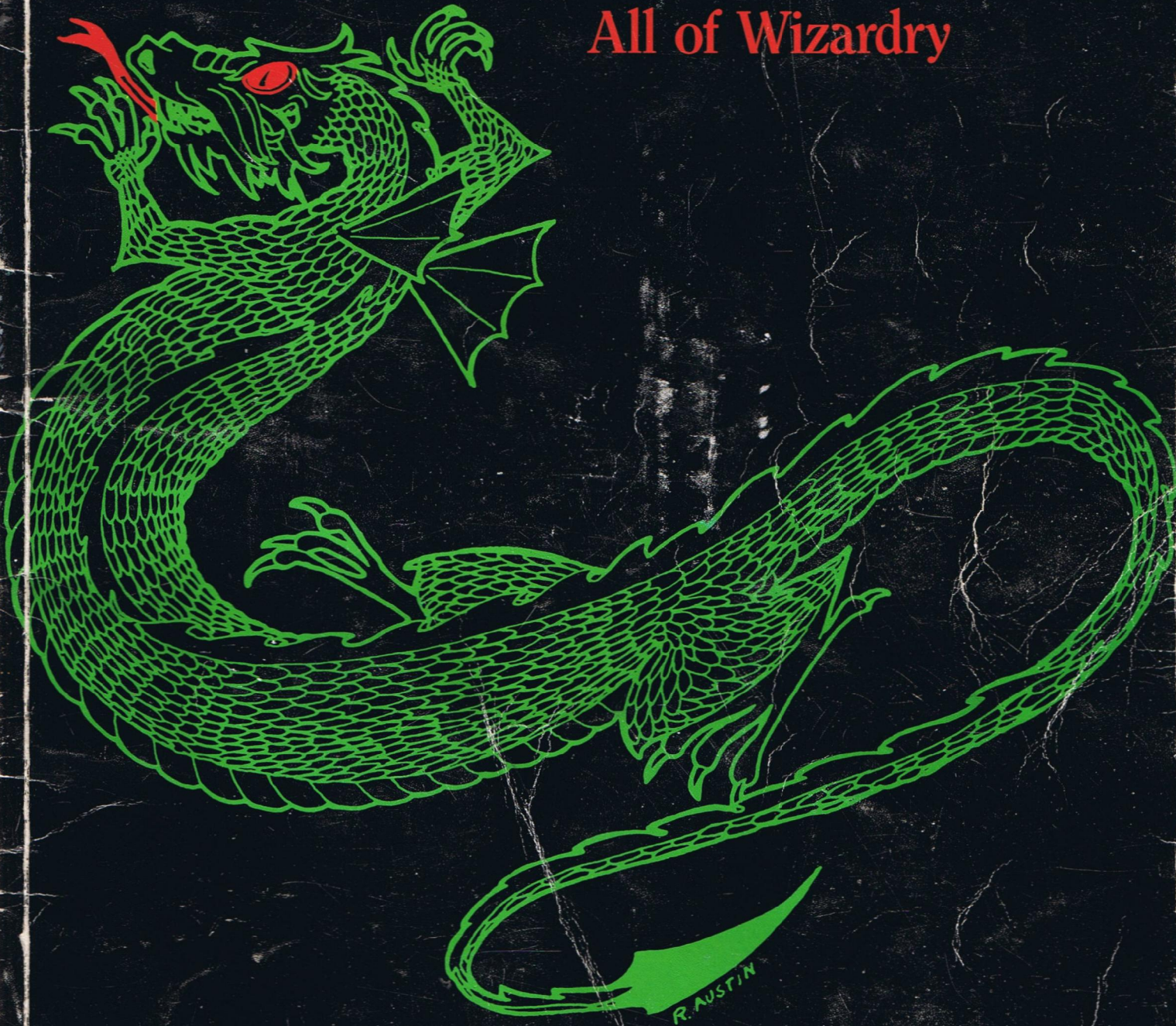


# Wizardry

US \$10.00



All of Wizardry



**PROVING GROUNDS OF THE MAD OVERLOAD**  
A Fantasy Role-Playing Simulation

**NEXOFT**

NEXOFT CORPORATION

11105 DANA CIRCLE  
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Come, enter the World of Wizardry if you dare. I am sure I know you. You lead a small band of foolhardy adventurers that dares challenge me. Ha! My dark legions laugh at your exploits in my domain. But wait. You have yet to meet me and face the ultimate terrors of my wicked magic. You can still run away, fools! Ha, ha, ha!



# Wizardry ®

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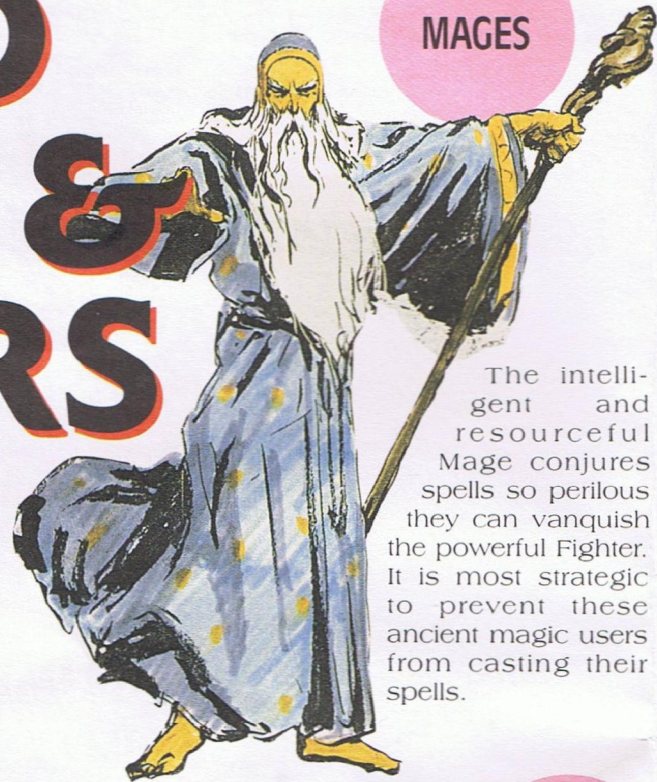
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# GUIDE TO ENEMIES & MONSTERS

## MAGES



The intelligent and resourceful Mage conjures spells so perilous they can vanquish the powerful Fighter. It is most strategic to prevent these ancient magic users from casting their spells.

## WIZARDS

The magical arts of the evil Wizard are older than time. This dread character knows the spells of Clerics and Mages. A mighty opponent at high levels!



## FIGHTERS

Fighters are accomplished warriors in the archaic methods of combat requiring weapons. They look down upon those who practice magic as foolish nincompoops.



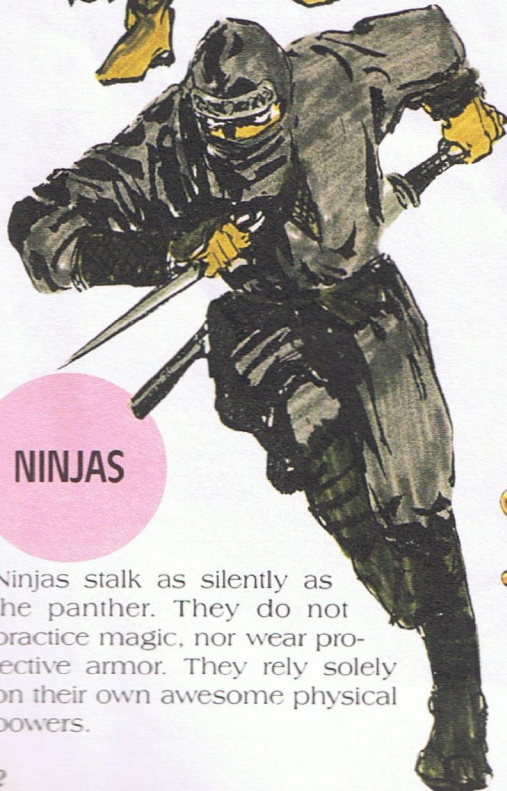
## FLACK

Though small, Flack is surprisingly powerful, and worse, has an exceedingly vicious disposition.

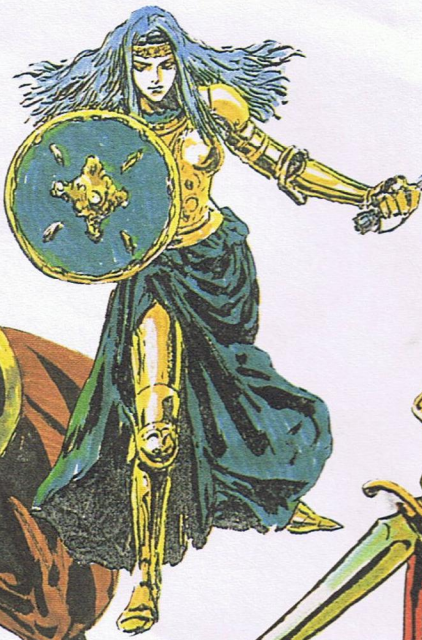


## NINJAS

Ninjas stalk as silently as the panther. They do not practice magic, nor wear protective armor. They rely solely on their own awesome physical powers.



Clerics are granted the power to heal and protect. They can heal their evil allies so quickly they hardly seem to fall in combat before they return to battle.



### CLERICS

### RAVER LORDS



Woe to any of you who should pity the fate of a fellow human! Once noblemen, they all surrendered to corruption. It was downhill from there.



### HIGHWAYMEN

Cowards at heart, they hide and ambush unsuspecting travelers who wander into their territory.

## HUMANS

*No other beings have as much potential for actions of good or evil as do the paradoxical Humans.*



### SAMURAI

Excellent swordsmen. Samurais' fighting skills alone make them formidable opponents. But at a certain level in their relentless training, Samurais develop mysterious mental powers that awaken them to the secrets of magic.

### THIEVES



Cunning and deceptive, they roam the land, ever keen to an opportunity to steal anything of value.

# DIS-CORPOREALS

These creatures emerge from another plane, a dimension far beyond the Wizardry World.

A defeated Raver Lord whose burnt remains were brought to life by Werdna.



**SPIRIT**

A tortured soul harnessed by Werdna to do his bidding. It floats aimlessly between the world of the living and the dead awaiting the Wizard's call.

**WILL O'WISP**

**WERE WOLF**

It searches during the full moon to satisfy its craving for fresh flesh. This is its terrible curse.

These creatures have the innate instincts of the wild tiger, to tear and rend all in their path. They attack with the ferocity if not the power of good sized dragons.

# WERE BEASTS

These are humans transformed into animals. Some seem merely pathetic but others are pure evil.



**WERE TIGER**

A ferocious beast with oversized fangs and sharp claws that discharge a poison to paralyze its victims



**WERE BEAR**



**WERE RAT**

The Wererat retains much of its human intellect. But, it's just a large vicious rat of terrible disposition.

# MONSTER GALLERY

## OGRE LORDS

Unlike his lesser "brothers," the Ogre Lord is apt to wear armor, generally travels alone, and can use Level 3 magic, which makes him a leader of Ogres.



## ORCS

The most cowardly Subhuman. The average Orc resembles the unsightly pig more than anything else. It stands shoulder height to humans. Historically, Orcs are the sworn enemies of elves and dwarfs.



## SUBHUMANS

*Repulsive replicas of human existence, these creatures have an edge over the inexperienced adventurer.*

## KOBOLDS

From a distance, these fighters look like Werewolves, but upon closer inspection, they appear less threatening in spite of their long, glistening, canine-like fangs.



## OGRES

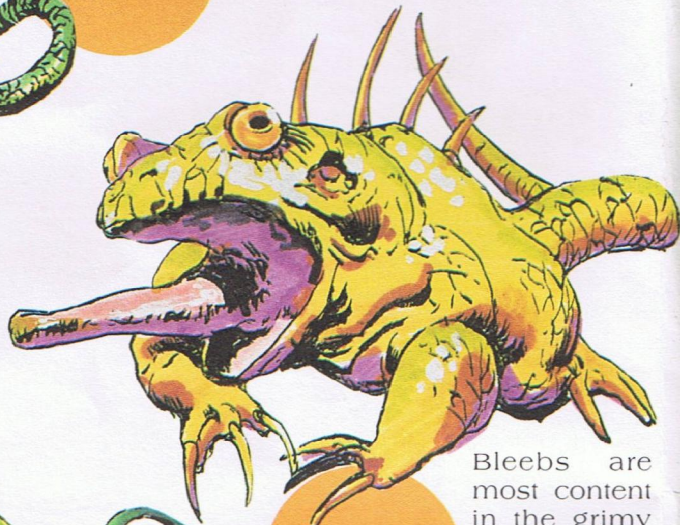
These greedy savages relish humans as a fine delicacy and will hunt them in a hungered frenzy.



