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Dear Mr. Woodwell,

Thank you for your order of Wizardry materials from Nichols Services! We hope you are as pleased with their quality and usefulness as are our many other customers who have been helped to achieve their goals without resorting to "cheat disks". The Wizisystem was developed after being frustrated by the game for over six weeks. I had finally reached the third level, only to get lost and crushed by waves of monster groups. After developing the Wizisystem, I went through the next seven levels in ten days, without losing a single party. It took me only two weeks to complete the Knight of Diamonds, and I was making my own maps, monster charts and other materials that you will see in the manual! Although it actually is not a part of the Wizisystem, we have included as much information as possible to help you in your adventures.

We now are working on Wizardry's third scenario, The Legacy of Llylgam, and will be offering maps and a supplement to the Wizisystem Manual as soon as it is finished and debugged, which ought to be around the first of October. The price will be \$3.00 for the Wizisystem Manual supplement and \$5.00 for maps, or \$6.00 for it all. If you want to be informed of the availability of this product and other products we offer, please return the enclosed postcard. We are always looking for new products to develop, so if you have any suggestions, or if you have a program or document that you would like us to consider, please indicate that on the card as well. One service to our Wizardry customers we are now exploring is a newsletter that would serve as a clearinghouse for new information and tips.

We have made every attempt to make our manual and maps as complete as possible. However, even as they were being printed, we had quite a bit of new information that could not be added at the last minute, particularly about equipment, magical items and ninjas. We will check this information out and continue seeking to fill the gaps in the present materials. As a significant amount of information is accumulated, we will send you updates free of charge. Please help us to do this by sending any information you might have to add. Also, any comments on the manual and maps that you may have will be greatly appreciated.

Again, thank you for your order!

Sincerely,



Michael L. Nichols

Update in October!

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Again, thank you for your order.

Sincerely,


Michael J. Nichols

Light in Color!

=====THE WIZISYSTEM=====

Wizardry is one of the most exciting and challenging games available for the Apple 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 quickly access 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 manual is bound so that individual pages and/or sections that are frequently referred to may be removed for use during the game.

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 (I have completed both Scenarios 1 and 2 several times each), 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 magical items that I haven't. 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, best time is 5-11pm EST weekdays and anytime weekends) and I will do my best to help.



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*****THE WIZISYSTEM FORMAT*****

I---BOOT THE PROGRAM DISK, GO TO UTILITIES

Backup, other Utilities, as needed

II--THE CASTLE

1. Gigamesh'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 Gigamesh'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.
3. Gigamesh'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. Gigamesh'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

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

SUGGESTIONS FOR GETTING THE MOST OUT OF THE WIZISYSTEM

As mentioned in the Introduction, the Wizisystem is the result of hundreds of hours spent playing Wizardry and preparing this manual, during which time I have done my best to make it as error-free and user-friendly as possible. Although the Wizisystem may seem too structured to some, I have found through the exploration of many alternatives that it represents the best means to be successful at the game of Wizardry. Please take the time to follow it closely, since I sincerely believe that it is the best way.

The Wizisystem assumes that you have created sound characters and have made plans for their future development. This is covered 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 guiding principle of the Wizisystem is 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 the player by the program. The Wizisystem provides you with the tools to exert control over the game, but you will have to use them consistently and properly in order for them to work for you. 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 J 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 learns new spells. 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

This manual is advertised as an alternative to the various "cheat" disks, schemes and programs available to boost Wizardry characters' attributes and possessions, and thereby their ability 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. This manual and the Wizisystem it supports are based on this assumption. I have provided you with a great deal of information that normally is gained only through experience, as well as ways to use the Utilities to recover from losses and to acquire possessions in ways not even whispered in the Manual. In addition, some of you have bought maps. I do not believe that using the information and capabilities found within the Wizardry program itself is cheating in any way. However, you can cheat yourself if you use this information 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, you should do your own mapping, use the information and maps as reference material only, and employ the Transfer and From Utilities only as a last resort.

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

The Wizisystem Format gives you a step-by-step procedure for expeditions. At first, you probably will want to remove it from this manual so it is easier to follow. 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 I, 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 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. Bigamesh'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. Bigamesh'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 magical items 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 J, Mapping and Appendix H, Chests, for additional advice.

2) Setting 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. After paying the old sage in Scenario #2, you may cast the Latumapic spell for identification of monsters for the whole expedition.

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 J and chests are covered in Appendix H, 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 lessen the effect of the 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 for your scenario) 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: kill 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.

SPECIAL NOTE-KNIGHT OF DIAMONDS COMBAT There are no specific areas in the Knight of Diamonds Scenario in

which magic is ineffective (see *Mapping, Appendix J), however, about 15% of the encounters will not allow you to cast spells for one or more rounds (sometimes you can negate this by having everybody parry, then going back and redoing everybody's combat actions). You may use magical items, though, so it's a good idea to equip your non-fighting party members with the best defensive magical items you can afford.

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 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. (Incidentally, the Kadorto spell can be used as a substitute for the Di spell for first-time resurrection attempts.) 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 *Transfer Utility 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 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 have never 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.

GIGAMESH'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--see my comments about bishops in *Forming Your 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).

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. 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 in Appendix C). 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. 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.

GIGAMESH'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 I.

Open this manual to the section *Equipment in Appendix C. 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 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 C for information on each item. A character can equip with only one item 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. 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 Gigamesh'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 and From 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 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 C, Spells--Appendix A and Spell Acquisition--Appendix B).

NOTES ON CHARACTER CLASSES

FIGHTER--(Minimum strength 11, 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--(Minimum I.Q. 11, 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--(Minimum piety 11, 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--(Minimum agility 11, available to new characters) Thieves are not good for much besides opening chests, and they are not too skilled at that! They are lousy fighters and learn no spells. Since there are other means of dealing with *chests, I suggest that you do not have any thieves in your party. Case closed.

BISHOP--(Minimum I.Q.11, piety 13, 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, and you should have one or two bishops loitering about the Training Grounds for that purpose alone (see *Training Ground Personnel and The *Wizisystem). Bishops learn both priest and mage *spells, but very slowly--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--(Approximate minimum strength 15, I.Q.16, level 9-10, not available to new characters) Samurai are good in combat and slowly learn mage *spells, 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--(Approximate minimum strength 18, piety 17, level 11-12, not available to new characters) Lords are better than any other class in combat, and slowly learn priest *spells. 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--a phenomenal fighter with both priest and mage spells! They may use any *equipment and magical items that their alignment allows.

NINJA--(Requirements not known, not available to new characters) I regret that I am unable to supply information on ninjas other than that gained through encounters with them in the mazes. They are good fighters, but no more so than fighters of the same ability level. Their low hit points make them fairly easy to kill in combat and they

seem to be much more susceptible to spells than others. With all due respects to Bruce Lee (requiescat in pace), I believe that a better character could be made by developing an evil mage fully, *changing classes to fighter, and developing that him in that class. One further drawback to evil characters such as ninjas is that there is far less *equipment and magical items available to them.

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

The chart below will help you see the interface 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 have N(o) I(nformation) entered in a class, especially Ninja. Some characters are simply unsuitable for certain classes, and I have avoided evil characters by personal preference. I will be happy to add this information to future editions of this manual if you will send it to me! For now, please excuse any inconvenience this may have caused you.

| CLASS | ALIGN. | HUMAN | ELF | DWARF | GNOME | HOBBIT |
|---------|--------|------------|-----------|------------|-----------|---------------|
| FIGHTER | G/N/E | L13H108V17 | L13H82V9 | L13H75V16 | L11H66V13 | NI |
| MAGE | G/N/E | L13H70V18 | L13H73V18 | NI | L6H21V16 | NI |
| PRIEST | G/E | L13H90V18 | L13H71V17 | L13H87V17 | L12H66V16 | NI |
| THIEF | N/E | L13H69V18 | NI | NI | L13H71V18 | L13 H74V18 |
| BISHOP | G/E | L13H81V13 | L12H62V14 | L13H66V14 | L13H55V15 | NI |
| SAMURAI | G/N | L12H219V11 | NI | L9H114V15 | NI | NI |
| LORD | G | L12H236V14 | NI | L11H222V12 | NI | NI |
| NINJA | E | NI | NI | NI | NI | NI |

=====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 other 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 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!

From time to time, one or more of your characters will suddenly have their alignments changed while adventuring, either by use of *magical items inappropriate to their class or alignment or by fickle Fate. It is suggested that you transfer these characters to a spare scenario for future use (see *Transfer Utility, Appendix I). 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!

A SPECIAL NOTE ON ALIGNMENT:

I have just found out that a mixture of good, evil and neutral characters will be necessary for success in the Third Scenario: The Legend of Llylgann. It is even more important, therefore, to save characters that have had their alignments changed while adventuring. If you have some spare time, it may pay to develop characters and parties of each alignment. I will send you an update on this facet of the third scenario as soon as I receive it and can find out!

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 determines 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 and bishops, 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 and bishops the same way that I.Q. works for mages and bishops. Similarly, the amount of piety a non-clerical character 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, *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, as well.

LUCK-is mysterious, indeed. Characters with higher luck points are better able to avoid pits, disarm *chests, and fight better, at least sometimes. This 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. 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 Thief | Fighter Priest | Thief |

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 misuse of 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. Each new level requires a fixed total of experience points in order to reach it. This total increases as the level numbers get higher, for example, to reach level 2, most classes need about 1000 experience points, but that figure rises to around 250,000 to go from level 12 to 13. After reaching level 13, the required experience points for making the next level remains constant at approximately 300,000 (these numbers are approximate, since each class has its own requirements--some more, some less). 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.)

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 for more instructions.)

=====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 in Scenario #2. 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. At this point, 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 28 (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 Gigamesh'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. I have never known any character to learn more spells upon changing classes, as is stated in the Manual, however, it may be possible that a former Mage who didn't learn all the spells before changing (bad planning!) could learn new ones if he changed back to Mage at some point, for example.
- 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!
- 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 reaching 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 50, the age when abilities start dropping.

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 much 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 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. Leave the thief at home, better yet, don't create any in the first place. In all my forays into Scenarios 1 and 2 I have never encountered a situation in which a thief's abilities were worth the slot he took up in the party.

On the surface, it would seem that a bishop would be desirable as a party member, since he can fight almost as well as a priest, learns both priest and mage spells and can identify unknown items. However, bishops' restricted use of armaments make them easy prey for stronger monsters, and they learn spells so slowly that, by the time they have learned 75% of the priest and mage spells, you could have developed another character fully as both a priest and a mage. The only thing they can do well is identify objects while still in the mazes. This talent can be very handy if an item is a powerful weapon or magical item that can be equipped right away, making the party stronger. However, having taken parties both with a bishop and without a bishop through each of the scenarios, I believe that the party without a bishop is stronger (this party does have a bishop in the Training Grounds who identifies items, see *Training Grounds Personnel, below). Since the best method of advancing through the mazes and developing your characters is to take relatively short, well-planned expeditions (see The *Wizisystem), having the capability to identify objects while in the maze is not too important, or not important enough to justify having a bishop in the party, in my opinion.

Not having had any experience with Ninjas is a weakness in this manual that is recognized and lamented--I've tried to be soooooo thorough! As I have stated elsewhere, I have a personal predilection for characters of good and neutral alignment, which leaves out ninjas entirely. My apologies to those lovers of the martial arts.

SUGGESTED PERSONNEL AND EXPEDITION PARTY ORDER

Having described the classes that have not been successful in my expedition parties, let me outline my best parties in the order that they advance in the maze:

- | | |
|--------------|-----------|
| 1) FIGHTER 1 | 4) PRIEST |
| 2) FIGHTER 2 | 5) MAGE |
| 3) FIGHTER 3 | 6) MAGE |

The fighters are arranged in the order of highest to lowest hit points, as are the mages. As the characters grow and change classes, the fighters will be replaced with lords and samurais, but will still be arranged in strongest to weakest order. The priest is equipped as well as possible and is ready to take over fighting duties should one of the fighters fall. The mages are protected in the rear of the party so they can cast their spells unmolested.

ALIGNMENTS OF PARTY MEMBERS

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, and as long as you don't remove any members from the party, they can all go back into the mazes as is. This restricts some rather important activities upon *return to the Castle but here's where the voluntary part comes in. You can remove all the members who are in the incompatible majority and take the changed or incompatible ones on limited expedition to the first corridor of the maze, then camp and disband the party (that way you know where they are without looking). Reform the balance of the party at the Tavern, go into the maze and use the I)nspect function to find and add the otherwise incompatible ones to the party. This method does work, barring encounters at the maze door, and it does allow you to take the groups into the Castle separately to perform housekeeping chores (see The *Wizisystem). If you want to combine incompatible alignments, this is the way to do it, although I personally prefer to keep my parties of compatible alignments, transferring those who are incompatible to another scenario for later inclusion in another party.

EXAMPLE OF A SUCCESSFUL WELL-DEVELOPED PARTY

Although my favorite characters have changed classes several times, I am careful to keep this general outline 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. It was put together at the time of the first class change by combining the best characters from two parties:

- 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) MAGE-former priest (all spells), former fighter (high hit points)
- 6) MAGE-former priest (all spells), former fighter (high hit points)

As you can see, this party is almost invincible, especially when it has the Knight of Diamond's 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.

=====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. From time to time, usually right before I change a character's class, I'll duplicate him using the *Transfer Utility so that I can go back and start over if the new class doesn't suit him. Normally, these duplicate characters are placed in the Training Grounds for easy access. Since I monkey around with different party makeups a lot, I also keep a variety 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 *Mizisystem. 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. 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 (I also like stray cats). 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-BAMATU | COMBAT | ENCOUNTER | LOWERS AC BY 4. NOT EFFECTIVE AGAINST MONSTER SPELLS |
| PRIEST | 4-MAPORFIC | ANY TIME | EXPEDITION | LOWERS AC BY 4. 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 <i>all monsters</i> |
| 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-DILTO | COMBAT | ENCOUNTER | PUTS 1 GROUP IN DARKNESS, EASIER TO KILL. SOME MONSTERS UNAFFECTED |
| MAGE | 4-MORLIS | 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 SCENARIO #2-AFTER PAYING SAGE, LVL2, IDENTIFIES ALL GROUPS, CAN BE CAST IN CAMP |
| PRIEST | 6-LOKTOFEIT | COMBAT | ONCE | RECALLS PARTY TO CASTLE, LESS EQUIPMENT AND GOLD. WORKS 40% OF THE TIME. |
| MAGE | 6-HAMAN | COMBAT | ONCE | RANDOM EFFECTS, 70% HELPFUL, CAN HARM PARTY. MUST BE LVL13 AND WILL COST 1 LVL |
| MAGE | 7-MAHAMAN | COMBAT | ONCE | SAME COMMENTS AS HAMAN, BUT MORE CHANCE FOR HARM TO PARTY. DESPERATION ONLY. |
| MAGE | 7-MALOR | COMBAT | ONCE | 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=====

| 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 50% 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 C 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. Although I have completed both Scenario #1 and #2 several times each, I have yet to acquire all of the items listed (I got the complete list from an outside source). Any information I give about those items I don't know about first-hand is hearsay or conjecture and will be accompanied with a question mark.

Since there is so much information to be provided on the chart, I have been forced to use certain codes:

SCENE stands for Scenario, and M(ad) O(verlord) and K(night) of D(iamonds) tell you which scenario(s) you will find these items in.

In the column "USED BY" are the classes that may use these objects: F(ighter), M(age), P(riest), T(hief), B(ishop), S(amurai), L(ord), and N(inja). Note that some magical items will allow themselves to be used by any class, but will exact a heavy toll on all but those actually qualified to use them.

"IDENT(ify)" tells you the approximate power of an item, and is the price of identification and (usually) uncursing at Boltac's. This figure is half of its price if it were for sale. However, many of the more powerful magical items cost a great deal to be identified, but can't be bought or sold!

"AC" stands for Armor Class and tells you the approximate number of points the item will (-)raise (make more vulnerable) or (+)lower a character's armor class upon equipping (please note that the symbol and the effect are opposites! Call Sir-Tech Software collect if you'd like to complain!). I have tried equipping characters of all alignments with (-)minus items and the effect is the same. Keep in mind that there may be a combination I haven't tried in which these would become helpful--there are certainly enough of them! A blank indicates that it has no effect on Armor Class, while a "C" means that the item is cursed and will adversely affect a character's ability to perform if equipped. Remember that a Bishop will be forced to equip a cursed item if he touches it (note that some, not all, objects with a (-)minus are cursed). Cursed objects don't show their true nature until an attempt to identify them has been made, and should be traded to members of the party who are not eligible to use them for safety. Cursed items that have been identified 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! Most items with a (-)minus sign are not cursed, but are just duds, and can be sold or dropped.

Certain items cannot be transferred from one scenario disk to another, and these are indicated with a "N" in the TRAN(sferrable) column.

Finally, I include such short COMMENTS as might be helpful to you, and have successfully resisted the urge to fill in the blank spaces with old war stories!

=====EQUIPMENT=====

| ITEM | SCENE | USED BY | IDENT | AC | TRAN | COMMENTS |
|-----------------|-------|----------|--------|-----|------|--|
| LONG SWORD | MO/KD | FSLN | 12 | +1 | Y | |
| SHORT SWORD | MO/KD | FTSLN | 7 | +1 | Y | |
| LONG SWORD +1 | MO/KD | FSLN | 5000 | +2 | Y | |
| SHORT SWORD +1 | MO/KD | FTSLN | 7500 | +2 | Y | |
| LONG SWORD -1 | MO/KD | FSLN | 5000 | -2 | Y | |
| SHORT SWORD -1 | MO/KD | FTSLN | 7500 | -2 | Y | |
| DRAGON SLAYER | MO/KD | FSLN | 5000 | +2 | Y | VERY EFFECTIVE ON DRAGONS, CHIMERAS, GORGONS, ETC. |
| LONG SWORD +2 | KD | FSLN | 10000 | +3 | Y | CAN BE TRANSFERRED TO MO BUT THEN DOWNGRADED TO 15% OF EFFECTIVENESS |
| SHORT SWORD +2 | KD | FTSLN | 15000 | +3 | Y | CAN BE TRANSFERRED TO MO BUT THEN DOWNGRADED TO 15% OF EFFECTIVENESS |
| WERE SLAYER | KD | FT(SLN?) | 5000 | +2 | N | BEST AGAINST MONSTERS WITH "WERE" PREFIX. HAVE NEVER EQUIPPED L OR S WITH IT |
| MAGE MASHER | KD | FT(SLN?) | 5000 | +2 | N | BEST AGAINST MAGES, WIZARDS, ETC. HAVE NEVER EQUIPPED L OR S WITH IT. |
| BLADE CUSINART | MO/KD | FSLN | 7500 | +2 | Y | VERY EFFECTIVE AGAINST SPIRITS AND UNDEAD |
| SWORD +3(EVIL) | KD | FN? | ? | +4? | N | USEFUL ONLY TO EVIL CHARACTERS |
| SSWORD +3(EVIL) | KD | FN? | ? | +4? | N | USEFUL ONLY TO EVIL CHARACTERS. COULD BE A MISSPELLING |
| MURASAMA BLADE | KD | FSN? | ? | +3? | N | |
| SHURIKEN | KD | FSN? | ? | +3? | N | |
| LONG SWORD +5 | KD | FSLN | ? | +6 | N | |
| SWINGING SWORD | KD | FSLN? | ? | +4? | N | |
| PRIEST PUNCHER | KD | FSLN | 20000 | +4 | N | GOOD AGAINST PRIESTS, BISHOPS, ETC. |
| SWINGING SSWORD | KD | FSLN? | ? | +5? | N | COULD BE MISSPELLING |
| HRATHNIR | KD | FSL(N?) | 150000 | +8 | N | KOD'S SWORD. INFLECTS 50-250 DAMAGE IN COMBAT, 20-40 HP IF SPELL USED-1 GROUP BEARER WHO IS EQUIPPED HAS VERY LOW AC AND IS HEALED 1-2 HP FOR EVERY STEP |
| DAGGER | MO/KD | FMTSLN | 2 | +1 | Y | |
| DAGGER +2 | KD | FMTSLN | 4000 | +2 | N | |
| DAGGER OF SPEED | KD | MS(N?) | 15000 | +2 | N | EQUIPPED BUT NEVER USED |
| THIEVES DAGGER | KD | T | 15000 | +2 | N | |
| ANOINTED MACE | MO/KD | FPBSLN | 15 | +1 | Y | |
| ANOINTED FLAIL | MO/KD | FPBSLN | 75 | +1 | Y | |
| MACE +1 | MO/KD | FPBSLN | 6250 | +2 | Y | |
| MACE -1 | MO/KD | FPBSLN | 6250 | -2 | Y | |
| MACE +2 | KD | FPBSLN | 12500 | +3 | Y | MAY BE TRANSFERRED TO MO BUT AT 15% OF EFFECTIVENESS |
| MACE -2 | KD | FPBSLN | 12500 | -3 | Y | MAY BE TRANSFERRED TO MO BUT AT 15% OF EFFECTIVENESS--WHO CARES? |
| MACE PRO POISON | KD | FPBL(N?) | 5000 | +2 | N | EFFECTIVE AGAINST MONSTERS THAT POISON |
| PRIESTS MACE | KD | PBL | ? | ? | N | |
| STAFF | MO/KD | FMPBTSLN | 5 | +1 | Y | |
| STAFF +2 | MO/KD | FMPBTSLN | 1250 | +2 | Y | |
| STAFF -2 | KD | FMPBTSLN | 1250 | -2 | N | |
| ROBES | MO/KD | FMPBTSLN | 7 | +1 | Y | |
| CURSED ROBE | KD | FMPBTSLN | ? | C | N ? | |
| LORDS GARB | KD | L? | ? | ? | N | |
| ROBE +3 | KD | FMPBTSLN | ? | ? | N | |
| LEATHER ARMOR | MO/KD | FPBTSLN | 25 | +1 | Y | |
| LEATHER +1 | MO/KD | FPBTSLN | 750 | +2 | Y | |
| LEATHER -1 | MO/KD | FPBTSLN | 750 | -2 | Y | |
| LEATHER +2 | MO/KD | FPBTSLN | 3000 | +3 | Y | |
| LEATHER -2 | MO/KD | FPBTSLN | 3000 | -3 | Y | |

=====EQUIPMENT (CONT'D)=====

| ITEM----- | SCENE-- | USED BY-- | IDENT-- | AC-- | TRAN-- | COMMENTS----- |
|-----------------|---------|-----------|---------|------|--------|--|
| CHAIN MAIL | MO/KD | FPSLN | 90 | +1 | Y | |
| CHAIN MAIL +1 | MO/KD | FPSLN | 750 | +2 | Y | |
| CHAIN MAIL -1 | MO/KD | FPSLN | 750 | -2 | Y | |
| CHAIN MAIL +2 | MO/KD | FPSLN | 3000 | +3 | Y | |
| CHAIN +2(EVIL) | KD | FPN | 3000? | +3 | Y? | EVIL CHARACTERS ONLY. DROPPED BEFORE FINDING VALUE |
| CHAIN MAIL -2 | MO/KD | FPSLN | 3000 | -3 | Y | |
| CHAIN PRO FIRE | KD | FPSLN | 5000 | +4 | N | EFFECTIVE PROTECTION FROM FIRE GIANTS, ETC. |
| BREAST PLATE | MO/KD | FPSLN | 100 | +1 | Y | |
| BREAST PLATE +1 | MO/KD | FPSLN | 750 | +2 | Y | |
| BREAST PLATE -1 | MO/KD | FPSLN | 750 | C | Y | WILL BECOME CURSED IF BISHOP IS FORCED TO EQUIP |
| BREAST PLATE +2 | KD? | FPSLN | 3000 | +3 | N? | |
| BREAST PLATE -2 | KD? | FPSLN | 3000 | -3 | N? | |
| BREAST PLATE +3 | KD | FPSLN | ? | +4? | N | |
| PLATE MAIL | MO/KD | FSLN | 325 | +1 | Y | |
| PLATE MAIL +1 | MO/KD | FSLN | 750 | +2 | Y | |
| PLATE MAIL +2 | MO/KD | FSLN | 3000 | +3 | Y | |
| P.MAIL +2(NEUT) | KD | FS | 3000 | +3 | N | NEUTRAL CHARACTERS ONLY |
| P.MAIL +3(EVIL) | KD | FN | ? | +4? | N | EVIL CHARACTERS ONLY |
| CURSED PLATE +1 | KD | FSLN | ? | C | N | ? |
| PLATE MAIL +5 | KD | FPSLN | 137672 | +6 | N | |
| KOD'S ARMOR | KD | FPSLN | 150000 | +10 | N | BEARER WHO IS EQUIPPED HAS VERY LOW AC AND IS HEALED 1-2 HP FOR EVERY STEP CAN BE USED TO CAST SPELLS BUT EFFECTS WERE NOT APPARENT--PROTECTION? |
| HELM | MO/KD | FSLN | 50 | +1 | Y | |
| HELM +1 | MO/KD | FSLN | 750 | +2 | Y | |
| HELM +2 (EVIL) | KD | FN | 3000 | +3 | N | EVIL CHARACTERS ONLY |
| CURSED HELM | KD? | FSLN | ? | C | ? | |
| KOD'S HELM | KD | FSLN | 150000 | +5 | N | BEARER WHO IS EQUIPPED HAS VERY LOW AC AND IS HEALED 1-2 HP FOR EVERY STEP CAN BE USED TO CAST SPELLS BUT EFFECTS NOT APPARENT |
| SMALL SHIELD | MO/KD | FPSLN | 10 | +1 | Y | |
| LARGE SHIELD | MO/KD | FPSLN | 20 | +1 | Y | |
| SHIELD +1 | MO/KD | FPSLN | 750 | +2 | Y | |
| SHIELD -1 | MO/KD | FPSLN | 750 | -2 | Y | |
| SHIELD +2 | KD | FPSLN(T?) | 3000 | +3 | N | |
| SHIELD -2 | KD | FPSLN(T?) | 3000 | -3 | N | |
| SHIELD +3(EVIL) | KD | FPN(T?) | ? | +4? | N | CHARACTER MUST BE EVIL |
| SHIELD +3 | KD | FPSLN(T?) | ? | +5? | N | |
| KOD'S SHIELD | KD | FPSLN(T?) | 150000 | +10 | N | BEARER WHO IS EQUIPPED HAS VERY LOW AC AND IS HEALED 1-2 HP FOR EVERY STEP SHIELD CAN ALSO BE USED TO CAST HEALING SPELLS (8-30HP) ON ANY PARTY MEMBER |
| COPPER GLOVES | MO/KD | FSLN | 3000 | +1 | Y | |
| SILVER GLOVES | KD | FSLN | ? | ? | ? | |
| WINTER MITTENS | KD | FSLN | ? | ? | ? | |
| KOD'S GAUNTLETS | KD | FSLN | 150000 | +8 | N | BEARER WHO IS EQUIPPED HAS VERY LOW AC AND IS HEALED 1-2 HP FOR EVERY STEP CAN BE USED TO CAST DAMAGE SPELLS ON ALL ENCOUNTERED MONSTERS (20-90HP) |

APPENDIX D
INDIVIDUAL MONSTERS--MAD OVERLORD

Below is a chart of monsters encountered in the Mad Overlord Scenario. Due to the random nature of the Wizardry program, no claims are made for completeness or total accuracy--the chart's purpose is to give you a starting point in the defense of your party against monsters. If a monster can cast damage spells, their extent has been noted: "I" means that the spells are cast on an individual in the party, and "P" means that the whole party is damaged by the spell. Under "Defense" is given the spells that have and have not worked (the percentage figures indicate their effectiveness before any other action is taken, and if any of the monsters are immune to the spell, it is indicated by "NO EFF" or "SOME UNAFF"), but spells that are obviously too weak are omitted, and it is assumed that you will always fight the monsters. Spells that are effective but are not quite strong enough are coded "NE" (these may be combined with fighting to kill the monsters). Spells not listed may be tried--why not? Dispell has been attempted on all monsters thought to be undead. The heading "GRPS" tells you how large the monster groups might be if they are travelling in a homogenous group, that is, with no other monsters from other categories. Columns are left blank when that heading is uncharacteristic of the monster, for example, some monsters never travel alone, or never conceal themselves (the exception are the "Danger" columns left blank for rarely appearing monsters--they were zapped before getting to do anything!). "P" or nothing before damage spell effects means that they effect the entire party; "I" means that only an individual is affected.

