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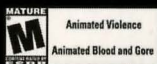
Wizards & Warriors™

OFFICIAL MINI-GUIDE



**EXCLUSIVE FIRST-LOOK AT
THE CLANS & CHARACTER ROLES!**

This game has received
the following rating
from the ESRB.



ACTIVISION

BRADYGAMES
TAKE YOUR GAME FURTHER

Wizards & Warriors™

OFFICIAL MINI-GUIDE



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Heuristic Park
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Introduction

Nestled between mountain peaks and bounded by the ocean, the Gael Serran is a land of mysteries and wonders. Part of a much larger world, it is here that history has often focused. From the cosmic war between the Pharaoh Cet and Lord Anephas to the smaller conflicts between the Gourks and the Whiskahs and Oomphaz; or the Toad Wars, where the cold-skinned races made war on the mammals; events that have shaped the world have started and ended here.

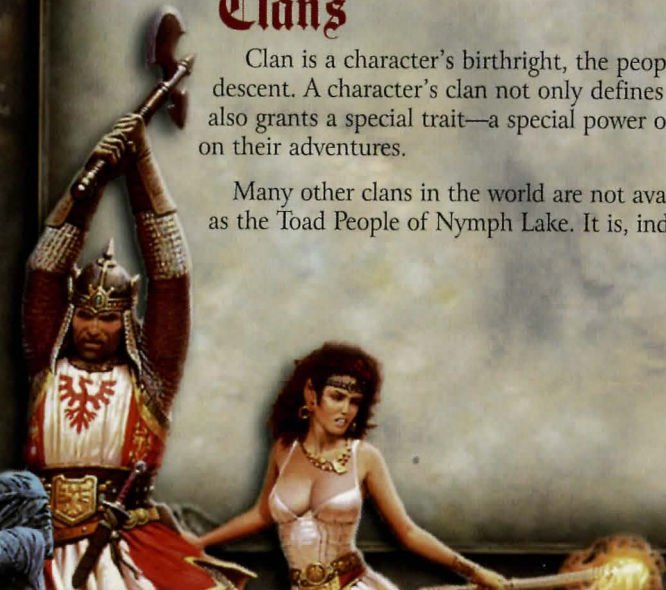
Your characters will be caught up in one such story—The Quest for the Mavin Sword. It is a quest that will test the mettle of even the greatest of heroes, requiring that you explore all of the Gael Serran from the small village of Valeia to the great sea beyond.

The role of hero in the Gael Serran is defined through many attributes and abilities. Foremost amongst these are clan—the stock from which the hero claims descent; and role—the career or path they follow.

Clans

Clan is a character's birthright, the people from which one claims descent. A character's clan not only defines their starting attributes, but also grants a special trait—a special power or ability—that will help them on their adventures.

Many other clans in the world are not available as player characters, such as the Toad People of Nymph Lake. It is, indeed, a wide world out there.



HUMANS



No special abilities are attributed to Humans, as they are the standard by which all other clans are measured. Humans tend to be the most “well-rounded” characters, having middle-of-the-road characteristics, and therefore are reasonably well adept regardless of what Role they may take. All Humans have the Natural Leader Trait.

Advantages	None
Disadvantages	None
Special Trait	Natural Leader—the ability to inspire others, automatically granting nearby party members combat bonuses to make successful strikes and avoid strikes of opponents.
Recommended Role	Any—with an average attribute range and no special penalties, humans can fill any role in an adventuring party.

ELVES



Tall and reclusive, the Elves inhabit the forests and woodlands, and tend to avoid contact with other clans. Though they are not as physically strong and robust as Humans are, Elves exhibit above average intelligence and agility, making them excellent scouts, archers, warriors, wizards, and rangers. All Elves have the Quick Learner Trait.

Advantages	Elves excel in the work of the mind and, with their Quick Learner Trait, can advance quickly in their chosen role.
Disadvantages	Elves tend to be frail and are poorly suited for the more physical roles.
Special Trait	Quick Learner—the character learns all skills 25% faster, and gains 10% more experience from killing monsters.
Recommended Role	Wizard, and then Bard.