# MONSTER GALLERY

Many savage instincts merge into one body creating a nasty beast. Unconquerable in wide spaces, the maze puts it at a disadvantage.

CHIMERA



Bleeb's are most content in the grimy muck of murky waters. They seek security in groups.

BLEEB

GAZE HOUND



Once this monster could turn anyone to stone with a deadly gaze, but no more. Yet its poison-tipped fangs are still a tremendous threat.

MEDUSA LIZARD



Those who gaze upon or touch this cursed lizard become stone. The MADI spell offers a cure.

GORGON

The Gorgon uses his bulk and thick, tough-as-metal hide to crush his enemies. When he lowers his head, beware for his sharp horns can pierce armor.



## MUTANT BEASTS

Magic played a strong part in the fate of these creatures. Once normal beasts, they have been forever transformed.

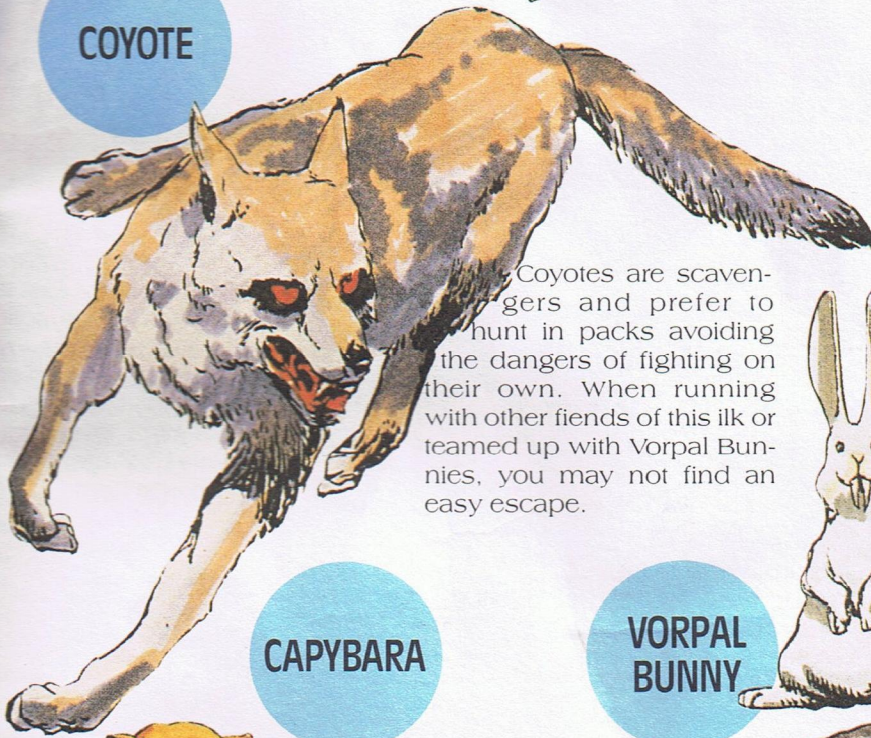


## GIANT TOAD



Larger than a champion bull, the Giant Toad's appetite is never satisfied. Indeed, its massive stomach is like a bottomless chasm. Be alert to the long tongue. This appendage is very sticky and accurate!

## COYOTE



Coyotes are scavengers and prefer to hunt in packs avoiding the dangers of fighting on their own. When running with other fiends of this ilk or teamed up with Vorpal Bunnies, you may not find an easy escape.



Their fangs are as sharp as the iron spikes on their collars. Avoid them and their drooling jaws.

## ATTACK DOG

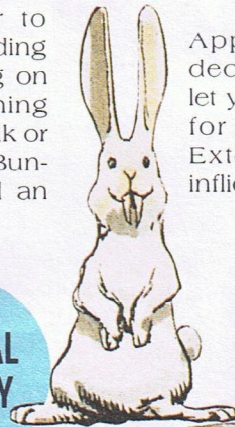
Appearances are deceiving. Do not let your guard down for a moment! Extended fangs inflict wounds.

## CAPYBARA



A loathsome swamp rat. If they fail to find a tasty morsel, they will eat anything. Anything!

## VORPAL BUNNY



# BEASTS

*Long ago, animals wandered into the mazes became trapped and changed into beasts of the night.*

## KILLER WOLF



Killer Wolves hunt by instinct. Deprived of wide open territories, they are angry and lash out at all creatures.

# MONSTER GALLERY

POISON GIANT



His body is composed of foul pollutants and his breath is a mist of lethal poison. Poison Giant nullifies most magic.

FIRE GIANT

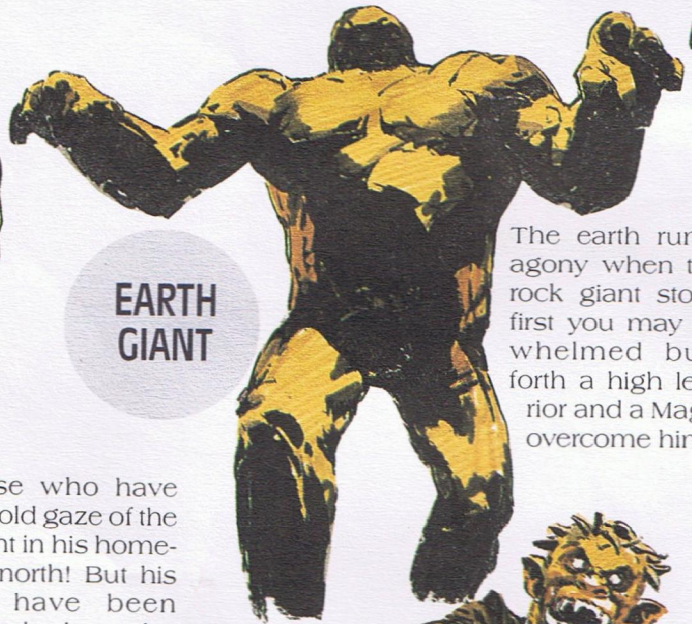
He finds soothing comfort in blazing heat. While virtually immune to the MAKANITO spell, other magic works!



## GIANTS

*Their origins have allowed them mastery over certain elements. Most are vulnerable to the MAKANITO spell.*

EARTH GIANT



The earth rumbles in agony when this solid rock giant stomps. At first you may be overwhelmed but send forth a high level warrior and a Mage. You'll overcome him!

FROST GIANT



Pity those who have met the cold gaze of the Frost Giant in his homeland up north! But his powers have been weakened by the warmer climate in the mazes. He commonly enlists bandits to help him attack travelers.

TROLL

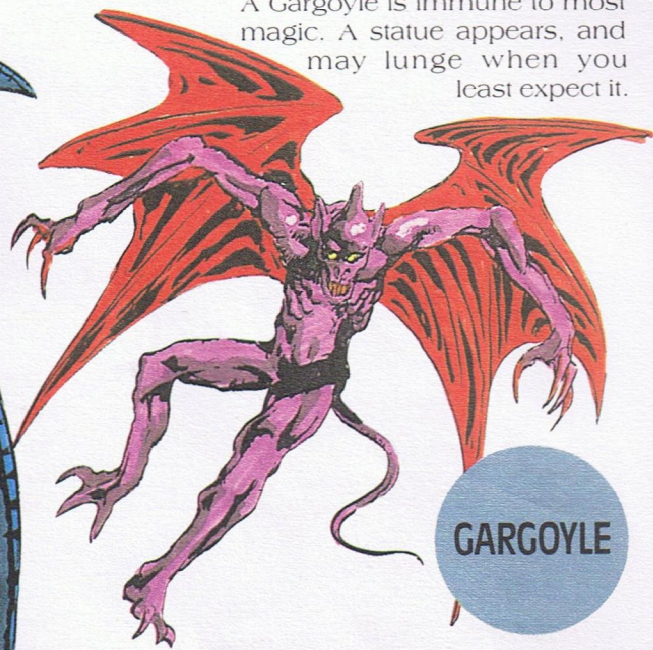


The Troll is remorseless and moves like a night predator in the dark.



**GREATER  
DEMON**

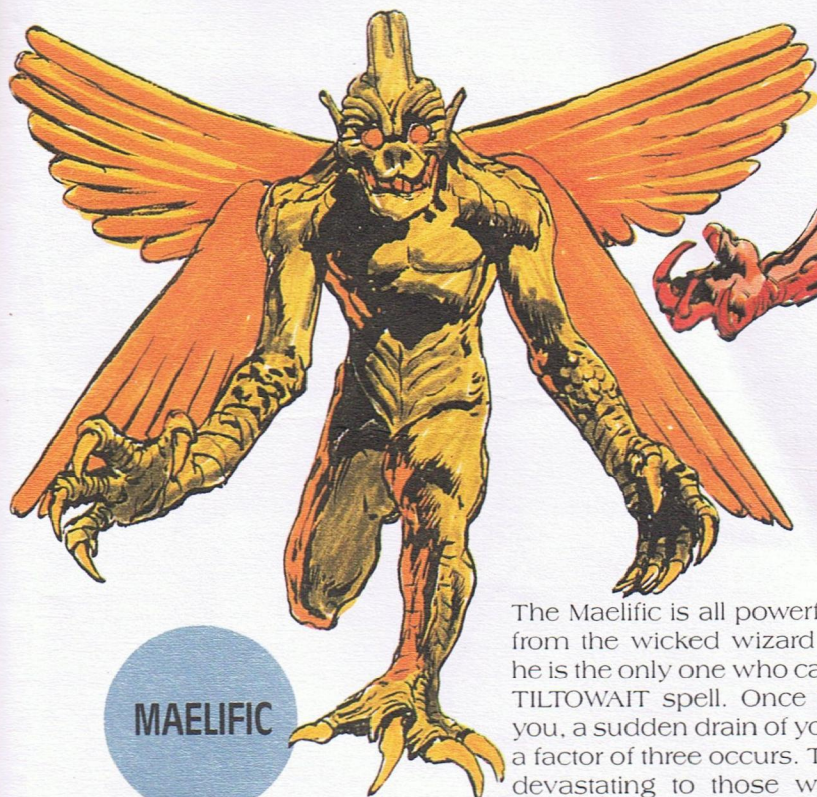
His hide is so thick that a sword bounces back like a wooden boomerang. There is naught that will pierce its foul hide. Even worse, his enormous claws can cut cleanly through the stoutest of armor as if the metal were cloth.



**GARGOYLE**

# DEMONS

*Summoned into this world through black magic, Demons have tormented mortal men since time began.*



**MAELIFIC**

The Maelific is all powerful. Apart from the wicked wizard Werdna, he is the only one who can cast the devastating TILTOWAIT spell. Once this monster touches you, a sudden drain of your experience level by a factor of three occurs. This, of course, can be devastating to those who have gained little experience thus far.



**LESSER  
DEMON**

This Demon is the lowest of the low. It hungers for power with an insatiable appetite. Already, it has MAHALITO and MOLITO spells. It can also summon other foul Demons to come to its aid. And when it teams up with other evil ones, an adventurer has lost heart!

## VAMPIRE LORD



With an evil wave of his long, skeleton-thin arm, the Vampire Lord can nullify almost all spells, even the most powerful long-practiced spells. Legends of old tell of attempts to survive casting ZILWAN, and then hope!

The Vampire with Level 3 magic, can paralyze victims, absorbing as much as two energy levels. Sword, magic and Dispell used simultaneously can be most effective!

## VAMPIRE



# THE UNDEAD

*Condemned to eternal unrest, they exist, yet do not live. And thus strike terror in those who behold them.*

## ZOMBIE



An innocent victim of an evil force, the Zombie is mindlessly driven to do the bidding of dark forces. The decaying process takes a toll, yet the Zombie is strong.