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|---------------|----------------|------|------|-------|----------------------------------|---|
| ATTACK DOG | ANIMAL | | 4-5 | 15-20 | FLEE:75-100% | DILTO:Y |
| COPYBARA | GIANT RODENT | 1-6 | 3-4 | 12-14 | FLEE:50-75% | MAHALITO:90-100% DALTO:100% |
| COYOTE | ANIMAL | 1-5 | 3-4 | 10-15 | FLEE:50-75% FIGHT DAMAGE:1-11 | MAHALITO:50-100% MAKANITO:Y DILTO:Y |
| 205GAZE HOUND | STRANGE ANIMAL | 1-5 | 6-9 | 15-25 | FLEE:75-100% | HALITO:NE DALTO:75% |
| KILLER WOLF | ANIMAL | 1-5 | 6 | 20-25 | FIGHT DAMAGE:1-5 | |
| MANGY DOG | ANIMAL | | 3-5 | 10-20 | FLEE:75% | MAHALITO:75% DILTO:Y DALTO:90% |
| MEDUSA LIZARD | ANIMAL | 1-9 | 6-8 | 15-30 | POISON, PARALYZE | MADALTO:100% DALTO:60-100% |
| VORPAL BUNNY | RABBIT | | 3-5 | 10-25 | POISON FLEE:20% FIGHT DAMAGE:1-4 | MAHALITO:75% MAKANITO:Y DALTO:50-100% |
| WERERAT | ANIMAL | 1-5 | 4-7 | 10-25 | POISON | MAKANITO:Y |
| WERETIGER | ANIMAL | 1-4 | 6-7 | 15-30 | POISON | MAKANITO:Y |
| WEREWOLF | WOLF | 1-5 | 5-7 | 10-20 | | HALITO:NE MAKANITO:Y |
| WYVERN | STRANGE ANIMAL | 1-5 | 8-9 | 20-50 | POISON-STRONG GOOD FIGHTER | LORTO:50% LAKANITO:30% MADALTO:30% MAKANITO:Y TILTOWAIT:100% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|----------------|------|------|-------|-------------------------------|---|
| 486 GORGON | STRANGE ANIMAL | 1-5 | 4-10 | 20-50 | DAMAGE SPELLS:I1-3,P4-26 | DILTO:N TILTOWAIT:100% |
| WEREBEAR | BEAR | 1-9 | 3-4 | 10-30 | POISON, PARALYZE FLEE:50-100% | MAHALITO:25% DILTO:Y MAHALITO:NE KATINO:N MANIFO:N DALTO:10-75% MADALTO:60% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|------------------|----------------|------|------|-------|-------------------------------|------------------------|
| BUSHWACKER | HIGHWAYMAN | 1-5 | 1-4 | 10-20 | FLEE:75% | |
| 203 LVL 4 THIEF | MAN IN LEATHER | 1-6 | 3-6 | 20-30 | FIGHT DAMAGE:1-14 FLEE:75% | MAHALITO:30%NE DILTO:N |
| LVL 7 THIEF | MAN IN LEATHER | 1-5 | 7-8 | 20-30 | FIGHT DAMAGE:1-15 FLEE:50% | DILTO:50% |
| 190 MASTER THIEF | MAN IN LEATHER | 1-6 | 6-10 | 10-30 | FIGHT DAMAGE:1-30 FLEE:25-80% | |
| ROGUE | SCRUFFY MAN | 1-4 | 1-2 | 5-15 | FLEE:50-75% | |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|------------------|--------------|------|------|-------|--|--|
| GREATER DEMON | DEMON | 1-5 | 10 | 50-90 | DAMAGE SPELLS:P7-51 PARALYZE CALL FOR HELP | TILTOWAIT:NO EFFECT DISPELL:N MONTINO:N MALIKTO:N MADALTO:NO EFFECT |
| 850 LESSER DEMON | DEMON | 1-5 | 6-9 | 40-75 | DAMAGE SPELLS:P7-20 DRAIN LEVELS KATINO:NO EFFECT ON MOST PARTIES SPELL-REDUCE PARTY AC BY 2 CALL FOR HELP | TILTOWAIT:NO EFFECT MONTINO:N MAKANITO:N |

Maelific

demonic figure 30-50 Drain levels

Montino:N tiltwait 50%

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

585 CHIMERA STRANGE ANIMAL 1-5 8-10 20-40 DAMAGE SPELLS:P4-20 FIGHT DAMAGE:2 MONTINO:N MADALTO:50% DALTO:50%
 MABADI:Y MAKANITO:N TILTOWAIT:100%
 DRAGON PUPPIES ANIMALS 1-6 5-6 20-30 DAMAGE SPELLS:I5-15P2-20 MONTINO:30-100% DALTO:60% MANIFO:N
 CAN CAST SPELLS IN NO MAGIC AREAS MAKANITO:Y MADALTO:75-100%
 1000 FIRE DRAGONS DRAGONS 1-5 9-10 50-60 DAMAGE SPELLS:P6-45 MONTINO:N MADALTO:50% MOLITO:25%
 GAS DRAGONS DRAGONS 1-4 4-5 10-30 DAMAGE SPELLS:P6-10 KATINO SPELLS MONTINO:50-75% MAKANITO:Y DALTO:75%
 800 Dragon Zombies dragons 1-5 9-10 10-30 Dragon spells:P5-50 Zilwan 60% Dispell:N Lorto:30%
 =====FIGHTER SYMBOL=====

MONSTER NAME---CONCEALED AS---GRPS--LVLS--HITP--DANGER-----DEFENSE-----
 35 LVL 8 FIGHTER MAN IN ARMOR 1-5 10 30-40 FIGHT DAMAGE:7-25 MALIKTO:100%
 316 LVL 10 FIGHTER MAN IN ARMOR 1-6 8-10 25-50 FIGHT DAMAGE:5-25 MALIKTO:100% MADALTO:40% KATINO:N EFF
 ROD/FLAME:50% LAKANITO:80%
 SWORDSMAN MAN IN ARMOR 1-5 4-5 15-30 FIGHT DAMAGE:1-10 KATINO:NO EFFECT

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

MONSTER NAME---CONCEALED AS---GRPS--LVLS--HITP--DANGER-----DEFENSE-----
 DRAGON FLY FLY 1-6 3-4 3-15 DAMAGE SPELLS:P1-7 MONTINO:50-100% MOLITO:25% MAKANITO:Y
 DALTO:75% SOME UNAFFECTED

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

550 BLEEB STRANGE ANIMAL 10 40-50 FIGHT DAMAGE:1-10 FLEE:50-100% MAHALITO:NE MADALTO:20%
 CALL FOR HELP TILTOWAIT:100%
 GIANT FROG AMPHIBIAN 3 12-20 POISON MAKANITO:Y

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

MONSTER NAME---CONCEALED AS---GRPS--LVLS--HITP--DANGER-----DEFENSE-----
 GAS CLOUD 1-5 2 5-15 DAMAGE SPELLS:I1-7 FLEE:50% MONTINO:75-100% MOLITO:100%
 KATINO:0-30% PARTY MAKANITO:Y
 SPELL:REDUCE PARTY AC BY 2
 7140 WILL O' WISP 1-3 9-10 35-45 FIGHT DAMAGE:1-5 HARD TO HIT DISPELL:N NO SPELLS-MUST FIGHT

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

MONSTER NAME---CONCEALED AS---GRPS--LVLS--HITP--DANGER-----DEFENSE-----
 BORING BEETLE INSECT 1-6 4-5 15-30 FIGHT DAMAGE:1-15 POISON MAHALITO:NE LAHALITO:NE MAKANITO:Y
 GIANT SPIDER INSECT 1-5 5 25-35 FIGHT DAMAGE:1-15 MADALTO:75%
 1000 UGE SPIDER INSECT 1-7 3-5 10-20 FIGHT DAMAGE:1-10 MAHALITO:80%

===== Coin Symbol =====
 Monster Name --- concealed as --- Grps--LVLS --- Hitp --- Danger --- DEFENSE
 Creeping Coings? small objects 18-21 2-3 1-3 Fight Range:1
 Break NO effect

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|------------------------|--------------|------|------|-------|---|--|
| ARCH MAGE | MAN IN ROBES | 1-6 | 4-10 | 15-40 | DAMAGE SPELLS:16-20P13-29 KATINO SPELLS FIGHT DAMAGE:1-10 SPELL REMOVES 2-4 AC FROM PARTY | MONTINO:0-50% MAKANITO:60%Y DALTO:50% MADALTO:75-100% TILTOWAIT:100% MONTINO:50% TILTOWAIT:100% MONTINO:75% MONTINO:50% MAKANITO:Y MONTINO:40% DALTO:75% MADALTO:100% MONTINO:0-30% MAKANITO:Y DALTO:50% MADALTO:100% MALIKTO:100% TILTOWAIT:100% MONTINO:N MAKANITO:N DILTO:N MADALTO:75% TILTOWAIT:100% MALIKTO:100% BADI:N MABADI:Y MALIKTO:NO EFFECT TILTOWAIT:NO EFFECT |
| HIGH WIZARD | MAN IN ROBES | 1 | 10 | 35-45 | DAMAGE SPELLS:P10-25 | |
| LVL 1 MAGE | MAN IN ROBES | 1 | 1-2 | 5-15 | DAMAGE SPELLS:I1-5 KATINO SPELLS | |
| LVL 4 MAGE | MAN IN ROBES | 1-3 | 4 | 10-15 | DAMAGE SPELLS:I1-15 KATINO SPELLS | |
| LVL 5 MAGE | MAN IN ROBES | 1-6 | 5-6 | 15-25 | DAMAGE SPELLS:P8-18 FIGHT DAMAGE:3 | |
| LVL 7 MAGE | MAN IN ROBES | 1-6 | 5-10 | 15-30 | DAMAGE SPELLS:P8-34 | |
| 233 LVL 10 MAGE | MAN IN ROBES | 1-6 | 9-10 | 40-50 | DAMAGE SPELLS:P6-50 | |
| WERDNA | MAN IN ROBES | 1 | 10 | 75 | DAMAGE SPELLS:P70-120 | |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------------------|----------------|------------|------|-------|----------------------------------|--|
| 13405 EARTH GIANT | GIANT | 1-5 | 8-9 | 40-60 | FIGHT DAMAGE:2-10 CLUMSY FIGHTER | MADALTO:NO EFF LAKANITO:75% MABADI:Y BADI:Y |
| 352 FIRE GIANT | GIANT | 1-3 | 9-10 | 35-60 | FIGHT DAMAGE:10-20 | MADALTO:0-50% MAKANITO:N LAKANITO:50% |
| 622 FROST GIANT | GIANT | 1-3 | 10 | 50-75 | FIGHT DAMAGE:5-15 CLUMSY FIGHTER | LITOKAN:NO EFF LAHALITO:NO EFF |
| GARGOYLE | STRANGE ANIMAL | 1-6 | 4-5 | 25-40 | FIGHT DAMAGE:1-10 | KATINO:NO EFFECT |
| OGRE | | 1-7 | 3-9 | 10-30 | FIGHT DAMAGE:1-7 FLEE:40-100% | DALTO:60% KATINO:40% |
| 278 OGRE LORD | OGRE | 1-5 | 7-9 | 30-50 | DAMAGE SPELLS:P5-15 | MONTINO:0-50% MADALTO:0-100% LAKANITO:25% |
| 6806 POISON GIANT | GIANT | 1-3 | 10 | 50-60 | POISON P10-40 | No spells - must fight |
| 280 TROLL | STRANGE ANIMAL | | 7-9 | 25-40 | FIGHT DAMAGE:1-10 | MADALTO:75% KATINO:N DILTO:N DALTO:50% MAKANITO:Y |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|-------------------------|---------------|------|------|-------|--|---|
| CHAMP SAMURAI | MAN IN ARMOR | 1-5 | 6-8 | 40-60 | DAMAGE SPELLS:I1-8 KATINO SPELLS FIGHT DAMAGE:1-8 | MONTINO:50% LAKANITO:0-50% DALTO:25% KATINO:N MAKANITO:50%Y ROD/FLAME:NE MADALTO:0-50% MAHALITO:10% TILTOWAIT:100% LITOKAN:25% TILTOWAIT:100% MAKANITO:N BADIO:NE MAHALITO:100% DILTO:N DALTO:100% MADALTO:100% ROD/FLAME:40% MAHALITO:NE MAKANITO:Y MADALTO:100% DALTO:50% KATINO:N LAKANITO:30% MADALTO:30% MADALTO:100% LAKANITO:60% TILTOWAIT:Y MONTINO:30% MADALTO:100% |
| HATAMOTO | MAN IN BLACK | | 10 | 20-30 | FIGHT DAMAGE:1-20 | |
| HIGH NINJA | MAN IN KIMONO | | 4 | 30-40 | FIGHT DAMAGE:10-35 | |
| LVL 1 NINJA | KIMONOED MAN | 1-5 | 3-4 | 10-15 | FIGHT DAMAGE:1-5 | |
| LVL 3 NINJA | KIMONOED MAN | 1-8 | 4 | 10-30 | FIGHT DAMAGE:1-10 POISON POISON/CRITICALLY HIT/KILL | |
| LVL 6 NINJA | MAN IN BLACK | 1-5 | 5-8 | 15-35 | FIGHT DAMAGE:1-10 | |
| LVL 8 NINJA | MAN IN BLACK | | 8-9 | 20-30 | FIGHT DAMAGE:5-15 critically hit/kill | |
| MAJOR DAIMYO | MAN IN ARMOR | 1-5 | 6-8 | 30-60 | FIGHT DAMAGE:1-10 HARD TO HIT | |
| 213 MASTER NINJA | MAN IN BLACK | | 8-10 | 30-50 | FIGHT DAMAGE:5-20 | |
| MINOR DAIMYO | MAN IN ARMOR | 1-5 | 5-6 | 30-45 | FIGHT DAMAGE:1-10 | |
| MONK | | | 6-8 | 20-30 | FIGHT DAMAGE:1-10 | |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|---------------|--------------|------|------|-------|--|--|
| BISHOP | PRIEST | 1-4 | 5 | 15-25 | | |
| LVL 1 PRIEST | PRIEST | 1-5 | 1-2 | 5-10 | DAMAGE SPELLS:11-5 FLEE:60% | MONTINO:100% MAHALITO:100% MAKANITO:Y |
| LVL 3 PRIEST | PRIEST | | 2-4 | 10-20 | DAMAGE SPELLS:11-8 MONTINO SPELLS | MAKANITO:Y |
| LVL 5 PRIEST | PRIEST | 1-5 | 6-8 | 20-30 | DAMAGE SPELLS:11-9P1-9 MONTINO SPLS | MONTINO:0-50% MOLITO:NE MAKANITO:Y |
| LVL 8 PRIEST | PRIEST | 1-5 | 7-9 | 30-50 | DAMAGE SPELLS:15-15 | MONTINO:0-50% MADALTO:100% MAKANITO:Y MOLITO:25% TILTOWAIT:100% |
| LVL 8 BISHOP | PRIEST | 1-5 | 9-10 | 30-40 | DAMAGE SPELLS:11-9P5-20 KATINO SPLS SPELL: REDUCE PARTY AC BY 2 | MONTINO:25% DALTO:25% DILTO:N MADALTO:75-100% MAKANITO:N TILTOWAIT:100% |
| HIGH PRIEST | PRIEST | 1-5 | 4-10 | 25-45 | DAMAGE SPELLS:15-25 BADI SPELLS FIGHT DAMAGE:1-9 MABADI SPELLS | MONTINO:0-50% KATINO:N MAKANITO:N MAHALITO:NE ROD/FLAME:50% MADALTO:75% LAKANITO:40% |
| 145 PRIESTESS | | 1-4 | 4-8 | 15-30 | DAMAGE SPELLS:11-10 MONTINO SPELLS | MONTINO:50-80% DALTO:75% MOLITO:NE ROD/FLAME:100% |

=====SKELETON SYMBOL=====

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|------------------|---------------|------|------|-------|--------------------------|--|
| 245 NIGHTSTALKER | UNSEEN ENTITY | 1-5 | 7-9 | 20-30 | DRAIN LEVELS | DISPELL:0-75% TILTOWAIT:100% |
| 38 SKELETON | | 1-5 | 1 | 5-10 | FIGHT DAMAGE:1-5 | DISPELL:0-100% |
| 38 UNDEAD KOBOLD | SKELETON | 1-5 | 1 | 5-10 | FIGHT DAMAGE:1-5 | DISPELL:0-50% |
| VAMPIRE LORD | VAMPIRE | 1-3 | 10 | 60-70 | DAMAGE SPELLS:11-10P5-20 | ZILWAN:50%Y MALIKTO:50% ROD/FLAME:N EFF TILTOWAIT:60% |

=====SLIME SYMBOL=====

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|------------------|--------------|------|------|-------|--|--|
| BUBBLY SLIME | SLIME | 1-5 | 1-2 | 3-15 | POISON FIGHT DAMAGE:1-5 | MAKANITO:Y HALITO:50%Y KATINO:N |
| CREEPING CRUD | SLIME | 1-6 | 1-2 | 3-12 | FIGHT DAMAGE:1-5 | HALITO:50%Y KATINO:N MAHALITO:100% MAKANITO:Y |
| FLACK (PL.FLECK) | | | 10 | 50-60 | DAMAGE SPELLS:15-10P25-50 POISON/PARALYZE/STONE/Cr:rodhit/k | BADI:N MABADI:Y TILTOWAIT:50% |
| 9 SLIME | | 1-5 | 1 | 2-10 | FIGHT DAMAGE:1-5 | KATINO:N HALITO:50%Y MAKANITO:Y |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|----------------|----------------|------|------|------|------------------------------|---------------------------|
| 69 KOBOLD | SMALL HUMANOID | 1-5 | 1 | 3-10 | FIGHT DAMAGE:1-5 FLEE:20-80% | HALITO:50%Y KATINO:60-80% |
| 39 ORC | SMALL HUMANOID | 1-5 | 1 | 2-7 | FIGHT DAMAGE:1-4 FLEE:20-80% | HALITO:50%Y KATINO:60% |
| SMALL HUMANOID | | 1-5 | 1 | 1-7 | FIGHT DAMAGE:1-3 FLEE:30-75% | HALITO:100%Y KATINO:90% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------------|-----------------|------|--------|--------|---|---|
| GRAVE MIST | UNSEEN ENTITY | 1-3 | 4-5 | 10-25 | | DISPELL:N |
| 373 LIFESTEALER | UNSEEN ENTITY | 1-3 | 4-10 | 20-40 | DAMAGE SPELLS:11-30P4-20 DRAIN LEVELS | MONTINO:50-60% MAKANITO:N DISPELL:50% MALIKTO:N EFF MADALTO:100% TILTOWAIT:75% |
| 741 MURPHY'S GHOST | UNSEEN ENTITY | 1-4 | 1,8-10 | 50-100 | FIGHT DAMAGE:1-3 | DISPELL:N ROD/FLAME:NE MABADI:Y |
| ROTTING CORPSES | WEIRD HUMANOIDS | 1-5 | 4 | 10-20 | PARALYZE | DISPELL:40% |
| SHADE | UNSEEN ENTITY | 1-5 | 5 | 15-25 | | DISPELL:0-100% |
| SPIRIT | UNSEEN ENTITY | 1-5 | 5-9 | 10-50 | DAMAGE SPELLS:11-9P5-25 KATINO SPELLS POISON | DISPELL:N MONTINO:20-50% MOLITO:50% MADALTO:40% SOME UNAFF TILTOWAIT:50% |
| ZOMBIE | WEIRD HUMANOID | 1-6 | 2 | 5-15 | POISON | DISPELL:90% MANIFO:20% ROD/FLAME:100% |

APPENDIX E
MONSTER GROUPS-MAD OVERLORD

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, in Level 4, the Animal group Vorpall Bunnies. Wererats and Mangy Dogs may be encountered as only Vorpall Bunnies and Mangy Dogs. Note also that groups of one type of monster, for example, 5 Fire Giants are not listed. Single monster groups should be looked up under *Individual Monsters.