LIZZORDS



Somewhat hideous looking and rather unintelligent, these formidable creatures make lethal warriors, thanks to their amazing agility and superior strength. While Lizzords are not the most adept creatures when it comes to handling weapons that require a high degree of dexterity, they are nonetheless very fast on their feet, and their toughness gives them great advantage. All Lizzords have the Snakeskin Trait.

Advantages	The Lizzard people are fine fighters, able to dodge incoming attacks and then counter-attack with surpassing ferocity.
Disadvantages	Lizzords are clumsy initially, although a seasoned Lizzard hero will soon overcome this penalty.
Special Trait	Snakeskin—grants a 50% resistance to poison.
Recommended Role	Warrior, and then Samurai.

DWARVES



Short, stocky beings that are noted for their robust vigor and passion, these hardy, strong creatures have above average strength, but are not particularly intelligent or graceful. They are tough and somewhat spiritual, which makes them both able Warriors and Priests. They are experts at forging Weapons and Armor, Mining for gems and gold, and skilled in Trade, as their stubbornness enables them to succeed in endeavors that discourage most others. All Dwarves have the War Cry Trait.

Advantages	Dwarves are practically unstoppable, as either a Warrior or Priest they will be the bulwarks upon which the rest of the party rests.
Disadvantages	The heavyset Dwarves make excellent support characters, but are less suited to the daring needed for successful adventuring.
Special Trait	War Cry—the character may cause monsters to become afraid after a successful strike is made, which reduces the monster's ability to fight.
Recommended Role	Warrior, and then Barbarian or Paladin.

OOMPHAZ



Spiritual elephantine creatures that are also physically very strong, the Oomphaz are very adept at all forms of magic and make excellent Wizards and Priests. However, the one weakness is that their gargantuan size makes these intelligent beings extremely slow and clumsy. Oomphaz cannot wear any normal armor, as it must be specifically custom-fitted to cover their bulky torso. All Oomphaz have the Mana Seed Trait.

Advantages	Oomphaz make excellent spellcasters combining outstanding attributes with a perfect trait bonus. An Oomphaz will exhaust their mana only after the greatest of battles.
Disadvantages	They make terrible fighters, because despite their tremendous strength they will often miss their targets and will be unable to dodge enemy attacks. Also because of their sheer size they need specially fashioned armor, which is rare and expensive.
Special Trait	Mana Seed—the character regains all Mana 25% faster.
Recommended Role	Priest, and then Warlock.

WHISKAHS



Fast and sleek, these Tiger-like creatures are very agile and make great Warriors. Their Spirituality also makes them excellent candidates for cleric positions such as Priest. No matter what Role they take, the quick reflexes of the Whiskah lend advantage to their cause. All Whiskahs have the Night Vision Trait.

Advantages	Whiskahs are fast—they react quickly and can deftly dodge enemy attacks. This is useful both as a Warrior or a Priest. They are excellent when following a role that combines these attributes, like the Ranger.
Disadvantages	The Whiskah trait is very limited and they lack the strength of more combative roles.
Special Trait	Night Vision—the character has improved vision in the dark.
Recommended Role	Warrior, and then Ranger.

GNOMES



These small, inquisitive creatures are charismatic in nature and quite intelligent. This intelligence combined with their heightened sense of curiosity makes them excellent inventors. Gnomes have an aptitude for understanding the mechanism of objects and what makes them tick. However charismatic they may be, Gnomes are not always to be trusted. They may be a little clumsy on their feet and less than adequate in physical strength, but Gnomes make formidable Rogues because of their dexterity, their charismatic nature, and their unparalleled comprehension of mechanics. All Gnomes have the Lucky Charm Trait.

Advantages	A Gnome's luck will carry them through dangerous situations.
Disadvantages	Their high presence can be a penalty early on, as a Gnome character will draw enemy attacks to themselves. This is particularly dangerous as Gnomes' low fortitude means they have few Hit Points early in the game.
Special Trait	Lucky Charm—the character enjoys +10% resistance to all magical effects, and gains other additional special bonuses.
Recommended Role	Rogue, and then Bard or Ninja.