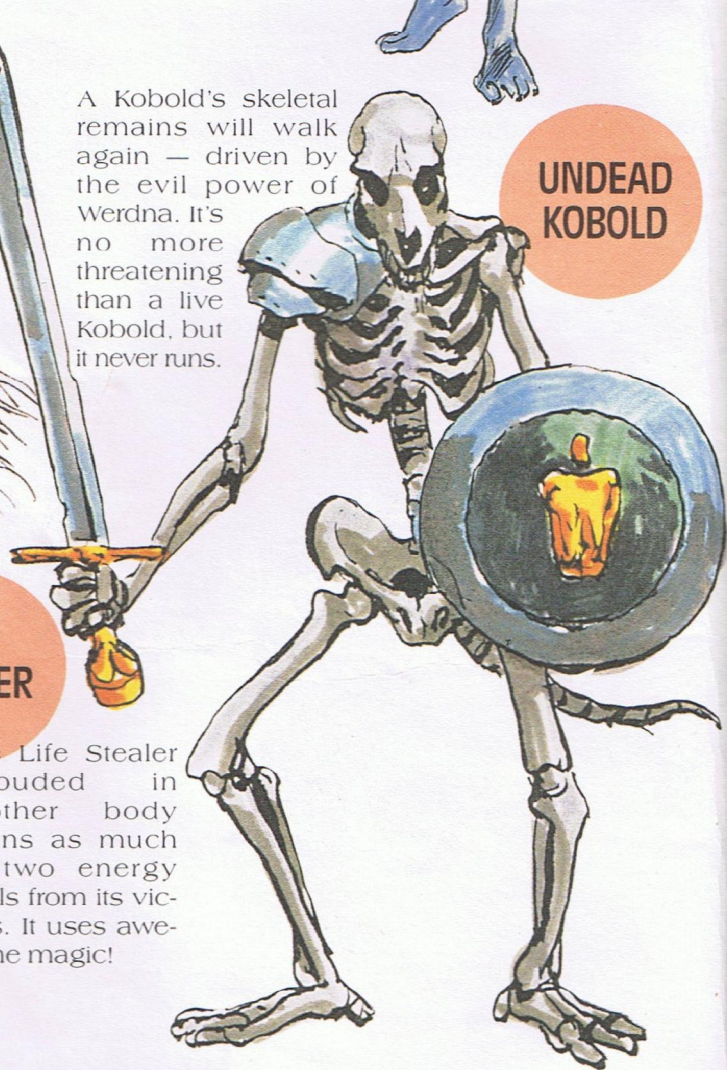
## LIFE STEALER



The Life Stealer shrouded in another body drains as much as two energy levels from its victims. It uses awesome magic!

A Kobold's skeletal remains will walk again — driven by the evil power of Werdna. It's no more threatening than a live Kobold, but it never runs.

## UNDEAD KOBOLD



# MONSTER GALLERY



## SHADE

This ghost-like shadow never strays from the darker regions. It drains nearly an entire energy level from its victims.



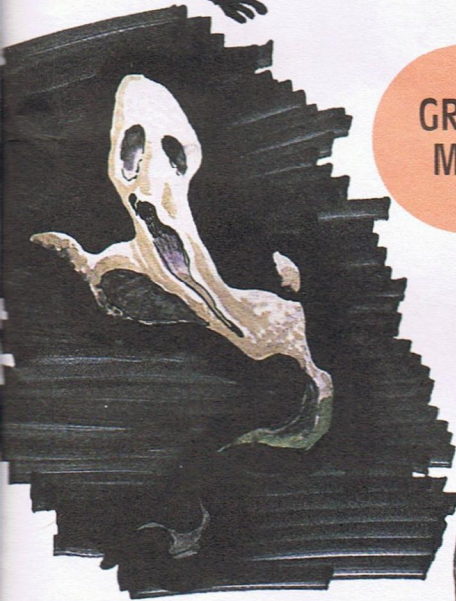
## ROTTING CORPSE

The Rotting Corpse is eternally hungry. It eats only decaying meat, thus changing in shape constantly.



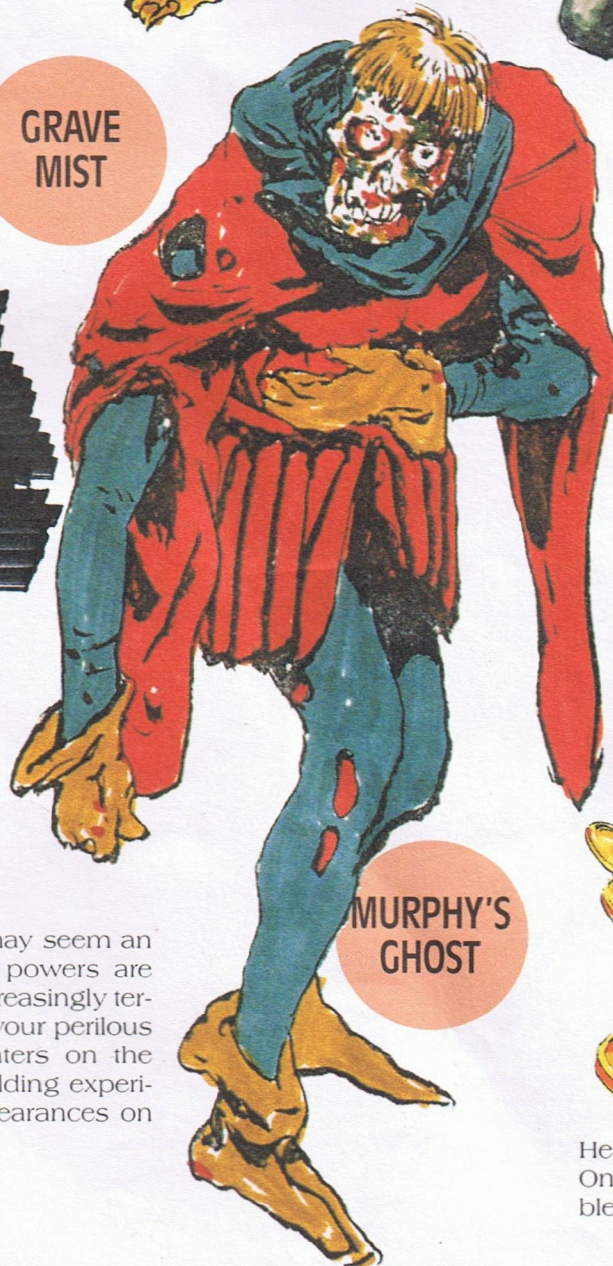
## NIGHT STALKER

Madness has ravaged the Night-stalker's form, yet made it more terrifying. Beware of its wicked smile.



## GRAVE MIST

When a violent death occurs, often the victim's soul will be unable to leave the site of its demise and will seek vengeance on the living. The maze is full of Grave Mists.



## MURPHY'S GHOST

This shimmering specter may seem an easy target at first yet its powers are great. And they become increasingly terrifying as you progress on your perilous journey. Repeated encounters on the First Floor are good for building experience. Be prepared for appearances on Floors 8-10.

## MISER'S NIGHTMARE

*There are a few treacherous life forms that take on the appearance of great treasure. Beware the maze!*



## CREEPING COINS

Here the greedy will meet their doom. Once touched, these coins shoot out terrible jets of flame.

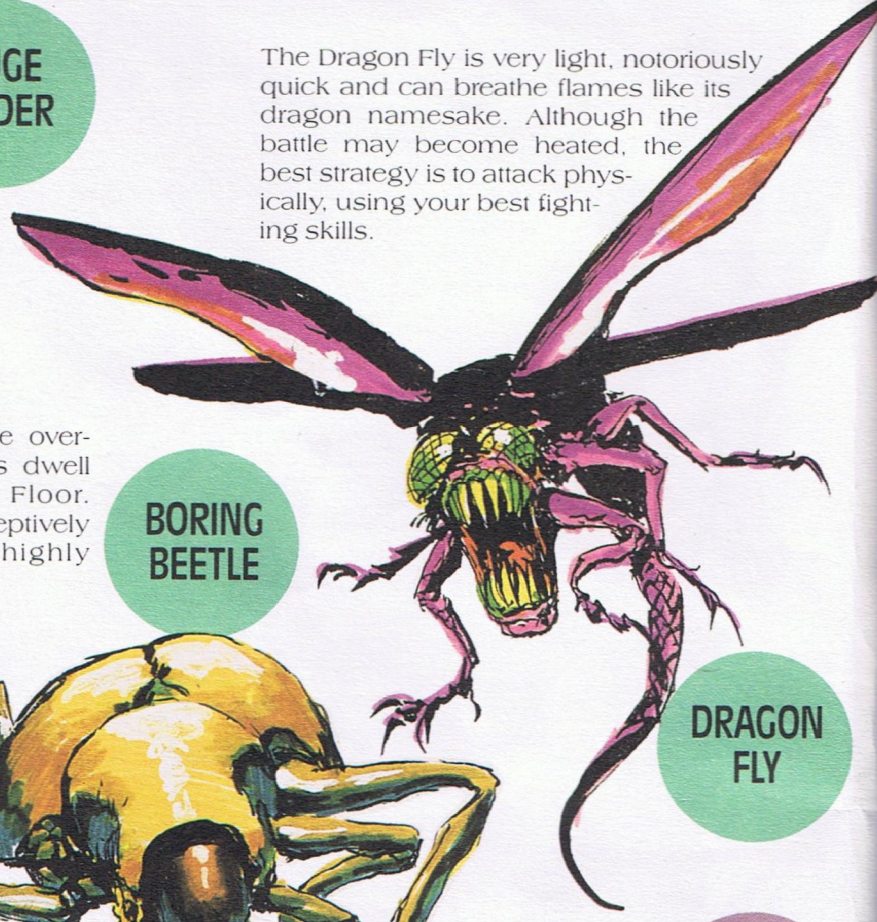
# MONSTER GALLERY

**HUGE SPIDER**



Most of these oversized Spiders dwell on the 4th Floor. They are deceptively clever and highly poisonous.

The Dragon Fly is very light, notoriously quick and can breathe flames like its dragon namesake. Although the battle may become heated, the best strategy is to attack physically, using your best fighting skills.

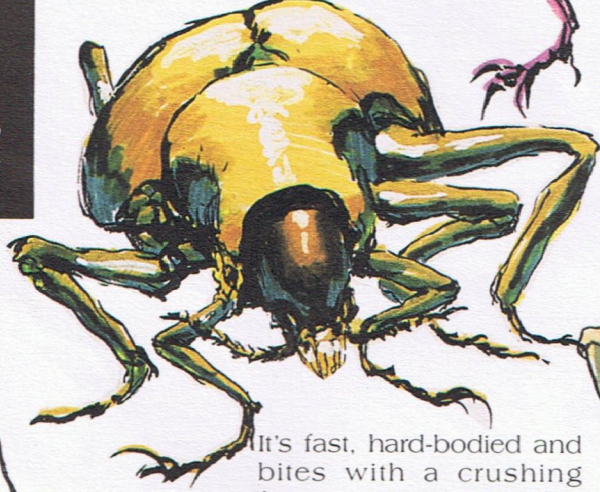


**BORING BEETLE**

**DRAGON FLY**

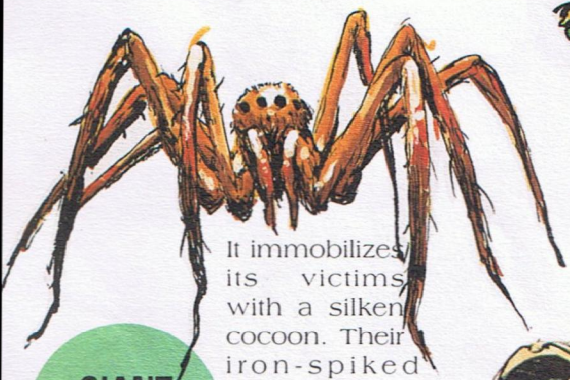
## INSECTS

*Adventurers first brought these Insects to the mazes. They have now grown to enormous proportions.*