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

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|-------------------|------------------|-------------------|------------------|
| 3 CAPYBARAS | GIANT RODENTS | 3 CAPYBARAS | GIANT RODENTS | 4 WERERATS | ANIMALS |
| COYOTES | ANIMALS | MANGY DOGS | ANIMALS | COYOTES | ANIMALS |
| 4 VORPAL BUNNIES | RABBITS | 4 WERERATS | ANIMALS | 6 MEDUSALIZARDS | STRANGE ANIMALS |
| WERERATS | ANIMALS | MANGY DOGS | ANIMALS | DRAGON PUPPIES | ANIMALS |
| MANGY DOGS | ANIMALS | | | | |
| 7 WERERATS | ANIMALS | 8 WYVERNS | STRANGE ANIMALS | 9 WYVERNS | STRANGE ANIMALS |
| WERETIGERS | ANIMALS | SPIRITS | UNSEEN ENTITIES | SPIRITS | UNSEEN ENTITIES |
| WEREWOLVES | WOLVES | | | | |

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

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|-------------------|------------------|
| 3 WERE BEARS | BEARS | 9,10 WERE BEARS | BEARS |
| VORPAL BUNNIES | RABBITS | GORGONS | STRANGE ANIMALS |
| CAPYBARAS | GIANT RODENTS | | |

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

| LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|
| 6 MASTER THIEVES | MEN IN LEATHER |
| ARCH MAGES | MEN IN ROBES |
| CHAMP SAMURAI | MEN IN ARMOR |

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

| LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|
| 6 LESSER DEMONS | DEMONS |
| MONKS | |

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

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|-------------------|------------------|-------------------|------------------|
| 4 GAS DRAGONS | DRAGONS | 8.9 CHIMERAS | STRANGE ANIMALS | 9 CHIMERAS | STRANGE ANIMALS |
| DRAGON FLIES | FLIES | ARCH MAGE | MEN IN ROBES | LVL 10 MAGES | MEN IN ROBES |
| | | CHAMP SAMURAI | MEN IN ARMOR | | |

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

LEVEL--GROUP-----CONCEALED AS----

4 DRAGON FLIES FLIES
 DRAGON FLIES FLIES

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

LEVEL--GROUP-----CONCEALED AS----LEVEL--GROUP-----CONCEALED AS----

| | | | | | |
|-----|-------------|--------------|----|-----------------|--------------|
| 4,5 | SWORDSMEN | MEN IN ARMOR | 10 | LVL 10 FIGHTERS | MEN IN ARMOR |
| | ATTACK DOGS | ANIMALS | | LVL 8 FIGHTERS | MEN IN ARMOR |
| | | | | LVL 8 FIGHTERS | MEN IN ARMOR |

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

LEVEL--GROUP-----CONCEALED AS----

10 BLEEBES STRANGE ANIMALS
 MASTER NINJAS KIMONOED MEN

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

LEVEL--GROUP-----CONCEALED AS----

2 GAS CLOUDS
 BUBBLY SLIMES SLIMES

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

LEVEL--GROUP-----CONCEALED AS----

4 BORING BEETLES INSECTS
 BORING BEETLES INSECTS

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

LEVEL--GROUP-----CONCEALED AS----LEVEL--GROUP-----CONCEALED AS----LEVEL--GROUP-----CONCEALED AS----

| | | | | | | | | |
|------|---------------|-----------------|----|---------------|-----------------|----|---------------|-----------------|
| 2 | LVL 1 MAGES | MEN IN ROBES | 4 | ARCH MAGES | MEN IN ROBES | 4 | LVL 4 MAGES | MEN IN ROBES |
| | ZOMBIES | WEIRD HUMANOIDS | | HIGH PRIESTS | PRIESTS | | HIGH NINJAS | KIMONOED MEN |
| | BUSHWACKERS | HIGHWAYMEN | | HIGH NINJAS | KIMONOED MEN | | | |
| 7 | ARCH MAGES | MEN IN ROBES | 8 | ARCH MAGES | MEN IN ROBES | 8 | LVL 7 MAGES | MEN IN ROBES |
| | CHAMP SAMURAI | MEN IN ARMOR | | CHAMP SAMURAI | MEN IN ARMOR | | CHAMP SAMURAI | MEN IN ARMOR |
| | LVL 8 PRIESTS | PRIESTS | | | | | | |
| 8 | LVL 10 MAGES | MEN IN ROBES | 8 | LVL 7 MAGES | MEN IN ROBES | 9 | LVL 7 MAGES | MEN IN ROBES |
| | LVL 8 PRIESTS | PRIESTS | | WYVERNS | STRANGE ANIMALS | | WYVERNS | STRANGE ANIMALS |
| 9,10 | LVL 10 MAGES | MEN IN ROBES | 10 | LVL 10 MAGES | MEN IN ROBES | 10 | WERDNA | MAN IN ROBES |
| | GORGONS | STRANGE ANIMALS | | HATAMOTO | MEN IN BLACK | | VAMPIRE LORDS | VAMPIRES |
| | | | | | | | LIFESTEALERS | UNSEEN ENTITIES |

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

LEVEL--GROUP-----CONCEALED AS----

10 FROST GIANTS GIANTS
 MASTER THIEVES MEN IN LEATHER

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

| LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS |
|-------|----------------|----------------|-------|---------------|-----------------|-------|---------------|--------------|
| 3 | LVL 3 NINJAS | KIMONDED MEN | 4 | LVL 1 NINJAS | KIMONDED MEN | 6 | LVL 6 NINJAS | MEN IN BLACK |
| | LVL 1 NINJAS | KIMONDED MEN | | LVL 1 NINJAS | KIMONDED MEN | | MAJOR DAIMYOS | MEN IN ARMOR |
| | | | | LVL 3 NINJAS | KIMONDED MEN | | LVL 5 PRIESTS | PRIESTS |
| 6 | LVL 6 NINJAS | MEN IN BLACK | 7 | CHAMP SAMURAI | MEN IN ARMOR | 7,8 | MAJOR DAIMYOS | MEN IN ARMOR |
| | MASTER THIEVES | MEN IN LEATHER | | HIGH PRIESTS | PRIESTS | | LVL 5 PRIESTS | PRIESTS |
| 7,8 | CHAMP SAMURAI | MEN IN ARMOR | 8,9 | MONKS | | | | |
| | CHAMP SAMURAI | MEN IN ARMOR | | NIGHTSTALKERS | UNSEEN ENTITIES | | | |
| | HIGH PRIESTS | PRIESTS | | | | | | |

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

| LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS |
|-------|---------------|--------------|-------|---------------|-----------------|-------|---------------|--------------|
| 2 | LVL 1 PRIESTS | PRIESTS | 3 | LVL 1 PRIESTS | PRIESTS | 4 | PRIESTESS | |
| | ROGUES | SCRUFFY MEN | | LVL 3 PRIESTS | PRIESTS | | GAS DRAGONS | DRAGONS |
| | | | | | | | DRAGON FLIES | FLIES |
| 6 | LVL 5 PRIESTS | PRIESTS | 6 | HIGH PRIESTS | PRIESTS | 7 | LVL 5 PRIESTS | PRIESTS |
| | LVL 6 NINJAS | MEN IN BLACK | | CHAMP SAMURAI | MEN IN ARMOR | | LVL 6 NINJAS | MEN IN BLACK |
| 10 | HIGH PRIESTS | PRIESTS | 10 | LVL 8 BISHOPS | PRIESTS | | | |
| | FIRE GIANTS | GIANTS | | CHIMERAS | STRANGE ANIMALS | | | |

=====SKELETON GROUPS=====

| LEVEL | GROUP | CONCEALED AS |
|-------|---------------|-----------------|
| 8 | NIGHTSTALKERS | UNSEEN ENTITIES |
| | OGRE LORDS | OGRES |

=====SLIME SYMBOL=====

| LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS |
|-------|-----------------|-----------------|-------|---------------|--------------|-------|----------------|--------------|
| 1,2 | BUBBLY SLIMES | SLIMES | 2 | BUBBLY SLIMES | SLIMES | 2 | BUBBLY SLIMES | SLIMES |
| | CREEPING CRUDS | SLIMES | | GAS CLOUDS | | | CREEPING CRUDS | SLIMES |
| | | | | | | | GAS CLOUDS | |
| 10 | FLECK | SLIMES | | | | | | |
| | MURPHY'S GHOSTS | UNSEEN ENTITIES | | | | | | |
| | MURPHY'S GHOSTS | UNSEEN ENTITIES | | | | | | |

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

| LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS |
|-------|--------|----------------|-------|----------------|----------------|-------|----------------|----------------|
| 1 | KOBOLD | SMALL HUMANOID | 1 | SMALL HUMANOID | | 1 | SMALL HUMANOID | |
| | ORC | SMALL HUMANOID | | ORC | SMALL HUMANOID | | KOBOLD | SMALL HUMANOID |

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

| LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS |
|-------|-----------------|-----------------|-------|----------------|----------------|-------|--------------|-----------------|
| 1 | MURPHY'S GHOSTS | UNSEEN ENTITIES | 2 | ZOMBIES | WEIRD HUMANIDS | 6 | LIFESTEALER | UNSEEN ENTITIES |
| | MURPHY'S GHOSTS | UNSEEN ENTITIES | | CREEPING CRUDS | SLIMES | | LIFESTEALERS | UNSEEN ENTITIES |
| | | | | | | | LIFESTEALERS | UNSEEN ENTITIES |
| | | | | | | | LIFESTEALERS | UNSEEN ENTITIES |

APPENDIX F INDIVIDUAL MONSTERS--KNIGHT OF DIAMONDS

Below is a chart of monsters encountered in the Knight of Diamonds Scenario. Due to the random nature of the Wizardry program, no claims are made for completeness or total accuracy--the chart's purpose is to give you a starting point in the defense of your party against monsters. If a monster can cast damage spells, their extent has been noted: "I" means that the spells are cast on an individual in the party, and "P" means that the whole party is damaged by the spell. Under "Defense" is given the spells that have and have not worked (the percentage figures indicate their effectiveness before any other action is taken, and if any of the monsters are immune to the spell, it is indicated by "NO EFF" or "SOME UNAFF"), but spells that are obviously too weak are omitted, and it is assumed that you will always fight the monsters. Spells that are effective but are not quite strong enough are coded "NE" (these may be combined with fighting to kill the monsters). Spells not listed may be tried--why not? Dispell has been attempted on all monsters thought to be undead. The heading "GRPS" tells you how large the monster groups might be if they are travelling in a homogenous group, that is, with no other monsters from other categories. Columns are left blank when that heading is uncharacteristic of the monster, for example, some monsters never travel alone, or never conceal themselves (the exception are the "Danger" columns left blank for rarely appearing monsters--they were zapped before getting to do anything!). "P" or nothing before damage spell effects means that they effect the entire party; "I" means that only an individual is affected.

=====AMOEBA SYMBOL=====

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|--------------|------|------|--------|--------------------------|---|
| BLOB | | 1-7 | 6 | 80-120 | FIGHT DAMAGE:5-25 | MADALTO:20% ROD/FLAME:20% TILTOWAIT:20% |
| WERE AMOEBA | PROTOZOA | 1-6 | 1-2 | 10-50 | FIGHT DAMAGE:5-20 POISON | MADALTO:50% ROD/FLAME:NE MAKANITO:N KOD'S HELM:30% TILTOWAIT:50% |

=====BAT SYMBOL=====

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|--------------|------|------|-------|--------------------|------------------------------------|
| GIANT BAT | CAVE DWELLER | 1-5 | 4 | 20-45 | POISON HARD TO HIT | MAKANITO:Y MADALTO:NE LAKANITO:15% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|----------------|------|-------|------|--------|---|
| LVL 6 THIEF | MAN IN LEATHER | 1-2 | 25-35 | | | MADALTO:100% TILTOWAIT:100% |
| LVL 7 THIEF | MAN IN LEATHER | 2-5 | 30-35 | | | MADALTO:75% TILTOWAIT:100% |
| MASTER THIEF | THIEF | 5-6 | 30-40 | | | MADALTO:40% KATINO:75% TILTOWAIT:100% LAHALITO:80% |

=====CRAB SYMBOL=====

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|--------------|------|------|-------|--------|----------------|
| GIANT CRAB | CRUSTACEAN | 1-3 | 3-6 | 30-35 | | TILTOWAIT:100% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|---------------|--------------------|------|-------|--|--------|---|
| ARCH DEMON | DEMONIC FIGURE 1 | 6 | 50-75 | | | |
| GREATER DEMON | DEMONIC FIGURE 1-5 | 5-6 | 50-75 | DAMAGE SPELLS:P5-50 POISON DRAIN LEVELS | | MONTINO:N MALIKTO:10-40% TILTOWAIT:20% HRATHNIR:90% K'S GAUNTLETS:60% |
| LESSER DEMON | DEMONIC FIGURE | 1-6 | 30-50 | DAMAGE SPELLS:I1-10P5-50 KATINO SPELLS, CALL FOR HELP | | MONTINO:25% MADALTO:60% ROD/FLAME:25% HRATHNIR:60% SOME UNAFF TILTOWAIT:40% K'S GAUNTLETS:75%SOME UNAFF MALIKTO:50% |
| MAELIFIC | DEMONIC FIGURE | 6 | 40-60 | DRAIN 2-3 LEVELS | | MONTINO:N TILTOWAIT:50% |
| SUCCUBUS | DEMONIC FIGURE 1-3 | 5-6 | 35-50 | DAMAGE SPELLS:P5-45 | | MONTINO:100% DISPELL:N MADALTO:50% LAKANITO:NO EFFECT |

=====DINK SYMBOL=====

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|------------------|------|-------|-------|----------|---------|
| DINK | LITTLE OLD MAN 1 | 1-2 | 10-30 | FIGHT | DAMAGE:2 | |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|------------------|--------------------|------|-------|--------|--------------|---|
| CHIMERA | STRANGE ANIMAL 1-5 | 2-4 | 40-50 | DAMAGE | SPELLS:P4-20 | DISPELL:N MAKANITO:N ROD/FLAME:NE TILTOWAIT:90% |
| DRAGON ZOMBIE | DRAGON | 1-5 | 5-6 | 70-80 | DAMAGE | SPELLS:P5-50 ZILWAN:60%Y DISPELL:N |
| 2054 FIRE DRAGON | DRAGON | 1-5 | 6 | 50-60 | DAMAGE | SPELLS:P5-25 MADALTO:50% MALIKTO:100% ROD/FLAME:NE K'S GAUNTLETS:100% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|----------------|--------------|------|-------|-------|-------------------|--|
| LVL 10 FIGHTER | MAN IN ARMOR | 1-2 | 30-50 | FIGHT | DAMAGE:5-60, KILL | MAKANITO:N TILTOWAIT:100% |
| LVL 12 FIGHTER | MAN IN ARMOR | 2-6 | 40-60 | FIGHT | DAMAGE:5-60, KILL | KATINO:75% LAKANITO:40% TILTOWAIT:100% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|----------------|------|-------|------|----------|----------------------------|
| BLEEB | STRANGE ANIMAL | 5-6 | 40-60 | CALL | FOR HELP | MADALTO:80% TILTOWAIT:100% |

=====FUZZBALL GROUPS=====

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|--------------|------|------|-------|--------|----------|
| FUZZBALL | FLUFFY THING | 1-9 | 1-6 | 20-30 | CALL | FOR HELP |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|--------------|------|-------|--------|--------------------|--|
| RHINO BEETLE | INSECT | 1-6 | 1-3 | 30-40 | TOUGH-HARD TO KILL | MADALTO:50% ROD/FLAME:NE MAKANITO:N TILTOWAIT:80% |
| SCORPION | INSECT | 4 | 20-30 | POISON | | MADALTO:100% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|--------------|------|-------|--------|-------------------|---|
| HIGH WIZARD | MAN IN ROBES | 6 | 35-45 | | | ROD/FLAME:50%NE K'S GAUNTLETS:100% |
| LVL 7 MAGE | MAN IN ROBES | 1 | 25-30 | DAMAGE | SPELLS:P7-15 | MONTINO:80% MADALTO:100% TILTOWAIT:100% |
| LVL 8 MAGE | MAN IN ROBES | 2-3 | 25-35 | DAMAGE | SPELLS:I5-15P5-20 | MONTINO:80% MAKANITO:N TILTOWAIT:100% |
| LVL 10 MAGE | MAN IN ROBES | 3-6 | 30-40 | DAMAGE | SPELLS:P10-25 | MONTINO:100% MADALTO:75% TILTOWAIT:100% |

=====MAGICAL ITEMS=====

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|-----------------------|--------------------|------|------|--------|----------------------|--|
| 5500 MAGIC ARMOR | ANIMATED OBJECT 1 | 1 | 350 | FIGHT | DAMAGE:1-10 | MABADI:N BADI:N TILTOWAIT:N MUST FIGHT |
| 33333 MAGIC GAUNTLETS | ANIMATED OBJECTS 2 | 5 | 60 | DAMAGE | SPELLS:P20-60 | MABADI:N BADI:N TILTOWAIT:N MUST FIGHT |
| 14819 MAGIC HELMET | ANIMATED OBJECT 1 | 4 | 150 | DAMAGE | SPELLS:10-50 | MABADI:N BADI:N TILTOWAIT:N MUST FIGHT |
| 7407 MAGIC SHIELD | ANIMATED OBJECT 1 | 2 | 100 | FIGHT | DAMAGE:65-70 | MABADI:N BADI:N MASOPIC:Y |
| 11111 MAGIC SWORD | ANIMATED OBJECT 1 | 3 | 80 | FIGHT | DAMAGE:KILLS IF HITS | MABADI:N BADI:N MASOPIC:Y |

=====MOLD SYMBOL=====

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|------------------|--------------|------|-------|----------------------|--------|---------------------------|
| ACID SLIME | CAVE DWELLER | 4 | 30-35 | POISON | | MADALTO:100% |
| FLACK (PL.FLECK) | | 6 | 40-60 | POISON/PARALYZE/KILL | | TILTOWAIT:100% MADALTO:NE |
| | | | | DAMAGE SPELLS:5-70 | | |
| FOAMING MOLD | | 4 | 35-45 | STONE | | TILTOWAIT:100% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|----------------|------|-------|----------------------|--------------------|--|
| AIR GIANT | GIANT | 1-3 | 6 | 120 | FIGHT DAMAGE:30-70 | TILTOWAIT:N FIGHT ONLY |
| EARTH GIANT | GIANT | 1-4 | 2-6 | 50-75 | FIGHT DAMAGE:30-80 | MADALTO:50% LAKANITO:25% |
| | | | | | | MALIKTO:15% TILTOWAIT:25-50% |
| FIRE GIANT | GIANT | 1-5 | 3-6 | 70-120 | FIGHT DAMAGE:10-50 | MADALTO:NE ROD/FLAME:NE LAKANITO:N |
| | | | | | | MALIKTO:100% K'S GAUNTLETS:100% TILTOWAIT:100% |
| GIANT ZOMBIE | GIANT | 5-6 | 50-75 | DAMAGE SPELLS:P10-40 | | ZILWAN:N DISPELL:N ROD/FLAME:N |
| | | | | | | MONTINDO:N K'S GAUNTLETS:N HRATHNIR:N |
| OGRE | STRANGE ANIMAL | 1-2 | 30-40 | FIGHT DAMAGE:1-10 | | TILTOWAIT:100% MAKANITO:N MADALTO:100% |
| OGRE LORD | OGRE | 1-3 | 40-50 | DAMAGE SPELLS:P5-10 | | MONTINDO:80% MADALTO:100% TILTOWAIT:100% |
| TROLL | STRANGE ANIMAL | 1-2 | 40-60 | FIGHT DAMAGE:5-15 | | MADALTO:NE MAKANITO:Y LAKANITO:75% |
| | | | | | | ROD/FLAME:NE TILTOWAIT:100% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|---------------|--------------|------|-------|-------------------|----------------------------------|--|
| CHAMP SAMURAI | MAN IN ARMOR | 1-5 | 1-2 | 40-60 | DAMAGE SPELLS:I1-8 KATINO SPELLS | MONTINDO:60% LAKANITO:20-60% |
| | | | | | FIGHT DAMAGE:10-20 | MADALTO:50% BADI:Y TILTOWAIT:100% |
| HATAMOTO | MAN IN BLACK | 1-8 | 5-6 | 35-40 | CRITICALLY HIT-KILL | MADALTO:100% K'S GAUNTLETS:100% TILTOWAIT:100% |
| HIGH MASTER | MAN IN BLACK | | 5-6 | 35-45 | FIGHT DAMAGE:5-25 | K'S GAUNTLETS:100% TILTOWAIT:100% |
| LVL 8 NINJA | MAN IN BLACK | | 1-6 | 15-30 | CRITICALLY HIT-KILL | MADALTO:100% LAKANITO:75% MALIKTO:100% |
| MAJOR DAIMYO | MAN IN ARMOR | 1-6 | 1-2 | 35-50 | FIGHT DAMAGE:5-15 | MADALTO:75% LAKANITO:50% KATINO:80% |
| | | | | | | ROD/FLAME:NE TILTOWAIT:75-100% |
| MASTER NINJA | MAN IN BLACK | 5 | 30-35 | FIGHT DAMAGE:5-25 | | MADALTO:100% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|---------------|--------------|------|-------|-----------------------|---------------------------------|---|
| HIGH PRIEST | PRIEST | 6 | 60-80 | DAMAGE SPELLS:180-160 | | MONTINDO:80-100% HRATHNIR:50% |
| | | | | | | MADALTO:NE K'S GAUNTLETS:80% TILTOWAIT:100% |
| LVL 7 PRIEST | PRIEST | 1-4 | 1-2 | 30-40 | BADI SPELLS DAMAGE SPELLS: 5-15 | MONTINDO:80% LAKANITO:100% MADALTO:100% |
| LVL 8 PRIEST | PRIEST | 1-5 | 2-6 | 35-45 | DAMAGE SPELLS:P10-20 | MONTINDO:75% MAKANITO:N ROD/FLAME:50% |
| LVL 11 BISHOP | PRIEST | 1-7 | 5-6 | 35-50 | DAMAGE SPELLS:5-30 | MONTINDO:80% MADALTO:80% HRATHNIR:100% |
| | | | | | | K'S GAUNTLETS:100% TILTOWAIT:100% |

=====SKULL SYMBOL=====

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|----------------|------|-------|-------|---------------------|-------------|
| EVIL EYE | GLOWING SPHERE | 1-4 | 2-5 | 30-50 | DAMAGE SPELLS:P5-15 | DISPELL:50% |
| SCRYLL | SKULL | 2-5 | 35-40 | | | DISPELL:50% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|----------------|------|------|-------|---------------------|---------------------------|
| CONSTRUCTOR | SNAKE | | 4 | 35-40 | POISON | MADALTO:100% |
| GIANT VIPER | SNAKE | 1-5 | 4-6 | 35-40 | POISON | MAKANITO:N MADALTO:100% |
| GORGON | STRANGE ANIMAL | | 4 | 30-60 | DAMAGE SPELLS:P1-25 | MADALTO:50% TILTOWAIT:60% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|-----------------|---------------|------|------|-------|-------------------------------|---|
| 379 LIFESTEALER | UNSEEN ENTITY | 1-4 | 1-2 | 35-40 | DAMAGE SPELLS:P5-20 | DISPELL:N MAKANITO:N APPEAR IN GROUPS BEST TO PUT 1 ON GR.1, 2 ON GR.2 |
| MURPHY'S GHOST | UNSEEN ENTITY | | 4-6 | 70-90 | FIGHT DAMAGE:1-5 | DISPELL:30% OTHERWISE FIGHT |
| SMOG BEASTS | UNSEEN ENTITY | | 6 | 40-50 | KATIND SPELLS | HRATHNIR:100% K'S GAUNTLETS:100% |
| WILL O' WISP | UNSEEN ENTITY | | 5-6 | 40-50 | FIGHT DAMAGE:5-25 HARD TO HIT | NO SPELLS-MUST FIGHT |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|--------------|------|------|-------|----------------|--------------------------------------|
| NIGHTSTALKER | GAUNT FIGURE | 1-5 | 1-2 | 30-40 | | MONTINO:80% MADALTO:60% LAHALITO:80% |
| VAMPIRE LORD | VAMPIRE | 1-3 | 6 | 30-35 | DRAIN 2 LEVELS | DISPELL:60% |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|------------------|--------------|------|------|-------|--------------------------|--------------------------------------|
| GIANT WASP SWARM | WASP SWARM | 5-9 | 4 | 10-20 | FIGHT DAMAGE:2-10 | LAHALITO:85% MAKANITO:N LAKANITO:80% |
| HORNET SWARM | SWARM | 5-9 | 6 | 30-35 | POISON FIGHT DAMAGE:5-10 | MADALTO:100% K'S GAUNTLETS:100% |
| NO-SEE-UM SWARM | SWARM | 5-9 | 2-6 | 5-10 | DAMAGE SPELLS:P1-5 | LAHALITO:100% MAKANITO:N MONTINO:50% |
| WASP SWARM | SWARM | 5-9 | 4 | 5-10 | FIGHT DAMAGE:1-10 | ROD/FLAME:100% TILTOWAIT:100% |
| | | | | | | LAHALITO:100% ROD/FLAME:100% |

=====TIGER SYMBOL=====

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|----------------|------|------|-------|--------------------------|--------------------------------------|
| WERETIGER | STRANGE ANIMAL | 2-6 | 1-2 | 30-40 | POISON | MAKANITO:Y MADALTO:100% |
| WYVERN | STRANGE ANIMAL | 1-6 | 2-3 | 40-60 | POISON FIGHT DAMAGE:5-20 | MAKANITO:Y MADALTO:100% ROD/FLAME:NE |

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

| MONSTER NAME | CONCEALED AS | GRPS | LVLS | HITP | DANGER | DEFENSE |
|--------------|----------------|------|------|-------|----------|--|
| CARRIER | MOTTLED FIGURE | | 1-2 | 20-30 | PARALYZE | DISPELL:50% MADALTO:70% TILTOWAIT:100% |

APPENDIX G MONSTER GROUPS-KNIGHT OF DIAMONDS

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, in Level 3, the Crab group Giant Crabs + 3 groups of Rhino Beetles may be encountered as only Giant Crabs + 2 groups of Rhino Beetles. Note also that groups of one type of monster, for example, 5 Fire Giants are not listed. Single monster groups should be looked up under *Individual Monsters.

