MAZE: 2-5 GRPS: 1-5 TYPE: Undead LVL2/AC+6/HP5-16  
 DANGER: Fight-3-12 Paralyze  
 DEFENSE: Dispell-40% Lahalito-50%

MONSTER NAME: Shade CONCEALED AS: Unseen Entity MAZE: 3-5 GRPS: 1-6 TYPE: Undead LVL3/AC+7/HP10-25  
 DANGER: Fight-1-5 Drain Lvl Resists some magic  
 DEFENSE: Dispell-50% Molito-NE Lahalito-100%

MONSTER NAME: Spirit CONCEALED AS: Unseen Entity MAZE: 5-9 GRPS: 1-6 TYPE: Unusual LVL7/AC+2/HP5-25  
 DANGER: I/Dspl-1-10 P/Dspl-1-15 Poison Fight-1-4 Katino Resists magic  
 DEFENSE: Dispell-N Dalto-30% Madalto-50% Molito-50% Makanito-Y Tiltowait-50% Montino-20-50%

MONSTER NAME: Zombie CONCEALED AS: Weird Humanoid MAZE: 2-3 GRPS: 1-7 TYPE: Undead LVL1/AC+4/HP2-11  
 DANGER: Fight-1-6 Paralyze  
 DEFENSE: Dispell-80% Manifo-20% Rod/Flame-100%

===== APPENDIX H =====

PROVING GROUNDS OF THE MAD OVERLORD

MONSTER GROUPS

Since the same monster groups or parts of monster groups tend to reappear frequently under the same symbol, it is possible to generalize about groups encountered. The chart below is intended as a guide for identifying concealed monsters during encounters. Due to the random nature of the Wizardry program, no claim is made for completeness or absolute accuracy (in other words, don't blame me if your party is zapped by a group not listed!). Note that partial groups are often encountered, but the full monster groups have always been listed. For example, on Levels 3 through 7 the Animal group Wererats, Coyotes, Vorpai Bunnies and Cappybaras may be encountered as only Coyotes and Vorpai Bunnies. Note also that groups of one type of monster, for example, 4 Fire Giants are not listed. Single monster groups should be looked up under \*INDIVIDUAL MONSTERS.

=====ANIMAL SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
2-4 Cappybaras	Giant Rodents	3-7 Wererats	Wererats	4-5 Attack Dogs	Animals
Coyotes	Mangy Dogs	Coyotes	Mangy Dogs	Dragon Flies	Flies
Vorpai Bunnies	Rabbits	Vorpai Bunnies	Rabbits	Bubbly Slimes	Slimes
Cappybaras	Giant Rodents	Cappybaras	Giant Rodents	Orcs	Small Humanoids
LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
6-7 Weretigers	Animals	6 Killer Wolves	Animals	5-8 Medusalizards	Strange Animals
Werewolves	Wolves	Dragon Puppies	Animals	Spirits	Unseen Entities
Wererats	Wererats	Wererats	Wererats	Gargoyles	Gargoyles
Coyotes	Mangy Dogs	Coyotes	Mangy Dogs	Bubbly Slimes	Slimes
LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---		
6-9 Gaze Hounds	Strange Animals	5-10 Wyverns	Strange Animals		
Gaze Hounds	Strange Animals	Spirits	Unseen Entities		
Gaze Hounds	Strange Animals	Gargoyles	Gargoyles		
Gaze Hounds	Strange Animals	Bubbly Slimes	Slimes		

=====BEAR SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
3-10 Were Bears	Bears	4-10 Gorgons	Strange Animals
Vorpai Bunnies	Rabbits	Chimeras	Strange Animals
Cappybaras	Giant Rodents	Arch Mages	Men in Robes
Coyotes	Mangy Dogs	High Wizards	Men in Robes

## =====BUSHWACKER SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1-4 Bushwackers	Scruffy Men	1-4 Highwaymen	Men in Chain	3-7 LVL 4 Thieves	Men in Leather
Zombies	Weird Humanoids	Zombies	Weird Humanoids	Bishops	Priests
Creeping Cruds	Slimes	Creeping Cruds	Slimes	Minor Daimyos	Men in Armor
Bubbly Slimes	Slimes	Bubbly Slimes	Slimes	Bishops	Priests
5-9 Master Thieves	Men in Leather	5-9 Master Thieves	Men in Leather	6-9 LVL 7 Thieves	Men in Leather
LVL 5 Priests	Priests	Arch Mages	Men in Robes	LVL 8 Priests	Priests
LVL 6 Ninjas	Men in Black	Champ Samurai	Men in Armor	Wyvern	Strange Animal
Master Thieves	Men in Leather	High Priests	Priests	Spirits	Unseen Entities
10 Thieves	Men in Leather	5-9 Master Thieves	Men in Leather	1-2 Rogues	Scruffy Men
Gorgons	Strange Animals	LVL 8 Fighters	Men in Armor	Orcs	Small Humanoids
Chimeras	Strange Animals	LVL 8 Fighters	Men in Armor	Orcs	Small Humanoids
Arch Mages	Men in Robes	LVL 8 Fighters	Men in Armor	Orcs	Small Humanoids

## =====COIN SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---
2-3 Creeping Coins?	Small Objects
Creeping Coins?	Small Objects
Creeping Coins?	Small Objects
Creeping Coins?	Small Objects

## =====DEMON SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
6-10 Lesser Demons	Demons	9-10 Greater Demons	Demons	7-10 Maelifics	Unseen Beings
LVL 8 Ninjas	Monks	LVL 8 Ninjas	Monks	Poison Giants	Giants
Nightstalkers	Unseen Entities	Nightstalkers	Unseen Entities	Will O' Wisps	Unseen Entities
Ogre Lords	Ogres	Ogre Lords	Ogres	Bubbly Slimes	Slimes

## =====DRAGON SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
4-5 Gas Dragons	Dragons	5-6 Dragon Puppies	Animals	8-10 Chimeras	Strange Animals
Dragon Flies	Flies	Wererats	Wererats	Arch Mages	Men in Robes
Bubbly Slimes	Slimes	Coyotes	Mangy Dogs	High Wizards	Men in Robes
Orcs	Small Humanoids	Vorpal Bunnies	Rabbits	LVL 8 Bishops	Priests
9-10 Dragon Zombies	Dragons				
Bleebbs	Strange Animals				
Master Ninjas	Men in Robes				
LVL 7 Mages	Men in Robes				

## =====DRAGON FLY SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---
3-5 Dragon Flies	Flies
Bubbly Slimes	Slimes
Orcs	Small Humanoids
Orcs	Small Humanoids

## =====FIGHTER SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
4-5 Swordsmen	Men in Armor	7-10 LVL 10 Fighters	Men in Armor	6-10 LVL 8 Fighters	Men in Armor
Attack Dogs	Animals	LVL 10 Fighters	Men in Armor	LVL 8 Fighters	Men in Armor
Dragon Flies	Flies	LVL 10 Fighters	Men in Armor	LVL 8 Fighters	Men in Armor
Bubbly Slimes	Slimes	LVL 10 Fighters	Men in Armor	LVL 8 Fighters	Men in Armor
4 LVL 7 Fighters	Men in Armor	10 Raver Lord	Man in Armor		
LVL 7 Mages	Men in Robes	High Priests	Priests		
LVL 6 Ninjas	Men in Black	Fire Giants	Giants		
Master Thieves	Men in Leather	Gorgons	Strange Animals		

## =====FROG SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
3-4 Giant Toads	Amphibians	9-10 Bleebbs	Strange Animals
Coyotes	Mangy Dogs	Master Ninjas	Men in Robes
Vorpal Bunnies	Rabbits	LVL 7 Mages	Men in Robes
Capybaras	Giant Rodents	Wyverns	Strange Animals

=====GAS CLOUD SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
2 Gas Clouds	Gas Clouds	9-10 Will O' Wisps	Unseen Entities
Bubbly Slimes	Slimes	Bubbly Slimes	Slimes
Orcs	Small Humanoids	Orcs	Small Humanoids
Orcs	Small Humanoids	Orcs	Small Humanoids

=====INSECT SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
4-5 Boring Beetles	Insects	4-5 Huge Spiders	Insects	4-6 Giant Spiders	Insects
Huge Spiders	Insects	Shades	Unseen Entities	Huge Spiders	Insects
Boring Beetles	Insects	Rotting Corpses	Weird Humanoids	Shades	Unseen Entities
Huge Spiders	Insects	Grave Mists	Unseen Entities	Rotting Corpses	Weird Humanoids

=====MAGE SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1-2 LVL 1 Mages	Men in Robes	3-6 LVL 5 Mages	Men in Robes	5-10 LVL 7 Mages	Men in Robes
Highwaymen	Men in Chain	LVL 4 Thieves	Men in Leather	LVL 6 Ninjas	Men in Black
Zombies	Weird Humanoids	Bishops	Priests	Master Thieves	Men in Leather
Creeping Cruds	Slime	Minor Daimyos	Men in Armor	LVL 5 Priests	Priests

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
4-10 Arch Mages	Men in Robes	5-10 LVL 7 Mages	Men in Robes	9-10 LVL 10 Mages	Men in Robes
Champ Samurai	Men in Armor	Wyverns	Strange Animals	Gorgons	Strange Animals
High Priests	Priests	Spirits	Unseen Entities	Chimeras	Strange Animals
Champ Samurai	Men in Armor	Gargoyles	Gargoyles	Arch Mage	Man in Robes

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
5-10 LVL 7 Mages	Men in Robes	9-10 High Wizards	Men in Robes	4-10 Arch Mages	Men in Robes
High Priests	Priests	LVL 8 Bishops	Priests	High Wizards	Men in Robes
High Ninjas	Men in Kimonoes	Gorgons	Strange Animals	LVL 8 Bishops	Priests
Master Thieves	Men in Leather	Chimeras	Strange Animals	Gorgons	Strange Animals

LEVEL-GROUPS-----	CONCEALED AS---
10 W E R D N A	Man in Robes
Vampire Lords	Unseen Entities
Vampires	Unseen Entities
Vampires	Unseen Entities

=====OGRE SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
3-9 Ogres	Ogres	3-9 Gargoyles	Gargoyles	6-9 Trolls	Strange Animals
Vorpall Bunnies	Rabbits	Bubbly Slimes	Slimes	Trolls	Strange Animals
Capybaras	Giant Rodents	Orcs	Small Humanoids	Trolls	Strange Animals
Coyotes	Mangy Dogs	Orcs	Small Humanoids	Trolls	Strange Animals

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
7-9 Ogre Lords	Ogres	8-9 Earth Giants	Giants	9-10 Fire Giants	Giants
Trolls	Strange Animals	Bubbly Slimes	Slimes	Lesser Demons	Demons
Trolls	Strange Animals	Orcs	Small Humanoids	LVL 8 Ninjas	Monks
Trolls	Strange Animals	Orcs	Small Humanoids	Nightstalkers	Unseen Entities

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
9-10 Frost Giants	Giants	9-10 Poison Giants	Giants
Thieves	Men in Leather	Will O' Wisps	Unseen Entities
Gorgons	Strange Animals	Bubbly Slimes	Slimes
Chimeras	Strange Animals	Orcs	Small Humanoids

=====ORIENTAL SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1-5 LVL 1 Ninjas	Kimonoed Men	4 LVL 3 Ninjas	Kimonoed Men	4-6 Minor Daimyos	Men in Armor
LVL 1 Ninjas	Kimonoed Men	LVL 1 Ninjas	Kimonoed Men	Bishops	Priests
LVL 1 Ninjas	Kimonoed Men	LVL 1 Ninjas	Kimonoed Men	Minor Daimyos	Men in Armor
LVL 1 Ninjas	Kimonoed Men	LVL 1 Ninjas	Kimonoed Men	Bishops	Priests

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1-3 LVL 3 Samurai	Kimonoed Men	4-8 LVL 6 Ninjas	Men in Black	6-8 Major Daimyos	Men in Armor
Creeping Coins?	Small Objects	Master Thieves	Men in Leather	LVL 5 Priests	Priests
Creeping Coins?	Small Objects	LVL 5 Priests	Priests	LVL 6 Ninjas	Men in Black
Creeping Coins?	Small Objects	LVL 6 Ninjas	Men in Black	Master Thieves	Men in Leather

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
5-9 Champ Samurai	Men in Armor	6-10 LVL 8 Ninjas	Monks	8-10 Master Ninjas	Men in Robes
High Priests	Priests	Nightstalkers	Unseen Entities	LVL 7 Mages	Men in Robes
Champ Samurai	Men in Armor	Ogre Lords	Ogres	Wyverns	Strange Animals
High Priests	Priests	Trolls	Strange Animals	Spirits	Unseen Entities

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
10 Hatamoto	Men in Robes	3-4 High Ninjas	Men in Kimonoes
LVL 10 Mages	Men in Robes	Bubbly Slimes	Slimes
Gorgons	Strange Animals	Orcs	Small Humanoids
Chimeras	Strange Animals	Orcs	Small Humanoids

## =====PRIEST SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1-2 LVL 1 Priests	Priests	2-4 LVL 3 Priests	Priests	4-7 Priestesses	Priests
Rogues	Scruffy men	LVL 1 Priests	Priests	Gas Dragons	Dragons
Orcs	Small Humanoids	Rogues	Scruffy Men	Dragon Flies	Flies
Orcs	Small Humanoids	Orcs	Small Humanoids	Bubbly Slimes	Slimes
4-9 Bishops	Priests	6-8 LVL 5 Priests	Priests	4-10 High Priests	Priests
Minor Daimyos	Men in Armor	LVL 6 Ninjas	Men in Black	Champ Samurai	Men in Armor
Bishops	Priests	Master Thieves	Men in Leather	High Priests	Priests
Minor Daimyos	Men in Armor	LVL 5 Priests	Priests	Champ Samurai	Priests
4-10 High Priests	Priests	4-10 High Priests	Priests	6-9 LVL 8 Priests	Priests
High Ninjas	Men in Kimonoes	Fire Giants	Giants	Wyverns	Strange animals
Bubbly Slimes	Slimes	Lesser Demons	Demons	Spirits	Unseen Entities
Orcs	Small Humanoids	LVL 8 Ninjas	Monks	Gargoyles	Gargoyles
9-10 LVL 8 Bishops	Priests				
Gorgons	Strange Animals				
Chimeras	Strange Animals				
Arch Mages	Men in Robes				

## =====SKELETON SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1-2 Undead Kobolds	Skeletons	7-9 Nightstalkers	Unseen Entities	9-10 Vampires	Unseen Entities
Kobolds	Small Humanoids	Ogre Lords	Ogres	Vampires	Unseen Entities
Orcs	Small Humanoids	Trolls	Strange Animals	Vampires	Unseen Entities
Orcs	Small Humanoids	Trolls	Strange Animals	Vampires	Unseen Entities
10 Vampire Lords	Unseen Entities				
Vampires	Unseen Entities				
Vampires	Unseen Entities				
Vampires	Unseen Entities				

## =====SLIME SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1-10 Bubbly Slimes	Slimes	1-3 Creeping Cruds	Slimes	10 Fleck	Strange Animals
Orcs	Small Humanoids	Bubbly Slimes	Slimes	Murphy's Ghosts	Unseen Entities
Orcs	Small Humanoids	Orcs	Small Humanoids	Murphy's Ghosts	Unseen Entities
Orcs	Small Humanoids	Orcs	Small Humanoids	Murphy's Ghosts	Unseen Entities

## =====SMALL HUMANOID SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1-2 Orcs	Small Humanoids	1-2 Kobolds	Small Humanoids	10 High Masters	Coneheads
Orcs	Small Humanoids	Orcs	Small Humanoids	Hatamoto	Men in Robes
Orcs	Small Humanoids	Orcs	Small Humanoids	LVL 10 Mages	Men in Robes
Orcs	Small Humanoids	Orcs	Small Humanoids	Gorgons	Strange Animals

## =====WEIRD HUMANOID SYMBOL=====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
2-3 Zombies	Weird Humanoids	2-5 Rotting Corpses	Weird Humanoids	3-5 Grave Mists	Unseen Entities
Creeping Cruds	Slimes	Grave Mists	Unseen Entities	Shades	Unseen Entities
Bubbly Slimes	Slimes	Shades	Unseen Entities	Rotting Corpses	Weird Humanoids
Orcs	Small Humanoids	Rotting Corpses	Weird Humanoids	Grave Mists	Unseen Entities
3-5 Shades	Unseen Entities	5-9 Spirits	Unseen Entities	4-10 Lifestealers	Unseen Entities
Rotting Corpses	Weird Humanoids	Gargoyles	Gargoyles	Lifestealers	Unseen Entities
Grave Mists	Unseen Entities	Bubbly Slimes	Slimes	Lifestealers	Unseen Entities
Shades	Unseen Entities	Orcs	Small Humanoids	Lifestealers	Lifestealers
1, Murphy's Ghosts	Unseen Entities				
8-10 Murphy's Ghosts	Unseen Entities				
Murphy's Ghosts	Unseen Entities				
Murphy's Ghosts	Unseen Entities				

===== APPENDIX I =====

KNIGHT OF DIAMONDS  
EQUIPMENT AND MAGICAL ITEMS

The equipment and magical items chart for the "Knight of Diamonds" uses the same format as that of the first scenario. Please refer to the chart explanation for the "Proving Grounds of the Mad Overlord" charts, \*APPENDIX F, for details. One major difference between "KOD" and the first scenario is the large number of powerful magical items. Several of these items have unpredictable results, for example, the Coin of Power--when invoked it will either change the character's class or kill him! There is no way to tell which result will take place. If you want to use this and other similar items, be sure that you have your character backed up in case of an undesirable result. The non-transferrable items are those found in specific locations: the Staff of Light, the Staff of Gnilda and all the items formerly belonging to the Knight of Diamonds. If you are transferring characters between this and the first scenario, first check that the items carried are to be found in the first scenario. If they aren't, you will have to drop them before the transfer is made. Even if you were to manage to transfer them over, they would lock up the program!

ITEM-----CONCEALED AS--USED BY--VALUE---AC-C7-ST-PR-COMMENTS-----

\*\*\* WEAPONS \*\*\*

Short Sword	Short Sword	FTSLN	15		3 7	
Short Sword +1	Short Sword	FTSLN	15000		4 10	
Short Sword -1	Short Sword	FTSLN	1000	X -1	8	
Short Sword +2	Short Sword	FTSLN	30000		5 12	
Short Sword -2	Short Sword	FTSLN	8000	X 1	8	
Evil SSword +3	Short Sword	FTSLN	50000		6 11	NOT evil, despite name, usable by all alignments
Shswd./Swinging	Short Sword	FMTSLN	74674	-1	4 17	
Mage Masher	Short Sword	FTSLN	10000		5 10	Protection: Mages; Offense: Mages
Long Sword	Long Sword	FSLN	25		4 9	
Long Sword +1	Long Sword	FSLN	10000		5 12	
Long Sword -1	Long Sword	FSLN	1000	X -1	9	
Long Sword +2	Long Sword	FSLN	20000		6 16	
Evil Sword +3	Long Sword	FSLN	50000	[X] 7	18	Evil characters only, others cursed
Long Sword +5	Long Sword	FSLN	70000		9 21	
Swd./Swinging	Long Sword	FSLN	0		5 19	
Dragonslayer	Long Sword	FSLN	10000		1 13	Protection: Dragons; Offense: Dragons
Were Slayer	Long Sword	FSLN	10000		5 14	Protection: Weres; Offense: Weres
Priest Puncher	Long Sword	FSLN	70000		5 11	Protection: Priests; Offense: Priests
Blade Cusinart	Long Sword	FSLN	15000		6 17	
Murasama Blade	Long Sword	S	1000000		8 18	Increases strength when invoked, 1-2 uses
Anointed Mace	Knobbed Stick	FPBSLN	30		2 6	
Mace +1	Knobbed Stick	FPBSLN	12500		3 9	
Mace -1	Knobbed Stick	FPBSLN	1000	X -1	6	
Mace +2	Knobbed Stick	FPBSLN	25000		4 13	
Mace -2	Knobbed Stick	FPBSLN	8000	X 0	9	
Mace Pro Poison	Knobbed Stick	FPBSLN	10000		3 11	Protection: Insects, poison
Priest's Mace	Knobbed Stick	PBL	75000		5 12	Casts Bamatu spell, unlimited use; Protection: Undead Leveldrain; Offense: Undead
Anointed Flail	Weapon	FPBSLN	150		3 8	
Shuriken	Weapon	N	50000	[X] 7	19	Evil alignment only, for others cursed; Increases maximum HP when invoked, 1-2 uses; Protection: poison, leveldrain, critical hits
Staff	Staff	ALL	10		0 6	
Staff of Mogref	Staff	MB	3000		1 7	Casts Mogref spell, 3-4 uses
Staff +2	Staff	ALL	2500		2 8	
Staff -2	Staff	ALL	8000	X -2	6	
Staff/Montino	Staff	ALL	15000		1 8	Casts Montino spell, 4-5 uses
Rod of Rising	Staff	PBL	150000		3 11	Casts Kadorto spell, 1 use
Staff of Curing	Staff	P	100000		3 14	Casts Dial spell, 9-10 uses
Staff of Light	Ornate Staff	ALL	60000		2 13	Casts Lomilwa spell, unlimited use; Offense: Undead
Great Mage Wand	Staff	ALL	0		1 5	If invoked, will either give character 9's in all spells or will remove ability to cast spells entirely! 1 use
Staff of Gnilda	Staff of Gnilda	FSL	0	+21 X 8	1	The object of your quest! Protection: everything!
Dagger	Dagger	FMTSLN	5		1 5	
Dagger +2	Dagger	FMTSLN	8000		3 9	
Dagger of Speed	Dagger	MN	30000	-3	0 12	Has great speed, giving first hits; decreases AC
Thieves Dagger	Dagger	TN	50000		5 11	Changes Thief to Ninja of same alignment when invoked

ITEM-----CONCEALED AS--USED BY--VALUE---AC-C7-ST-PR-COMMENTS-----

## \*\*\* ARMOR \*\*\*

Robes	Clothing	ALL	15	+1		
Cursed Robe	Clothing	ALL	8000	-2	X	-2
Lords Garb	Clothing	L	1000000	+10		
Heals 1 HP per move; heals all HP if invoked, 1-2 uses; Protection: Gorgons, Dragons; Offense: Werewolves, Undead, demons; Gives weapon ability to critically hit						
Robes +3	Clothing	M	180234	+4		
Enhances maze access						
Leather Armor	Armor	FFTSLN	50	+2		
Leather +1	Armor	FFTSLN	1500	+3		
Leather -1	Armor	FFTSLN	1500	+1	X	
Leather +2	Armor	FFTSLN	6000	+4		
Leather -2	Armor	FFTSLN	8000	0	X	
Chain Mail	Armor	FFSLN	90	+3		
Chain Mail +1	Armor	FFSLN	1500	+4		
Chain -1	Armor	FFSLN	1500	+2	X	
Chain +2	Armor	FFSLN	6000	+5		
Evil Chain +2	Armor	FFSLN	8000	+5	[X]	Evil alignment only, others cursed
Chain -2	Armor	FFSLN	8000	+1	X	
Chain Pro Fire	Armor	FFSLN	150000	+6		Protection: Dragons and fire spells
Breast Plate	Armor	FFSLN	200	+4		
Breast Plate +1	Armor	FFSLN	1500	+5		
Breast Plate -1	Armor	FFSLN	1500	+3	X	
Breast Plate +2	Armor	FFSLN	10000	+6		1 Increases weapon's reach
Breast Plate -2	Armor	FFSLN	8000	+2	X	
Breast Plate +3	Armor	FFSLN	100000	+7		
Plate Mail	Armor	FSLN	750	+5		
Plate Mail +1	Armor	FSLN	1500	+6		
Cursed +1 Plate	Armor	ALL	0	+6	X	
Plate Mail +2	Armor	FFSLN	6000	+7		
Neut P-Mail +2	Armor	FFSLN	8000	+7	[X]	Neutral alignment only, others cursed
Evil Plate +3	Armor	FFSLN	150000	+8	[X]	Evil alignment only, for others cursed
Plate +5	Armor	FFSLN	275344	+10		
Helm	Helm	FSLN	100	+1		
Helm +1	Helm	FSLN	3000	+2		
Helm +2 (Evil)	Helm	FSLN	8000	+3	[X]	Evil alignment only, others cursed; Casts Bados spell, unlimited use
Diadem of Malor	Diadem	ALL	25000	+2		
Cursed Helmet	Helm	FSLN	50000	-2	X	-2
Casts Malor spell, single use, then changes to Helm						
Small Shield	Shield	FFTSLN	20	+2		
Large Shield	Shield	FFSLN	40	+3		
Shield +1	Shield	FFTSLN	1500	+4		
Shield -1	Shield	FFSLN	1500	+1		Not cursed!
Shield +2	Shield	FFTSLN	7000	+5		
Shield -2	Shield	FFTSLN	8000	-2	X	
Evil Shield +3	Shield	FFTSLN	25000	+6	[X]	Evil alignment only, others cursed
Shield +3	Shield	FFTSLN	250000	+6		
Copper Gloves	Gauntlets	FSLN	6000	+1		
Silver Gloves	Gauntlets	FSLN	60000	+3		
Winter Mittens	Gauntlets	FFSLN	138344	+3	1	Protection: Cold Spells; Enhances maze access

ITEM-----CONCEALED AS--USED BY--VALUE---AC-C7-ST-PR-COMMENTS-----

## \*\*\* MAGICAL ITEMS \*\*\*

Dios Potion	Potion	ALL	500			Casts Dios spell, 1 use
Latumofis Pot.	Potion	ALL	300			Casts Latumofis spell, 1 use
Potion of Sopic	Potion	ALL	1500			Casts Sopic spell, 1 use
Potion of Dial	Potion	ALL	5000			1 Casts Dial spell, 1 use; Enhances weapon's reach
Scroll/Katino	Scroll	ALL	500			Casts Katino spell, 1 use
Scroll/Bados	Scroll	ALL	500			1 Casts Bados spell, 1-4 uses; Enhances weapon's reach; Enhances maze access
Scroll/Halito	Scroll	ALL	500			Casts Halito spell, 1 use
Scroll/Lomilwa	Scroll	ALL	2500			Casts Lomilwa spell, 1 use
Scroll/Dilto	Scroll	ALL	2500			Casts Dilto spell, 1 use
Scroll/Badial	Scroll	ALL	8000			Casts Badial spell, 1 use



ITEM-----CONCEALED AS--USED BY--VALUE---AC-C?-ST-PR-COMMENTS-----

\*\*\* MAGICAL ITEMS \*\*\*

Jeweled Amulet	Amulet	ALL	5000			Casts Dumapic spell, unlimited use
Amulet/Manifo	Amulet	P	15000			Casts Manifo spell, 18-20 uses
Amulet/Makanito	Amulet	ALL	20000			Casts Makanito spell, 18-20 uses
Amulet of Cover	Amulet	ALL	120000	+3		Heals bearer 3 HP per step
Amulet of Skill	Amulet	ALL	0			Adds 50000 Experience Points when invoked, 4-6 uses When it breaks, character is lost forever!
Nklc. Pro Magic Necklace		NONE	193255			Protection: Mages, magic
Coin of Power	Coin	ALL	0			When invoked, either randomly changes class or kills character! If successful changing class 1st time, DO NOT use again, it will kill!
Ring of Porfic	Ring	ALL	10000			Casts Porfic spell, 18-20 uses
Ring of Healing	Ring	ALL	300000			Heals bearer 1 HP per step
Ring Pro Undead	Ring	ALL	500000			1 Protection: Undead; Enhances weapon reach
Ring Pro Fire	Ring	NONE	250000			Protection: Dragons, fire spells
Ring of Regen	Ring	NONE	200000			Heals bearer 2 HP per step
Metamorph Ring	Ring	FMPTBLN	0			When invoked, changes class to Lord with same alignment, 1 use.
Deadly Ring	Ring	ALL	500000			Harms bearer 6 HP per step!
Rod of Flame	Staff	MBS	25000			Casts Mahalito spell, 9-10 uses; Protection: Dragons, fire spells
Stone Stone	Stone	ALL	0			Casts Montino spell, 30-35 uses
Dreamer's Stone	Stone	ALL	0			Casts Katino spell, 45-50 uses
Damien Stone	Stone	ALL	0			Casts Zilwan spell, 18-20 uses; if power invoked, character is lost forever!
Stone of Youth	Stone	ALL	0			Decreases age when power invoked, 1 use
Mind Stone	Stone	ALL	0			Increases IQ when invoked, 2-3 uses
Stone of Piety	Stone	ALL	0			Increases Piety when invoked, 1-2 uses
Blarney Stone	Stone	ALL	0			Increases Luck when invoked, 1-2 uses
Hrathnir	Broadsword	FSL	0		7 23	Casts Lorto spell, unlimited use; Protection: Giants, Leveldrain; Offense: Demons; can critically hit.
KOD's Helmet	Helmet	FSL	0	+4		Casts Madalto spell, unlimited use; Heals 1 HP per step; Protection: Mages, cold spells
KOD's Shield	Round Shield	FSL	0	+6		Casts Dialma spell, unlimited use; Heals 1 HP per step; Protection: Dragons, stoning
KOD's Gauntlets	Gauntlets	FSL	0	+4	2	Casts Tiltowait spell, unlimited use; Heals 2 HP per step; Protection: Weres, poison
KOD's Armor	Plate Armor	FSL	0	+14		Casts Matu spell, unlimited use; Heals 1 HP per step; Protection: Undead, Demons, Dragons, fire spells

===== APPENDIX J =====

THE KNIGHT OF DIAMONDS  
INDIVIDUAL MONSTERS

Below is a chart of the monsters found in "The Knight of Diamonds" scenario. Every effort has been made to make it as complete and accurate as possible. Due to the random nature of the Wizardry programs, you may find monsters on different levels or with slightly different statistics than those listed on the chart. The chart's statistics follow the same conventions described in the introduction to the first scenario's Individual Monsters, \*APPENDIX G.

