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6901 BUCKEYE WAY

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Dear Wizisystem Users,

Enclosed you will find updates to your manual which will make it current with the latest edition. All pages are punched for easy insertion into the binder, although some of the updates might be better used if they are written into the text. There have been few quibbles with our maps, and some of these are conflicting. We are planning a complete review of all our maps in the near future and intend to redraw a number of them to make them more accurate and easier to read. If we find any significant improvements that may be made to the maps you might have purchased from us, we will pass it along to you.

We have taken the liberty of enclosing a Wizardry Product list for your edification. Note that Legacy supplements are available at a very reasonable rate. Two new products are the Wizinews and the Wizmaster Disk. Over 98% of our customers told us that they would be interested in a newsletter, so we decided to offer it starting in January, 1984, as a service to our customers. It will contain the latest updates and news about the game (and others, if our readers wish), as well as interesting articles and interviews. We really do want you to feel free to submit any material you want us to consider for publication. All we can pay right now is company scrip (we will credit your account), but if you will help the Wizinews grow with new subscribers and advertising, we will be able to offer more readily spendable rewards for your contributions before too long!

Our other new product is somewhat of a contradiction of our Wizisystem's stated purpose: enabling the Wizardry player to win without cheating. The Wizmaster disk was originally intended to compete with Sir-Tech's WiziPrint utility disk, but when we saw how many of you were buying other utility programs that allowed you to alter your characters' attributes, we decided to make you an offer you couldn't refuse. Our disk will print out the statistics of your Scenario I, II and III characters and allow you to change them to your heart's content all on one disk, and for a mere \$15 (a \$30 savings over separate disks)! Whether you want to avoid the tedium of manually entering your character's progress or want a hedge against disaster, this is the program you need! We're in the final stages of preparations now, and plan for this mylar wonder to be ready the first week of December.

1849!

In the past, some of our orders have taken an inordinately long time to be filled. We have apologized too many times and have decided to do something about it. Most of the delays have arisen from incompetent printing firms and unreliable part-time help. Besides purchasing equipment for in-house printing, we have realigned our business priorities to give us much more time for our mail-order business. We make a pledge to you that all orders will be filled within 48 hours, or you will be notified and offered a refund. We want to keep you as a customer, and we know that in order to do this we not only must provide consistently superior products, but consistently superior service and support as well. Please note that we are now available for phone support from 10 AM to 10 PM weekdays and most of the time on weekends and holidays. If you get the answering machine, please leave a message and we will return your call as soon as possible.

As always, we welcome your comments, corrections and suggestions concerning any of our products. Wizardry is such a vast program, and there are so many versions of each Scenario, that to keep up with it all is impossible without your help. Also, we are expanding our business product line and will soon be offering those products by mail-order. We are particularly interested in printer utilities, programs that allow existing software to be used in new ways, and utilities that will permit the easy interchange of data between software using different types of files. If you have written or are developing a program that you think we might be able to use, please contact us.

We appreciate your past business and hope to be able to serve you in the future!

Sincerely,

A handwritten signature in black ink, appearing to read "Michael L. Nichols", followed by a long horizontal flourish line.

Michael L. Nichols

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WIZARDRY (TM) PRODUCT LIST

MAPS

(All maps contain the best and latest information obtainable and have all messages as well as helpful notes.)

SCENARIO I---Proving Grounds of the Mad Overlord	\$ 5.00
SCENARIO II--The Knight of Diamonds	\$ 5.00
SCENARIO III-The Legacy of Llylgamyn	\$ 5.00

WIZISYSTEM MANUAL

(The manual enables the player to maintain control over every aspect of the game. It contains full discussions of every facet of successful playing--from creating your characters through good mapping technique. Over half of the manual is devoted to helpful charts including equipment, magical items, monsters, chest traps, spell development, etc. Updates and support by mail and phone are provided free of charge.)

WIZISYSTEM MANUAL--SCENARIOS I AND II (56 pages)	\$10.00
WIZISYSTEM MANUAL--SCENARIOS I, II AND III (73 PAGES)	\$12.50
SCENARIO III SUPPLEMENT TO SCENARIO I AND II MANUAL	\$ 3.00
SCENARIO III SUPPLEMENT WITH SCENARIO III MAPS	\$ 6.50

UTILITY DISK

(The Wizmaster utility disk gives the player complete control over his characters, from name and class changes to spells and equipment. Favorite characters may easily and quickly be brought back to life, returned to the Castle or have their powers enhanced. In addition, it will print out a character's statistics just as they are seen in the Inspect option of the game. The disk may be used with characters from Scenarios I, II or III. Requires Apple II, II+ or IIe with DOS 3.3 and 48K. Available December, 1983)

WIZMASTER UTILITY DISK	\$15.00
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WIZINEWS NEWSLETTER

(The WIZINEWS is a quarterly newsletter about the Wizardry games. It contains the latest information about the present and future Scenarios as well as helpful articles and charts such as the concealed names of equipment and magical items, how to read and alter the bit maps of backup disks, and profiles of successful Wizardry players. Interviews with the people responsible for the Wizardry series are planned. Article submissions and are welcomed, and advertising space is available. Please write for details. First issue in January, 1984.)

THE WIZINEWS QUARTERLY (one year subscription)	\$ 8.00
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SPECIAL OFFERS

MAPS FOR ALL THREE SCENARIOS (REG. \$15)	\$12.50
WIZISYSTEM MANUAL AND MAPS--SCENARIOS I AND II (REG. \$20)	\$17.50
WIZISYSTEM MANUAL AND MAPS--SCENARIOS I, II AND III (REG \$27.50)	\$22.50
WIZMASTER UTILITY DISK WITH ANY PURCHASE	\$12.50
WIZINEWS WITH ANY PURCHASE	\$ 6.00
WIZISYSTEM MANUAL AND MAPS--SCENARIOS I, II AND III, WIZMASTER DISK AND WIZINEWS (REG. \$50.50)	\$40.00

NOTE: All prices are in U.S. currency and include postage and handling to addresses in the United States, including APO. Addresses outside the USA require \$6.00 additional postage for air mail.

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APPENDIX K
MISCELLANEOUS SNEAKY TRICKS

WANT A SUPER-BISHOP? Take him to the first scenario, make camp and have him identify #9. It may take a few times, but when he succeeds, he will get 100,000,000 experience points. Then go to the Adventurer's Inn and run him up to about a level 240 with 1600 experience points and all the mage and priest spells!

TIRED OF WEAK CHARACTERS IN KNIGHT OF DIAMONDS AND LEGACY? Transfer your characters to Mad Overlord and one or two at a time have them join a strong party and kill Werdna. 250,000 experience points a lick. Note that Legacy characters have a "*" next to their names, and they are the only ones that can be transferred into Legacy. This can get a bit tedious, but it's better than ruining your teeth doing all that gnashing.

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

HATE THIEVES BUT LIKE CHESTS? There is an alternative to thieves--NINJAS, and this is on the authority of Robert Woodhead, who ought to know. He says that ninjas not only make good safecrackers, but the higher level ones can actually exceed the bona fide thief's abilities!

=====ACKNOWLEDGEMENTS=====

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

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

To Dave Hall, Bill Kuethe, C.H. Simonds, Patrick Jost, John Kelly, Anthony Ponsetto and Larry Rosenblum go special thanks for the long letters and phone calls that helped me revise this manual to make it more useful to you.

Thanks and a tip of the helm go to Dudley Foss, David Hoyer, Rick Rebsamen, Kurt Kalas, Roger Palmer, Fred Milano, Brian Plautz, Paul Aas, Wilfred Gibson, Patrick Shugart, Richard Scherer, Richard McLaurine, Kathleen Veronda, Tim Boekelman, Ross Powell, Stephen Hammond, Gary Brockelsby, Ronald Strout and Kimberly Sowel for their valuable information.

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

UPDATES TO THE WIZISYSTEM MANUAL

Found below are updates to the original Wizisystem manual. The updates are of two types: 1) information that can be written in or cut out and taped into the manual, and 2) new pages to be substituted for the old ones. Besides the obviously improved Appendix C, most notable are the additional information on ninjas, party makeup and my attitude toward bishops. A large part of the new information has been sent in by you, faithful readers, for which I am eternally grateful. I have attempted to list your names in the "Acknowledgements" section on page 50, but if I left you out, please do not name your favorite monster after me!

Included in this packet are several new pages that should be inserted into your manual: 1) New pages 17 and 18 replace old pages C11 and C12, except for the section "Training Ground Personnel", which remains basically the same, except for the new attitude toward bishops. 2) New pages 25, 26 and 27 replace completely the old Appendix C charts of equipment and magical items. 3) New page 50 is completely new and should be added to the end of your manual.

Below are changes that you should write into your manual, arranged by category:

BISHOPS

In general, I have come to realize that a bishop is an indispensable member of most parties, especially when his spells can be maximized using the "Identify #9" procedure (see p.50, Appendix K. See also new pages 17-18 on the makeup of parties.). Dragging unidentified items back to the castle to be identified is cumbersome and does not allow the party to take advantage of them while in the mazes. Special thanks go to Bill Kuethe and Dave Hall for helping me see the error of my ways!

--Page #6: Cursed Items, (identification and getting rid of them at Boltac's)

--The general feeling is that "minus" items are meant to prevent you from equipping unidentified items.

--You may get rid of cursed items that your bishop has been forced to equip by having him temporarily trade off all his other equipment, go into the maze alone, then return to the castle with the Loktofeit spell. If he doesn't know this spell, someone who does will have to accompany him.