=====AMOEBIA SYMBOL=====

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|-------------------|------------------|-------------------|------------------|
| 1 WERE AMOEBAE | PROTOZOA | 2 WERE AMOEBAE | PROTOZOA | 3 WERE AMOEBAE | PROTOZOA |
| WERE AMOEBAE | PROTOZOA | WERE AMOEBAE | PROTOZOA | WERE AMOEBAE | PROTOZOA |
| | | WERE AMOEBAE | PROTOZOA | WERE AMOEBAE | PROTOZOA |

=====BAT SYMBOL=====

| LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|
| 4 GIANT BATS | CAVE DWELLERS |
| GIANT BATS | CAVE DWELLERS |

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

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|-------------------|------------------|-------------------|------------------|
| 2 LVL 6 THIEVES | MEN IN LEATHER | 2 LVL 6 THIEVES | MEN IN LEATHER | 5 MASTER THIEF | THIEF |
| LVL 8 NINJAS | MEN IN BLACK | MAJOR DAIMYOS | MEN IN ARMOR | MASTER NINJAS | MEN IN BLACK |
| 6 MASTER THEIVES | THIEVES | | | | |
| LVL 12 FIGHTERS | MEN IN ARMOR | | | | |
| LVL 10 MAGES | MEN IN ROBES | | | | |

=====CRAB SYMBOL=====

| LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|
| 3 GIANT CRABS | CRUSTACEA |
| RHINO BEETLES | INSECTS |
| RHINO BEETLES | INSECTS |
| RHINO BEETLES | INSECTS |

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

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|-------------------|-------------------|---------------------|-------------------|------------------|
| 1,2 LESSER DEMONS | DEMONIC FIGURES 4 | LESSER DEMONS | DEMONIC FIGURES 5,6 | GREATER DEMONS | 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 PRIESTS | PRIESTS |
| | | | | LVL 8 NINJAS | MEN IN BLACK |
| 6 ARCH MAGES | DEMONIC FIGURES 6 | MAELIFICS | DEMONIC FIGURES 6 | SUCCUBI | DEMONIC FIGURES |
| GREATER DEMONS | DEMONIC FIGURES | GIANT ZOMBIES | GIANTS | LVL 8 NINJAS | MEN IN BLACK |
| | | | | LESSER DEMONS | DEMONIC FIGURES |

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

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|-------------------|-------------------|------------------|-------------------|------------------|
| 3 CHIMERAS | STRANGE ANIMALS 6 | DRAGON ZOMBIES | DRAGONS | 6 FIRE DRAGONS | DRAGONS |
| LVL 8 MAGES | MEN IN ROBES | BLEEBs | STRANGE ANIMALS | LESSER DEMONS | DEMONIC FIGURES |
| | | | | FIRE GIANTS | GIANTS |
| | | | | LVL 8 NINJAS | MEN IN BLACK |

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

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|-------------------|------------------|
| 2 LVL 12 FIGHTERS | MEN IN ARMOR | 5 LVL 12 FIGHTERS | MEN IN ARMOR |
| LVL 10 MAGES | MEN IN ROBES | LVL 10 MAGES | MEN IN ROBES |
| LVL 6 THIEVES | MEN IN LEATHER | MASTER THIEVES | THIEVES |

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

| LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|
| 5 BLEEBs | STRANGE ANIMALS |
| LVL 10 MAGES | MEN IN ROBES |
| LVL 7 THIEVES | MEN IN LEATHER |
| HIGH MASTERS | MEN IN BLACK |

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

| LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|
| 1,2 RHINO BEETLES | INSECTS |
| RHINO BEETLES | INSECTS |
| RHINO BEETLES | INSECTS |

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

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|-------------------|------------------|-------------------|------------------|
| 1 LVL 7 MAGES | MEN IN ROBES | 2 LVL 8 MAGES | MEN IN ROBES | 2 LVL 8 MAGES | MEN IN ROBES |
| LVL 6 THIEVES | MEN IN LEATHER | LVL 7 THIEVES | MEN IN LEATHER | LVL 6 THIEVES | MEN IN LEATHER |
| | | | | MAJOR DAIMYOS | MEN IN ARMOR |
| 6 LVL 10 MAGES | MEN IN ROBES | 6 HIGH WIZARDS | MEN IN ROBES | | |
| HATAMOTO | MEN IN BLACK | LVL 11 BISHOPS | PRIESTS | | |

=====MOLD GROUPS=====

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|-------------------|------------------|-------------------|------------------|
| 4 FOAMING MOLDS | | 4 ACID SLIMES | CAVE DWELLERS | 6 FLECK | |
| NO-SEE-UM SWARM | SWARM | NO-SEE-UM SWARM | SWARM | MURPHY'S GHOSTS | UNSEEN ENTITIES |
| | | | | FUZZBALLS | FLUFFY THINGS |
| | | | | FUZZBALLS | FLUFFY THINGS |

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

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|-------------------|-------------------|------------------|----------------------|------------------|
| 1 OGRES | STRANGE ANIMALS 1 | 1 OGRE LORDS | OGRES | 2 TROLLS | STRANGE ANIMALS |
| TROLLS | STRANGE ANIMALS | TROLLS | STRANGE ANIMALS | TROLLS | STRANGE ANIMALS |
| TROLLS | STRANGE ANIMALS | | | TROLLS | STRANGE ANIMALS |
| 2 EARTH GIANTS | GIANTS | 3 FIRE GIANTS | GIANTS | 5,6 GIANT ZOMBIES | GIANTS |
| LESSER DEMONS | DEMONIC FIGURES | LESSER DEMONS | DEMONIC FIGURES | WILL O' WISPS | UNSEEN ENTITIES |
| LVL 8 NINJAS | MEN IN BLACK | LVL 8 NINJAS | MEN IN BLACK | | |
| 6 EARTH GIANTS | GIANTS | | | | |
| AIR GIANTS | GIANTS | | | | |

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

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|--------------------|------------------|--------------------|------------------|--------------------|------------------|
| 1 MAJOR DAIMYOS | MEN IN ARMOR | 1 CHAMP SAMURAI | MEN IN ARMOR | 2 MAJOR DAIMYOS | MEN IN ARMOR |
| LVL 7 PRIESTS | PRIESTS | LVL 8 MAGES | MEN IN ROBES | CHAMP SAMURAI | MEN IN ARMOR |
| | | | | LVL 8 PRIESTS | PRIESTS |
| 2 CHAMP SAMURAI | MEN IN ARMOR | 2 LVL 8 NINJAS | MEN IN BLACK | 6 HATAMOTO | MEN IN BLACK |
| CHAMP SAMURAI | MEN IN ARMOR | LVL 10 FIGHTERS | MEN IN ARMOR | HIGH MASTERS | MEN IN BLACK |
| LVL 6 THIEVES | MEN IN LEATHER | LVL 8 PRIESTS | PRIESTS | MASTER THIEVES | THIEVES |
| LVL 8 MAGES | MEN IN ROBES | | | LVL 10 MAGES | MEN IN ROBES |

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

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|--------------------|------------------|--------------------|------------------|---------------------|------------------|
| 1 LVL 7 PRIESTS | PRIESTS | 2 LVL 8 PRIESTS | PRIESTS | 4 LVL 11 BISHOPS | PRIESTS |
| CHAMP SAMURAI | MEN IN ARMOR | LVL 8 MAGES | MEN IN ROBES | LVL 10 MAGES | MEN IN ROBES |
| | | LVL 10 FIGHTERS | MEN IN ARMOR | LVL 12 FIGHTERS | MEN IN ARMOR |
| 6 HIGH PRIESTS | PRIESTS | | | | |
| FIRE GIANTS | GIANTS | | | | |
| LVL 8 NINJAS | MEN IN BLACK | | | | |
| LESSER DEMONS | DEMONIC FIGURES | | | | |

=====SKULL SYMBOL=====

| LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|------------------|
| 2.5 EVIL EYES | GLOWING SPHERES |
| SCRYLLS | SKULLS |

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

| LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- | LEVEL--GROUP----- | CONCEALED AS---- |
|-------------------|-------------------|-------------------|------------------|-------------------|------------------|
| 4 GORGONS | STRANGE ANIMALS 4 | 4 CONSTRICTORS | SNAKES | 4 GIANT VIPERS | SNAKES |
| GORGONS | STRANGE ANIMALS | SCORPIONS | INSECTS | SCORPIONS | INSECTS |
| CHIMERAS | STRANGE ANIMALS | | | | |

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

| LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS |
|-------|--------------|-----------------|-------|-----------------|-----------------|-------|-----------------|-----------------|
| 1-6 | LIFESTEALER | UNSEEN ENTITY | 4 | MURPHY'S GHOSTS | UNSEEN ENTITIES | 6 | SMOG BEASTS | UNSEEN ENTITIES |
| | LIFESTEALER | UNSEEN ENTITIES | | FUZZBALLS | FLUFFY THINGS | | NO-SEE-UM SWARM | SWARM |
| | LIFESTEALERS | UNSEEN ENTITIES | | FUZZBALLS | FLUFFY THINGS | | NO-SEE-UM SWARM | SWARM |
| | LIFESTEALERS | UNSEEN ENTITIES | | FUZZBALLS | FLUFFY THINGS | | NO-SEE-UM SWARM | SWARM |

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

| LEVEL | GROUP | CONCEALED AS |
|-------|---------------|--------------|
| 6 | VAMPIRE LORDS | VAMPIRES |
| | VAMPIRE LORDS | VAMPIRES |

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

| LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS | LEVEL | GROUP | CONCEALED AS |
|-------|-----------------|--------------|-------|------------------|--------------|-------|--------------|--------------|
| 2 | NO-SEE-UM SWARM | SWARM | 4 | GIANT WASP SWARM | WASPS | 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 | GROUP | CONCEALED AS |
|-------|------------|-----------------|
| 1,2 | WERETIGERS | STRANGE ANIMALS |
| | WERETIGERS | STRANGE ANIMALS |
| | WYVERNS | STRANGE ANIMALS |

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

| LEVEL | GROUP | CONCEALED AS |
|-------|-----------|-----------------|
| 1,2 | CARRIERS | MOTTLED FIGURES |
| | FUZZBALLS | FLUFFY THINGS |

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APPENDIX H CHESTS

From time to time, monsters travelling in lighted areas will be carrying chests containing gold, equipment and magical items (monsters are too clumsy to carry them in the dark!). 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 offer, 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!). Thieves get it right 50% of the time, and all other classes are correct 3 out of 10 times on a good day. If any of your characters know the Calfo spell, it is best to let them cast it, 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 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 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 of scenario #1, and equipment and magical items on the lower levels and in scenario #2. 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!) in the corridors of scenario #2 just to keep slots open. As I see it, the only reason to drag a Bishop along 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. IN SCENARIO 2, 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 I 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 in 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 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: two (2) formatted disks for backup, clearly labelled, and at least one extra scenario disk, also labelled. You must have a place to put these disks where they cannot be switched or moved (grim experience has taught me that two-year-olds are capable of shuffling disks and leaving them looking just like you left them!). The extra scenario disk(s) are used to store extra characters, and, more importantly, to transfer characters into your main playing disk.

The 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 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."

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.

TRANSFERRING CHARACTERS TO OTHER SCENARIOS is the most useful of the Utilities. The 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, Appendix C, for information). Using this option is discussed fully under *Using the Transfer Utility to Your Advantage, below.

BACKING UP YOUR CHARACTERS actually has two options: 1) making a backup, which uses the symbol "T", and 2) putting the information contained in a previously made backup onto a scenario disk, which uses the symbol "F". The mechanics of the first option, making a backup, are very simple--just follow the menu instructions. However, it is very important to rotate your two backup disks and to 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 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 the 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! You can get by with one backup disk, but it involves a lot of scenario disk wear and lost time, and with the low cost of blank disks, it is better simply to have two backup disks.

The F)rom Backup option allows you to load the information contained on a previously made backup onto a scenario disk. 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. 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 From 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, for example, you can't use a backup made from a Mad Overlord scenario disk to load characters onto a Knight of Diamonds scenario disk.

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, the items are transferred to another character and the names switched (see next paragraph for procedure). I always name my most powerful 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.

UPGRADE TO CURRENT VERSION needs no comment, since it is menu-driven and does what it says it will.

MAKE ANOTHER SCENARIO DISK has one hitch: you need two disk drives. 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, hie yourself to a friend's house or to your dealer and make one or more extra scenarios (and for goodness sakes, use your 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 BACKUP ONTO AN EXTRA SCENARIO DISK, using the From option of the Backup Utility. You will have to decide which 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 Bigamesh'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, Appendix C, 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 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.

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 procedure 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 procedure above to transfer those characters to the main scenario. Back up the disk, and start all over again, until the required amount of gold and/or equipment is built up.

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 to bring in replacements for the dead party.

APPENDIX J

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 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

My most dismal annihilations in the mazes all 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 Appendix C). 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 and Staff of Light--see *Magical Items, Appendix C) 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, and 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. These are all in the second scenario, the Knight of Diamonds.

There are many rooms or squares that ROTATE the party, especially in Scenario #1. 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 one of your characters knows it. If you don't have this spell available, all you can do is to proceed slowly, looking for landmarks!

TELEPORTING is at one 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 infinite! 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 (these start on the third level of Mad Overlord) 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 H) 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 over, 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 On some of the levels in Scenario #1 you will encounter areas in which your magic, and that of any magical items you carry, will not work. After entering these areas, you are "tainted" and you 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". Fortunately, most of the monsters you will encounter are tainted by you, as well. Those that are not are noted in the *Individual Monsters section for scenario #1 in the Appendices.

ESCAPE ROUTES

Always provide yourself with some way out in case of disaster. More advanced mages and priests will have spells that will teleport the party out of the maze, 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! As you travel in the maze, continually keep track of where you are, where you've been, and the fastest route to the stairs, and 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!

*****WIZARDRY (TM) CHARACTER DEVELOPMENT PLANNING SHEET*****

ORIGINAL PARTY

| CLASSES DESIRED | | MEMBERS OF FIRST PARTY | |
|-----------------|-------------|------------------------|-------------|
| FIGHTER: | NAME: | NAME: | NAME: |
| MAGE: | CLASS: | CLASS: | CLASS: |
| PRIEST: | ALIGN: | CLASS: | CLASS: |
| 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: | CLASS: | CLASS: |
| 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: |

*****WIZARDRY (TM) CHARACTER DEVELOPMENT PLANNING SHEET*****

THIRD CLASS CHANGE

| CLASSES DESIRED----- | | MEMBERS OF THIRD PARTY----- | |
|----------------------|-------------|-----------------------------|-------------|
| FIGHTER: | NAME: | NAME: | NAME: |
| MAGE: | CLASS: | CLASS: | CLASS: |
| PRIEST: | ALIGN: | CLASS: | CLASS: |
| 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: | CLASS: | CLASS: |
| 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: |

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO I

NAME: _____ CLASS: _____ MAY CHANGE TO: _____
 PASSWORD: _____ RACE: _____ ALIGNMENT: _____
 LEVEL 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17
 HITS:-----
 AGE:-----
 ARMOR:-----
 STRENGTH:-----
 I.Q.:-----
 PIETY:-----
 VITALITY:-----
 AGILITY:-----
 JCK:-----

EQUIPMENT

1. _____ 2. _____ 3. _____ 4. _____
 5. _____ 6. _____ 7. _____ 8. _____

SPELLS (PRIEST)

LEVEL 1 LEVEL 2 LEVEL 3
 Kalki Matu Lomilwa
 Dios Calfo Dialko
 Badios Manifo Latumapic
 Milwa Montino Bamatu
 Porfic

LEVEL 4 LEVEL 5 LEVEL 6
 Dial Dialma Lorto
 Badial Badialma Madi
 Latumofis Litokan Mabadi
 Maporfic Kandi Loktofeit
 Di
 Badi

LEVEL 7
 likto
 nadorto

SPELLS (MAGE)

LEVEL 1 LEVEL 2 LEVEL 3
 Halito Dilto Mahalito
 Mogref Sopic Molito
 Katino
 Dumapic

LEVEL 4 LEVEL 5 LEVEL 6
 Morlis Mamorlis Lakanito
 Dalto Makanito Zilwan
 Lahalito Madalto Masopic
 Haman

LEVEL 7
 Malor
 Tiltowait
 Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO II

NAME: _____ CLASS: _____ MAY CHANGE TO: _____
 PASSWORD: _____ RACE: _____ ALIGNMENT: Good

| LEVEL | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
|----------|--------|--------|--------|--------|-------|-------|----|--------|-------|----|----|----|----|----|----|----|----|
| HITS | 113 | 116 | 117 | 132 | 154 | 155 | 2 | 169 | 196 | | | | | | | | |
| AGE | 24 | 24 | 25 | 25 | 25 | 25 | 2 | 25 | 25 | | | | | | | | |
| ARMOR | -3(-5) | -3(-5) | -3(-5) | -3(-5) | 1(-1) | 4(-6) | 2 | -4(-6) | 6(-8) | | | | | | | | |
| STRENGTH | 17 | 17 | 18 | 18 | 18 | 18 | 2 | 18 | 18 | | | | | | | | |
| I.Q. | 17 | 18 | 18 | 18 | 18 | 18 | 2 | 18 | 18 | | | | | | | | |
| PIETY | 14 | 15 | 16 | 17 | 17 | 18 | 2 | 18 | 18 | | | | | | | | |
| VITALITY | 18 | 18 | 17 | 18 | 18 | 18 | 2 | 18 | 18 | | | | | | | | |
| AGILITY | 15 | 16 | 17 | 18 | 18 | 18 | 2 | 18 | 18 | | | | | | | | |
| LUCK | 18 | 18 | 18 | 18 | 18 | 18 | 2 | 18 | 18 | | | | | | | | |

EQUIPMENT

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

SPELLS (PRIEST)

| LEVEL 1 | LEVEL 2 | LEVEL 3 |
|---------|---------|-----------|
| Kalki | Matu | Lomilwa |
| Dios | Calfo | Dialko |
| Badios | Manifo | Latumapic |
| Milwa | Montino | Bamatu |
| Porfic | | |

| LEVEL 4 | LEVEL 5 | LEVEL 6 |
|-----------|----------|-----------|
| Dial | Dialma | Lorto |
| Badial | Badialma | Madi |
| Latumofis | Litokan | Mabadi |
| Maporfic | Kandi | Loktofeit |
| | Di | |
| | Badi | |

LEVEL 7
 Malikto
 Kadorto

SPELLS (MAGE)

| LEVEL 1 | LEVEL 2 | LEVEL 3 |
|---------|---------|----------|
| Halito | Dilto | Mahalito |
| Mogref | Sopic | Molito |
| Katino | | |
| Dumapic | | |

| LEVEL 4 | LEVEL 5 | LEVEL 6 |
|----------|----------|----------|
| Morlis | Mamorlis | Lakanito |
| Dalto | Makanito | Zilwan |
| Lahalito | Madalto | Masopic |
| | | Haman |

LEVEL 7
 Malor
 Tiltowait
 Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO II

NAME: Doli

CLASS: Lord

MAY CHANGE TO:

PASSWORD: —

RACE: Dwarf

ALIGNMENT: Good

| LEVEL | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
|----------|--------|--------|--------|--------|--------|--------|--------|---------|----|----|----|----|----|----|----|----|----|----|
| HITS | 83 | 84 | 117 | 118 | 119 | 120 | 163 | | | | | | | | | | | |
| AGE | 29 | 29 | 29 | 29 | 29 | 29 | 29 | | | | | | | | | | | |
| ARMOR | -3(-8) | -3(-5) | -3(-5) | -3(-5) | -3(-5) | -4(-6) | -4(-8) | -8(-10) | | | | | | | | | | |
| STRENGTH | 18 | 18 | 18 | 18 | 18 | 18 | 18 | 18 | | | | | | | | | | |
| I.Q. | 13 | 14 | 13 | 14 | 13 | 13 | 12 | 12 | | | | | | | | | | |
| PIETY | 13 | 12 | 11 | 12 | 13 | 13 | 14 | | | | | | | | | | | |
| VITALITY | 15 | 16 | 16 | 16 | 16 | 17 | 18 | | | | | | | | | | | |
| AGILITY | 11 | 12 | 11 | 12 | 13 | 13 | 14 | | | | | | | | | | | |
| CK | 5 | 5 | 6 | 5 | 6 | 6 | 7 | | | | | | | | | | | |

EQUIPMENT

1. Helm
2. Copper Gloves
3. Long Sword +2
4. Plate Mail +1
5. Shield +2
- 6.
- 7.
- 8.

SPELLS (PRIEST)

| LEVEL 1 | LEVEL 2 | LEVEL 3 |
|----------|-----------|-------------|
| Kalki ✓ | Matu ✓ | Lomilwa ✓ |
| Dios ✓ | Calfo ✓ | Dialko ✓ |
| Badios ✓ | Manifo ✓ | Latumapic ✓ |
| Milwa ✓ | Montino ✓ | Bamatu ✓ |
| Porfic ✓ | | |

| LEVEL 4 | LEVEL 5 | LEVEL 6 |
|-------------|------------|-------------|
| Dial ✓ | Dialma ✓ | Lorto ✓ |
| Badial | Badialma ✓ | Madi ✓ |
| Latumofis ✓ | Litokan ✓ | Mabadi ✓ |
| Maporfic ✓ | Kandi ✓ | Loktofeit ✓ |
| | Di ✓ | |
| | Badi ✓ | |

LEVEL 7
Mlikto
Lorto

SPELLS (MAGE)

| LEVEL 1 | LEVEL 2 | LEVEL 3 |
|---------|---------|----------|
| Halito | Dilto | Mahalito |
| Mogref | Sopic | Molito |
| Katino | | |
| Dumapic | | |

| LEVEL 4 | LEVEL 5 | LEVEL 6 |
|----------|----------|----------|
| Morlis | Mamorlis | Lakanito |
| Dalto | Makanito | Zilwan |
| Lahalito | Madalto | Masopic |
| | | Haman |

LEVEL 7
Malor
Tiltowait
Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO I

NAME: John

CLASS: Priest

MAY CHANGE TO:

PASSWORD: —

RACE: Elf

ALIGNMENT: Good

LEVEL 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

HITS: 69 70

AGE: 20 21

ARMOR: 0(-2) 0(-2)

STRENGTH: 14 14

I.Q.: 13 13

PIETY: 18 18

VITALITY: 10 11

AGILITY: 11 12

LUCK: 14 13

EQUIPMENT

1. Shield +2
2. Mace +2
3. Breast Plate +1
4. Amulet of
5. Maktanito
- 6.
- 7.
- 8.

SPELLS (PRIEST)

LEVEL 1
Kalki ↓
Dios ↓
Badios ↓
Milwa ↓
Porfic ↓

LEVEL 2
Matu ↓
Calfo ↓
Manifo ↓
Montino ↓

LEVEL 3
Lomilwa ↓
Dialko ↓
Latumapic ↓
Bamatu ↓

LEVEL 4
Dial ↓
Badial ↓
Latumofis ↓
Maporfic ↓

LEVEL 5
Dialma ↓
Badialma ↓
Litokan ↓
Kandi ↓
Di ↓
Badi ↓

LEVEL 6
Lorto ↓
Madi ↓
Mabadi ↓
Loktofeit ↓

LEVEL 7
Malikto ↓
Kadorto ↓

SPELLS (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

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO II

NAME: Lightfingers

CLASS: Thief

MAY CHANGE TO:

PASSWORD:

RACE: Hobbit

ALIGNMENT: Neutral

| LEVEL | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
|----------|------|------|------|------|------|------|----|------|------|----|----|----|----|----|----|----|----|
| HITS | 42 | 43 | 49 | 55 | 56 | 63 | ? | 69 | 87 | | | | | | | | |
| AGE | 19 | 19 | 22 | 23 | 26 | 26 | ? | 27 | 28 | | | | | | | | |
| ARMOR | 2(0) | 2(0) | 2(0) | 2(0) | 2(0) | 4(2) | ? | 4(2) | 4(2) | | | | | | | | |
| STRENGTH | 9 | 10 | 11 | 11 | 12 | 12 | ? | 11 | 11 | | | | | | | | |
| I.Q. | 13 | 13 | 14 | 15 | 15 | 17 | ? | 16 | 15 | | | | | | | | |
| PIETY | 14 | 14 | 15 | 14 | 13 | 15 | ? | 14 | 15 | | | | | | | | |
| VITALITY | 14 | 14 | 14 | 11 | 10 | 8 | ? | 7 | 8 | | | | | | | | |
| AGILITY | 18 | 18 | 18 | 18 | 18 | 18 | ? | 18 | 18 | | | | | | | | |
| CK | 18 | 18 | 18 | 18 | 18 | 18 | ? | 18 | 18 | | | | | | | | |

EQUIPMENT

1.
2. Shield +1
3. Short Sword +2
4. Leather +2
5.
6.
7.
8.

SPELLS (PRIEST)

| LEVEL 1 | LEVEL 2 | LEVEL 3 |
|---------|---------|-----------|
| Kalki | Matu | Lomilwa |
| Dios | Calfo | Dialko |
| Badios | Manifo | Latumapic |
| Milwa | Montino | Bamatu |
| Porfic | | |

| LEVEL 4 | LEVEL 5 | LEVEL 6 |
|-----------|----------|-----------|
| Dial | Dialma | Lorto |
| Badial | Badialma | Madi |
| Latumofis | Litokan | Mabadi |
| Maporfic | Kandi | Loktofeit |
| | Di | |
| | Badi | |

LEVEL 7
Mlikto
Jorto

SPELLS (MAGE)

| LEVEL 1 | LEVEL 2 | LEVEL 3 |
|---------|---------|----------|
| Halito | Dilto | Mahalito |
| Mogref | Sopic | Molito |
| Katino | | |
| Dumapic | | |

| LEVEL 4 | LEVEL 5 | LEVEL 6 |
|----------|----------|----------|
| Morlis | Mamorlis | Lakanito |
| Dalto | Makanito | Zilwan |
| Lahalito | Madalto | Masopic |
| | | Haman |

LEVEL 7
Malor
Tiltowait
Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO I

NAME: Eilonwy

CLASS: Bishop

MAY CHANGE TO:

PASSWORD: —

RACE: Elf

ALIGNMENT:

| LEVEL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
|-------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|
|-------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|

HITS:-----

AGE:-----

ARMOR:-----

STRENGTH:-----

I.Q.:-----

PIETY:-----

VITALITY:-----

AGILITY:-----

LUCK:-----

EQUIPMENT

1. Small Shield

2.

3.

4.

5. Leather +1

6. Mace +2

7.

8.

