

# Wizard's End Introduction

## The SEVEN SEAS of CARNON

Welcome sojourner to the world of the Traftsman. In the Sea of Fellon, on the Southern blue continent, lies the city of Portown. Portown is the continent's major northern seaport with a deep harbor, that lies between the Black Forest and the Dwarf Mountains. The city is attacked periodically from the forest. Sea raiders often attack the ships which use the docking facilities ten miles to the west. Three battalions of the king's troops are stationed in the garrison that protects the city and docks. The garrison supports four war ships that constantly patrol the northern and western sea lanes. There is at least one war ship in the harbor at all times.

The most popular place in town is the Green Dragon Inn, an impressive place (expensive, too). You can always find the inn, even from ten miles out at sea, due to the huge green dragon on top of the inn that glows bright green at night. There is a store to meet every need in this city (if not, there's always the shadier side of town). There's lots to discover in this world, if you are clever and daring enough.

Let me describe the area you would normally see on a clear day. About mid-morning, you would notice a crackling sound coming from the sky. Looking up, you would see a large white ball of fire rising above the horizon with lightning stretching from north to south. The city streets are busy with DWP Mining Company personnel. By the afternoon, the streets will be crowded with citizens and travelers from far away lands, and if any of the merchant ships are in town, the noise would be deafening. The DWP Mining Company is the largest operation in this area. They manufacture an oil product from coal that is ten times better than normal oil. They also own most of the buildings in this 5 by 5 mile city. They are also the major shipper for the continent. The mining company is made up mostly of dwarves, who stay much to themselves. The most adventuresome dwarves come from this company.

Looking to the north, off in the distance and in the middle of the Black Forest, is Whishmans Peak. This is the highest mountain around and is about 10,000 feet in height. To the south is Dwarf Mountains where DWP's mining operation is located. DWP owns most of the mountain range. The highest peak there is about 8,000 feet in height.

There are four roads that lead out of town. Each road passes through a city guard gate. The northern gate is closed, due to the continuous kobold attacks. A pass is required from the garrison to use this gate. Although the kobolds are considered wimpy, they appear in bands of several hundreds (which is very unusual for them). The westward road leads to the docks. The western gate controls most of the city traffic. The southern gate is used mostly by DWP to move material and supplies. The eastern gate, has just recently been reopened. The eastward road connects Portown to the rest of the kingdom. The road follows the edge of the forest that mixes with the eastern edge of the Black Forest and is considered a risky route at night. Most of the elf and halfling characters come from this lighter and less dense forest.

As nighttime approaches, the night life appears: sailors on leave and DWP personnel. Getting into the Green Dragon Inn now becomes a formidable task, even for those staying there. Of course most beginning adventurers stay at the inexpensive inn directly across from the Green Dragon Inn.

## ROLE PLAYING GAMES

The Wizard's End adventure game is based on the ADVANCED DUNGEONS & DRAGONS gaming system by TSR Hobbies Inc. It is a fantasy game of role playing which relies upon the imagination of the participants.

As a role player - you know how strong, intelligent, wise, healthy, dexterous, and, relatively speaking, how commanding a personality you have. You act out the game as this character, staying within your "God-given abilities," and as molded by your philosophical and moral ethics (called alignment). You interact with your fellow role players. Each of you will acquire gold, magic items, and great renown as times goes by.

Role-playing games are ideally for three or more adult players. As is typical for most of us in real life, each character begins at the bottom of his or her chosen class (or profession). By successfully meeting the challenges posed, they gain experience and move upward in power, just as actual playing experience really increases playing skill. Imagination, intelligence, problem solving ability, and memory are all continually exercised by participants in the game.

Skilled players always make a point of knowing what they are doing, i.e. they have an objective. They co-operate - (particularly at lower levels or at higher ones when they must face some particularly stiff challenge) - in order to gain their ends. Superior players will not fight everything they meet, for they realize that wit is as good a weapon as the sword or the spell. When weakened by wounds, or nearly out of spells and vital equipment, a clever party will seek to leave the dungeons in order to rearm themselves.

In most adventure games, a character begins at first level with a certain number of hit points determined by the character's class. Hit points are a measure of how much damage or injury a character can take before dying. When a weapon or spell hits you, damage is done, measured in hit points.