NINJAS

My former bias against ninjas as evil characters still remains, but I have gained a great deal of respect for their abilities, and can recommend them highly to those who like evil characters. Their function in a party is found on the new pages 17 and 18.

--Pages C2 and C3: Character Classes Delete the paragraph on Ninjas and replace it with the following:

NINJA--(Approximate minimum strength 18, luck 17, evil alignment, level 9-18) Ninjas are phenomenal fighters, and are the only class to have a low AC without any equipment! Armed with the equipment best suited to them, they kill even the most formidable opponent with the first blow at least 20% of the time. And a bonus: Robert Woodhead himself states that ninjas make excellent thieves! Since ninjas gain hit points slowly, it is best to develop an evil fighter to a high level, then switch him to the ninja class, or better yet, have an evil bishop identify #9, then switch him to ninja. If you do not need a ninja in your party, an alternative would be to develop an evil mage fully, then switch him to fighter. Ninjas may equip with most items suitable to fighters, but work best with specifically evil and/or oriental items.

--Page C3: Character Development by Class and Race

--Strike out the last two sentences in the introductory paragraph and substitute, "You will note that some races have N(o) I(nformation) entered in a class, since some races are simply unsuitable for certain classes.

--Insert the following statistics: 1) Under "Human", L12H211V16, and 2) Under "Dwarf", L13H213V14.

LEGACY OF LLYLGAMYN NOTES

--Page W5: Insert the following paragraph into the "combat Strategy" section right before "Camp":

SPECIAL NOTE-LEGACY OF LLYLGAMYN COMBAT If you surprise the monsters you will not be able to cast spells during the first round, but you will be able to fight and use any magical items you are carrying, so be prepared! Also, the monster groups in Legacy do not shift from front to back, but remain in their original order during the entire encounter. Note that there are several "no magic" areas with the same restrictions as the other Scenarios--but you have to leave the level completely for the ability to use spells to be restored!

--Page C1: Insert the following between the second and third paragraphs:

A SPECIAL NOTE TO PRESENT AND FUTURE LEGACY OF LLYLGAMYN PLAYERS: When you create your Legacy characters, you pass on to them some of the characteristics of their "ancestors" developed in the Mad Overlord and the Knight of Diamonds scenarios. Since you have control only over the new characters' ancestors and alignment, it is doubly important that you consciously develop strong "future ancestors" while playing the first two scenarios.

--Page C4: Delete the paragraph "A Special Note on Alignment". It was written before the Legacy of Llylgamyn was released (I didn't even get the name right!), and is inaccurate, since alignments may be chosen in Legacy, restricted only by the character's class (for example, ninjas may not be anything but evil).

ALIGNMENT

--Page C4: Give the third paragraph the heading, "A NOTE ON INVOLUNTARY ALIGNMENT CHANGES".

--Insert the following between the first and second sentences: "For example, attempts to use the Tiltowait spell more than the number of times earned will change a mage's alignment, and an evil party's letting a friendly group of monsters pass unmolested will usually change at least one's alignment."

AGE

--Page C6: Add the following paragraph:

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

APPENDICES D AND E

Aaaaarrggghhhh! How could I leave out Creeping Coins?!! I sought them out on many occasions to strengthen my party, just as I girded my loins and fought the Murphy's Ghosts on Level 1 for the same purpose! Frankly, it was an oversight, a slight to my little metallic buddies.

--APPENDIX D:

--Insert "Coin Symbol". Monster Name: Creeping Coins?/ Concealed As: Small Objects?/ Groups: 4-9/ Levels: 2/ Hit Points: 1-10/ Danger: call for help, breathe (no effect)/ Defense: Mekanito:all, most spells

--Under "Demon Symbol" insert the following: Monster Name: Maelific/ Concealed As: demon: figure/ Groups: 1-5/ Levels:6-9/ Hit points: 30-50/ Danger: drain levels/ Defense: Montino:N Tiltowait:50%

--Under "Dragon Symbol" insert the following: Monster Name: Dragon Zombies/ Concealed As: dragons/ Groups:1-5/ Levels:9-10/ Hit points:10-30/ Danger:damage spells:P-5-50/ Defense:Zilwan:60% Dispell:No

--Under "Mage Symbol" note that Werdna is sometimes encountered outside his lair

--Under "Small Humanoid" add "Conehead" with hit points about 60. I have never found this one, but one of you did.

--APPENDIX E

--Under "Bear Symbol" add "coyotes" concealed as animals under the level 3 group

--Insert a "Coin Symbol" heading, then four groups of Creeping Coins? concealed as Small Objects? found only on level 2.

APPENDICES F AND G

--APPENDIX F

--Under "Bat Symbol" add: Monster Name: Vampire Bats/ Concealed As: Cave Dwellers/ Groups: 1-5/ Levels:4/ Hit

Points: 20-45/ Danger: Poison/ Defense: same as giant bats

--Under "Bat Symbol" add: Monster Name: Were Bats/ the other statistics are the same as Vampire Bats

--APPENDIX G

--Under "Bat Symbol" add to the group listed "Were Bats" and "Vampire Bats", both concealed as "Cave Dwellers"

APPENDIX H: CHESTS

Please add or take note of the following additions:

--Monsters encountered in Legacy dark areas often are carrying chests.

--Ninjas are very good at opening chests, and make good substitutes for thieves.

--Bishops are invaluable for identifying items found in chests or laying about, and should be included in your party if at all possible.

--As in the other Scenarios, chests in Legacy contain more valuable items as the level numbers get higher.

APPENDIX I: UTILITIES

--Insert the following between the second and third sections:

THE "CLICK" UTILITY

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

--Note that some early versions of the Mad Overlord scenario do not have the From Backup utility.

--Several people have told me that extra scenarios may be made with the CopyA program found on your System Master Disk, although I have not tried it personally. This is a real boon to those with one disk drive.

APPENDIX J: MAPPING

--Every maze in all three scenarios occupies a 20x20 block of squares.

--It is often helpful when mapping levels that contain a lot of across-the-boundary teleports that are limited to only one to eight squares to start your map coordinates at a number other than zero. For example, the first level in Legacy is much easier to read if both north and east coordinates are started at 0, then continued 9,10,11,12,13,14,15,16,17,18,19,0,1,2,3,4,5,6,7. This cuts out a lot of confusion. The only danger is when using the Major spell: do not teleport past the 19 coordinate, but go in the other direction, otherwise you'll land in rock with less than desirable results, unless you like tombstones.

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, 2 and 3, I have never encountered a situation in which a thief's abilities were worth the slot he took up in the party.

HOW MANY PARTIES SHOULD YOU HAVE?

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

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

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

SUGGESTED PERSONNEL AND EXPEDITION PARTY ORDER

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

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

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

EXAMPLE OF A SUCCESSFUL WELL-DEVELOPED PARTY

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

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

As you can see, this party is almost invincible, especially when it has the 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.

HOW TO MIX GOOD AND EVIL CHARACTERS IN THE SAME PARTY

As stated in the Wizardry Manual and previously in this one, there are retrictions as to the alignments that party members can have. The allowed groupings are as follows: all good, good-neutral, all neutral, neutral-evil and all evil. Neutral characters can travel with any alignment, but evil and good cannot be in the same party under normal circumstances. Abnormal circumstances are either involuntary or voluntary. Sometimes a character's alignment is changed while on expedition (see *Alignment), and as long as you don't remove the incompatible members from the party, they can go back into the maze together. If you want to have good and evil adventure together and don't want to wait around for Fate, there is a way to do it. In Scenarios 1 and 2, you can take either the good or the evil characters alone right inside the maze entrance and disband them. Then form the rest of your party, enter the maze and pick them up and go forth! In Legacy, there is no disbanding allowed, so you have to take the characters into the maze to a convenient spot, unequip their armor, etc., and let the monsters kill them (the Moat Monsters do a good job). Form the rest of your party, go to the death scene, pick them up and hope that your spells don't turn them to ashes!