===== ANIMAL SYMBOL =====

MONSTER NAME: <u>Blob</u>	CONCEALED AS: Protozoan	MAZE: 6	GRPS: 3-8	TYPE: Animal	LVL15/AC+10/HP45-180
DANGER: Fight-12-30; Resists Magic					
DEFENSE: Madalto-20% Rod/Flame-20% Tiltowait-20%					
MONSTER NAME: <u>Were Amoeba</u>	CONCEALED AS: Protozoan	MAZE: 1-2	GRPS: 1-9	TYPE: Were	LVL10/AC+10/HP10-50
DANGER: Fight-2-20; Poison; Resists fire spells					
DEFENSE: Madalto-50% Rod/Flame-No Effect Makanito-N Tiltowait-50%					

## BAT SYMBOL

MONSTER NAME: Giant Bat CONCEALED AS: Cave Dweller MAZE: 4 GRPS: 3-9 TYPE: Animal LVL7/AC-1/HP12-61  
 DANGER: Fight-3-24  
 DEFENSE: Makanito-Y Madalto NE Lakanito-15% Katino-50%(1)

MONSTER NAME: Vampire Bat CONCEALED AS: Cave Dweller MAZE: 4 GRPS: 1-2 TYPE: Undead LVL10/AC-3/HP10-50  
 DANGER: Fight-4-24; Drain Lvl(1); Paralyze  
 DEFENSE: Makanito-Y Madalto-NE Lakanito-25%

MONSTER NAME: Were Bat CONCEALED AS: Cave Dweller MAZE: 4 LVL10/AC-3/HP5-75  
 DANGER: Fight-8-48; Poison; Resists Magic  
 DEFENSE: Makanito-Y Madalto-NE Lakanito-20%

## BUSHWACKER SYMBOL

MONSTER NAME: LVL 6 Thief CONCEALED AS: Man in Leather MAZE: 1-2 GRPS: 1-6 TYPE: Humanoid LVL6/AC+3/HP6-36  
 DANGER: Fight-7-40  
 DEFENSE: Katino-Y Madalto-100% Tiltowait-100%

MONSTER NAME: LVL 7 Thief CONCEALED AS: Man in Leather MAZE: 2-5 GRPS: 1-5 TYPE: Humanoid LVL7/AC+3/HP7-42  
 DANGER: Fight-18-51  
 DEFENSE: Katino-Y Madalto-75% Tiltowait-100%

MONSTER NAME: Master Thief CONCEALED AS: Man in Leather MAZE: 5-6 GRPS: 1-8 TYPE: Humanoid LVL12/AC+1/HP12-72  
 DANGER: Fight-26-66; Flee; Resists some magic  
 DEFENSE: Katino-Y Madalto-40% Tiltowait-100%

MONSTER NAME: Thief CONCEALED AS: Man in Leather MAZE: 1-5 GRPS: 1-5 TYPE: Humanoid LVL10/AC+2/HP10-60  
 DANGER: Fight-16-64; Flee  
 DEFENSE: Katino-Y Madalto-50-60%

## CRAB SYMBOL

MONSTER NAME: Giant Crab CONCEALED AS: Crustacean MAZE: 3-6 GRPS: 1-8 TYPE: Animal LVL7/AC-4/HP7-210  
 DANGER: Fight-4-40; Resists fire and cold spells  
 DEFENSE: Katino-Y(1) Tiltowait-100%

MONSTER NAME: Scorpion CONCEALED AS: Crustacean MAZE: 1-6 GRPS: 2-8 TYPE: Animal LVL8/AC0/HP8-48  
 DANGER: Fight-7-40; Poison  
 DEFENSE: Katino-Y(1) Madalto-80%

## DEMON SYMBOL

MONSTER NAME: Arch Demon CONCEALED AS: Demonic Figure MAZE: 6 GRPS: 1 TYPE: Demon LVL25/AC-5/HP25-250  
 DANGER: Fight-10-90; Flee; Drain Lvl(1); I/Dapl-1-52; P/Dapl-1-110; Resists Magic  
 DEFENSE: Katino-Y Madalto NE Tiltowait-50% Montino-N Malikto-10% Lorto-50%

MONSTER NAME: Greater Demon CONCEALED AS: Demonic Figure MAZE: 5-6 GRPS: 1-6 TYPE: Demon LVL11/AC-3/HP11-88  
 DANGER: Fight-6-52; Poison; Paralyze; P/Dapl-5-50; Call/Help; Resists Magic; Party Can't Run  
 DEFENSE: Katino-N Montino N Tiltowait-20-60% Malikto-10-40% Lorto-90%

MONSTER NAME: Lesser Demon CONCEALED AS: Demonic Figure MAZE: 1-6 GRPS: 1-9 TYPE: Demon LVL10/AC0/HP10-80  
 DANGER: Fight-12-38; I/Dapl-1-10; P/Dapl-5-50; Katino; Call/Help; Party Can't Run; Resists Magic  
 DEFENSE: Katino-N Lorto 50% Montino-25% Madalto-60% Tiltowait-40% Malikto-50%

MONSTER NAME: Maelfic CONCEALED AS: Unseen Being MAZE: 6 GRPS: 1 LVL25/AC-5/HP25-100  
 DANGER: Fight-2-8; Poison; Paralyze; Drain Lvl(3); P/Dapl-5-110; Resists Magic; Call/Help  
 DEFENSE: Katino-N Montino N Tiltowait-50% Lorto-40% Malikto-50%

MONSTER NAME: Succubus CONCEALED AS: Demonic Figure MAZE: 5-6 GRPS: 1-4 TYPE: Demon LVL8/AC-2/HP8-80  
 DANGER: Fight-6-56; Drain Lvl(1); P/Dapl-5-56; Resists Magic  
 DEFENSE: Katino-N Montino 100% Madalto-50% Lakanito-No Effect

## DINK SYMBOL

MONSTER NAME: Dink CONCEALED AS: Little Old Man MAZE: 1-2 GRPS: 1 TYPE: Humanoid LVL1/AC+10/HP10-30  
 DANGER: Fight-1; Flee; Resists Magic  
 DEFENSE: Katino-Y

## DRAGON SYMBOL

MONSTER NAME: Chimera CONCEALED AS: Strange Animal MAZE: 2-4 GRPS: 1-8 TYPE: Animal LVL9/AC+2/HP9-54  
 DANGER: Fight-9-34; Fire spells; Resists fire spells  
 DEFENSE: Makanito-N Madalto-60% Tiltowait-90% Rod/Flame-No Effect

MONSTER NAME: Dragon Zombie CONCEALED AS: Dragon MAZE: 5-6 GRPS: 1-6 TYPE: Undead LVL12/AC-2/HP12-96  
 DANGER: Fight-5-52; P/Dapl-5-52; Breath drains levels; Resists Magic  
 DEFENSE: Zilwan-60% Dispell-N Madalto-50% Tiltowait-75%

MONSTER NAME: Fire Dragon CONCEALED AS: Dragon MAZE: 6 GRPS: 1-4 TYPE: Dragon LVL12/AC-1/HP12-96  
 DANGER: Fight-3-30; P/Dapl 5-33; Breathes fire spells  
 DEFENSE: Madalto-50% Malikto 100% Rod/Flame-No Effect Tiltowait--100%

===== MAN IN ARMOR SYMBOL =====

MONSTER NAME: LVL 10 Fighter CONCEALED AS: Man in Armor MAZE: 1-2 GRPS: 1-8 TYPE: Humanoid LVL10/AC0/HP10-100  
DANGER: Fight-4-305(!)  
DEFENSE: Katino-Y Mekanito-N Madalto-55% Tiltowait-100%

MONSTER NAME: LVL 12 Fighter CONCEALED AS: Man in Armor MAZE: 2-6 GRPS: 1-8 TYPE: Humanoid LVL12/AC-1/HP12-120  
DANGER: Fight-12-56  
DEFENSE: Katino-75% Lakanito-40% Madalto-50% Tiltowait-100%

===== FROG SYMBOL =====

MONSTER NAME: Bleeb CONCEALED AS: Strange Animal MAZE: 5-6 GRPS: 1-8 TYPE: Animal LVL10/AC0/HP10-80  
DANGER: Fight-10-49; Flee; Resists Magic; Party Can't Run; Call/Help  
DEFENSE: Madalto-80% Tiltowait-100%

===== FUZZBALL SYMBOL =====

MONSTER NAME: Fuzzball CONCEALED AS: Fluffy Thing MAZE: 1-6 GRPS: 1-9 TYPE: Animal LVL100/AC+10/HP1  
DANGER: Fight-0; Resists all magic; Party Can't Run; Call/Help  
DEFENSE: Fight; Full groups of 9 cannot call for help until reduced to 5, so work on one group at a time

===== INSECT SYMBOL =====

MONSTER NAME: Rhino Beetle CONCEALED AS: Insect MAZE: 1-3 GRPS: 1-4 TYPE: Insect LVL12/AC+1/HP12-60  
DANGER: Fight-5-34  
DEFENSE: Madalto-50% Rod/Flame-NE Mekanito-N Tiltowait-80%

===== MAGE SYMBOL =====

MONSTER NAME: Arch Mage CONCEALED AS: Man in Robes MAZE: 6 GRPS: 1-2 TYPE: Humanoid LVL20/AC0/HP20-80  
DANGER: Fight-3-10; P/Dspl-5-120  
DEFENSE: Katino-Y Madalto-50% Tiltowait-100% Montino-50%

MONSTER NAME: Hatamoto CONCEALED AS: Man in Armor MAZE: 5-6 GRPS: 1-8 TYPE: Humanoid LVL12/AC-1/HP12-48  
DANGER: Fight-10-68; Crit/Hit  
DEFENSE: Katino-Y Madalto-100% Tiltowait-100%

MONSTER NAME: High Wizard CONCEALED AS: Man in Robes MAZE: 6 GRPS: 1-2 TYPE: Humanoid LVL12/AC+4/HP12-48  
DANGER: Fight-3-8; P/Dspl-1-65; Resists fire spells  
DEFENSE: Katino-Y Rod/Flame-20% Madalto-100% Tiltowait-100%

MONSTER NAME: LVL 7 Mage CONCEALED AS: Man in Robes MAZE: 1 GRPS: 1-6 TYPE: Humanoid LVL7/AC+9/HP9-30  
DANGER: Fight-1-4; I/Dspl-1-16; P/Dspl-1-15; Katino  
DEFENSE: Katino-Y Montino-80% Madalto-100% Tiltowait-100%

MONSTER NAME: LVL 8 Mage CONCEALED AS: Man in Robes MAZE: 2-3 GRPS: 1-6 TYPE: Humanoid LVL8/AC+8/HP8-32  
DANGER: Fight-1-4; I/Dspl-1-16; P/Dspl-1-28; Katino  
DEFENSE: Katino-Y Montino-80% Mekanito-N Madalto-100% Tiltowait-100%

MONSTER NAME: LVL 10 Mage CONCEALED AS: Man in Robes MAZE: 3-6 GRPS: 1-6 TYPE: Humanoid LVL10/AC8/HP11-41  
DANGER: Fight-1-6; I/Dspl-1-16; P/Dspl-1-28; Katino  
DEFENSE: Katino-Y Montino-75% Madalto-100% Tiltowait-100%

===== MAGICAL OBJECTS =====

MONSTER NAME: Magic Armor CONCEALED AS: Animated Object MAZE: 1 GRPS: 1 TYPE: Unusual LVL300/AC-10/HP300  
DANGER: Fight-1-6; Resists most magic  
DEFENSE: Magic doesn't harm--party must fight

MONSTER NAME: Magic Shield CONCEALED AS: Animated Object MAZE: 2 GRPS: 1 TYPE: Unusual LVL30/AC-10/HP30-150  
DANGER: Fight-36-90; Resists most magic  
DEFENSE: Magic doesn't harm--party must fight

MONSTER NAME: Magic Sword CONCEALED AS: Animated Object MAZE: 3 GRPS: 1 TYPE: Unusual LVL25/AC0/HP25-100  
DANGER: Fight-2-24; Crit/Hit; Resists most magic  
DEFENSE: Magic doesn't harm--party must fight

MONSTER NAME: Magic Helmet CONCEALED AS: Animated Object MAZE: 4 GRPS: 1 TYPE: Unusual LVL100/AC0/HP100-200  
DANGER: Fight-1-3; Mabadi; P/Dspl-5-130; Resists most magic  
DEFENSE: Magic doesn't harm--party must fight

MONSTER NAME: Magic Gauntlets CONCEALED AS: Animated Object MAZE: 5 GRPS: 2 TYPE: Unusual LVL50/AC+6/HP50  
DANGER: Fight-2-20; P/Dspl-5-120; Resists most magic  
DEFENSE: Magic doesn't harm--party must fight

## HOLD SYMBOL

MONSTER NAME: Acid Slime CONCEALED AS: Cave Dweller MAZE: 4 GRPS: 1-5 TYPE: Animal LVL8/AC-4/HP18-50  
DANGER: Fight-4; Poison; Resists cold spells  
DEFENSE: Rod/Flame-50% Madalto-50% Tiltowait-100%

MONSTER NAME: Black (pl, black) CONCEALED AS: Strange Animal MAZE: 6 GRPS: 1-3 TYPE: Animal LVL6/AC0/HP18-55  
DANGER: Fight 8-64; Poison; Paralyze; Stone; Crit/Hit; Breathes frost spells; Resists Magic  
DEFENSE: Madalto-NE Tiltowait-100%

MONSTER NAME: Foaming Mold CONCEALED AS: Cave Dweller MAZE: 4 GRPS: 3-7 TYPE: Animal LVL10/AC+5/HP30-120  
DANGER: Fight-16-40; Stone  
DEFENSE: Madalto-50% Tiltowait-100%

## OGRE SYMBOL

MONSTER NAME: Air Giant CONCEALED AS: Giant MAZE: 6 GRPS: 1-5 TYPE: Humanoid LVL15/AC+5/HP160  
DANGER: Fight-20-360(1); Resists most magic  
DEFENSE: Magic doesn't harm party must fight

MONSTER NAME: Earth Giant CONCEALED AS: Giant MAZE: 2-6 GRPS: 1-5 TYPE: Humanoid LVL10/AC+9/HP80  
DANGER: Fight-20-100; Resists Magic  
DEFENSE: Madalto-50% Lakanito-25% Malikto-15% Tiltowait-25-50%

MONSTER NAME: Fire Giant CONCEALED AS: Giant MAZE: 3-6 GRPS: 1-5 TYPE: Humanoid LVL12/AC+7/HP120  
DANGER: Fight-20-140; Resists fire spells  
DEFENSE: Madalto-NE Lakanito No Effect Malikto-100% Tiltowait-100%

MONSTER NAME: Giant Zombie CONCEALED AS: Giant MAZE: 5-6 GRPS: 1-3 TYPE: Undead LVL15/AC+3/HP80  
DANGER: Fight 4-40; Poison; P/Dapl 10-40; Resists most magic  
DEFENSE: Magic doesn't harm party must fight

MONSTER NAME: Ogre Lord CONCEALED AS: Ogre MAZE: 1-3 GRPS: 1-5 TYPE: Mage LVL8/AC+4/HP8-64  
DANGER: Fight-3-20; P/Dapl-5-14  
DEFENSE: Katino-Y Montino-80% Madalto-100% Mekanito-N Tiltowait-100%

MONSTER NAME: Troll CONCEALED AS: Strange Animal MAZE: 1-2 GRPS: 3-5 TYPE: Humanoid LVL6/AC+4/HP7-54  
DANGER: Fight-15-36  
DEFENSE: Katino--Y Madalto-60% Mekanito-Y Lakanito-75% Rod/Flame-NE Tiltowait-100%

## ORIENTAL SYMBOL

MONSTER NAME: Champ Samurai CONCEALED AS: Man in Armor MAZE: 1-2 GRPS: 1-6 TYPE: Humanoid LVL10/AC+2/HP10-100  
DANGER: Fight-9-42; I/Dapl-1-8; Katino  
DEFENSE: Katino-Y Montino-60% Lakanito-20-60% Madalto-50% Badi-Y Tiltowait-100%

MONSTER NAME: High Master CONCEALED AS: Man in Black MAZE: 5-6 GRPS: 1-3 TYPE: Humanoid LVL15/AC-2/HP15-60  
DANGER: Fight-12-104; Crit/Hit; Resists Magic  
DEFENSE: Madalto-50% Tiltowait-100%

MONSTER NAME: LVL 8 Ninja CONCEALED AS: Man in Black MAZE: 1-6 GRPS: 1-8 TYPE: Humanoid LVL8/AC+4/HP8-32  
DANGER: Fight-18-51; Crit/Hit  
DEFENSE: Katino-Y Madalto-100% Lakanito-75% Malikto-100%

MONSTER NAME: Major Daijyo CONCEALED AS: Man in Armor MAZE: 1-2 GRPS: 1-8 TYPE: Humanoid LVL7/AC0/HP7-84  
DANGER: Fight-2-20; Resists some magic  
DEFENSE: Katino-Y Madalto-75% Lakanito-50% Rod/Flame-NE Tiltowait-75-100%

MONSTER NAME: Master Ninja CONCEALED AS: Man in Black MAZE: 5 GRPS: 1-8 TYPE: Humanoid LVL10/AC+3/HP10-40  
DANGER: Fight-22-44; Crit/Hit  
DEFENSE: Katino-Y Madalto-100%

## PRIEST SYMBOL

MONSTER NAME: High Priest CONCEALED AS: Priest MAZE: 6 GRPS: 1-8 TYPE: Humanoid LVL15/AC-1/HP15-120  
DANGER: Fight-20-48; I/Dapl 80-160; P/Dapl-1-56; Montino; Mabadi  
DEFENSE: Katino-Y Montino-80-100% Lorto-50% Madalto-NE Tiltowait-80-100%

MONSTER NAME: LVL 7 Priest CONCEALED AS: Priest MAZE: 1-2 GRPS: 1-6 TYPE: Humanoid LVL7/AC+3/HP7-56  
DANGER: Fight-6-20; I/Dapl-5-15; Badi; Montino  
DEFENSE: Katino-Y Montino-80% Lakanito-100% Madalto-100%

MONSTER NAME: LVL 8 Priest CONCEALED AS: Priest MAZE: 2-6 GRPS: 1-8 TYPE: Humanoid LVL8/AC+3/HP8-64

DANGER: Fight-9-30; P/Dapl-10-20; Badi; Mabadi; Montino  
DEFENSE: Katino-Y Montino-75% Mekanito-N Rod/Flame-50% Madalto-60%

MONSTER NAME: LVL 11 Bishop CONCEALED AS: Priest MAZE: 5-6 GRPS: 3-9 TYPE: Humanoid LVL11/AC+2/HP11-88  
DANGER: Fight-16-48; I/Dapl 5-30; P/Dapl-1-54; Badi; Montino; Katino  
DEFENSE: Katino-Y Montino-80% Madalto-80% Lorto-100% Tiltowait-100%

===== SKULL SYMBOL =====  
 MONSTER NAME: Evil Eye CONCEALED AS: Glowing Sphere MAZE: 2-5 GRPS: 2 TYPE: Undead LVL9/AC0/HP9-54  
 DANGER: Fight-4-32; P/Dspl-5-15; Breathes poison; Some magic resistance  
 DEFENSE: Dispell-50% Madalto-75%

MONSTER NAME: Scryll CONCEALED AS: Skull MAZE: 2-5 GRPS: 1-3 TYPE: Undead LVL10/AC-1/HP10-60  
 DANGER: Fight-1-81; Drain Lvl(1); Some magic resistance  
 DEFENSE: Dispell-50% Madalto-50% Tiltowait-100%

MONSTER NAME: Sidelle CONCEALED AS: Skull MAZE: 3-6 GRPS: 1-2 TYPE: Undead LVL18/AC-2/HP18-180  
 DANGER: Fight-4-32; Poison; Paralyze; I/Dspl-1-65; P/Dspl-5-120; Some magic resistance  
 DEFENSE: Dispell-50% Madalto-40% Tiltowait-90% Zilwan-100%

===== SNAKE SYMBOL =====

MONSTER NAME: Constrictor CONCEALED AS: Snake MAZE: 4 GRPS: 1-8 TYPE: Animal LVL8/AC+1/HP8-40  
 DANGER: Fight-5-42; Party Can't Run; Resists most magic  
 DEFENSE: Katino-Y(1) Madalto-100% Tiltowait-100%

MONSTER NAME: Giant Viper CONCEALED AS: Snake MAZE: 4-6 GRPS: 3-7 TYPE: Animal LVL10/AC0/HP10-40  
 DANGER: Fight-5-40; Poison  
 DEFENSE: Katino-Y(1) Makanito-N Madalto-100%

MONSTER NAME: Gorgon CONCEALED AS: Strange Animal MAZE: 4 GRPS: 1-8 TYPE: Unusual LVL8/AC+2/HP8-64  
 DANGER: Fight-1-4-34; P/Dspl-1-25; Some magic resistance  
 DEFENSE: Montino-40% Madalto-50% Tiltowait-60%

===== SPARKLE SYMBOL =====

MONSTER NAME: Lifestealer CONCEALED AS: Unseen Entity MAZE: 1-2 GRPS: 1 TYPE: Undead LVL5/AC+3/HP4-43  
 DANGER: Fight-1-4; Drain Lvl(2); I/Dspl-1-14; P/Dspl-5-20; Some magic resistance  
 DEFENSE: Dispell-50% Makanito-N Tiltowait-60% Appear in groups--put 1 fighter on group 1, others on group 2

MONSTER NAME: Murphy's Ghost CONCEALED AS: Unseen Entity MAZE: 4-6 GRPS: 1-3 TYPE: Undead LVL10/AC-3/HP20-110  
 DANGER: Fight-1-8; Paralyze; Moderate magic resistance  
 DEFENSE: Dispell-30% Tiltowait-40% Best to fight

MONSTER NAME: Smog Beast CONCEALED AS: Unseen Entity MAZE: 6 GRPS: 3-7 TYPE: Unusual LVL20/AC+3/HP30-70  
 DANGER: Fight-1-3; Katino; I/Dspl-1-5; Some magic resistance  
 DEFENSE: Madalto-60% Tiltowait-100% Lorto-100%

MONSTER NAME: Will O' Wisp CONCEALED AS: Unseen Entity MAZE: 5-6 GRPS: 1-2 TYPE: Unusual LVL12/AC-15/HP12-96  
 DANGER: Fight-8-64; Resists most magic  
 DEFENSE: Magic doesn't harm--party must fight

===== SPOOK SYMBOL =====

MONSTER NAME: Nightstalker CONCEALED AS: Gaunt Figure MAZE: 1-2 GRPS: 2-6 TYPE: Undead LVL5/AC+4/HP8-43  
 DANGER: Fight-1-6; Drain Lvl(1); Some magic resistance  
 DEFENSE: Dispell-50% Montino-80% Madalto-60% Lahalito-80%

MONSTER NAME: Vampire CONCEALED AS: Gaunt Figure MAZE: 2-5 GRPS: 1-4 TYPE: Undead LVL11/AC-1/HP11-88  
 DANGER: Fight-3-24; Paralyze; Drain Lvl(2); I/Dspl-1-9; P/Dspl-5-12; Some magic resistance, especially priest  
 DEFENSE: Dispell-30% Madalto-40% Tiltowait-90% Lorto-60% Zilwan-100%

MONSTER NAME: Vampire Lord CONCEALED AS: Gaunt Figure MAZE: 6 GRPS: 1 TYPE: Undead LVL20/AC-5/HP20-160

DANGER: Fight-4-24; Paralyze; Drain Lvl(4); P/Dspl-5-73  
 DEFENSE: Dispell-60% Madalto-40% Tiltowait-75% Zilwan-100% Mabadi-Y

===== SWARM SYMBOL =====

MONSTER NAME: Giant Wasp CONCEALED AS: Insect MAZE: 4 GRPS: 9 TYPE: Insect LVL9/AC0/HP9-27  
 (pl. Wasp Swarm) (pl. Swarm)  
 DANGER: Fight-2-12; Resist cold spells  
 DEFENSE: Makanito-N Lahalito-85% Lakanito-80% Rod/Flame-100%

MONSTER NAME: Giant Hornet CONCEALED AS: Insect MAZE: 6 GRPS: 9 TYPE: Insect LVL10/AC0/HP20-50  
 (pl. Hornet Swarm) (pl. Swarm)  
 DANGER: Fight-3-15; Poison  
 DEFENSE: Madalto-100% Makanito-50%Y Tiltowait-100%

MONSTER NAME: No-See-Um CONCEALED AS: Insect MAZE: 2-6 GRPS: 9 TYPE: Insect LVL9/AC0/HP10  
 (pl. No-See-Um Swarm) (pl. Swarm)  
 DANGER: Fight-1-4; P/Dspl-1-5  
 DEFENSE: Makanito-N Lahalito-100% Montino-90% Rod/Flame-100% Tiltowait-100%

## TIGER SYMBOL

MONSTER NAME: Manticore CONCEALED AS: Strange Animal MAZE: 2-5 GRPS: 3-7 TYPE: Animal LVL7/AC0/HP17-66  
 DANGER: Fight-5-28; Moderate magic resistance, especially fire spells  
 DEFENSE: Makanito-50%Y Madalto-75% Tiltowait-100%

MONSTER NAME: Were Boar CONCEALED AS: Animal MAZE: 2-5 GRPS: 1-8 TYPE: Were LVL10/AC+2/HP14-64  
 DANGER: Fight-4-40; Poison; Some magic resistance  
 DEFENSE: Madalto-75% Tiltowait-100% Makanito-50%Y

MONSTER NAME: Were Tiger CONCEALED AS: Animal MAZE: 1-2 GRPS: 4-8 TYPE: Were LVL5/AC+4/HP5-40  
 DANGER: Fight-5-28; Poison  
 DEFENSE: Makanito-Y Madalto-100%

MONSTER NAME: Wyvern CONCEALED AS: Strange Animal MAZE: 2-3 GRPS: 1-6 TYPE: Animal LVL7/AC+3/HP14-63  
 DANGER: Fight-5-38; Poison  
 DEFENSE: Katino-Y(!) Makanito-Y Madalto-100% Rod/Flame-NE

## WEIRD HUMANOID SYMBOL

MONSTER NAME: Carrier CONCEALED AS: Mottled Figure MAZE: 1-2 GRPS: 2-7 TYPE: Undead LVL9/AC+10/HP9-45  
 DANGER: Fight-5-14; Paralyze  
 DEFENSE: Dispell-50% Madalto-70% Tiltowait-100%

## APPENDIX K

KNIGHT OF DIAMONDS  
MONSTER GROUPS

Since the same monster groups or parts of monster groups tend to reappear frequently under the same symbol, it is possible to generalize about groups encountered. The chart below is intended as a guide to identifying concealed monsters during encounters. The comments concerning the Scenario I monster groups (APPENDIX H) apply to Legacy monsters as well.

## AMOeba SYMBOL

LEVEL-GROUPS	CONCEALED AS	LEVEL-GROUPS	CONCEALED AS
1-2 Were Amoeba	Protozoa	6 Blob	Protozoa
Were Amoeba	Protozoa	none	
Were Amoeba	Protozoa		
Were Amoeba	Protozoa		

## BAT SYMBOL

LEVEL-GROUPS	CONCEALED AS	LEVEL-GROUPS	CONCEALED AS	LEVEL-GROUPS	CONCEALED AS
4 Giant Bats	Cave Dwellers	4 Vampire Bats	Cave Dwellers	4 Were Bats	Cave Dwellers
Giant Bats	Cave Dwellers	Were Bats	Cave Dwellers	Giant Bats	Cave Dwellers
Giant Bats	Cave Dwellers	Giant Bats	Cave Dwellers	Giant Bats	Cave Dwellers
Giant Bats	Cave Dwellers	Giant Bats	Cave Dwellers	Giant Bats	Cave Dwellers

## BUSHWACKER SYMBOL

LEVEL-GROUPS	CONCEALED AS	LEVEL-GROUPS	CONCEALED AS	LEVEL-GROUPS	CONCEALED AS
1-2 LVL 6 Thief	Men in Leather	2-5 LVL 7 Thief	Men in Leather	5-6 Master Thief	Men in Leather
Major Daimyos	Men in Armor	LVL 8 Ninjas	Men in Black	LVL 12 Fighters	Men in Armor
LVL 7 Priests	Priests	LVL 8 Priests	Priests	LVL 10 Mages	Men in Robes
Champ Samurai	Men in Armor	LVL 10 Fighters	Men in Armor	Thieves	Men in Leather

LEVEL-GROUPS	CONCEALED AS
4-6 Thieves	Men in Leather
Master Ninjas	Men in Black
LVL 8 Mages	Men in Robes
LVL 7 Thieves	Men in Leather

## CRAB SYMBOL

LEVEL-GROUPS	CONCEALED AS	LEVEL-GROUPS	CONCEALED AS
3-6 Giant Crabs	Crustaceans	2-5 Scorpions	Crustaceans
Giant Crabs	Crustaceans	Rhino Beetles	Insects
Giant Crabs	Crustaceans	Rhino Beetles	Insects
Giant Crabs	Crustaceans	Rhino Beetle	Insects

## DEMON SYMBOL

LEVEL-GROUPS	CONCEALED AS	LEVEL-GROUPS	CONCEALED AS	LEVEL-GROUPS	CONCEALED AS
1-6 Lesser Demons	Demonic Figures	5-6 Greater Demons	Demonic Figures	5-6 Succubi	Demonic Figures
LVL 8 Ninjas	Men in Black	Lesser Demons	Demonic Figures	Lesser Demons	Demonic Figures
LVL 8 Priests	Priests	LVL 8 Ninjas	Men in Black	LVL 8 Ninjas	Men in Black
LVL 10 Fighters	Men in Armor	LVL 8 Priests	Priests	LVL 8 Priests	Priests

LEVEL-GROUPS	CONCEALED AS	LEVEL-GROUPS	CONCEALED AS
6 Arch Demons	Demonic Figures	6 Maelifics	Unseen Beings
Greater Demons	Demonic Figures	Giant Zombies	Giants
Lesser Demons	Demonic Figures	Will O' Wisps	Unseen Entities
LVL 8 Ninjas	Men in Black		

## ===== DRAGON SYMBOL =====

LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---
2-4 Chimeras Strange Animals	5-6 Dragon Zombies Dragons	6 Fire Dragons Dragons
LVL 7 Mages Men in Robes	Bleebbs Strange Animals	Fire Giants Giants
LVL 6 Thieves Men in Leather	Master Ninjas Men in Black	Lesser Demons Demonic Figures
Major Daimyos Men in Armor	LVL 8 Mages Men in Robes	LVL 8 Ninjas Men in Black

## ===== FIGHTER SYMBOL =====

LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---
1-2 LVL 10 Fighters Men in Armor	2-6 LVL 12 Fighters Men in Armor
LVL 8 Mages Men in Robes	LVL 10 Mages Men in Robes
LVL 7 Thieves Men in Leather	Thieves Men in Leather
LVL 8 Ninjas Men in Black	Master Ninjas Men in Black

## ===== FROG SYMBOL =====

LEVEL-GROUPS-----CONCEALED AS---
5-6 Bleebbs Strange Animals
Master Ninjas Men in Black
LVL 8 Mages Men in Robes
LVL 7 Thieves Men in Leather

## ===== FUZZBALL SYMBOL =====

LEVEL-GROUPS-----CONCEALED AS---
1-6 Fuzzballs Fluffy Things
Fuzzballs Fluffy Things
Fuzzballs Fluffy Things
Fuzzballs Fluffy Things

## ===== INSECT SYMBOL =====

LEVEL-GROUPS-----CONCEALED AS---
1-3 Rhino Beetles Insects
Rhino Beetles Insects
Rhino Beetles Insects
Rhino Beetles Insects

## ===== MAGE SYMBOL =====

LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---
1 LVL 7 Mages Men in Robes	2-3 LVL 8 Mages Men in Robes	3-6 LVL 10 Mages Men in Robes
LVL 6 Thieves Men in Leather	LVL 7 Thieves Men in Leather	Thieves Men in Leather
Major Daimyos Men in Armor	LVL 8 Ninjas Men in Black	Master Ninjas Men in Black
LVL 7 Priests Priests	LVL 8 Priests Priests	LVL 8 Mages Men in Robes

LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---
5-6 Hatamoto Men in Armor	6 High Wizards Men in Robes
LVL 10 Mages Men in Robes	LVL 11 Bishops Priests
Thieves Men in Leather	LVL 12 Fighters Men in Armor
Master Ninjas Men in Black	LVL 10 Mages Men in Robes

## ===== MOLD SYMBOL =====

LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---
4 Acid Slimes Cave Dwellers	4 Foaming Molds Cave Dwellers	6 Fleck Strange Animals
No-See-Um Swarm Swarm	No-See-Um Swarm Swarm	Murphy's Ghosts Unseen Entities
No-See-Um Swarm Swarm	No-See-Um Swarm Swarm	Fuzzballs Fluffy Things
No-See-Um Swarm Swarm	No-See-Um Swarm Swarm	Fuzzballs Fluffy Things

## ===== OGRE SYMBOL =====

LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---
1-3 Ogre Lords Ogres	1-2 Trolls Strange Animals	2-6 Earth Giants Giants
Trolls Strange Animals	Trolls Strange Animals	none
Trolls Strange Animals	Trolls Strange Animals	
Trolls Strange Animals	Trolls Strange Animals	

LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---
3-6 Fire Giants Giants	5-6 Giant Zombies Giants	6 Air Giants Giants
Lesser Demons Demonic Figures	Will O' Wisps Unseen Entities	Earth Giants Giants
LVL 8 Ninjas Men in Black		
LVL 8 Priests Priests		

## ===== ORIENTAL SYMBOL =====

LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---
1-2 Champ Samurai Men in Armor	1-2 Major Daimyos Men in Armor	5 Master Ninjas Men in Black
LVL 7 Mages Men in Robes	LVL 7 Priests Priests	LVL 8 Mages Men in Robes
LVL 6 Thieves Men in Leather	Champ Samurai Men in Armor	LVL 7 Thieves Men in Leather
Major Daimyos Men in Armor	LVL 7 Mages Men in Robes	LVL 8 Ninjas Men in Black

LEVEL-GROUPS-----CONCEALED AS---	LEVEL-GROUPS-----CONCEALED AS---
1-6 LVL 8 Ninjas Men in Black	5-6 High Masters Men in Black
LVL 8 Priests Priests	Hatamoto Men in Armor
LVL 10 Fighters Men in Armor	LVL 10 Mages Men in Robes
LVL 8 Mages Men in Robes	Thieves Men in Leather



## ===== PRIEST SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1-2 LVL 7 Priests	Priests	2-6 LVL 8 Priests	Priests		
5-6 LVL 11 Bishops	Priests				
Champ Samurai	Men in Armor	LVL 10 Fighters	Men in Armor	LVL 12 Fighters	Men in Armor
LVL 7 Magus	Men in Robes	LVL 8 Mages	Men in Robes	LVL 10 Mages	Men in Robes
LVL 6 Thieves	Men in Leather	LVL 7 Thieves	Men in Leather	Thieves	Men in Leather
LEVEL-GROUPS-----	CONCEALED AS---				
6 High Priests	Priests				
Fire Giants	Giants				
Lesser Demons	Demonic Figures				
LVL 8 Ninjas	Men in Black				

## ===== SKULL SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
2-5 Evil Eyes	Glowing Spheres	2-5 Scrylls	Skulls	3-6 Sidelles	Skulls
Nightstalkers	Gaunt Figures	Evil Eyes	Glowing Spheres	Scrylls	Skulls
Ogre Lords	Ogres	Nightstalkers	Gaunt Figures	Evil Eyes	Glowing Spheres
Trolls	Strange Animals	Ogre Lords	Ogres	Nightstalkers	Gaunt Figures

## ===== SNAKE SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
4 Constrictor	Snakes	4 Gorgons	Strange Animals	4-6 Giant Vipers	Snakes
Scorpions	Crustaceans	Chimeras	Strange Animals	Giant Vipers	Snakes
Rhino Beetles	Insects	LVL 7 Mages	Men in Robes	Giant Vipers	Snakes
Rhino Beetles	Insects	LVL 6 Thieves	Men in Leather	Giant Vipers	Snakes

## ===== SPARKLE SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1-2 Lifestealers	Unseen Entities	4-6 Murphy's Ghosts	Unseen Entities	5-6 Will O' Wisps	Unseen Entities
Lifestealers	Unseen Entities	Fuzzballs	Fluffy Things	none	
Lifestealers	Unseen Entities	Fuzzballs	Fluffy Things		
Lifestealers	Unseen Entities	Fuzzballs	Fluffy Things		

LEVEL-GROUPS-----	CONCEALED AS---
6 Smog Beasts	Unseen Entities
No-See-Um Swarm	Swarm
No-See-Um Swarm	Swarm
No-See-Um Swarm	Swarm

## ===== SPOOK SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1-2 Nightstalkers	Gaunt Figures	2-6 Vampires	Gaunt Figures	6 Vampire Lords	Gaunt Figures
Ogre Lords	Ogres	Vampires	Gaunt Figures	Vampires	Gaunt Figures
Trolls	Strange Animals	Vampires	Gaunt Figures	Vampires	Gaunt Figures
Trolls	Strange Animals	Vampires	Gaunt Figures	Vampires	Gaunt Figures

## ===== SWARM SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
2-6 No-See-Um Swarm	Swarm	4 Wasp Swarm	Swarm	6 Hornet Swarm	Swarm
No-See-Um Swarm	Swarm	Wasp Swarm	Swarm	Hornet Swarm	Swarm
No-See-Um Swarm	Swarm	Wasp Swarm	Swarm	Hornet Swarm	Swarm
No-See-Um Swarm	Swarm	Wasp Swarm	Swarm	Hornet Swarm	Swarm

## ===== TIGER SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1-2 Weretigers	Animals	2-3 Wyverns	Strange Animals	2-6 Were Boars	Animals
none		Weretigers	Animals	Weretigers	Animals
LEVEL-GROUPS-----	CONCEALED AS---				
2-6 Manticores	Strange Animals				
none					

## ===== WEIRD HUMANOID SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---
1-2 Carriers	Mottled Figures
Fuzzballs	Fluffy Things

===== APPENDIX L =====

LEGACY OF LLYLGAMYN  
GENERAL NOTES

The third scenario of the Wizardry series, "The Legacy of Llylgamyn", is the most visually attractive in the Wizardry series. The "windows" give a great deal more information, making the player's organization of data much simpler. The price of the improved graphics is a slower game--no more rapid "F-F-F-P-P-P", no more control of the speed of encounters. For those used to the rigors of "The Knight of Diamonds," the game will seem slower still, with level one characters carrying only rudimentary equipment and battling comparatively weak monsters. However, I believe that the Third Scenario was meant to be slower in all aspects, requiring a more thoughtful, intellectual approach to playing than the rough-and-tumble of the earlier scenarios. Completion of the Quest hinges much more on careful planning, attention to detail and patience and much less on the brute power of the adventuring parties.