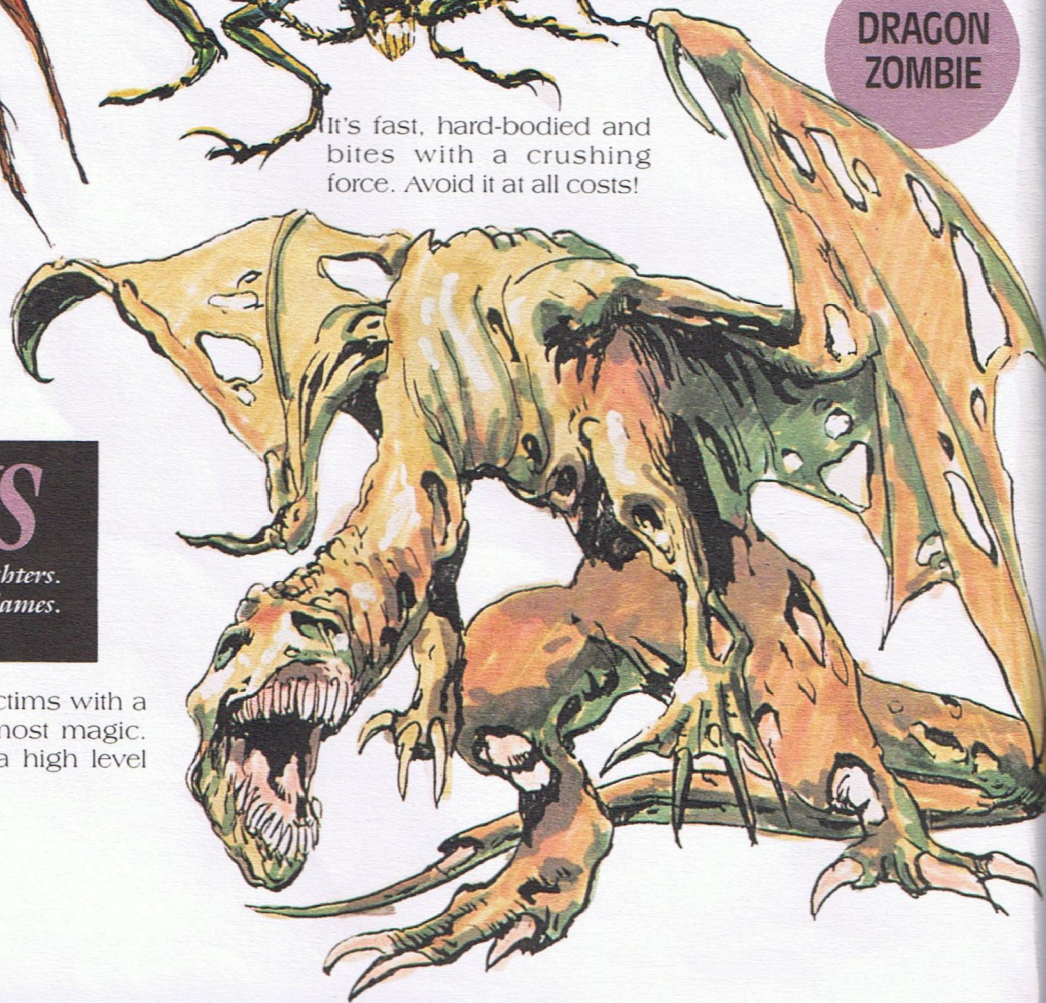
It's fast, hard-bodied and bites with a crushing force. Avoid it at all costs!

**DRAGON ZOMBIE**



It immobilizes its victims with a silken cocoon. Their iron-spiked nests are hidden on floors 5 and 6. Take care!

**GIANT SPIDER**



## DRAGONS

*Dragons are fierce and cunning fighters. Most have wings. Many breathe flames. All have devastating claws.*

This dread creature overpowers victims with a fetid, breath of rot. It can nullify most magic. Dispell will only work if cast by a high level Cleric.

Feared from the beginning of time, the rattling scales, fiery breath and razor claws of this dread beast strike fear in the hearts of all who behold it. The clever Fire Dragon has mastered the MADALTO spell and is also apt to use the MONTINO spell against its victims. The prepared adventurer should strike first with KATINO.




**FIRE  
DRAGON**



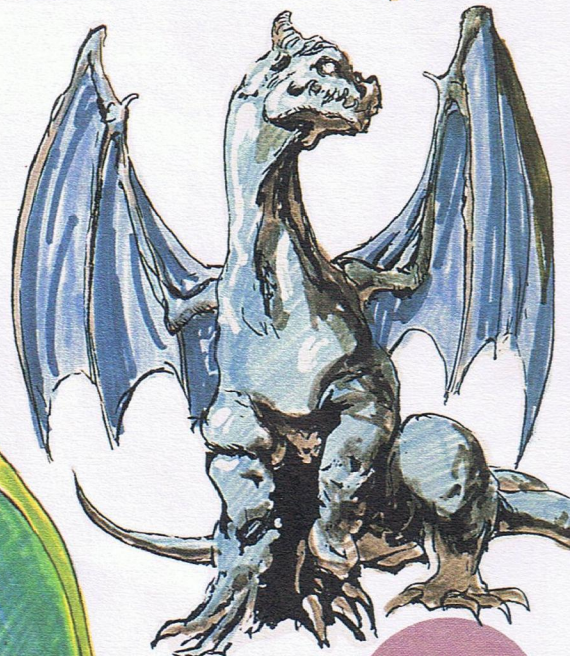
**WYVERN**

It is not as intelligent as most dragons, nor does it possess the fabled flame breath. However, its ability to soar and fight is oft told by aged fighters.



**GAS  
DRAGON**

It exhales a fetid poisonous gas that shrouds it in a vaporous cloud. It can cast Level 1 magic. When you venture onto the 3rd floor of the dungeon, carry a stout Slayer of Dragon. It may be your only hope.



**DRAGON  
PUPPY**

Although just a pup, it is still larger than the Gas Dragon. It has not yet learned the magic arts, yet its arctic breath will chill you to the bone.

# MONSTER GALLERY

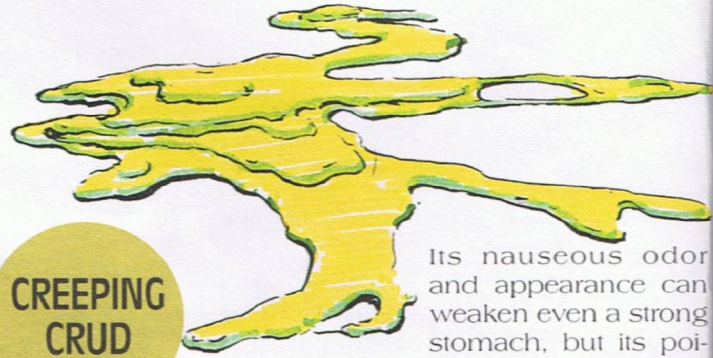
## FORMLESS ENEMIES

*These beings appear to have no substance, yet take care. They can be as deadly as creatures of solid form.*



**GAS CLOUD**

The Gas Cloud evolved from organic vapors rising from the long perished. It uses magic on the living and lurks patiently awaiting the chance for gruesome deeds.



**CREEPING CRUD**

Its nauseous odor and appearance can weaken even a strong stomach, but its poison will do far more damage.



**BUBBLY SLIME**

The heated potion of an evil Mage simmered for eons and thus formed the Bubbly Slime.

## THE EMPEROR OF DARKNESS

*All-powerful and ominous, he has come from an unknown world beyond time. It is Werdna who has sent forth the sign of destruction, unleashing the dark forces.*

He remains deep in the maze, shrouded in mystery. Ageless, he is untouched by time. He raises his arms, and from his flowing robes, emerge long, bony hands with razor sharp nails that curl under at the edges. He begins a throaty chant with a hypnotic rhythm. Like a drum, his low voice slowly gets louder, and louder, building until you can feel each thundering word in your bones. Thus summoned, the dark forces rage forward, ready to destroy at Werdna's command.

**WERDNA**

**Werdna, the Emperor of Darkness.  
He waits. For you.**



# MONSTER DATA

**VICTORY IS AHEAD FOR THOSE WHO STUDY WELL**

Eons ago, during the times of destruction, those who fought the valiant fight knew little of their enemies or how to defeat the many dreaded beasts. Over hundreds of thousands of years, the

lessons were learned and attack and defense strategies recorded upon well hidden stone tablets. Much of the information you will need to survive is here.

SPECIAL ATTACKS	DEFENSE
M - Mage Spell Level	♠ Nullify 0%
C - Cleric Spell Level	♥ HP Recovery
D - Energy Drain	♦ Run
Po - Poison	♣ Call Allies
Pa - Paralysis	☉ Reduce Flame
Pe - Petrify	❄ Reduce Chill
CH - Critical Hit	* Has Weakness for Sleep
B - Breath (Flame)	⚔ Spells

## SWORDSMAN

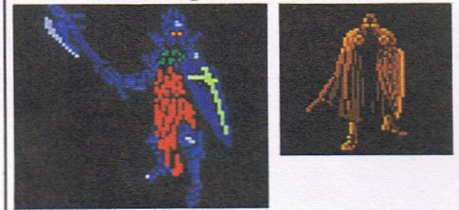
Camouflage: Man in Armor



HP: 3-30	# APPEARING: 1-6
AP: 14	FLOOR: 4-6
AC: 3	SPECIAL ATTACKS:
EXP: 960	DEFENSE: *

## LVL 7 FIGHTER

Camouflage: Man in Armor



HP: 7-70	# APPEARING: 2
AP: 24	FLOOR: 4
AC: 0	SPECIAL ATTACKS: ?
EXP: ?	DEFENSE: ?

## LVL 8 FIGHTER

Camouflage: Man in Armor



HP: 8-80	# APPEARING: 1-6
AP: 28	FLOOR: 8-10
AC: -1	SPECIAL ATTACKS: ?
EXP: 2140	DEFENSE: ?

## LVL 10 FIGHTER

Camouflage: Man in Armor



HP: 7-70	# APPEARING: 1-6
AP: 24	FLOOR: 7-9
AC: 0	SPECIAL ATTACKS: ?
EXP: 1900	DEFENSE: ?

## LVL 1 MAGE

Camouflage: Man in Robes



HP: 2-5	# APPEARING: 1
AP: 4	FLOOR: 2
AC: 4	SPECIAL ATTACKS: M1
EXP: 475	DEFENSE: ♦; *

## LVL 5 MAGE

Camouflage: Man in Robes



HP: 4-20	# APPEARING: 1-6
AP: 4	FLOOR: 5-6
AC: 10	SPECIAL ATTACKS: M3
EXP: 620	DEFENSE: *

## LVL 7 MAGE

Camouflage: Man in Robes



HP: 4-28	# APPEARING: 1-6
AP: 4	FLOOR: 5-7
AC: 8	SPECIAL ATTACKS: M4
EXP: 1000	DEFENSE: *

## LVL 7 MAGE

Camouflage: Man in Robes



HP: 7-28	# APPEARING: 1-6
AP: 4	FLOOR: 8-10
AC: 8	SPECIAL ATTACKS: M5
EXP: 1240	DEFENSE: ?

## LVL 7 MAGE

Camouflage: Man in Robes



HP: 7-28	# APPEARING: 2
AP: 4	FLOOR: 4
AC: 8	SPECIAL ATTACKS: M4
EXP: ?	DEFENSE: *

## LVL 10 MAGE

Camouflage: Man in Robes



HP: 10-40	# APPEARING: 1-6
AP: 4	FLOOR: 8-10
AC: 10	SPECIAL ATTACKS: M5
EXP: 1400	DEFENSE: ?

## HIGH WIZARD

Camouflage: Man in Robes



HP: 12-48	# APPEARING: 1
AP: 4	FLOOR: 10
AC: 4	SPECIAL ATTACKS: M6
EXP: 2395	DEFENSE: Ⓞ

## ARCH MAGE

Camouflage: Man in Robes



HP: 10-34	# APPEARING: 1-6
AP: 4	FLOOR: 6-9
AC: 9	SPECIAL ATTACKS: M2
EXP: 790	DEFENSE: ?

## ARCH MAGE

Camouflage: Man in Robes



HP: 20-80	# APPEARING: 1
AP: 4	FLOOR: 10
AC: 0	SPECIAL ATTACKS: M6
EXP: 3160	DEFENSE: ?

## LVL 1 CLERIC

Camouflage: Cleric



HP: 1-8	# APPEARING: 2-5
AP: 8	FLOOR: 2-3
AC: 5	SPECIAL ATTACKS: C1
EXP: 515	DEFENSE: ♠; *

## LVL 3 CLERIC

Camouflage: Cleric



HP: 4-25	# APPEARING: 5-7
AP: 10	FLOOR: 3
AC: 4	SPECIAL ATTACKS: C2; Po
EXP: 990	DEFENSE: ♠; *

## LVL 5 CLERIC

Camouflage: Cleric



HP: 5-40	# APPEARING: 1-5
AP: 8	FLOOR: 5-8
AC: 4	SPECIAL ATTACKS: C4
EXP: 1220	DEFENSE: ?

## LVL 8 CLERIC

Camouflage: Cleric



HP: 7-56	# APPEARING: 1-5
AP: 8	FLOOR: 6-9
AC: 3	SPECIAL ATTACKS: C4
EXP: 1720	DEFENSE: ?