=====EQUIPMENT=====

ITEM-----	SCENE--	USED BY--	IDENT--	AC--	TRAN--	COMMENTS-----
LONG SWORD	MO/KD	FSLN	12		Y	
SHORT SWORD	MO/KD	FTSLN	7		Y	
LONG SWORD +1	MO/KD	FSLN	5000		Y	
SHORT SWORD +1	MO/KD	FTSLN	7500		Y	
LONG SWORD -1	MO/KD	FSLN	500	-2	Y	
SHORT SWORD -1	MO/KD	FTSLN	500	-2	Y	
DRAGON SLAYER	MO/KD	FSLN	5000		Y	VERY EFFECTIVE ON DRAGONS, CHIMERAS, BORGONS, ETC.
LONG SWORD +2	MO/KD	FSLN	2000		Y	CAN BE TRANSFERRED TO MO BUT THEN DOWNGRADED TO 15% OF EFFECTIVENESS
SHORT SWORD +2	MO/KD	FTSLN	15000		Y	CAN BE TRANSFERRED TO MO BUT THEN DOWNGRADED TO 15% OF EFFECTIVENESS
WERE SLAYER	MO/KD	FT(SLN?)	5000		N	BEST AGAINST MONSTERS WITH "WERE" PREFIX. HAVE NEVER EQUIPPED L OR S WITH IT
MAGE MASHER	MO/KD	FTSLN	5000		N	BEST AGAINST MAGES, WIZARDS, ETC. HAVE NEVER EQUIPPED L OR S WITH IT.
BLADE CUSINART	MO/KD	FSLN	7500		Y	VERY EFFECTIVE AGAINST SPIRITS AND UNDEAD. PROBABLY THE BEST WEAPON.
SWORD +3(EVIL)	MO/KD	FN	7500		N	USEFUL ONLY TO EVIL CHARACTERS, CURSED TO OTHER ALIGNMENTS.
SSWORD +3(EVIL)	MO/KD	FNN	10000		N	USEFUL ONLY TO EVIL CHARACTERS, CURSED FOR OTHERS. COULD BE A MISSPELLING.
MURASAMA BLADE	MO/KD	SN	500000		N	RAISES STRENGTH BY 1, OFTEN KILLS FIRST HIT. POWER INVOKED 3-4 TIMES.
SHURIKEN	MO/KD	SN	25000		N	VERY EFFECTIVE WEAPON FOR NINJA. POWER INVOKED 3-4 TIMES.
LONG SWORD +5	KD	FSLN	20000		N	
SWINGING SWORD	KD	FSLN	20000		N	
PRIEST PUNCHER	KD	FSLN	20000		N	GOOD AGAINST PRIESTS, BISHOPS, ETC.
SWINGING SSWORD	KD	FSLN	20000		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		Y	
DAGGER +2	MO/KD	FMTSLN	4000		N	
DAGGER OF SPEED	MO/KD	MTSN	15000		N	RAISES AC, BUT CHARACTER ALWAYS GETS THE FIRST HIT.
THIEVES DAGGER	MO/KD	T	15000		N	URNS THIEF TO NINJA WITH SAME ATTRIBUTES, MUCH LIKE COIN OF POWER.
ANOINTED MACE	MO/KD	FPBSLN	15		Y	
ANOINTED FLAIL	MO/KD	FPSLN	75		Y	
MACE +1	MO/KD	FPBSLN	6250		Y	
MACE -1	MO/KD	FPBSLN	500		Y	
MACE +2	MO/KD	FPBSLN	12500		Y	MAY BE TRANSFERRED TO MO BUT AT 15% OF EFFECTIVENESS
MACE -2	MO/KD	FPBSLN	12500		Y	MAY BE TRANSFERRED TO MO BUT AT 15% OF EFFECTIVENESS--WHO CARES?
MACE PRO POISON	MO/KD	FPBLN	5000		N	EFFECTIVE AGAINST MONSTERS THAT POISON
PRIESTS MACE	KD	PBL	100000		N	VERY EFFECTIVE
STAFF	MO/KD	FMPBTSN	5		Y	
STAFF +2	MO/KD	FMPBTSN	1250		Y	
STAFF -2	MO/KD	FMPBTSN	1250		N	CURSED, ADDS 2 AC
ROBES	MO/KD	FMPBTSN	7	+1	Y	
CURSED ROBE	MO/KD	FMPBTSN	4000	C	N	CURSED, ADDS 2 AC
LORDS GARB	MO/KD	L	500000	+10	N	HEALS 1 HP EVERY STEP, ADDS + TO HP, USE 3-4 TIMES
ROBE +3	KD	FMPBTSN	50000	+3	N	
LEATHER ARMOR	MO/KD	FPBTSN	25	+2	Y	
LEATHER +1	MO/KD	FPBTSN	750	+3	Y	
LEATHER -1	MO/KD	FPBTSN	750	-2	Y	CURSED
LEATHER +2	MO/KD	FPBTSN	3000	+4	Y	
LEATHER -2	MO/KD	FPBTSN	4000	-4	Y	

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

ITEM-----	SCENE-----	USED BY-----	IDENT-----	AC-----	TRAN-----	COMMENTS-----
CHAIN MAIL	MO/KD	FPSLN	90	+3	Y	
CHAIN MAIL +1	MO/KD	FPSLN	750	+4	Y	
CHAIN MAIL -1	MO/KD	FPSLN	750	-2	Y	
CHAIN MAIL +2	MO/KD	FPSLN	3000	+5	Y	
CHAIN +2(EVIL)	MO/KD	FPN	4000	+3	Y	EVIL CHARACTERS ONLY, FOR OTHERS IT IS CURSED, RAISES AC BY 2
CHAIN MAIL -2	MO/KD	FPSLN	4000	-3	Y	CURSED
CHAIN PRO FIRE	MO/KD	FPSLN	75000	+6	N	EFFECTIVE PROTECTION FROM FIRE GIANTS, ETC.
BREAST PLATE	MO/KD	FPSLN	100	+5	Y	
BREAST PLATE +1	MO/KD	FPSLN	750	+6	Y	
BREAST PLATE -1	MO/KD	FPSLN	750	C	Y	WILL BECOME CURSED IF BISHOP IS FORCED TO EQUIP
BREAST PLATE +2	MO/KD	FPSLN	3000	+7	Y	
BREAST PLATE -2	MO/KD	FPSLN	4000	-3	Y	CURSED
BREAST PLATE +3	MO/KD	FPSLN	50000	+8	Y	
PLATE MAIL	MO/KD	FSLN	325	+5	Y	
PLATE MAIL +1	MO/KD	FSLN	750	+6	Y	
PLATE MAIL +2	MO/KD	FSLN	3000	+7	Y	
P.MAIL +2(NEUT)	MO/KD	FS	3000	+2	N	NEUTRAL CHARACTERS ONLY, OTHERS CURSED, RAISES AC BY 2
P.MAIL +3(EVIL)	MO/KD	FN	75000	+7	Y	EVIL CHARACTERS ONLY, OTHERS CURSED
CURSED PLATE +1	KD	FSLN	2000	C	N	
PLATE MAIL +5	KD	FPSLN	137672	+10	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)	MO/KD	FSLN	4000	+3	N	EVIL CHARACTERS ONLY, OTHERS CURSED, ADDS 2 TO AC
CURSED HELM	MO/KD	FSLN	25000	C	Y	CURSED, ADDS 4 TO AC
HELM OF MALOR	MO/(KD?)	ALL	25000	+2	Y	WEARABLE BY ALL. NOT IN ALL VERSIONS OF WIZARDRY.
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 SIMILAR TO MADALTO.
SMALL SHIELD	MO/KD	FPBTSN	10	+2	Y	
LARGE SHIELD	MO/KD	FPSLN	20	+3	Y	
SHIELD +1	MO/KD	FPTS LN	750	+4	Y	
SHIELD -1	MO/KD	FPTS LN	750	-1	Y	NOT CURSED
SHIELD +2	MO/KD	FPSLNT	3500	+5	Y	
SHIELD -2	MO/KD	FPSLNT	4000	-3	Y	
SHIELD +3(EVIL)	MO/KD	FPNT	12500	+4	Y	CHARACTER MUST BE EVIL, OTHERS CURSED
SHIELD +3	MO/KD	FPSLNT	125000	+6	Y	
KOD'S SHIELD	KD	FPSLNT	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	MO/KD	FSLN	5000	+3	Y	
WINTER MITTENS	KD	FSLN	7500	+4	N	
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)

1. The first part of the document is a list of names and addresses, which appears to be a directory or a list of subscribers. The names are written in a cursive script, and the addresses are listed below them. The list is organized in a columnar fashion, with names in the first column and addresses in the second column. The names are mostly surnames, and some are followed by initials or first names. The addresses are written in a similar cursive script and include street names and numbers. The list is quite long, spanning most of the page. The handwriting is somewhat faded and difficult to read in some places, but the overall structure is clear. The list seems to be a record of some kind, possibly for a business or a community organization. The names and addresses are listed in a way that suggests they are being recorded for a specific purpose, such as a mailing list or a directory. The document is aged and shows signs of wear, with some discoloration and faint markings. The paper is yellowed, and there are some small stains and marks on the surface. The overall appearance is that of an old, handwritten document.

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

LEGACY OF LLYLGAMYN
GENERAL NOTES

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

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

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

LEGACY ALIGNMENTS

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

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

CHARACTER CLASSES TO HAVE IN YOUR PARTIES

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

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

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

HOW TO STRENGTHEN YOUR CHARACTERS

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

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

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

LEGACY MAZE NOTES

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

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

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

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

LEVEL ONE

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

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

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

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

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

LEVEL TWO

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

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

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

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

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

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

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

LEVEL THREE

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

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

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

--Beware of Burma-Shave signs!