SPELLS (PRIEST)

LEVEL 1

Kalki ✓
Dios ✓
Badios ✓
Milwa ✓
Porfic ✓

LEVEL 2

Matu ✓
Calfo ✓
Manifo ✓
Montino ✓

LEVEL 3

Lomilwa ✓
Dialko ✓
Latumapic ✓
Bamatu ✓

LEVEL 4

Dial ✓
Badial ✓
Latumofis ✓
Maporfic ✓

LEVEL 5

Dialma ✓
Badialma ✓
Litokan ✓
Kandi ✓
Di ✓
Badi

LEVEL 6

Lorto ✓
Madi ✓
Mabadi ✓
Loktofeit ✓

LEVEL 7

Malikto ✓
Kadorto ✓

SPELLS (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 ✓

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO II

NAME: John

CLASS: Mage

MAY CHANGE TO:

PASSWORD: —

RACE:

ALIGNMENT: Good

| LEVEL | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
|----------|----|----|----|----|----|------|----|----|----|----|----|----|----|----|----|----|----|
| HITS | | | | | | 26 | | | | | | | | | | | |
| AGE | | | | | | 30 | | | | | | | | | | | |
| ARMOR | | | | | | 9(7) | | | | | | | | | | | |
| STRENGTH | | | | | | 13 | | | | | | | | | | | |
| I.Q. | | | | | | 18 | | | | | | | | | | | |
| PIETY | | | | | | 18 | | | | | | | | | | | |
| VITALITY | | | | | | 9 | | | | | | | | | | | |
| AGILITY | | | | | | 18 | | | | | | | | | | | |
| CK | | | | | | 17 | | | | | | | | | | | |

EQUIPMENT

- | | | | |
|----|----|----|----|
| 1. | 2. | 3. | 4. |
| 5. | 6. | 7. | 8. |

SPELLS (PRIEST)

| | | |
|----------|-----------|-------------|
| LEVEL 1 | LEVEL 2 | LEVEL 3 |
| Kalki ✓ | Matu ✓ | Lomilwa ✓ |
| Dios ✓ | Calfo ✓ | Dialko ✓ |
| Badios ✓ | Manifo ✓ | Latumapic ✓ |
| Milwa ✓ | Montino ✓ | Bamatu ✓ |
| Porfic ✓ | | |

| | | |
|-------------|------------|-------------|
| LEVEL 4 | LEVEL 5 | LEVEL 6 |
| Dial ✓ | Dialma ✓ | Lorto ✓ |
| Badial ✓ | Badialma ✓ | Madi ✓ |
| Latumofis ✓ | Litokan ✓ | Mabadi ✓ |
| Maporfic ✓ | Kandi ✓ | Loktofeit ✓ |
| | Di ✓ | |
| | Badi ✓ | |

LEVEL 7
 Mlikto ✓
 Jorto ✓

SPELLS (MAGE)

| | | |
|-----------|---------|------------|
| LEVEL 1 | LEVEL 2 | LEVEL 3 |
| Halito ✓ | Dilto ✓ | Mahalito ✓ |
| Mogref ✓ | Sopic ✓ | Molito ✓ |
| Katino ✓ | | |
| Dumapic ✓ | | |

| | | |
|------------|------------|------------|
| LEVEL 4 | LEVEL 5 | LEVEL 6 |
| Morlis ✓ | Mamorlis ✓ | Lakanito ✓ |
| Dalto ✓ | Makanito ✓ | Zilwan ✓ |
| Lahalito ✓ | Madalto ✓ | Masopic ✓ |
| | | Haman ✓ |

LEVEL 7
 Malor ✓
 Tiltowait ✓
 Mahaman ✓

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO I

NAME: John

CLASS: Mage

MAY CHANGE TO:

PASSWORD: —

RACE: Elf

ALIGNMENT: Good

| LEVEL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
|-----------|------|---|------|------|------|------|------|------|------|------|------|------|------|------|----|------|----|
| HITS: | 10 | ? | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | ? | 14 | |
| AGE: | 28 | ? | 28 | 28 | 28 | 28 | 28 | 28 | 28 | 28 | 28 | 29 | 29 | 29 | ? | 30 | |
| ARMOR: | 9(7) | ? | 9(7) | 9(7) | 9(7) | 9(7) | 9(7) | 9(7) | 9(7) | 9(7) | 9(7) | 9(7) | 9(7) | 9(7) | ? | 9(7) | |
| STRENGTH: | 7 | ? | 7 | 7 | 8 | 9 | 10 | 9 | 9 | 8 | 9 | 10 | 11 | 12 | ? | 14 | |
| I.Q.: | 10 | ? | 11 | 12 | 13 | 14 | 15 | 16 | 15 | 15 | 16 | 16 | 16 | 17 | ? | 18 | |
| PIETY: | 10 | ? | 11 | 12 | 12 | 13 | 12 | 13 | 13 | 13 | 14 | 15 | 16 | 17 | ? | 18 | |
| VITALITY: | 6 | ? | 8 | 8 | 9 | 10 | 9 | 10 | 11 | 11 | 11 | 12 | 11 | 12 | ? | ? | |
| AGILITY: | 9 | ? | 11 | 12 | 13 | 13 | 13 | 14 | 15 | 15 | 16 | 17 | 18 | 18 | ? | 11 | |
| LUCK: | 6 | ? | 8 | 8 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | ? | 17 | 1 |

EQUIPMENT

1. Amulet of
2. Magic
3. Staff +2
4. Robes
- 5.
- 6.
- 7.
- 8.

SPELLS (PRIEST)

| | | |
|-----------|----------|-----------|
| LEVEL 1 | LEVEL 2 | LEVEL 3 |
| Kalki | Matu | Lomilwa |
| Dios | Calfo | Dialko |
| Badios | Manifo | Latumapic |
| Milwa | Montino | Bamatu |
| Porfic | | |
| LEVEL 4 | LEVEL 5 | LEVEL 6 |
| Dial | Dialma | Lorto |
| Badial | Badialma | Madi |
| Latumofis | Litokan | Mabadi |
| Maporfic | Kandi | Loktofeit |
| | Di | |
| | Badi | |
| LEVEL 7 | | |
| Malikto | | |
| Kadorto | | |

SPELLS (MAGE)

| | | |
|-----------|----------|----------|
| LEVEL 1 | LEVEL 2 | LEVEL 3 |
| Halito | Dilto | Mahalito |
| Mogref | Sopic | Molito |
| Katino | | |
| Dumapic | | |
| LEVEL 4 | LEVEL 5 | LEVEL 6 |
| Morlis | Mamorlis | Lakanito |
| Dalto | Makanito | Zilwan |
| Lahalito | Madalto | Masopic |
| | | Haman |
| LEVEL 7 | | |
| Malor | | |
| Tiltowait | | |
| Mahaman | | |

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO II

NAME: Eilonwy CLASS: Bishop MAY CHANGE TO:

PASSWORD: --- RACE: ALIGNMENT: Good

LEVEL 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28

HITS-----11-----

AGE-----20-----

ARMOR-----4(2)-----

STRENGTH-----18-----

I.Q.-----18-----

PIETY-----18-----

VITALITY-----18-----

AGILITY-----18-----

CK-----18-----

EQUIPMENT

1. 2. 3. 4.

5. 6. 7. 8.

SPELLS (PRIEST)

LEVEL 1 LEVEL 2 LEVEL 3
Kaiki Matu Lomilwa
Dios Calfo Dialko
Badios Manifo Latumapic
Milwa Montino Bamatu
Porfic

LEVEL 4 LEVEL 5 LEVEL 6
Dial Dialma Lorto
Radial Badialma Madi
Latumofis Litokan Mabadi
Maporfic Kandi Loktofeit
Di
Badi

LEVEL 7
Mikto
Lorto

SPELLS (MAGE)

LEVEL 1 LEVEL 2 LEVEL 3
Halito Dilto Mahalito
Mogref Sopic Molito
Katino
Dumapic

LEVEL 4 LEVEL 5 LEVEL 6
Morlis Mamorlis Lakanito
Dalto Makanito Zilwan
Lahalito Madalto Masopic
Haman

LEVEL 7
Malor
Tiltowait
Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO I

NAME: Taran

CLASS: Samurai MAY CHANGE TO:

PASSWORD: —

RACE: Human

ALIGNMENT: Good

LEVEL 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

HITS: 57 61

AGE: 20 21

ARMOR: -1 -1

STRENGTH: 18 18

I.Q.: 18 18

PIETY: 18 18

VITALITY: 17 18

AGILITY: 18 18

LUCK: 18 18

EQUIPMENT

1. Sallet
2. Iron Gloves
3. Heater +1
4. Plate Armor +1
5. Nunchaku
6.
7.
8.

SPELLS (PRIEST)

LEVEL 1 Kalki
LEVEL 2 Matu
LEVEL 3 Lomilwa
LEVEL 4 Dialko
LEVEL 5 Latumapic
LEVEL 6 Bamatu
LEVEL 7 Porfic

LEVEL 4 Dial
LEVEL 5 Dialma
LEVEL 6 Lorto
LEVEL 7 Madi
LEVEL 8 Mabadi
LEVEL 9 Loktofeit
LEVEL 10 Di
LEVEL 11 Badi

LEVEL 7
Malikto
Kadorto

SPELLS (MAGE)

LEVEL 1 Halito
LEVEL 2 Dilto
LEVEL 3 Mahalito
LEVEL 4 Mogref
LEVEL 5 Sopic
LEVEL 6 Molito

LEVEL 4 Morlis
LEVEL 5 Mamorlis
LEVEL 6 Lakanito
LEVEL 7 Dalto
LEVEL 8 Mekanito
LEVEL 9 Madalto
LEVEL 10 Masopic
LEVEL 11 Haman

LEVEL 7
Malor
Tiltowait
Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO II

NAME: FF Lewddur CLASS: Fighter MAY CHANGE TO:

PASSWORD: RACE: Human ALIGNMENT: Good

| | | | | | | | | | | | | | | | | | |
|----------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| LEVEL | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| HITS | ----- | | | | | | | | | | | | | | | | |
| AGE | ----- | | | | | | | | | | | | | | | | |
| ARMOR | ----- | | | | | | | | | | | | | | | | |
| STRENGTH | ----- | | | | | | | | | | | | | | | | |
| I.Q. | ----- | | | | | | | | | | | | | | | | |
| PIETY | ----- | | | | | | | | | | | | | | | | |
| VITALITY | ----- | | | | | | | | | | | | | | | | |
| AGILITY | ----- | | | | | | | | | | | | | | | | |
| CK | ----- | | | | | | | | | | | | | | | | |

EQUIPMENT

1. Plate Armor
2. Iron Gloves
3. Battle Axe
4. Heater
5. Basinet
6. Italy Water
7.
8.

SPELLS (PRIEST)

| | | |
|-----------|----------|-----------|
| LEVEL 1 | LEVEL 2 | LEVEL 3 |
| Kalki | Matu | Lomilwa |
| Dios | Calfo | Dialko |
| Badios | Manifo | Latumapic |
| Milwa | Montino | Bamatu |
| Porfic | | |
| LEVEL 4 | LEVEL 5 | LEVEL 6 |
| Dial | Dialma | Lorto |
| Badial | Badialma | Madi |
| Latumofis | Litokan | Mabadi |
| Maporfic | Kandi | Loktofeit |
| | Di | |
| | Badi | |
| LEVEL 7 | | |
| Malikto | | |
| Lorto | | |

SPELLS (MAGE)

| | | |
|-----------|----------|----------|
| LEVEL 1 | LEVEL 2 | LEVEL 3 |
| Halito | Dilto | Mahalito |
| Mogref | Sopic | Molito |
| Katino | | |
| Dumapic | | |
| LEVEL 4 | LEVEL 5 | LEVEL 6 |
| Morlis | Mamorlis | Lakanito |
| Dalto | Makanito | Zilwan |
| Lahalito | Madalto | Masopic |
| | | Haman |
| LEVEL 7 | | |
| Malor | | |
| Tiltowait | | |
| Mahaman | | |

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO I

NAME: Doli CLASS: Lord MAY CHANGE TO:
 PASSWORD: — RACE: Dwarf ALIGNMENT: Good
 LEVEL 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

HITS: 69
 AGE: 28
 ARMOR: 0
 STRENGTH: 18
 I.Q.: 5
 PIETY: 18
 VITALITY: 18
 AGILITY: 14
 LUCK: 11

EQUIPMENT

1. Sallet
2. Plate Armor
3. Iron Gloves
4. Heater +1
5. Broadsword +1
6.
7.
8.

SPELLS (PRIEST)

LEVEL 1
Kalki
Dios
Badios
Milwa
Porfic

LEVEL 2
Matu
Calfo
Manifo
Montino

LEVEL 3
Lomilwa
Dialko
Latumapic
Bamatu

LEVEL 4
Dial
Badial
Latumofis
Maporfic

LEVEL 5
Dialma
Badialma
Litokan
Kandi
Di
Badi

LEVEL 6
Lorto
Madi
Mabadi
Loktofeit

LEVEL 7
Malikto
Kadorto

SPELLS (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

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO II

NAME: Eilonwy

CLASS: Bishop MAY CHANGE TO:

PASSWORD: —

RACE:

ALIGNMENT: Good

LEVEL 2 3 4 5 6 7 8 9 10 11 12 13 14 15 26 27 28

HITS-----51-----

AGE-----21-----

ARMOR-----5-----

STRENGTH-----18-----

I.Q.-----18-----

PIETY-----18-----

VITALITY-----18-----

AGILITY-----18-----

CK-----18-----

EQUIPMENT

1. Round shield 2. Breastplate 3. Mace 4. —

5. — 6. — 7. — 8. —

SPELLS (PRIEST)

LEVEL 1 LEVEL 2 LEVEL 3
Kalki Matu Lomilwa
Dios Calfo Dialko
Badios Manifo Latumapic
Milwa Montino Bamatu
Porfic

LEVEL 4 LEVEL 5 LEVEL 6
Dial Dialma Lorto
Badial Badialma Madi
Latumofis Litokan Mabadi
Maporfic Kandi Loktofeit
Di
Badi

LEVEL 7
Mlikto
Lorto

SPELLS (MAGE)

LEVEL 1 LEVEL 2 LEVEL 3
Halito Dilto Mahalito
Mogref Sopic Molito
Katino
Dumapic

LEVEL 4 LEVEL 5 LEVEL 6
Morlis Mamorlis Lakanito
Dalto Makanito Zilwan
Lahalito Madalto Masopic
Haman

LEVEL 7
Malor
Tiltowait
Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO I

NAME: CLASS: MAY CHANGE TO:

PASSWORD: RACE: ALIGNMENT:

LEVEL 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

HITS:-----

AGE:-----

ARMOR:-----

STRENGTH:-----

I.Q.:-----

PIETY:-----

VITALITY:-----

AGILITY:-----

LUCK:-----

EQUIPMENT

1. 2. 3. 4.
5. 6. 7. 8.

SPELLS (PRIEST)

LEVEL 1 LEVEL 2 LEVEL 3
Kalki Matu Lomilwa
Dios Calfo Dialko
Badios Manifo Latumapic
Milwa Montino Bamatu
Porfic

LEVEL 4 LEVEL 5 LEVEL 6
Dial Dialma Lorto
Badial Badialma Madi
Latumofis Litokan Mabadi
Maporfic Kandi Loktofeit
Di
Badi

LEVEL 7
Malikto
Kadorto

SPELLS (MAGE)

LEVEL 1 LEVEL 2 LEVEL 3
Halito Dilto Mahalito
Mogref Sopic Molito
Katino
Dumapic

LEVEL 4 LEVEL 5 LEVEL 6
Morlis Mamorlis Lakanito
Dalto Makanito Zilwan
Lahalito Madalto Masopic
Haman

LEVEL 7
Malor
Tiltowait
Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO II

NAME: _____ CLASS: _____ MAY CHANGE TO: _____

PASSWORD: _____ RACE: _____ ALIGNMENT: _____

LEVEL 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28

HITS-----

AGE-----

ARMOR-----

STRENGTH-----

I.Q.-----

PIETY-----

VITALITY-----

AGILITY-----

CK-----

EQUIPMENT

1. _____ 2. _____ 3. _____ 4. _____

5. _____ 6. _____ 7. _____ 8. _____

SPELLS (PRIEST)

| | | |
|---------|---------|-----------|
| LEVEL 1 | LEVEL 2 | LEVEL 3 |
| Kalki | Matu | Lomilwa |
| Dios | Calfo | Dialko |
| Badios | Manifo | Latumapic |
| Milwa | Montino | Bamatu |
| Porfic | | |

| | | |
|-----------|----------|-----------|
| LEVEL 4 | LEVEL 5 | LEVEL 6 |
| Dial | Dialma | Lorto |
| Badial | Badialma | Madi |
| Latumofis | Litokan | Mabadi |
| Maporfic | Kandi | Loktofeit |
| | Di | |
| | Badi | |

LEVEL 7

Mlikto

Lorto

SPELLS (MAGE)

| | | |
|---------|---------|----------|
| LEVEL 1 | LEVEL 2 | LEVEL 3 |
| Halito | Dilto | Mahalito |
| Mogref | Sopic | Molito |
| Katino | | |
| Dumapic | | |

| | | |
|----------|----------|----------|
| LEVEL 4 | LEVEL 5 | LEVEL 6 |
| Morlis | Mamorlis | Lakanito |
| Dalto | Makanito | Zilwan |
| Lahalito | Madalto | Masopic |
| | | Haman |

LEVEL 7

Malor

Tiltowait

Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO I

NAME: CLASS: MAY CHANGE TO:

PASSWORD: RACE: ALIGNMENT:

LEVEL 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

HITS:-----

AGE:-----

ARMOR:-----

STRENGTH:-----

I.Q.:-----

PIETY:-----

VITALITY:-----

AGILITY:-----

LUCK:-----

EQUIPMENT

| | | | |
|----|----|----|----|
| 1. | 2. | 3. | 4. |
| 5. | 6. | 7. | 8. |

SPELLS (PRIEST)

| | | |
|---------|---------|-----------|
| LEVEL 1 | LEVEL 2 | LEVEL 3 |
| Kalki | Matu | Lomilwa |
| Dios | Calfo | Dialko |
| Badios | Manifo | Latumapic |
| Milwa | Montino | Bamatu |
| Porfic | | |

| | | |
|-----------|----------|-----------|
| LEVEL 4 | LEVEL 5 | LEVEL 6 |
| Dial | Dialma | Lorto |
| Badial | Badialma | Madi |
| Latumofis | Litokan | Mabadi |
| Maporfic | Kandi | Loktofeit |
| | Di | |
| | Badi | |

LEVEL 7
Malikto
Kadorto

SPELLS (MAGE)

| | | |
|---------|---------|----------|
| LEVEL 1 | LEVEL 2 | LEVEL 3 |
| Halito | Dilto | Mahalito |
| Mogref | Sopic | Molito |
| Katino | | |
| Dumapic | | |

| | | |
|----------|----------|----------|
| LEVEL 4 | LEVEL 5 | LEVEL 6 |
| Morlis | Mamorlis | Lakanito |
| Dalto | Makanito | Zilwan |
| Lahalito | Madalto | Masopic |
| | | Haman |

LEVEL 7
Malor
Tiltowait
Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO II

NAME: _____ CLASS: _____ MAY CHANGE TO: _____

PASSWORD: _____ RACE: _____ ALIGNMENT: _____

LEVEL 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28

HITS-----

AGE-----

ARMOR-----

STRENGTH-----

I.Q.-----

PIETY-----

VITALITY-----

AGILITY-----

CK-----

EQUIPMENT

1. _____ 2. _____ 3. _____ 4. _____

5. _____ 6. _____ 7. _____ 8. _____

SPELLS (PRIEST)

LEVEL 1 LEVEL 2 LEVEL 3

Kalki Matu Lomilwa

Dios Calfo Dialko

Badios Manifo Latumapic

Milwa Montino Bamatu

Porfic

LEVEL 4 LEVEL 5 LEVEL 6

Dial Dialma Lorto

Badial Badialma Madi

Latumofis Litokan Mabadi

Maporfic Kandi Loktofeit

Di

Badi

LEVEL 7

Malikto

Lorto

SPELLS (MAGE)

LEVEL 1 LEVEL 2 LEVEL 3

Halito Dilto Mahalito

Mogref Sopic Molito

Katino

Dumapic

LEVEL 4 LEVEL 5 LEVEL 6

Morlis Mamorlis Lakanito

Dalto Makanito Zilwan

Lahalito Madalto Masopic

Haman

LEVEL 7

Malor

Tiltowait

Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO I

NAME: CLASS: MAY CHANGE TO:

PASSWORD: RACE: ALIGNMENT:

LEVEL 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

HITS:-----

AGE:-----

ARMOR:-----

STRENGTH:-----

I.Q.:-----

PIETY:-----

VITALITY:-----

AGILITY:-----

LUCK:-----

EQUIPMENT

1. 2. 3. 4.
5. 6. 7. 8.

SPELLS (PRIEST)

LEVEL 1 LEVEL 2 LEVEL 3
Kalki Matu Lomilwa
Dios Calfo Dialko
Badios Manifo Latumapic
Milwa Montino Bamatu
Porfic

LEVEL 4 LEVEL 5 LEVEL 6
Dial Dialma Lorto
Badial Badialma Madi
Latumofis Litokan Mabadi
Maporfic Kandi Loktofeit
Di
Badi

LEVEL 7
Malikto
Kadorto

SPELLS (MAGE)

LEVEL 1 LEVEL 2 LEVEL 3
Halito Dilto Mahalito
Mogref Sopic Molito
Katino
Dumapic

LEVEL 4 LEVEL 5 LEVEL 6
Morlis Mamorlis Lakanito
Dalto Makanito Zilwan
Lahalito Madalto Masopic
Haman

LEVEL 7
Malor
Tiltowait
Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO II

NAME: _____ CLASS: _____ MAY CHANGE TO: _____

PASSWORD: _____ RACE: _____ ALIGNMENT: _____

LEVEL 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28

HITS-----

AGE-----

ARMOR-----

STRENGTH-----

I.Q.-----

PIETY-----

VITALITY-----

AGILITY-----

CK-----

EQUIPMENT

1. _____ 2. _____ 3. _____ 4. _____

5. _____ 6. _____ 7. _____ 8. _____

SPELLS (PRIEST)

LEVEL 1 LEVEL 2 LEVEL 3

Kalki Matu Lomilwa

Dios Calfo Dialko

Badios Manifo Latumapic

Milwa Montino Bamatu

Porfic

LEVEL 4 LEVEL 5 LEVEL 6

Dial Dialma Lorto

Badial Badialma Madi

Latumofis Litokan Mabadi

Maporfic Kandi Loktofeit

Di

Badi

LEVEL 7

Mlikto

Lorto

SPELLS (MAGE)

LEVEL 1 LEVEL 2 LEVEL 3

Halito Dilto Mahalito

Mogref Sopic Molito

Katino

Dumapic

LEVEL 4 LEVEL 5 LEVEL 6

Morlis Mamorlis Lakanito

Dalto Makanito Zilwan

Lahalito Madalto Masopic

Haman

LEVEL 7

Malor

Tiltowait

Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO I

NAME: _____ CLASS: _____ MAY CHANGE TO: _____
 PASSWORD: _____ RACE: _____ ALIGNMENT: _____
 LEVEL 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

HITS:-----
 AGE:-----
 ARMOR:-----
 STRENGTH:-----
 I.Q.:-----
 PIETY:-----
 VITALITY:-----
 AGILITY:-----
 LUCK:-----

EQUIPMENT

1. _____ 2. _____ 3. _____ 4. _____
 5. _____ 6. _____ 7. _____ 8. _____

SPELLS (PRIEST)

LEVEL 1 LEVEL 2 LEVEL 3
 Kalki Matu Lomilwa
 Dios Calfo Dialko
 Badios Manifo Latumapic
 Milwa Montino Bamatu
 Porfic

LEVEL 4 LEVEL 5 LEVEL 6
 Dial Dialma Lorto
 Badial Badialma Madi
 Latumofis Litokan Mabadi
 Maporfic Kandi Loktofeit
 Di
 Badi

LEVEL 7
 Malikto
 Kadorto

SPELLS (MAGE)

LEVEL 1 LEVEL 2 LEVEL 3
 Halito Dilto Mahalito
 Mogref Sopic Molito
 Katino
 Dumapic

LEVEL 4 LEVEL 5 LEVEL 6
 Morlis Mamorlis Lakanito
 Dalto Makanito Zilwan
 Lahalito Madalto Masopic
 Haman

LEVEL 7
 Malor
 Tiltowait
 Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO II

NAME: _____ CLASS: _____ MAY CHANGE TO: _____

PASSWORD: _____ RACE: _____ ALIGNMENT: _____

LEVEL 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28

HITS-----

AGE-----

ARMOR-----

STRENGTH-----

I.Q.-----

PIETY-----

VITALITY-----

AGILITY-----

CK-----

EQUIPMENT

1. _____ 2. _____ 3. _____ 4. _____

5. _____ 6. _____ 7. _____ 8. _____

SPELLS (PRIEST)

LEVEL 1 LEVEL 2 LEVEL 3

Kalki Matu Lomilwa

Dios Calfo Dialko

Badios Manifo Latumapic

Milwa Montino Bamatu

Porfic

LEVEL 4 LEVEL 5 LEVEL 6

Dial Dialma Lorto

Badial Badialma Madi

Latumofis Litokan Mabadi

Maporfic Kandi Loktofeit

Di

Badi

LEVEL 7

Mlikto

Lorto

SPELLS (MAGE)

LEVEL 1 LEVEL 2 LEVEL 3

Halito Dilto Mahalito

Mogref Sopic Molito

Katino

Dumapic

LEVEL 4 LEVEL 5 LEVEL 6

Morlis Mamorlis Lakanito

Dalto Makanito Zilwan

Lahalito Madalto Masopic

Haman

LEVEL 7

Malor

Tiltowait

Mahaman

WIZARDRY (TM)*****CHARACTER SHEET*****SCENARIO I

NAME: CLASS: MAY CHANGE TO:
 PASSWORD: RACE: ALIGNMENT:

LEVEL 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

HITS:-----

AGE:-----

ARMOR:-----

STRENGTH:-----

I.Q.:-----

PIETY:-----

VITALITY:-----

AGILITY:-----

LUCK:-----

EQUIPMENT

1. 2. 3. 4.
 5. 6. 7. 8.

SPELLS (PRIEST)

LEVEL 1 LEVEL 2 LEVEL 3
 Kalki Matu Lomilwa
 Dios Calfo Dialko
 Badios Manifo Latumapic
 Milwa Montino Bamatu
 Porfic

LEVEL 4 LEVEL 5 LEVEL 6
 Dial Dialma Lorto
 Badial Badialma Madi
 Latumofis Litokan Mabadi
 Maporfic Kandi Loktofeit
 Di
 Badi

LEVEL 7
 Malikto
 Kadorto

SPELLS (MAGE)

LEVEL 1 LEVEL 2 LEVEL 3
 Halito Dilto Mahalito
 Mogref Sopic Molito
 Katino
 Dumapic

LEVEL 4 LEVEL 5 LEVEL 6
 Morlis Mamorlis Lakanito
 Dalto Makanito Zilwan
 Lahalito Madalto Masopic
 Haman

LEVEL 7
 Malor
 Tiltowait
 Mahaman

WIZARDRY (TM)*****SPELL AND EXPERIENCE SHEET*****SCENARIO II

NAME: CLASS: RACE: ALIGNMENT:

EQUIPMENT: 1. 2. 3. 4. 5. 6. 7. 8.

