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WIZARDRY?

WIZPLUS

The magical utility program for the Wizardry adventures . . . that lets you quickly and easily change, restore, add to, modify, recover, edit or move any of your characters, their equipment, spells or treasures!

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WIZPLUS

An Enhancement to
the "Wizardry" Scenarios:
Proving Grounds of the Mad Overlord
Knight of Diamonds

WIZPLUS

Thomas A. Cowart

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INTRODUCTION

"Wizardry" is a fantasy role-playing game, similar in nature to "Dungeons and Dragons," adapted for the computer and published by Sir-Tech Software. Players may create characters to be their alter-ego during the adventure. Up to six characters may adventure at one time. A character's progress is measured in experience points and the more of these he has, the deeper into the dungeon he can go and still survive the more challenging monsters. As a character adventures, he will also collect treasure as a reward for killing monsters. Most of this treasure will consist of an amount of gold, but occasionally a magical item, such as a magic sword, wand or armor may be found.

One objective of the player in the first "Wizardry" scenario, "Proving Grounds Of The Mad Overlord," is to gain enough experience (13 experience levels) to permit transfer of his characters to the next "Wizardry" scenario, "Knight Of Diamonds." There may be future scenarios requiring even more experienced characters.



"WizPlus" is an enhancement to the best-selling "Wizardry" fantasy game. "WizPlus" permits a player to progress more rapidly than would otherwise be possible toward the advanced parts of the game, including the second scenario. This is accomplished by allowing a player to change the attributes of his characters, thus improving the odds of their surviving the dangers of the adventure. "WizPlus" also permits addition of weapons and gold pieces.

Other benefits of the program are the ability to recover forgotten passwords and to resurrect dead or deleted characters. Since many players develop a strong emotional connection to their alter-ego characters, they highly value these capabilities.

"WizPlus" is a tool which, like any tool, can be used or abused. It enables you to improve your characters to any extent desired. However, it is not intended that this tool be used to create super-characters which are so powerful that the game ceases to be challenging! The author is aware that some users may do this initially. After one realizes that a boring situation has been created, the remedy is to change the approach. "WizPlus" has been written with the intention of providing the means to improve the survivability of a character, thereby easing frustration and making the game more interesting.

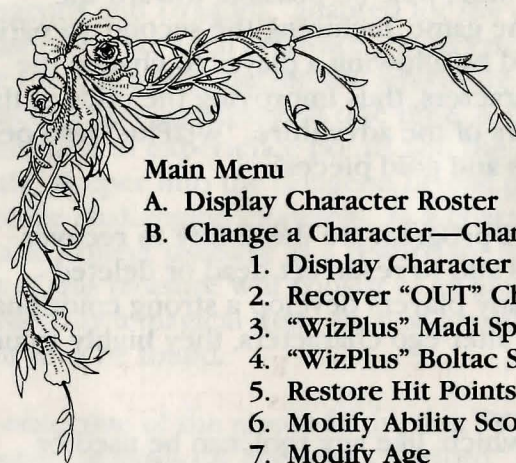
The hardware required to operate "WizPlus" is as follows:

- Apple II Plus* computer
- 48K of memory
- 1 disk drive
- DOS 3.3.

The "WizPlus" flow diagram is shown in Figure 1. Reference to this figure may be helpful as an overall guide to the instructions.

*Apple II Plus is a registered trademark of Apple Computer, Inc.





Main Menu

- A. Display Character Roster
- B. Change a Character—Change Menu
 - 1. Display Character
 - 2. Recover "OUT" Characters
 - 3. "WizPlus" Madi Special
 - 4. "WizPlus" Boltac Swindle
 - 5. Restore Hit Points
 - 6. Modify Ability Scores
 - 7. Modify Age
 - 8. Modify Amount of Gold
 - 9. Modify Experience Points
 - 10. Change Experience Level
 - 11. Change Name
 - 12. Change Password
 - 13. Change Race
 - 14. Change Status
 - 15. Change Possible Hit Points
 - 16. Change Class
 - 17. Change Alignment
 - 18. Change Spellbooks
 - 19. Quit (ends change for character)
- C. Recovery of Backed-up Characters
- D. Edit Characters on a New Scenario
- E. Move Characters Between Scenarios
- Q. Quit (ends "WizPlus" program)

Figure 1. "WizPlus" Flow Diagram



STARTUP

It is assumed that you have read the instructions for "Wizardry." If this is not the case, it is strongly recommended that you do so before proceeding.

1. Insert the "WizPlus" disk in Drive 1. (It is assumed that the disk controller card is installed in slot 6.)
2. Turn ON the computer. If you do not have the Autostart feature, then do the following:
 - type "6"
 - hold down the key marked "CTRL" and type "P"
 - release the "CTRL" key and press "RETURN"
3. The computer program will check to see if you have one or two disk drives. When prompted to do so:
 - a. For one drive, remove the "WizPlus" disk and insert the "Wizardry" disk* in Drive 1, SCENARIO SIDE UP. Press <RETURN>.
 - b. For two drives, leave "WizPlus" in Drive 1 and insert the "Wizardry" disk* in Drive 2, SCENARIO SIDE UP. Press <RETURN>.
4. The Main Menu will appear on the monitor screen as shown in Figure 2.
5. Type the letter for your choice. A secondary display will appear, such as shown in Figure 3, 4, or 12, depending on your selection. See the section of the instructions containing your choice for details regarding your particular selection:

*Through the entire use of "WizPlus" the same procedure applies. You will be prompted for disk insertion and removal, depending on the number of drives connected to your computer. Reference to "Wizardry" applies to either "Proving Grounds of the Mad Overlord" or "Knight of Diamonds."



Display Character Roster.....	page 10
Change a Character	page 12
Recovery of Backed-Up Characters.....	page 31
Edit Characters on a New Scenario.....	page 33
Move Characters Between Scenarios.....	page 33
Quit	page 34

NOTE: Do not leave the "WizPlus" program without performing the QUIT procedure—page 34



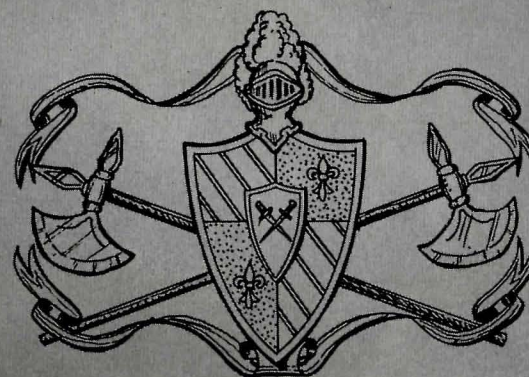
WIZPLUS
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MAIN MENU:

- A) DISPLAY CHARACTER ROSTER
- B) CHANGE A CHARACTER
- C) RECOVER BACKED-UP CHARACTERS
- D) EDIT CHARACTERS ON ANOTHER DISK
- E) MOVE CHARACTERS BETWEEN SCENARIOS
- Q) QUIT THE PROGRAM

TYPE THE LETTER FOR YOUR CHOICE.