The instructions found earlier in the Wizisystem Manual on character planning and development, as well as the information on chests, mapping, etc. still hold true--in fact, the Character Record and Spell and Experience forms can be used for both Scenario One and Scenario Three. The major change in this area is the necessity of having multiple parties of good, neutral and evil characters in order to complete the Quest. (Specific information will be found in the section \*LEGACY ALIGNMENTS, below)

There is a fine line between giving enough information for you to be successful in the game, and spoiling the game's challenge by giving you all the answers...and Legacy's main challenge is in finding all the answers! It would be less than charitable to avoid giving you any help at all, but those wanting the maximum enjoyment from the game (however frustrating that may be at times) will refer to the \*LEGACY MAZE NOTES only when they are stuck. No answers to the riddles are given, but you can get those, too, by sending a self-addressed, stamped #10 envelope and \$1.00 to Nichols Services.

LEGACY ALIGNMENTS

In order to complete the Quest for the Orb, you must have characters of good, neutral and evil alignments. As stated in the \*LEGACY MAZE NOTES, access to different levels requires parties of varying alignments, and the rewards for completion of the game can be distributed to 12 different characters. It is not necessary to have three completely different parties--it is sufficient to have only one good and one evil character, with the rest being neutral.

You will not create characters as you did in the first Scenario, but will use already-developed characters from Mad Overlord or Knight of Diamonds as 'ancestors' of your Legacy characters. When choosing the ancestors to transfer over to the Legacy disk, pick the ones with the most honors and the highest personal attributes--these more than any other characteristics seem to determine the strength of the new characters. In particular, those with honors earned upon completion of "The Knight of Diamonds" seem to retain more of their former attributes. Character classes will not change (Lords remain Lords, etc.) but those classes that can be of more than one alignment will have the option of changing alignments. If you have a shortage of qualified forebears, you can do some fancy footwork with the \*UTILITIES, cloning desirable ancestors until you have a disk full. Be sure to change the names of any characters that will be duplicated! Remember that only the naked ancestor is transferred over to Legacy, so you may drop any non-transferable item that's throwing a wrench in the works. A Warning: if you intend to use the characters on your first or second scenario disk again for any reason, either make a back-up of them or put them on a spare scenario before you do any of the above cloning!

CHARACTER CLASSES TO HAVE IN YOUR PARTIES

Since you actually will be dealing with two or more parties, it is imperative that you plan the character classes of each party before you go very far in the game. As with the previous Scenarios, flexibility is the key--do not get stuck with characters that can only serve one function. Unfortunately, this rules out Lords, who are great in combat, but can only be good. Oddly enough, Ninjas are not ruled out, since they are very good at opening chests, besides being good fighters. You will be encountering a lot of chests, so, besides Ninjas, you need to have a Bishop along whenever possible to identify objects while in the mazes. Try to have both a good and an evil Bishop available. Priests of both alignments are a possibility, but the Bishops can do more, so it is recommended that you give them preference. The rest of your parties should not change from expedition to expedition, which forces them to be neutral. Neutral front-line combatants such as Fighters and Samurai as well as Mages will provide a strong core for your parties, since they will acquire experience points and new skills much faster than the characters that cannot enter every maze level due to their alignment.

In summation, it is recommended that you have neutral Fighters, Samurai and Mages that will go on almost every expedition. Then have a Ninja who will go whenever an evil character is needed, and two Bishops--good and evil--who can accompany the expedition when possible. Priests acquire much

needed healing spells and can be used to fill in any gaps in a party. Thieves are not recommended at all, since Ninjas do as good a job with chests, and the areas requiring neutral or good alignments do not have as many chests.

#### HOW TO STRENGTHEN YOUR CHARACTERS

To a veteran of The Knight of Diamonds, the characters in the Third Scenario seem painfully weak. Not only are their levels low, but the equipment and items available for purchase are not as powerful as in the other Scenarios. In order to develop your characters above the Wimp stage, you will either have to make a multitude of short forays into the mazes, or do a little time travelling into the first and second scenarios! You will notice that your Legacy characters have a "D" next to their names. While characters from the First and Second Scenarios cannot be transferred directly INTO the Third, characters with that "D" can transfer both to and from any Scenario at will! The secret is to use the Wizardry Utilities on the FIRST SCENARIO DISK. Prepare your characters by trading or dropping ALL Legacy items of equipment and magic (they will lock up your Mad Overlord program). You may keep their gold. Boot the first scenario program disk, go to the Utilities and ask to Transfer characters. When requested to put the source scenario disk in, put your Legacy scenario backup in the drive and transfer away! Transferring them to the Legacy scenario backup is just the reverse of the same process. Remember that the restrictions on name duplication, etc. still apply.

By transferring your Legacy characters to the Mad Overlord, you can boost their levels a great deal with just a little effort. First, your Bishops can take advantage of that famous bug, identifying #9 while in camp, which when successful will give them near invincibility and most of the spells for both Mage and Priest (they also can be changed to any class consistent with their alignment). Next, take your other characters one at a time with a strong Mad Overlord party to conquer Werdna, which gives them 250,000 experience points a lick. That ought to boost them to a level that will allow faster movement in Legacy, provided they are transferred back (halhal!).

Whether or not you do this is up to you--I didn't the first time I completed the game, since I wanted to experience the game "as is" in order to give you a true picture of what it's all about. Granted, weak characters require more patience, but I believe that it gives the time necessary to savor the peculiar flavor of the game. (This may seem strange, but I had a continual feeling that a malevolent force was toying with my parties, taking delight in putting up barriers that would have been easily overcome in The Knight of Diamonds, but were almost insurmountable in Legacy! Unnaturally strong parties upset this feeling and replaced it with near-boredom. As stated earlier, the challenge lies in the mental exercise required to complete the Quest with comparatively puny parties that constantly change, rather than bashing through monster hordes with Mongo and his buddies!)

#### LEGACY MAZE NOTES

GENERAL--Aside from the improved graphics, you will find little different about travelling in the Legacy mazes. The mazes all occupy the same 20x20 grid of the previous Scenarios, and all doors, pits, dark areas, etc. work the same way. The little pip that accompanies every move (and changes pitch on every level of the maze--leave it to a musician to notice this!) is very helpful, since one of the major differences in the view of the maze is that there is absolutely no flicker or other indication of movement if the surroundings do not change (e.g. going down a long corridor, or, what's worse, going from one cubicle to the next). A double pip is heard in dark areas when you are in a square next to a wall. The other change in the screen takes some getting used to. It seems that the party is standing further back in each square than in the previous Scenarios, so you will see more of the block you are in than before. This is very convenient for seeing doors on either side, but can be very confusing when trying to map corridors. However, the distance that you can see, both with and without the Milwa/Lomilwa spells is the same.

Another major difference between Legacy and the previous Scenarios is that the stairs to the various levels are accessible only to parties of certain alignments. This means that each level will allow characters of specific alignments to enter, and that attempts to sneak in by stair or by teleporting with the Malor spell will be met with a "You are forbidden to enter here! Begone!" message and an involuntary trip back to the castle. (I have left references to the alignment requirements out--it's more fun if you discover them yourself!) You will find that certain areas of some levels can be entered only from another level, or that clues to one level are found on another. You will not be finishing one level forever, then going on to conquer the next as in the previous games. All in all, Legacy is much more stimulating mentally, but is somewhat slow if you like the thrill of combat. Careful attention to the detail of messages, clues sprinkled among the levels and the requirements of travel in the different levels make Legacy far more challenging than Mad Overlord or Knight of Diamonds.

WORDS TO THE WISE: 1) No message is meaningless. 2) Items AND characters have alignments. 3) Completing the Quest hinges on your having a very rare item which is almost never found, but can be made! Study the various messages carefully, especially those pertaining to alignment, for clues on what you must do to make it!

Following are notes on the different levels of the Legacy Mazes. They do not assume that you have purchased the maps offered, so some of the notes found on the maps will be duplicated.

#### LEVEL ONE

--This maze makes extensive use of teleporting from one side to the other. It is very much easier to read if you will start both your East and North coordinates with 8, with the last number on either coordinate being 7. This allows you to see the lake and the castle whole, rather than on two different sides of the map. The only danger is in attempting to teleport past 19 while using the Malor spell--you'll end up in rock!

--The island is accessible from level 1 if you have a rather obvious item found in abundance on levels 4 and 5. It contains two stairways: 1) to level 4, and 2) to level 5. Do not attempt to cross the lake without this item, or to teleport across the lake--you will drown!

--At other places in the level, you will find stairs to level 2 and to level 3, as well as a room that will teleport your party directly to the castle.

--Moat Monsters always attack in the same places. Sometimes, when returning along the same route, if you make sure that you travel along the same path, they will not attack a second time.

--You will find a number of chests, most of which are easy to disarm. For the most part, they contain items of armor and weaponry.

#### LEVEL TWO

--Seems very small when first entered, since much of this level is accessible only from other levels. Rooms are shaped much the same and it is very easy to get turned around!

--Two riddles, one of which cannot be answered until you reach level 4. Four messages, describing the lair of the Po'les, vampire-like creatures you will meet on this level.

--There is a place where you will search and find a certain very useful item. Get as many of these as you can carry by stepping one square away from the message, then returning.

--Several places will teleport you to another place on this level, so watch out!

--Stairs: 1) Down to level 1, 2) Up to level 4, and 3) Up to level 4.

--Chests: not as easy to disarm, many with just gold, some with equipment and magical items

--Some items are simply found on the floor after encounters, and there is a very useful magical item to be found on this level.

#### LEVEL THREE

--This level is the most confusing to map and to travel in of any in the whole Wizardry series. Mapping is made easier if you start your East and North coordinates at 2, however the same warnings apply as to level 1. There is a 15x15 block in which travel is limited, for the most part, to East and North directions. As you move along these coordinates, you will pass through invisible walls that become solid as you cross them. When you reach the borders of this block, you will see fixed walls and rooms that surround the North and East sides of the maze.

--You will meet two important personages on this level. Each will trade with you if you have the "right stuff". A hint: On the first level there is a chest you will almost always find on the way to the third level stairs. It always contains the same things. Do not throw these items away!

--There are five places on this level that will teleport you to another area on the same level.

--Beware of Burma-Shave signs!

--Stairs: 1) Down to level 1, and 2) Up to level 5.

--I never found any chests on level 3 at all.

#### LEVEL FOUR

--Several messages and riddles, one of which will be useful on level 2. The frequent "Look out!" message precedes an encounter on the next step in any direction.

--An important item is to be obtained on this level, but acquiring this item is limited to parties of the right alignment!

--There are four squares that will teleport you to another place on the level.

--There are two chutes: one takes you to level 2, the other within level 4.

--Stairs: 1) From level 2 (one-way), 2) Up to level 6, 3) Down to level 1 island and 4) Down to level 2.

--Chests: At least 50% of the chests on this level are teleporters, and all chests are difficult to disarm. I have never been teleported out of level 4, however. Loot consists of the best armaments yet, some magic items and lots of cursed and/or minus items.

#### LEVEL FIVE

--Once again, reading the maps will be made easier if you offset the East coordinates only, starting at 19, then 0,1,2 etc. The caveat about using the Malor spell remains the same. This level uses the most teleporting from one side of the maze to the other of any of the Legacy mazes.

--There is a large dark area containing 9 pits, three messages that offer you an easy way out, and two teleporting doors. There is only one door into this dark area, but six ways to get out!

--There is an important item to be found on this level, but only parties with the right alignment will be allowed to get it!

--There are six different messages on this level, one of which is a riddle referring to a deck of 78. You will need to have access to a deck of Tarot cards (I used an article that had the Major Arcana pictured) in order to solve the riddle. The picture described may not fit exactly the one you have available, so keep trying!

--Stairs: 1) Down to the level 1 island, 2) Down to level 3, 3) Up to level 6 (carrying specific items)

--There is an area where all magic spells are removed, including those cast by magical items. Opposing monsters are affected, as well, except for those that "breathe" damage spells. Your party must leave the level entirely in order for the effect to be cancelled.

--Chests: Traps on chests on this level fall into no large groups, but teleporting chests are rare. Loot is evenly divided between cursed and good. You will find a number of items lying about after encounters, as well.

### LEVEL SIX

--Getting onto level 6 and staying there until your job is done is the most difficult feat in all of the Wizardry games. Besides having to have the right combination of alignments in your party, you have to be carrying the "right stuff" to enter and to complete the Quest. Careful attention to every detail of messages will allow your party to be victorious--eventually!

--Stairs: 1) Down to level 4, and 2) Down to level 5.

--After pottering around a suite of rooms in the vicinity of the stairs, you will meet L'Kbreth at his guard post. If you have your ducks in a row, and it is your first time on the level, he will allow you to enter freely. Those with misaligned waterfowl or who didn't get it all done the first time get to battle a formidable beast. Guess what! Nothing you do can hurt him: you cannot hit him, cast spells against him, or use objects. All you can do is run (he won't chase you). The only way past him from then on is to wander around that suite of rooms, looking for a teleporting chest--and, (another) Guess what!--after your second or third trip to the level, you are banned from using the stairs, as well! (Don't even think about Malor. Level 6 is Malor-proof, both from the outside and from the inside.) All you can do is back up your characters, make another scenario disk containing a L'Kbreth who doesn't know you, and try again. (NOTE: There seems to be several variations between Legacy programs purchased at different times. The later ones tend to allow the party past L'Kbreth more than the earlier ones, and do not close off the level entirely!)

--L'Kbreth only guards the entrance and exit to the main body of the level, and not the object of your desires. When you see him at the exit, he has been tipping Ye Olde Firegrog and doesn't seem to care who you are or what you're carrying--he'll just waggle his paw, bellow 'toodloo' and toss off another viscous clot of Ye Olde Etc.

--The object you're seeking is one of two offered on this level. Both require the trade of a rare item. If you trade for the wrong object, then tough shanensky, you'll just have to go back to the lower levels and do the things necessary to get one of those items. But I'm not so heartless that I won't offer you a clue of my own: "Big Wheels eventually will find Death!" When you are asked the riddles on level 6, think about this one.

--There are several messages and two riddles on this level. One of the riddles requires to drag out those Tarot cards again.

--One room and one set of stairs will teleport even the most worthy crew back to the castle or to the first level entrance to the castle.

--There is a moderately large dark area on this level, accessed through two hallways and one door. No tricks, just darkness, though, one area of the map has to be reached through the dark area.

--Two 3x3 blocks of this level are rock.

--If you are teleported on this level and land in camp, use the Dumapic spell to find where you are before leaving camp. If you have landed in rock, it may be possible to save your party with the Malor spell.

--There are several places that will teleport from one side of the maze to another, and these prove to be very useful in getting around. No danger from Malor, since it is useless within this level.

--Chests: 75% of the chests are teleporters, and most contain great stuff. The maze is tiresome to travel in, with many twists and turns, so I often simply open teleporting chests just for a change of scenery!

===== APPENDIX M =====

LEGACY OF LLYLGAMYN  
EQUIPMENT AND MAGICAL ITEMS

The equipment and magical items chart for "Legacy of Llylgamyn" uses the same format as that of the first two scenarios. Please refer to the chart explanation for the "Proving Grounds of the Mad Overlord" charts, \*APPENDIX F, for details. One major difference between "Legacy" and the other scenarios is the number of items that have no visible benefit, but help or harm the bearer in unseen ways. For example, the Blue Pearl provides protection against a number of monsters as well as enhancing the character's weapon against certain monsters. All of this is invisible, since it does not show up on any inspect screen or in any way except a subtle increase in combat skills. Again, the non-transferable items are for the most part those found in specific locations: the Good, Neutral and Evil Crystals, the Gold Medallion and the two Orbs.

ITEM-----CONCEALED AS--USED BY--VALUE---AC-C7-ST-PR-COMMENTS-----

\*\*\* WEAPONS \*\*\*

Short Sword	Short Sword	FTSLN	30		3 7	
Short Sword +1	Short Sword	FTSLN	10000		4 10	
Short Sword -1	Short Sword	FTSLN	1000	X	2 3	
Short Sword +2	Short Sword	FTSLN	20000		5 9	
Broadsword	Broadsword	FSLN	50		4 9	
Broadsword +1	Broadsword	FSLN	10000		5 12	
Broadsword -1	Broadsword	FSLN	1000	X	3 4	
Flametongue	Broadsword	FSL	15000		5 13	Casts Halito spell, unlimited use; Protection: Dragon spells, breath; Offense: Dragons
Broadsword +2	Broadsword	FSLN	20000		6 10	
Blade Cuisinart	Broadsword	FSLN	15000		4 18	
Mace	Knobbed Stick	FPBSLN	60		2 6	
Mace +1	Knobbed Stick	FPBSLN	10000		3 8	
Mace -1	Knobbed Stick	FPBSLN	1000	X	1 3	
Mace +2	Knobbed Stick	FPBSLN	20000		4 9	
Giant's Club	Knobbed Stick	FPBSLN	20000	X	4 11	Protection: Giants; Offense: Giants
Staff	Staff	ALL	20		0 5	
Wizard's Staff	Staff	MBS	6000	+1	1 7	Casts Mogref spell, unlimited use; Protection: Fighters
Shepherd Crook	Staff	PBL	22500	[X]	2 7	Good alignment, for others cursed; Protections: Animals
Staff of Earth	Silver Staff	ALL	25000			Casts Manifo spell, 18-20 uses; Protection: Werres, level drain; Enhances maze access Offense: Animals
Hand Axe	Axe	FTSN	30		3 5	
Battle Axe	Axe	FSN	140		4 9	
Battle Axe +1	Axe	FSN	12500		5 12	
Battle Axe -1	Axe	FSN	1000	X	3 3	
Battle Axe +2	Axe	FSN	20000		5 11	
Unholy Axe	Axe	FSN	22500	[X]	5 15	Evil alignment, for others cursed; Protection: Priests Offense: Priests
Dagger	Dagger	FMTSLN	10	-1	1 5	
Dagger +1	Dagger	FMTSLN	10000	-1	2 8	
Dagger -1	Dagger	FMTSLN	1000	-1	X 0 3	
Ivory Dagger(G)	Dagger	FMTSL	15000	[X]	3 11	Good characters only, for others cursed
Ebony Dagger(E)	Dagger	FMTSN	15000	[X]	3 11	Evil characters only, for others cursed
Amber Dagger(N)	Dagger	FMT	15000	[X]	3 11	Neutral characters only, for others cursed
Flail	Weapon	FPBSLN	300		3 8	
Margaux's Flail	Weapon	FPBSLN	1000	X	2 2	Enhances maze access
Nunchaka	Weapon	FPSN	15000		4 11	
Butterfly Knife	Strange Knife	TBN	500000	X		Changes Thieves, Bishops to Ninjas when power invoked, then changes to other Butterfly knife
Butterfly Knife	Strange Knife	N	150000	X	6 31	Heals 1 HP per step; Protection: Mages, Priests, poison, magic; Offenses: Mages, Priests; Can critically hit; Enhances maze access; best weapon in all three scenarios!

ITEM-----CONCEALED AS--USED BY--VALUE---AC-C?-ST-PR-COMMENTS-----

\*\*\* ARMOR \*\*\*

Mage's Robes	Robes	ALL	30	+1		
Displacer Robes	Robes	ALL	12000	+3		Has no spell-casting abilities
Wargan Robes	Robes	ALL	2000	-1	X	
Cuirass	Armor	FPTBSLN	100	+2		
Cuirass +1	Armor	FPTBSLN	3000	+3		
Cuirass -1	Armor	FPTBSLN	2000	+1	X -1	
Cuirass +2	Armor	FPTBSLN	6000	+4		
Hauberk	Armor	FPBSLN	200	+3		
Hauberk +1	Armor	FPBSLN	3500	+4		+1 Enhances reach of weapon, maze access
Hauberk -1	Armor	FPBSLN	2000	+2	X -1	
Hauberk +2	Armor	FPBSLN	8000	+5		
Breastplate	Armor	FPBSLN	400	+4		
Breastplate +1	Armor	FPBSLN	4000	+5		
Breastplate -1	Armor	FPBSLN	2000	+3	X -1	
Breastplate +2	Armor	FPBSLN	10000	+6		
Plate Armor	Armor	FSLN	400	+4		
Plate Armor +1	Armor	FSLN	5000	+6		
Plate Armor -1	Armor	FSLN	2000	+4	X -1	
Plate Armor +2	Armor	FSLN	14000	+7		
Sallet	Helm	FSL	200	+1		
Sallet -1	Helm	FSL	2000	0	X -1	
Bascinet	Helm	FSL	1000	+2		
Armet	Helm	FSL	8000	+3		
Gold Tiara	Jewelry	ALL	100000	+2		Protection: Mages, magic; Offense: Mages; Enhances maze access
Round Shield	Shield	FPTBSLN	40	+1		
Round Shield -1	Shield	FPTBSLN	2000	-1	X -1	
Heater Shield	Shield	FPSLN	80	+2		
Heater +1	Shield	FPSLN	2500	+3		
Heater +2	Shield	FPSLN	6000	+4		
Iron Gloves	Gauntlets	FPSL	2500	+1		
Mithril Gloves	Gauntlets	FTSL	6000	+2		
Mantis Gloves	Gauntlets	FPSL	15000	+3	+1	Protection: Insects

ITEM-----CONCEALED AS--USED BY--VALUE---AC-C?-ST-PR-COMMENTS-----

\*\*\* MAGICAL ITEMS \*\*\*

Rod of Fire	Amber Rod	ALL	25000			Casts Mahalito spell, 18-20 uses; Protection: Insects
Rod of Earth	Jade Rod	ALL	17500			Dragons' spells; Enhances maze access
Necrology Rod	Leaden Rod	ALL	20000			Casts Makanito spell, 1-2 uses
						Casts Kandi spell, 18-20 uses; Protection: Undead
Ship in Bottle	Glass bottle	ALL	0			Enhances maze access
Gold Medallion	Gold Medallion	NONE	0			Received by trading, used to trade
Rabbit's Foot	Strange Item	ALL	10000			Increases luck by 1 when invoked, 1-2 uses
Thief's Pick	Strange Item	TN	10000			Increases agility by 1 when invoked, 1-2 uses; Improves ability to inspect and disarm chests; Protection: poison
Potion of Dios	Potion	ALL	1000			Casts Dios spell, 1 (sometimes 2) uses
Latumofis Oil	Potion	ALL	600			Casts Latumofis spell, 1 (sometimes 2) uses
Holy Water	Crystal Vial	ALL	25000			Casts Dial spell, 18-20 uses; Protections: Undead, Poison; Enhances maze access Lvl 3,6
Halito Potion	Potion	ALL	1000			Casts Halito spell, 1 (sometimes 2) uses
Sopic Philtre	Potion	ALL	2500			Casts Sopic spell, 1 (sometimes 2) uses
Katino Scroll	Scroll	ALL	1000			Casts Katino spell, 1 use
Badios Scroll	Scroll	ALL	1000			Casts Badios spell, 1 (sometimes 2) uses
Book of Life	Book	ALL	50000			Casts Di spell, 2-3 uses
Book of Death	Book	ALL	50000			Casts Mabadi spell, 1-3 uses
Book of Demons	Book	MPBSLN	100000		1	Casts Zilwan spell, 1-2 uses; Protections: Undead, Demons, Leveldrain, magic; Offenses: Demon; Decreases piety when invoked



ITEM-----CONCEALED AS--USED BY--VALUE---AC-C7-ST-PR-COMMENTS-----

\*\*\* MAGICAL ITEMS \*\*\*

Bag of Gems	Leather Bag	ALL	100			Worthless except to sell
Bag of Emeralds	Leather Bag	ALL	10000	X		Decreases strength when invoked, 1 use
Bag of Garnets	Leather Bag	ALL	20000			Ages character 1-3 years when invoked, 18-20 uses
Gem of Exorcism	Jewelry	ALL	12000	X		Protections: Undead, Leveldrain
Blue Pearl	Jewelry	ALL	8000		1 1	Protections: Harpies, Rocs, Cockatrices; Offenses: same Birds, monsters with Plant and Unicorn Symbols; Increases weapon speed
Ruby Slippers	Strange Item	ALL	16000			Casts Loktofeit spell, 1-2 uses
Amulet of Air	Lapis Amulet	ALL	25000			Casts Dalto spell, 18-20 uses; Protections: Harpies, Cockatrices, Rocs, Centaurs, 'Cold' spells; Enhances maze access
Dialko Amulet	Jewelry	ALL	8000			Casts Dialko spell, 3-4 uses
Gold Ring	Gold Ring	ALL	10000			Worthless except to sell
Salamander Ring	Gold Ring	ALL	15000			Protection: dragon and fire-type spells
Trollkin Ring	Gold Ring	ALL	40000			Heals 1 HP per step; Protection: almost everything
Serpent's Tooth	Strange Item	MPTB	15000	+1		1 Increases weapon reach; Enhances maze access
Dragon's Tooth	Strange Item	ALL	30000	+2		
Crystal of Good	Crystal of Good	ALL	0			One of objects necessary to finish Legacy; gives message when invoked, breaks
Crystal of Evil	Crystal of Evil	ALL	0			One of objects necessary to finish Legacy; gives message when invoked, breaks
Neutral Crystal	Neutral Crystal	ALL	0			One of objects necessary to finish Legacy; almost never found--must be made by a process hinted at by a number of messages!
Orb of Earithin	Crystal Sphere	ALL	0			Casts Kalki spell when invoked; object of Legacy of Llylgamyn's quest
Orb of Mhuuzfes	Crystal Sphere	ALL	0	-10	X	This is NOT the one you want! Besides wrecking your AC, it may do other assorted nasties!

===== APPENDIX N =====

THE LEGACY OF LLYLGAMYN  
INDIVIDUAL MONSTERS

Below is a chart of the monsters found in "The Legacy of Llylgamyn" scenario. Every effort has been made to make it as complete and accurate as possible. Due to the random nature of the Wizardry programs, you may find monsters on different levels or with slightly different statistics than those listed on the chart. The chart's statistics follow the same conventions described in the introduction to the first scenario's Individual Monsters, \*APPENDIX G.

===== ANGEL SYMBOL =====

MONSTER NAME: Angel CONCEALED AS: Radiant Figure MAZE: 5 GRPS: 3-6 TYPE: Demon LVL8/AC0/HP16-56  
DANGER: Fight-4-16; Paralyze; I/Dspl-3-11; Call/Help; Party Can't Run; Moderate magic resistance  
DEFENSE: Montino-50% Dispell-N Madalto-75% Tiltowait-40-75%

MONSTER NAME: Archangel CONCEALED AS: Radiant Figure MAZE: 3-6 GRPS: 1 TYPE: Demon LVL10/AC-2/HP70-80  
DANGER: Fight-8-24; Paralyze; I/Dspl-1-12; P/Dspl-5-54; Party Can't Run; Moderate magic resistance  
DEFENSE: Katino-N Montino-50% Manifo-50% Madalto-50% Tiltowait-100%

MONSTER NAME: Archdemon CONCEALED AS: Fiery Figure MAZE: 3-5 GRPS: 1 TYPE: Demon LVL10/AC-2/HP70-80  
DANGER: Fight-8-24; I/Dspl-1-12; P/Dspl-5-76; Party Can't Run; Moderate magic resistance  
DEFENSE: Madalto-50% Manifo-40% Montino-60% Katino-N Tiltowait-100%

===== ANIMAL SYMBOL =====

MONSTER NAME: Bengal Tiger CONCEALED AS: Strange Animal MAZE: 2-5 GRPS: 2-6 TYPE: Animal LVL3/AC+7/HP3-18  
DANGER: Fight-6-18  
DEFENSE: Manifo-60-100% Dalto-100% Mekanito-Y

MONSTER NAME: Were Tiger CONCEALED AS: Strange Animal MAZE: 4-5 GRPS: 2-6 TYPE: Were LVL5/AC+3/HP5-30  
DANGER: Fight-3-27; Poison; Some magic resistance  
DEFENSE: Katino-Y(!) Manifo-60% Dalto-60% Mekanito-Y

===== BIRD SYMBOL =====

MONSTER NAME: Cockatrice CONCEALED AS: Strange Bird MAZE: 4-5 GRPS: 1-2 TYPE: Unusual LVL5/AC+5/HP10-30  
 DANGER: Fight-2-10; Stone; Flee; Resists Manifo  
 DEFENSE: Katino-Y(!) Manifo-25% Dalto-60% Makanito-50%Y Madalto-100%

MONSTER NAME: Harpy CONCEALED AS: Strange Bird MAZE: 4-5 GRPS: 3-7 TYPE: Unusual LVL3/AC+5/HP3-15  
 DANGER: Fight-4-16; Flee  
 DEFENSE: Katino-Y(!) Manifo-60% Halito-50% Dalto-100% Makanito-50%Y

MONSTER NAME: Roc CONCEALED AS: Strange Bird MAZE: 3-5 GRPS: 1 TYPE: Unusual LVL8/AC+2/HP16-48  
 DANGER: Fight-6-42  
 DEFENSE: Katino-Y(!) Manifo-50% Dalto-50% Makanito-Y Madalto-100%

MONSTER NAME: Vulture CONCEALED AS: Strange Bird MAZE: 3-4 GRPS: 3-9 TYPE: Animal LVL2/AC+8/HP2-12  
 DANGER: Katino-Y(!) Mahalito-100% Manifo-80-100% Halito-60%

MONSTER NAME: Were Vulture CONCEALED AS: Strange Bird MAZE: 2-3 GRPS: 3-6 TYPE: Were LVL2/AC+4/HP4-16  
 DANGER: Fight-3-16; Poison; Some magic resistance  
 DEFENSE: Katino-Y(!) Mahalito-100% Manifo-40% Dalto-100% Halito-50%

===== BUG SYMBOL =====

MONSTER NAME: Giant Ant CONCEALED AS: Giant Insect MAZE: 4-5 GRPS: 5-9 TYPE: Insect LVL2/AC+4/HP12-20  
 DANGER: Fight-2-10; Paralyze  
 DEFENSE: Dalto-100% Manifo-75% Makanito-50%Y Halito-NE

MONSTER NAME: Giant Mantis CONCEALED AS: Giant Insect MAZE: 6 GRPS: 1-3 TYPE: Insect LVL10/AC0/HP10-60  
 DANGER: Fight-4-24; Crit/Hit; Resists cold spells  
 DEFENSE: Katino-Y(!) Madalto-75% Manifo-50% Dalto-NE Makanito-50%Y

===== CENTAUR SYMBOL =====

MONSTER NAME: Centaur CONCEALED AS: Strange Animal MAZE: 3 GRPS: 3-7 TYPE: Unusual LVL4/AC+7/HP8-28  
 DANGER: Fight-4-24; Flee  
 DEFENSE: Katino-60% Makanito-100% Dalto-75% Madalto-100%

===== CLOAKED FIGURE SYMBOL =====

MONSTER NAME: Asher CONCEALED AS: Shadowy Figure MAZE: 2-3 GRPS: 1-6 TYPE: Undead LVL2/AC+6/HP4-10  
 DANGER: Fight-2-6; Paralyze  
 DEFENSE: Dispell-0-100% Halito-50% Dalto-100%

MONSTER NAME: Dark Rider CONCEALED AS: Shadowy Figure MAZE: 4 GRPS: 1 TYPE: Demon LVL4/AC+2/HP24-44  
 DANGER: Fight-6-18; I/Dspl-2-12; P/Dspl-1-15; Party Can't Run; Moderate magic resistance  
 DEFENSE: Dalto-50% Madalto-100% Manifo-50% Mahalito-50%

MONSTER NAME: Doppelganger CONCEALED AS: Shadowy Figure MAZE: 6 GRPS: 2-8 TYPE: Were LVL6/AC-2/HP6-54  
 DANGER: Fight-6-30; Poison; Some magic resistance  
 DEFENSE: Manifo-100% Madalto-35% Mahalito-30% Tiltowait-100%

MONSTER NAME: Duster CONCEALED AS: Shadowy Figure MAZE: 1 GRPS: 2-6 TYPE: Undead LVL2/AC+8/HP4-10  
 DANGER: Fight-4-12  
 DEFENSE: Dispell-50%Y Katino-N Manifo-50% Halito-40% Dalto-100%

MONSTER NAME: Fiend CONCEALED AS: Shadowy Figure MAZE: 2-6 GRPS: 3-6 TYPE: Demon LVL8/AC0/HP16-46  
 DANGER: Fight-8-24; I/Dspl-1-8; P/Dspl-6-16; Party Can't Run; Call/Help; Moderate magic resistance  
 DEFENSE: Manifo-60% Molito-NE Madalto-50% Dalto-30%

MONSTER NAME: Seraph CONCEALED AS: Shadowy Figure MAZE: 5 GRPS: 1 TYPE: Demon LVL4/AC+2/HP14-34  
 DANGER: Fight-6-18; I/Dspl-1-7; P/Dspl-2-16; Party Can't Run; Moderate magic resistance  
 DEFENSE: Manifo-50% Dalto-50% Madalto-90%

===== CORSAIR SYMBOL =====

MONSTER NAME: Garian Captain CONCEALED AS: Corsair MAZE: 1 GRPS: 2-6 TYPE: Humanoid LVL3/AC+3/HP3-18  
 DANGER: Fight-3-11; Flee  
 DEFENSE: Katino-Y Manifo-75% Halito-NE Dalto-100%

MONSTER NAME: Garian Guard CONCEALED AS: Corsair MAZE: 1 GRPS: 2-8 TYPE: Humanoid LVL2/AC+4/HP4-14  
 DANGER: Fight-1-8; Flee  
 DEFENSE: Katino-Y Manifo-50-100% Halito-50% Dalto-100%

MONSTER NAME: Garian Mage CONCEALED AS: Corsair MAZE: 1 GRPS: 2-6 TYPE: Mage LVL1/AC+9/HP3-6  
 DANGER: Fight-1-4; I/Dspl-1-8; Katino; Flee  
 DEFENSE: Katino-100% Manifo-75-100% Halito-75%

MONSTER NAME: Garian Priest CONCEALED AS: Corsair MAZE: 1 GRPS: 2-6 TYPE: Priest LVL2/AC+5/HP4-10  
 DANGER: Fight-2-6; I/Dspl-1-5; Flee  
 DEFENSE: Katino-75% Manifo-40-75% Mahalito-100% Halito-50%