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

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

LEVEL FOUR

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

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

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

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

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

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

LEVEL FIVE

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

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

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

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

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

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

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

LEVEL SIX

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

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

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

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

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

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

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

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

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

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

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

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

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

LEGACY OF LLYLGAMYN
EQUIPMENT AND MAGICAL ITEMS

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

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

*** WEAPONS ***

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

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

*** ARMOR ***

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

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

*** MAGICAL ITEMS ***

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

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

*** MAGICAL ITEMS ***

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

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

THE LEGACY OF LLYLGAMYN
INDIVIDUAL MONSTERS

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

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

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

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

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

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

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

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

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

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

MONSTER NAME: Harpy CONCEALED AS: Strange Bird MAZE: 4-5 GRPS: 3-7 TYPE: Unusual LVL3/AC+5/HP3-15
DANGER: Fight-4-16; Flee
DEFENSE: Katino-Y(1) Manifo-60% Halito-50% Dalto-100% Makanito-50%Y

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

MONSTER NAME: Vulture CONCEALED AS: Strange Bird MAZE: 3-4 GRPS: 3-9 TYPE: Animal LVL2/AC+8/HP2-12
DANGER: Katino-Y(1) Mahalito-100% Manifo-80-100% Halito-60%

MONSTER NAME: Were Vulture CONCEALED AS: Strange Bird MAZE: 2-3 GRPS: 3-6 TYPE: Were LVL2/AC+4/HP4-16
DANGER: Fight-3-16; Poison; Some magic resistance
DEFENSE: Katino-Y(1) Mahalito-100% Manifo-40% Dalto-100% Halito-50%

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

===== LOOTER SYMBOL =====

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

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

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

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

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

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

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

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

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

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

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

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

===== MUMMY SYMBOL =====

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

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

===== NINJA SYMBOL =====

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

===== APPENDIX O =====

LEGACY OF LLYLGAMYN MONSTER GROUPS

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

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

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

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

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

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

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
4-5 Cockatrices	Strange Birds	4-5 Harpies	Strange Birds	5-6 Rocs	Strange Birds
Harpies	Strange Birds	Harpies	Strange Birds	Vultures	Strange Birds
Harpies	Strange Birds	Harpies	Strange Birds	Vultures	Strange Birds
Harpies	Strange Birds	Harpies	Strange Birds	Vultures	Strange Birds
LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---		
3 Vultures	Strange Birds	2-3 Were Vultures	Strange Birds		
Vultures	Strange Birds	Vultures	Strange Birds		
Vultures	Strange Birds	Vultures	Strange Birds		
Vultures	Strange Birds	Vultures	Strange Birds		

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

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

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

LEVEL-GROUPS-----	CONCEALED AS---
3 Centaurs	Strange Animals
Centaurs	Strange Animals
Centaurs	Strange Animals
Centaurs	Strange Animals

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

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
1 Dusters	Shadowy Figures	2-3 Ashers	Shadowy Figures	2-6 Fiends	Shadowy Figures
Dusters	Shadowy Figures	Dusters	Shadowy Figures	Ghosts	Unseen Entities
Dusters	Shadowy Figures	Dusters	Shadowy Figures	Ghosts	Unseen Entities
Dusters	Shadowy Figures	Dusters	Shadowy Figures	Ghosts	Unseen Entities
LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
4 Dark Rider	Shadowy Figure	5 Seraphs	Shadowy Figures	6 Doppelgangers	Shadowy Figures
Dark Steed	Strange Animal	Unicorn	Strange Animal	Berserkers	Men in Armor
				Dwarf Fighters	Men in Armor
				Men at Arms	Men in Armor

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

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

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

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

===== DOIS SYMBOL =====

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

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

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

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

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

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

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

LEVEL-GROUPS-----	CONCEALED AS---	LEVEL-GROUPS-----	CONCEALED AS---
4 Goblin Princes	Goblins	6 Giant Gorillas	Strange Animals
Hobgoblins	Goblins	Giant Gorillas	Strange Animals
Goblins	Goblins	Giant Gorillas	Strange Animals
Goblins	Goblins	Giant Gorillas	Strange Animals

===== LOOTER SYMBOL =====

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

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

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

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

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

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

===== MUMMY SYMBOL =====

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

===== NINJA SYMBOL =====

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

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

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

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

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

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

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

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

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

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

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

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

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

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

===== APPENDIX P =====

MISCELLANEOUS SNEAKY TRICKS

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

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

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

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

===== ACKNOWLEDGEMENTS =====

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

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

To Frank Conway, Dave Hall, Steve Hammond, Bill Kuethe, Patrick Jost, John Kelly, Doug MacLean, Anthony Ponsetto, Larry Rosenblum, C.H. Simonds, Jerry Tompkins and Turak the Cleric go special thanks for the long letters and phone calls that helped me revise this manual to make it more useful to you.

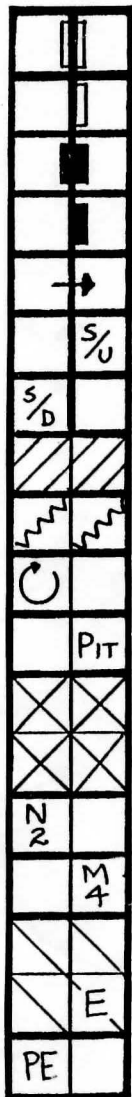
Thanks and a tip of the helm go to Paul Aas, Rex Alldredge, Joe Ankenbauer, James Arbuthnot, Cary Berman, Tim Boekelman, Steven Bonnot, Ivan Brady, Gary Brockelsby, Scott Compton, Roy Dale Davis, Robert De Francesco, Steve Depetris, Jim Folie, Dudley Foss, Wilfred Gibson, Alfred C. Giovetti, Jan Harrington, David Helmreich Jr., Jacob Hendricks, David Hoyer, Kurt Kalas, Jason Knirck, Eric Lloyd, Bill Loewe, Dave McKinsey, Richard McLaurine, Dave Malec, Fred Milano, David Mills, Orc's Den Wizardry Users' Group, Roger Palmer, Brian Plautz, Marion Plette, C.A. Poche, Ross Powell, Rick Rebsamen, Terry Reed, Richard Scherer, Patrick Shugart, Renny Smith, Kimberly Sowpel, Frank Stolte, Ronald Strout, Jeff Stuart, Jonathan Su, Douglas Thomas, Kathleen Veronda, Ed Welch, and Kent Wetherell for their valuable information.

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

$$G = 9$$
$$E = 3$$

WIZARDRY

WIZARDRY (tm) MAP SYMBOLS AND NOTES



Regular Door--Both sides always visible and usable

One-way Door--One side always visible and usable

Hidden Door--Both sides always usable, visible only with Milwa or Lomilwa spells

Hidden One-way Door--One side usable, visible only with Milwa or Lomilwa spells

Panel--Can be used as a door in direction of arrow(s), never visible

Stairs Going Up--Press (Y) to ascend, (N) to leave

Stairs Going Down--Press (Y) to descend, (N) to leave

Dark Area--Milwa and Lomilwa spells are removed

No Magic Area--Entry removes ability to cast spells or use magic items and potions. Most human or humanoid monsters cannot use spells, but non-human monsters may be able to cast them. Party must be "cleansed" by going back to Elevator Corridor.

Rotation--Party is turned in a random direction.

Pit--Is just that, and costs 3-6 or your heroes 5-50 HP!

Rock--If you land in these areas, your entire party will be killed! If your party is teleported and you are in camp at your destination, ALWAYS use the Dumapic spell to find out where you are before leaving. If your party is in Rock you may be able to save them by teleporting out with the Malor spell--if one of the party knows it!

Note #--Found under "Notes" on each map. Read the note BEFORE you enter a square!

Message #--Found under "Messages" on each map. (//) Slash indicates new information window. Notes and comments on a message are enclosed in [brackets].

PROVING GROUNDS ONLY

Elevator--To levels 1 through 4. Note that elevator areas on levels 2-4 are marked with a diagonal line, since they are separated from the rest of the level. Buttons on the wall: (A)-Level 1; (B)-Level 2; (C)-Level 3; (D)-Level 4.

Private Elevator--To levels 4 through 9. Usable by parties with the Blue Ribbon. Buttons on the wall: (A)-Level 4; (B)-Level 5; (C)-Level 6; (D)-Level 7; (E)-Level 8; (F)-Level 9. Reminders for both elevators are on the maps.

TRAVELLING PAST MAP BOUNDARIES

Each level occupies a square 20 blocks by 20 blocks in size. Travelling past the boundary on one side will teleport the party to the same coordinate on the opposite side. There is no indication on the screen that this teleporting has taken place--you MUST keep track of where you are on the map! For your convenience, boundaries without walls are marked with a dotted line, and arrows remind you that you will be teleported.

OFFSET MAP COORDINATES

Most map coordinates go from 0 to 19 East and 0 to 19 North. However, some maps would be very confusing to read with the standard coordinates, so they are offset by one or more blocks (you will notice no difference other than their being easier to use). USE GREAT CAUTION when teleporting with the Malor spell on levels with offset map coordinates. Always remember that entering Malor coordinates past 0 or 19 in any direction will land the party in Rock!



WIZARDRY (CM) MAP SYMBOLS AND NOTES

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Lighter Blue--Both sides always visible and usable

Dark Blue--One side always visible and usable

White--Both sides always visible only with white or light blue spots

Yellow--Both sides always visible, visible only with white or light blue spots

Green--Can be used as a dot in direction of arrows, some visible

Orange--Orange 10 to 100, 10 to 100, 10 to 100

Red--Orange 10 to 100, 10 to 100, 10 to 100

Dark Blue--White and light blue spots are visible

In some cases--Other symbols which are used with white or light blue spots and orange, or orange and white spots and orange, but some cases may be used as one blue, they may be "orange" by using both in different positions

Red--Orange 10 to 100, 10 to 100, 10 to 100

Orange--Orange 10 to 100, 10 to 100, 10 to 100

Orange--If you find in these cases, your entire party will be killed. If your party is delayed and you are in camp at your destination, orange and the orange spot is used and when you are before leaving. If your party is in camp you may be able to save time by returning and with the blue spot--If one of the party notes it

Blue--Orange 10 to 100, 10 to 100, 10 to 100

Orange--Orange 10 to 100, 10 to 100, 10 to 100

ORANGE SYMBOLS

Orange--Orange 10 to 100, 10 to 100, 10 to 100

Orange--Orange 10 to 100, 10 to 100, 10 to 100

ORANGE SYMBOLS

Each level occupies a square 10 blocks by 10 blocks in size. Traveling past the boundary on one side will follow the party to the same coordinate on the opposite side. There is no indication of the ocean line this following has taken place. You must keep track of where you are on the map. The party's movements, boundaries without walls are marked with a dotted line, and arrows leading you that you will be followed.