PIXIES



These tiny, nimble beings with magical powers more than make up for their lack of physical strength with their superior agility and spiritualism. Pixies make excellent Priests or Wizards and their diminutive size makes it very hard for their enemies to target them. However, Pixies don't generally get as many Hit Points as other clans, which makes them less able to withstand direct assaults. All Pixies have the Dodge Trait.

Advantages	By dodging enemy attacks a Pixie can survive in the midst of combat. They are best suited to roles where their size is not a disadvantage, such as the spellcasting professions.
Disadvantages	Pixies are small; really small. This means they have difficulty carrying heavy weights or wielding weapons efficiently. They also have few Hit Points, so a single hit from an enemy can be fatal.
Special Trait	Dodge—greatly reduces the monster's ability to make a successful strike on the character.
Recommended Role	Wizard or Priest, and then Warlock.

GOURKS



A strong, hardy clan with a keen sense of smell, Gourks make excellent Warriors. Their animal instincts and aggressive nature also make them great Scouts. Their strong sense of smell helps them to detect enemies, which enables them to avoid being unpleasantly surprised by monsters. They are very ugly by human standards, and most other clans tend to shun them. All Gourks have the Bloodscent Trait.

Advantages	Gourks are bashers; they will take down any opponent and survive wounds that would disable a member of a frailer clan.
Disadvantages	It is not unfair to say that Gourks are slow-witted. With low intelligence they gain fewer skill points as they level up and are poorly suited to mystical roles.
Special Trait	Bloodscent—the character can sense nearby monsters. If a monster is scented, a message will appear in the text window.
Recommended Role	Warrior, and then Barbarian.

RATLINGS



Rodent-like creatures, the Ratlings are extremely smart and nimble. Their lack of strength does not seem to inhibit them in combat, as their amazing agility, dexterity, and intelligence makes them excellent Rogues, Ninjas, and Rangers. They are also compulsive liars and cheats, and all of the other clans have come to despise them. All Ratlings have the Gold Digger Trait.

Advantages	Ratlings are skillful, intelligent, and graceful—and they know it. Excelling as thieves, and even as spellcasters, they are sometimes called lazy, but never dull!
Disadvantages	Ratlings are frail, not as much so as Pixies, but weak nonetheless. With their low strength it is often a great effort for a Ratling to carry their ill-gotten loot back to town!
Special Trait	Gold Digger—the character can find better items and more gold in treasure chests.
Recommended Role	Rogue, and then Ninja. (Ratlings look cool in all black!)





Roles

There are four Basic Roles that define heroism in the Gael Serran. These are the paths chosen by a starting hero. Each Role represents a broad area of endeavor that can be further refined by taking one of the Elite Roles later in the game.



ROLE RATING CHART

A = Superior	D = Average
B = Excellent	E = Fair
C = Good	F = Poor

Minimum Attribute: These represent the minimum Attribute requirements to qualify for a specific Role. In the case of the four Basic Roles—Warrior, Wizard, Priest, & Rogue—any Attribute that falls below the listed minimum will result in penalties to character performance.

BASIC ROLES

WARRIOR

Warriors are the basic man-of-arms in the world of Wizards & Warriors. They are hardy fighters—rough, tough, and ready to rumble. Warriors tend to be strong, able to carry and wear heavy equipment, and gain more Hit Points than the other Basic Roles. They may use almost any weapon, armor, and shield. Warriors do not learn magic of any kind.

Hit Points	B
Hit	C
Parry	D
Speed	D
Minimum Attributes	STRENGTH 9 and FORTITUDE 8



Advantages	Δ Warrior is a consummate fighter, the master of combat.
Disadvantages	Δs a Warrior you have no access to mystical skills—in fact, a starting Warrior has no special tricks at all.
Recommended Clan	Gourk (for power) or Lizzord (for speed)
Guild Membership	Clan of Three Swords

WIZARD

Wizards are the high-powered magic users in Wizards & Warriors—most of the spells they cast are for the purpose of inflicting damage and destroying opponents. Wizards learn Sun and Stone magic, which includes offensive spells such as Fireball and Lightning Bolt, as well as useful spells like Torchlight and Armor Plate. Because of their devotion to the study of the magical arts, Wizards make lousy fighters. They are limited to using staves and daggers, and can't wear armor or use shields.