MONSTER NAME: Garian Raider CONCEALED AS: Corsair MAZE: 1 GRPS: 2-6 TYPE: Humanoid LVL2/AC+5/HP2-8  
 DANGER: Fight-2-6; Flee  
 DEFENSE: Katino-75-100% Manifo-90% Halito-75%

MONSTER NAME: High Corsair CONCEALED AS: Corsair MAZE: 1 GRPS: 1 TYPE: Humanoid LVL2/AC+5/HP2-8  
 DANGER: Fight-4-10  
 DEFENSE: Katino-75% Manifo-75% Halito-75% Dalto-100%

===== CYCLOPS SYMBOL =====

MONSTER NAME: Cyclops CONCEALED AS: Giant MAZE: 6 GRPS: 1-2 TYPE: Humanoid LVL8/AC0/HP68-84  
 DANGER: Fight-10-40; Resists fire spells  
 DEFENSE: Katino-Y Madalto-NE Manifo-50% Tiltowait-100%

===== DEMON SYMBOL =====

MONSTER NAME: Delf CONCEALED AS: Living Legend MAZE: 4 GRPS: 1 TYPE: Demon LVL10/AC0/HP60  
 DANGER: Fight-8-32; I/Dspl-1-22; P/Dspl-8-36; Moderate magic resistance  
 DEFENSE: Montino-N Madalto-NE Badi-100% Tiltowait-100%

===== DOTS SYMBOL =====

MONSTER NAME: Banshee CONCEALED AS: Unseen Entity MAZE: 4-5 GRPS: 2-4 TYPE: Undead LVL1/AC+4/HP11-19  
 DANGER: Fight-3-15; Drain Lvl(1)  
 DEFENSE: Dispell-20-100% Dalto-75% Halito-NE Madalto-100%

MONSTER NAME: Ghast CONCEALED AS: Unseen Entity MAZE: 6 GRPS: 1-4 TYPE: Undead LVL4/AC+1/HP10-30  
 DANGER: Fight-8-20; Paralyze; Drain Lvl(1)  
 DEFENSE: Dispell-50-100% Dalto-80% Madalto-100%

MONSTER NAME: Ghost CONCEALED AS: Unseen Entity MAZE: 6 GRPS: 1-4 TYPE: Undead LVL4/AC+3/HP4-24  
 DANGER: Fight-6-16; Drain Lvl(1)  
 DEFENSE: Dispell-50-100% Dalto-90% Madalto-100% Molito-NE

MONSTER NAME: Poltergeist CONCEALED AS: Unseen Entity MAZE: 1 GRPS: 2-4 TYPE: Undead LVL1/AC+10/HP3-8  
 DANGER: Dispell-0-100% Halito-75% Dalto-100% Molito-100%

MONSTER NAME: Wight CONCEALED AS: Unseen Entity MAZE: 6 GRPS: 1-4 TYPE: Undead LVL5/AC+2/HP5-30  
 DANGER: Fight-3-18; Paralyze; I/Dspl-2-12; P/Dspl-1-9; Katino; Some magic resistance  
 DEFENSE: Dispell-50-100% Dalto-60% Madalto-90% Montino-50%

===== DRAGON SYMBOL =====

MONSTER NAME: Firedrake CONCEALED AS: Dragon MAZE: 6 GRPS: 1-2 TYPE: Dragon LVL10/AC0/HP10-80  
 DANGER: Fight-8-56; P/Dspl-5-25; Some magic resistance  
 DEFENSE: Katino-Y(1) Montino-50% Dalto-NE Madalto-50% Tiltowait-100%

MONSTER NAME: Komodo Dragon CONCEALED AS: Dragon MAZE: 4-5 GRPS: 2-6 TYPE: Dragon LVL6/AC+3/HP6-30  
 DANGER: Fight-6-24; Poison; P/Dspl-1-10; Some magic resistance  
 DEFENSE: Lakanito-75% Manifo-75% Montino-doesn't prevent "breathed damage"

MONSTER NAME: Moat Monster CONCEALED AS: Giant Serpent MAZE: 1 GRPS: 3-5 TYPE: Dragon LVL2/AC+6/HP7-25  
 DANGER: Fight-3-12  
 DEFENSE: Katino-Y(1) Halito-NE Dalto-75% Madalto-100% Manifo-60%

MONSTER NAME: T'ien Lung CONCEALED AS: Dragon MAZE: 5-6 GRPS: 1-3 TYPE: Dragon LVL6/AC0/HP14-32  
 DANGER: Fight-7-43; P/Dspl-2-19; Some magic resistance  
 DEFENSE: Katino-Y(1) Dalto-20% Madalto-30% Montino-N Manifo-40% Fire spells generally work best

===== GOBLIN SYMBOL =====

MONSTER NAME: Giant Gorilla CONCEALED AS: Strange Animal MAZE: 6 GRPS: 1-3 TYPE: Giant LVL10/AC+4/HP60  
 DANGER: Fight-12-72  
 DEFENSE: Katino-Y(1) Madalto-20% Manifo-50% Mekanito-50%Y Tiltowait-100%

MONSTER NAME: Goblin CONCEALED AS: Goblin MAZE: 2 GRPS: 5-9 TYPE: Humanoid LVL3/AC+4/HP7-28  
 DANGER: Fight-4-12; Flee  
 DEFENSE: Katino-Y Manifo-75% Dalto-60% Madalto-100% Mekanito-Y

MONSTER NAME: Goblin Prince CONCEALED AS: Goblin MAZE: 4 GRPS: 2-4 TYPE: Giant LVL5/AC+1/HP25-45  
 DANGER: Fight-8-24; Some magic resistance  
 DEFENSE: Katino-Y Manifo-60% Dalto-60% Madalto-90% Mekanito-50%Y

MONSTER NAME: Goblin Shaman CONCEALED AS: Goblin MAZE: 4 GRPS: 2-6 TYPE: Giant LVL5/AC+4/HP5-30

DANGER: Fight-4-12; I/Dspl-1-11; P/Dspl-6-18; Katino  
 DEFENSE: Katino-Y Dalto-60% Madalto-100% Montino-75% Manifo-75%

MONSTER NAME: Hobgoblin CONCEALED AS: Goblin MAZE: 2 GRPS: 2-6 TYPE: Giant LVL3/AC+3/HP3-36  
 DANGER: Fight-6-18; Flee  
 DEFENSE: Katino-Y Dalto-80% Madalto-100% Manifo-80%

===== L'KBRETH SYMBOL =====

MONSTER NAME: L'Kbreth CONCEALED AS: L'Kbreth MAZE: 6 GRPS: 1 TYPE: Dragon LVL100/AC-20/HP40  
 DANGER: Fight-5-31; P/Dspl-9-26; Resists all magic  
 DEFENSE: No defense, party must run

## ===== LOOTER SYMBOL =====

MONSTER NAME: Burglar CONCEALED AS: Man in Leather MAZE: 5-6 GRPS: 2-8 TYPE: Humanoid LVL5/AC+4/HP5-30  
 DANGER: Fight-5-24; Flee  
 DEFENSE: Katino-Y Halito-10% Dalto-50% Madalto-100% Manifo-75%

MONSTER NAME: Looter CONCEALED AS: Man in Leather MAZE: 2 GRPS: 2-6 TYPE: Humanoid LVL3/AC+6/HP3-18  
 DANGER: Fight-4-16; Flee  
 DEFENSE: Katino-Y Dilto-Y Halito-40% Dalto-100% Manifo-70%

## ===== MAGE SYMBOL =====

MONSTER NAME: Elven Mage CONCEALED AS: Man in Robes MAZE: 5-6 GRPS: 3-7 TYPE: Humanoid LVL8/AC+8/HP12-28  
 DANGER: Fight-3-6; P/Dspl-8-36; Flee; Some magic resistance  
 DEFENSE: Katino-Y Montino-75-100% Dalto-80% Madalto-100% Manifo-50%

MONSTER NAME: Necromancer CONCEALED AS: Man in Robes MAZE: 4-5 GRPS: 6 TYPE: Humanoid LVL5/AC+9/HP5-20  
 DANGER: Fight-3-6; I/Dspl-1-8; P/Dspl-6-13; Flee  
 DEFENSE: Katino-60%Y Montino-75-100% Manifo-40% Dalto-90% Halito-50%

MONSTER NAME: Witch CONCEALED AS: Woman in Robes MAZE: 2 GRPS: 7 TYPE: Humanoid LVL3/AC+9/HP3-12  
 DANGER: Fight-2-5; AC Drain; Katino; I/Dspl-1-8; Flee  
 DEFENSE: Katino-50% Montino-60% Molito-50-100% Manifo-60% Halito-50%

## ===== MAN IN ARMOR SYMBOL =====

MONSTER NAME: Berserker CONCEALED AS: Man in Armor MAZE: 6 GRPS: 2-8 TYPE: Humanoid LVL8/AC0/HP8-64  
 DANGER: Fight-6-30  
 DEFENSE: Katino-Y Madalto-60% Manifo-50% Lakanito-25-75%

MONSTER NAME: Crusader CONCEALED AS: Fighter MAZE: 3-5 GRPS: 2-6 TYPE: Humanoid LVL2/AC+4/HP2-16  
 DANGER: Fight-1-8; I/Dspl-1-5; Montino; Flee  
 DEFENSE: Katino-Y Montino-100% Manifo-75% Mahalito-75% Dalto-75% Madalto-100% Mekanito-Y

MONSTER NAME: Crusader Lord CONCEALED AS: Fighter MAZE: 5 GRPS: 2-4 TYPE: Humanoid LVL5/AC+1/HP25-45  
 DANGER: Fight-3-24; I/Dspl-1-12; Montino; Some magic resistance  
 DEFENSE: Katino-Y Montino-75% Manifo-50% Mekanito-Y Dalto-NE Madalto-75%

MONSTER NAME: Dwarf Fighter CONCEALED AS: Man in Armor MAZE: 4-6 GRPS: 2-8 TYPE: Humanoid LVL5/AC+2/HP5-50  
 DANGER: Fight-4-16; Flee  
 DEFENSE: Katino-60% Manifo-75% Mekanito-Y Lakanito-80%

MONSTER NAME: Man at Arms CONCEALED AS: Man in Armor MAZE: 3-4 GRPS: 2-6 TYPE: Humanoid LVL3/AC+4/HP3-30  
 DANGER: Fight-2-9; Flee  
 DEFENSE: Katino-75% Mekanito-Y Manifo-50-100% Dalto-60%

## ===== MUMMY SYMBOL =====

MONSTER NAME: Delf's Minions CONCEALED AS: Gaunt Figure MAZE: 4 GRPS: 5-9 TYPE: Undead LVL3/AC+3/HP13-19  
 DANGER: Fight-6-16; Some magic resistance  
 DEFENSE: Dispell-60-90% Madalto-50-75% Badi-100% Tiltowait-85%

MONSTER NAME: Mummy CONCEALED AS: Gaunt Figure MAZE: 2-4 GRPS: 1-6 TYPE: Undead LVL1/AC+5/HP7-10  
 DANGER: Fight-1-6; Drain Lvl(1)  
 DEFENSE: Dispell-50-100% Molito-100% Halito-50%

## ===== NINJA SYMBOL =====

MONSTER NAME: Master Ninja CONCEALED AS: Man in Black MAZE: 4 GRPS: 2-6 TYPE: Humanoid LVL6/AC+2/HP13-31  
 DANGER: Fight-6-24; Crit/Hit; Flee  
 DEFENSE: Katino-Y Dilto-Y Mekanito-Y Madalto-100%

MONSTER NAME: Ninja CONCEALED AS: Man in Black MAZE: 4 GRPS: 2-6 TYPE: Humanoid LVL2/AC+5/HP6-16  
 DANGER: Fight-4-12; Crit/Hit; Flee  
 DEFENSE: Katino-Y Mekanito-Y Dalto-100%

## ===== ORIENTAL MAN IN ARMOR SYMBOL =====

MONSTER NAME: Mifune CONCEALED AS: Man in Armor MAZE: 6 GRPS: 1 TYPE: Humanoid LVL10/AC-2/HP35-85  
 DANGER: Fight-20-40; AC Drain; I/Dspl-1-9; P/Dspl-2-12; Some magic resistance  
 DEFENSE: Montino-60% Dalto-NE Madalto-60% Tiltowait-100% Manifo-50%

MONSTER NAME: Ronin CONCEALED AS: Man in Armor MAZE: 2-3 GRPS: 5-8 TYPE: Humanoid LVL2/AC+4/HP2-20  
 DANGER: Fight-2-9; Katino; AC Drain; I/Dspl-1-8; Flee  
 DEFENSE: Katino-Y Montino-60% Manifo-50% Dilto-N Mahalito-80% Dalto-100%

MONSTER NAME: Samurai CONCEALED AS: Man in Armor MAZE: 6 GRPS: 3-9 TYPE: Humanoid LVL8/AC0/HP8-56  
 DANGER: Fight-15-30; I/Dspl-1-9; Katino  
 DEFENSE: Katino-80% Manifo-75%; Molito-NE Mahalito-NE Madalto-60%

===== PIXIE SYMBOL =====

MONSTER NAME: Faerie CONCEALED AS: Tiny Figure MAZE: 5 GRPS: 3-8 TYPE: Humanoid LVL4/AC+3/HP12-40  
DANGER: Fight-6-24; I/Dspl-1-8; P/Dspl-5-18; Montino; AC Drain; Flee; Some magic resistance  
DEFENSE: Montino-75% Dalto-60% Madalto-90% Manifo-50%

MONSTER NAME: Leprechaun CONCEALED AS: Tiny Figure MAZE: 3 GRPS: 2-5 TYPE: Humanoid LVL3/AC+4/HP3-18  
DANGER: Fight-6-12; I/Dspl-1-6; Katino; Flee  
DEFENSE: Katino-Y Halito-40% Dalto-100% Montino-60%

MONSTER NAME: Pixie CONCEALED AS: Tiny Figure MAZE: 3 GRPS: 4-7 TYPE: Humanoid LVL4/AC+4/HP4-24  
DANGER: Fight-6-12; I/Dspl-2-8; P/Dspl-1-9; Montino; Katino; AC Drain; Flee  
DEFENSE: Katino-Y Montino-60% Manifo-50% Mekanito-Y Dalto-100%

===== PLANT SYMBOL =====

MONSTER NAME: Crawling Kelp CONCEALED AS: Strange Plant MAZE: 1 GRPS: 4-8 TYPE: Unusual LVL1/AC+10/HP2-4  
DANGER: Fight-6-9; Moderate magic resistance  
DEFENSE: Manifo-20-50% Mekanito-Y Halito-75% Mahalito-100%

MONSTER NAME: Strangler Vine CONCEALED AS: Strange Plant MAZE: 4-5 GRPS: 4-8 TYPE: Unusual LVL5/AC+6/HP5-15  
DANGER: Fight-5-22; Moderate magic resistance  
DEFENSE: Manifo-30% Mekanito-Y Mahalito-50% Dalto-100%

MONSTER NAME: Venus Man-Trap CONCEALED AS: Strange Plant MAZE: 5-6 GRPS: 1-4 TYPE: Unusual LVL8/AC+4/HP8-24  
DANGER: Fight-8-28; Poison; Paralyze; Moderate magic resistance  
DEFENSE: Manifo-50% Mekanito-50%Y Dalto-60% Madalto-100% Tiltowait-100%

===== PO'LE SYMBOL =====

MONSTER NAME: Po'Le CONCEALED AS: Skeletal Figure MAZE: 2 GRPS: 1 TYPE: Mage LVL10/AC+4/HP60  
DANGER: Fight-3-12; I/Dspl--36; P/Dspl-12-69; AC Drain; Flee  
DEFENSE: Manifo-N Montino-30% Dalto-NE Madalto-NE Tiltowait-100% Badi-50%Y Mabadi-Y

===== PRIEST SYMBOL =====

MONSTER NAME: Acolyte CONCEALED AS: Man in Robes MAZE: 4-5 GRPS: 2-4 TYPE: Humanoid LVL5/AC+5/HP5-40  
DANGER: Fight-4-10; I/Dspl-1-14; Montino; Flee  
DEFENSE: Katino-Y Montino-60-100% Mahalito-50% Lakanito-75% Manifo-0-20%

MONSTER NAME: Friar CONCEALED AS: Man in Robes MAZE: 2-5 GRPS: 2-6 TYPE: Humanoid LVL3/AC+6/HP3-24  
DANGER: Fight-3-7; I/Dspl-1-8; Montino; Flee  
DEFENSE: Katino-80% Montino-80% Manifo-30% Dilto-N Halito-30% Dalto-90%

MONSTER NAME: Gnome Priest CONCEALED AS: Man in Robes MAZE: 4-6 GRPS: 3-7 TYPE: Humanoid LVL8/AC+3/HP8-56  
DANGER: Fight-4-12; I/Dspl-4-12; Montino; AC Drain; Flee  
DEFENSE: Katino-Y Montino-50% Manifo-40-60% Dalto-30% Madalto-60%

MONSTER NAME: Priest of Fung CONCEALED AS: Robed Man MAZE: 5 GRPS: 3-7 TYPE: Humanoid LVL8/AC+3/HP8-40  
DANGER: Fight-6-14; I/Dspl-2-16; AC Drain; Montino; Badi-slays 20% of time  
DEFENSE: Katino-Y Montino-40-100% Manifo-60% Lakanito-50-75% Dalto-60% Madalto-80-100% Tiltowait-100%

===== SLUG SYMBOL =====

MONSTER NAME: Giant Leech CONCEALED AS: Slimy Thing MAZE: 4 GRPS: 1 TYPE: Animal LVL8/AC+8/HP8-48  
DANGER: Fight-4-16; Poison  
DEFENSE: Manifo-30% Dalto-40% Madalto-60%

MONSTER NAME: Giant Slug CONCEALED AS: Slimy Thing MAZE: 1 GRPS: 1 TYPE: Animal LVL4/AC+10/HP4-24  
DANGER: Fight-7-15  
DEFENSE: Katino-N Manifo-30% Halito-20% Mahalito-75%

MONSTER NAME: Xeno CONCEALED AS: Slimy Thing MAZE: 6 GRPS: 1 TYPE: Animal LVL10/AC+6/HP10-60  
DANGER: Fight-10-30; Stone; Party Can't Run; Call/Help  
DEFENSE: Manifo-30% Dalto-40% Madalto-60% Tiltowait-100%

===== SNAKE SYMBOL =====

MONSTER NAME: Anaconda CONCEALED AS: Large Snake MAZE: 1-5 GRPS: 2-4 TYPE: Animal LVL1/AC+3/HP3-11  
DANGER: Fight-4-10; Poison  
DEFENSE: Katino-100% Manifo-75-100% Dalto-100%

MONSTER NAME: Hydra CONCEALED AS: Large Snake MAZE: 5-6 GRPS: 1 TYPE: Dragon LVL11/AC-1/HP11-77  
DANGER: Fight-10-30; Stone; Party Can't Run  
DEFENSE: Manifo-40% Dalto-20% Madalto-50% Lakanito-50% Tiltowait-100%

MONSTER NAME: 2-Headed Snake CONCEALED AS: Large Snake MAZE: 4-5 GRPS: 2-6 TYPE: Animal LVL5/AC+2/HP5-40  
DANGER: Fight-8-28; Poison  
DEFENSE: Katino-Y Manifo-25-75% Mekanito-Y Dalto-40% Madalto-100%

===== UNICORN SYMBOL =====

MONSTER NAME: Dark Steed CONCEALED AS: Strange Animal MAZE: 2-4 GRPS: 1 TYPE: Unusual LVL4/AC+4/HP19-27  
DANGER: Fight-8-26; Some magic resistance  
DEFENSE: Manifo-20% Dalto-90% Madalto-100%

MONSTER NAME: Unicorn CONCEALED AS: Strange Animal MAZE: 5 GRPS: 1 TYPE: Unusual LVL4/AC+4/HP19-27  
DANGER: Fight-8-26; Some magic resistance  
DEFENSE: Manifo-20% Dalto-60% Madalto-90%

# ===== APPENDIX O =====

## LEGACY OF LLYLGAMYN MONSTER GROUPS

Since the same monster groups or parts of monster groups tend to reappear frequently under the same symbol, it is possible to generalize about groups encountered. The chart below is intended as a guide to identifying concealed monsters during encounters. The comments concerning the Scenario I monster groups (APPENDIX H) apply to Legacy monsters as well.

===== ANGEL SYMBOL =====						
LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	
5 Angels	Radiant Figures	4 Archdemons	Fiery Figures	5 Archangels	Radiant Figures	
Crusader Lords	Fighters	Fiends	Shadowy Figures	Seraphs	Shadowy Figures	
Crusaders	Fighters	Ghosts	Unseen Entities	Unicorns	Strange Animals	
Crusaders	Fighters	Ghosts	Unseen Entities			

===== ANIMAL SYMBOL =====						
LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	
2-5 Bengal Tigers	Strange Animals	4-5 Were Tigers	Strange Animals			
Bengal Tigers	Strange Animals	Bengal Tigers	Strange Animals			
Bengal Tigers	Strange Animals	Bengal Tigers	Strange Animals			
Bengal Tigers	Strange Animals	Bengal Tigers	Strange Animals			

===== BIRD SYMBOL =====						
LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	
4-5 Cockatrices	Strange Birds	4-5 Harpies	Strange Birds	5-6 Roc	Strange Birds	
Harpies	Strange Birds	Harpies	Strange Birds	Vultures	Strange Birds	
Harpies	Strange Birds	Harpies	Strange Birds	Vultures	Strange Birds	
Harpies	Strange Birds	Harpies	Strange Birds	Vultures	Strange Birds	

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
3 Vultures	Strange Birds	2-3 Were Vultures	Strange Birds
Vultures	Strange Birds	Vultures	Strange Birds
Vultures	Strange Birds	Vultures	Strange Birds
Vultures	Strange Birds	Vultures	Strange Birds

===== BUG SYMBOL =====						
LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	
4-5 Giant Ants	Giant Insects	6 Giant Mantises	Giant Insects			
Giant Ants	Giant Insects					
Giant Ants	Giant Insects					
Giant Ants	Giant Insects					

===== CENTAUR SYMBOL =====						
LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	
3 Centaurs	Strange Animals					
Centaurs	Strange Animals					
Centaurs	Strange Animals					
Centaurs	Strange Animals					

===== CLOAKED FIGURE SYMBOL =====						
LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	
1 Dusters	Shadowy Figures	2-3 Ashers	Shadowy Figures	2-6 Fiends	Shadowy Figures	
Dusters	Shadowy Figures	Dusters	Shadowy Figures	Ghosts	Unseen Entities	
Dusters	Shadowy Figures	Dusters	Shadowy Figures	Ghosts	Unseen Entities	
Dusters	Shadowy Figures	Dusters	Shadowy Figures	Ghosts	Unseen Entities	

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	
4 Dark Rider	Shadowy Figure	5 Seraphs	Shadowy Figures	6 Doppelgangers	Shadowy Figures	
Dark Steed	Strange Animal	Unicorn	Strange Animal	Berserkers	Men in Armor	
				Dwarf Fighters	Men in Armor	
				Men at Arms	Men in Armor	

===== CORSAIR SYMBOL =====						
LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	
1 Garian Captains	Corsairs	1 Garian Guards	Corsairs	1 Garian Mages	Corsairs	
Garian Guards	Corsairs	Garian Guards	Corsairs	Garian Raiders	Corsairs	
Garian Guards	Corsairs	Garian Guards	Corsairs	Garian Raiders	Corsairs	
Garian Guards	Corsairs	Garian Guards	Corsairs	Garian Raiders	Corsairs	
1 Garian Priests	Corsairs	1 Garian Raiders	Corsairs	1 High Corsairs	Corsairs	
Garian Raiders	Corsairs	Garian Raiders	Corsairs	Garian Captains	Corsairs	
Garian Raiders	Corsairs	Garian Raiders	Corsairs	Garian Guards	Corsairs	
Garian Raiders	Corsairs	Garian Raiders	Corsairs	Garian Guards	Corsairs	

## ===== DEMON SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---
4 Delf	Living Legend
Delf's Minions	Gaunt Figures
Delf's Minions	Gaunt Figures
Delf's Minions	Gaunt Figures

## ===== DOIS SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1 Poltergeists	Unseen Entities	4-5 Banshees	Unseen Entities	6 Ghosts	Unseen Entities
Poltergeists	Unseen Entities	none		Ghosts	Unseen Entities
Poltergeists	Unseen Entities			Ghosts	Unseen Entities
Poltergeists	Unseen Entities			Ghosts	Unseen Entities

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
6 Ghosts	Unseen Entities	6 Wights	Unseen Entities
Ghosts	Unseen Entities	Ghosts	Unseen Entities
Ghosts	Unseen Entities	Ghosts	Unseen Entities
Ghosts	Unseen Entities	Ghosts	Unseen Entities

## ===== DRAGON SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1 Moat Monsters	Giant Serpents	4-5 Komodo Dragons	Dragons	5-6 T'ien Lung	Dragons
Moat Monsters	Giant Serpents	none		T'ien Lung	Dragons
Moat Monsters	Giant Serpents			T'ien Lung	Dragons
Moat Monsters	Giant Serpents			T'ien Lung	Dragons

LEVEL-GROUPS-----	CONCEALED AS---
6 Firedrakes	Dragons
none	

## ===== GOBLIN SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
2 Goblins	Goblins	2 Hobgoblins	Goblins	4 Goblin Shamans	Goblins
Goblins	Goblins	Goblins	Goblins	Hobgoblins	Goblins
Goblins	Goblins	Goblins	Goblins	Goblins	Goblins
Goblins	Goblins	Goblins	Goblins	Goblins	Goblins

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
-------------------	-----------------	-------------------	-----------------

4 Goblin Princes	Goblins	6 Giant Gorillas	Strange Animals
Hobgoblins	Goblins	Giant Gorillas	Strange Animals
Goblins	Goblins	Giant Gorillas	Strange Animals
Goblins	Goblins	Giant Gorillas	Strange Animals

## ===== LOOTER SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
2 Looters	Men in Leather	6 Burglars	Men in Leather
Witches	Women in Robes	Dwarf Fighters	Men in Armor
Men at Arms	Men in Armor	Men at Arms	Men in Armor
Men at Arms	Men in Armor	Men at Arms	Men in Armor

## ===== MAGE SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
2 Witches	Women in Robes	4-5 Necromancers	Men in Robes	5-6 Elven Mages	Men in Robes
Men at Arms	Men in Armor	Dwarf Fighters	Men in Armor	Berserkers	Men in Armor
Men at Arms	Men in Armor	Men at Arms	Men in Armor	Dwarf Fighters	Men in Armor
Men at Arms	Men in Armor	Men at Arms	Men in Armor	Men at Arms	Men in Armor

## ===== MAN IN ARMOR SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
3-4 Men at Arms	Men in Armor	3-5 Crusaders	Fighters	5 Crusader Lords	Fighters
Men at Arms	Men in Armor	Crusaders	Fighters	Crusaders	Fighters
Men at Arms	Men in Armor	Crusaders	Fighters	Crusaders	Fighters
Men at Arms	Men in Armor	Crusaders	Fighters	Crusaders	Fighters

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
4-6 Dwarf Fighters	Men in Armor	6 Berserkers	Men in Armor
Men at Arms	Men in Armor	Dwarf Fighters	Men in Armor
Men at Arms	Men in Armor	Men at Arms	Men in Armor
Men at Arms	Men in Armor	Men at Arms	Men in Armor



## ===== MUMMY SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
2-4 Mummies	Gaunt Figures	3-6 Delf's Minions	Gaunt Figures
Mummies	Gaunt Figures	Delf's Minions	Gaunt Figures
Mummies	Gaunt Figures	Delf's Minions	Gaunt Figures
Mummies	Gaunt Figures	Delf's Minions	Gaunt Figures

## ===== NINJA SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
4 Ninjas	Men in Black	4 Master Ninjas	Men in Black
Ninjas	Men in Black	Ninjas	Men in Black
Ninjas	Men in Black	Ninjas	Men in Black
Ninjas	Men in Black	Ninjas	Men in Black

## ===== ORIENTAL MAN IN ARMOR SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
2-3 Ronin	Men in Armor	6 Samurai	Men in Armor	6 Mifune	Men in Armor
Ronin	Men in Armor	Samurai	Men in Armor	Samurai	Men in Armor
Ronin	Men in Armor	Samurai	Men in Armor	Samurai	Men in Armor
Ronin	Men in Armor	Samurai	Men in Armor	Samurai	Men in Armor

## ===== PIXIE SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
3 Pixies	Tiny Figures	3 Leprechauns	Tiny Figures	5 Faeries	Tiny Figures
Leprechauns	Tiny Figures	Leprechauns	Tiny Figures	Pixies	Tiny Figures
Leprechauns	Tiny Figures	Leprechauns	Tiny Figures	Leprechauns	Tiny Figures
Leprechauns	Tiny Figures	Leprechauns	Tiny Figures	Leprechauns	Tiny Figures

## ===== PLANT SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1 Crawling Kelp	Strange Plants	4-5 Strangler Vines	Strange Plants	6 Venus Man-Traps	Strange Plants
Crawling Kelp	Strange Plants	Strangler Vines	Strange Plants	Strangler Vines	Strange Plants
Crawling Kelp	Strange Plants	Strangler Vines	Strange Plants	Strangler Vines	Strange Plants
Crawling Kelp	Strange Plants	Strangler Vines	Strange Plants	Strangler Vines	Strange Plants

## ===== PRIEST SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
2-5 Friars	Men in Robes	4-5 Acolytes	Men in Robes	4-6 Gnome Priests	Men in Robes
Ronin	Men in Armor	Friars	Men in Robes	Burglars	Men in Leather
Ronin	Men in Armor	Ronin	Men in Armor	Dwarf Fighters	Men in Armor
Ronin	Men in Armor	Ronin	Men in Armor	Men at Arms	Men in Armor

LEVEL-GROUPS-----	CONCEALED AS---
5 Priests of Fung	Robed Men
Priests of Fung	Robed Men
Priests of Fung	Robed Men
Priests of Fung	Robed Men

## ===== SLUG SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1 Giant Slugs	Slimy Things	4 Giant Leeches	Slimy Things	6 Xenos	Slimy Things
Giant Slugs	Slimy Things	Giant Leeches	Slimy Things	Xenos	Slimy Things
Giant Slugs	Slimy Things	Giant Leeches	Slimy Things	Xenos	Slimy Things
Giant Slugs	Slimy Things	Giant Leeches	Slimy Things	Xenos	Slimy Things

## ===== SNAKE SYMBOL =====

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1-5 Anacondas	Large Snakes	4-5 2-Headed Snakes	Large Snakes	6 Hydras	Large Snakes
Anacondas	Large Snakes	Anacondas	Large Snakes	2-Headed Snakes	Large Snakes
Anacondas	Large Snakes	Anacondas	Large Snakes	Anacondas	Large Snakes
Anacondas	Large Snakes	Anacondas	Large Snakes	Anacondas	Large Snakes

## ===== APPENDIX P =====

### MISCELLANEOUS SNEAKY TRICKS

WANT A SUPER-BISHOP? Take him to the first scenario, make camp and have him identify #9. It may take a few times, but when he succeeds he will get 100,000,000 experience points. Then go to the Adventurer's Inn and run him up to about a level 240 with 1600 hit points and all the mage and priest spells (the random nature of the level changes will make your results different). You can then change him to any class consistent with his alignment or simply keep him as the clerical equivalent of Condor-Man.

TIRED OF WEAK CHARACTERS IN KNIGHT OF DIAMONDS AND LEGACY? Transfer your characters to Mad Overlord and one or two at a time have them join a strong party and kill Werdna. 250,000 experience points a lick. (For the special requirements for transferring Legacy characters, see \*APPENDIX L.) This can get a bit tedious, but it's better than ruining your teeth doing all that gnashing.

WANT A QUICK CLASS OR ALIGNMENT CHANGE FOR THAT FAVORITE CHARACTER? Many magical items will change class or alignment, and on the surface, this seems like a liability. But these items' abilities, when you know what they will do, will enable you to manipulate your characters' statistics at will. The catch is that you first have to find them, then use them at the right times. No free lunch.

HATE THIEVES BUT LIKE CHESTS? There is an alternative to thieves--NINJAS, and this is on the authority of Robert Woodhead, who ought to know. He says that Ninjas not only make good safecrackers, but the higher level ones can actually exceed the bona fide Thief's abilities! A quick look through the item lists will give you an idea of the close relationship between Thieves and Ninjas.

## ===== ACKNOWLEDGEMENTS =====

This manual and associated documents are the result of hundreds of hours spent hermit-like in a 6x8 cell at the back of my house. My three year old has begun asking Werdna if Daddy can come out to play, and my wife has made serious attempts to find a priest who can exorcise me of all those demons, greater and lesser! To them I give 23 million experience points and the Staff of Gnilda for being so forbearing, as well as my presence at meals and the opportunity to play Stickybear, at least until the next Scenario hits the market!

The Wizardry program is so vast and the versions of each scenario so many that there is no way that one person can put together any document of this sort without outside help. Many people have written or called with additions and corrections to earlier editions of this manual, and I hope that you will do the same, so that future editions will be as complete and accurate as possible.