ORANGE SYMBOLS

Each map coordinate is from 1 to 10 East and 1 to 10 North. However, some maps would be very confusing to read with the standard coordinate, so they are often by one or more blocks. You will notice no difference other than their being easier to read. THE GREAT CAUTION when returning with the white spot on level with other map coordinates. Always remember that orange color coordinates past 10 or 10 in any direction will lead the party to North.

WIZARDRY (tm) --- SCENARIO III --- LEVEL 1

The diagram shows a Go board position on a 20x20 grid. The vertical axis is labeled 1 to 19 from bottom to top. The horizontal axis is labeled E to T from left to right. Black stones are placed at intersections (19,10), (18,10), (18,11), (17,11), (17,12), (16,12), (16,13), (15,13), (15,14), (14,14), (14,15), (13,15), (13,16), (12,16), (12,17), (11,17), (11,18), (10,18), (9,18), (8,18), (8,19), (7,19), (6,19), (5,19), (4,19), (3,19), (2,19), (1,19), (1,18), (1,17), (1,16), (1,15), (1,14), (1,13), (1,12), (1,11), (1,10), (1,9), (1,8), (1,7), (1,6), (1,5), (1,4), (1,3), (1,2), (1,1), (1,0), (2,0), (2,1), (2,2), (2,3), (2,4), (2,5), (2,6), (2,7), (2,8), (2,9), (2,10), (2,11), (2,12), (2,13), (2,14), (2,15), (2,16), (2,17), (2,18), (2,19), (3,0), (3,1), (3,2), (3,3), (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (3,10), (3,11), (3,12), (3,13), (3,14), (3,15), (3,16), (3,17), (3,18), (3,19), (4,0), (4,1), (4,2), (4,3), (4,4), (4,5), (4,6), (4,7), (4,8), (4,9), (4,10), (4,11), (4,12), (4,13), (4,14), (4,15), (4,16), (4,17), (4,18), (4,19), (5,0), (5,1), (5,2), (5,3), (5,4), (5,5), (5,6), (5,7), (5,8), (5,9), (5,10), (5,11), (5,12), (5,13), (5,14), (5,15), (5,16), (5,17), (5,18), (5,19), (6,0), (6,1), (6,2), (6,3), (6,4), (6,5), (6,6), (6,7), (6,8), (6,9), (6,10), (6,11), (6,12), (6,13), (6,14), (6,15), (6,16), (6,17), (6,18), (6,19), (7,0), (7,1), (7,2), (7,3), (7,4), (7,5), (7,6), (7,7), (7,8), (7,9), (7,10), (7,11), (7,12), (7,13), (7,14), (7,15), (7,16), (7,17), (7,18), (7,19), (8,0), (8,1), (8,2), (8,3), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (8,11), (8,12), (8,13), (8,14), (8,15), (8,16), (8,17), (8,18), (8,19), (9,0), (9,1), (9,2), (9,3), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (9,11), (9,12), (9,13), (9,14), (9,15), (9,16), (9,17), (9,18), (9,19), (10,0), (10,1), (10,2), (10,3), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10), (10,11), (10,12), (10,13), (10,14), (10,15), (10,16), (10,17), (10,18), (10,19), (11,0), (11,1), (11,2), (11,3), (11,4), (11,5), (11,6), (11,7), (11,8), (11,9), (11,10), (11,11), (11,12), (11,13), (11,14), (11,15), (11,16), (11,17), (11,18), (11,19), (12,0), (12,1), (12,2), (12,3), (12,4), (12,5), (12,6), (12,7), (12,8), (12,9), (12,10), (12,11), (12,12), (12,13), (12,14), (12,15), (12,16), (12,17), (12,18), (12,19), (13,0), (13,1), (13,2), (13,3), (13,4), (13,5), (13,6), (13,7), (13,8), (13,9), (13,10), (13,11), (13,12), (13,13), (13,14), (13,15), (13,16), (13,17), (13,18), (13,19), (14,0), (14,1), (14,2), (14,3), (14,4), (14,5), (14,6), (14,7), (14,8), (14,9), (14,10), (14,11), (14,12), (14,13), (14,14), (14,15), (14,16), (14,17), (14,18), (14,19), (15,0), (15,1), (15,2), (15,3), (15,4), (15,5), (15,6), (15,7), (15,8), (15,9), (15,10), (15,11), (15,12), (15,13), (15,14), (15,15), (15,16), (15,17), (15,18), (15,19), (16,0), (16,1), (16,2), (16,3), (16,4), (16,5), (16,6), (16,7), (16,8), (16,9), (16,10), (16,11), (16,12), (16,13), (16,14), (16,15), (16,16), (16,17), (16,18), (16,19), (17,0), (17,1), (17,2), (17,3), (17,4), (17,5), (17,6), (17,7), (17,8), (17,9), (17,10), (17,11), (17,12), (17,13), (17,14), (17,15), (17,16), (17,17), (17,18), (17,19), (18,0), (18,1), (18,2), (18,3), (18,4), (18,5), (18,6), (18,7), (18,8), (18,9), (18,10), (18,11), (18,12), (18,13), (18,14), (18,15), (18,16), (18,17), (18,18), (18,19), (19,0), (19,1), (19,2), (19,3), (19,4), (19,5), (19,6), (19,7), (19,8), (19,9), (19,10), (19,11), (19,12), (19,13), (19,14), (19,15), (19,16), (19,17), (19,18), (19,19). The shaded area covers the bottom-left quadrant (rows 8-19, columns E-H). Numbers in the intersections indicate the number of liberties (sente) for each side. A ko capture is shown at 19-10.

MESSAGE 1--YOU STAND ON A BEACH. BEYOND IT LIES A DARK LAKE, IN WHICH IS A SMALL ISLAND.

MESSAGE 2--A SIGN ON THE DOOR READS: "BARRACKS"

MESSAGE 3--BEFORE YOU STANDS A GREAT FORTRESS. BETWEEN ITS PARAPETS LIES A DEEP MOAT, AND A SIGN BY THE MOAT
READS: "BEWARE OF MOAT MONSTERS!!!"

MESSAGE 4--HEAR YE THE WORDS OF L'KBRETH: TO ALL WHO TRESPASS HERE, GOOD OR EVIL I GIVE MY WARNING: NEITHER GOOD NOR EVIL ALONE CAN TRIUMPH HERE.

MESSAGE 5--YOU ARE AT THE WATER'S EDGE. IF YOU GO ANY FURTHER, YOU'LL DROWN! [PARTY CANNOT GO FURTHER WITHOUT BEING BUMPED BACK TO PREVIOUS SQUARE.]

MESSAGE 6--PARTIES OF THE WRONG ALIGNMENT ARE TOLD, "YE ARE FORBIDDEN TO ENTER HERE! BEGONE!" AND ARE TELEPORTED TO THE CASTLE. OTHERS MAY USE STAIRS TO LEVEL 3, 2E 2N, FACING EAST.

GENERAL NOTE--EAST AND NORTH COORDINATES ARE DISPLACED FOR EASE OF READING. BE CAREFUL WHEN USING THE MALOR SPELL NOT TO GO PAST THE 0 AND 19 COORDINATES OR YOU'LL END UP IN ROCK!

NOTE 1--TELEPORTS TO CASTLE

NOTE 2--STAIRS TO LEVEL 2, 19E ON, FACING EAST. OPEN TO PARTIES OF THE CORRECT ALIGNMENT.

NOTE 3--MOAT MONSTERS ATTACK HERE (ONLY ONCE PER CROSSING OF THE AREA).

NOTE 4--STAIRS TO LEVEL 4, 7E 1N, FACING EAST. OPEN TO PARTIES OF THE CORRECT ALIGNMENT.

NOTE 5--STAIRS TO LEVEL 5, 18E ON FACING EAST. OPEN TO PARTIES OF THE CORRECT ALIGNMENT. *Feb 1*

NOTE 6--WATER! WILL DROWN THE PARTY UNLESS THEY HAVE SPECIAL ITEM.