Hit Points	F
Hit	F
Parry	F
Speed	F
Minimum Attributes	INTELLIGENCE 9 and WILL 8



Advantages	Magic and lots of it—for all their physical weakness Wizards are specialists in the field of magic.
Disadvantages	Weakness—wizards without their spells are barely able to defend themselves, let alone attack the enemy.
Recommended Clan	Elf or Oomphaz
Guild Membership	The League of Sorcery

PRIEST


Priests are the benevolent magic users in Wizards & Warriors—they protect and serve those around them with both magic spells and limited fighting capability. Priests learn Spirit and Vine magic, which are primarily defensive magic spells such as Heal and Binding Force, but do have some offensive capability with spells such as Force of Mind and the devastating Whirling Dervish. As a discipline of their faith, the Priest of Wizards & Warriors is able to acquire some reasonable fighting skill with maces and similar weapons that do not have a blade or point, may wear leather and chain mail armor, and may use small shields.

Hit Points	D	
Hit	€	
Parry	€	
Speed	€	
Minimum Attributes	SPIRITUALITY 9 and PRESENCE 8	

Advantages	Priests are not only able to defend themselves adequately, but can also call on spiritual magics to heal and help their friends and harm their enemies.
Disadvantages	Very few—they can use enough weapons and armor to get by and have much needed mystical skills.
Recommended Clan	Pixie or Oomphaz
Guild Membership	The Brotherhood of Promise

ROGUE

Rogues are the ne'er-do-wells, knaves, and outcasts of Wizards & Warriors—they are the masters of thievery, acquiring such useful skills as Locks & Traps for disarming traps, and Pickpocket to steal from opponents. Rogues are also very nimble fighters, able to use most light weapons (including bows and hurled weapons of all types) and wear leather armor. Rogues who can overcome their natural tendency to do as little as possible often move on to a distinguished career in such renowned professions as the Ninja, Assassin, and Bard.

Hit Points	€	
Hit	C	
Parry	B	
Speed	C	
Minimum Attributes	DEXTERITY 9 and AGILITY 8	


Advantages	Rogues are fast and agile, making them excellent support fighters. They are also the only characters able to pick locks and disarm traps from first level.
Disadvantages	Rogues have poor Hit Points so if they are forced into front-line action or fail to disarm a dangerous trap, the consequences can be dire.
Recommended Clan	Ratling or Gnome
Guild Membership	Guild of the Shadow

ELITE ROLES

Each guild is willing to train its members in certain Elite Roles. Such roles expand the range of your hero, granting them new and enhanced abilities.

BARBARIAN


Barbarians are the toughest, and hardest of fighters in Wizards & Warriors—they are muscle and brawn, big mean fighting machines. Barbarians can acquire enhanced combat abilities such as Stunning Blow, which can momentarily disable an opponent, and Fury, which inflicts extra damage. They are also able to learn thieving skills—Locks & Traps to disarm treasure chests and Pickpocket to steal from opponents. Barbarians make excellent thieves, in part because their hardy physique allows them to more easily withstand errant mishaps when attempting to disarm Treasure Chests, which they can do using either skill and/or brute force. Although Barbarians do not learn any magic spells, their brawn and formidable combat abilities are generally sufficient to crush most opponents. Upon becoming a Barbarian, the Fury Trait is acquired.

Hit Points	Δ+	
Hit	C	
Parry	D	
Speed	D	
Minimum Attributes	STRENGTH 12, DEXTERITY 8, AGILITY 8, FORTITUDE 12, and PRESENCE 8	

Advantages	In addition to being pure killing machines able to give and receive colossal amounts of damage, Barbarians also gain skill in thievery—a potent combination! Because of the easy requirements and quest, it is possible to become a Barbarian very early on in the game.
Disadvantages	Barbarians have no magic—they scorn such intellectual art as dishonorable.
Recommended Clan	Gourk
Special Trait	Fury—grants a 10% chance to deal double damage, and 10% chance to receive double damage from all hand weapons.
Becoming a Barbarian	At the Armory any Warrior can elect to become a Barbarian. The quest is simple—kill 20 enemies and return to the Guildmaster. Many warriors embark on a Barbarian quest before settling into another Role later in their careers.
Guild Membership	Clan of Three Swords, Guild of the Shadow