Figure 2. Main Menu



A. DISPLAY CHARACTER ROSTER

If you select this option, the current roster of characters on your "Wizardry" disk will be displayed, including characters which have been deleted (but not overwritten by creation of subsequent characters). For each character, the display will show:

- Character Name
- Current status, such as OK, afraid, asleep, paralyzed, stoned, dead, ashes, or deleted.
- In/Out status

These characteristics are defined in the "Wizardry" instructions. A typical display is shown in Figure 3.

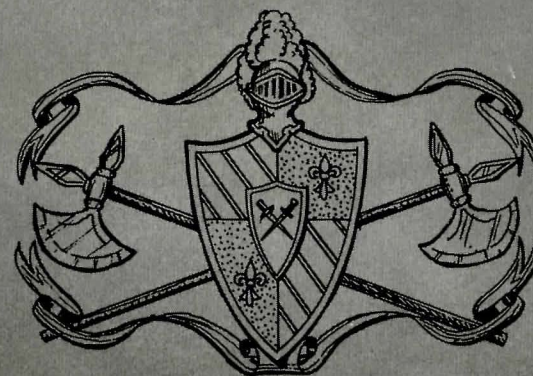


CURRENT ROSTER:

FIGHTER1	OK
FIGHTER2	DELETED OUT
MAGE1	STONED OUT
MAGE2	DEAD
MAGE3	OK
PRIEST1	DELETED
PRIEST2	OK OUT
PRIEST3	OK

TYPE ANY KEY TO LEAVE

Figure 3. Sample Character Roster



B. CHANGE A CHARACTER

This selection allows modification of the attributes of any character. If you do not want to change a character, type <RETURN> and you will return to the Main Menu.

You will see a prompt for a character name. If you enter a name that is not in the character roster, the message "NOT THERE" will appear.

If you select a valid character, the menu shown in Figure 4 will appear. This is the first page of the Change Menu; the second page is shown in Figure 5. To get to the other page, type <RETURN>. You may type the letter of the selection that you wish to make at any time, even if it is on the other page.

The choices listed in Figures 4 and 5 are described on the following pages.

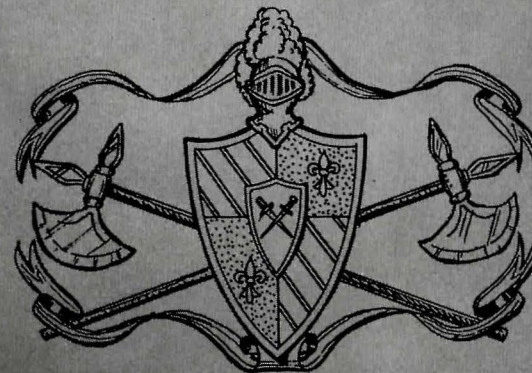


CHANGE MENU (first Page):

- A) DISPLAY CHARACTER
- B) RECOVER OUT CHARACTERS
- C) WIZPLUS MADI SPECIAL
- D) WIZPLUS BOLTAC SWINDLE
- E) RESTORE HIT POINTS
- F) MODIFY ABILITY SCORES
- G) MODIFY AGE
- H) MODIFY AMOUNT OF GOLD
- I) MODIFY EXPERIENCE POINTS

<RETURN> TO SEE SECOND PAGE
TYPE THE LETTER FOR YOUR CHOICE.

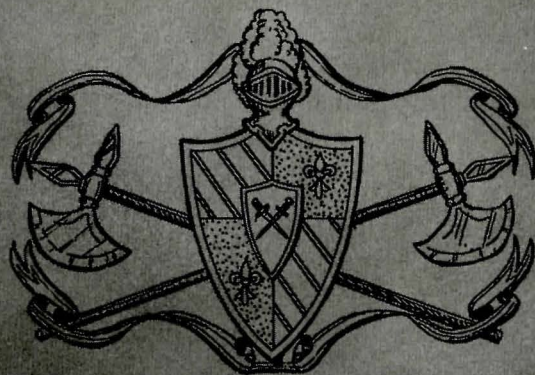
Figure 4. Change Menu (first page)



J) CHANGE EXPERIENCE LEVEL
 K) CHANGE NAME
 L) CHANGE PASSWORD
 M) CHANGE RACE
 N) CHANGE STATUS
 O) CHANGE POSSIBLE HIT POINTS
 P) CHANGE CLASS
 R) CHANGE ALIGNMENT
 S) CHANGE SPELLBOOKS
 Q) QUIT

 <RETURN> TO SEE FIRST PAGE
 TYPE THE LETTER FOR YOUR CHOICE

Figure 5. Change Menu (second page)



1. DISPLAY CHARACTER

The attributes for the character will be shown as in Figure 6. See the "Wizardry" documentation for a detailed description of these attributes. The following abbreviations are used: AC for armor class, HP for hit points and XP for experience points.

The symbols after the "equipment" are defined as follows:

*=EQUIP. : The item is worn by the character (i.e. the character is "equipped")
 +=IDENT. : The item has been identified to the player.
 ?=UNKN. : The item has NOT been identified to the player

Make note of any attributes you wish to change. Type any key to return to the Change Menu.

2. RECOVER "OUT" CHARACTERS

This selection changes the character's status with regard to whether he is "OUT" adventuring or "IN" the training grounds. Thus, characters that are "OUT" due to such circumstances as "power failure," turning off the Apple or pressing RESET during an adventure (possibly to avoid imminent death), can be recovered.

Typing choice "A" will make the character "IN" and typing "B" will make the character "OUT."

CHARACTER NAME: ORCSLAYER
 PASSWORD: KILL
 AGE 23 YEARS 13 WEEKS
 LEVEL 2 EVIL HUMAN FIGHTER
 STATUS: OK IN

STRENGTH 18 VITALITY 18
 I.Q. 18 AGILITY 18
 PIETY 18 LUCK 18

AC 2 HP 11/11
 MAGE SPELLS: 0/0/0/0/0/0/0
 PRIEST SPELLS: 0/0/0/0/0/0/0

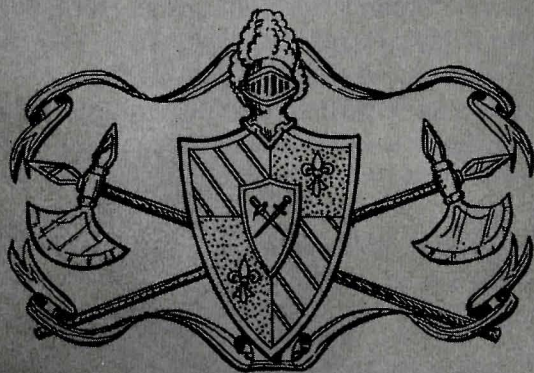
XP 1475 GOLD 487

EQUIPMENT: (*=EQUIP, +=IDENT, ?=UNKN.)

++PLATE MAIL ++LARGE SHIELD
 ++HELM ?*LONG SWORD

TYPE A KEY TO LEAVE

Figure 6. Sample Character Display



3. WIZPLUS MADI SPECIAL

This is an "extended" version of the "Madi" clerical spell described in the "Wizardry" documentation. In addition to completely healing your character, this selection will:

- Make a character's status O.K. (even if deleted)
- Set your character's age to 18
- Set the adventuring status to "IN"
- Set the number of spells that can be cast for each level to 9, provided the character possesses spells at that level.