## HIGH CLERIC

Camouflage: Cleric



HP: 8-64	# APPEARING: 1-6
AP: 10	FLOOR: 6-8
AC: 3	SPECIAL ATTACKS: C5
EXP: 2160	DEFENSE: ?

## HIGH CLERIC

Camouflage: Cleric



HP: 11-88	# APPEARING: 1
AP: 16	FLOOR: 10
AC: 2	SPECIAL ATTACKS: C6
EXP: 3300	DEFENSE: ?

## HIGH CLERIC

Camouflage: Cleric



HP: 8-64	# APPEARING: 2
AP: 12	FLOOR: 4
AC: 2	SPECIAL ATTACKS: C5
EXP: ?	DEFENSE: ?

## CLERIC

Camouflage: Cleric



HP: 4-25	# APPEARING: 1-6
AP: 8	FLOOR: 4
AC: 4	SPECIAL ATTACKS: C2
EXP: 870	DEFENSE: *

## ROGUE

Camouflage: Scruffy Man



HP: 3-11	# APPEARING: 2-5
AP: 9	FLOOR: 1-3
AC: 10	SPECIAL ATTACKS: ?
EXP: 380	DEFENSE: ♦; *

## BUSHWACKER

Camouflage: Scruffy Man



HP: 4-19	# APPEARING: 2-5
AP: 16	FLOOR: 1
AC: 8	SPECIAL ATTACKS: ?
EXP: 620	DEFENSE: ♦; *

## HIGHWAYMAN

Camouflage: Man in Chain



HP: 5-14	# APPEARING: 2-6
AP: 12	FLOOR: 2-3
AC: 6	SPECIAL ATTACKS: CH
EXP: 840	DEFENSE: ♦; *

## LVL 4 THIEF

Camouflage: Man in Leather



HP: 7-35	# APPEARING: 1-6
AP: 18	FLOOR: 5-6
AC: 10	SPECIAL ATTACKS: ?
EXP: 740	DEFENSE: ?

# MONSTER GALLERY

## LVL 7 THIEF

Camouflage: Man in Leather



HP: 7-42	# APPEARING: 1-5
AP: 32	FLOOR: 8-9
AC: 4	SPECIAL ATTACKS: ?
EXP: 1220	DEFENSE: ♦

## MASTER THIEF

Camouflage: Man in Leather



HP: 4-24	# APPEARING: 1-6
AP: 24	FLOOR: 5-8
AC: 4	SPECIAL ATTACKS: ?
EXP: 960	DEFENSE: ♦; *

## MASTER THIEF

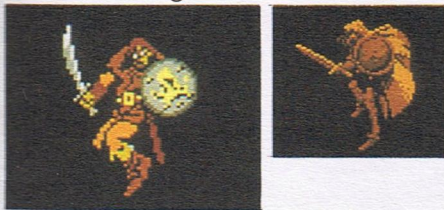
Camouflage: Man in Leather



HP: 6-36	# APPEARING: 1-6
AP: 32	FLOOR: 6-9
AC: 3	SPECIAL ATTACKS: ?
EXP: 1140	DEFENSE: ♦

## THIEF

Camouflage: Man in Leather



HP: 9-54	# APPEARING: 1-5
AP: 55	FLOOR: 7-10
AC: 4	SPECIAL ATTACKS: ?
EXP: 1640	DEFENSE: ♦

## MASTER THIEF

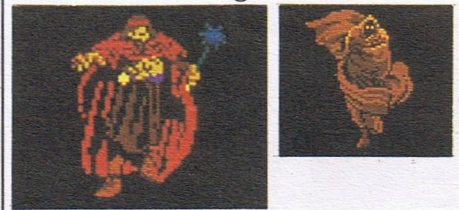
Camouflage: Man in Leather



HP: 12-72	# APPEARING: 1
AP: 48	FLOOR: 10
AC: 2	SPECIAL ATTACKS: ?
EXP: 1935	DEFENSE: ♦

## WIZARD

Camouflage: Cleric



HP: 4-32	# APPEARING: 1-6
AP: 10	FLOOR: 4-6
AC: 4	SPECIAL ATTACKS: M1; C3
EXP: 1135	DEFENSE: *

## LVL 8 WIZARD

Camouflage: Cleric



HP: 8-64	# APPEARING: 1-6
AP: 12	FLOOR: 9-10
AC: 2	SPECIAL ATTACKS: M3; C4
EXP: 2060	DEFENSE: ?

## LVL 3 SAMURAI

Camouflage: Kimonoed Man



HP: 7-22	# APPEARING: 2-8
AP: 17	FLOOR: 3
AC: 5	SPECIAL ATTACKS: M1
EXP: 795	DEFENSE: ♠

## MINOR DAIMYO

Camouflage: Man in Armor



HP: 4-40	# APPEARING: 1-6
AP: 12	FLOOR: 4-5
AC: 2	SPECIAL ATTACKS: ?
EXP: 1200	DEFENSE: *

## MAJOR DAIMYO

Camouflage: Man in Armor



HP: 7-84	# APPEARING: 1-5
AP: 14	FLOOR: 6-8
AC: 3	SPECIAL ATTACKS: ?
EXP: 2340	DEFENSE: ♠2

## CHAMP SAMURAI

Camouflage: Man in Armor



HP: 10-100	# APPEARING: 1-6
AP: 14	FLOOR: 5-8
AC: 2	SPECIAL ATTACKS: M1
EXP: 2395	DEFENSE: ?

## HATAMOTO

Camouflage: Man in Robes



HP: 12-48	# APPEARING: 1
AP: 72	FLOOR: 10
AC: -1	SPECIAL ATTACKS: CH
EXP: 1600	DEFENSE: ?

## RAVER LORD

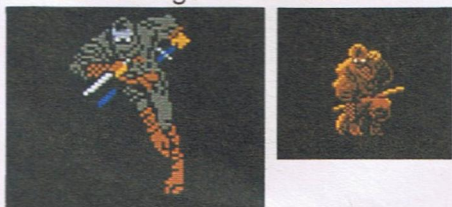
Camouflage: Man in Armor



HP: 15-150	# APPEARING: 1
AP: 72	FLOOR: 10
AC: 10	SPECIAL ATTACKS: M5; C4
EXP: 4155	DEFENSE: ♥2; ☉

## LVL 1 NINJA

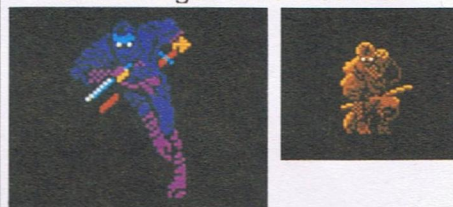
Camouflage: Kimonoed Man



HP: 4-10	# APPEARING: 1-8
AP: 12	FLOOR: 2-4
AC: 5	SPECIAL ATTACKS: CH
EXP: 600	DEFENSE: *

## LVL 3 NINJA

Camouflage: Kimonoed Man



HP: 3-24	# APPEARING: 4-8
AP: 20	FLOOR: 3-4
AC: 3	SPECIAL ATTACKS: Po; CH
EXP: 1360	DEFENSE: ?

## LVL 6 NINJA

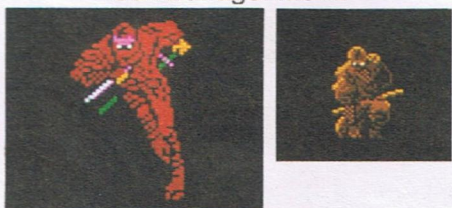
Camouflage: Man in Black



HP: 6-60	# APPEARING: 1-5
AP: 18	FLOOR: 5-8
AC: 6	SPECIAL ATTACKS: ?
EXP: 1520	DEFENSE: ?

## LVL 8 NINJA

Camouflage: Monk



HP: 8-32	# APPEARING: 1-3
AP: 18	FLOOR: 6-10
AC: 4	SPECIAL ATTACKS: CH
EXP: 1020	DEFENSE: ?

## MASTER NINJA

Camouflage: Man in Robes



HP: 10-40	# APPEARING: 1-5
AP: 39	FLOOR: 10
AC: 3	SPECIAL ATTACKS: CH
EXP: 1280	DEFENSE: ?

## HIGH NINJA

Camouflage: Man in Kimono



HP: 12-48	# APPEARING: 1
AP: 72	FLOOR: 4
AC: -1	SPECIAL ATTACKS: CH
EXP: ?	DEFENSE: ?

## THE HIGH MASTER

Camouflage: Conehead



HP: 15-60	# APPEARING: 1
AP: 90	FLOOR: 10
AC: -2	SPECIAL ATTACKS: CH
EXP: 3000	DEFENSE: ♀; *

## ATTACK DOG

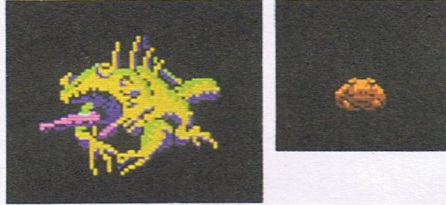
Camouflage: Animal



HP: 4-32	# APPEARING: 1-6
AP: 6	FLOOR: 4-6
AC: 1	SPECIAL ATTACKS: ?
EXP: 1120	DEFENSE: ♀; *

## BLEEB

Camouflage: Strange Animal



HP: 10-80	# APPEARING: 1-8
AP: 16	FLOOR: 10
AC: 0	SPECIAL ATTACKS: ?
EXP: 3300	DEFENSE: ♀; ♀; ♀; *

## BORING BEETLE

Camouflage: Insect



HP: 5-40	# APPEARING: 1-8
AP: 20	FLOOR: 3-4
AC: 3	SPECIAL ATTACKS: ?
EXP: 1120	DEFENSE: ?

# MONSTER GALLERY

## BUBBLY SLIME

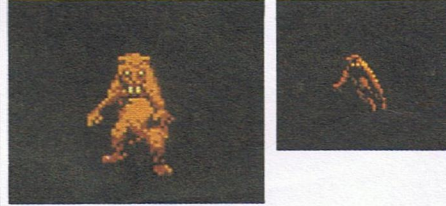
Camouflage: Slime



HP: 2-4	# APPEARING: 2
AP: 1	FLOOR: 1-2
AC: 12	SPECIAL ATTACKS: ?
EXP: 55	DEFENSE: ?

## CAPYBARA

Camouflage: Giant Rodent



HP: 4-16	# APPEARING: 3-9
AP: 10	FLOOR: 3-4
AC: 8	SPECIAL ATTACKS: Po
EXP: 520	DEFENSE: ♀

## CHIMERA

Camouflage: Strange Animal



HP: 9-54	# APPEARING: 1-4
AP: 34	FLOOR: 7-10
AC: 2	SPECIAL ATTACKS: B
EXP: 3515	DEFENSE: ♀

## COYOTE

Camouflage: Mangy Dog



HP: 4-24	# APPEARING: 4-8
AP: 16	FLOOR: 3-7
AC: 8	SPECIAL ATTACKS: ?
EXP: 780	DEFENSE: ?

## CREEPING COIN

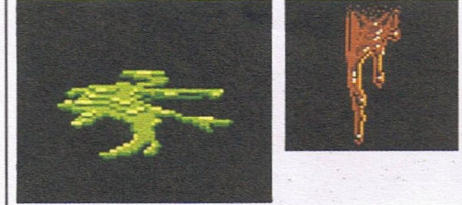
Camouflage: Small Object



HP: 1	# APPEARING: 6-8
AP: 1	FLOOR: 2-3
AC: 4	SPECIAL ATTACKS: B
EXP: 920	DEFENSE: ♀; ♀; *

## CREEPING CRUD

Camouflage: Slime



HP: 3-12	# APPEARING: 2-7
AP: 4	FLOOR: 2
AC: 6	SPECIAL ATTACKS: Po
EXP: 550	DEFENSE: *

## DRAGON FLY

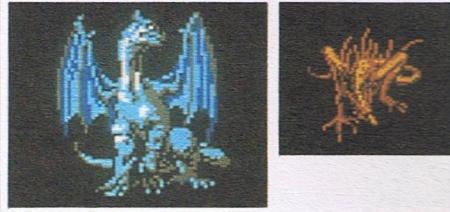
Camouflage: Fly



HP: 2-16	# APPEARING: 2-4
AP: 14	FLOOR: 3-5
AC: 4	SPECIAL ATTACKS: B
EXP: 1275	DEFENSE: ♠20; ○

## DRAGON PUPPY

Camouflage: Animal



HP: 5-50	# APPEARING: 1-6
AP: 10	FLOOR: 4-6
AC: 4	SPECIAL ATTACKS: B
EXP: 2280	DEFENSE: ?