BARD

Bards are jacks-of-all-trades in the world of Wizards & Warriors—they may train as a master thief, magician, nimble fighter, and (unique to the Bard Role) musician. Only the Bard may learn to play the various Musical Instruments in Wizards & Warriors that possess magical powers. Additionally, the Bard is also able to learn Moon magic spells, as well as acquire thieving skills such as Lock & Traps to disarm Treasure Chests and Pickpocket to steal from opponents. Their fighting ability is equivalent to that of the Rogue and, like the Rogue, they may also wear Leather Armor. Upon becoming a Bard, the Musician Trait is acquired.

Hit Points	E	
Hit	D	
Parry	C	
Speed	E	
Minimum Attributes	INTELLIGENCE 10, DEXTERITY 10, AGILITY 8, and WILL 8	

Advantages	Wizards who become Bards increase their combat ability and gain a new Book of Magic. Rogues who choose this Role add magic to their thieving skills.
Disadvantages	Bards are weak combatants, relying on their spells and musical talents.
Recommended Clan	Elf
Special Trait	Musician—the character can play Musical Instruments with magical abilities. The Music skill determines the character's ability when playing instruments.
Becoming a Bard	The quest to become a Bard can be initiated at the Magic Shoppe, Pawn Shop, and even the Temple. It is a tricky business as the hero will have to raid the Serpent Temple near Ishad N'ha and steal the Scroll of Trickery from the High Wizard Kreug. Returning this treasure to the Guild of Shadows ensures a character's place as Bard.
Guild Membership	The League of Sorcery, Guild of the Shadow

MONK

Monks are the spiritual warriors of mind and body in Wizards & Warriors—they train to use their hands and feet as lethal weapons. Monks can inflict a critical strike to kill an opponent with a single blow, and develop their bodies to achieve incredible speed. They are also devoted disciples of the mind, may learn Spirit magic spells to acquire healing and other beneficial powers, and may also acquire the Scout skill (the ability to detect nearby creatures).


Hit Points	C
Hit	A
Parry	A
Speed	A
Minimum Attributes	STRENGTH 8, INTELLIGENCE 8, SPIRITUALITY 10, DEXTERITY 8, AGILITY 10, FORTITUDE 8, WILL 10, and PRESENCE 8

Monks are still able to use most normal weapons, including ranged and hurled weapons, but they are at their best when wearing robes rather than armor, as their lightning reflexes allows them to avoid the strikes of most opponents while inflicting great damage with their own. Upon becoming a Monk, the Nature's Keeper Trait is acquired.

Advantages	The Monk is a superb, if overly specialized, fighter. As a Monk, a character becomes a living weapon.
Disadvantages	As a Monk you will have to pass up the opportunity to use interesting weapons and pieces of armor.
Recommended Clan	Any—Oomphaz Monks are very interesting.
Special Trait	Nature's Keeper—greatly reduces the chance of creatures of the forest from attacking the character.
Becoming a Monk	The Monk quest can be initiated at the Temple; however, it truly starts in the Bushi Dojo. There the Sensei will demand that the hero spend two days and nights in the wilderness without equipping any weapons or armor to prove their dedication to the new Role. If the character meets these requirements, then they are free to don the robes of a Monk.
Guild Membership	Way of the Dragon, The Brotherhood of Promise

NINJA

Ninjas are the masters of the night, the shadow warriors of Wizards & Warriors—they train to become lethal fighting machines, using their hands and feet to inflict critical strikes, killing their opponents instantly. As masters of Stealth, the Ninja acquires the ability to Hide in the Shadows. Hidden, they not only avoid being attacked, but may also surprise opponents with their own attack, increasing the chances for a successful strike and inflicting extra damage. As masters of the night, the Ninja may learn Moon magic spells, and can acquire the Locks & Traps skill to disarm Treasure Chests. Upon becoming a Ninja, the Cloak of Night Trait is acquired.