After selecting "C," the screen will go blank, except for the words "CHARACTER RESTORED" in the upper left corner of the screen. Then you will see a character display, which lets you verify the integrity of your character.

Typing any key will return you to the Change Menu.

4. WIZPLUS BOLTAC SWINDLE

NOTE: Merely selecting this option erases all items that your character currently possesses.

This choice allows you to change the equipment items your character has. It has been provided for the following reason: in the course of adventuring, your character may have collected a number of valuable magic items from the maze. If, however, your character takes part in the slaying of "W E R D N A," these items are lost when the character reaches the surface, courtesy of the eternally magnanimous "Trebor". This option allows you to regain these lost items by retyping them.

After making the selection, you will be prompted with:

HOW MANY ITEMS DO YOU WANT?

You may type in any number from 0 to 8 followed by <RETURN>.

Then you will see the prompt:

ENTER THE ITEM NUMBERS

Consult the lists in Tables 1 and 2, and type in the numbers of the equipment items desired. Be sure to use the list for the appropriate scenario. Entries must be SEPARATED BY SPACES, NOT COMMAS! Press <SPACE> or <RETURN> after the last item has been typed. For example, if you wanted a DIOS POTION, BLADE CUSINART, PLATE MAIL + 1, a DRAGON SLAYER, and a MURASAMA BLADE, you would type:

15 59 24 33 86<RETURN>

You will then be returned to the Change Menu.

NOTE: This option will give your character the items but NOT "equip" him. In other words, he possesses the weapons but is not wearing them until he "E)quips" with them in "Wizardry."

5. RESTORE HIT POINTS

This function is self-explanatory. The character's hit points will be set to the maximum number that he (as an individual) is permitted to have.

6. MODIFY ABILITY SCORES

Selecting choice F allows you to change the ability scores (strength, I.Q., piety, etc.) of your character. After selecting this option, you will be prompted with:

REALLY MODIFY ABILITY SCORES?



Type "Y" for "Yes" if you do and "N" for "No" if you do not. If you type "N," then you will be returned to the Change Menu, and the ability scores will NOT be changed. If you type "Y" then the screen will go blank except for the message in the center of the screen:

INPUT STRENGTH:

Type in a number from 0 to 31 and press <RETURN>.

WARNING: While it is legal from the viewpoint of the program to have a score over 18, or even as high as 31, this can be dangerous, for when you gain an experience level, you are likely to gain points in that category. Exceeding a score of 31 causes your score to start over at 0, which means the character will be deleted.

If you do not type a legal score (34, for instance), then you will see:

ILLEGAL SCORE!

on the line below, and then you will be asked to input the score again.

You will be prompted similarly to input each of the ability scores.

When you are finished typing in the scores, you will then be asked:

ALL CORRECT (Y/N)?

Type "Y" for "Yes" if all of your scores were entered correctly, otherwise type "N" for "No." In either case, you will be returned to the Change Menu, but the ability scores will NOT be changed unless you typed "Y."

If you did not get the ability scores changed, you may select this option again to make the change.



7. MODIFY AGE

After making this selection, you will see the prompt:

INPUT AGE IN YEARS AND WEEKS:

Respond by typing in the years first and then the weeks. The years and weeks must be separated BY A SPACE, not a comma. After both numbers have been entered, press <RETURN>. For example, an age of 23 years and 10 weeks would be input as:

23 10<RETURN>

8. MODIFY AMOUNT OF GOLD

If you select this option, you will be asked:

HOW MUCH GOLD?

At this point, input the number of gold pieces that you want your character to have and press <RETURN>. DO NOT INCLUDE ANY COMMAS BETWEEN DIGITS! The number of digits in the amount must not exceed 12. Thus 999999999999 gold pieces is the maximum amount a character may have. Do not attempt to use the backspace key because it will not work, and it may cause strange things to happen with your answer. Get the number of digits right the first time! After you press <RETURN>, you will be returned to the Change Menu.

9. MODIFY EXPERIENCE POINTS

If you select this option, you will be asked:

ENTER ADDITIONAL EXPERIENCE:



Type in the number of desired experience points in addition to what your character already has. Negative numbers are allowed, but if the resulting subtraction produces a result less than zero, unpredictable things will happen. Again, do not type any commas between the digits! Do not use the backspace key as this will produce unpredictable results. When you are finished, press the <RETURN> key and you will go back to the Change Menu.

10. MODIFY EXPERIENCE LEVEL

After making the initial selection, you will see the prompt:

ENTER NEW LEVEL:

Type in the new experience level at which you wish your character to be. Then press the <RETURN> key to return to the Change Menu.

IMPORTANT NOTE: This function will NOT of itself give you the increase in power and abilities associated with gaining a level. In order to actually gain the abilities of that particular level, you must also obtain the corresponding experience points. See "Modify Experience points."

11. CHANGE NAME

If you select this option, you will see the prompt:

NEW NAME?
(<RETURN> EXITS)

Type in the name and press the <RETURN> key. You will then be asked if the name is correct. Type "Y" if it is correct.



Otherwise, type "N" and you will be asked again for the correct name. If the name you chose has been used for another character, you will be prompted with:

WARNING: CHARACTER ALREADY EXISTS
REPLACE OLD CHARACTER (Y OR N)?

12. CHANGE PASSWORD

If you select this option, you will see the prompt:

ENTER NEW PASSWORD:

Type in the new password and press the <RETURN> key. If you do not want any password, press <RETURN>.

You will then be asked if the password is correct. Type "Y" if the password is correct, otherwise, type "N." If you type "N," the password will not be changed. In either case, you will be returned to the Change Menu.

13. CHANGE RACE

The display after the selection will be that of Figure 7. Enter the letter of the race that you want your character to be. You will then be returned to the Change Menu, but the race will be changed only if you typed one of the valid choices.

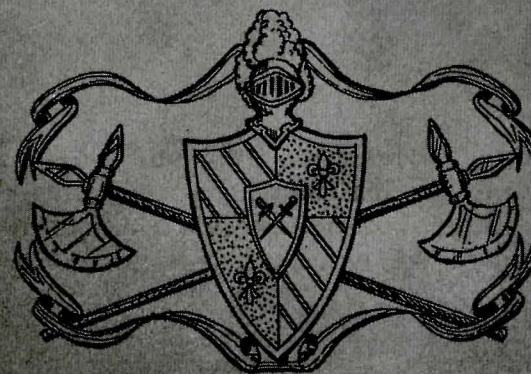


ENTER LETTER FOR DESIRED RACE:

- A) HUMAN
- B) ELF
- C) DWARF
- D) GNOME
- E) HOBBIT
- F) NO RACE

CHOOSE:

Figure 7. Choosing A Race



14. CHANGE STATUS

The display after the selection will be as in Figure 8. Enter the letter of the status that you want your character to have. In most cases, the choice will be "A." But if, for some reason known only to the gods themselves (perhaps you love to throw money away to the Temple of Cant), you wish a different status, the others have been provided for you. Next, you will be asked:

DO YOU WANT YOUR CHARACTER DETOXIFIED?