## DRAGON ZOMBIE

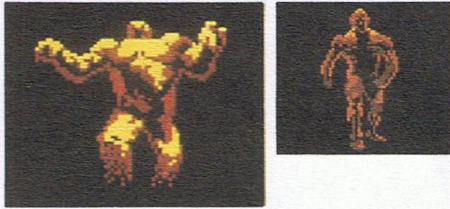
Camouflage: Dragon



HP: 12-96	# APPEARING: 1-4
AP: 52	FLOOR: 10
AC: -2	SPECIAL ATTACKS: M5; B
EXP: 5360	DEFENSE: ♠25

## EARTH GIANT

Camouflage: Giant



HP: 41	# APPEARING: 1-5
AP: 32	FLOOR: 7-9
AC: 9	SPECIAL ATTACKS: ?
EXP: 20675	DEFENSE: ♠85

## FIRE DRAGON

Camouflage: Dragon



HP: 12-96	# APPEARING: 1-4
AP: 24	FLOOR: 8-10
AC: -1	SPECIAL ATTACKS: M5; B
EXP: 5000	DEFENSE: ?

## FIRE GIANT

Camouflage: Giant



HP: 11-88	# APPEARING: 1-4
AP: 30	FLOOR: 7-10
AC: 3	SPECIAL ATTACKS: ?
EXP: 2115	DEFENSE: ○

## FLACK

Camouflage: Strange Animal



HP: 15-180	# APPEARING: 1
AP: 35	FLOOR: 10
AC: -3	SPECIAL ATTACKS: Pa; Pa; Ct; B
EXP: 9200	DEFENSE: ○; *

## FROST GIANT

Camouflage: Giant



HP: 51-58	# APPEARING: 1-4
AP: 30	FLOOR: 9-10
AC: 6	SPECIAL ATTACKS: ?
EXP: 41355	DEFENSE: ♠95; *

## GARGOYLE

Camouflage: Gargoyle



HP: 8-36	# APPEARING: 1-6
AP: 26	FLOOR: 4-6
AC: 5	SPECIAL ATTACKS: ?
EXP: 2435	DEFENSE: ♠50

## GAS CLOUD

Camouflage: Gas Cloud



HP: 2-8	# APPEARING: 2-8
AP: 4	FLOOR: 2
AC: 10	SPECIAL ATTACKS: M2; Pa; M1
EXP: 350	DEFENSE: ♠

## GAS DRAGON

Camouflage: Dragon



HP: 5-40	# APPEARING: 1-4
AP: 26	FLOOR: 3-4
AC: 3	SPECIAL ATTACKS: M1; B
EXP: 2075	DEFENSE: ?

## GAZE HOUND

Camouflage: Strange Animal



HP: 4-32	# APPEARING: 1-5
AP: 2	FLOOR: 6-9
AC: -1	SPECIAL ATTACKS: Pa
EXP: 1235	DEFENSE: ♠

## GIANT SPIDER

Camouflage: Insect



HP: 8-36	# APPEARING: 1-6
AP: 8	FLOOR: 5-6
AC: 4	SPECIAL ATTACKS: Po
EXP: 960	DEFENSE: ?

## GIANT TOAD

Camouflage: Amphibian



HP: 4-20	# APPEARING: 6-8
AP: 18	FLOOR: 3
AC: 7	SPECIAL ATTACKS: Po
EXP: 795	DEFENSE: ♠; ☉

## GORGON

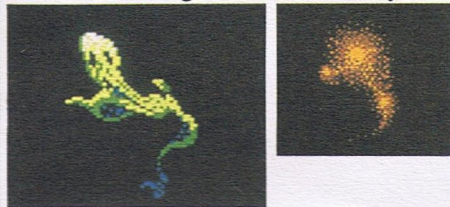
Camouflage: Strange Animal



HP: 8-64	# APPEARING: 1
AP: 12	FLOOR: 6-10
AC: 2	SPECIAL ATTACKS: B
EXP: 2920	DEFENSE: ?

## GRAVE MIST

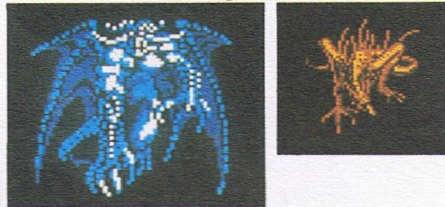
Camouflage: Unseen Entity



HP: 4-32	# APPEARING: 1-6
AP: 16	FLOOR: 3-6
AC: 4	SPECIAL ATTACKS: Pa
EXP: 1080	DEFENSE: ?

## GREATER DEMON

Camouflage: Demon



HP: 11-88	# APPEARING: 1-6
AP: 42	FLOOR: 10
AC: -3	SPECIAL ATTACKS: M5; Po; Pa
EXP: 44570	DEFENSE: ♠95; ♥1; ♣

# MONSTER GALLERY

## HUGE SPIDER

Camouflage: Insect



HP: 4-20	# APPEARING: 1-8
AP: 6	FLOOR: 3-6
AC: 6	SPECIAL ATTACKS: Po
EXP: 600	DEFENSE: *

## KILLER WOLF

Camouflage: Animal



HP: 6-48	# APPEARING: 1-6
AP: 16	FLOOR: 5-6
AC: 0	SPECIAL ATTACKS: ?
EXP: 1460	DEFENSE: ?

## KOBOLD

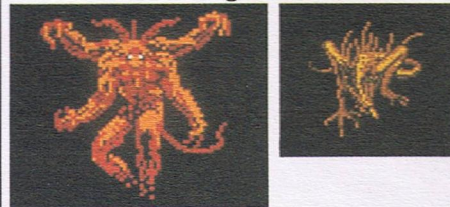
Camouflage: Small Humanoid



HP: 3-7	# APPEARING: 3-5
AP: 3	FLOOR: 1
AC: 8	SPECIAL ATTACKS: ?
EXP: 415	DEFENSE: ♠; ✨; ✨

## LESSER DEMON

Camouflage: Demon



HP: 10-80	# APPEARING: 1
AP: 38	FLOOR: 6-10
AC: 4	SPECIAL ATTACKS: M3
EXP: 5100	DEFENSE: ♠60; ♠

## LIFESTEALER

Camouflage: Unseen Entity



HP: 8-43	# APPEARING: 1
AP: 4	FLOOR: 5-9
AC: 3	SPECIAL ATTACKS: M3; C4; D2
EXP: 2240	DEFENSE: ♠25

## MAELIFIC

Camouflage: Unseen Being



HP: 25-100	# APPEARING: 1
AP: 5	FLOOR: 10
AC: -5	SPECIAL ATTACKS: M7; D3; Po; Pa
EXP: 7480	DEFENSE: ♠50; ♥3

## MEDUSA LIZARD

Camouflage: Strange Animal



HP: 5-40	# APPEARING: 1-6
AP: 3	FLOOR: 5-7
AC: 6	SPECIAL ATTACKS: Pe
EXP: 1040	DEFENSE: ?

## MURPHY'S GHOST

Camouflage: Unseen Entity



HP: 20-110	# APPEARING: 1
AP: 2	FLOOR: 1, 8-10
AC: -3	SPECIAL ATTACKS: ?
EXP: 4450	DEFENSE: ♠40; ♥1; ☉; ✨; ✨

## NIGHTSTALKER

Camouflage: Unseen Entity



HP: 8-43	# APPEARING: 2-6
AP: 6	FLOOR: 7-10
AC: 1	SPECIAL ATTACKS: D1
EXP: 1635	DEFENSE: ♠25

## OGRE

Camouflage: Ogre



HP: 5-33	# APPEARING: 1-8
AP: 12	FLOOR: 3-4
AC: 5	SPECIAL ATTACKS: ?
EXP: 960	DEFENSE: ♠; ✨

## OGRE LORD

Camouflage: Ogre



HP: 8-64	# APPEARING: 1-5
AP: 12	FLOOR: 5-9
AC: 4	SPECIAL ATTACKS: M3
EXP: 1790	DEFENSE: ♥1

## ORC

Camouflage: Small Humanoid



HP: 1-4	# APPEARING: 2-5
AP: 4	FLOOR: 1
AC: 10	SPECIAL ATTACKS: ?
EXP: 235	DEFENSE: ♠; ☉; ✨

## POISON GIANT

Camouflage: Giant



HP: 81	# APPEARING: 1-4
AP: 40	FLOOR: 10
AC: 3	SPECIAL ATTACKS: B
EXP: 41320	DEFENSE: ♠95

## ROTTING CORPSE

Camouflage: Weird Humanoid



HP: 2-16	# APPEARING: 1-5
AP: 12	FLOOR: 3-5
AC: 6	SPECIAL ATTACKS: Pa
EXP: 680	DEFENSE: ?

## SHADE

Camouflage: Unseen Entity



HP: 6-27	# APPEARING: 1-6
AP: 4	FLOOR: 4-6
AC: 7	SPECIAL ATTACKS: D1
EXP: 875	DEFENSE: ?

## SPIRIT

Camouflage: Unseen Entity



HP: 9-23	# APPEARING: 1-6
AP: 4	FLOOR: 5-10
AC: 2	SPECIAL ATTACKS: M3; Po
EXP: 1405	DEFENSE: ♠25; ♥1

## TROLL

Camouflage: Strange Animal



HP: 12-54	# APPEARING: 1-3
AP: 24	FLOOR: 6-9
AC: 4	SPECIAL ATTACKS: ?
EXP: 1720	DEFENSE: ♥3

## UNDEAD KOBOLD

Camouflage: Skeleton



HP: 4-6	# APPEARING: 2-5
AP: 5	FLOOR: 1
AC: 10	SPECIAL ATTACKS: ?
EXP: 230	DEFENSE: ☉; ✨



## VAMPIRE

Camouflage: Unseen Entity



HP: 11-88	# APPEARING: 1-4
AP: 24	FLOOR: 10
AC: -1	SPECIAL ATTACKS: M3; D2; Pa
EXP: 3330	DEFENSE: ♠20; ♥1

## VAMPIRE LORD

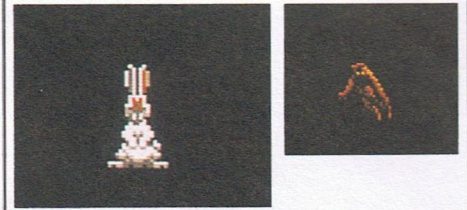
Camouflage: Unseen Entity



HP: 20-160	# APPEARING: 1
AP: 4	FLOOR: 10
AC: -5	SPECIAL ATTACKS: M6; D4; Pa
EXP: 7320	DEFENSE: ♥4

## VORPAL BUNNY

Camouflage: Rabbit



HP: 5-18	# APPEARING: 4-8
AP: 14	FLOOR: 2-4
AC: 6	SPECIAL ATTACKS: CH
EXP: 735	DEFENSE: ♦; *

## WERDNA

Camouflage: Man in Robes



HP: ?	# APPEARING: 1
AP: ?	FLOOR: 10
AC: -7	SP. ATTACKS: M7; D4; Po; Pa; Pe; CH
EXP: 15880	DEFENSE: ♠70; ♥5; ♣; *

## WEREBEAR

Camouflage: Bear

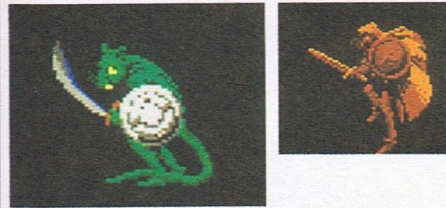


HP: 5-40	# APPEARING: 4-8
AP: 19	FLOOR: 3-4
AC: 6	SPECIAL ATTACKS: Po; Pa
EXP: 1320	DEFENSE: ♦; *

# MONSTER GALLERY

## WERERAT

Camouflage: Wererat



HP: 4-25	# APPEARING: 1-4
AP: 8	FLOOR: 3-7
AC: 6	SPECIAL ATTACKS: ?
EXP: 755	DEFENSE: *

## WERETIGER

Camouflage: Animal



HP: 5-40	# APPEARING: 1-8
AP: 26	FLOOR: 5-7
AC: 4	SPECIAL ATTACKS: Po
EXP: 1405	DEFENSE: ♥1; *

## WEREWOLF

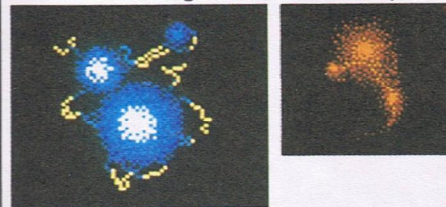
Camouflage: Wolf



HP: 7-35	# APPEARING: 1-6
AP: 16	FLOOR: 4-7
AC: 5	SPECIAL ATTACKS: ?
EXP: 975	DEFENSE: ?