EXP. LVL 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 ****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-Bamatu
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:

EQUIPMENT: 1. 2. 3. 4. 5. 6. 7. 8.

EXP. LVL 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 ****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-Bamatu
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:

EQUIPMENT: 1. 2. 3. 4. 5. 6. 7. 8.

EXP. LVL 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 ****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-Bamatu
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

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WIZARDRY (TM)*****SPELL AND EXPERIENCE SHEET*****SCENARIO I

NAME: CLASS: RACE: ALIGNMENT:

EQUIPMENT:1. 2. 3. 4. 5. 6. 7. 8.
EXP.LVL 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 ****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:

EQUIPMENT:1. 2. 3. 4. 5. 6. 7. 8.
EXP.LVL 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 ****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

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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 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 ****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

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WIZARDRY™ SCENARIO#1

MAPS KEY



DOUBLE WALLS: AREA WHERE NO SPELLS ARE USABLE, INCLUDING ANY MAGIC ITEMS OR 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.



STAIRS GOING UP PRESS (Y) TO ASCEND, (N) TO LEAVE THEM



STAIRS GOING DOWN PRESS (Y) TO DESCEND, (N) TO LEAVE THEM



DOOR CAN BE USED ONLY IN DIRECTION OF ARROW AND USUALLY DISAPPEARS AFTER USE.



DOOR INVISIBLE WITHOUT MILWA OR LOMILWA SPELLS.



TELEPORTS TO ANOTHER AREA, USUALLY ON THE SAME LEVEL, EXCEPT ON LOWER LEVELS, WHEN THE PARTY WILL OFTEN BE SENT TO LEVEL 10! TELEPORTS ARE RANDOM, UNLESS OTHERWISE NOTED.



ARROW REMINDS THAT PASSING THE BOUNDARY OF THE MAZE TELEPORTS TO THE OPPOSITE SIDE AT THE SAME COORDINATE.



ROTATION, USUALLY IN THE DIRECTION OF THE ARROW. THESE SOMETIMES TELEPORT, AS WELL.



PIT IS JUST THAT, AND COSTS 3-6 OF YOUR CHARACTERS 5-50 HIT POINTS!



DARK AREA MILWA AND LOMILWA SPELLS ARE REMOVED.



(M)ESSAGE # FOUND ON MARGINS OF MAP. (//) SLASH INDICATES A NEW INFORMATION WINDOW.



(N)OTE # FOUND ON MARGINS OF MAP.



DARK OUTLINE INDICATES "TELEPORT AREAS" ON LEVELS 1-4 CONTAINING THE ELEVATORS ON THESE LEVELS.



(P)RIVATE (E)LEVATOR USABLE BY PARTIES WITH THE BLUE RIBBON OBTAINED ON LEVEL 4. PRESSING THE APPROPRIATE BUTTON TAKES YOU TO THE (P)RIVATE (E)LEVATOR ON THE LEVEL OF YOUR CHOICE, JUST LIKE IN REAL LIFE! BUTTONS: A--LEVEL 4/B--LEVEL 5/C--LEVEL 6/D--LEVEL 7/E--LEVEL 8/F--LEVEL 9. REMINDERS ARE FOUND IN THE MARGINS OF THESE LEVELS.



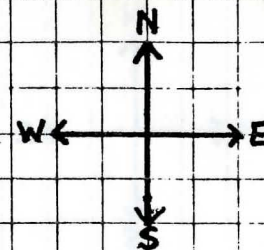
(E)LEVATOR TO LEVELS 1-4. PRESS BUTTON TO GO TO THE (E)LEVATOR ON THE DESIRED LEVEL: A--LEVEL 1/B--LEVEL 2/C--LEVEL 3/D--LEVEL 4. REMINDERS ON MARGINS OF LEVEL 1-4 MAPS.



UNREACHABLE AREAS, AT LEAST BY THIS MAPMAKER! I'VE USED MALOR SPELLS, SOUGHT OUT TELEPORTING CHESTS, AND KICKED WALLS UNTIL MY FINGERS ARE SORE! SEND IN THE POSTCARD ENCLOSED, AND I'LL SEND AN UPDATE (FREE!!) IF I FIND A WAY TO TRESPASS!

WIZARDRY™ SCENARIO#1

LEVEL 1



(M)ESSAGE 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 BEJEWELLED 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

(N)OTE 1

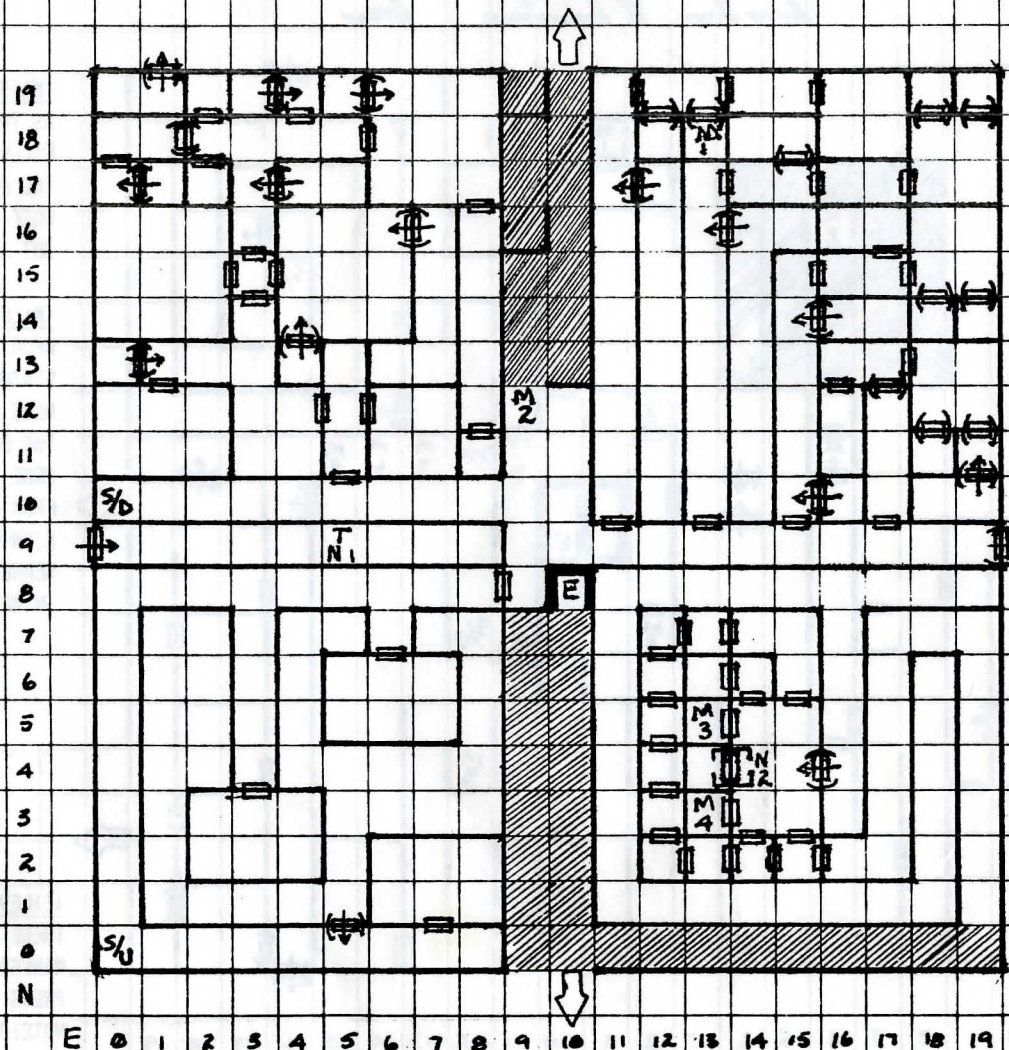
TELEPORTS TO 13E, 4N

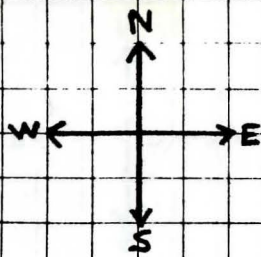
(N)OTE 2

AFTER PASSING THROUGH THIS DOOR, IT SLAMS. WHEN APPROACHED FROM 15E, 4N PARTY IS BUMPED BACK TO THE SAME LOCATION.

(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™-SCENARIO #1

LEVEL 2

(M)ESSAGE 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)ESSAGE 2

WITHIN THE ROOM IS A STATUETTE 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)LEAVE

(M)ESSAGE 3

AS YOU ENTER THE ROOM, A SILVERY FOG FILLS THE ROOM. THE PARTY FLEES IN TERROR. NOTE:YIELDS TO LEVEL 9.

(M)ESSAGE 4

NO ONE IN THE PARTY IS STRONG ENOUGH TO KICK THE DOOR DOWN. NOTE:YIELDS TO LEVEL 9.

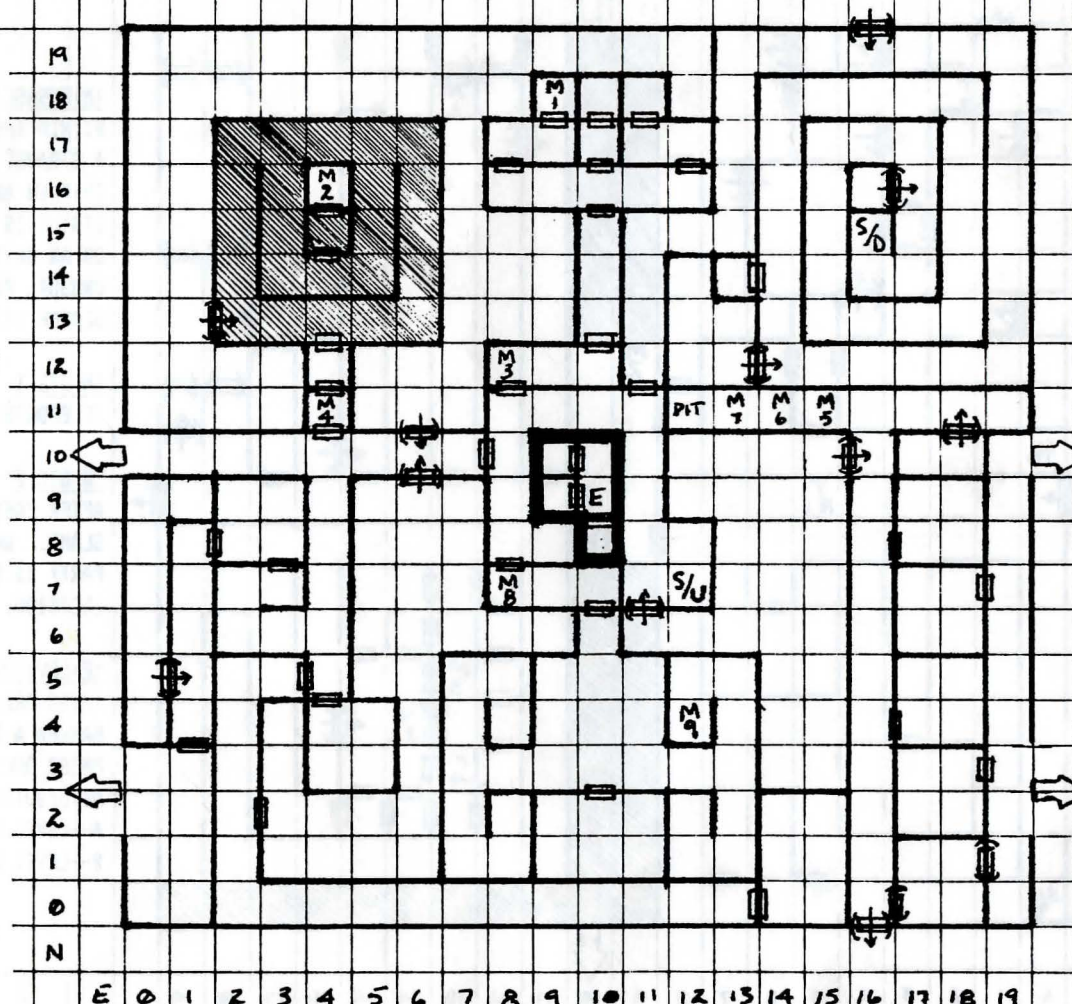
(M)ESSAGES 5-7

5:A PLACARD NEAR THE GROUND READS: "A DUNGEON DARK..."

6:A PLACARD NEAR THE GROUND READS: "WHEN ITS NOT LIT..."

7:A PLACARD NEAR THE GROUND READS: "WATCH OUT, OR YOU'LL..."

NOTE:NEXT SQUARE IS...A PIT!



(M)ESSAGE 8

AS THE PARTY ENTERS THE ROOM, IT FILLS WITH A BRONZE-COLORED SMOKE. THE PARTY IS COMPELLED TO LEAVE. NOTE:SOMETIMES YIELDS TO LEVEL 9, BUT ALWAYS YIELDS TO 10 AND ABOVE.

(M)ESSAGE 9

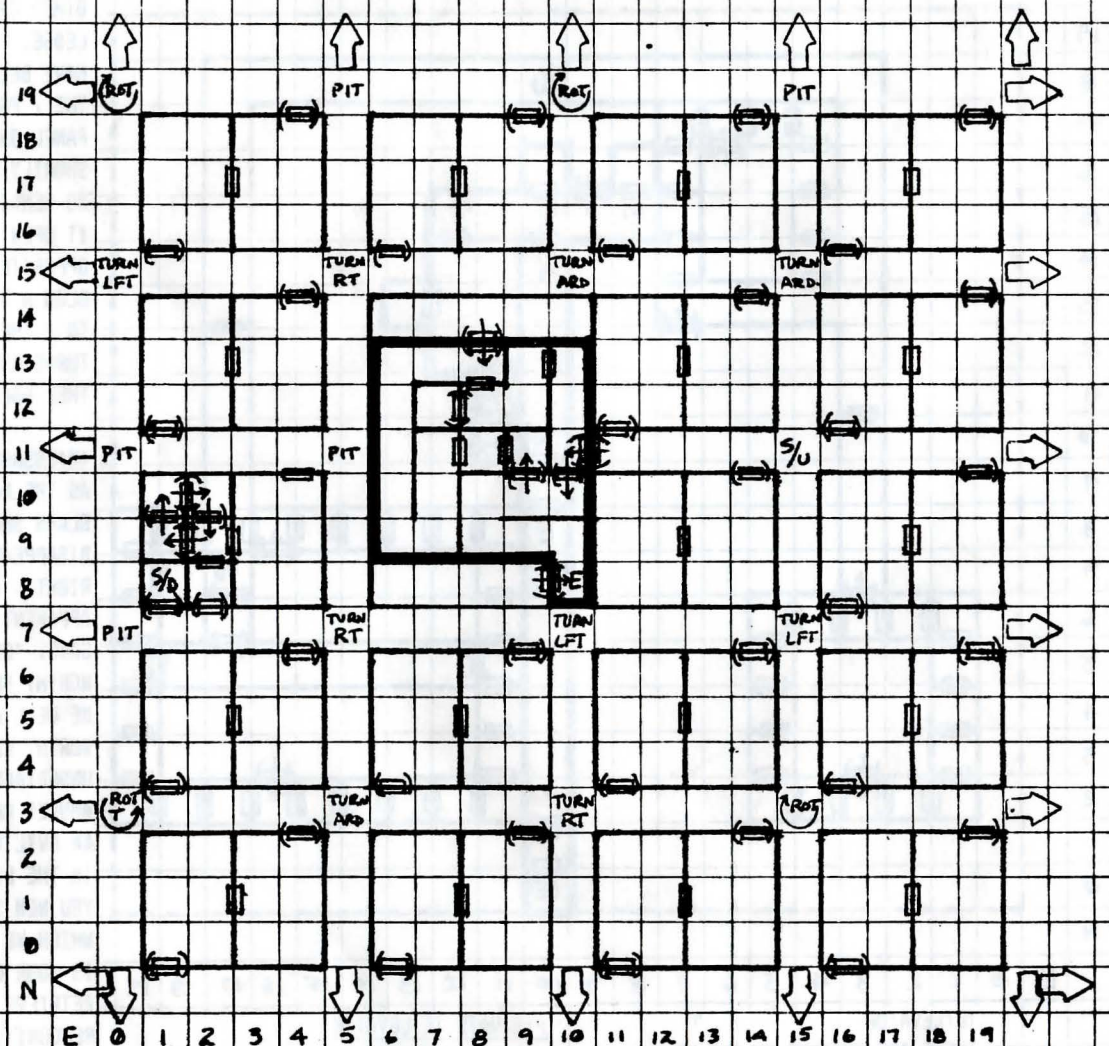
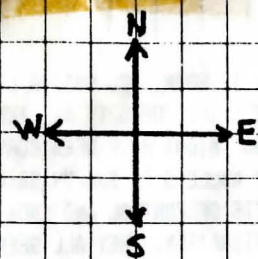
UPON A SMALL SILVERY DISK RESTS A STATUE OF A FROG WEARING A RED AND BLUE CAPE. ALTHOUGH MADE OF METAL, THE STATUE INEXPLICABLY SEEMS TO COME / TO LIFE, SHAKING ITS FORELEGS FROM SIDE TO SIDE, ACCOMPANIED BY A HIGH-PITCHED, "YEAH!!!!..." / SEARCH (Y/N)? (Y)STATUETTE/FROG (N)MAY LEAVE

(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™-SCENARIO #1

LEVEL 3



NOTE: ROTATIONS ARE USUALLY CLOCKWISE, BUT MAY VARY. ALSO, ROTATIONS SOMETIMES TELEPORT, SO CHECK LOCATION AFTER ROTATING. BETTER YET--AVOID THEM ALTOGETHER!

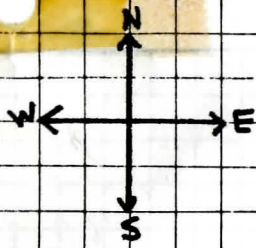
THE SIGNS "TURN LEFT", "TURN RIGHT", AND "TURN AROUND" DON'T DO ANYTHING, AND ARE BEST IGNORED, UNLESS YOU USE THEM TO CHECK YOUR LOCATION.

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

LEVEL 4



(NOTE:

TRAVEL PAST THE DOTTED BOUNDARIES BRINGS THE PARTY TO THE OPPOSITE SIDE OF THE LEVEL AT THE SAME COORDINATE.

(MESSAGE 1

A SIGN ON THE DOOR READS:
"TREASURE REPOSITORY."

(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 RIGHT OR LEFT PROVOKES AN ENCOUNTER!

(MESSAGE 3

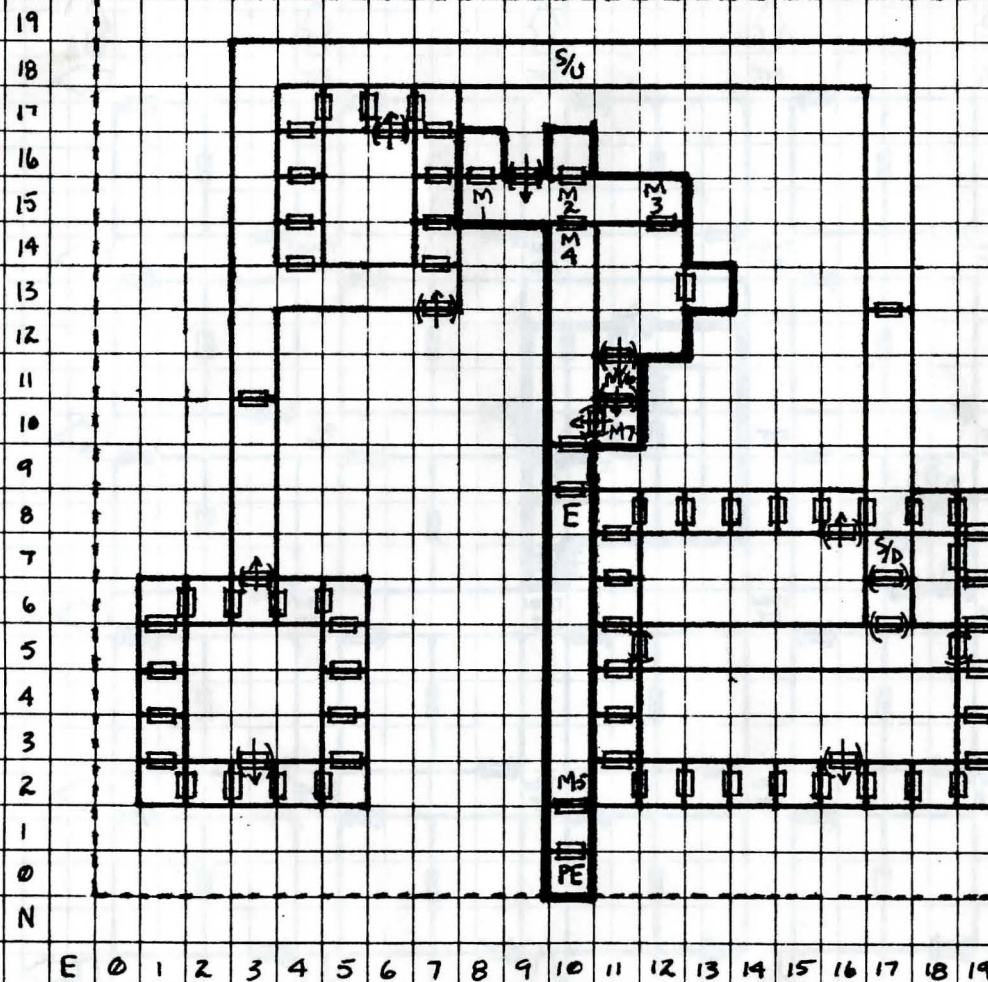
A SIGN ON THE DOOR READS:
"MONSTER ALLOCATION CENTER"

(MESSAGE 4

A SIGN ON THE DOOR READS:
TESTING GROUNDS CONTROL CENTER
THIS AREA IS STRICTLY OFF-LIMITS.
<<<DO NOT ENTER>>>

(MESSAGE 5

A SIGN ON THE DOOR READS: PRIVATE
ELEVATOR: AUTHORIZED USERS ONLY!
NOTE: WITHOUT BLUE RIBBON, PARTY IS STUNNED AND KICKED OUT!



(E)LEVATOR

THERE ARE BUTTONS ON THE WALL MARKED A THROUGH D.
PRESS ONE (OR RETURN TO LEAVE THEM).
NOTE: BUTTONS TAKE TO (E)LEVATOR:
A--LEVEL 1 C--LEVEL 3
C--LEVEL 3 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 (PE):
A--LVL 4 C--LVL 6 E--LVL 8
B--LVL 5 D--LVL 7 F--LVL 9

(MESSAGE 6

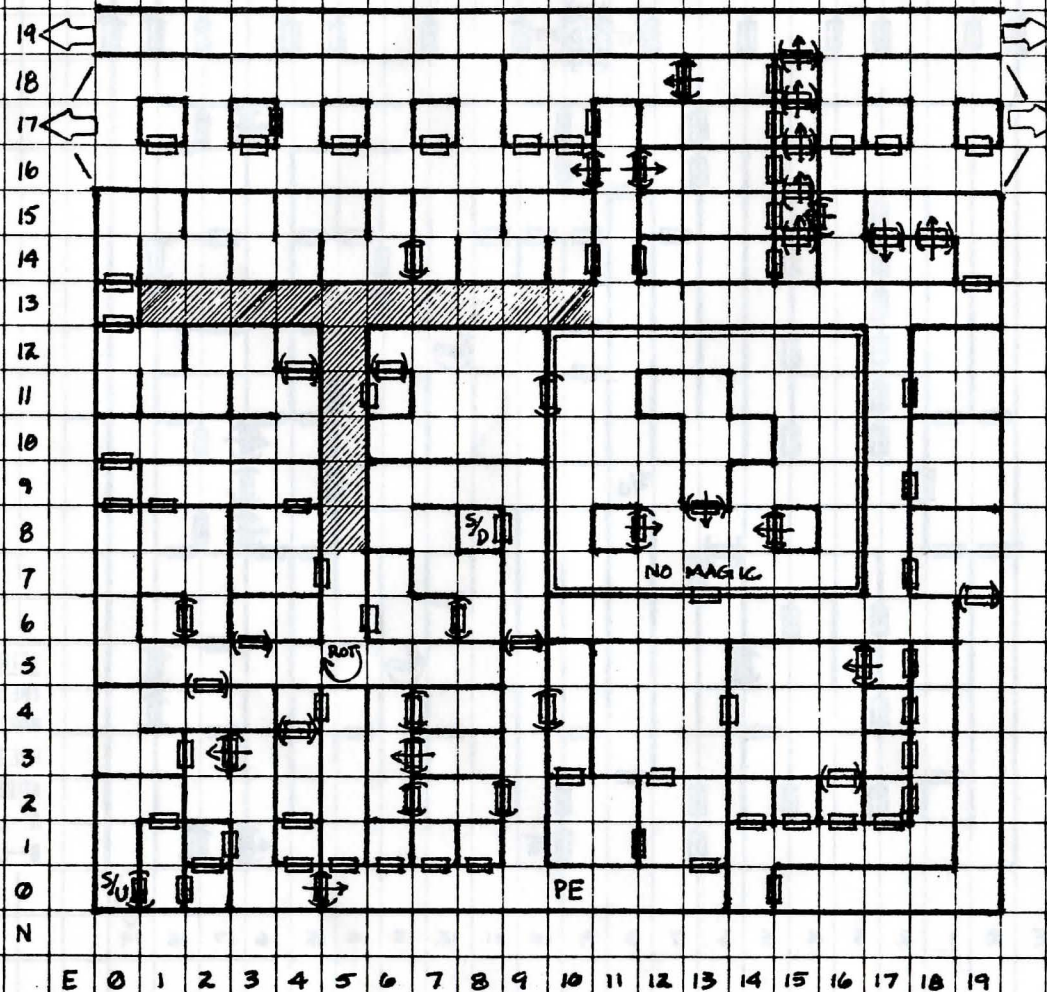
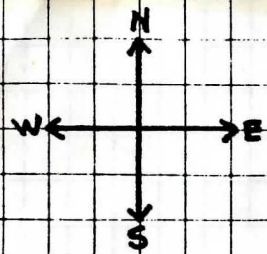
IN THIS 10 BY 10 ROOM, YOU NOTE A LARGE SEMI-CIRCULAR DESK. UPON IT ARE THE REMAINS OF WHAT MIGHT HAVE BEEN SCRYING GLASSES AND / AMULETS OF SUMMONING AND OTHER ARTIFACTS OF CONTROL AND KNOWLEDGE. UNFORTUNATELY, THEY ALL SEEM TO HAVE BEEN DESTROYED BEYOND REPAIR. AS THE / PARTY ENTERED THE ROOM, A SLIDING 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.