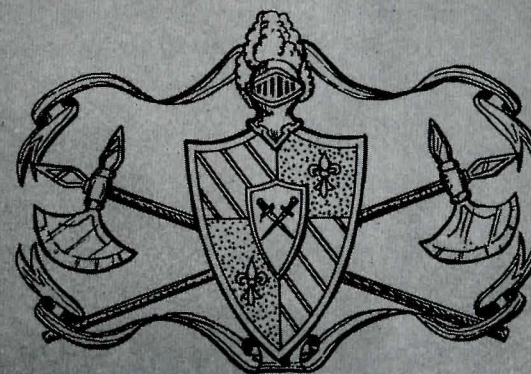
Type "Y" if you want your character cured of poison. If you type "N," then your character will be poisoned. After this response, you will be returned to the Change Menu.

ENTER LETTER FOR DESIRED STATUS:

- A) OK
- B) AFRAID
- C) ASLEEP
- D) PARALYZED
- E) STONED
- F) DEAD
- G) ASHES
- H) DELETED

CHOOSE:

Figure 8. Choosing Character Status



15. CHANGE POSSIBLE HIT POINTS

If you select this option, you will see the prompt:

HOW MANY HIT POINTS DO YOU WANT?

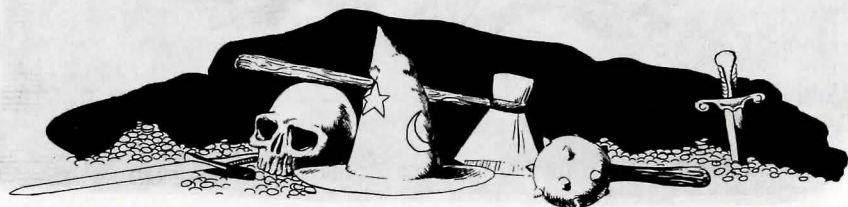
Type in the number of hit points (less than 32767) that you want and press the <RETURN> key. The hit points will be changed and you will return to the Change Menu.

16. CHANGE CLASS

After the selection, the display will be that of Figure 9. Type the letter of the class that you wish your character to be. The class will be changed, and you will be returned to the Change Menu.

17. CHANGE ALIGNMENT

The display will be that of Figure 10. Type the letter of the alignment that you wish your character to have. The alignment will be changed, and you will be returned to the Change Menu.



ENTER LETTER FOR DESIRED CLASS:

A) FIGHTER

B) MAGE

C) PRIEST

D) THIEF

E) BISHOP

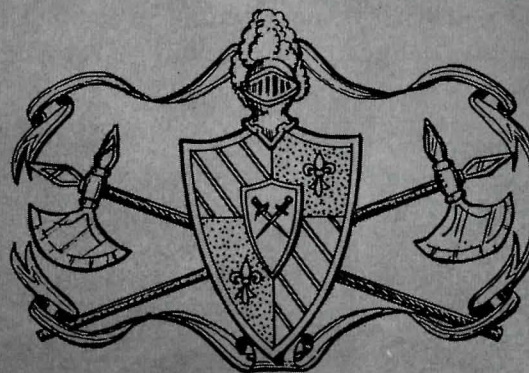
F) SAMURAI

G) LORD

H) NINJA

CHOOSE:

Figure 9. Choosing a Class

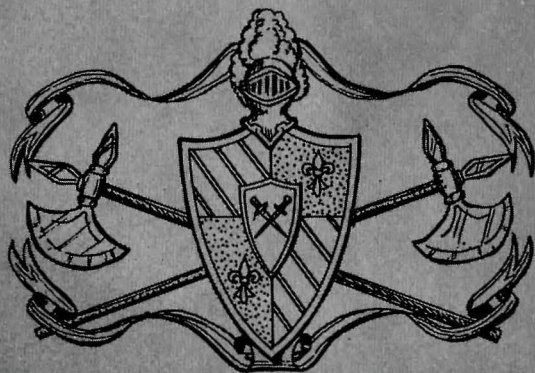


ENTER LETTER FOR DESIRED ALIGNMENT:

- A) GOOD
- B) EVIL
- C) NEUTRAL
- D) UNALIGNED

CHOOSE:

Figure 10. Choosing an Alignment



18. CHANGE SPELLBOOKS

First the type of spellbook must be selected:

- A) MAGE
- B) PRIEST
- Q) QUIT

Then the level of the spellbook must be selected (1 through 7). The resulting display will be similar to Figure 11, "Spellbook." An asterisk in front of a spell name shows that the spell is possessed by the character.

- To add a spell —Type number of spell.
—Asterisk will appear.
 - To delete a spell—Type number of spell.
—Asterisk will disappear.
- Type "Q" to quit.



SPELLBOOK

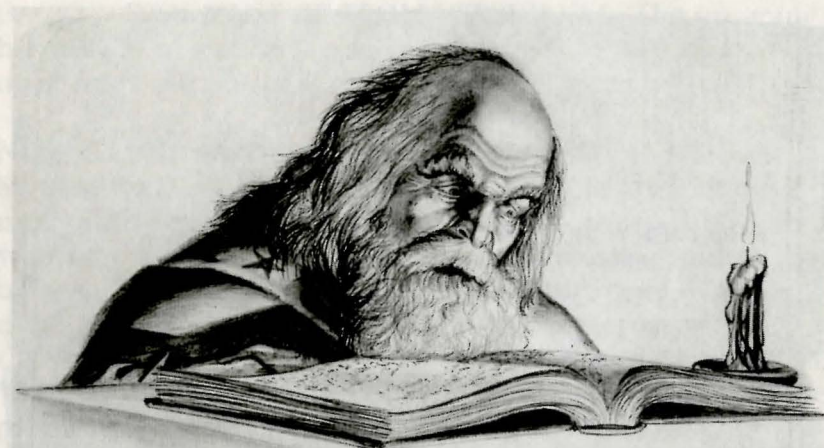
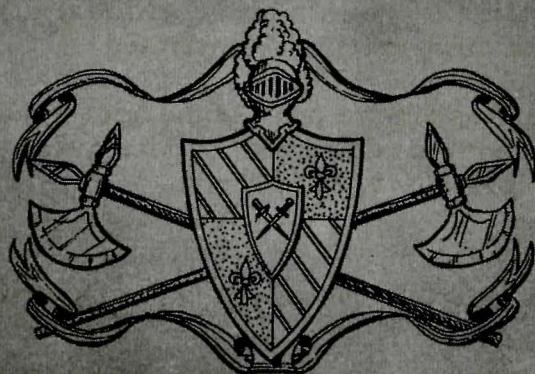
MAGE		LEVEL 1
	1. *HALITO	
	2. *MOGREF	
	3. KATINO	
	4. DUMAPIC	

* = CHARACTER POSSESSES SPELL

I) INSTRUCTIONS

Q) QUIT

Figure 11. Typical Spellbook



19. QUIT

After you have finished making all changes for this character, type "Q" for quit. You will then be asked:

WRITE TO DISK?