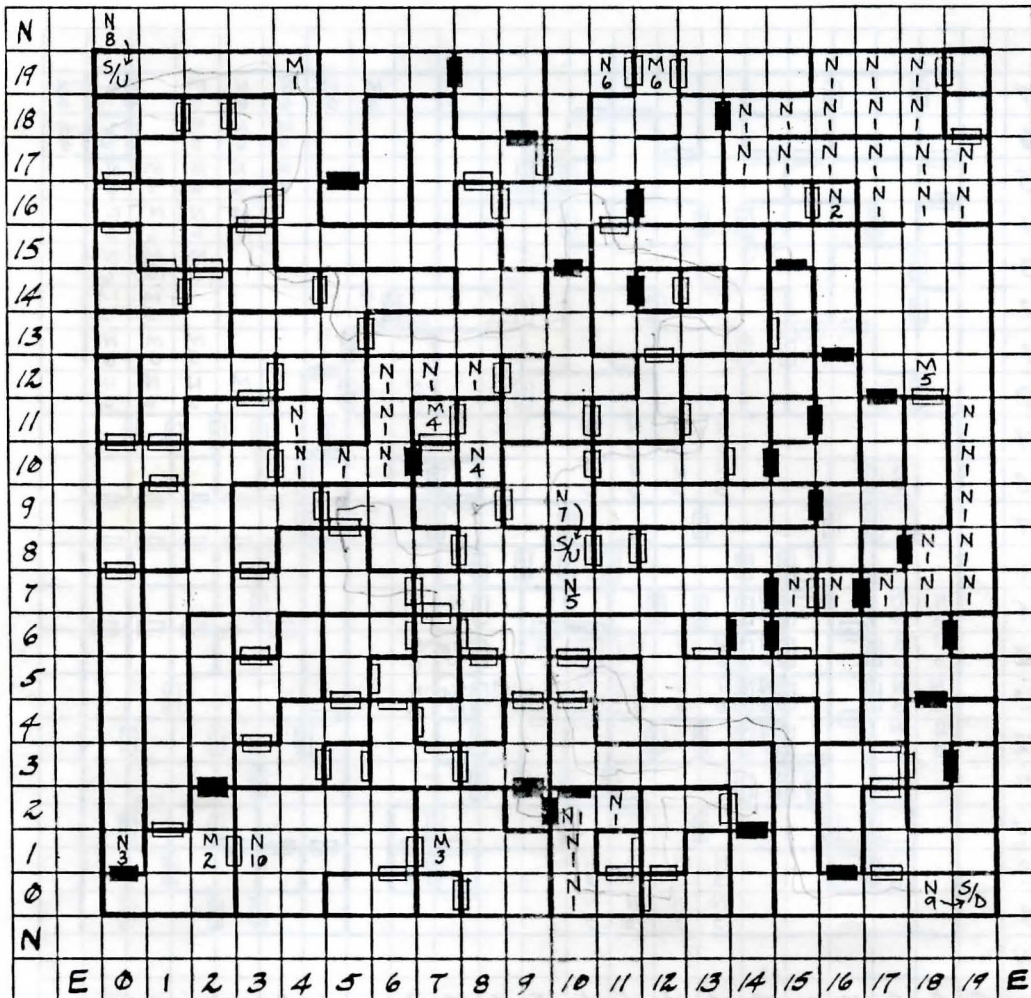
NOTE 7--PARTY WILL OFTEN HAVE ENCOUNTERS WITH MONSTER GROUPS LED BY CORSAIRS IN THESE AREAS.

NOTE 8--PARTY WILL OFTEN HAVE ENCOUNTERS WITH MONSTER GROUPS LED BY GARIAN GUARDS IN THESE AREAS.

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WIZARDRY (tm) -- SCENARIO III -- LEVEL 2



MESSAGE 1--I AM AROUND YOU ALWAYS, BUT YOU HAVE NEVER SEEN ME. YOU WOULD NEVER LEAVE ME, BUT WERE I GONE, YOU WOULD NOT CRY OUT FOR ME. WHAT AM I? *PIX*

MESSAGE 2--A GLOWING MESSAGE APPEARS IN MID-AIR: S.E.G. PO'LE, GRAND WIZARD. THE WIZARD IS *OUT* DO NOT ENTER!

MESSAGE 3--A LARGE, DUSTY DESK STANDS AGAINST THE FAR WALL. ITS DRAWERS ARE OVERFLOWING WITH BOOKS AND PAPERS. INLAID IN THE DESKTOP IS AN ORNATE LETTER 'P'. SEARCH (Y/N)?

MESSAGE 4--AN ELEGANTLY DRESSED WOMAN WITH A WHIP DEMANDS, "WHAT'S THE PASSWORD, BOYS?" ANSWER?

MESSAGE 5--THIS IS THE GRAND DINING ROOM OF THE GRAND WIZARD. TO THE NORTH IS A LARGE KITCHEN AREA. TO THE SOUTH IS THE WIZARD'S OPULENT BOUDOIR.

MESSAGE 6--A SIGN ON THE DOOR READS "WINE CELLAR"

NOTE 1--REMOVES MILWA, LOMILWA SPELLS, BUT IS NOT DARK.

NOTE 2--TELEPORTS TO 3E 18N

NOTE 3--SOMETIMES APPEARS TO BE A SINGLE SQUARE ROOM WITH NO EXIT. GO BACK TO 0E 0N AND REENTER FOR HALLWAY.

NOTE 4--TELEPORTS TO 11E 9N

NOTE 5--TELEPORTS TO 9E 12N

NOTE 6--ENCOUNTER WITH PO'LES (CONCEALED AS SKELETAL FIGURES).

NOTE 7--STAIRS TO LEVEL 4, 13E 13N. OPEN TO PARTIES OF CORRECT ALIGNMENT.

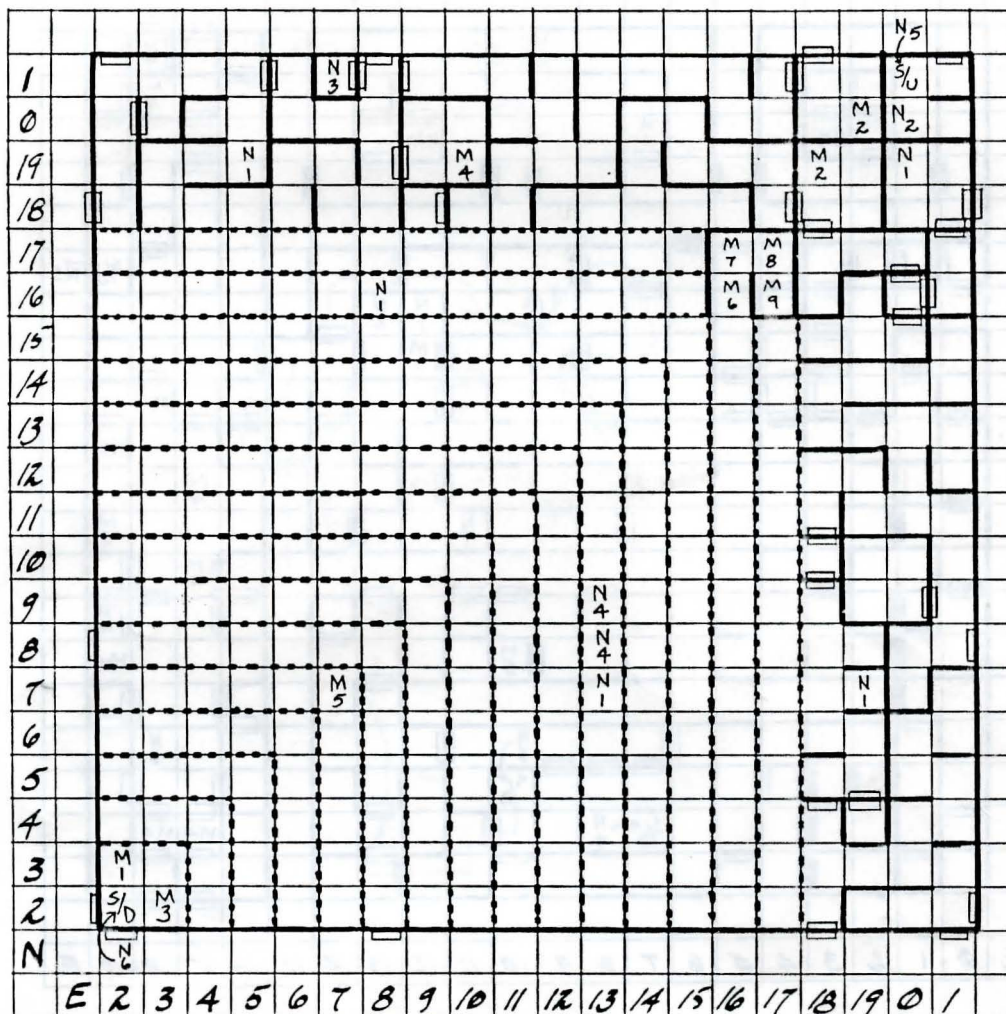
NOTE 8--STAIRS TO LEVEL 4, 10E 2N, FACING WEST. OPEN TO PARTIES OF CORRECT ALIGNMENT.

NOTE 9--STAIRS TO LEVEL 1, 19E 13N. USUALLY OPEN TO ALL.

NOTE 10--PARTY OFTEN HAS AN ENCOUNTER WITH MONSTERS LED BY FIENDS IN THIS LOCATION.

WIZARDRY

WIZARDRY (tm) -- SCENARIO III -- LEVEL 3



MESSAGE 1--I'D TURN BACK IF I WERE YOU.

MESSAGE 2--ABDUL'S ETHEREAL TAXI SERVICE. 2500 GP ONE WAY. FEE IS 2500. PAY (Y/N)? [YES RETURNS TO CASTLE]

MESSAGE 3--HAVE YOU CONSIDERED ANOTHER DIRECTION?

MESSAGE 4--AN APPARITION BECKONS TO YOU FROM ABOVE A MURKY POOL. OMINOUS SHADOWS CAN BE SEEN MOVING IN THE DEPTHS. SEARCH (Y/N)? [IF YOU CARRY THE RIGHT ITEM, YOU CAN TRADE, OTHERWISE YOU ARE TOLD, "NOT WITHOUT PAYMENT"]

MESSAGE 5--AN AGED MONK APPEARS BEFORE YOU. "IN EXCHANGE FOR YOUR SOUL, YOU MAY HAVE WHAT YOU FIND IN THIS CHEST." SEARCH (Y/N)? [IF YOU CARRY THE RIGHT ITEM, YOU CAN TRADE, OTHERWISE YOU ARE TOLD, "NOT WITHOUT PAYMENT"]

MESSAGE 6--"A GRAVEYARD'S DARK..."

MESSAGE 7--"AND THIS TRAP'S A CROCK..."

MESSAGE 8--"DON'T GO ANY FURTHER, OR..."

MESSAGE 9--YOU ARE IN ROCK! [PARTY IS KILLED.]