## WILL O' WISP

Camouflage: Unseen Entity



HP: 10-80	# APPEARING: 1-2
AP: 16	FLOOR: 9-10
AC: -8	SPECIAL ATTACKS: ?
EXP: 43320	DEFENSE: ♠95

## WYVERN

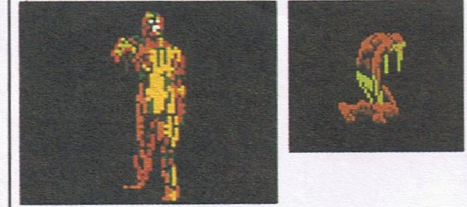
Camouflage: Strange Animal



HP: 14-63	# APPEARING: 1-6
AP: 22	FLOOR: 7-10
AC: 3	SPECIAL ATTACKS: Po
EXP: 1540	DEFENSE: ?

## ZOMBIE

Camouflage: Weird Humanoid



HP: 2-11	# APPEARING: 2-7
AP: 6	FLOOR: 2
AC: 4	SPECIAL ATTACKS: Pa
EXP: 520	DEFENSE: ?

# WELCOME TO THE WIZARDRY WORLD

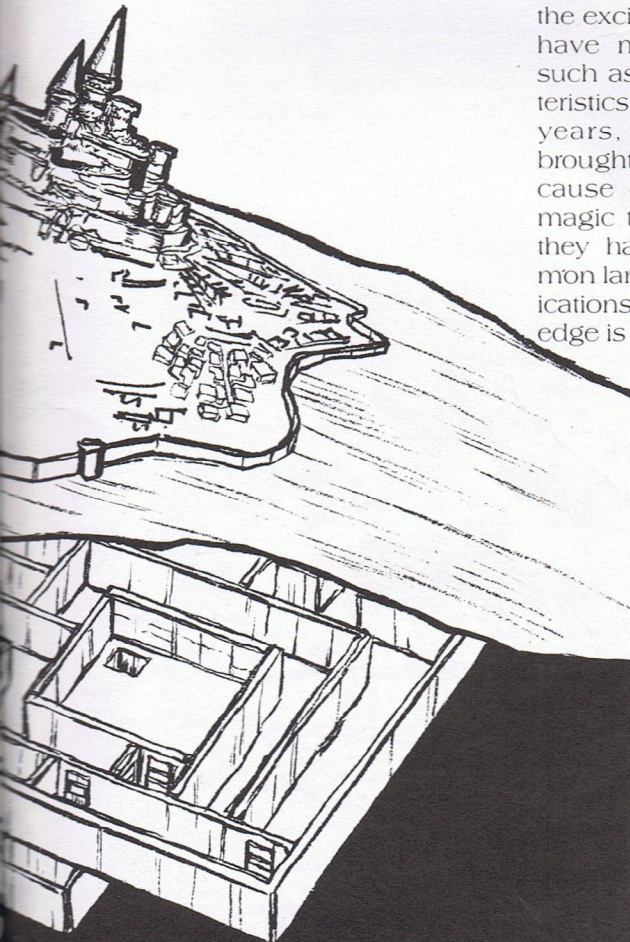
*The Mad Overlord is in an uproar, and all the inhabitants of Castle Trebor and the World*



# HISTORY

The mists of time part to reveal an ancient land dating back far beyond the records of those living today to the mythological era. The land is shrouded in a veil of magic, transparent to all but those fantastical inhabitants of the land itself. The magic, like silken gossamer, touches all with its awesome yet gentle powers affecting every facet of life in the castle Trebor and across the

*of Wizardry can hear him raging! The magic amulet has been stolen by the Great Wizard Werdna. Now, adventurers from across the land are banding together in search of the fabled relic. By joining together, they must surely succeed!*



Kingdom. This was a peaceful time. People concerned themselves solely with perfecting their magical skills and spells for which they were so greatly renowned.

Alas, all things change through the eons. And subtly the focus and interests of the inhabitants changed as well. Slowly, inexorably their interests re-directed, focusing on the dark side of the world. This was due in part to trade with the east and the influences of evil magicians proficient in the dark arts. Eventually,

# LIFE

Highly populated city states make up the new world of Wizardry. These are scattered throughout the land with vast, uncultivated areas in between and passages connecting city states for the bustling trade activities of inhabitants. Today, peace has come to just a few of the city states. Most of them, however, are still in political turmoil as a result of the evil ones who attacked from the dark side years ago.

The land has a colorful variety of inhabitants. Elves, Dwarfs, Gnomes and Hobbits live in the city states. They also wander throughout the exciting world of Wizardry. They have many obvious differences such as language, physical characteristics and lifespan. But over the years, these races have been brought close together in a common cause — to return their treasured magic to the land. To achieve this, they have also developed a common language to improve communications between the races. Knowledge is everything!

Many of these inhabitants of the Wizardry World spend much of their time traveling. Some take to the road in order to avoid political upheaval in the city states. Others are looking for adventure. And a few are traveling in search of a better life. In the cities, most travelers are looked upon as outsiders by those who have put down permanent roots. But they are treated well by settlers who never experience the thrill of high adventure and wish to hear travelers' tales.

mere curiosity about the dark side evolved into zealous pursuit of its secrets. A door as old as time itself suddenly blew open between the world of magic and the world of darkness. Evil creatures poured forth. And a culture that was once magical, faded into foul oblivion. Now, thousands of years later, the people of the Kingdom have retrieved some of the magic that was so sadly lost. But great struggle lies ahead.

# HEALING

In the World of Wizardry, magic and medicine are closely intertwined. Clerics serve the city states as doctors using their magic arts to cure their patients on a regular basis. The Clerics' magic healing powers are awesome. They can cure a wound instantly with a magic spell. Strangely, however, long-term illness often requires an altogether different approach. Herbal cures are most effective for this kind of ailment. As a result, many Clerics have mastered the art of herbal medicine as well as their other professional skills.

Temples and hospitals are one and the same in the World of Wizardry. And they are very special places because it is here that someone can be brought back to life — even if pronounced dead! The secret, of course, lies in the magic spell. Depending on the skill level of the Cleric and the vitality level of the dead, a spell can be used to save a person from long term illness or terrible wounds.

A chance to return to life is most helpful during the course of an adventure when the action gets too dangerous. Mortal wounds are not necessarily mortal after all. But the magic of the temple doesn't always work. Sometimes the spell is simply not powerful enough. And sometimes the vitality level of the victim is just too low. If the victim turns into ash, a large challenge looms. This is considered the second stage of death, and the magical cure for it is tricky in the best of circumstances. So the risk and danger must be weighed carefully before certain adventures.

# MAGIC

Magic is mysterious and very powerful. Magic cannot be held or touched, but it does things that can be seen and felt by friends and enemies. Magic is the awesome ability to create something out of thin air. In short, magic is much like a miracle. And miracles are not easy to do! It takes incredible concentration of mental power, and total self control



to conjure up a magic spell that works effectively.

The two kinds of spells, Mage and Cleric, both require this ability to focus all mental powers on the casting or conjuring of the magic spell. This mental concentration of power

then actually changes the natural environment in a physical sense.

For example, Halito (and other flame spells) cause wild and erratic movement of air particles. These particles bounce and vibrate against each other, charging the air with fiery heat. Dalto, Madalto and other Chill magic spells do just the opposite. With fierce concentration, the magic spell can be used to stop air particles cold, freezing them and thus creating intensely cold air.

Each spell has seven different magic power levels indicating the amount of mental power or magic points (MP) it takes to cast the spell. The level of magic points needs to be watched carefully in order to evaluate the effectiveness of a spell — or even the ability to cast a spell at all!

# WEAPONS AND ARMOR

In the era when magic reigned supreme, a spell was far, far mightier than the sword. Warriors spent more time practicing the magic arts than swordsmanship. Magic weapons and armor were easy to make. Anyone could do it. And spells were used on a regular basis to bolster the strength of both swords and armor for battle. No warrior or weapons or armor, however, could withstand the power of a fresh magic spell cast in the heat of battle. There was simply no defense.

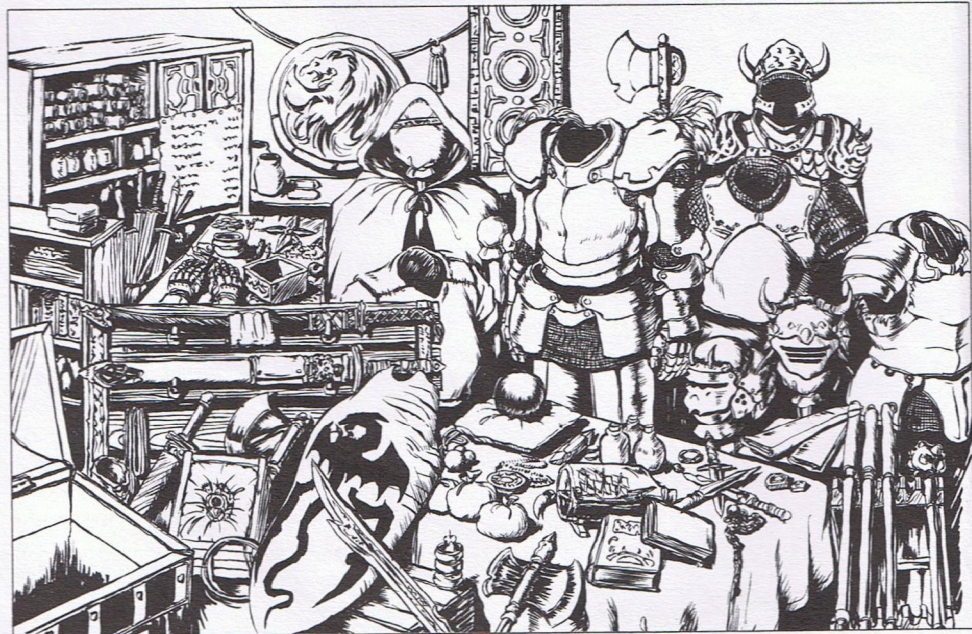
But the downfall of the magic culture changed the ways of war. Now magic is still a source of power, but today more conventional weapons are widely used by warriors across the land. They train rigorously for years to become masters in the art of swordsmanship. And their power in battle has become truly awesome. The sword is as mighty as magic!

Yet the legacy of magic from a bygone era is still powerful although it is also very rare. People don't know how to make the magic weapons that were so easy to come by in the magic culture. Today, the few magic weapons that survived the

evil days of destruction are greatly treasured and sought after as a source of immense power by warriors out to conquer the world.

Today's culture is thus shaped around two equal sources of power — that of the sword as well as magic.

One is attained with practice and determination. The other, the magic power, is available only rarely. And when a warrior chances to find it, the price is very high indeed — but well worth the cost!



# RACES

*Humans, Dwarfs, Elves, Gnomes and Hobbits populate Wizardry. Over the years, these races have not mixed so they still look and act quite differently.*

## Five different peoples live in Wizardry.

### HUMAN

Humans are bigger and taller than the other inhabitants of Wizardry. Their life-span, however, is shorter than the others. Perhaps it's because they have less time to enjoy life that they indulge in life's pleasures — such as eating — to the fullest! Humans also have strong opinions and would rather boss everyone else than take orders themselves. They like to “rule the roost,” and if anyone stands in their way, humans tend to be very combative. They have been a highly successful race in Wizardry and can be found far and wide throughout the land.



### DWARF

The Dwarf is small and sturdy with muscle-bound arms and legs. Male or female, they always have beards. And they are strong enough to thoroughly trounce humans when forced to fight. Although they look somewhat brutish, dwarfs are very artistic. They are superior craftsmen able to turn rough materials into finished works of art. They are not as skilled, however, in social graces. But they are decent people — humanitarian and faithful to friends.



## ELF

Elves have been around longer than any race in the Wizardry World. Once long ago, before the dark times, Elves were immortal. They lived forever. Unfortunately, this changed during the dark times, and they lost their special power. Elves stand taller than any other creature in the land — even humans. And they don't appear to eat as much as humans because they are so very thin and willowy. Pointed ears add to the sense of height. Elves are often found among the trees — perhaps because trees are tall and thin as well.