## CHARACTER ABILITIES

Each and every character has six principal characteristics, the character's abilities. These abilities are strength, intelligence, wisdom, dexterity, constitution, and charisma. The range of these abilities is 3 to 18. Each ability score is determined by random number generation.

### STRENGTH:

Strength is a measure of muscle, endurance, and stamina combined. A character with a strength of 3 is able to lift a maximum of 30 pounds (300 gold pieces) of weight above their head in a military press, while a character with a strength of 18 will be able to lift 180 pounds. Strength is the forte of a fighter and is their prime requisite.

### INTELLIGENCE:

Intelligence is quite similar to what is currently known as intelligence quotient (IQ), but also includes mnemonic ability, reasoning, and learning ability outside those measured by the written word. Intelligence is the forte of magic-users, for they must be perspicacious in order to correctly understand magic and memorize spells. Intelligence is their prime requisite.

### WISDOM:

Wisdom is a composite term for the character's enlightenment, judgement, willness, will power, and (to a certain extent) intuitiveness. Wisdom is the prime requisite of the cleric. The major difference between intelligence and wisdom may be shown by using an example: a person may have the intelligence to know what is right to do but may lack the wisdom to do it.

### DEXTERITY:

Dexterity encompasses a number of physical attributes including hand-eye coordination, agility, reflexes, precision, balance, and speed of movement. Dexterity is the prime requisite of thieves.

### CONSTITUTION:

Constitution is a term which encompasses the character's physique, fitness, health, and resistance. Constitution is a very important ability to all classes.

### CHARISMA:

Charisma is the measure of the character's combined physical attractiveness, persuasiveness, and personal magnetism. It is a key to leadership and dealing with other creatures.

## CHARACTER CLASSES

Character classes refers to the profession of the player's character. There are four basic classes in AD&D, and they are: Cleric, Fighter, Magic-user, and Thief.

### CLERIC:

Clerics principally function as supportive, although they have some offensive spell power and are able to use armor and any non-edged weapon effectively. This class of character bears a certain resemblance to religious orders of knighthood of medieval times. The cleric is dedicated to a deity, or deities, and at the same time is a skilled combatant at arms. All clerics have holy symbols which aid them and give power to their spells which are bestowed upon them by their deity for correct and diligent prayers and deeds. The cleric's spells are mainly to fortify, protect, and revitalize. All spells must be spoken or read aloud. Another important attribute of the cleric is the ability to turn away the undead and less powerful demons and devils. Clerics must pray and meditate to regain their spells back.

## FIGHTER:

Fighters generally seek to engage in hand-to-hand combat, for they have more hit points and a better weaponry in general than do other classes. Fighters are the strongest of characters in regards to sheer physical strength, and they are the best at hand-to-hand combat. Fighters may use any sort of armor or weapon usable by a fighter. Although fighters do not have magic spells to use, their armor and weapons can compensate.

## MAGIC-USER:

Magic-users cannot expect to do well in hand-to-hand combat, but they have a great number of magic spells of offensive, defensive, and informative nature. Magic-users draw upon arcane powers in order to exercise their profession. Magic-users can wear no armor, and have few weapons that they can use (dagger, dart or staff). A magic-user must have a spell book. In order to record known spells for the purpose of study and research. The magic-user must memorize and prepare for the use of each spell, and its casting makes it necessary to reabsorb the incantation by consulting the proper book of spells before it can be cast. As with all other types of spells, those of the magic-users must be spoken or read aloud. There are many powerful items that only a magic-user can employ. At higher levels, the magic-user is the most feared, but survival to that point can be a problem, as low level magic-users are quite weak. Magic-users must rest and study a spell to regain the use of that spell.

## THIEF:

Thieves use cunning, nimbleness, and stealth. The profession of a thief is not dishonorable, albeit neither honorable nor highly respected in some quarters. Thieves may not have lawful good or chaotic good alignments. Although a thief fights only a little better in combat than a magic-user, he is able to deliver rear attacks (back stabbing). The primary functions of a thief are:

- 1) Picking pockets.
- 2) Opening locks.
- 3) Finding/removing traps.
- 4) Moving silently.
- 5) Hiding in shadows.

The secondary functions of a thief are:

- 1) Listening at doors.
- 2) Climbing walls.
- 3) Back stabbing.

Back stabbing gives the thief many advantages over his opponents. Blows can deliver serious damage and are usually by surprise. At high levels, they are also able to read languages, like maps or scrolls, in the sense as to their value or meaning.