GENERAL NOTES--TRAVEL IN THE AREAS WITH DOTTED LINES CAN BE ONLY TOWARD THE EAST OR NORTH. PASSING THROUGH ONE OF THE DOTTED LINES MAKES IT INTO A SOLID WALL THAT ALLOWS NO RETURN. IN OTHER WORDS, THE DOTTED LINES REPRESENT WALLS THAT ARE TRANSPARENT GOING EAST OR NORTH, BUT SOLID GOING WEST OR SOUTH!

EAST AND NORTH COORDINATES ARE DISPLACED FOR EASE OF READING. BE CAREFUL WHEN USING THE MALOR SPELL NOT TO GO PAST THE 6 AND 19 COORDINATES OR YOU'LL END UP IN ROCK!

NOTE 1--TELEPORTS TO 3E 3N.

NOTE 2--TELEPORTS TO 2E 2N.

NOTE 3--TELEPORTS TO 1E 1N.

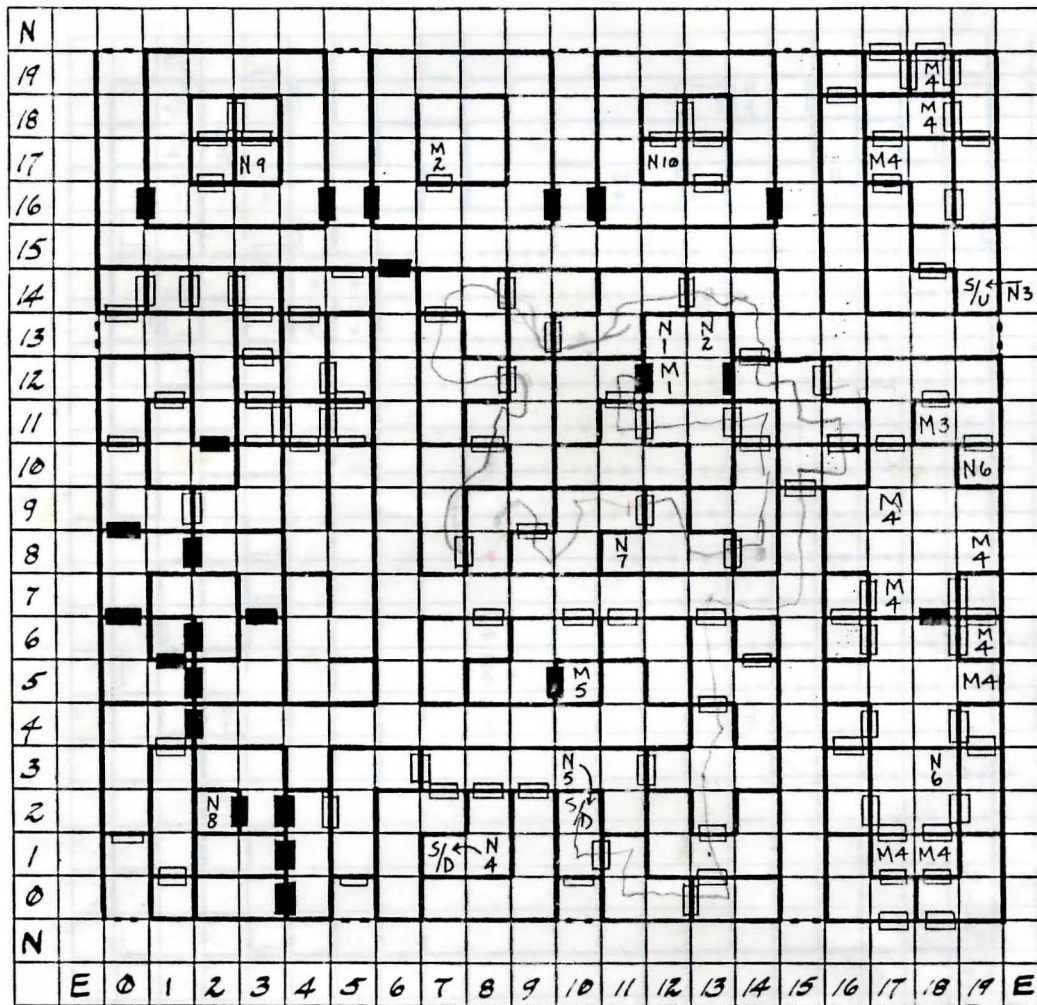
NOTE 4--WHEN FACING SOUTH, LOOKS INTO TELEPORT AREA OF NOTE 1 (3E 3N).

NOTE 5--STAIRS TO LEVEL 5, 11E 11N. OPEN TO PARTIES OF CORRECT ALIGNMENT.

NOTE 6--STAIRS TO LEVEL 1, 19E 14N. USUALLY OPEN TO ALL.



WIZARDRY (tm) -- SCENARIO III -- LEVEL 4



MESSAGE 1--A SHORT, SWARTHY MAN IN A TURBAN SIDLES UP TO YOU AND WHISPERS: "TELL THEM ABDUL SENT YOU."

MESSAGE 2--PARTIES WITH EVIL CHARACTERS WILL BE TOLD, "YE ARE FORBIDDEN TO ENTER HERE! BEGONE!" AND WILL BE TELEPORTED TO THE CASTLE

MESSAGE 3--OURS IS AN UNEASY FRIENDSHIP. YOUR FATHERS TOILED LONG TO TAME ME, BUT EVEN NOW I WILL GO MY OWN WAY IF YOU DO NOT TEND ME WELL. I AM A POWERFUL DESTROYER, YET MY FRAILTY IS GREAT. WHAT AM I? [WRONG ANSWER TELEPORTS TO 18E 10N] *Fire*

MESSAGE 4--LOOK OUT! [PRECEDES AN ENCOUNTER ON THE NEXT STEP IN ANY DIRECTION]

MESSAGE 5--AN OILY BLACK LIQUID DROPS FROM THE CEILING, FORMING A POOL ON THE FLOOR. WHO WILL WADE?

NOTE 1--CHUTE TO LEVEL 2, 2E 11N

NOTE 2--STAIRS FROM LEVEL 2, 10E 8N. ONE-WAY.

NOTE 3--STAIRS TO LEVEL 6, 5E 0N. PARTY MUST BE OF CORRECT ALIGNMENT AND CARRY THE RIGHT STUFF

NOTE 4--STAIRS TO LEVEL 1 ISLAND, 7E 7N. USUALLY OPEN TO ALL.

NOTE 5--STAIRS TO LEVEL 2, 0E 19N. OPEN TO PARTIES OF THE CORRECT ALIGNMENT.

NOTE 6--TELEPORTS TO 17E 15N, FACING SOUTH.

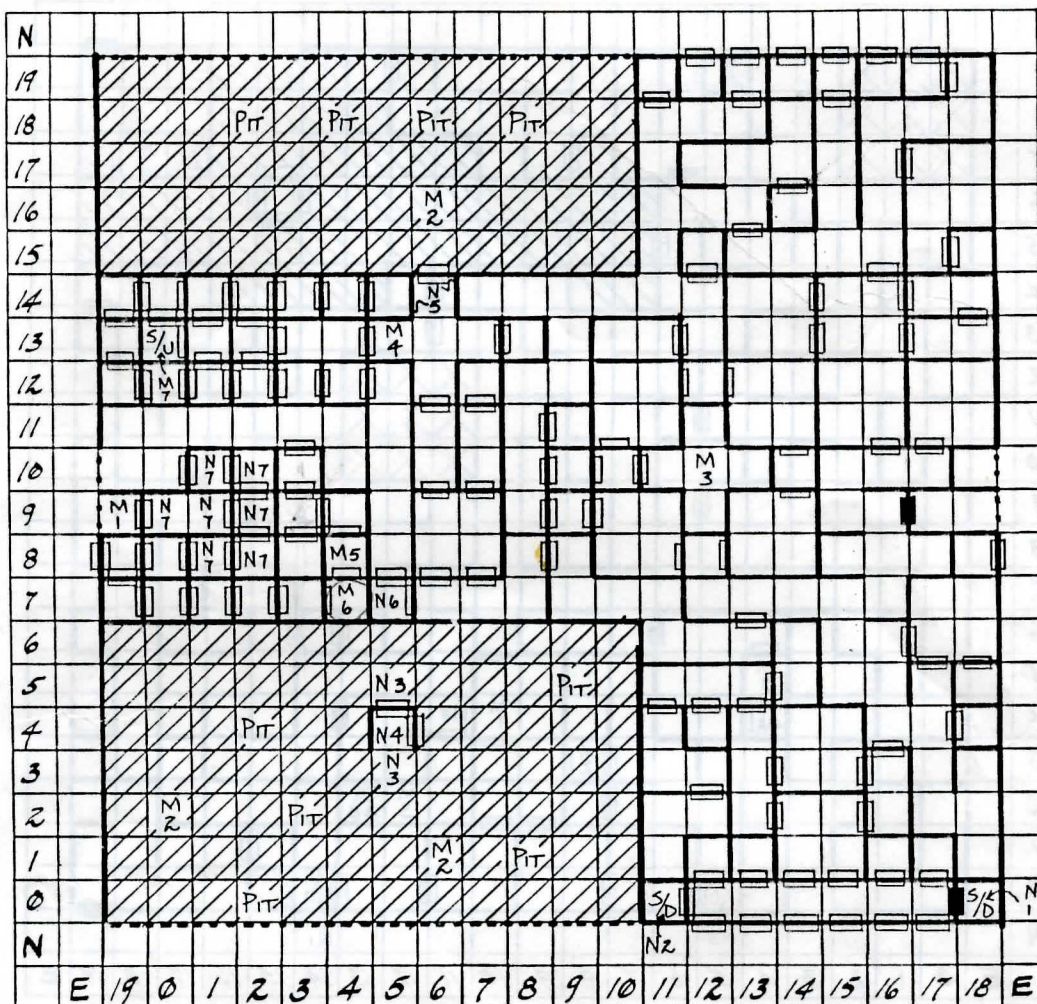
NOTE 7--CHUTE TO 1E 7N, FACING WEST. ONE-WAY.