Type "Y" if you want to make these changes final on your "Wizardry" disk. Otherwise, type "N," and all the changes you have made for this character will be erased.

You will then be asked the name of the next character to edit. If you do not wish to edit another character, type <RETURN> to go to the Main Menu.

C. RECOVERY OF BACKED-UP CHARACTERS

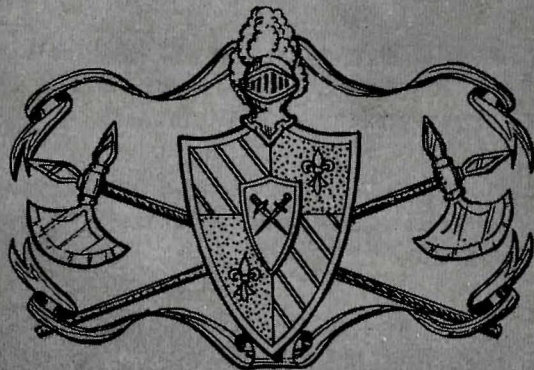
This option allows you to recover characters that you saved onto a backup disk from "Wizardry" Version 1.0. If you have Version 2.0 or 2.1, DO NOT USE THIS BACKUP FUNCTION; use the backup function provided on the "Wizardry" disk. Characters may be recovered onto any scenario disk but THE

RECOVERY OF BACKED-UP CHARACTERS

COMPATIBLE ONLY WITH V1.0
OF PROVING GROUNDS

TYPE <SPACE> TO INITIATE RECOVERY
TYPE <RETURN> TO RETURN TO MAIN MENU

Figure 12. Backup Recovery Menu



BACKUP DISK MUST BE FROM VERSION 1.0. The program has no way of knowing the origin of your backup disk, and must rely on the user.

Note, also, that ANY CHARACTERS ALREADY ON THE SCENARIO DISK WILL BE DESTROYED. The preferable method to accomplish the recovery is to make a duplicate of your scenario (using the appropriate "Wizardry" utility option), and then copy the backed-up characters onto the duplicate. Disk insertion directions and prompts are given on the screen, and are different for single and dual drive systems. You may opt to abort the recovery process any time you are prompted to insert a disk, by pressing "Q" instead of <RETURN>. If you do abort the recovery, you will be asked to insert your "Wiz Plus" disk, and you will then be returned to the Main Menu.

D. EDIT CHARACTERS ON A NEW SCENARIO

This selection allows you to change to another "Wizardry" disk in order to edit characters on that disk. This procedure will NOT let you edit characters on a backup disk.

Insert the new scenario disk and press <RETURN>. You will be returned to the Main Menu.

Note that this procedure has the same effect as <Q>uitting the program, inserting the new disk, and turning on the Apple Computer again.

E. MOVE CHARACTERS BETWEEN SCENARIOS

This selection has been provided to allow transfer of characters between scenarios without deleting the character from the previous scenario. After making the initial selection,

you will be prompted with:

INSERT WIZPLUS DISK AND PRESS <RETURN>

After inserting the disk, the drive will operate and you will see the message:

CHARACTER NAME (<RETURN> EXITS)?
-->

Type in the name of the character you wish to move and press <RETURN>. Then the following message will appear:

INSERT SOURCE SCENARIO
AND PRESS <RETURN>

Insert Scenario disk containing the character you wish to move and press <RETURN>. You will see the prompt:

INSERT DESTINATION SCENARIO AND
PRESS <RETURN>

You will see the prompt:

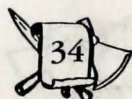
CHARACTER NAME (<RETURN> EXITS)?
-->

This prompt shows that transfer is completed. Enter name of the next character to be transferred. If no more transfers are desired, press <RETURN>.

Q. QUIT PROGRAM

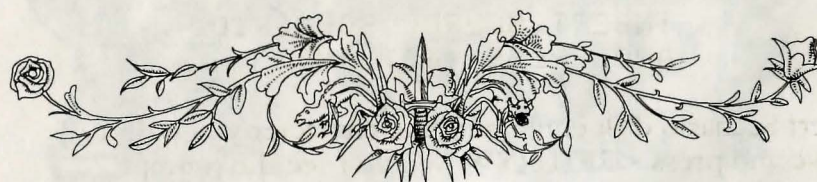
At the completion of all changes, type "Q" from the Main Menu. You will see the prompt:

PRESS <RETURN> TO REBOOT SYSTEM



If you wish to terminate the session, turn the computer OFF. If you wish to re-boot any disk, insert a "bootable" disk and press <RETURN>. The SCENARIO SIDE of a "Wizardry" disk can not be booted and attempting to boot it will put you in the monitor. You can recover by turning the computer OFF, inserting a bootable disk and turning the computer ON.

NOTE: Do not leave the "WizPlus" program without performing this "QUIT" procedure. This is required to "close" the disk file and to insure that all of the data in the file buffer is written to the disk.





notes



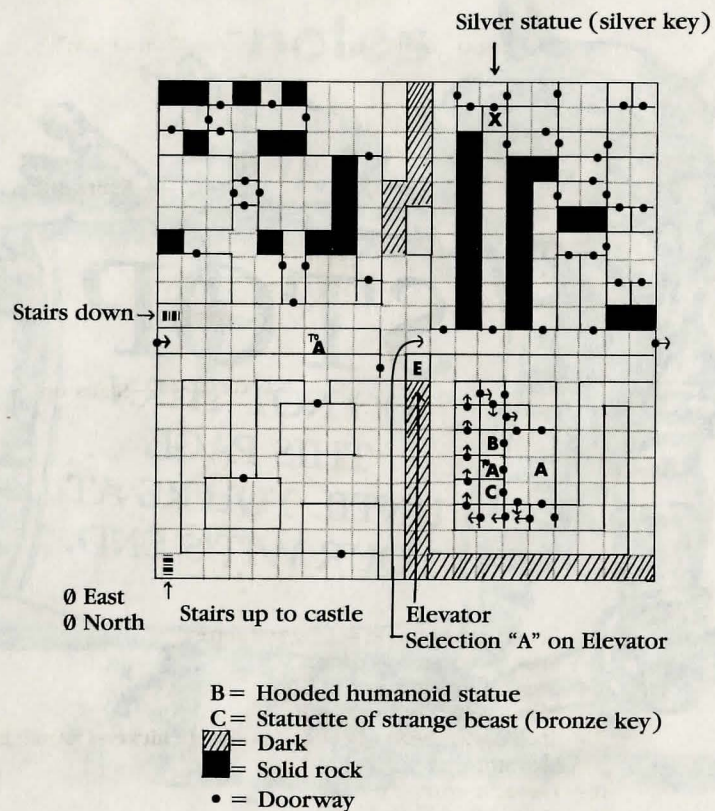
NOTICE:

Every effort has been made to ensure the accuracy of these maps. They are the work of our resident gamers and are not necessarily complete or in any way official. DATAMOST Inc. cannot be held responsible for any errors or omissions that may be found herein.