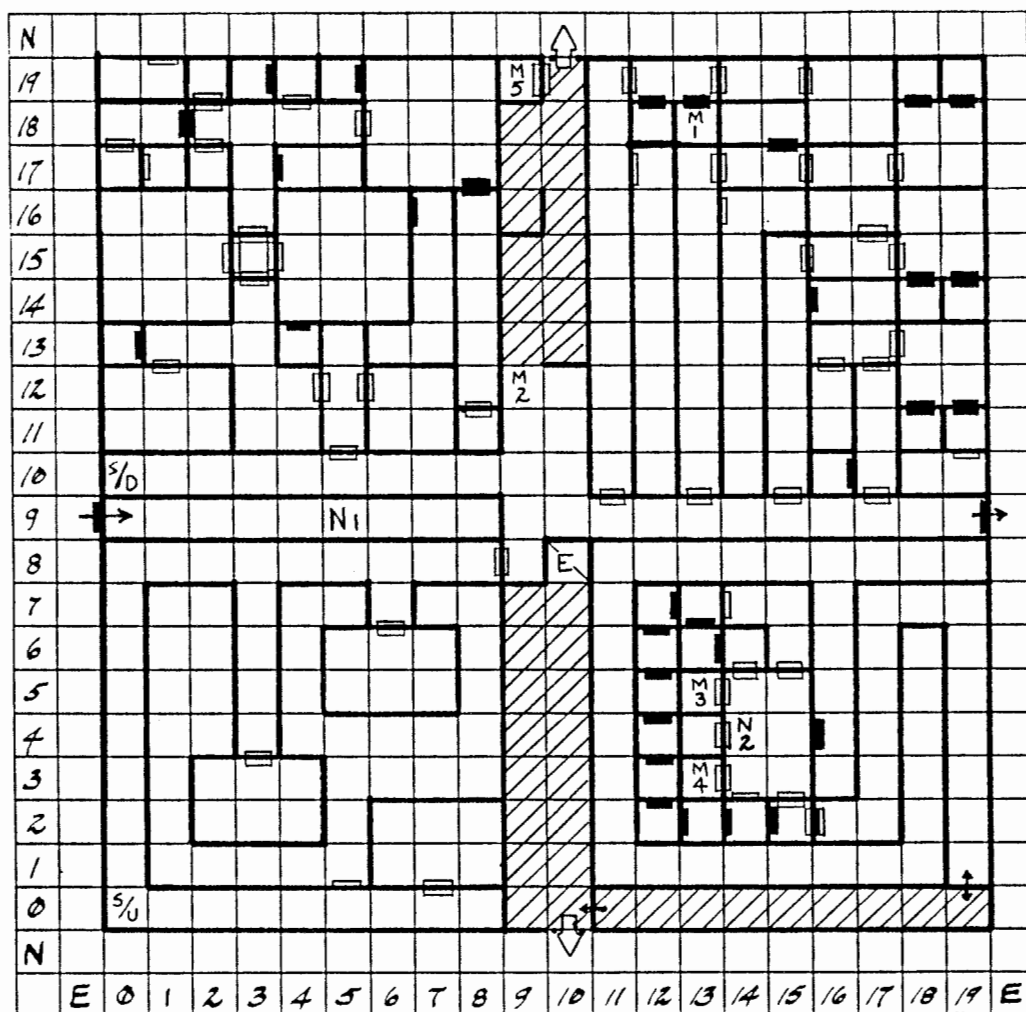
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And last, but certainly not least, I offer my heartfelt thanks to Andrew Greenberg and Robert Woodhead for making all of this possible!



## WIZARDRY (tm) -- SCENARIO I -- LEVEL 1



(MESSAGE 1--IN THIS ROOM IS A SILVER STATUE OF A BOAR WITH HORNS AND LONG FANGS. ON THE WALL BY THE STATUE IS A MESSAGE (PARTIALLY OBSCURED) THAT APPEARS TO / HAVE BEEN LEFT BY PASSING ELVES. IT IS HARDLY LEGIBLE, BUT SOME COMMENTS WARNING ABOUT GHOSTS AND DEMONS CAN STILL BE MADE OUT. SEARCH (Y/N)? (Y)SILVER KEY (N)MAY LEAVE

(M)ESSAGE 2--A LARGE SIGN ON THE WALL READS: \*\*\*CORRIDOR OUT OF LIMITS\*\*\* TURN BACK!

(M)ESSAGE 3--YOU SEE A LARGE STATUE OF A HOODED HUMANOID. THERE IS A GOLDEN LIGHT COMING FROM A HOLE IN THE HOOD. / THE STATUE IS BEJEWELD WITH PRECIOUS AND SEMIPRECIOUS STONES. IN FRONT OF THE STATUE IS AN ALTAR, FROM WHICH FRESH INCENSE IS BURNING. SEARCH (Y/N)? (Y)MURPHY'S GHOSTS ATTACK (N)MAY LEAVE

(M)ESSAGE 4--WITHIN THE ROOM IS A STATUETTE OF A STRANGE BEAST WITH THE BODY OF A CHICKEN AND THE HEAD OF A CAT. THE STATUE IS MADE OF BRONZE, AND LIES ON AN ONYX PEDESTAL. THERE ARE UNUSUAL RUNES ON A PLAQUE THEREON./  
SEARCH (Y/N)? (Y)BRONZE KEY (N)LEAVE

(MESSAGE 5--A STRANGE GLOW SEEMS TO EMANATE FROM THIS ROOM. IN THE CENTER, A SMALLISH MAN IN A LONG ROBE TURNS TOWARDS THE PARTY AND SHOUTS, "BEGONE, STRANGERS!" HE THEN BEGINS WAVING HIS HANDS, AND INTONES THE WORDS, "MAPIRO MAHAMA DIROMAT" [Party is teleported to the Castle.]

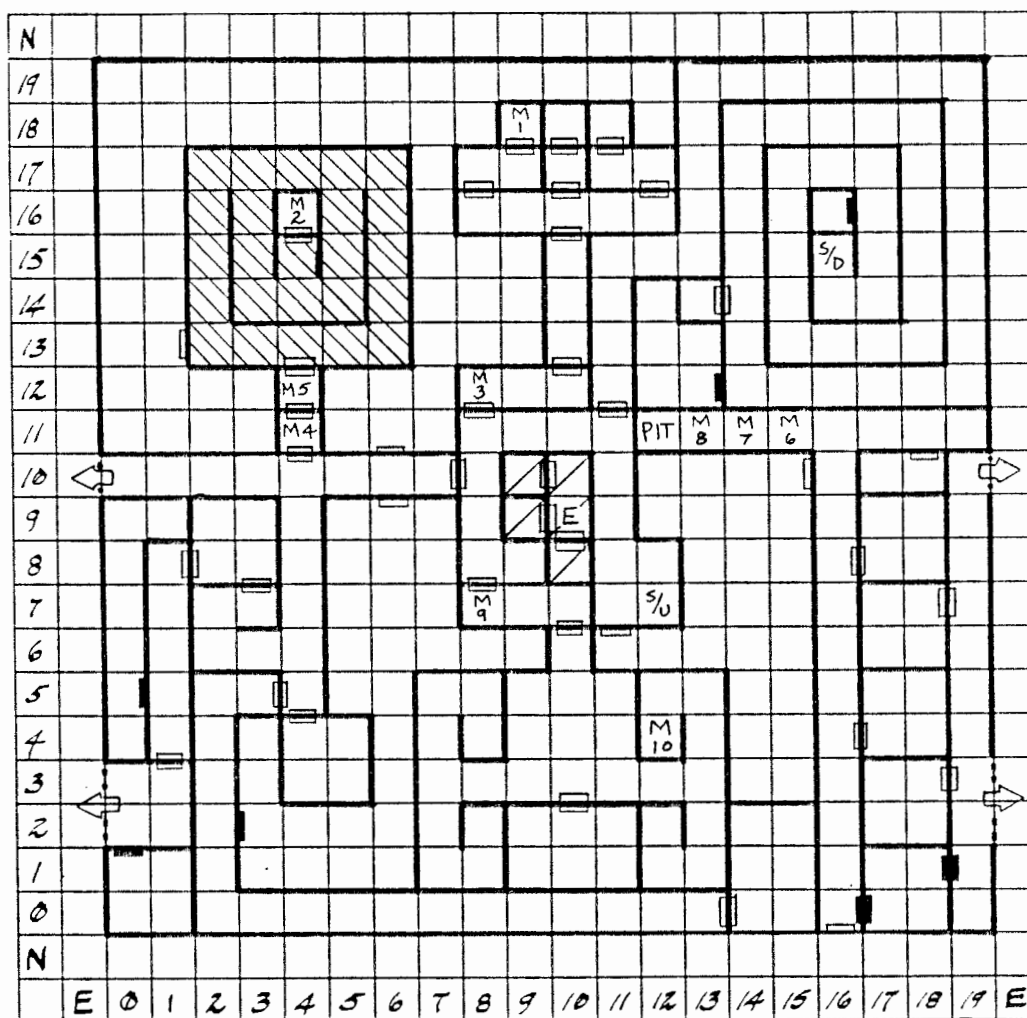
(N)OTE 1--TELEPORTS TO 15E, 4N

(N)OTE 2--AFTER PASSING THROUGH THIS DOOR, IT SLAMS. WHEN APPROACHED FROM 15E, 4N PARTY IS BUMPED BACK.

(E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH D. PRESS ONE (OR RETURN TO LEAVE THEM).  
[NOTE:BUTTONS TAKE TO (E)LEVATORS: A--LEVEL 1 C--LEVEL 3 B--LEVEL 2 D--LEVEL 4]

# WIZARDRY

## WIZARDRY (tm) -- SCENARIO I -- LEVEL 2



(M)MESSAGE 1--THERE IS A STATUETTE OF A BEAR ON A SMALL PEDESTAL. BEHIND IT IS A SIGN READING, "I'VE GOT A MILLION OF 'EM." SEARCH (Y/N)? (Y) STATUETTE/BEAR (N) MAY LEAVE

(M)MESSAGE 2--WITHIN THE ROOM IS A STATUETTE OF A STRANGE BEAST WITH THE BODY OF A CHICKEN AND THE HEAD OF A CAT. THE STATUE IS MADE OF BRONZE, AND LIES ON / AN ONYX PEDESTAL. THERE ARE UNUSUAL RUNES ON A PLAQUE THEREON. SEARCH (Y/N)? (Y) GOLD KEY (N) MAY LEAVE

(M)MESSAGE 3--IF THE PARTY IS NOT CARRYING A SILVER KEY, THEY ARE TOLD: "AS THE PARTY ENTERS THIS ROOM, A SILVERY FOG DESCENDS FROM THE CEILING. SUDDENLY, IMAGES OF TERRIBLE DEMONS SEEM TO FORM ALL AROUND THEM. THE PARTY MEMBERS FLEE THE ROOM IN TERROR." [BUMPS BACK TO 8E, 11N.]

(M)MESSAGE 4--IF THE PARTY IS NOT CARRYING THE STATUETTE/BEAR, THEY ARE TOLD: "NO ONE IN THE PARTY IS STRONG ENOUGH TO KICK THE DOOR DOWN." [BUMPS BACK TO PREVIOUS SQUARE.]

(M)MESSAGE 5--IF THE PARTY IS NOT CARRYING THE STATUETTE/FROG, THEY ARE TOLD: "NO ONE IN THE PARTY IS STRONG ENOUGH TO KICK THE DOOR DOWN." [BUMPS BACK TO PREVIOUS SQUARE.]

(M)MESSAGE 6--A PLACARD NEAR THE GROUND READS: "A DUNGEON DARK..."

(M)MESSAGE 7--A PLACARD NEAR THE GROUND READS: "WHEN ITS NOT LIT..."

(M)MESSAGE 8--A PLACARD NEAR THE GROUND READS: "WATCH OUT, OR YOU'LL..." [NOTE:NEXT SQUARE IS...A PIT!]

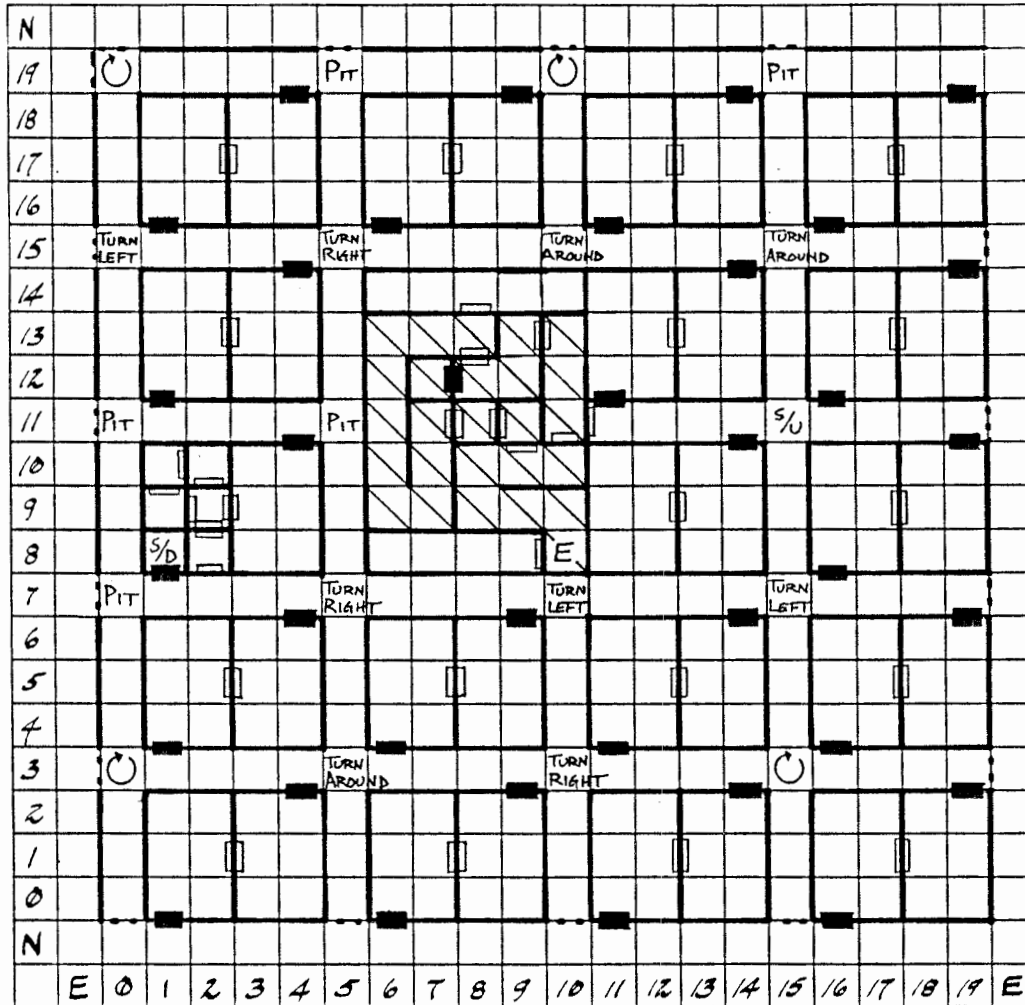
(M)MESSAGE 9--IF THE PARTY IS NOT CARRYING A BRONZE KEY, THEY ARE TOLD: "AS THE PARTY ENTERS THIS ROOM, A BRONZE-COLORED SMOKE FILLS IT. SUDDENLY, THE PARTY FEELS COMPELLED TO LEAVE THE ROOM THE WAY THEY CAME." [BUMPS BACK TO 8E 8N]

(M)MESSAGE 10--UPON A SMALL SILVERY DISK RESTS A STATUE OF A FROG WEARING A RED AND BLUE CAPE. ALTHOUGH MADE OF METAL, THE STATUE INEXPLICABLY SEEMS TO COME / TO LIFE, SHAKING ITS FORELEGS FROM SIDE TO SIDE, ACCOMPANIED BY A HIGH-PITCHED, "YEAH!!!!!!..." / SEARCH (Y/N)? (Y) STATUETTE/FROG (N) MAY LEAVE

(E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH D. PRESS ONE (OR RETURN TO LEAVE THEM). [NOTE:BUTTONS TAKE TO (E)LEVATORS: A--LEVEL 1 C--LEVEL 3 B--LEVEL 2 D--LEVEL 4]

# WIZARDRY

## WIZARDRY (tm) -- SCENARIO I -- LEVEL 3



### GENERAL NOTES

ROTATIONS ARE USUALLY CLOCKWISE, BUT MAY VARY. ALSO, ROTATIONS SOMETIMES TELEPORT, SO CHECK LOCATION AFTER ROTATING. BETTER YET--AVOID THEM ALTOGETHER!

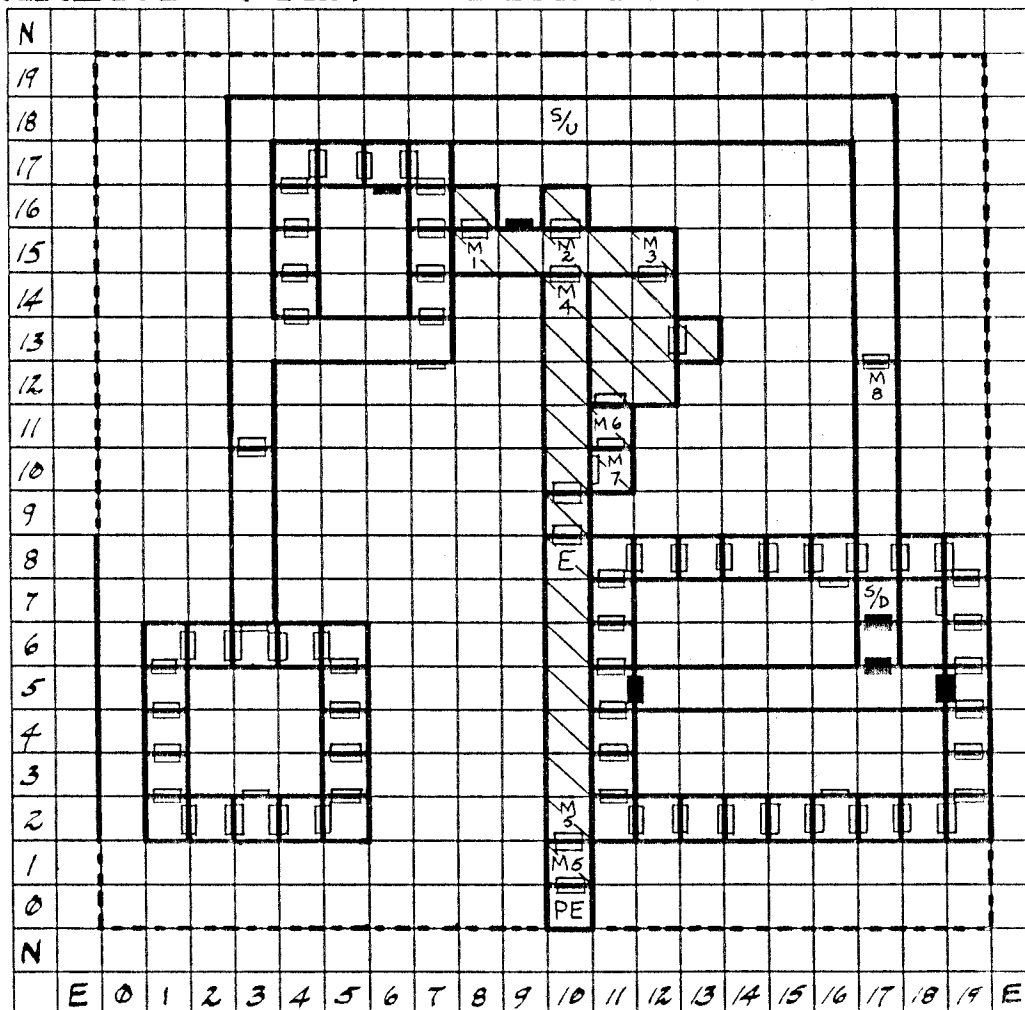
THE SIGNS "TURN LEFT", "TURN RIGHT", AND "TURN AROUND" DON'T DO ANYTHING, AND ARE BEST IGNORED, UNLESS YOU USE THEM TO CHECK YOUR LOCATION.

PITS COST HIT POINTS--AVOID THEM!

(E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH D. PRESS ONE (OR RETURN TO LEAVE THEM).  
 (NOTE: BUTTONS TAKE TO (E)LEVATORS: A--LEVEL 1 C--LEVEL 3 B--LEVEL 2 D--LEVEL 4)

# WIZARDRY

## WIZARDRY (tm) -- SCENARIO I -- LEVEL 4



(M)MESSAGE 1--A SIGN ON THE DOOR READS: "TREASURE REPOSITORY."

(M)MESSAGE 2--SUDDENLY, A LOUD PENETRATING CLANGING OF BELLS CAN BE HEARD. THERE IS A SUDDEN SILENCE AS THE BELLS STOP, FOLLOWED BY THE CLANKING AND TROMPING / OF GUARDIAN MONSTERS. THE PARTY GETS THE IDEA THAT THEY ARE IN BIG TROUBLE! [NOTE: GOING IN ANY DIRECTION OTHER THAN SOUTH PROVOKES AN ENCOUNTER!]

(M)MESSAGE 3--A SIGN ON THE DOOR READS: "MONSTER ALLOCATION CENTER"

(M)MESSAGE 4--A SIGN ON THE DOOR READS: \*\*\*TESTING GROUNDS CONTROL CENTER\*\*\* THIS AREA IS STRICTLY OFF-LIMITS. <<<DO NOT ENTER>>>

(M)MESSAGE 5--A SIGN ON THE DOOR READS: PRIVATE ELEVATOR: AUTHORIZED USERS ONLY! [NOTE: IF THE PARTY DOES NOT CARRY A BLUE RIBBON WHEN THEY KICK THE DOOR, THEY ARE TOLD: "EVERYBODY IN THE PARTY PASSES OUT! / AFTER A TIME, THE PARTY COMES TO. FEELING THEMSELVES MUCH WEAKENED, THE PARTY FINDS THEMSELVES OUTSIDE THE DOOR THEY TRIED TO ENTER."]

(M)MESSAGE 6--IN THIS 10 BY 10 ROOM, YOU NOTE A LARGE SEMI-CIRCULAR DESK. UPON IT ARE THE REMAINS OF WHAT MIGHT HAVE BEEN SCRYING GLASSES AND / AMULETS OF SUMMONING AND OTHER ARTIFACTS OF CONTROL AND KNOWLEDGE. UNFORTUNATELY, THEY ALL SEEM TO HAVE BEEN DESTROYED BEYOND REPAIR. AS THE / PARTY ENTERED THE ROOM, A SLIDING PANEL ON THE LEFT WALL SLAMMED SHUT. SHORTLY AFTER, IT GLOWED A PALE BLUE. NO MEMBER OF THE PARTY WAS ABLE TO PRY IT OPEN. THEN, THE DOOR ON THE OPPOSITE SIDE OF THE ROOM BEGINS TO GLOW A BRIGHT ORANGE, SEEMING TO BECKON TO / THE PARTY TO COME. AS THE PARTY TURNS ABOUT, THEY NOTICE THE DOOR WHICH THEY HAD USED HAS DISAPPEARED.

(M)MESSAGE 7--AS THE PARTY ENTERS THE ROOM, THE DOOR SLAMS SHUT, GLOWS BRIGHT ORANGE, AND DISAPPEARS. A DOOR APPEARS TO THE RIGHT. A VOICE, COMING FROM NO / APPARENT DIRECTION CAN BE HEARD. IT SAYS: "CONGRATULATIONS, MY LOYAL AND WORTHY SUBJECTS. TODAY YOU HAVE SERVED ME WELL AND TRULY PROVEN / YOURSELF WORTHY OF THE QUEST YOU ARE NOW TO UNDERTAKE. SEVERAL YEARS AGO, AN AMULET WAS STOLEN FROM THE TREASURY BY AN EVIL WIZARD WHO IS PURPORTED TO BE IN THE DUNGEON IMMEDIATELY BELOW WHERE YOU NOW STAND. THIS AMULET HAS POWERS WHICH WE ARE NOW IN DIRE NEED OF. IT / IS YOUR QUEST TO FIND THIS AMULET AND RETRIEVE IT FROM THIS WIZARD. IN RECOGNITION OF YOUR GREAT DEED TODAY, I WILL GIVE YOU A BLUE RIBBON, WHICH MAY BE USED TO ACCESS THE LEVEL TRANSPORTER ON THIS FLOOR. WITHOUT IT, THE PARTY WOULD BE UNABLE TO ENTER THE ROOM IN WHICH IT LIES. / GO NOW, AND GOD SPEED IN YOUR QUEST!" [GET BLUE RIBBON]

MESSAGE 8--IF THE PARTY IS NOT CARRYING A STATUETTE/BEAR, THEY ARE TOLD: "A LARGE SLIDING WALL WITH THE IMAGE OF A BEAR UPON IT BLOCKS THE PATH OF THE PARTY. THE WALL SLIDES TOWARDS THE PARTY, FORCING THEM OUTSIDE THE ROOM."

(E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH D. PRESS ONE (OR RETURN TO LEAVE THEM). [NOTE: BUTTONS TAKE TO (E)LEVATORS: A--LEVEL 1 C--LEVEL 3 B--LEVEL 2 D--LEVEL 4]

(P)RIVATE (E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F. PRESS ONE (OR RETURN TO LEAVE THEM). [NOTE:BUTTONS TAKE TO (P)ERSONAL (E)LEVATORS: A--LVL 4 B--LVL 5 C--LVL 6 D--LVL 7 E--LVL 8 F--LVL 9]

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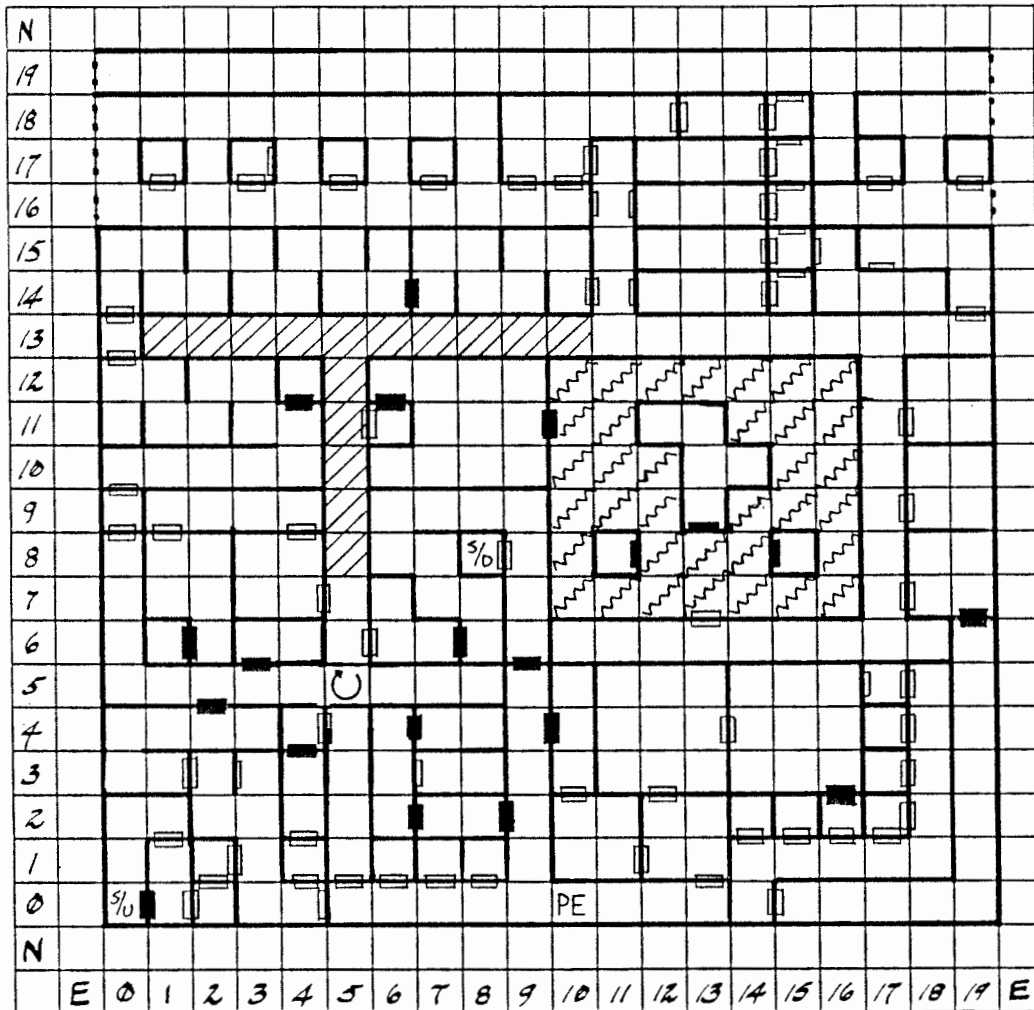
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# WIZARDRY

## WIZARDRY (tm) -- SCENARIO I -- LEVEL 5



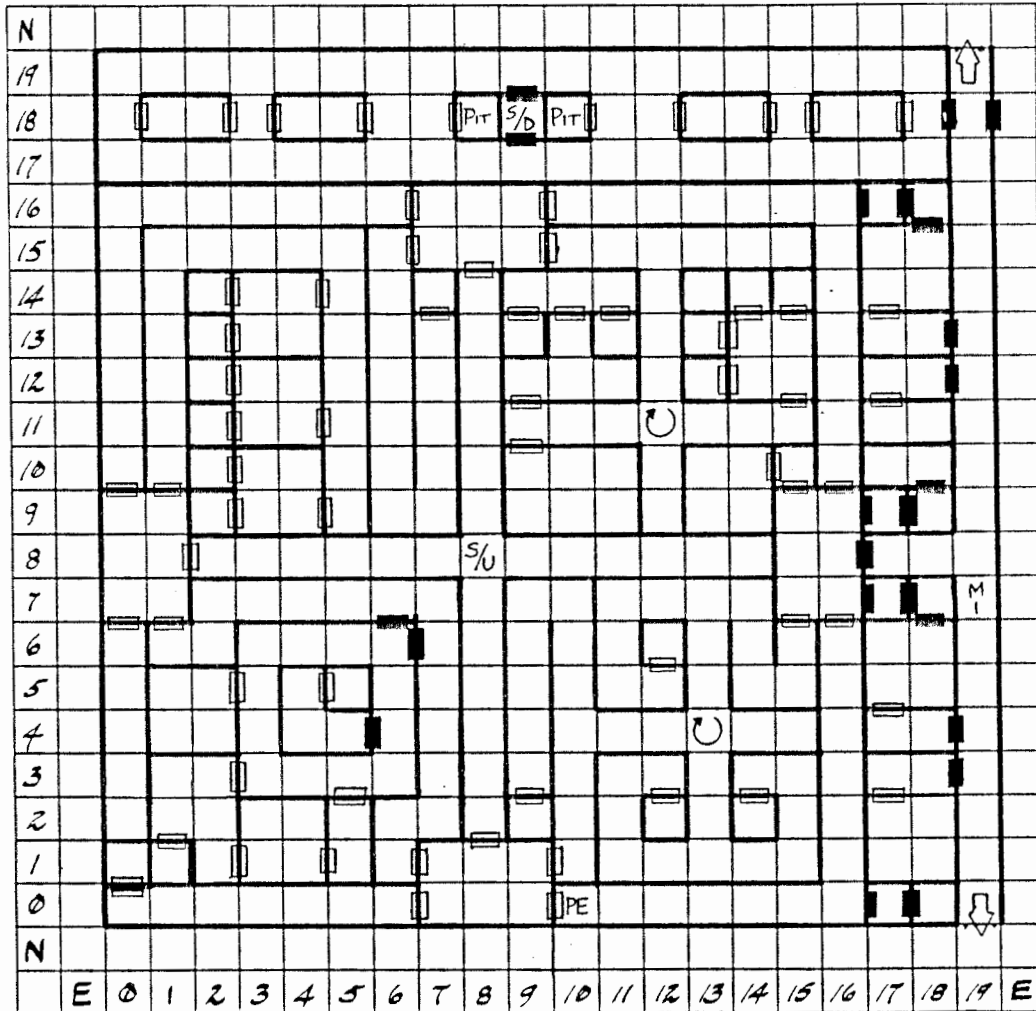
### GENERAL NOTE:

ONCE YOU ENTER THE "NO MAGIC" AREA ALL YOUR SPELLS WILL FIZZLE OUT UNTIL YOU GO BACK TO THE "(P)RIVATE (E)LEVATOR" CORRIDOR. WHILE THE SPELLS OF MOST HUMAN MONSTERS WILL FIZZLE OUT TOO, THOSE OF MOST NON-HUMAN MONSTERS CAN STILL HARM YOU!

(P)RIVATE (E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F. PRESS ONE (OR RETURN TO LEAVE THEM).  
[NOTE:BUTTONS TAKE TO (P)RIVATE (E)LEVATORS: A--LVL 4 B--LVL 5 C--LVL 6 D--LVL 7 E--LVL 8 F--LVL 9]

# WIZARDRY

## WIZARDRY (tm) -- SCENARIO I -- LEVEL 6

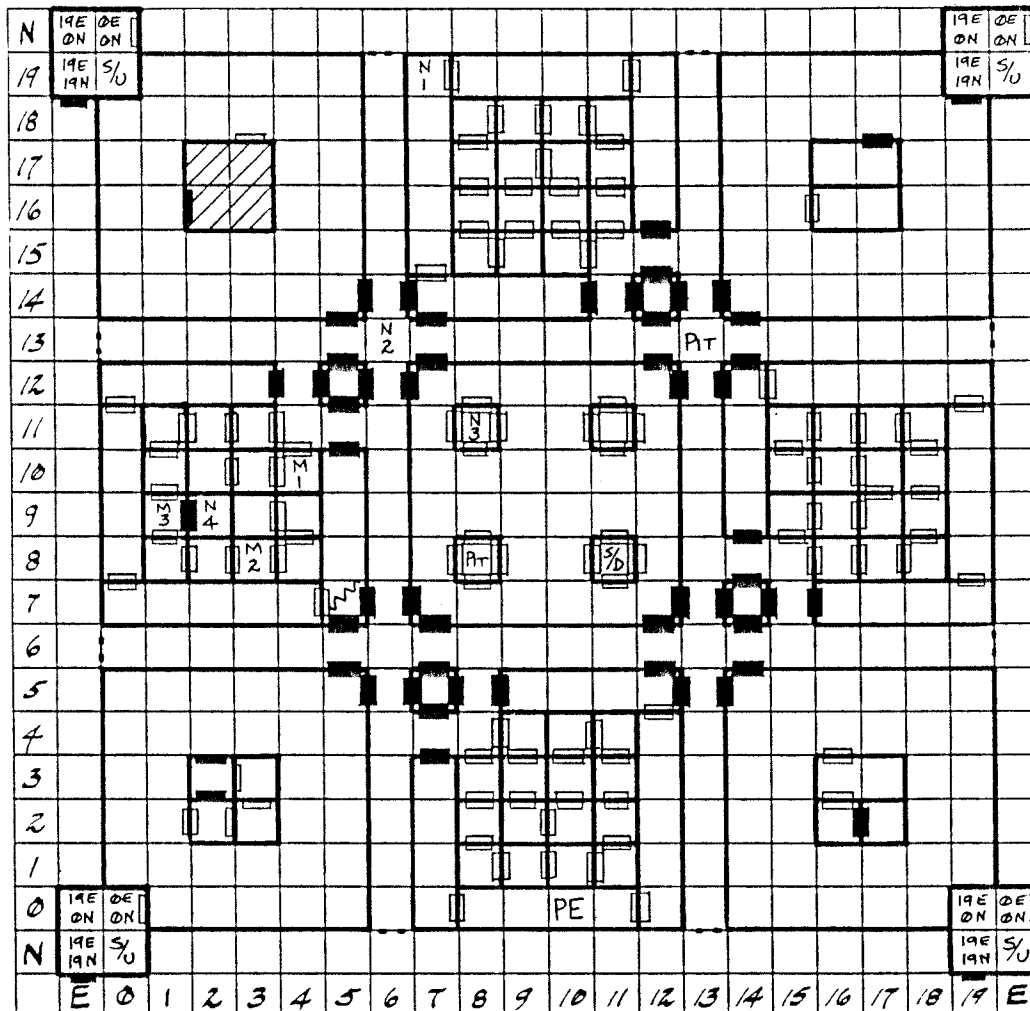


MESSAGE 1--SUDDENLY YOU SEE A GROUP OF 3 HUMANOIDS. ONE IS A BARBARIAN WITH A SWORD THAT GLOWS, ONE IS A SEXY FEMALE MAGE, AND THE THIRD LOOKS LIKE A HUGE OGRE! THE BARBARIAN POINTS TO THE END OF THE CORRIDOR AND YELLS "ARIEL..OOKLA..THIS WAY!!" AND THEY ALL RUN OFF. [NOTE: NOT ALL PARTIES RECEIVE THIS MESSAGE, ALTHOUGH ALL WILL HAVE TO WAIT FOR THE DISK DRIVE TO STOP GRINDING AT THIS POINT!]