(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. / SO NOW, AND GOD SPEED IN YOUR QUEST!" (GET BLUE RIBBON)

WIZARDRY™-SCENARIO #1

LEVEL 5

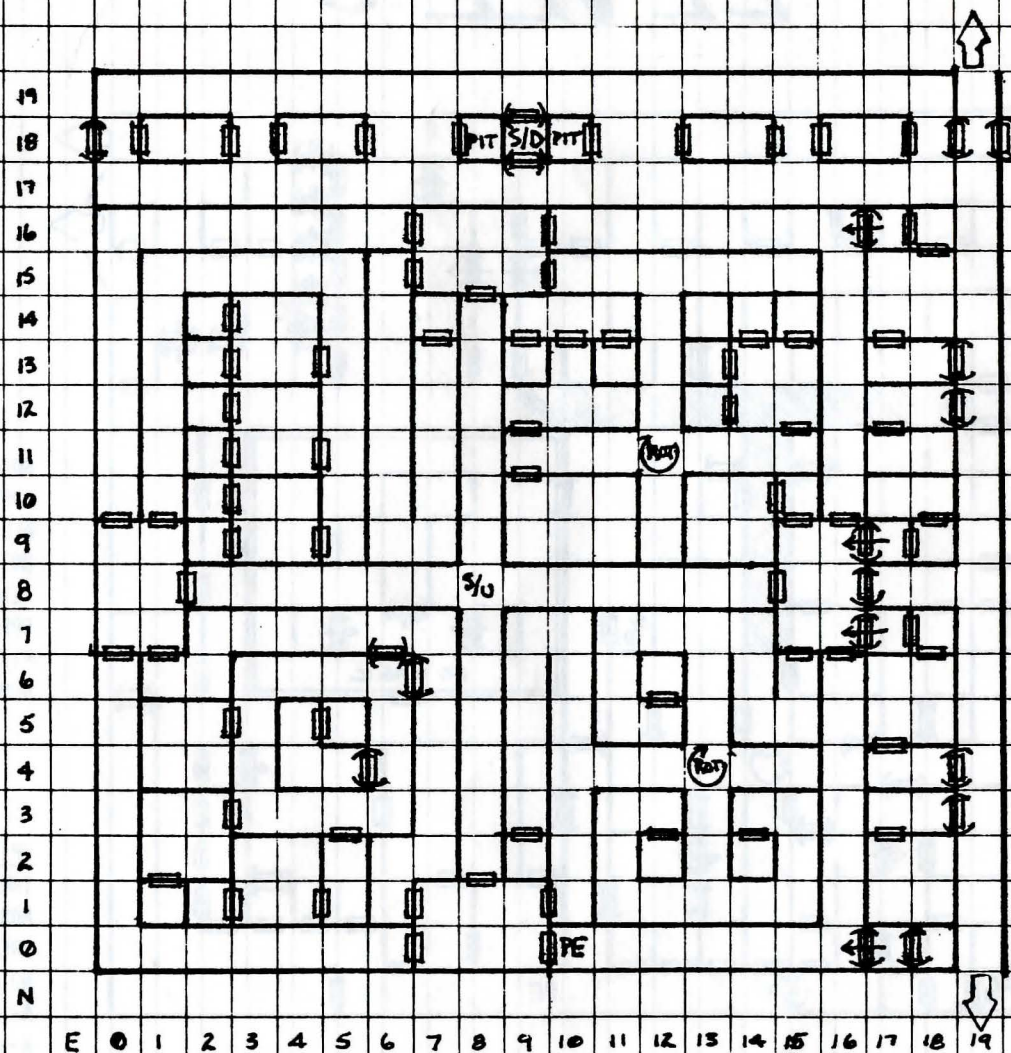
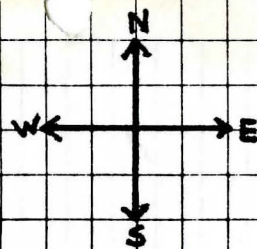


NOTE:
ONCE YOU ENTER THE "NO MAGIC" AREA
ALL YOUR SPELLS WILL FIZZLE OUT
UNTIL YOU GO BACK TO THE "(P)RIVATE
(E)LEVATOR" CORRIDOR. WHILE THE
SPELLS OF MOST HUMAN MONSTERS WILL
FIZZLE OUT TOO, THOSE OF MOST NON-
HUMAN MONSTERS CAN STILL HARM YOU!

(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 (PE):
A--LVL 4 C--LVL 6 E--LVL 8
B--LVL 5 D--LVL 7 F--LVL 9

WIZARDRY - SCENARIO #1

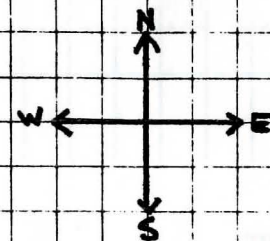
LEVEL 6



(P) PRIVATE (E) LEVATOR
 THERE ARE BUTTONS ON THE WALL
 MARKED A THROUGH F.
 PRESS ONE (OR RETURN TO LEAVE THEM).
 NOTE: BUTTONS TAKE TO (PE):
 A--LVL 4 C--LVL 6 E--LVL 8
 B--LVL 5 D--LVL 7 F--LVL 9

WIZARDRY™ - SCENARIO #1

LEVEL 7



GENERAL NOTES:

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!

ROOMS ARE INCLUDED IN THE CORNERS, SINCE THIS IS WHAT THEY LOOK LIKE WHEN YOU ENTER THEM.

(N)OTE 1

TELEPORTS TO 19E, 12N, FACING W

(N)OTE 2

BUMPS BACK TO 17E, 19N, FACING S

(P)RIVATE (E)LEVATOR

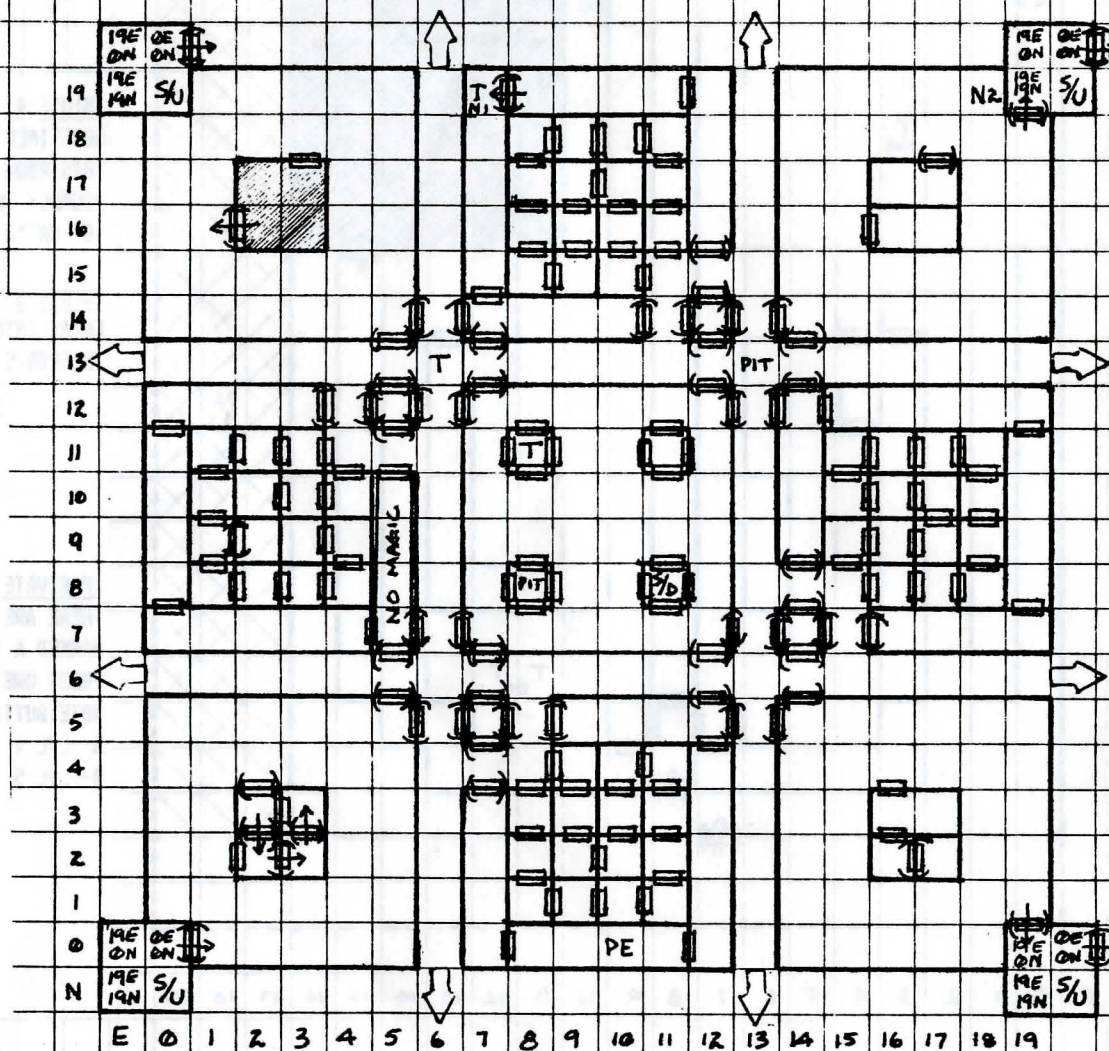
THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F.

PRESS ONE (OR RETURN TO LEAVE THEM).

NOTE: BUTTONS TAKE TO (PE):

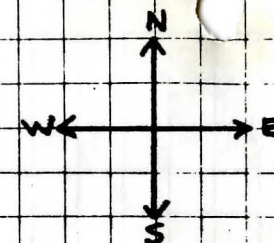
A--LVL 4 C--LVL 6 E--LVL 8

B--LVL 5 D--LVL 7 F--LVL 9



WIZARDRY - SCENARIO #1

LEVEL 8



GENERAL NOTES:

MAP HAS BEEN SHIFTED TO MAKE READING EASIER. DOTTED LINES INDICATE ACTUAL BOUNDARIES.

THERE ARE NO STAIRS UP TO LEVEL 7 OR STAIRS DOWN TO LEVEL 9.

(NOTE 1)

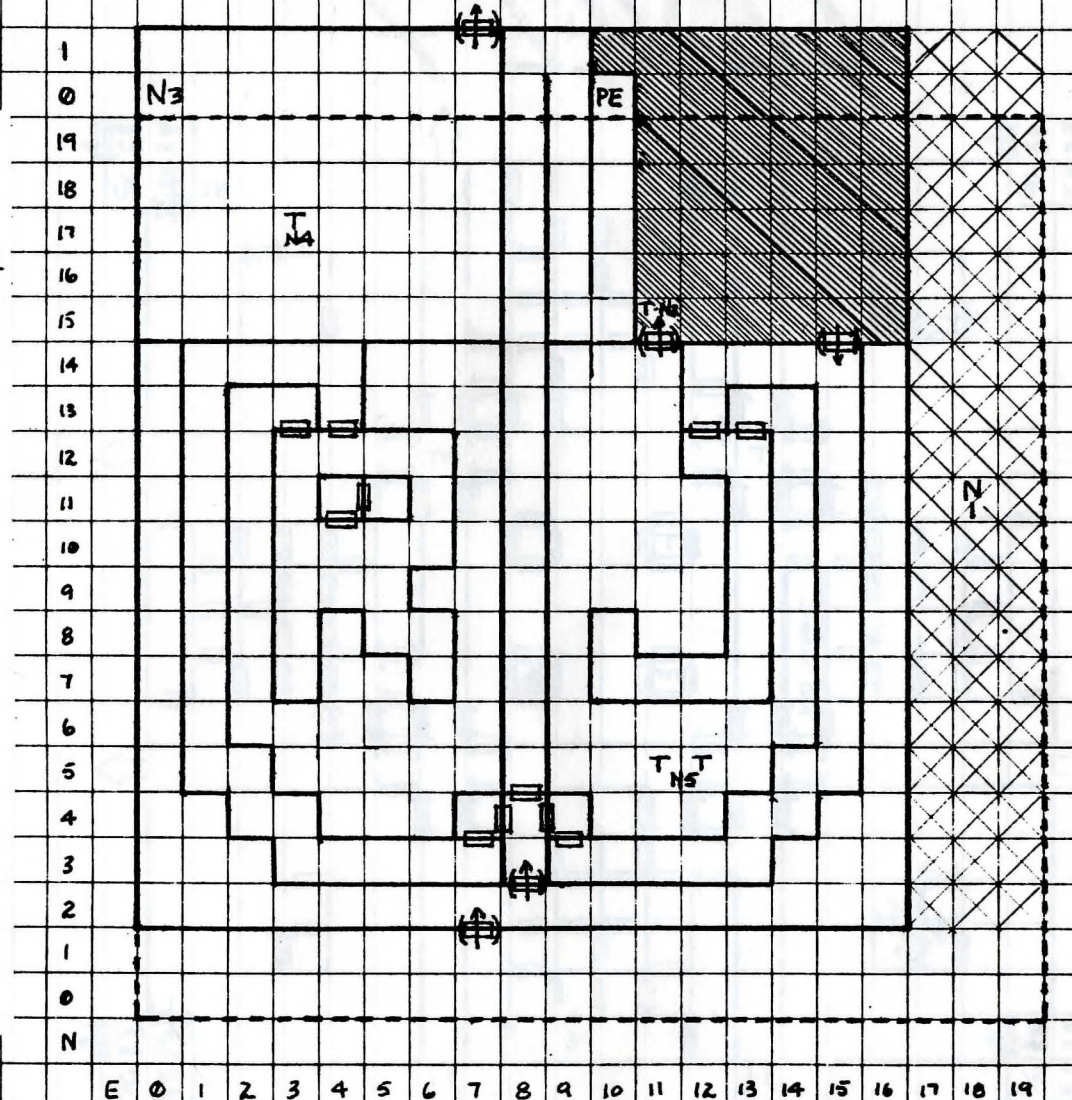
ATTEMPTED ENTRY INTO X'D AREA BY MALOR SPELL TELEPORTS TO LEVEL 1. TO THE BEST OF MY KNOWLEDGE, THERE IS NO WAY TO ENTER IT (I'VE TRIED EVERYTHING!) MAKES THE INITIALS CUTER, THOUGH!

(NOTE 2)

THIS SQUARE TELEPORTS TO THE CENTER OF THE ROOM.

(NOTE 3)

ENTRY BY STAIRS FROM LEVEL 7 (ONE-WAY). NOTE THAT ALMOST EVERY STEP IN THIS ROOM TURNS THE PARTY IN ONE DIRECTION OR ANOTHER, OR SLIDES THEM TWO OR MORE SQUARES FORWARD.



(NOTE 4)

SOMETIMES ENTRY INTO THE CENTER OF THIS ROOM TELEPORTS THE PARTY, USUALLY INTO THE AREA OUTSIDE THE "R" OR "J".

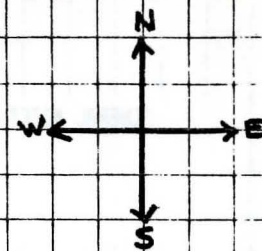
(NOTE 5)

ENTRY INTO THESE TWO SQUARES TELEPORTS TO AREA OF (NOTE 4).

(PRIVATE) (E)LEVATOR

THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F. PRESS ONE (OR RETURN TO LEAVE THEM).
NOTE: BUTTONS TAKE TO (PE):
A--LVL 4 C--LVL 6 E--LVL 8
B--LVL 5 D--LVL 7 F--LVL 9

WIZARDRY™-SCENARIO #1 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, THE X'D AREAS RESIST ENTRY BY ANY MEANS, TELEPORTING THE PARTY TO LEVEL 1, 0E, 5N. NO MISSING THOSE INITIALS, THOUGH!

AREAS WITH NO DOORS REQUIRE MALOR SPELL TO ENTER AND EXIT.

CHUTE AT 2E, 8N IS THE ENTRY TO LEVEL 10.

THERE ARE NO STAIRS TO OR FROM LEVEL 8.

(P)RIVATE (E)LEVATOR

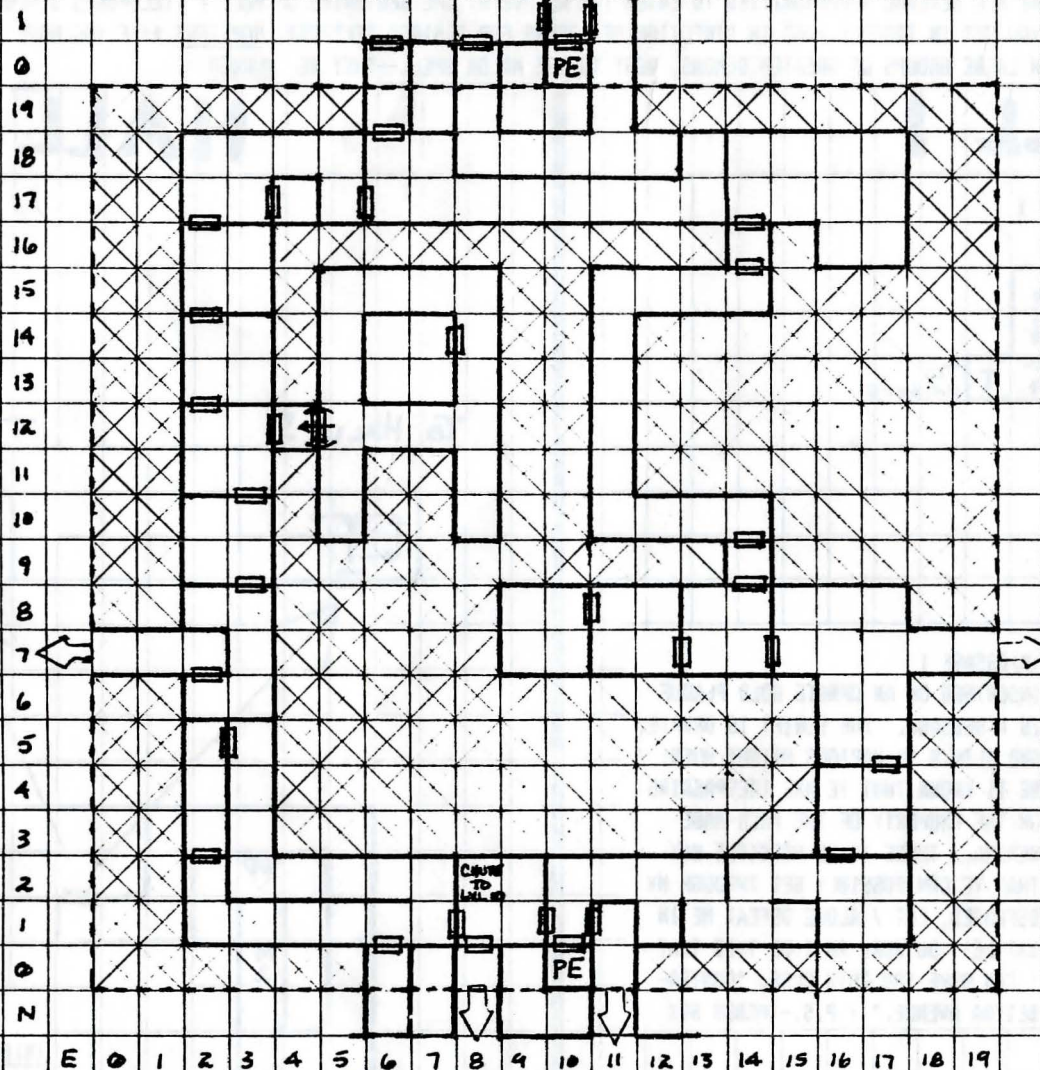
THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F.

PRESS ONE (OR RETURN TO LEAVE THEM).

NOTE: BUTTONS TAKE TO (PE):

A--LVL 4 C--LVL 6 E--LVL 8

B--LVL 5 D--LVL 7 F--LVL 9



LEVEL 10

GENERAL NOTES:

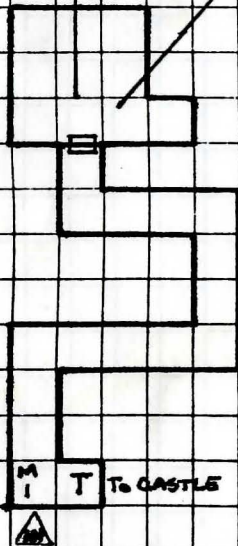
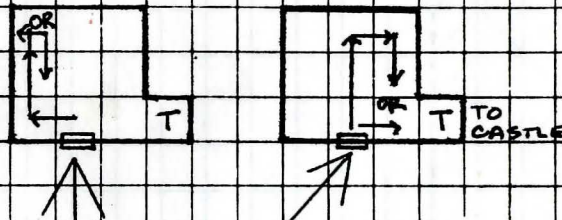
SPELLS: **NO DUMAPIC SPELLS, DUE TO ENCHANTMENT.** **CANNOT USE MALOR SPELL TO ENTER--BOUNCE BACK.** **MALOR TO EXIT WORKS ONLY IN COMBAT OR IN WERDNA'S LAIR. TELEPORTS: **ALL TELEPORTS GO TO BEGINNING OF HALL** **NOTE THAT THERE ARE SEVERAL OPPORTUNITIES TO ENTER THE ALCOVE AT THE BEGINNING OF HALL 1 (TELEPORTS DIRECTLY TO CASTLE) IF YOU GET IN TROUBLE.** **GO IN DIRECTION OF ARROWS FOR DESIRED TELEPORT. MONSTERS **IF YOU HAVE AN ENCOUNTER WITH LARGE GROUPS OF GREATER DEMONS, BEST TO USE MALOR SPELL--THEY'RE MURDER!

HALL 1

HALL 2

TO HALL 2

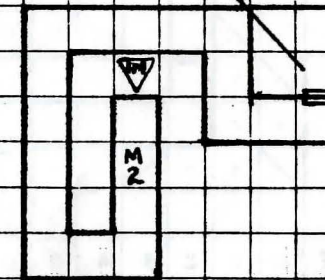
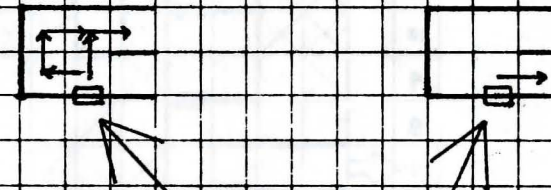
TO HALL 1

(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

TO HALL 3

TO HALL 1

(M)ESSAGE 2

ONE GROUP OF GUARDIANS YE HAVE BEATEN BUT MANY MORE AWAIT YE! TURN BACK WHILE YOU STILL CAN, MORTALS!

WIZARDRY™-SCENARIO #1

HALLS 3, 4, 5

LEVEL 10

HALL 3

HALL 4

HALL 5

To HALL 4

To HALL 5

Nothing

To HALL 3

To HALL 6

To HALL 3

To HALL 1

LEVEL 10

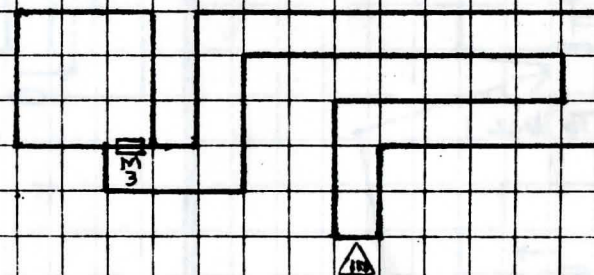
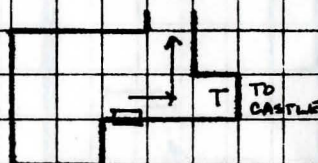
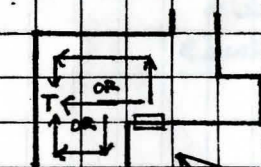
HALL 6

HALL 7

TO HALL 7

TO HALL 1

TO CASTLE



(MESSAGE 3)
 "LAIR OF THE EVIL WIZARD WERDNA"
 THE WIZARD IS **IN**

NOTE: THE ONLY EXIT FROM THIS HALL
 IS IN WERDNA'S LAIR, SO DO NOT ENTER
 UNLESS YOU HAVE ENOUGH HIT POINTS
 AND SPELLS TO SURVIVE THE BATTLE!

WIZARDRY™-SCENARIO#2

MAPS KEY



STAIRS GOING UP PRESS (Y) TO ASCEND, (N) TO LEAVE THEM



STAIRS GOING DOWN PRESS (Y) TO DESCEND, (N) TO LEAVE THEM



DOOR CAN BE USED ONLY IN DIRECTION OF ARROW AND USUALLY DISAPPEARS AFTER USE.