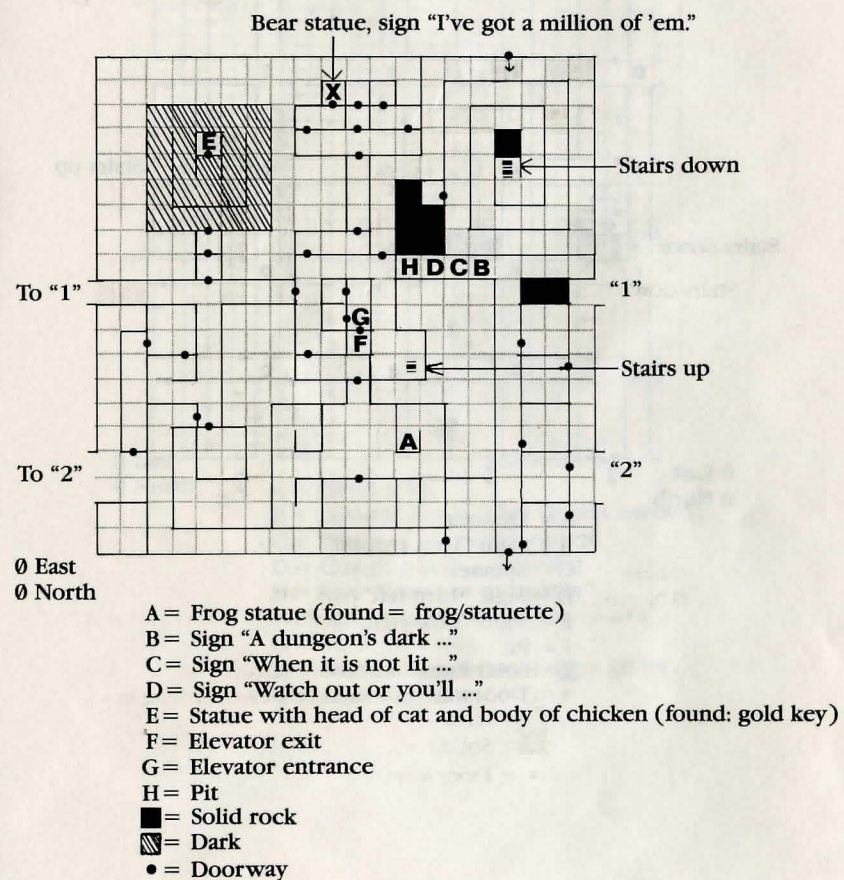


Proving Grounds of the Mad Overlord

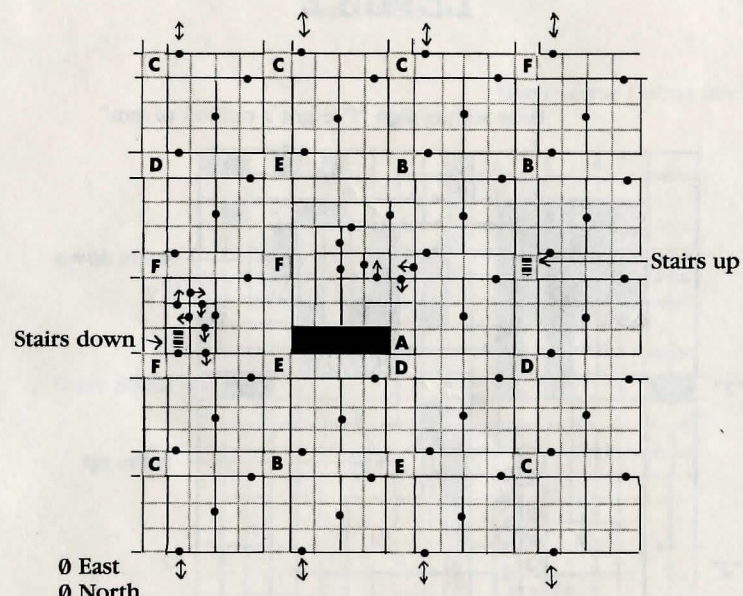
LEVEL 1



LEVEL 2



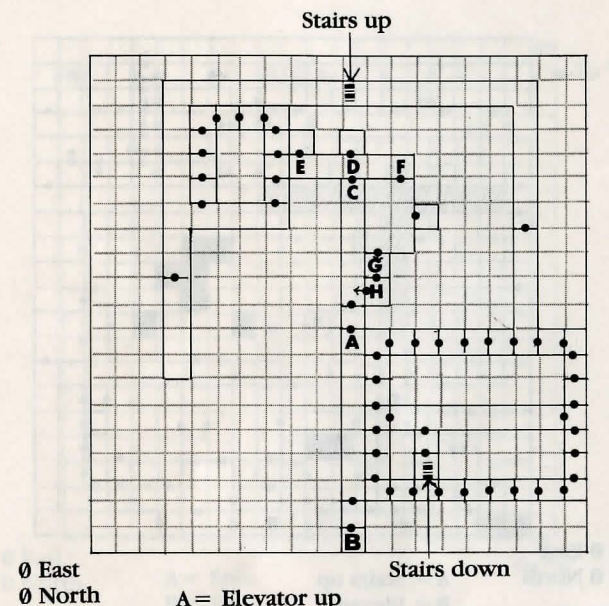
LEVEL 3



- A = Elevator
- B = Sign: "Turn around"
- C = Spinner
- D = Sign: "Turn left"
- E = Sign: "Turn right"
- F = Pit
- = Solid Rock
- = Doorway



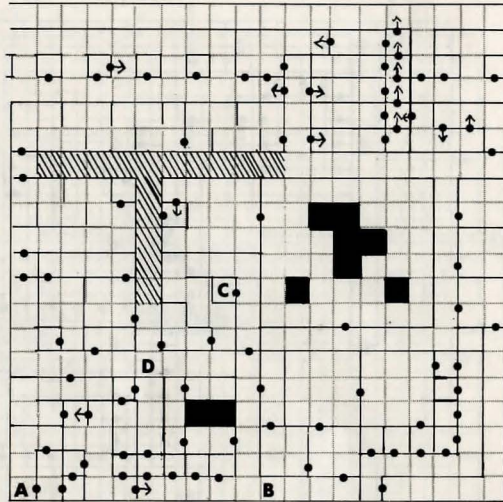
LEVEL 4



- A = Elevator up
- B = Elevator down (blue ribbon needed)
- C = Entrance to control center
- D = Clanging bells ... warning
- E = Sign: "Treasure repository"
- F = Sign: "Monster allocation center"
- G = 10 × 10 room
- H = Blue ribbon room — quest given
- = Doorway