(P)RIVATE (E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F. PRESS ONE (OR RETURN TO LEAVE THEM). [NOTE:BUTTONS TAKE TO (P)RIVATE (E)LEVATORS: A--LVL 4 B--LVL 5 C--LVL 6 D--LVL 7 E--LVL 8 F--LVL 9]

# WIZARDRY

## WIZARDRY (tm) -- SCENARIO I -- LEVEL 7



(M)ESSAGE 1--IT'S GETTING WARM AROUND HERE!

(M)ESSAGE 2--IT'S GETTING REALLY HOT!

(M)ESSAGE 3--IT'S ALMOST TOO HOT TO BEAR!

### GENERAL NOTES:

ONCE YOU ENTER THE "NO MAGIC" SQUARE ( 5E, 7N ) ALL YOUR SPELLS WILL FIZZLE OUT UNTIL YOU GO BACK TO THE "(P)RIVATE (E)LEVATOR" CORRIDOR. WHILE THE SPELLS OF MOST HUMAN MONSTERS WILL FIZZLE OUT TOO, THOSE OF MOST NON-HUMAN MONSTERS CAN STILL HARM YOU!

COMPLETE ROOMS ARE INCLUDED IN THE CORNERS, SINCE THIS IS WHAT THEY LOOK LIKE WHEN YOU ENTER THEM.

(N)OTE 1--TELEPORTS TO 19E, 12N

(N)OTE 2--TELEPORTS TO 13E, 6N

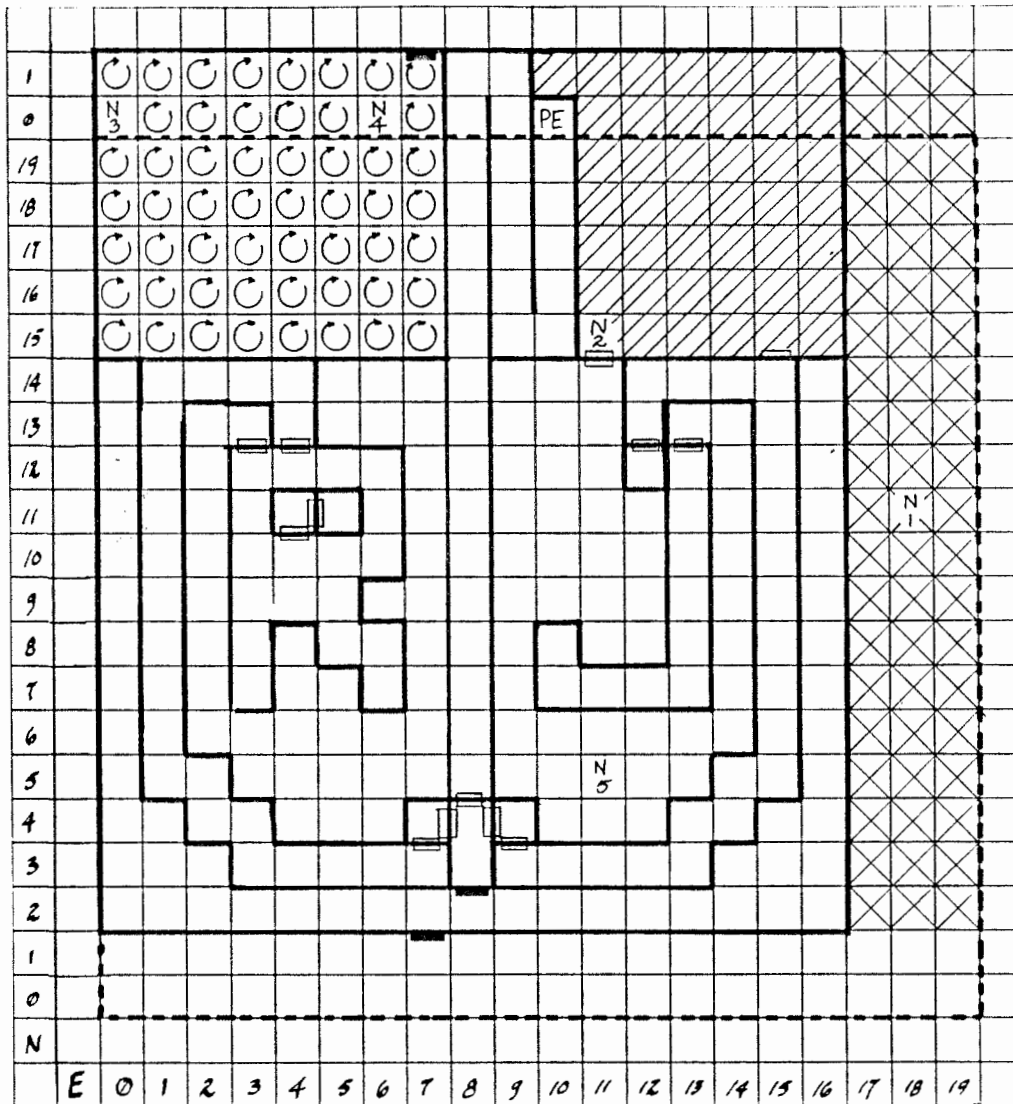
(N)OTE 3--TELEPORTS TO 19E, 0N

(N)OTE 4--SOMETIMES HAVE ENCOUNTERS HERE WITH MONSTERS LED BY FIRE DRAGONS.

(P)RIVATE (E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F. PRESS ONE (OR RETURN TO LEAVE THEM).  
(NOTE:BUTTONS TAKE TO (P)RIVATE (E)LEVATORS: A--LVL 4 B--LVL 5 C--LVL 6 D--LVL 7 E--LVL 8 F--LVL 9J

# WIZARDRY

## WIZARDRY (tm) -- SCENARIO I -- LEVEL 8



### GENERAL NOTES:

MAP COORDINATES HAVE BEEN SHIFTED TO MAKE READING EASIER. DOTTED LINES INDICATE ACTUAL BOUNDARIES.

THERE ARE NEITHER STAIRS UP TO LEVEL 7 NOR STAIRS DOWN TO LEVEL 9.

(NOTE 1)--ALTHOUGH THIS AREA IS OFFICIALLY ROCK, ENTRY BY MALOR SPELL OR A TELEPORTING CHEST USUALLY SENDS THE PARTY TO LEVEL 1 RATHER THAN KILLING THEM.

(NOTE 2)--TELEPORTS TO 14E, 19N

(NOTE 3)--ENTRY BY STAIRS FROM LEVEL 7 (ONE-WAY). NOTE THAT EVERY SQUARE IN THIS AREA WILL ROTATE YOUR PARTY IN A RANDOM DIRECTION.

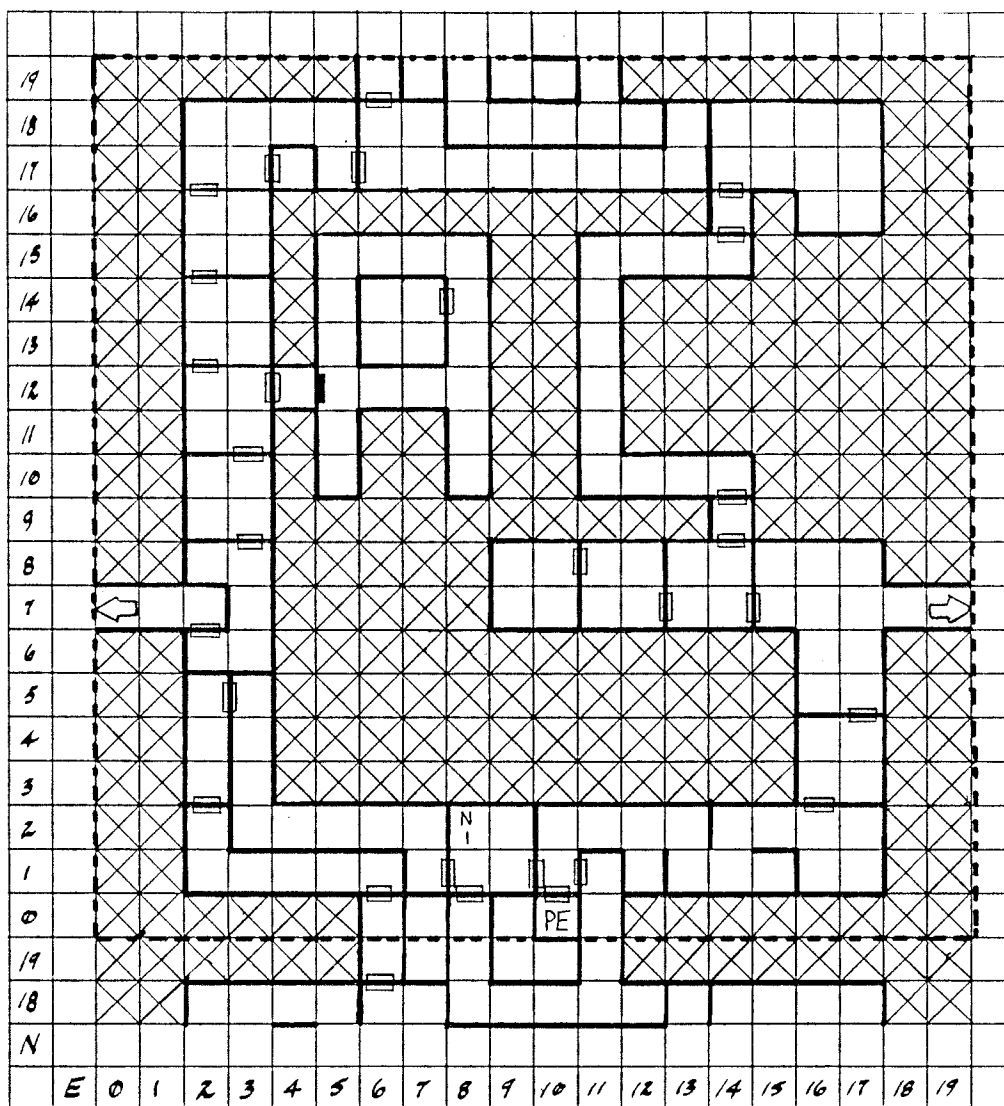
(NOTE 4)--TELEPORTS TO 5E, 5N

(NOTE 5)--TELEPORTS TO 3E, 18N

(PRIVATE (E)LEVATOR)--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F. PRESS ONE (OR RETURN TO LEAVE THEM). (NOTE: BUTTONS TAKE TO (PRIVATE (E)LEVATORS: A--LVL 4 B--LVL 5 C--LVL 6 D--LVL 7 E--LVL 8 F--LVL 9)

# WIZARDRY

## WIZARDRY (tm) -- SCENARIO I -- LEVEL 9



### GENERAL NOTES:

SHORT HALLWAYS AT THE TOP OF THE MAP HAVE BEEN EXTENDED PAST THE BOUNDARIES AND DUPLICATED AT THE BOTTOM TO MAKE READING EASIER.

AS IN LEVEL 8, THIS AREA IS OFFICIALLY ROCK. ENTRY BY MALOR SPELL OR A TELEPORTING CHEST USUALLY SENDS THE PARTY TO LEVEL 1 RATHER THAN KILLING THEM.

AREAS WITH NO ENTRY DOORS REQUIRE MALOR SPELL TO ENTER.

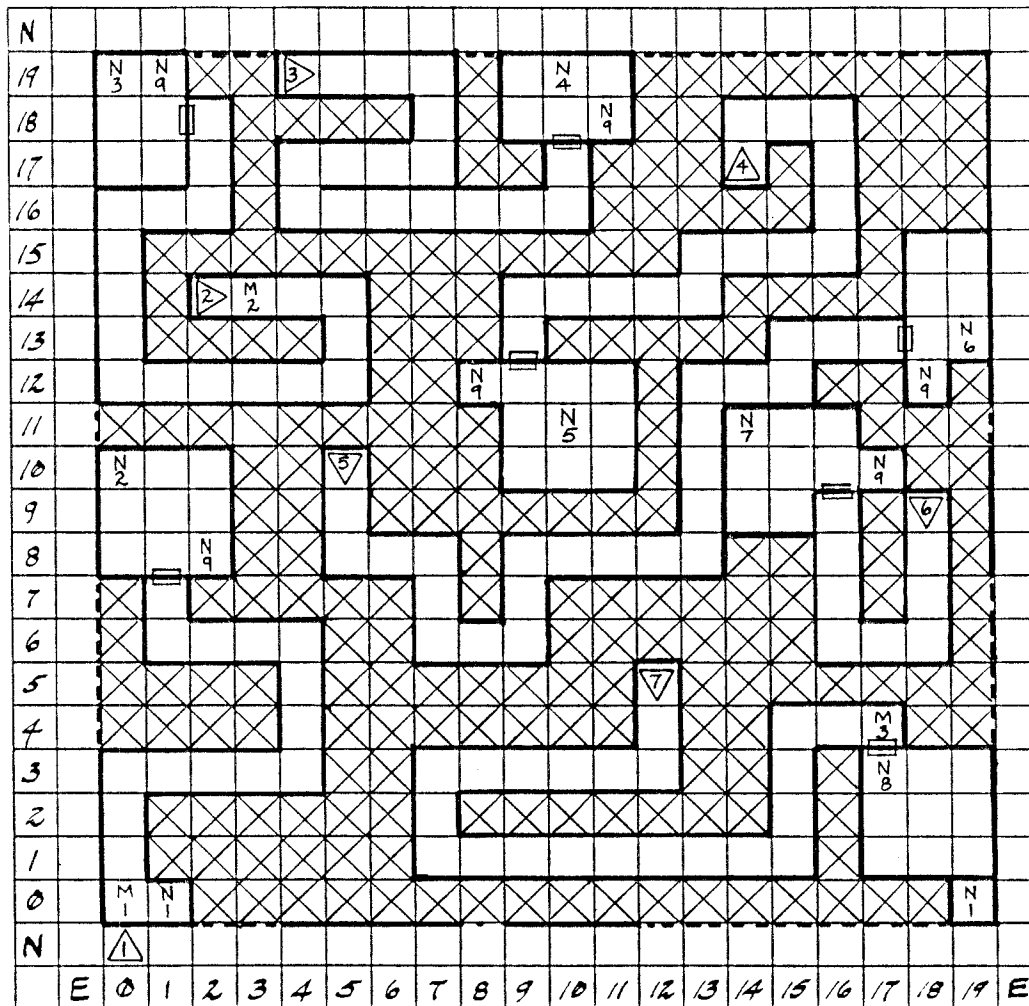
THERE ARE NO STAIRS TO OR FROM LEVEL 8, AND ENTRY TO LEVEL 10 IS BY CHUTE.

(NOTE 1--CHUTE TO LEVEL 10.

(P)RIVATE (E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F. PRESS ONE (OR RETURN TO LEAVE THEM).  
(NOTE: BUTTONS TAKE TO (P)RIVATE (E)LEVATORS: A--LVL 4 B--LVL 5 C--LVL 6 D--LVL 7 E--LVL 8 F--LVL 9)

# WIZARDRY

## WIZARDRY (tm) -- SCENARIO I -- LEVEL 10



(M)ESSAGE 1--INSCRIBED ON AN ORNATE GOLD PLAQUE IS A MESSAGE. THE SCRIPT IS ORNATE, AND BLINKS IN VARIOUS BRIGHT HUES: / BE IT KNOWN THAT YE ARE TRESPASSING ON THE PROPERTY OF THE ARCH-MAGE WERDNA. THERE IS NO POSSIBLE WAY THAT YE CAN POSSIBLY GET THROUGH MY DEFENSES, LET / ALONE DEFEAT ME IN BATTLE! SO SURE AM I OF THIS THAT I CAN GIVE YOU THIS CLUE, "CONTRA-DEXTRA AVENUE." / P.S.-TREBOR SUX

(M)ESSAGE 2--ONE GROUP OF GUARDIANS YE HAVE BEATEN BUT MANY MORE AWAIT YE! TURN BACK WHILE YOU STILL CAN, MORTALS!

(M)ESSAGE 3--"LAIR OF THE EVIL WIZARD WERDNA" THE WIZARD IS \*\*IN\*\*

### GENERAL NOTES:

ENTRANCES TO EACH "HALL" ARE MARKED WITH A CONSECUTIVELY NUMBERED TRIANGLE FOR YOUR CONVENIENCE

SPELLS--1) NO DUMAPIC SPELLS, DUE TO ENCHANTMENT, 2) CANNOT USE MALOR SPELL TO ENTER--BOUNCE BACK, 3) MALOR TO EXIT WORKS ONLY IN COMBAT OR IN WERDNA'S LAIR.

IN CASE OF TROUBLE--NOTE THAT MOST ROOMS ALLOW YOU TO TELEPORT TO 0E, ON ( N 9 ) WHERE YOU CAN GO TO 1E, ON ( N 1 ), WHICH TELEPORTS THE PARTY DIRECTLY TO CASTLE.

MONSTERS--IF YOU HAVE AN ENCOUNTER WITH LARGE GROUPS OF GREATER DEMONS, TRY TO GET AVOID FIGHTING THEM--THEY'RE MURDER!

HOW TO GET OUT OF WERDNA'S LAIR--THE ONLY WAY OUT OF WERDNA'S LAIR IS BY MALOR SPELL. IF ONE OF YOUR PARTY DOES NOT HAVE ONE, YOU CAN (U)SE WERDNA'S AMULET!

(N)OTE 1--TELEPORTS TO CASTLE

(N)OTE 2--TELEPORTS TO 2E, 14N (ENTRANCE OF HALL 2)

(N)OTE 3--TELEPORTS TO 4E, 19N (ENTRANCE OF HALL 3)

(N)OTE 4--TELEPORTS TO 14E, 17N (ENTRANCE OF HALL 4)

(N)OTE 5--TELEPORTS TO 5E, 10N (ENTRANCE OF HALL 5)

(N)OTE 6--TELEPORTS TO 18E, 9N (ENTRANCE TO HALL 6)

(N)OTE 7--TELEPORTS TO 12E, 5N (ENTRANCE TO HALL 7)

(N)OTE 8--SPECIAL ENCOUNTER WITH MONSTER GROUPS LED BY WERDNA!

(N)OTE 9--TELEPORTS TO 0E, 0N (ENTRANCE TO HALL 1)

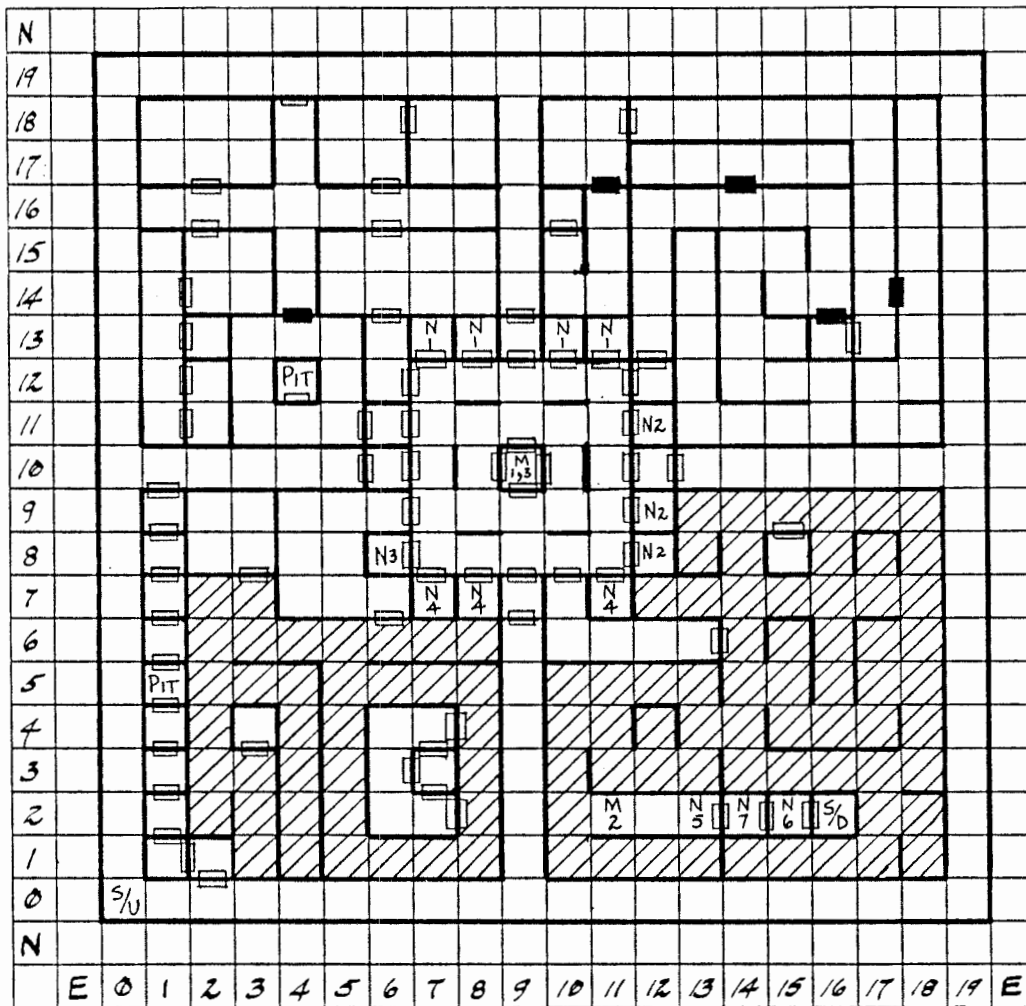
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# WIZARDRY

## WIZARDRY (tm) -- SCENARIO II -- LEVEL 1



MESSAGE 1--AS YOU ENTER, AN EERIE GLOW FILLS THE ROOM. WITH A BRILLIANT FLASH, A TOWERING APPARITION APPEARS BEFORE YOU. SHE SPEAKS: / "HEAR THESE, THE WORDS OF GNILDA. THE CITY OF LLYLGAMN HAVING SHOWN ITS UNWORTHINESS, I CHOSE TO RECLAIM THE SYMBOLS OF MY FAVOR. / ONLY HERE, IN MY TEMPLE, MAY ONE WORTHY ENOUGH REGAIN THOSE SYMBOLS AND RETURN. BUT WOE TO THOSE UNDESERVING WHO MAY TRY. / TO OBTAIN MY STAFF, ONE MUST ACQUIRE THE FIVE. THESE ARE THE TESTS, AND SHALL BE THE PROOF BEFORE ME PRESENTED. / THIS IS THE WILL OF GNILDA." THE APPARITION SLOWLY FADES. [NOTE: GNILDA SPEAKS AT OTHER TIMES AND OTHER PLACES. LISTEN CAREFULLY AND FOLLOW HER INSTRUCTIONS EXACTLY.]

MESSAGE 2--"THE ARMOR YOU SEEK / TO BRING TO THE FRAY / LIES FOUR STEPS AHEAD / BUT THREE STEPS AWAY."

MESSAGE 3--A FIERY FACE APPEARS BEFORE YOU AND DEMANDS, "WHAT IS THE ANSWER TO THE RIDDLE OF THE SPHINX?" THE IMAGE DISAPPEARS. / ANSWER? [NOTE: YOU'LL HAVE TO DISCOVER THIS YOURSELF!]

NOTE 1--TELEPORTS TO 9E, 7N

NOTE 2--TELEPORTS TO 6E, 10N

NOTE 3--TELEPORTS TO 12E, 10N

NOTE 4--TELEPORTS TO 9E, 13N

NOTE 5--TELEPORTS BACK ONE STEP TO 12E NO MATTER HOW MANY TIMES YOU TRY! SEE NOTE 7.

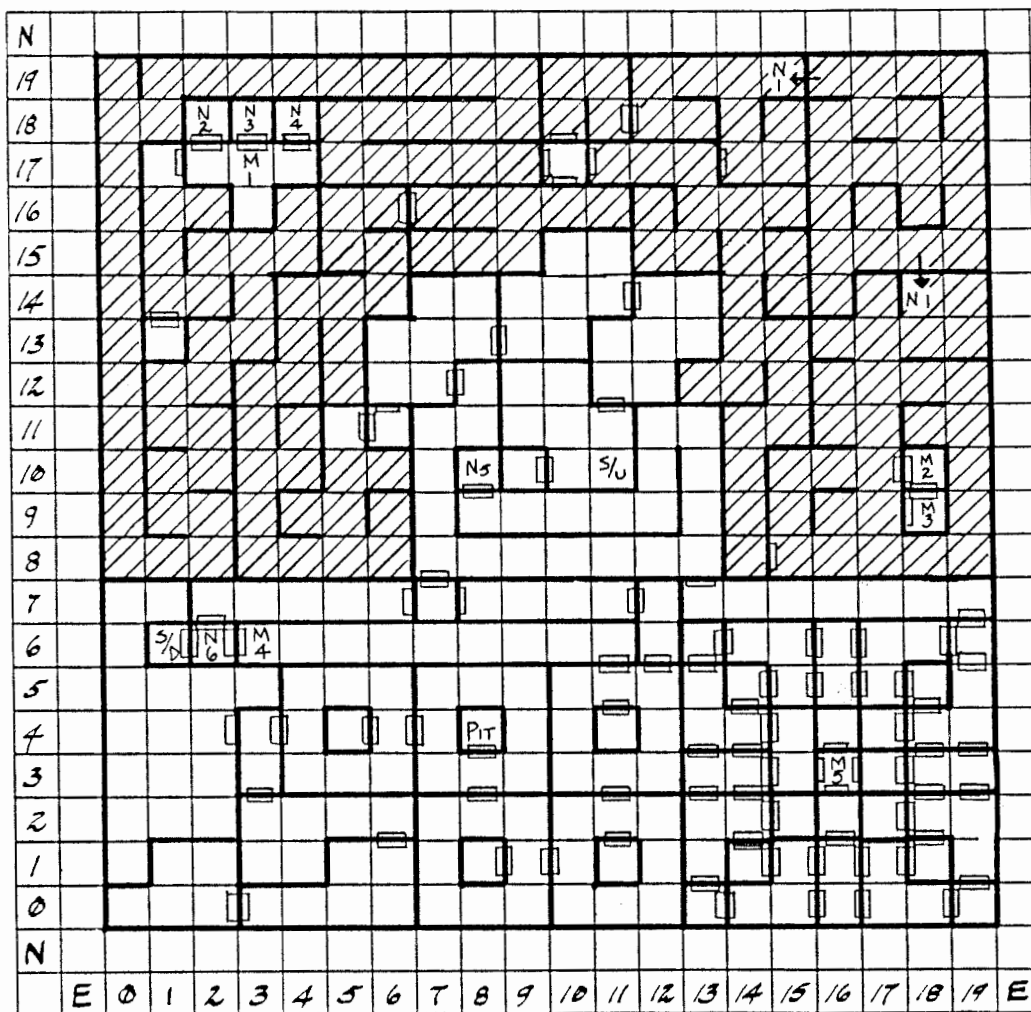
NOTE 6--LOCATION OF MAGIC ITEM. YOUR PARTY MUST GO DOWN TO LEVEL 2, THEN COME BACK UP TO GET IT.

NOTE 7--THE THREE ROOMS AT 14, 15 AND 16 EAST (INCLUDING THE STAIRS) CAN BE REACHED ONLY WITH THE MALOR SPELL!



# WIZARDRY

## WIZARDRY (tm) -- SCENARIO II -- LEVEL 2



MESSAGE 1--"THREE ROADS TO FOLLOW / ONLY ONE MAY YOU TAKE / CHOOSE WISELY AMONG THEM, / LEST THE QUEST YOU FORSAKE!"

MESSAGE 2--A WIZENED SAGE, SITTING IN A LARGE PILE OF DUSTY, MYSTERIOUS BOOKS, TURNS TO YOU AND SAYS: "FOR BUT 100,000 GOLD, MANY THINGS WILL YOU BE TOLD. / PAY FEE? (Y) PARTY MAY ENTER NEXT ROOM. (N) TELEPORTS TO 17E, 10N.

MESSAGE 3--THE SAGE USHERS YOU INTO A LAVISHLY DECORATED STUDY, TAKES A HUGE TOME OFF ONE OVERLOADED BOOKSHELF, SITS DOWN BEHIND A LARGE DESK, AND SPEAKS: / "MY STUDIES HAVE SHOWN THE STARS COME INTO A NEW CONFIGURATION FAVORABLE TO MANY THINGS. MUCH HAS CHANGED, AND THE WISE MAY PROFIT FROM SUCH CHANGES. / SEVERAL SPELLS ARE NOT WHAT THEY SEEM TO BE. SILENCE WILL REIGN, SLEEP GO ON UNDISTURBED, AND YOUR ENEMIES WILL BE HELD BACK BEFORE YOU. / NEITHER HAS LATUMAPIC GONE UNCHANGED; EVEN THE GREAT WORD MAHAMAN HAS FOUND A FAVORABLE CHOICE IN THE STARS." (NOTE: CERTAIN SPELLS ARE CHANGED, BUT ONLY AFTER THE PARTY HAS PAID THE OLD MAN!)

MESSAGE 4--I AM A LONELY BEING, SCARRED BY SWORDS, WOUNDED BY IRON, SATIATED WITH BATTLE-DEEDS, WEARIED BY BLADES OFTEN / I WITNESS WAR, PERILOUS FIGHT, NOR HOPE FOR CONSOLATION, THAT ANY HELP MAY RESCUE ME FROM / STRIFE BEFORE I PERISH AMONG FIGHTING MEN. BUT HAMMERED SWORDS, HARDEDGED AND GRIMLY SHARP, BATTER ME, AND THE HANDWORK / OF THE SMITH BITES IN THE CASTLES; I MUST EVER WAIT A CONTEST YET MORE CRUEL. I COULD EVER / IN ANY HABITATION FIND THE SORT OF DOCTOR WHO COULD HEAL MY WOUNDS WITH HERBS BUT CUTS FROM SWORDS / EVER INCREASE ON ME THROUGH DEADLY CONTEST, BOTH DAY AND NIGHT. / WHAT AM I? / ANSWER? (NOTE: CORRECT ANSWER ALLOWS ENTRY TO NEXT ROOM WITH MAGIC ITEM.)

MESSAGE 5--FROM ALL DIRECTIONS CAN BE HEARD THE OMINOUS SOUNDS OF HUNGRY, WILD BEASTS OF EVERY DESCRIPTION.

GENERAL NOTES--THE MALOR SPELL CANNOT BE USED TO TELEPORT INTO OR OUT OF THIS LEVEL EXCEPT IN COMBAT, AND THAT WILL TAKE YOU TO LEVEL 61

NOTE 1--PANEL SLAMS SHUT BEHIND YOU!

NOTE 2--TELEPORTS TO 16E, 4N

E 3--TELEPORTS TO 19E, 19N

NOTE 4--TELEPORTS TO 0E, 0N

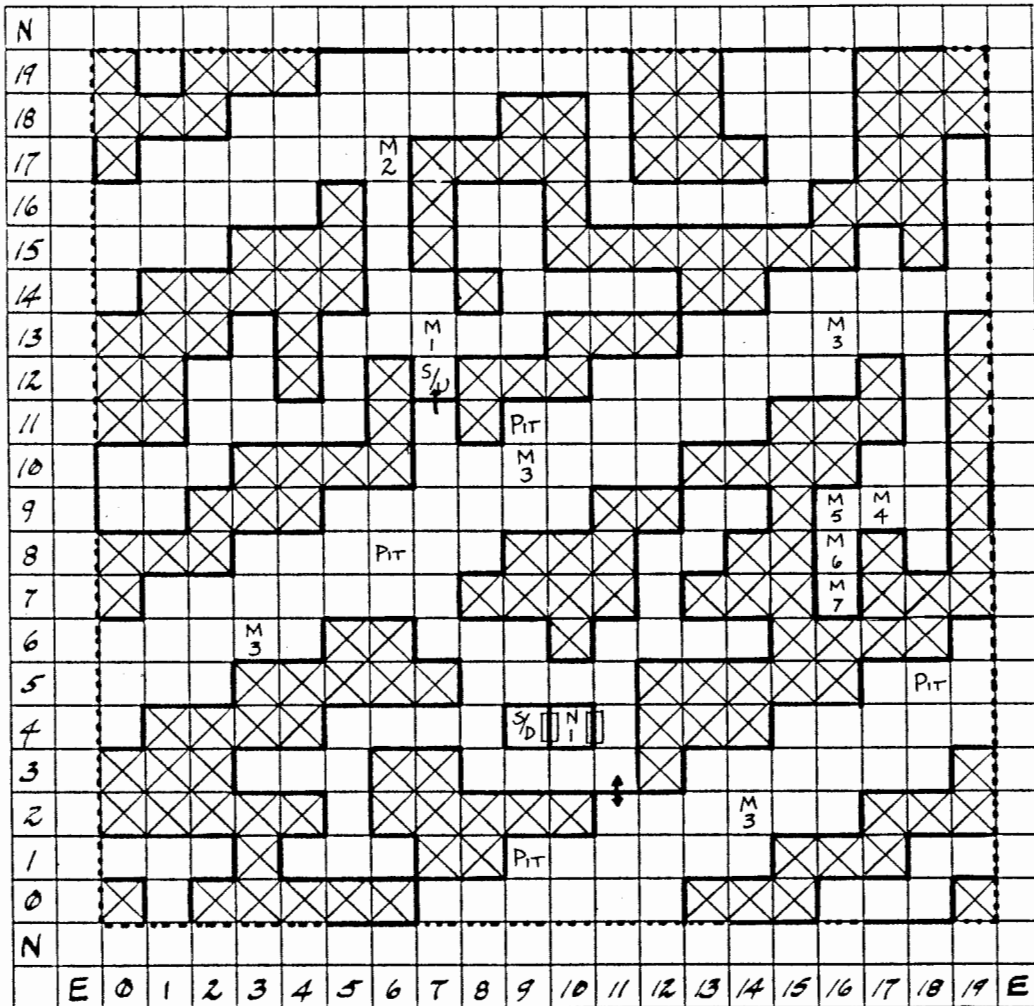
NOTE 5--TELEPORTS TO 3E, 16N. THIS IS THE ONLY WAY TO GET TO THE PORTIONS OF THE MAZE OUTSIDE THE MAIN CORRIDORS.