DOOR INVISIBLE WITHOUT MILWA OR LOMILWA SPELLS



DOOR INVISIBLE AT ALL TIMES, BUT CAN BE PASSED THROUGH IN DIRECTION OF ARROW.

T

TELEPORTS TO ANOTHER AREA, USUALLY ON THE SAME LEVEL, EXCEPT ON LOWER LEVELS, WHEN THE PARTY WILL OFTEN BE SENT TO LEVEL 6! TELEPORTS ARE RANDOM, UNLESS OTHERWISE NOTED.



ROTATION, USUALLY IN THE DIRECTION OF THE ARROW. THESE SOMETIMES TELEPORT, AS WELL.



DARK AREA MILWA AND LOMILWA SPELLS ARE REMOVED.

PIT

PIT IS JUST THAT, AND COSTS 3-6 OF YOUR CHARACTERS 5-50 HIT POINTS!

N
3

(NOTE # FOUND ON MARGINS OF MAP.

M
2

(MESSAGE # FOUND ON MARGINS OF MAP. (//) SLASH INDICATES A NEW INFORMATION WINDOW.



ROCK PARTY WILL MEET A SWIFT END IF IT TELEPORTS OR IS TELEPORTED INTO ROCK. BESIDES THOSE AREAS MARKED, ALL AREAS OUTSIDE THE BOUNDARIES OF EACH LEVEL IS ROCK.



UNREACHABLE AREAS, AT LEAST BY THIS MAPMAKER! I'VE USED MALOR SPELLS, SOUGHT OUT TELEPORTING CHESTS, AND KICKED WALLS UNTIL MY FINGERS ARE SORE! SEND IN THE POSTCARD ENCLOSED, AND I'LL SEND AN UPDATE (FREE!!) IF I FIND A WAY TO TRESPASS!

WIZARDRY™ SCENARIO # 2

LEVEL 1

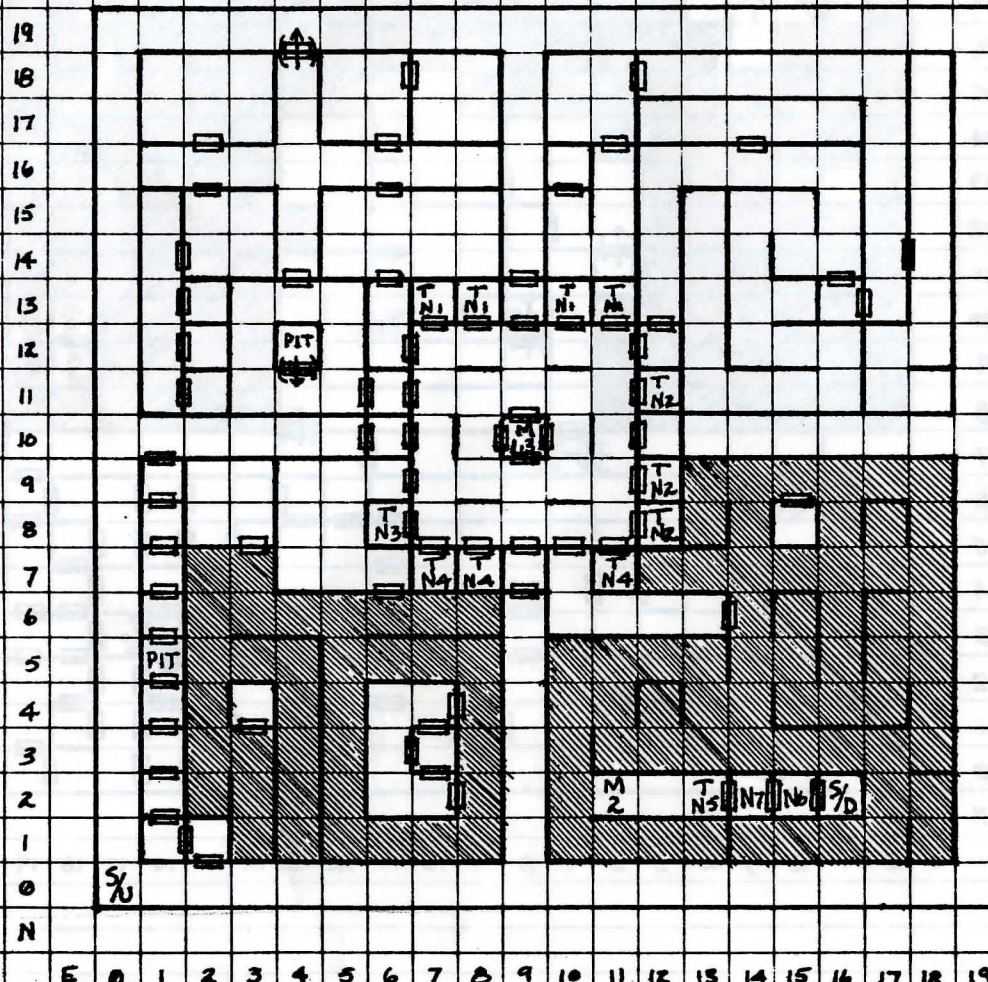
MESSAGE 1: AS YOU ENTER, AN EERIE GLOW FILLS THE ROOM. WITH A BRILLIANT FLASH, A TOWERING APPARITION APPEARS BEFORE YOU. SHE SPEAKS: / "HEAR THESE, THE WORDS OF GNILDA. THE CITY OF LLYLGAMN HAVING SHOWN ITS UNWORTHINESS, I CHOSE TO RECLAIM THE SYMBOLS OF MY FAVOR. / ONLY HERE, IN MY TEMPLE, MAY ONE WORTHY 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."

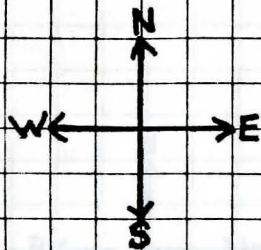
MESSAGE 3: A FIERY FACE APPEARS BEFORE YOU AND DEMANDS, "WHAT IS THE ANSWER TO THE RIDDLE OF THE SPHINX?" THE IMAGE DISAPPEARS. / ANSWER?

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. MUST GO DOWN TO LEVEL 2, THEN COME BACK UP TO GET IT.
- NOTE 7:** MUST USE MALOR SPELL TO GET TO 14E, 2N, THEN YOU CAN GO DOWNSTAIRS.

LEVEL 2

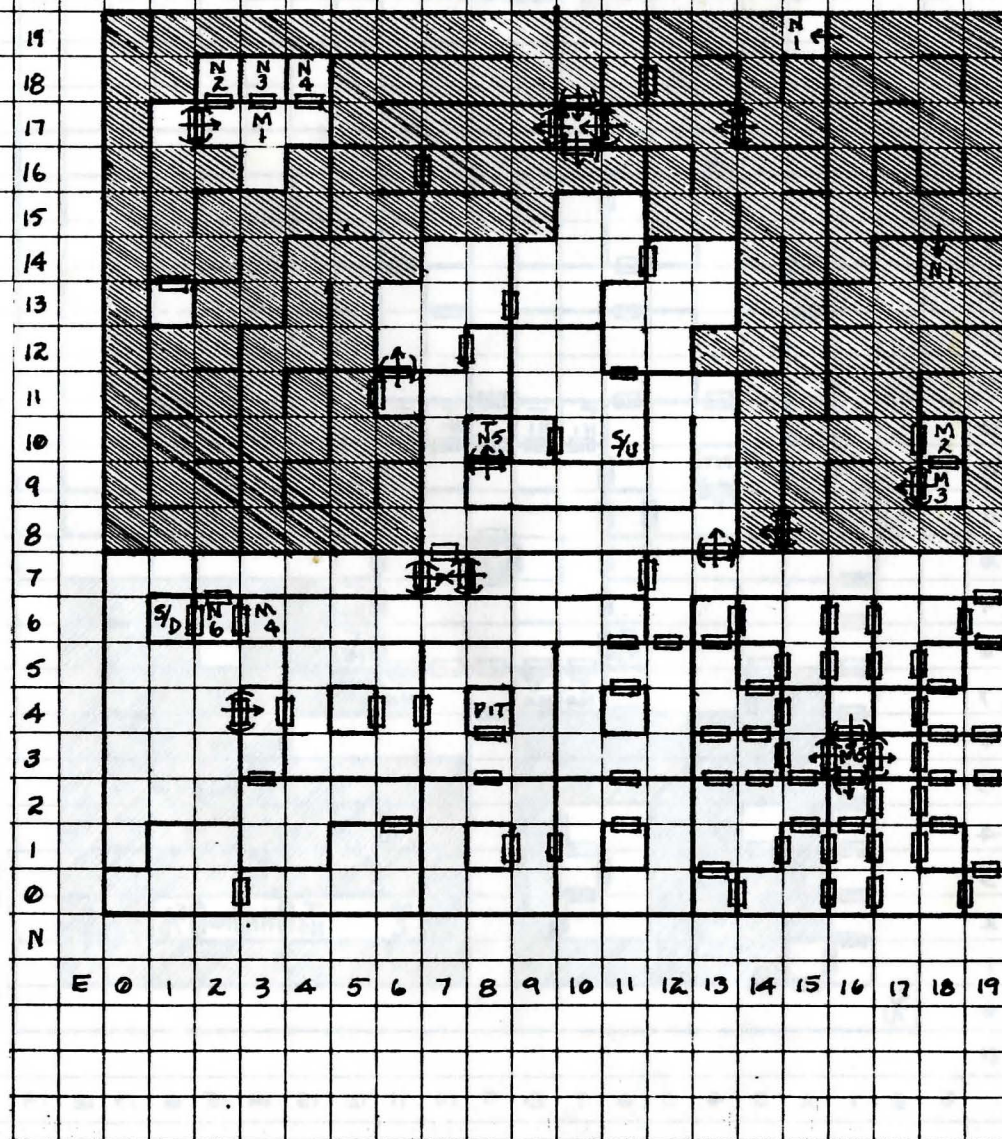


MESSAGE 1: "THREE ROADS TO FOLLOW
ONLY ONE MAY YOU TAKE
CHOOSE WISELY AMONG THEM,
LEST THE QUEST YOU FORSAKE!"

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 IS ALLOWED TO GO TO 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: CANNOT USE MAJOR EITHER
INTO OR OUT OF THIS LEVEL, EXCEPT IN COMBAT,
AND THAT WILL TAKE YOU TO LEVEL 6!

NOTE 1: PANEL SLAMS SHUT BEHIND YOU!

NOTE 2: TELEPORTS TO 16E, 4N

NOTE 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!

WIZARDRY™ SCENARIO #2

LEVEL 3

GENERAL NOTES: STEPPING PAST THE DOTTED BOUNDARIES TELEPORTS THE PARTY TO THE OPPOSITE SIDE OF THE MAZE AT THE SAME COORDINATE.

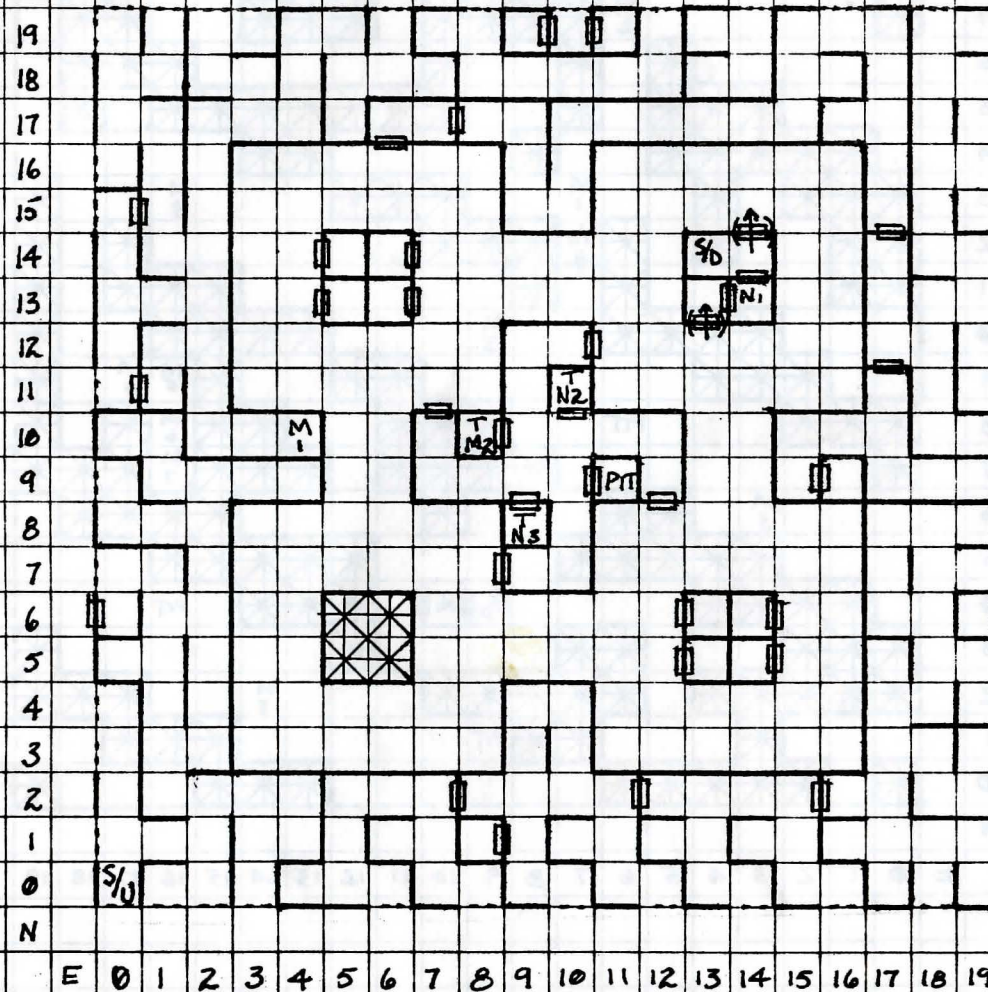
NOTE 1: MAGIC ITEM. TO OBTAIN IT, YOU MUST FIRST GO DOWN TO LEVEL 4, THEN COME BACK UP.

NOTE 2: TELEPORTS TO 13E, 13N

NOTE 3: TELEPORTS TO 0E, 0N

MESSAGE 1: EVER CONSIDERED ANOTHER LINE OF WORK?

MESSAGE 2: AS YOU ENTER THE ROOM, YOU SEE A FAMILIAR FIGURE RISE, WAVE HIS ARMS AND SHOUT. / "MAPIRO MAHAMA DIROMAT!"
NOTE: TELEPORTS DIRECTLY TO CASTLE.



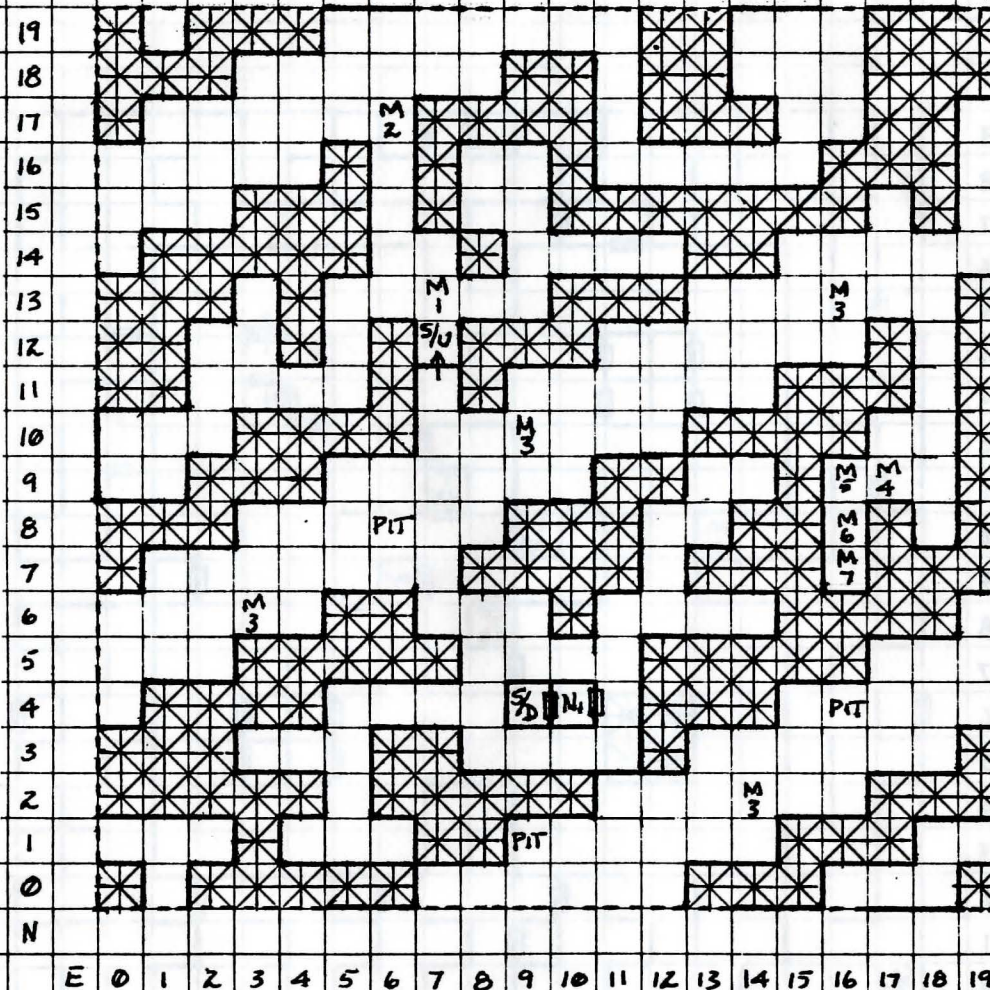
LEVEL 4

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. YOU MUST CONQUER THIS ITEM BEFORE YOU CAN GET TO THE STAIRS!

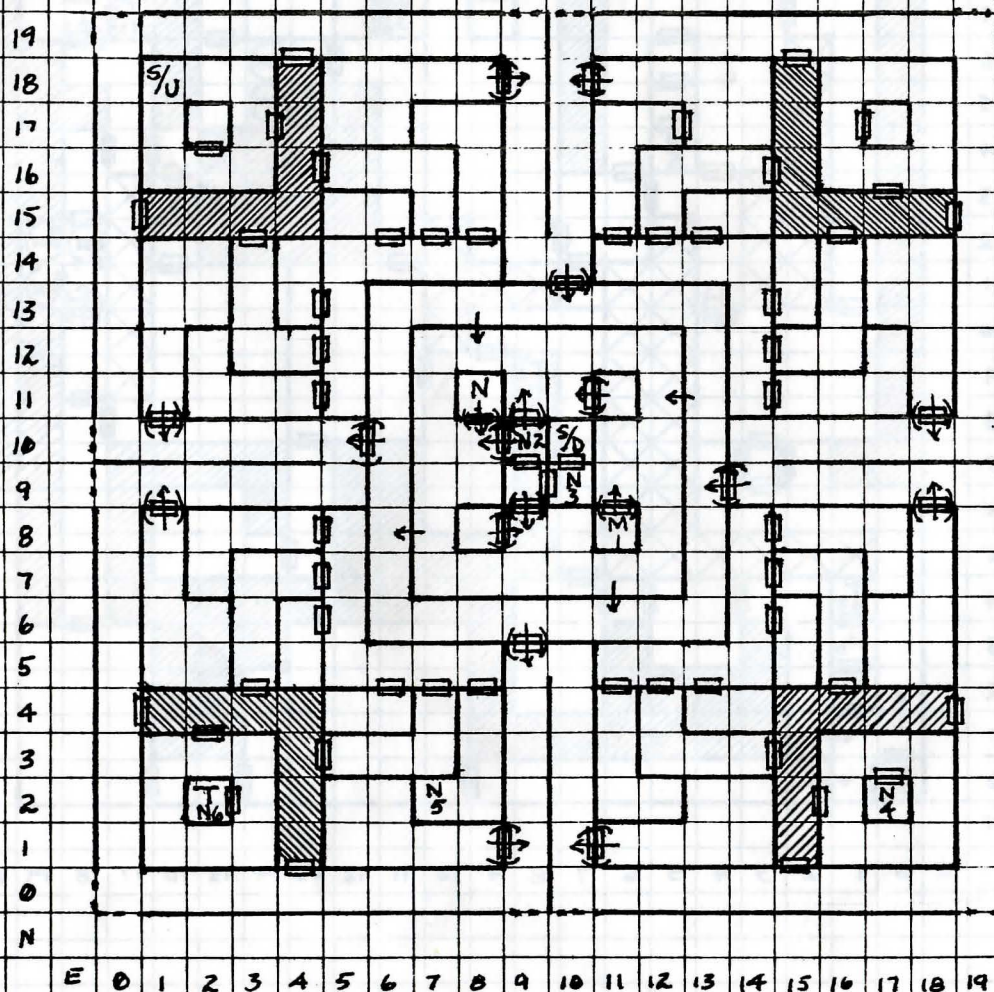
MESSAGE 1: YOU STAND AT THE ENTRANCE OF WHAT SEEMS TO BE A HUGE CAVERN. THE FLOOR AND WALLS ARE COVERED WITH MOISTURE; THE AIR IS COOL AND DANK. / FROM THE VAULTED CEILING HANG GREAT STALACTITES, AND UNKNOWN SMALL ANIMALS SQUEAK AND SCURRY IN THE DARKNESS.

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.



LEVEL 5

(N) PARTY MAY LEAVE:



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.

answer?
MESSAGE 2: (CLUE I)

THAT KING, THE KING WHO WORSHIPS GOLD, WILL NO MORE SEE HIS TREASURE ROOM.

MESSAGE 3: (CLUE II)

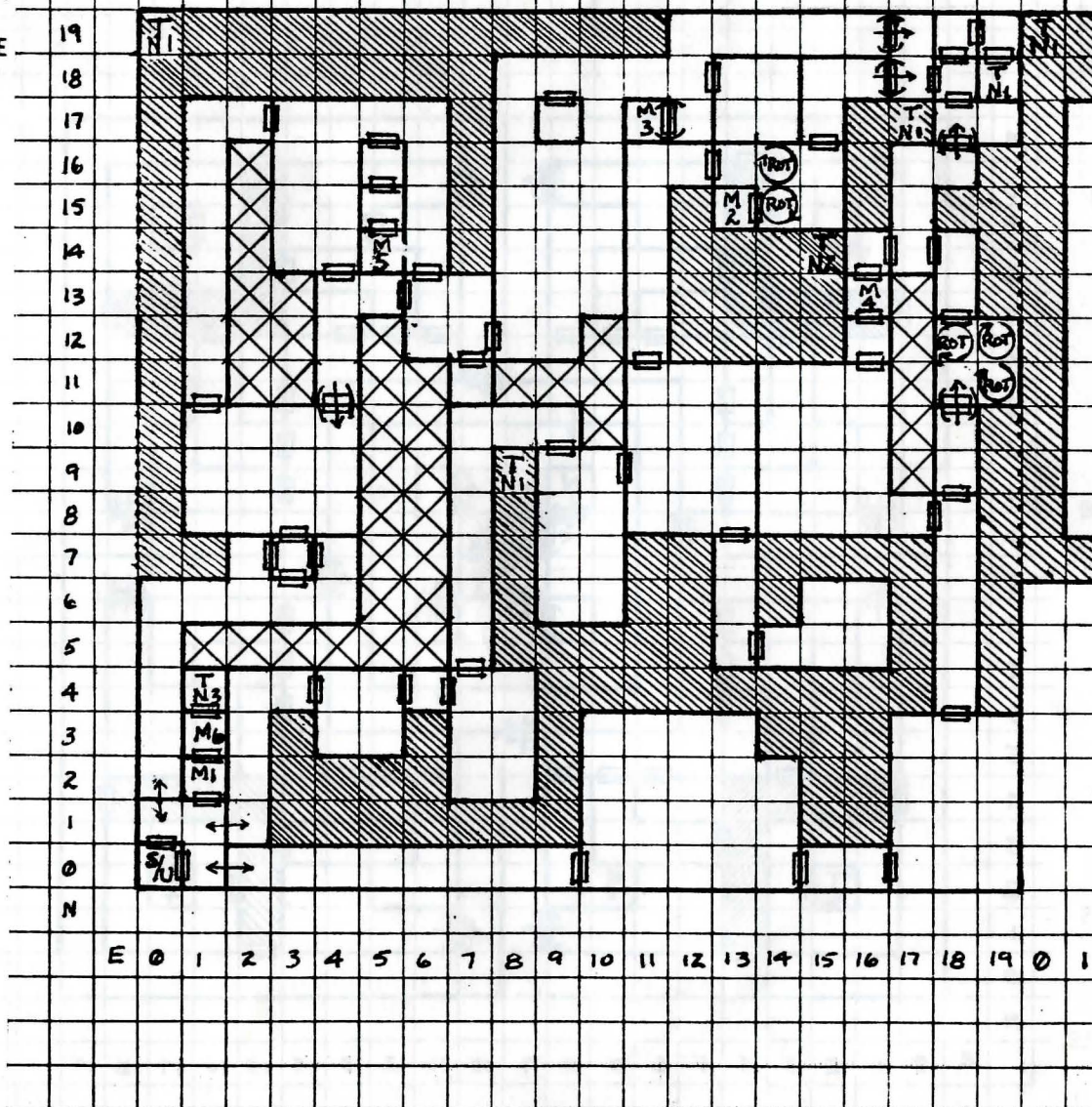
THAT KING, THE KING WHO WORSHIPS POWER WILL HAVE NONE WITHIN HIS TOMB.

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 1E, 0N

NOTE 2: TELEPORTS TO 0E, 0N

NOTE 3: TELEPORTS TO LEVEL 1, 9E, 9N