LEVEL 5

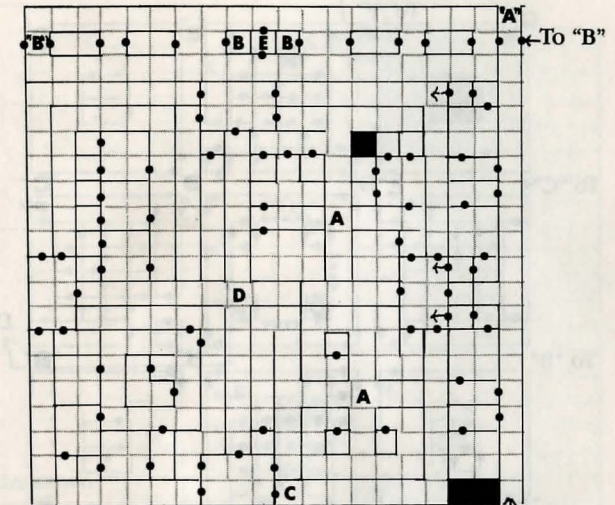


0 East
0 North

- A = Stairs up
- B = Elevator
- C = Stairs down
- D = Spinner
- = Solid rock
- ▨ = Dark
- = Doorway



LEVEL 6

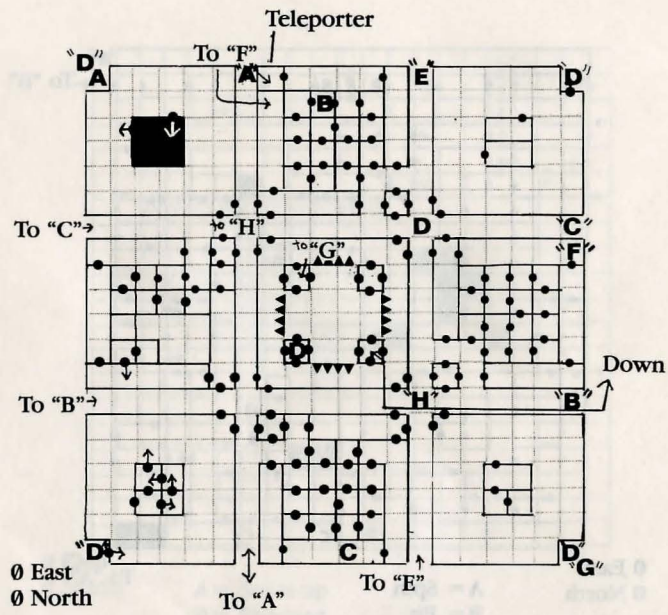


0 East
0 North

- A = Spin
- B = Pit
- C = Elevator
- D = Stairs up
- E = Stairs down
- = Doorway
- = Solid Rock



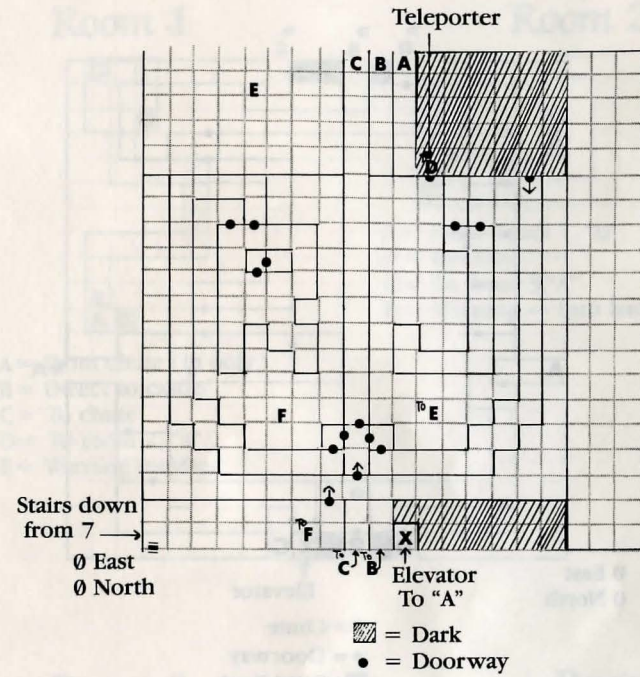
LEVEL 7



- A = Stairs up
- B = Stairs down
- C = Elevator
- D = Pit
- = Doorway
- = Solid Rock



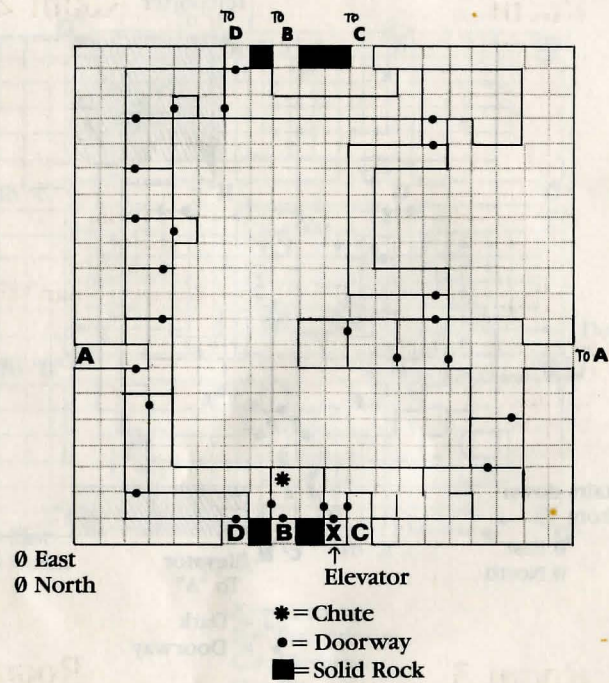
LEVEL 8



- = Dark
- = Doorway

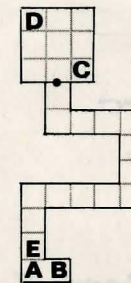


LEVEL 9



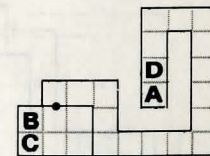
ROOMS (FROM CHUTE)

Room 1



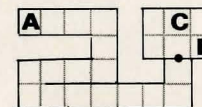
A = From chute (in only)
 B = Direct to castle
 C = To chute
 D = To room 2, "A"
 E = Warning message

Room 2



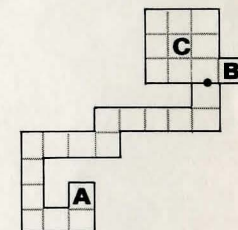
A = From Room 1, "D"
 B = To chute
 C = To room 3, "A"
 D = Warning — turn back

Room 3



A = From room 2, "C"
 B = To chute
 C = To room 4, "A"

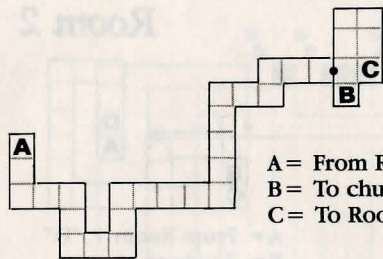
Room 4



A = From room 3, "C"
 B = To chute
 C = To room 5, "A"

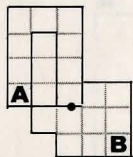


Room 5



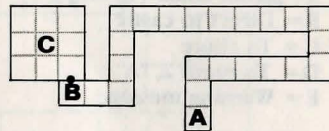
A = From Room 4, "C"
 B = To chute
 C = To Room 6, "A"

Room 6



A = From room 5, "C"
 B = To room 7, "A"