NOTE 6--MAGIC ITEM. MUST BE CONQUERED BEFORE YOU CAN USE THE STAIRS!

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## WIZARDRY (tm) -- SCENARIO II -- LEVEL 4



MESSAGE 1--YOU STAND AT THE ENTRANCE OF WHAT SEEMS TO BE A HUGE CAVERN. THE FLOOR AND WALLS ARE COVERED WITH MOISTURE; THE AIR IS COOL AND DANK. / FROM THE VAULTED CEILING HANG GREAT STALACTITES, AND UNKNOWN SMALL ANIMALS SQUEAK AND SCURRY IN THE DARKNESS.

MESSAGE 2--BEFORE YOU IS A PILE OF SHATTERED STONE WHICH APPEARS TO BE THE RESULT OF A CAVE-IN. / BENEATH THE ROCKS, YOU DISCOVER SHARDS OF BROKEN BONE AND BITS OF SMASHED, RUSTED ARMOR.

MESSAGE 3--OUCH! [NOTE: THIS IS AN UNNAMED PERIL THAT COSTS 2-6 MEMBERS OF THE PARTY FROM 15-40 HIT POINTS EACH.]

MESSAGE 4--A SIGN NEAR THE GROUND READS: "A CAVERN'S DARK..."

MESSAGE 5--"AS THE INSIDE OF A MOUNTAIN..."

MESSAGE 6--"DOWN THE HALL..."

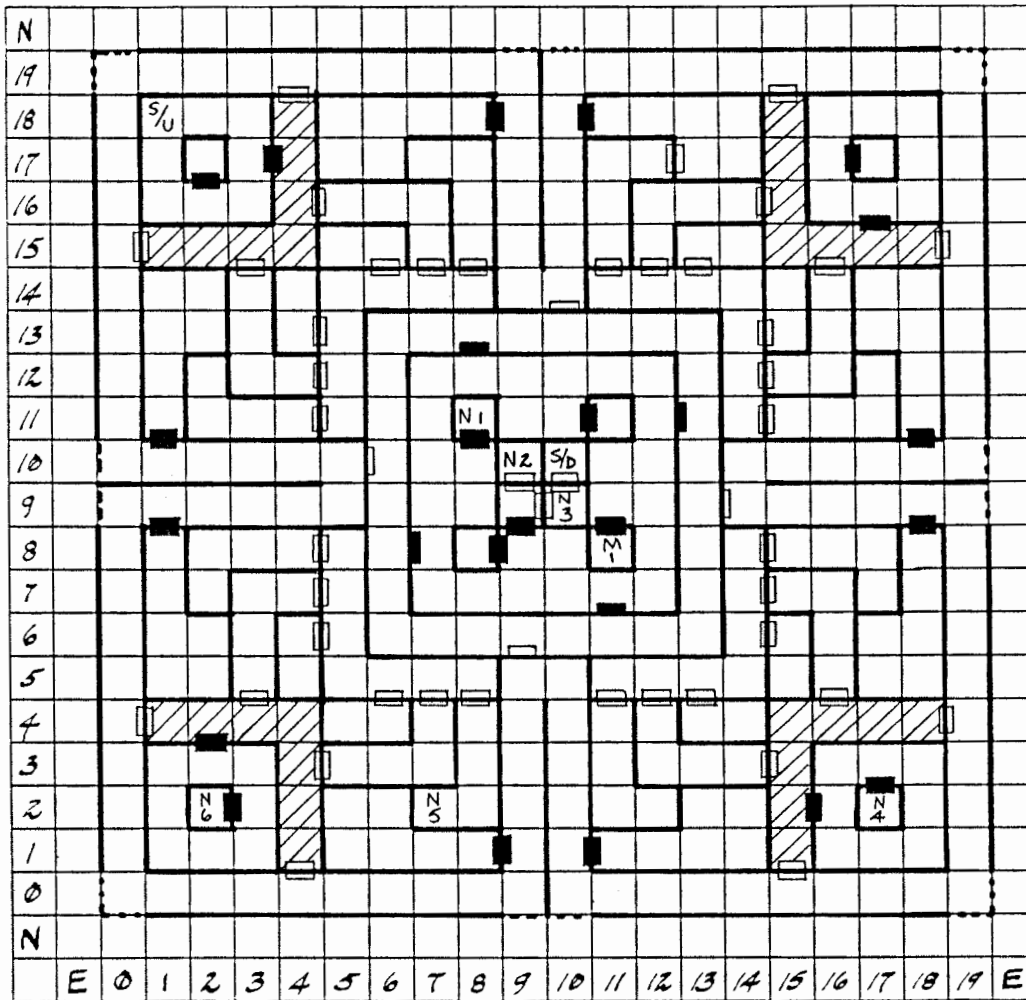
MESSAGE 7--"...A CLEAR BLUE FOUNTAIN." BURMA SHAVE (TM) / WHO (#) WILL WADE? (RET EXITS) [NOTE: WADING HAS VARIED RESULTS, FROM BENEFICIAL TO DISASTROUS!]

GENERAL NOTES--STEPPING PAST THE DOTTED BOUNDARIES TELEPORTS THE PARTY TO THE OPPOSITE SIDE OF THE MAZE AT THE SAME COORDINATE.

NOTE 1--MAGIC ITEM IS FOUND HERE. YOU MUST CONQUER THIS ITEM BEFORE YOU CAN GET TO THE STAIRS!

# Wizsystem

## WIZARDRY (tm) -- SCENARIO II -- LEVEL 5



MESSAGE 1--IN THE CENTER OF THE ROOM STANDS A BRICK-WALLED WELL. BESIDE IT IS A SIGN READING: "WISHES: 5000GP / WIZICORP." / FEE IS 5000. PAY? (Y) PARTY IS TELEPORTED DIRECTLY TO CASTLE. (N) PARTY MAY LEAVE.

GENERAL NOTES--STEPPING PAST THE DOTTED BOUNDARIES TELEPORTS THE PARTY TO THE OPPOSITE SIDE OF THE MAZE AT THE SAME COORDINATE.

NOTE 1--CHUTE DROPS PARTY TO LEVEL 6 AT 7E, 16N, USUALLY FACING WEST.

NOTE 2--TELEPORTS TO 9E, 8N

NOTE 3--MAGIC ITEMS FOUND HERE. PARTY MUST DESCEND STAIRS THEN COME BACK UP IN ORDER TO OBTAIN THEM.

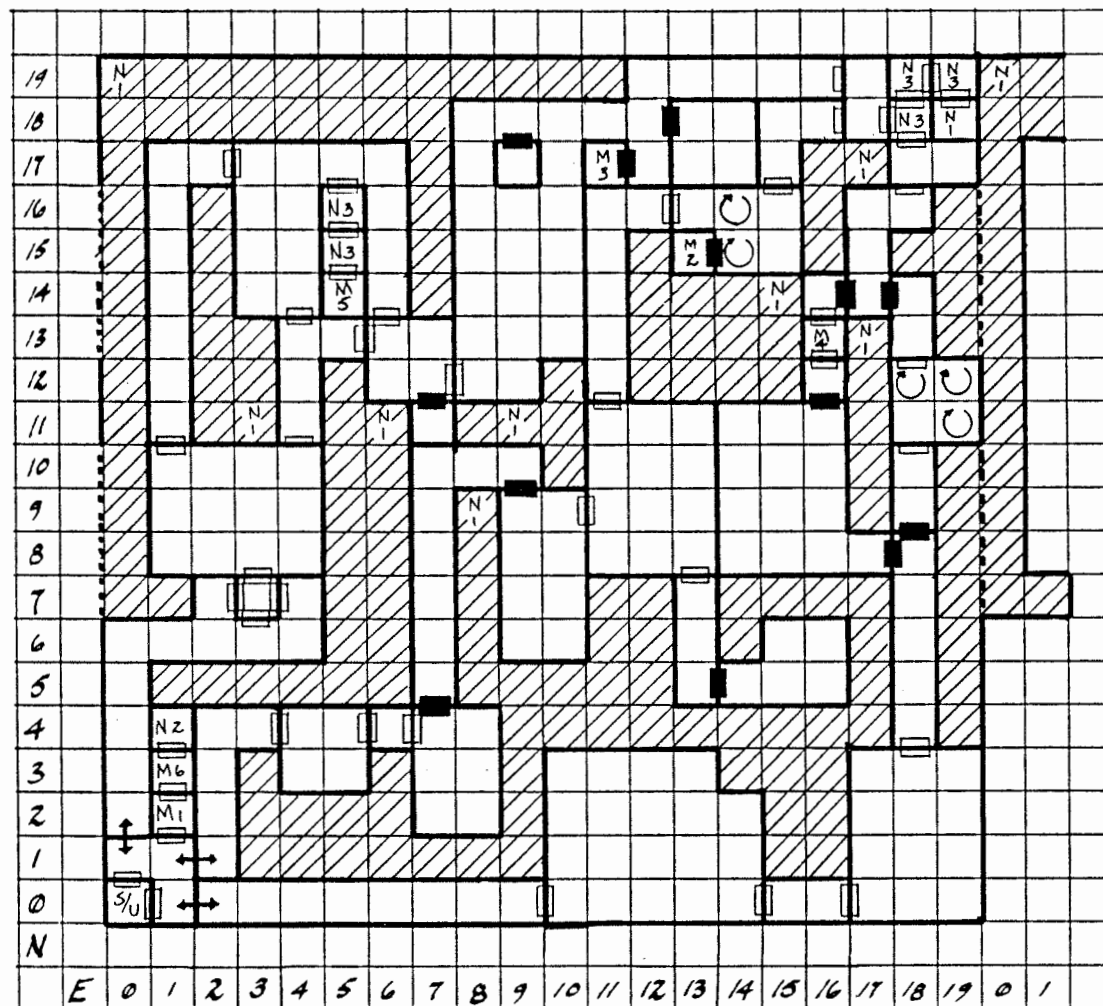
NOTE 4--CHUTE DROPS PARTY TO LEVEL 6 AT 5E, 1N, USUALLY FACING NORTH.

NOTE 5--CHUTE DROPS PARTY TO LEVEL 6 AT 12E, 15N, USUALLY FACING WEST.

NOTE 6--CHUTE TO 17E, 17N.

# WIZARDRY

## WIZARDRY (tm) -- SCENARIO II -- LEVEL 6



**MESSAGE 1**--LYING IN FRONT OF THE DOOR IS A BEAST WITH THE HEAD OF A MAN AND THE BODY OF A LION. IN A HYPNOTIC VOICE IT INTONES: / "ENTER HERE, THE VERY FEW / WHO CAN GIVE THE ANSWER TRUE / OF THIS RIDDLE ASKED OF YOU. SEARCH THIS LEVEL, IF YOU DARE / SEARCH EACH DEN AND MONSTER LAIR. / THREE CLUES HAVE I HIDDEN THERE. SEARCH EACH PASSAGE AND EACH ROOM / FOR A KING WITHIN HIS TOMB / FOR THE ANSWER WAS HIS DOOM. IF YOU LIVE, YOU SHOULD NOT LOSE / FOR THE ANSWER TO THIS RUSE / LIES CONFUSED AMONG THE CLUES.

**MESSAGE 2**--(CLUE I) THAT KING, THE KING WHO WORSHIPS GOLD, / WILL NO MORE SEE HIS TREASURE ROOM.

**MESSAGE 3**--(CLUE II) THAT KING, THE KING WHO WORSHIPS POWER / WILL HAVE NONE WITHIN HIS TOMB.

**MESSAGE 4**--(CLUE III) THAT KING, THE KING WHO WORSHIPS THESE / THAT KING, HE FINDS DOOM!

**MESSAGE 5**--A STATUE OF THE EARTH-GOD, GNILDA. SEARCH (Y/N)?

**MESSAGE 6**--THE APPARITION REAPPEARS AND INTONES: "ONE ALONE."

**GENERAL NOTES**--STEPPING PAST THE DOTTED BOUNDARIES TELEPORTS THE PARTY TO THE OPPOSITE SIDE OF THE MAZE AT THE SAME COORDINATE. THE MAP HAS BEEN CARRIED PAST THE BOUNDARIES TO THE EAST TO MAKE READING EASIER.

YOU CANNOT USE MALOR SPELL TO ENTER OR TO TRAVEL WITHIN LEVEL 6, BUT YOU MAY TELEPORT OUT WITH THIS SPELL.

**NOTE 1**--TELEPORTS TO 0E, 0N

**NOTE 2**--TELEPORTS TO 9E, 9N, LEVEL 1

**NOTE 3**--PARTY WILL OFTEN HAVE ENCOUNTERS WITH MONSTERS LED BY HIGH PRIESTS IN THESE PLACES.

## WIZARDRY (tm) -- SCENARIO III -- LEVEL 1

[illegible]

MESSAGE 1--YOU STAND ON A BEACH. BEYOND IT LIES A DARK LAKE, IN WHICH IS A SMALL ISLAND.

MESSAGE 2--A SIGN ON THE DOOR READS: "BARRACKS"

MESSAGE 3--BEFORE YOU STANDS A GREAT FORTRESS. BETWEEN ITS PARAPETS LIES A DEEP MOAT, AND A SIGN BY THE MOAT  
READS: "BEWARE OF MOAT MONSTERS!!!"

MESSAGE 4--HEAR YE THE WORDS OF L'KBRETH: TO ALL WHO TRESPASS HERE, GOOD OR EVIL I GIVE MY WARNING: NEITHER GOOD NOR EVIL ALONE CAN TRIUMPH HERE.

MESSAGE 5--YOU ARE AT THE WATER'S EDGE. IF YOU GO ANY FURTHER, YOU'LL DROWN! [ PARTY CANNOT GO FURTHER WITHOUT BEING BUMPED BACK TO PREVIOUS SQUARE.]

MESSAGE 6--PARTIES OF THE WRONG ALIGNMENT ARE TOLD, "YE ARE FORBIDDEN TO ENTER HERE! BEGONE!" AND ARE TELEPORTED TO THE CASTLE. OTHERS MAY USE STAIRS TO LEVEL 3, 2E 2N, FACING EAST.

GENERAL NOTE--EAST AND NORTH COORDINATES ARE DISPLACED FOR EASE OF READING. BE CAREFUL WHEN USING THE MALOR SPELL NOT TO GO PAST THE 0 AND 19 COORDINATES OR YOU'LL END UP IN ROCK!

NOTE 1--TELEPORTS TO CASTLE

NOTE 2--STAIRS TO LEVEL 2, 19E ON, FACING EAST. OPEN TO PARTIES OF THE CORRECT ALIGNMENT.

NOTE 3--MOAT MONSTERS ATTACK HERE (ONLY ONCE PER CROSSING OF THE AREA).

NOTE 4--STAIRS TO LEVEL 4, 7E 1N, FACING EAST. OPEN TO PARTIES OF THE CORRECT ALIGNMENT.

NOTE 5--STAIRS TO LEVEL 5, 18E ON FACING EAST. OPEN TO PARTIES OF THE CORRECT ALIGNMENT.

NOTE 6--WATER! WILL DROWN THE PARTY UNLESS THEY HAVE SPECIAL ITEM.

NOTE 7--PARTY WILL OFTEN HAVE ENCOUNTERS WITH MONSTER GROUPS LED BY CORSAIRS IN THESE AREAS.

NOTE 8--PARTY WILL OFTEN HAVE ENCOUNTERS WITH MONSTER GROUPS LED BY GARIAN GUARDS IN THESE AREAS.

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## WIZARDRY (tm) -- SCENARIO III -- LEVEL 2

MESSAGE 1--I AM AROUND YOU ALWAYS, BUT YOU HAVE NEVER SEEN ME. YOU WOULD NEVER LEAVE ME, BUT WERE I GONE, YOU WOULD NOT CRY OUT FOR ME. WHAT AM I?

MESSAGE 2--A GLOWING MESSAGE APPEARS IN MID-AIR: S.E.G. PO'LE, GRAND WIZARD. THE WIZARD IS \*OUT\* DO NOT ENTER!

MESSAGE 3--A LARGE, DUSTY DESK STANDS AGAINST THE FAR WALL. ITS DRAWERS ARE OVERFLOWING WITH BOOKS AND PAPERS. INLAIN IN THE DESKTOP IS AN ORNATE LETTER 'P'. SEARCH (Y/N)?

MESSAGE 4--AN ELEGANTLY DRESSED WOMAN WITH A WHIP DEMANDS, "WHAT'S THE PASSWORD, BOYS?" ANSWER?

MESSAGE 5--THIS IS THE GRAND DINING ROOM OF THE GRAND WIZARD. TO THE NORTH IS A LARGE KITCHEN AREA. TO THE SOUTH IS THE WIZARD'S OPULENT BOUDOIR.

MESSAGE 6--A SIGN ON THE DOOR READS "WINE CELLAR"

NOTE 1--REMOVES MILWA, LOMILWA SPELLS, BUT IS NOT DARK.

NOTE 2--TELEPORTS TO 3E 18N

NOTE 3--SOMETIMES APPEARS TO BE A SINGLE SQUARE ROOM WITH NO EXIT. GO BACK TO OE ON AND REENTER FOR HALLWAY.

NOTE 4--TELEPORTS TO 11E 9N

NOTE 5--TELEPORTS TO 9E 12N

NOTE 6--ENCOUNTER WITH PO'LES (CONCEALED AS SKELETAL FIGURES).

NOTE 7--STAIRS TO LEVEL 4, 13E 13N. OPEN TO PARTIES OF CORRECT ALIGNMENT.

NOTE 8--STAIRS TO LEVEL 4, 10E 2N, FACING WEST. OPEN TO PARTIES OF CORRECT ALIGNMENT.

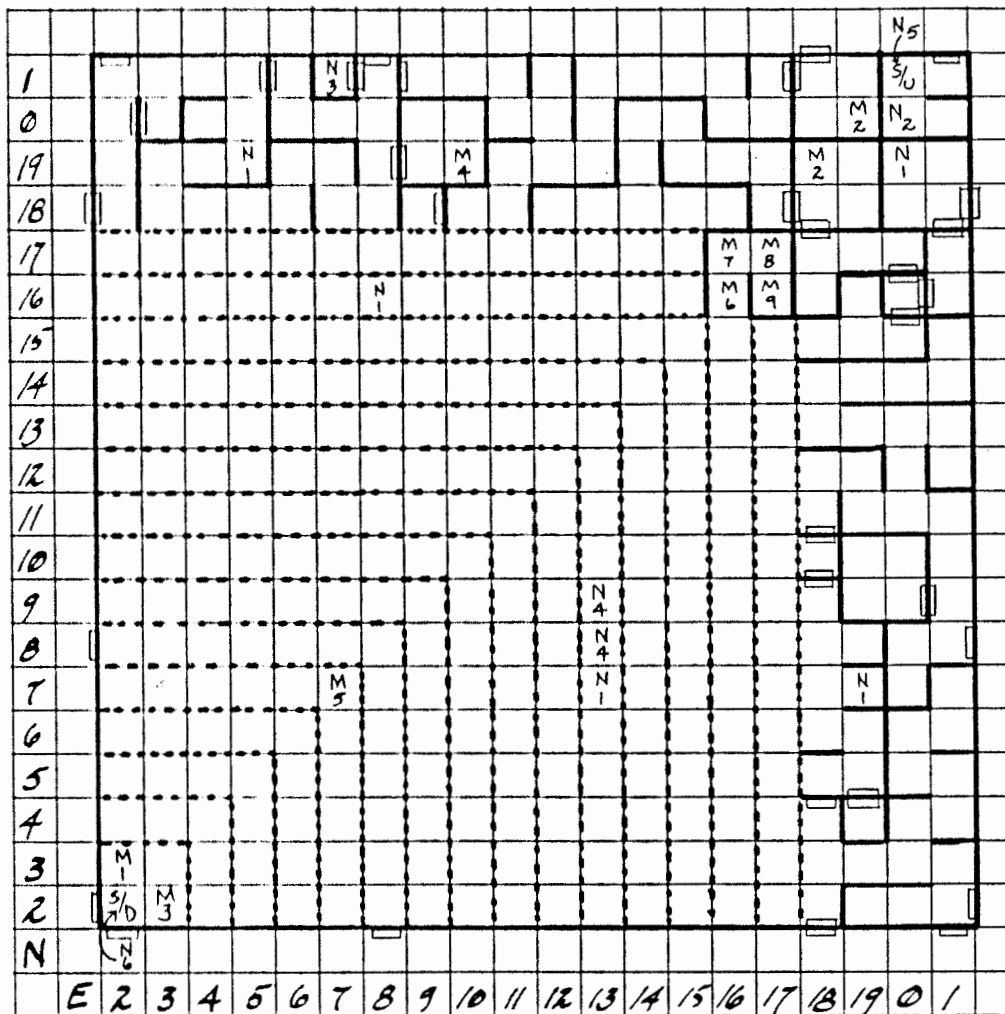
NOTE 9--STAIRS TO LEVEL 1, 19E 13N. USUALLY OPEN TO ALL.

NOTE 10--PARTY OFTEN HAS AN ENCOUNTER WITH MONSTERS LED BY FIENDS IN THIS LOCATION.





# WIZARDRY (tm) -- SCENARIO III -- LEVEL 3



MESSAGE 1--I'D TURN BACK IF I WERE YOU.

MESSAGE 2--ABDUL'S ETHEREAL TAXI SERVICE. 2500 GP ONE WAY. FEE IS 2500. PAY (Y/N)? [YES RETURNS TO CASTLE]

MESSAGE 3--HAVE YOU CONSIDERED ANOTHER DIRECTION?

MESSAGE 4--AN APPARITION BECKONS TO YOU FROM ABOVE A MURKY POOL. OMINOUS SHADOWS CAN BE SEEN MOVING IN THE DEPTHS. SEARCH (Y/N)? [IF YOU CARRY THE RIGHT ITEM, YOU CAN TRADE, OTHERWISE YOU ARE TOLD, "NOT WITHOUT PAYMENT"]

MESSAGE 5--AN AGED MONK APPEARS BEFORE YOU. "IN EXCHANGE FOR YOUR SOUL, YOU MAY HAVE WHAT YOU FIND IN THIS CHEST." SEARCH (Y/N)? [IF YOU CARRY THE RIGHT ITEM, YOU CAN TRADE, OTHERWISE YOU ARE TOLD, "NOT WITHOUT PAYMENT"]

MESSAGE 6--"A GRAVEYARD'S DARK..."

MESSAGE 7--"AND THIS TRAP'S A CROCK..."

MESSAGE 8--"DON'T GO ANY FURTHER, OR..."

MESSAGE 9--YOU ARE IN ROCK! [PARTY IS KILLED.]

GENERAL NOTES--TRAVEL IN THE AREAS WITH DOTTED LINES CAN BE ONLY TOWARD THE EAST OR NORTH. PASSING THROUGH ONE OF THE DOTTED LINES MAKES IT INTO A SOLID WALL THAT ALLOWS NO RETURN. IN OTHER WORDS, THE DOTTED LINES REPRESENT WALLS THAT ARE TRANSPARENT GOING EAST OR NORTH, BUT SOLID GOING WEST OR SOUTH!

EAST AND NORTH COORDINATES ARE DISPLACED FOR EASE OF READING. BE CAREFUL WHEN USING THE MAJOR SPELL NOT TO GO PAST THE 0 AND 19 COORDINATES OR YOU'LL END UP IN ROCK!

NOTE 1--TELEPORTS TO 3E 3N.

NOTE 2--TELEPORTS TO 2E 2N.

NOTE 3--TELEPORTS TO 1E 0N.

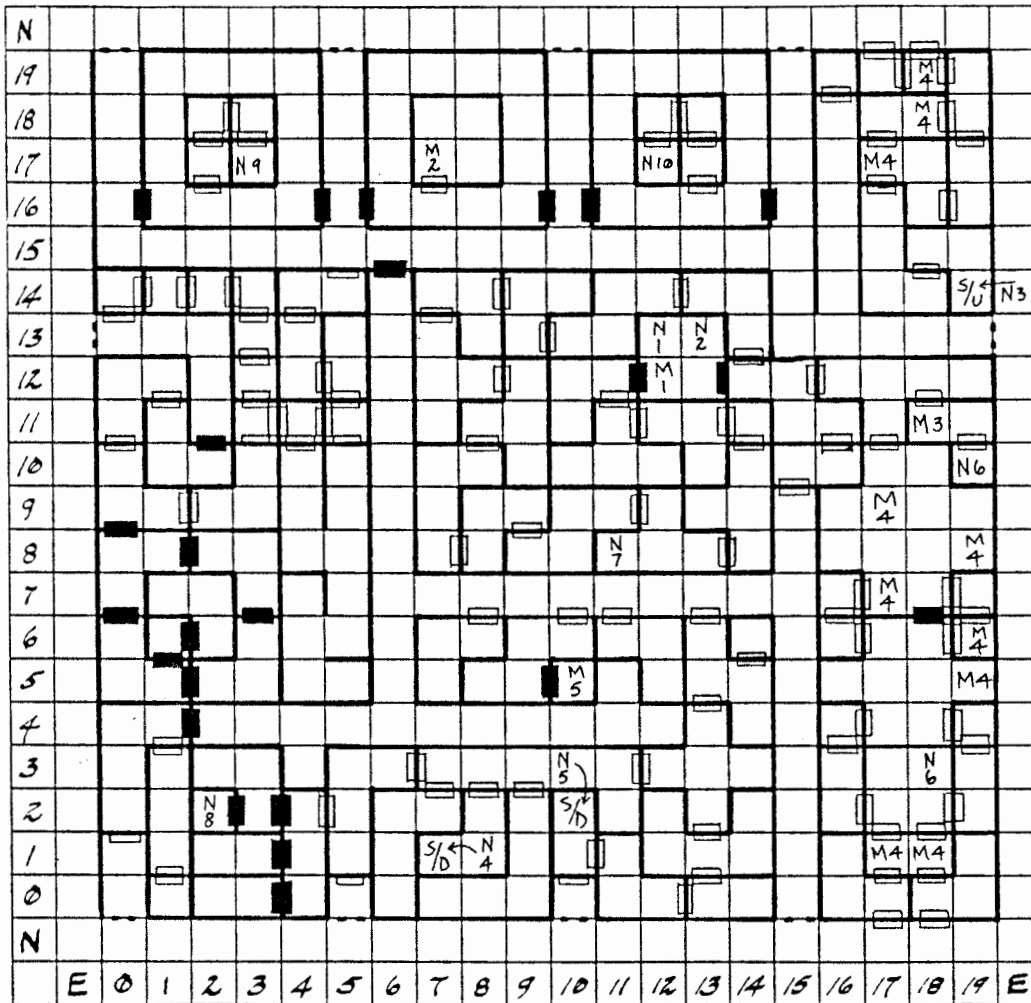
NOTE 4--WHEN FACING SOUTH, LOOKS INTO TELEPORT AREA OF NOTE 1 (3E 3N).

NOTE 5--STAIRS TO LEVEL 5, 11E 0N. OPEN TO PARTIES OF CORRECT ALIGNMENT.

NOTE 6--STAIRS TO LEVEL 1, 19E 14N. USUALLY OPEN TO ALL.

# WIZARDRY

## WIZARDRY (tm) -- SCENARIO III -- LEVEL 4



MESSAGE 1--A SHORT, SWARTHY MAN IN A TURBAN SIDLES UP TO YOU AND WHISPERS: "TELL THEM ABDUL SENT YOU."

MESSAGE 2--PARTIES WITH EVIL CHARACTERS WILL BE TOLD, "YE ARE FORBIDDEN TO ENTER HERE! BEGONE!" AND WILL BE TELEPORTED TO THE CASTLE

MESSAGE 3--OURS IS AN UNEASY FRIENDSHIP. YOUR FATHERS TOILED LONG TO TAME ME, BUT EVEN NOW I WILL GO MY OWN WAY IF YOU DO NOT TEND ME WELL. I AM A POWERFUL DESTROYER, YET MY FRAILTY IS GREAT. WHAT AM I? (WRONG ANSWER TELEPORTS TO 18E 10N)

MESSAGE 4--LOOK OUT! (PRECEDES AN ENCOUNTER ON THE NEXT STEP IN ANY DIRECTION)

MESSAGE 5--AN OILY BLACK LIQUID DROPS FROM THE CEILING, FORMING A POOL ON THE FLOOR. WHO WILL WADE?

NOTE 1--CHUTE TO LEVEL 2, 2E 11N

NOTE 2--STAIRS FROM LEVEL 2, 10E 8N. ONE-WAY.

NOTE 3--STAIRS TO LEVEL 6, 5E 0N. PARTY MUST BE OF CORRECT ALIGNMENT AND CARRY THE RIGHT STUFF

NOTE 4--STAIRS TO LEVEL 1 ISLAND, 7E 7N. USUALLY OPEN TO ALL.

NOTE 5--STAIRS TO LEVEL 2, 0E 19N. OPEN TO PARTIES OF THE CORRECT ALIGNMENT.

NOTE 6--TELEPORTS TO 17E 15N, FACING SOUTH.

NOTE 7--CHUTE TO 1E 7N, FACING WEST. ONE-WAY.

NOTE 8--TELEPORTS TO 1E 6N.

NOTE 9--TELEPORTS TO 14E 6N, FACING SOUTH.

NOTE 10--PARTY OFTEN WILL ENCOUNTER MONSTERS LED BY DELF'S MINIONS.

## WIZARDRY (tm) -- SCENARIO III -- LEVEL 5

MESSAGE 1--AN INSCRIPTION ON THE DOOR READS: TEMPLE OF THE IRASCIBLE FUNG. PRIVATE!! NO TRESPASSING!!

MESSAGE 2--ABDUL'S ETHEREAL TAXI SERVICE...GIVE UP YET? STILL ONLY 5000 GP! / FEE IS 5000 GP. PAY (Y/N)? ["YES"  
TELEPORTS TO CASTLE IF YOU HAVE THE FEE.]

MESSAGE 3--PARTIES WITH GOOD MEMBERS ARE TOLD, "YE ARE FORBIDDEN TO ENTER HERE! BEGONE!" AND ARE TELEPORTED TO THE CASTLE--OTHERS ARE IN FOR A FIGHT!

MESSAGE 4--I AM ONE OF A DECK OF SEVENTY-EIGHT, AND VICTORY I FORETELL. TWO BOLD STEEDS DRAW ME FORTH, AND STARS SHINE FROM MY CROWN. WHAT CARD AM I?

MESSAGE 5--A SHORT, SWARTHY MAN IN A TURBAN GREETES YOU, "MAY THE WINDS OF THE DESERT BE AT YOUR BACK AND THE SUN LEAVE YOU ALWAYS IN SHADE! MY FRIENDS, I HAVE JUST THING FOR YOU. A POWERFUL MAGIC CRYSTAL; A GEM CONTAINING THE FIRE OF THE GODS! AND FOR YOU, MY GOOD FRIENDS, A BARGAIN...ONLY 25000 PIECES GOLD!" PAY (Y/N)? ["YES" PERMITS ENTRY INTO THE NEXT ROOM. "NO" BUMPS BACK TO 4E 9N.]

MESSAGE 6--ABDUL OPENS A JEWEL ENCRUSTED COFFER, AND MOTIONS FOR YOU TO LOOK INSIDE. WITH A LOW CHUCKLE, HE DISAPPEARS.

MESSAGE 7--PARTIES OF THE INCORRECT ALIGNMENT OR WHO ARE NOT CARRYING THE RIGHT STUFF ARE TOLD, "YOU ARE FORBIDDEN TO ENTER HERE! BEGONE!" AND ARE TELEPORTED TO THE CASTLE.

GENERAL NOTES--EAST COORDINATES ARE DISPLACED FOR EASE OF READING. EXERCISE CAUTION WHEN USING THE MALOR SPELL.

SOME VERSIONS MAY HAVE A DIFFERENT NUMBER OF PITS THAN ARE ON THIS MAP.

NOTE 1--STAIRS TO LEVEL 1 ISLAND, 7E 6N

NOTE 2--STAIRS TO LEVEL 3, OE 1N.

TE 3--WALLS AND DOORS IN SE 4N ARE VISIBLE FROM HERE. VIEWED FROM THE SOUTH, BOTH DOORS ARE VISIBLE AND USABLE; FROM THE NORTH ONLY THE EAST DOOR IS VISIBLE AND USABLE.

NOTE 4--NORTH DOOR TELEPORTS TO 5E 8N, FACING NORTH. EAST DOOR TELEPORTS TO 5E 7N, FACING EAST.

**NOTE 5**--ON THIS SQUARE ALL MAGIC SPELLS ARE REMOVED, INCLUDING THOSE CAST BY ITEMS YOU CARRY. SOME MONSTERS ARE AFFECTED AS WELL. EXCEPTIONS ARE MOSTLY THOSE THAT "BREATHE". MUST LEAVE THE ENTIRE LEVEL FOR MAGIC TO BE RESTORED.

NOTE 6--LOMILWA AND MILWA SPELLS ARE REMOVED IN THIS SQUARE, EVEN THOUGH IT IS NOT DARK.

NOTE 7--ENCOUNTERS WITH MONSTER GROUPS LED BY PRIESTS OF FUNG.