Hit Points	C	
Hit	A	
Parry	A	
Speed	A	
Minimum Attributes	STRENGTH 8, INTELLIGENCE 8, SPIRITUALITY 8, DEXTERITY 10, AGILITY 10, FORTITUDE 8, WILL 10, and PRESENCE 8	

Advantages	A Ninja is a superb fighter with a dash of powerful magic thrown into the mix. Other than the Assassin, this is the premiere Rogue Role.
Disadvantages	Warriors who become Ninjas may have to learn to give up their heavy weapons and armor as they learn Rung Fu. Also beware of their low Hit Points—unmasked Ninjas may be in deep trouble.
Recommended Clan	Ratling
Special Trait	Cloak of Night—grants the special power to hide in shadows. A character hidden in shadows enjoys increased ability to make successful strikes, and reduces monster's ability to target or strike.


continues

NINJA CONTINUED

Becoming a Ninja	The Ninja quest begins in the Guild of Shadow, but ends in the Bushi Dojo. To become a Ninja, characters must prove their skill and determination by opening the long-closed drawbridge of Shurugeon Castle. What seems like a simple task is actually complicated by the fact that the abandoned ruin has become the abode of the walking dead and other tormented souls. If the hero surmounts these obstacles and returns to the Dojo, they will become a Ninja.
Guild Membership	Guild of the Shadow, Way of the Dragon, Clan of Three Swords

PALADIN


Paladins are the noble knights of Wizards & Warriors—they are brave and holy crusaders that fight for truth and justice. Paladins are strong and able warriors, and may use almost all weapons and armors. The Paladin also trains as a Cleric, a Warrior of Faith, and may learn Spirit magic spells, which give them the beneficial power of Healing. Upon becoming a Paladin, the Noble Cause Trait is acquired.

Hit Points	A	
Hit	B	
Parry	C	
Speed	D	
Minimum Attributes	STRENGTH 8, SPIRITUALITY 10, DEXTERITY 8, AGILITY 8, FORTITUDE 8, and PRESENCE 10	

Advantages	A Paladin's dedication to the cause provides a series of bonus traits that greatly improve the knight's combat abilities. A high-level Paladin is a nigh-unstoppable force of holy retribution.
Disadvantages	A Paladin is the slowest of the warrior roles. Armored knights are not built for speed or subtlety.
Recommended Clan	Human (Natural Leadership just fits this Role perfectly.)
Special Trait	Noble Cause—increases chance of making a successful strike against undead monsters, and increases all weapon damage to monsters by 20%.
Becoming a Paladin	Both Warriors and Priests can aspire to become a Paladin. Once the quest is initiated at either the Temple or the Armory, the trainee knight will be sent to find the Altar of Kerah to say a prayer there. The altar is hidden deep in the woods behind the Gypsy House on the Shores of Nymph Lake. Once the prayer has been said the hero can return to the Temple and assume the new Role.
Guild Membership	Clan of Three Swords, The Brotherhood of Promise

RANGER


Rangers are the protectors of the forests in Wizards & Warriors—they are generally very good fighters and excel with ranged weapons of all kinds. Rangers may also learn Vine magic spells, and can acquire the Scout skill, which allows them to detect nearby creatures. Although Rangers are excellent fighters in all respects, their forest habitat prohibits them from wearing heavy Plate Mail armor. Upon becoming a Ranger, the Hawk's Brow Trait is acquired.