Room 7



A = From room 6, "B"
 B = Warning: Werdna's Lair
 C = Werdna's Lair

Table 1. Equipment Items — Proving Grounds

65. AMULET/MAKANITO	85. LORD'S GARB
60. AMULET/MANIFO	44. MACE + 2
4. ANOINTED FLAIL	31. MACE - 1
3. ANOINTED MACE	70. MACE - 2
59. BLADE CUSINART	57. MACE PRO POISON
100. BLUE RIBBON	19. MACE + 1
12. BREAST PLATE	56. MAGE MASHER
26. BREAST PLATE + 1	86. MURASAMA BLADE
79. BREAST PLATE + 2	63. NEUT P-MAIL + 2
84. BREAST PLATE + 3	13. PLATE MAIL
76. BREAST PLATE - 2	24. PLATE MAIL + 1
37. BREAST PLATE - 1	50. PLATE MAIL + 2
0. BROKEN ITEM	53. POTION OF DIAL
97. BRONZE KEY	41. POTION OF SOPIC
49. CHAIN + 2	91. RING OF HEALING
36. CHAIN - 1	54. RING OF PORFIC
75. CHAIN - 2	92. RING PRO UNDEAD
11. CHAIN MAIL	9. ROBES
23. CHAIN MAIL + 1	61. ROD OF FLAME
88. CHAIN PRO FIRE	67. SCROLL/BADIAL
47. COPPER GLOVES	27. SCROLL/BADIOS
78. CURSED HELMET	40. SCROLL/BADIOS
73. CURSED ROBE	46. SCROLL/DILTO
6. DAGGER	28. SCROLL/HALITO
69. DAGGER + 2	21. SCROLL/KANTINO
72. DAGGER OF SPEED	45. SCROLL/LOMILWA
93. DEADLY RING	25. SHIELD + 1
66. DIADEM OF MALOR	51. SHIELD + 2
15. DIOS POTION	90. SHIELD + 3
33. DRAGON SLAYER	77. SHIELD - 2
62. EVIL CHAIN + 2	38. SHIELD - 1
89. EVIL PLATE + 3	2. SHORT SWORD
64. EVIL SHIELD + 3	43. SHORT SWORD + 2
82. EVIL SWORD + 3	30. SHORT SWORD - 1
99. GOLD KEY	68. SHORT SWORD - 2
14. HELM	18. SHORT SWORD + 1
34. HELM + 1	87. SHURIKEN
52. HELM + 2 (EVIL)	80. SILVER GLOVES
39. JEWELLED AMULET	98. SILVER KEY
8. LARGE SHIELD	7. SMALL SHIELD
16. LATUMOFIS POT	5. STAFF
22. LEATHER + 1	32. STAFF + 2
48. LEATHER + 2	71. STAFF - 2
35. LEATHER - 1	20. STAFF OF MOGREF
74. LEATHER - 2	58. STAFF/MONTINO
10. LEATHER ARMOR	95. STATUETTE/BEAR
1. LONG SWORD	96. STATUETTE/FROG
42. LONG SWORD + 2	83. THIEVES DAGGER
29. LONG SWORD - 1	94. WERDNA'S AMULET
17. LONG SWORD + 1	55. WERE SLAYER





Table 2. Equipment Items — Knight of Diamonds

95. AMULET OF COVER	66. DIADEM OF MALOR	57. MACE PRO' POISON	28. SCROLL/HALITO
120. AMULET OF SKILL	15. DIOS POTION	19. MACE + 1	21. SCROLL/KATINO
121. AMULET OF SKILL	33. DRAGON SLAYER	56. MAGE MASHER	45. SCROLL/LOMILWA
65. AMULET/MAKANITO	112. DREAMER'S STONE	110. METAMORPH RING	25. SHIELD + 1
60. AMULET/MANIFO	62. EVIL CHAIN + 2	117. MIND STONE	51. SHIELD + 2
4. ANOINTED FLAIL	89. EVIL PLATE + 3	86. MURASAMA BLADE	90. SHIELD + 3
3. ANOINTED MACE	64. EVIL SHIELD + 3	63. NEUT P-MAIL + 2	77. SHIELD - 2
59. BLADE CUSINART	82. EVIL SWORD + 3	98. NKLC. PRO MAGIC	38. SHIELD - 1
119. BLARNEY STONE	81. EVIL SWORD + 3	107. PLATE + 5	2. SHORT SWORD
12. BREAST PLATE	114. GREAT MAGE WAND	13. PLATE MAIL	43. SHORT SWORD + 2
26. BREAST PLATE + 1	122. GREAT MAGE WAND	24. PLATE MAIL + 1	30. SHORT SWORD - 1
79. BREAST PLATE + 2	14. HELM	50. PLATE MAIL + 2	68. SHORT SWORD - 2
84. BREAST PLATE + 3	34. HELM + 1	53. POTION OF DIAL	18. SHORT SWORD + 1
76. BREAST PLATE - 2	52. HELM + 2 (EVIL)	41. POTION OF SOPIC	104. SHSWD/SWINGING
37. BREAST PLATE - 1	125. HRATHNIR	102. PRIEST PUNCHER	87. SHURIKEN
0. BROKEN ITEM	39. JEWELLED AMULET	103. PRIEST'S MACE	80. SILVER GLOVES
49. CHAIN + 2	129. KOD'S ARMOR	91. RING OF HEALING	7. SMALL SHIELD
36. CHAIN - 1	128. KOD'S GAUNTLETS	54. RING OF PORFIC	5. STAFF
75. CHAIN - 2	126. KOD'S HELMET	109. RING OF REGEN	32. STAFF + 2
11. CHAIN MAIL	127. KOD'S SHIELD	105. RING PRO FIRE	71. STAFF - 2
23. CHAIN MAIL + 1	8. LARGE SHIELD	92. RING PRO UNDEAD	108. STAFF OF CURING
88. CHAIN PRO FIRE	16. LATUMOFIS POT	96. ROBE + 3	124. STAFF OF GNILDA
115. COIN OF POWER	22. LEATHER + 1	44. MACE + 2	99. STAFF OF LIGHT
123. COIN OF POWER	48. LEATHER + 2	31. MACE - 1	20. STAFF OF MOGREF
47. COPPER GLOVES	35. LEATHER - 1	70. MACE - 2	58. STAFF/MONTINO
106. CURSED + 1 PLATE	74. LEATHER - 2	9. ROBES	118. STONE OF PIETY
78. CURSED HELMET	10. LEATHER ARMOR	61. ROD OF FLAME	116. STONE OF YOUTH
73. CURSED ROBE	1. LONG SWORD	94. ROD OF RAISING	111. STONE STONE
6. DAGGER	42. LONG SWORD + 2	67. SCROLL/BADIAL	101. SWD/SWINGING
69. DAGGER + 2	100. LONG SWORD + 5	27. SCROLL/BADIOS	83. THIEVES DAGGER
72. DAGGER OF SPEED	29. LONG SWORD - 1	40. SCROLL/BADIOS	55. WERE SLAYER
113. DAMIEN STONE	17. LONG SWORD + 1	46. SCROLL/DILTO	97. WINTER MITTENS
93. DEADLY RING	85. LORD'S GARB		



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