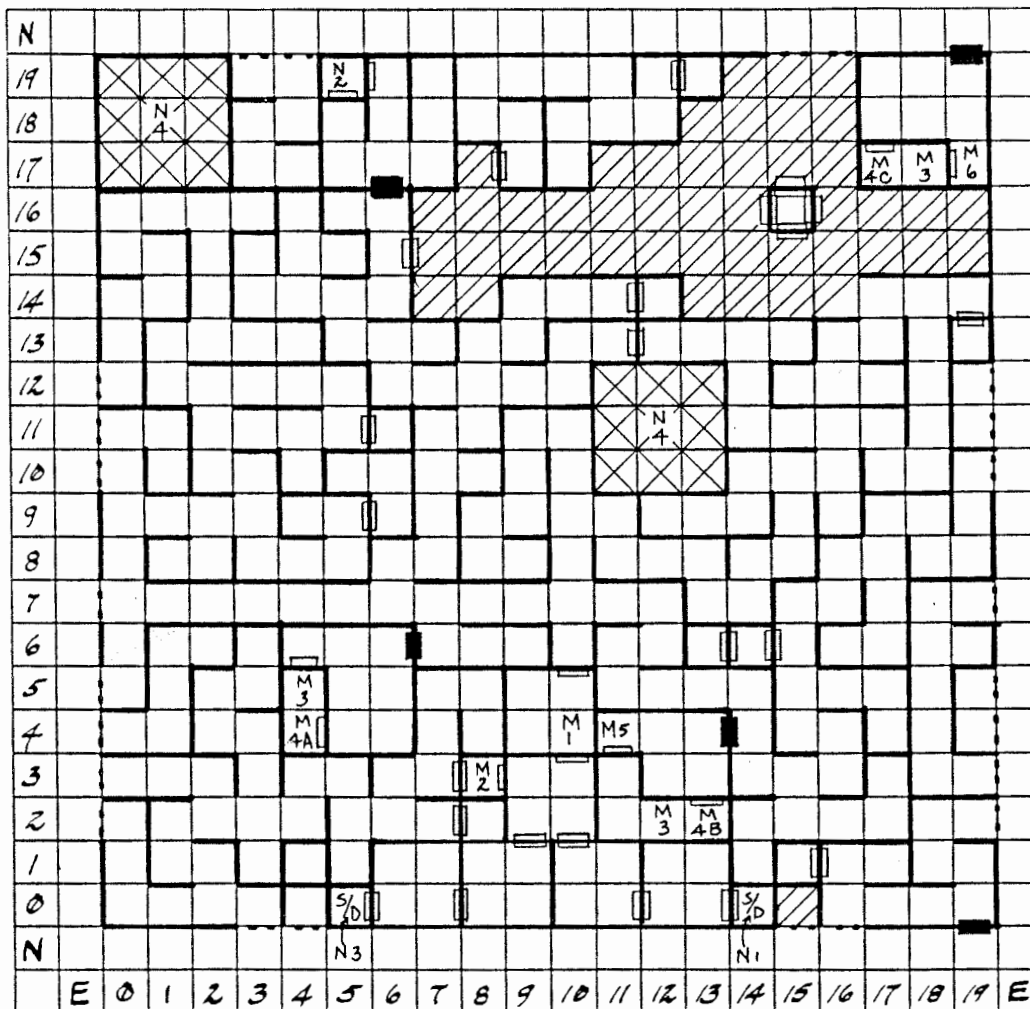
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# WIZARDRY

## WIZARDRY (tm) -- SCENARIO III -- LEVEL 6



MESSAGE 1--"I AM L'KBRETH, GUARDIAN OF THE BALANCE. GO FORWARD IN PEACE, WORTHY ONES!" [HE IS FRIENDLY ONLY TO PARTIES OF THE CORRECT ALIGNMENTS AND CARRYING THE RIGHT STUFF--AND THEN ONLY ON THE FIRST TIME THEY VENTURE INTO THE LEVEL. BEWARE IF YOU DON'T MEET THE REQUIREMENTS, OR IF YOU DON'T GET YOUR BUSINESS DONE ON THE FIRST TRIP!]

MESSAGE 2--"FAREWELL. MAY YOUR WAY BE EASY." TOLD L'KBRETH AGAIN. THIS TIME HE DOESN'T SEEM TO CARE WHO YOU ARE OR WHAT YOU'VE GOT.]

MESSAGE 3--A RADIANT STATUE STANDS BEFORE YOU, ITS HANDS OUTSTRETCHED. IN ONE HAND IT HOLDS A SHINING CRYSTAL SPHERE. THE OTHER HAND IS EMPTY.

MESSAGE 4A,B,C--YOU HAVE REACHED THE STATUE. SEARCH (Y/N)? [A,B AND C EACH HAVE DIFFERENT RESULTS UPON SEARCHING. THEY WILL TRADE IF YOU HAVE THE ITEM THEY WANT, OTHERWISE YOU GET A "NOT WITHOUT PAYMENT" MESSAGE.]

MESSAGE 5--ON MY ROLL, YOU MOVE FORWARD; MY TURN IS YOUR TURN. WHAT AM I?

MESSAGE 6--BLACK FIGURE ON A BLACK HORSE, HE CARRIES THE WHITE ROSE. THE RISING SUN--CHANGE WILL COME. IT FOLLOWS WHEREVER HE GOES. WHAT CARD AM I?

NOTE 1--STAIRS FROM LEVEL 5, 0E 13 N. PARTY MUST HAVE CORRECT ALIGNMENT AND BE CARRYING THE RIGHT STUFF.

NOTE 2--TELEPORTS TO LEVEL 1, 0E 0N.

NOTE 3--STAIRS TO LEVEL 4, 19E 14N. OPEN TO PARTIES WITH CORRECT ALIGNMENT ONLY.

NOTE 4--ROCK! SOMETIMES CHESTS TELEPORT YOU INTO THESE AREAS--IF YOU ARE LUCKY, YOU WILL LAND IN CAMP. ALWAYS USE DUMAPIC TO CHECK YOUR LOCATION BEFORE LEAVING CAMP. SHOULD YOU BE IN THE ROCK AREAS, YOU USUALLY CAN SAVE YOUR PARTY BY USING THE MALOR SPELL TO TELEPORT OUT.

## ORIGINAL PARTY

CLASSES DESIRED	===== MEMBERS OF FIRST PARTY =====		
FIGHTER:	NAME:	NAME:	NAME:
MAGE:	CLASS:	CLASS:	CLASS:
PRIEST:	ALIGN:	ALIGN:	ALIGN:
THIEF:	RACE:	RACE:	RACE:
BISHOP:	SPELLS:	SPELLS:	SPELLS:
SAMURAI:	CHG.AT.LVL:	CHG.AT.LVL:	CHG.AT.LVL:
LORD:	MAY CHG TO:	MAY CHG TO:	MAY CHG TO:
NINJA:			

NAME:	NAME:	NAME:
CLASS:	CLASS:	CLASS:
ALIGN:	ALIGN:	ALIGN:
RACE:	RACE:	RACE:
SPELLS:	SPELLS:	SPELLS:
CHG.AT.LVL:	CHG.AT.LVL:	CHG.AT.LVL:
MAY CHG TO:	MAY CHG TO:	MAY CHG TO:

## SECOND CLASS CHANGE

CLASSES DESIRED	===== MEMBERS OF SECOND PARTY =====		
FIGHTER:	NAME:	NAME:	NAME:
MAGE:	CLASS:	CLASS:	CLASS:
PRIEST:	ALIGN:	ALIGN:	ALIGN:
THIEF:	RACE:	RACE:	RACE:
BISHOP:	SPELLS:	SPELLS:	SPELLS:
SAMURAI:	CHG.AT.LVL:	CHG.AT.LVL:	CHG.AT.LVL:
LORD:	MAY CHG TO:	MAY CHG TO:	MAY CHG TO:
NINJA:			

NAME:	NAME:	NAME:
CLASS:	CLASS:	CLASS:
ALIGN:	ALIGN:	ALIGN:
RACE:	RACE:	RACE:
SPELLS:	SPELLS:	SPELLS:
CHG.AT.LVL:	CHG.AT.LVL:	CHG.AT.LVL:
MAY CHG TO:	MAY CHG TO:	MAY CHG TO:

### THIRD CLASS CHANGE

CLASSES DESIRED	===== MEMBERS OF THIRD PARTY =====		
FIGHTER:	NAME:	NAME:	NAME:
MAGE:	CLASS:	CLASS:	CLASS:
PRIEST:	ALIGN:	ALIGN:	ALIGN:
THIEF:	RACE:	RACE:	RACE:
BISHOP:	SPELLS:	SPELLS:	SPELLS:
SAMURAI:	CHG.AT.LVL:	CHG.AT.LVL:	CHG.AT.LVL:
LORD:	MAY CHG TO:	MAY CHG TO:	MAY CHG TO:
NINJA:			

NAME:	NAME:	NAME:
CLASS:	CLASS:	CLASS:
ALIGN:	ALIGN:	ALIGN:
RACE:	RACE:	RACE:
SPELLS:	SPELLS:	SPELLS:
CHG.AT.LVL:	CHG.AT.LVL:	CHG.AT.LVL:
MAY CHG TO:	MAY CHG TO:	MAY CHG TO:

### FOURTH CLASS CHANGE

CLASSES DESIRED	===== MEMBERS OF FOURTH PARTY =====		
FIGHTER:	NAME:	NAME:	NAME:
MAGE:	CLASS:	CLASS:	CLASS:
PRIEST:	ALIGN:	ALIGN:	ALIGN:
THIEF:	RACE:	RACE:	RACE:
BISHOP:	SPELLS:	SPELLS:	SPELLS:
SAMURAI:	CHG.AT.LVL:	CHG.AT.LVL:	CHG.AT.LVL:
LORD:	MAY CHG TO:	MAY CHG TO:	MAY CHG TO:
NINJA:			

NAME:	NAME:	NAME:
CLASS:	CLASS:	CLASS:
ALIGN:	ALIGN:	ALIGN:
RACE:	RACE:	RACE:
SPELLS:	SPELLS:	SPELLS:
CHG.AT.LVL:	CHG.AT.LVL:	CHG.AT.LVL:
MAY CHG TO:	MAY CHG TO:	MAY CHG TO:

NAME:

CLASS:

RACE:

ALIGNMENT:

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\*\*\*\*\*EXPERIENCE NEEDED FOR NEXT LEVEL\*\*\*\*\*

SPELL LVL 1

SPELL LVL 2

SPELL LVL 3

SPELL LVL 4

SPELL LVL 5

SPELL LVL 6

SPELL LVL 7

PRIEST: LEVEL 1:Kalki-Dios-Badios-Milwa-Porfic

LEVEL 2:Matu-Calfo-Manifo-Montino

LEVEL 3:Lomilwa-Dialko-Latumapic-Banatu

LEVEL 4:Dial-Badial-Latumofis-Maporfic

LEVEL 5:Dialma-Badialma-Litokan-Kandi-Di-Badi

LEVEL 6:Lorto-Madi-Mabadi-Loktofeit

LEVEL 7:Malikto-Kadorto

MAGE: LEVEL 1:Halito-Mogref-Katino-Dumapic

LEVEL 2:Dilto-Sopic

LEVEL 3:Mahalito-Molito

LEVEL 4:Morlis-Dalto-Lahalito

LEVEL 5:Mamorlis-Makanito-Madalto

LEVEL 6:Lakanito-Zilwan-Masopic-Haman

LEVEL 7:Malor-Tiltowait-Mahaman

\*\*\*\*\*

NAME:

CLASS:

RACE:

ALIGNMENT:

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\*\*\*\*\*EXPERIENCE NEEDED FOR NEXT LEVEL\*\*\*\*\*

SPELL LVL 1

SPELL LVL 2

SPELL LVL 3

SPELL LVL 4

SPELL LVL 5

SI LVL 6

SPELL LVL 7

PRIEST: LEVEL 1:Kalki-Dios-Badios-Milwa-Porfic

LEVEL 2:Matu-Calfo-Manifo-Montino

LEVEL 3:Lomilwa-Dialko-Latumapic-Banatu

LEVEL 4:Dial-Badial-Latumofis-Maporfic

LEVEL 5:Dialma-Badialma-Litokan-Kandi-Di-Badi

LEVEL 6:Lorto-Madi-Mabadi-Loktofeit

LEVEL 7:Malikto-Kadorto

MAGE: LEVEL 1:Halito-Mogref-Katino-Dumapic

LEVEL 2:Dilto-Sopic

LEVEL 3:Mahalito-Molito

LEVEL 4:Morlis-Dalto-Lahalito

LEVEL 5:Mamorlis-Makanito-Madalto

LEVEL 6:Lakanito-Zilwan-Masopic-Haman

LEVEL 7:Malor-Tiltowait-Mahaman

\*\*\*\*\*

NAME:

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RACE:

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\*\*\*\*\*EXPERIENCE NEEDED FOR NEXT LEVEL\*\*\*\*\*

SPELL LVL 1

SPELL LVL 2

SPELL LVL 3

SPELL LVL 4

SPELL LVL 5

SPELL LVL 6

SPELL LVL 7

PRIEST: LEVEL 1:Kalki-Dios-Badios-Milwa-Porfic

LEVEL 2:Matu-Calfo-Manifo-Montino

LEVEL 3:Lomilwa-Dialko-Latumapic-Banatu

LEVEL 4:Dial-Badial-Latumofis-Maporfic

LEVEL 5:Dialma-Badialma-Litokan-Kandi-Di-Badi

LEVEL 6:Lorto-Madi-Mabadi-Loktofeit

LEVEL 7:Malikto-Kadorto

MAGE: LEVEL 1:Halito-Mogref-Katino-Dumapic

LEVEL 2:Dilto-Sopic

LEVEL 3:Mahalito-Molito

LEVEL 4:Morlis-Dalto-Lahalito

LEVEL 5:Mamorlis-Makanito-Madalto

LEVEL 6:Lakanito-Zilwan-Masopic-Haman

LEVEL 7:Malor-Tiltowait-Mahaman

L



WIZARDRY (TM) \*\*\*\*\* SPELL AND EXPERIENCE SHEET \*\*\*\*\* LEVELS 15-31

NAME: CLASS: RACE: ALIGNMENT:

EQUIPMENT: 1. 2. 3. 4. 5. 6. 7. 8.

EXP. LVL 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 \*\*\*\*\*EXPERIENCE NEEDED FOR NEXT LEVEL\*\*\*\*\*

SPELL LVL 1  
 SPELL LVL 2  
 SPELL LVL 3  
 SPELL LVL 4  
 SPELL LVL 5  
 SPELL LVL 6  
 SPELL LVL 7

PRIEST: LEVEL 1: Kalki-Dios-Badlos-Milwa-Porfic LEVEL 2: Matu-Calfo-Manifo-Montino LEVEL 3: Lomilwa-Dialko-Latunapic-Bamatu  
 LEVEL 4: Dial-Badial-Latunofis-Maporfic LEVEL 5: Dialma-Badialma-Litokan-Kandi-Di-Badi LEVEL 6: Lorto-Madi-Mabadi-Loktofeit  
 LEVEL 7: Malikto-Kadorto

MAGE: LEVEL 1: Halito-Mogref-Katino-Dumapic LEVEL 2: Dilto-Sopic LEVEL 3: Mahalito-Molito LEVEL 4: Morlis-Dalto-Lahalito  
 LEVEL 5: Mamorlis-Makanito-Madalto LEVEL 6: Lakanito-Zilwan-Masopic-Haman LEVEL 7: Malor-Tiltowait-Mahaman

NAME: CLASS: RACE: ALIGNMENT:

EQUIPMENT: 1. 2. 3. 4. 5. 6. 7. 8.

EXP. LVL 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 \*\*\*\*\*EXPERIENCE NEEDED FOR NEXT LEVEL\*\*\*\*\*

SPELL LVL 1  
 SPELL LVL 2  
 SPELL LVL 3  
 SPELL LVL 4  
 SPELL LVL 5  
 SPELL LVL 6  
 SPELL LVL 7

PRIEST: LEVEL 1: Kalki-Dios-Badlos-Milwa-Porfic LEVEL 2: Matu-Calfo-Manifo-Montino LEVEL 3: Lomilwa-Dialko-Latunapic-Bamatu  
 LEVEL 4: Dial-Badial-Latunofis-Maporfic LEVEL 5: Dialma-Badialma-Litokan-Kandi-Di-Badi LEVEL 6: Lorto-Madi-Mabadi-Loktofeit  
 LEVEL 7: Malikto-Kadorto

MAGE: LEVEL 1: Halito-Mogref-Katino-Dumapic LEVEL 2: Dilto-Sopic LEVEL 3: Mahalito-Molito LEVEL 4: Morlis-Dalto-Lahalito  
 LEVEL 5: Mamorlis-Makanito-Madalto LEVEL 6: Lakanito-Zilwan-Masopic-Haman LEVEL 7: Malor-Tiltowait-Mahaman

NAME: CLASS: RACE: ALIGNMENT:

EQUIPMENT: 1. 2. 3. 4. 5. 6. 7. 8.

EXP. LVL 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 \*\*\*\*\*EXPERIENCE NEEDED FOR NEXT LEVEL\*\*\*\*\*

SPELL LVL 1  
 SPELL LVL 2  
 SPELL LVL 3  
 SPELL LVL 4  
 SPELL LVL 5  
 SPELL LVL 6  
 SPELL LVL 7

PRIEST: LEVEL 1: Kalki-Dios-Badlos-Milwa-Porfic LEVEL 2: Matu-Calfo-Manifo-Montino LEVEL 3: Lomilwa-Dialko-Latunapic-Bamatu  
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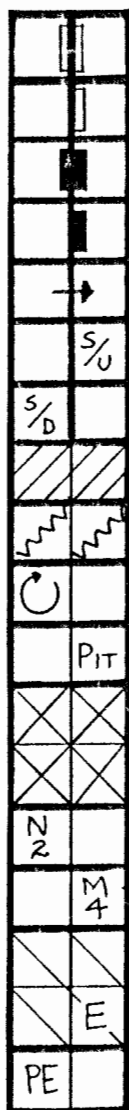
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## WIZARDRY (tm) MAP SYMBOLS AND NOTES



Regular Door--Both sides always visible and usable

One-way Door--One side always visible and usable

Hidden Door--Both sides always usable, visible only with Milwa or Lomilwa spells

Hidden One-way Door--One side usable, visible only with Milwa or Lomilwa spells

Panel--Can be used as a door in direction of arrow(s), never visible

Stairs Going Up--Press (Y) to ascend, (N) to leave

Stairs Going Down--Press (Y) to descend, (N) to leave

Dark Area--Milwa and Lomilwa spells are removed

No Magic Area--Entry removes ability to cast spells or use magic items and potions. Most human or humanoid monsters cannot use spells, but non-human monsters may be able to cast them. Party must be "cleansed" by going back to Elevator Corridor.

Rotation--Party is turned in a random direction.

Pit--Is just that, and costs 3-6 or your heroes 5-50 HP!

Rock--If you land in these areas, your entire party will be killed! If your party is teleported and you are in camp at your destination, ALWAYS use the Dumapic spell to find out where you are before leaving. If your party is in Rock you may be able to save them by teleporting out with the Malor spell--if one of the party knows it!

Note #--Found under "Notes" on each map. Read the note BEFORE you enter a square!

Message #--Found under "Messages" on each map. (/) Slash indicates new information window. Notes and comments on a message are enclosed in [brackets].

### PROVING GROUNDS ONLY

Elevator--To levels 1 through 4. Note that elevator areas on levels 2-4 are marked with a diagonal line, since they are separated from the rest of the level. Buttons on the wall: (A)-Level 1; (B)-Level 2; (C)-Level 3; (D)-Level 4.

Private Elevator--To levels 4 through 9. Usable by parties with the Blue Ribbon. Buttons on the wall: (A)-Level 4; (B)-Level 5; (C)-Level 6; (D)-Level 7; (E)-Level 8; (F)-Level 9. Reminders for both elevators are on the maps.

### TRAVELLING PAST MAP BOUNDARIES

Each level occupies a square 20 blocks by 20 blocks in size. Travelling past the boundary on one side will teleport the party to the same coordinate on the opposite side. There is no indication on the screen that this teleporting has taken place--you MUST keep track of where you are on the map! For your convenience, boundaries without walls are marked with a dotted line, and arrows remind you that you will be teleported.

### OFFSET MAP COORDINATES

Most map coordinates go from 0 to 19 East and 0 to 19 North. However, some maps would be very confusing to read with the standard coordinates, so they are offset by one or more blocks (you will notice no difference other than their being easier to use). USE GREAT CAUTION when teleporting with the Malor spell on levels with offset map coordinates. Always remember that entering Malor coordinates past 0 or 19 in any direction will land the party in Rock!



# APPENDIX A SPELLS-DESCRIPTION AND GROUPING

BELOW IS A CHART OF SPELLS CLASSIFIED FOR EASIER REFERENCE. NOTE THAT MANY OF THE SPELLS THAT HARM OR REDUCE THE EFFECTIVENESS OF MONSTERS HAVE NO EFFECT ON SOME--SEE THE MONSTER CHARTS FOR SPECIFICS. BE SURE YOU HAVE MADE THE BEST DECISION BEFORE YOU ENTER SPELLS. ONCE YOU HAVE PRESSED RETURN, YOU HAVE LOST ONE SPELL OF THAT SPELL LEVEL WHETHER OR NOT YOU HAVE ACTUALLY CAST IT!

## -----COMBAT-----

### FUNCTION OF SPELLS: LOWER ARMOR CLASS OF CASTER

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	1-PORFIC	COMBAT	ENCOUNTER	LOWERS AC BY 2. NOT EFFECTIVE AGAINST MONSTER SPELLS
MAGE	1-MOGREF	COMBAT	ENCOUNTER	LOWERS AC BY 2. NOT EFFECTIVE AGAINST MONSTER SPELLS
MAGE	2-SOPIC	COMBAT	ENCOUNTER	LOWERS AC BY 4. GOOD FOR HAND-TO-HAND COMBAT, BUT NOT AGAINST MONSTER SPELLS

### FUNCTION OF SPELLS: LOWER ARMOR CLASS OF PARTY

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	1-KALKI	COMBAT	ENCOUNTER	LOWERS AC BY 1. NOT EFFECTIVE AGAINST MONSTER SPELLS
PRIEST	2-MATU	COMBAT	ENCOUNTER	LOWERS AC BY 2. NOT EFFECTIVE AGAINST MONSTER SPELLS
PRIEST	3-BAMATU	COMBAT	ENCOUNTER	LOWERS AC BY 4. NOT EFFECTIVE AGAINST MONSTER SPELLS
PRIEST	4-MAPORFIC	ANY TIME	EXPEDITION	LOWERS AC BY 2. GOOD FOR HAND-TO-HAND COMBAT. NOT EFFECTIVE FOR MONSTER SPELLS
MAGE	6-MASOPIC	COMBAT	ENCOUNTER	LOWERS AC BY 4. GOOD FOR HAND-TO-HAND COMBAT. NOT EFFECTIVE FOR MONSTER SPELLS

### FUNCTION OF SPELLS: HARM ONE MONSTER

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	1-BADIOS	COMBAT	ONCE	INFLECTS 1-8 HIT POINTS DAMAGE
PRIEST	4-BADIAL	COMBAT	ONCE	INFLECTS 2-16 HIT POINTS DAMAGE
PRIEST	5-BADIALMA	COMBAT	ONCE	INFLECTS 3-24 HIT POINTS DAMAGE
PRIEST	5-BADI	COMBAT	ONCE	CAUSES DEATH FOR MOST LOW AND MIDDLE LEVEL MONSTERS--EFFECT VARIABLE FOR OTHERS
PRIEST	6-MABADI	COMBAT	ONCE	REMOVES ALL BUT 1-8 HIT POINTS FROM MONSTER. GOOD FOR MOST MONSTERS.
MAGE	1-HALITO	COMBAT	ONCE	INFLECTS 1-8 HIT POINTS DAMAGE
MAGE	6-ZILWAN	COMBAT	ONCE	KILLS MOST UNDEAD MONSTERS

### FUNCTION OF SPELLS: HARM MONSTER GROUP(S)

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	5-LITOKAN	COMBAT	ONCE	INFLECTS 3-24 HIT POINTS DAMAGE ON 1 GROUP, SOME MONSTERS UNAFFECTED
PRIEST	6-LORTO	COMBAT	ONCE	INFLECTS 6-36 HIT POINTS DAMAGE ON 1 GROUP, SOME MONSTERS UNAFFECTED
PRIEST	7-MALIKTO	COMBAT	ONCE	INFLECTS 12-72 HIT POINTS DAMAGE ON 1 GROUP, SOME MONSTERS UNAFFECTED
MAGE	3-MAHALITO	COMBAT	ONCE	INFLECTS 4-24 HIT POINTS DAMAGE ON 1 GROUP, SOME MONSTERS UNAFFECTED
MAGE	3-MOLITO	COMBAT	ONCE	INFLECTS 3-18 HIT POINTS DAMAGE ON 1 GROUP GOOD FOR SPELL-CASTING MONSTERS
MAGE	4-DALTO	COMBAT	ONCE	INFLECTS 6-36 HIT POINT DAMAGE ON 1 GROUP NO EFFECT ON COLD MONSTERS
MAGE	4-LAHALITO	COMBAT	ONCE	INFLECTS 6-36 HIT POINTS DAMAGE, SOME MONSTERS UNAFFECTED
MAGE	5-MAKANITO	COMBAT	ONCE	KILLS ALL MONSTERS BELOW LVL8-THIS ONE'S GREAT! SOME MONSTERS UNAFFECTED
MAGE	5-MADALTO	COMBAT	ONCE	INFLECTS 8-64 HIT POINTS DAMAGE, 1 GROUP. VERY USEFUL. SOME MONSTERS UNAFFECTED
MAGE	6-LAKANITO	COMBAT	ONCE	KILLS MOST OF 1 HUMANOID GROUP. SOME MONSTERS UNAFFECTED
MAGE	7-TILTOWAIT	COMBAT	ONCE	INFLECTS 10-120 HIT POINTS DAMAGE ON ALL MONSTERS. SOME MONSTERS UNAFFECTED

### FUNCTION OF SPELLS: REDUCE EFFECTIVENESS OF MONSTER GROUP(S)

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	2-MANIFO	COMBAT	VARIES	STIFFENS 1 MONSTER GROUP, EASIER TO KILL. SOME UNAFFECTED OR CAN MINIMIZE
PRIEST	2-MONTINO	COMBAT	ENCOUNTER	MAKES 1 GROUP UNABLE TO CAST SPELLS. SOME MONSTERS UNAFFECTED
MAGE	1-KATINO	COMBAT	VARIES	CAUSES 1 ANIMAL/HUMANOID GROUP TO SLEEP, EASIER TO KILL. SOME UNAFFECTED
MAGE	2-MORLIS	COMBAT	ENCOUNTER	PUTS 1 GROUP IN DARKNESS, EASIER TO KILL. SOME MONSTERS UNAFFECTED
MAGE	4-DILTO	COMBAT	ENCOUNTER	SPREADS FEAR IN 1 GROUP, EASIER TO KILL, OR SOME RUN. STRONG MONSTERS--NO EFFECT!
MAGE	5-MAMORLIS	COMBAT	ENCOUNTER	SAME AS MORLIS, BUT EFFECT IS ON ALL GROUPS. AGGRESSIVE MONSTERS UNAFFECTED

### FUNCTION OF SPELLS: MISCELLANEOUS COMBAT SPELLS

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	3-LATUMAPIC	COMBAT	VARIES	SCENARIO #1-SOMETIMES ALLOWS IDENTIFICATION OF MONSTERS, ALLOWS BETTER DEFENSE
PRIEST	6-LOKTOFEIT	COMBAT	ONCE	SCENARIO #2-AFTER PAYING SAGE, LVL2, IDENTIFIES ALL GROUPS, CAN BE CAST IN CAMP
MAGE	6-HAMAN	COMBAT	ONCE	RECALLS PARTY TO CASTLE, LESS EQUIPMENT AND GOLD. WORKS 40% OF THE TIME.
MAGE	7-MAHAMAN	COMBAT	ONCE	RANDOM EFFECTS, 70% HELPFUL, CAN HARM PARTY. MUST BE LVL13 AND WILL COST 1 LVL
MAGE	7-MALOR	COMBAT	ONCE	SAME COMMENTS AS HAMAN, BUT MORE CHANCE FOR HARM TO PARTY. DESPERATION ONLY.
				RANDOMLY TELEPORTS THE PARTY OUT OF THE AREA. ON LOWER LEVELS IT WILL ALWAYS
				TAKE THEM TO THE LOWEST LEVEL OF THE MAZE. IN SCENARIO 2 IT SOMETIMES
				TELEPORTS INTO ROCK. SOME CHANCE OF ENCOUNTER (5%) AFTER COMBAT USE OF MALOR,
				BUT GENERALLY PARTY CAN CAMP AND DECIDE WHAT TO DO NEXT.

## -----UTILITY SPELLS-----

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	1-MILWA	ANY TIME	SHORT	SEE FURTHER IN MAZE, REVEALS MOST SECRET DOORS.
PRIEST	3-LOMILWA	ANY TIME	EXPEDITION	SEE FURTHER IN MAZE, REVEALS MOST SECRET DOORS.
PRIEST	5-KANDI	CAMP	ONCE	LOCATES DEAD CHARACTERS BY LEVEL AND APPROXIMATE AREA
PRIEST	2-CALFO	FIND CHEST	ONCE	DETERMINES NATURE OF TRAP ON CHEST 90% OF TIME--TRICKY IF TRAP IS TELEPORTER
MAGE	1-DUMAPIC	ONCE	CAMP	LOCATES THE PARTY EXACTLY BY LEVEL, NORTH-EAST COORDINATE, DIRECTION FACING.
MAGE	7-MALOR	ONCE	CAMP	WORKS EVERYWHERE EXCEPT LVL 10 OF 1ST SCENARIO. ESSENTIAL!
				ALLOWS PARTY TO TELEPORT ANYWHERE INTO OR OUT OF MAZE, EXCEPT FOR
				LVL 10, SCENARIO 1 (OUT ONLY), LVL 2, SCENARIO 2 (NOT AT ALL) AND LVL 6,
				SCENARIO 2 (OUT ONLY). KNOW WHERE YOU ARE BEFORE YOU USE THIS SPELL--IF YOU
				TELEPORT INTO ROCK, YOU'RE DEAD! (SEE "COMBAT" FOR USE IN ENCOUNTERS)

## -----HEALING SPELLS-----

CLASS	LEVEL/NAME	WHEN CAST	HOW LONG	COMMENTS
PRIEST	1-DIOS	ANY TIME	ONCE	RESTORES 1-8 HIT POINTS TO ONE PARTY MEMBER. WILL NOT RESURRECT THE DEAD
PRIEST	4-DIAL	ANY TIME	ONCE	OR CURE PARALYSIS, POISONING, OR STONED CONDITION.
PRIEST	5-DIALMA	ANY TIME	ONCE	RESTORES 2-16 HIT POINTS TO ONE PARTY MEMBER. WILL NOT RESURRECT THE DEAD
				OR CURE PARALYSIS, POISONING OR STONED CONDITION.
PRIEST	6-MADI	ANY TIME	ONCE	RESTORES 3-34 HIT POINTS TO ONE PARTY MEMBER. WILL NOT RESURRECT THE DEAD
PRIEST	3-DIALKO	ANY TIME	ONCE	OR CURE PARALYSIS, POISONING OR STONED CONDITION.
PRIEST	4-LATUMOFIS	ANY TIME	ONCE	RESTORES ALL HIT POINTS AND CURES ANY CONDITION BUT DEATH.
PRIEST	5-DI	CAMP	ONCE	CURES PARALYSIS AND "ASLEEP" CONDITIONS (THESE DO NOT CAUSE LOSS OF HIT POINTS)
				CURES POISONING, DOES NOT RESTORE HIT POINTS (MOVEMENT CAUSES LOSS OF HIT PTS)
				RESURRECTS DEAD PARTY MEMBER 75% OF THE TIME. DOES NOT RESTORE HIT POINTS.
				FAILURE CAUSES PARTY MEMBER TO BECOME ASHES, KADORTO MAY HELP THIS STATE.
PRIEST	7-KADORTO	ANY TIME	ONCE	RESURRECTS DEAD IN ANY STATE 60% OF THE TIME, RESTORES ALL HIT POINTS.
				FAILURE CAUSES COMPLETE LOSS OF CHARACTER, RETRIEVABLE ONLY THROUGH UTILITIES.

\*\*\*\*\* THE WIZISYSTEM FORMAT \*\*\*\*\*

I---BOOT THE PROGRAM DISK, GO TO UTILITIES

Backup, other Utilities, as needed

II--THE CASTLE

1. Gilgamesh's Tavern--Form party, check characters' status
2. Adventurer's Inn, Boltac's Trading Post, Temple of Cant, Entrance to Maze (all optional, as needed)

III-PLAN THE EXPEDITION

1. Plan what you want to accomplish, in priority order
2. Set limits to signal a return to the castle

IV--ENTRANCE TO THE MAZE

Reorder, cast desired spells

V---THE EXPEDITION

VI--RETURN TO THE CASTLE

1. Temple of Cant--Restore and resurrect characters, as needed, then add them to party at Gilgamesh's Tavern (optional)
2. Adventurer's Inn--Check on new levels, experience points needed for next level in the Stables. Do not heal hit points. If using \*OPTIMIZING technique, leave game, follow instructions.
3. Gilgamesh's Tavern--Keep characters with priest spells and hit points, other conditions to be healed. Add Bishop, trade gold and unknown items to him.
4. Entrance to the Maze--Heal hit points, other conditions. Bishop identifies unknown items.
5. Adventurer's Inn--Restore healing spells in Stables.
6. Boltac's Trading Post--Sell unneeded items
7. Gilgamesh's Tavern--Trade identified items with party, storage. Bishop distributes gold needed for new items to party. Reform party, go to Boltac's if necessary. Enter changes on Spell and Experience Sheets.

VII--EVALUATION OF PREVIOUS EXPEDITION

VIII-LEAVE THE GAME AND RETURN TO UTILITIES FOR BACKUP

OR

RETURN TO HEADING III-PLAN THE NEXT EXPEDITION

OR

LEAVE THE GAME