Hit Points	C	
Hit	C	
Parry	B	
Speed	C	
Minimum Attributes	STRENGTH 8, SPIRITUALITY 8, DEXTERITY 9, AGILITY 9, and FORTITUDE 8	

Advantages	The pre-eminent archers of the Gael Serran, Rangers are capable of dazzling feats of bowmanship. Many foes realize too late that charging a Ranger merely makes the arrow hit all that much harder when it strikes, as it will.
Disadvantages	Rangers will often forsake melee weapons for their excellence with the bow, this can be fatal when enemies bring the fight up close and personal. Also, they are excluded from the heaviest armor and so may lack for protection.
Recommended Clan	Whiskah
Special Trait	Hawk's Brow—increases chance of striking target with all range weapons, and all missiles do 20% extra damage.
Becoming a Ranger	The quest to become a Ranger is given at any Armory. The quest involves seeking out the eggs of the rare River Raptor and returning them to the Guildmaster. Few of these beasts are known to exist, but one can be found nesting on the shores of Nymph Lake near the Toad Village.
Guild Membership	Clan of Three Swords

SAMURAI


Samurai train to become the swiftest swordsmen in the world of Wizards & Warriors. They may use almost all weapons and armor, including special Samurai weapons and armor such as the Katana and No-Dachi, and may develop critical strike ability—the ability to kill an opponent with a single strike. In addition to their swordsmanship, the Samurai warrior also trains as a Shugenja, a Samurai Wizard, and may learn Sun magic spells, making them formidable warriors indeed. Upon becoming a Samurai, the Ancestral Guide Trait is acquired.

Hit Points	B	
Hit	B	
Parry	C	
Speed	B	
Minimum Attributes	STRENGTH 8, INTELLIGENCE 8, DEXTERITY 10, AGILITY 10, FORTITUDE 8, and WILL 8	

Advantages	Not only are Samurai inherently cool, but the special abilities they develop make them deadly combatants.
Disadvantages	Samurai are good all-round fighters. They have no significant disadvantages.
Recommended Clan	Human
Special Trait	Ancestral Guide—increases chance of making a successful strike.
Becoming a Samurai	The quest to become a Samurai is available at the Armory, but can only be completed at the Bushi Dojo. Once aspiring Samurai have reached the Dojo they will be sent on a quest to find a Samurai Baton. This item is hidden beneath the walls of Shurugeon Castle in a small burial ground. The spirits of the dead guard it, so be careful!
Guild Membership	Clan of Three Swords, the League of Sorcery, Way of the Dragon

WARLOCK

Warlocks are the great sorcerers in the world of Wizards & Warriors—they acquire the power of the dark, which includes Teleportation magic, and Conjuring, which Summons Monsters to fight for the party as reinforcements. Warlocks also gain the ability to Identify Items and Artifacts. Warlocks learn Moon and Fiend magic, which include such spells as Lifesteal, healing the character from the damage it deals to an opponent, and Twisted Master, which takes possession of a monster and makes it fight against other creatures. Like the Wizard, the Warlock is limited to using staves and daggers, and may not wear armor. Upon becoming a Warlock, the Ancient Lore Trait is acquired.

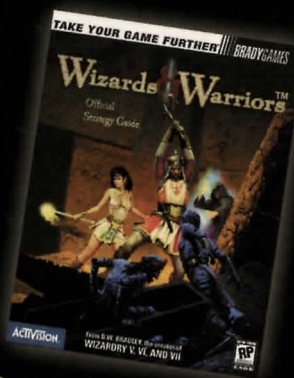
Hit Points	F	
Hit	F	
Parry	F	
Speed	F	
Minimum Attributes	INTELLIGENCE 10, SPIRITUALITY 10, FORTITUDE 8, WILL 10, and PRESENCE 10	

Advantages	The Warlock is the paramount spellslinger of the Gael Serran. They are likely to have more mana and more spells to choose from than any other Role.
Disadvantages	By choosing the path of the Warlock a character concentrates entirely on magic losing advancement in all combat abilities.
Recommended Clan	Pixie—the restrictions on armor scarcely apply to Pixies that can dodge and do not have the strength to wear heavy armor.
Special Trait	Ancient Lore—allows the character to Identify Artifacts and Items. The Artifacts skill determines the level of Item the character can successfully identify.
Becoming a Warlock	Both the Temple and the Magic Shoppe offer this Role. The quest is simple indeed and requires only the egg of a spider and a skull. The egg can be dropped by any of the giant spiders that wander the land, and the skull can be harvested from one of the many undead skeletons.
Guild Membership	The League of Sorcery, The Brotherhood of Promise

Wizards & Warriors™

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ISBN 0-7440-0026-2