NOTE 8--TELEPORTS TO 1E 6N.

NOTE 9--TELEPORTS TO 14E 6N, FACING SOUTH.

NOTE 10--PARTY OFTEN WILL ENCOUNTER MONSTERS LED BY DELF'S MINIONS.

WIZARDRY (tm) -- SCENARIO III -- LEVEL 5



MESSAGE 1--AN INSCRIPTION ON THE DOOR READS: TEMPLE OF THE IRASCIBLE FUNG. PRIVATE!! NO TRESPASSING!!

MESSAGE 2--ABDUL'S ETHEREAL TAXI SERVICE...GIVE UP YET? STILL ONLY 5000 GP! / FEE IS 5000 GP. PAY (Y/N)? ["YES" TELEPORTS TO CASTLE IF YOU HAVE THE FEE.]

MESSAGE 3--PARTIES WITH GOOD MEMBERS ARE TOLD, "YE ARE FORBIDDEN TO ENTER HERE! BEGONE!" AND ARE TELEPORTED TO THE CASTLE--OTHERS ARE IN FOR A FIGHT!

MESSAGE 4--I AM ONE OF A DECK OF SEVENTY-EIGHT, AND VICTORY I FORETELL. TWO BOLD STEEDS DRAW ME FORTH, AND STARS SHINE FROM MY CROWN. WHAT CARD AM I?

MESSAGE 5--A SHORT, SWARTHY MAN IN A TURBAN GREET'S YOU, "MAY THE WINDS OF THE DESERT BE AT YOUR BACK AND THE SUN LEAVE YOU ALWAYS IN SHADE! MY FRIENDS, I HAVE JUST THING FOR YOU. A POWERFUL MAGIC CRYSTAL; A GEM CONTAINING THE FIRE OF THE GODS! AND FOR YOU, MY GOOD FRIENDS, A BARGAIN...ONLY 25000 PIECES GOLD!" PAY (Y/N)? ["YES" PERMITS ENTRY INTO THE NEXT ROOM. "NO" BUMPS BACK TO 4E 9N.]

MESSAGE 6--ABDUL OPENS A JEWEL ENCRUSTED COFFER, AND MOTIONS FOR YOU TO LOOK INSIDE. WITH A LOW CHUCKLE, HE DISAPPEARS.

MESSAGE 7--PARTIES OF THE INCORRECT ALIGNMENT OR WHO ARE NOT CARRYING THE RIGHT STUFF ARE TOLD, "YOU ARE FORBIDDEN TO ENTER HERE! BEGONE!" AND ARE TELEPORTED TO THE CASTLE.

GENERAL NOTES--EAST COORDINATES ARE DISPLACED FOR EASE OF READING. EXERCISE CAUTION WHEN USING THE MALOR SPELL. SOME VERSIONS MAY HAVE A DIFFERENT NUMBER OF PITS THAN ARE ON THIS MAP.

NOTE 1--STAIRS TO LEVEL 1 ISLAND, 7E 6N

NOTE 2--STAIRS TO LEVEL 3, 0E 1N.

NOTE 3--WALLS AND DOORS IN 5E 4N ARE VISIBLE FROM HERE. VIEWED FROM THE SOUTH, BOTH DOORS ARE VISIBLE AND USABLE; FROM THE NORTH ONLY THE EAST DOOR IS VISIBLE AND USABLE.

NOTE 4--NORTH DOOR TELEPORTS TO 5E 8N, FACING NORTH. EAST DOOR TELEPORTS TO 5E 7N, FACING EAST.

NOTE 5--ON THIS SQUARE ALL MAGIC SPELLS ARE REMOVED, INCLUDING THOSE CAST BY ITEMS YOU CARRY. SOME MONSTERS ARE AFFECTED AS WELL, EXCEPTIONS ARE MOSTLY THOSE THAT "BREATHE". MUST LEAVE THE ENTIRE LEVEL FOR MAGIC TO BE RESTORED.

NOTE 6--LOMILWA AND MILWA SPELLS ARE REMOVED IN THIS SQUARE, EVEN THOUGH IT IS NOT DARK.

NOTE 7--ENCOUNTERS WITH MONSTER GROUPS LED BY PRIESTS OF FUNG.

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WIZARDRY (tm) -- SCENARIO III -- LEVEL 6

The grid map shows a complex layout with various rooms, corridors, and obstacles. The grid is labeled with letters N, E, S, and W at the corners. The layout includes several rooms of different sizes, some with internal divisions, and corridors connecting them. Obstacles are represented by black squares. The grid is numbered 0 to 19 on both the top and left sides.

Key features include:

- Rooms and Corridors:** A large central room (approx. 10x10) with internal divisions. A room at the bottom left (approx. 5x5) with internal divisions. A room at the bottom right (approx. 5x5) with internal divisions. A room at the top right (approx. 5x5) with internal divisions. A room at the top left (approx. 5x5) with internal divisions.
- Obstacles:** Black squares are placed at various locations, including (10, 10), (10, 11), (10, 12), (10, 13), (10, 14), (10, 15), (10, 16), (10, 17), (10, 18), (10, 19), (11, 10), (11, 11), (11, 12), (11, 13), (11, 14), (11, 15), (11, 16), (11, 17), (11, 18), (11, 19), (12, 10), (12, 11), (12, 12), (12, 13), (12, 14), (12, 15), (12, 16), (12, 17), (12, 18), (12, 19), (13, 10), (13, 11), (13, 12), (13, 13), (13, 14), (13, 15), (13, 16), (13, 17), (13, 18), (13, 19), (14, 10), (14, 11), (14, 12), (14, 13), (14, 14), (14, 15), (14, 16), (14, 17), (14, 18), (14, 19), (15, 10), (15, 11), (15, 12), (15, 13), (15, 14), (15, 15), (15, 16), (15, 17), (15, 18), (15, 19), (16, 10), (16, 11), (16, 12), (16, 13), (16, 14), (16, 15), (16, 16), (16, 17), (16, 18), (16, 19), (17, 10), (17, 11), (17, 12), (17, 13), (17, 14), (17, 15), (17, 16), (17, 17), (17, 18), (17, 19), (18, 10), (18, 11), (18, 12), (18, 13), (18, 14), (18, 15), (18, 16), (18, 17), (18, 18), (18, 19), (19, 10), (19, 11), (19, 12), (19, 13), (19, 14), (19, 15), (19, 16), (19, 17), (19, 18), (19, 19).
- Labels:** The letters N, E, S, and W are placed at the corners of the grid. The numbers 0 to 19 are placed along the top and left edges of the grid.

MESSAGE 1--"I AM L'KBRETH, GUARDIAN OF THE BALANCE. GO FORWARD IN PEACE, WORTHY ONES!" [HE IS FRIENDLY ONLY TO PARTIES OF THE CORRECT ALIGNMENTS AND CARRYING THE RIGHT STUFF--AND THEN ONLY ON THE FIRST TIME THEY VENTURE INTO THE LEVEL. BEWARE IF YOU DON'T MEET THE REQUIREMENTS, OR IF YOU DON'T GET YOUR BUSINESS DONE ON THE FIRST TRIP.]

MESSAGE 2--"FAREWELL. MAY YOUR WAY BE EASY." TOLD L'KBRETH AGAIN. THIS TIME HE DOESN'T SEEM TO CARE WHO YOU ARE OR WHAT YOU'VE GOT.]

MESSAGE 3--A RADIANT STATUE STANDS BEFORE YOU, ITS HANDS OUTSTRETCHED. IN ONE HAND IT HOLDS A SHINING CRYSTAL SPHERE. THE OTHER HAND IS EMPTY.

MESSAGE 4A,B,C--YOU HAVE REACHED THE STATUE. SEARCH (Y/N)? [A,B AND C EACH HAVE DIFFERENT RESULTS UPON SEARCHING. THEY WILL TRADE IF YOU HAVE THE ITEM THEY WANT, OTHERWISE YOU GET A "NOT WITHOUT PAYMENT" MESSAGE.]

MESSAGE 5--ON MY ROLL, YOU MOVE FORWARD; MY TURN IS YOUR TURN. WHAT AM I?

MESSAGE 6--BLACK FIGURE ON A BLACK HORSE, HE CARRIES THE WHITE ROSE. THE RISING SUN--CHANGE WILL COME. IT FOLLOWS WHEREVER HE GOES. WHAT CARD AM I?

NOTE 1--STAIRS FROM LEVEL 5, OE 13 N. PARTY MUST HAVE CORRECT ALIGNMENT AND BE CARRYING THE RIGHT STUFF.

NOTE 2--TELEPORTS TO LEVEL 1, 0E ON.

NOTE 3--STAIRS TO LEVEL 4, 19E 14N. OPEN TO PARTIES WITH CORRECT ALIGNMENT ONLY.

NOTE 4--ROCK! SOMETIMES CHESTS TELEPORT YOU INTO THESE AREAS--IF YOU ARE LUCKY, YOU WILL LAND IN CAMP. ALWAYS USE DUMAPIC TO CHECK YOUR LOCATION BEFORE LEAVING CAMP. SHOULD YOU BE IN THE ROCK AREAS, YOU USUALLY CAN SAVE YOUR PARTY BY USING THE MALOR SPELL TO TELEPORT OUT.