## GNOME

Gnomes are shorter than Elves, Dwarfs and Humans. But they have a very distinctive feature — big noses! Their natural heritage is similar to that of the Elf. However, they have a lifestyle more like that of the Dwarf preferring to live deep underground. Perhaps this closeness to the land makes them more attuned to nature and thus great Clerics. They also have a passion for treasure!

## HOBBIT

Hobbits are the smallest inhabitants of the World of Wizardry, but they have the biggest hearts by far. It is said that the friendly Hobbit offers the best hospitality in the land. These are not only a peaceful people, but also courageous and determined when battles must be fought. Hobbits love to keep busy, and are often found bustling about in their tunnels. But when it's time to relax, there's nothing they like better than a good meal followed by a quiet smoke of their favorite pipe.



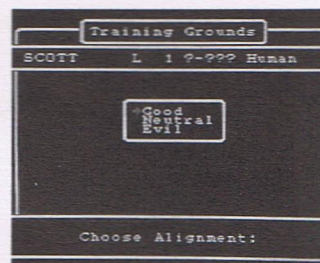
# ALIGNMENTS

*Alignment is like a personal value system. It guides the characters in all actions. In Wizardry, there are three kinds of alignment: Good, Evil and Neutral.*

## The meaning of Good and Evil

What is typically considered good or evil in the world as we know it, is vastly different in the World of Wizardry. In this magical land, the line between good and evil can be suddenly crossed if a character does not consistently abide by the rules of the alignment — for good or evil. If the rules of behavior are broken, a

character sometimes changes alignment. For example Good and Evil Characters can never travel together in the World of Wizardry. If they try, one of them will be forced to break the rules of the alignment.



Consider alignment selection carefully. Neutral can never be changed!

### NEUTRAL

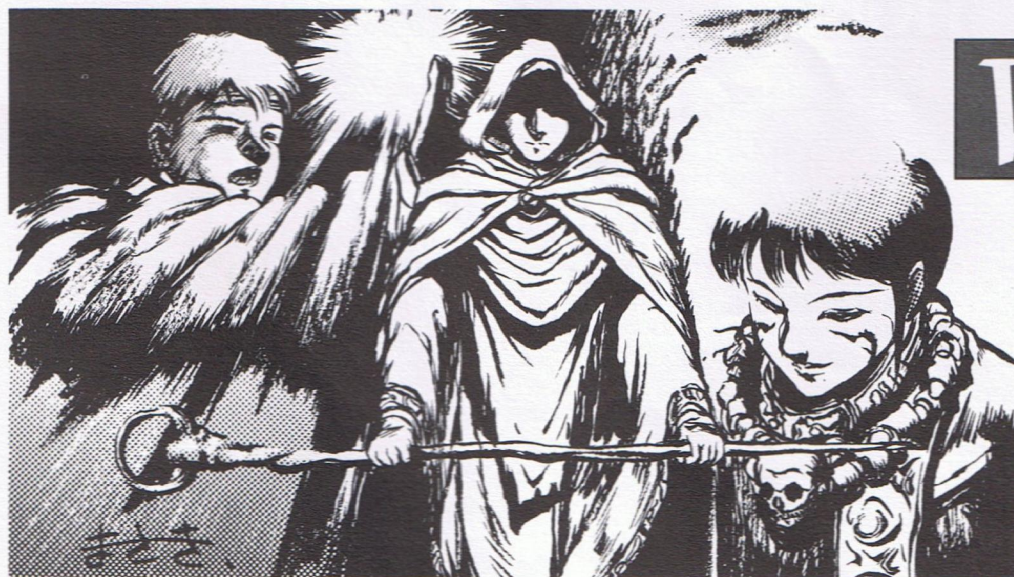
Neutral characters have far more flexibility in their actions than characters that are good or evil. Because of their neutral alignment, they are perfectly free to form alliances with either good or evil characters. And their actions won't change their alignment. They cannot, however, become adept at Cleric spells. This is not an advantage because the Cleric has enviable powers which come in very handy in the course of Wizardry World adventures.

### GOOD

Characters with a Good alignment are trustworthy, pious, ethical and humanitarian. They would never hesitate to forsake their own lives to save the life of a friend — or even a stranger. They do not, however, have such a strong regard for life that they won't fight when attacked. Bad monsters must beware of the Good adventurer. Good monsters, on the other hand, are safe from them. Good adventurers must play by the rules to maintain their alignment.

### EVIL

Characters with an Evil alignment are not really as terrible as the word "Evil" implies. They are, however, self-centered rascals who won't make a move unless it benefits them. These characters are also greedy and materialistic. If they are crossed for any reason, they will chase and attack friend or foe with ruthless determination. Just like good characters, if they break the rules, they could lose their alignment. The wrong move, and an Evil one could suddenly become Good!



## THE WORLD OF WIZARDRY

Good, Evil and Neutral characters must ultimately find a way to join forces to survive and succeed in the adventures of this magical land. Each has special powers that complement the powers of the others. Alone, they cannot possibly claim victory. Together, they have hope.



# ABILITY

*Each character is evaluated in six different ways, then rated. The more points the better!*

## Characters have six attributes

Characters are rated on their strength, intelligence (or I.Q.) piety, vitality, agility and luck. The power (rated by point count) of attributes depends on the race of the person as well as specifics of the individual such as age and level attained in the story. Basic attributes range up to 18 points, with bonus points ranging

from 5 to 9, and on rare occasions as high as 20. Bonus points can be used to build up desirable attributes. You can improve weak traits or make good ones better!

It is critical to pay close attention to the attribute totals as your band of adventurers makes its way through the World of Wizardry.



### STRENGTH

When trouble lies ahead and enemies attack, Strength is an all-important attribute. It gives characters of all races the power to attack and win — and more. It provides a superior power to accurately target the enemy for a sure hit. Certain weapons can also add to a character's strength in battle. Swords are a good example of this. A character with a good Strength point count as well as a trusty sword in hand should have no fear of action and adventures right up in the front lines of battle. Bonus points can be very helpful as a means to add strength.

### I.Q.

There are many ways to describe this important attribute — wisdom, intelligence, cleverness. The I.Q. can help the weak conquer the strong. A quick mind may outpace a fast or agile runner with a clever attack. Brains have proven mightier than brawn. In the World of Wizardry, a high point count for I.Q. is critical to learning and mastering the magic arts of the Mage. In fact, to cast a Mage spell, such as the mysterious and subtle DUMAPIC, one must have a great intelligence indeed! A character level of 13 — which is very impressive — still isn't high enough.

### PIETY

This is one of the most mysterious of attributes. It is mystical, yet powerful. It takes a character pure of heart and mind to use it to its maximum potential. Piety encompasses a variety of special powers. But perhaps the most amazing is the unique ability it gives to the Cleric. Clerics, with the grace of Piety, can actually return the dead to the land of the living. If Piety is too low, the attempt at this spell will most surely fail. Thus, life and death hinges on the level of the Cleric's Piety. And if it is high enough, true miracles happen!

### VITALITY

Vitality may be considered as powerful as the force of life itself. Vitality runs through the arms and legs and minds of all characters in the World of Wizardry. If the Vitality level is low, trouble can arise on all fronts because the mind is not as alert, the body is not as powerful, and the will to win is greatly lessened. On the other hand, when Vitality is high, so are the spirits and the success rates of the characters. They can advance to new levels with ease. But if Vitality is too low, making a move to a new level may be impossible if not deadly.

### AGILITY

The ability to move fast can get characters out of all kinds of trouble. Everyone needs this valuable trait to succeed! A high level of Agility lends characters the ability to make a fast attack. Speed and timing can make the difference between life and death, so Agility is all-important. Sometimes it's even possible to move so fast you can take offensive action and be the first to attack. This can offer a great advantage Thieves have a particular need for Agility. It gives them the speed to locate and disengage traps surrounding treasure chests.

### LUCK

Good Luck is a highly valued attribute in the World of Wizardry. Although Luck may typically seem to be a vague, intangible idea that can't be controlled; it offers great powers to those who have it in Wizardry. Like invisible armor or a magical shield, Luck can protect inhabitants of the land from grave dangers. It can also dramatically reduce the effect of an enemy attack. A blow that might have been fatal can be made harmless by a little Luck. Everyone wants to be lucky. But it's imperative that Thieves and Mages don't get too far down on theirs.

# CLASSES

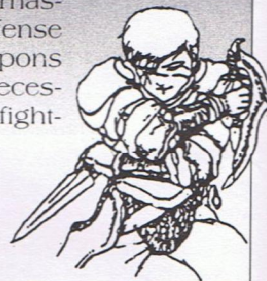
*This strategic choice will influence the outcome of battles in the World of Wizardry. Think carefully before making your decision.*

## The front line warriors

The front line warriors lead your band of adventurers into battle. These are characters trained for combat such as the Samurai or Lord. They march at the head of the line applying experience as battle-hardened veterans who use swords, axes and other weapons to attack and defend the band of adventurers with great skill.

### NINJA

The Ninja is a master of the arts of offense and defense. Weapons and armor are unnecessary to this perfect fighting machine. The Ninja's alignment is Evil.



### LORD

The Lord is one of the elite. A Lord wields the weapons of war and casts Cleric spells with ease. Few characters can change to Lords. But it can happen in Trebor Castle. The Lord's alignment is Good.



### FIGHTER

The Fighter uses all weapons skillfully. These are battle hardened warriors able to withstand terrible wounds. Any alignment is suitable.



### SAMURAI

The Samurai has great talents. They begin to learn Mage spells in Level 4 and master all of them by Level 22. Alignment is Good or Neutral.



## MAGE

The magic power of the Mage is wondrous. A Mage spell can banish the enemy in a flash. The Mage, not very strong, only wears Robes in the search for greater levels of magic power.



## WIZARD

Wizards know Mage (learned by Level 25) and Cleric spells (Level 28). They have the ability to identify unknown items, but only in the maze.



# THE WORLD OF WIZARDRY

## Powers of the rear guard

The characters who take up the rear are not trained in battle or adept at handling axes, swords and other weapons of war. These characters are well versed in the magic arts, which in the course of the journey through the land, come in most handy. At times, the power of magic can be mightier than the sword! Most of the time, these characters help the wounded.

## THIEF

Although Thieves are handy with Daggers and Short Swords, they are not good in magic or combat. However, they play an important role in any group of Wizardry adventures because they know how to quickly dismantle treasure chest traps.



## CLERIC

The Cleric has full knowledge of spells by Level 13. On a daily basis, Clerics cure wounds and save the fatally injured.



# Organize the traveling party for victory

Over the course of centuries, the special talents, skills and values of the characters which inhabit this magical land have been adapted for survival. Each has certain strengths not possessed by the others. The same is also true of their weaknesses. Yet together, as a group of races they complement one another.

Thus if you choose your group or party giving careful consideration to each member's unique abilities, you will come up with a balanced band of travelers. This is called the balance of power, and the only way to attain the perfect balance is by combining the correct forces within your band of adventurers.

There are other considerations,

as well. It's important to think ahead and make a long-term plan for your group. For one thing you can change the powers and capabilities of your group. You can change a Mage to a Cleric or a Cleric to a Lord. But you must remember that in each case you will lose the special talents of one while gaining the new strengths and capabilities of the other.

Are you prepared to lose these special gifts, or will you sorely miss them in the heat of action or danger? Perhaps the answer lies in further changes. You can replace the loss of attack spells by changing a Fighter to a Samurai for example. Strategy is everything. To begin, you must know your characters!

This is not always an easy task, for the nature of any given character, while obvious in some respects, can be mysterious in others. Sometimes, in the heat of battle a special attribute will appear, or a character will come through in an unexpected way.

As you begin to develop a plan, remember this. Each character has unique strengths and weaknesses. And the beginning, middle and end of the journey are fraught with different challenges, changing riddles, and unexpected twists and turns. Along the way, it is most intelligent to evaluate your band and make changes as you see fit.

## FIGHTER GOOD, NEUTRAL AND EVIL

The Fighter's Strength is 11, which is understandable given the title — one who fights. This strong warrior also grows very quickly. This can be of great advantage throughout the journey. Growth means power. And when power grows — enemies beware!

## MAGE GOOD, NEUTRAL AND EVIL

The highly intelligent Mage has an I.Q. of 11. So when the Mage has something to say or contribute, listen carefully and act on the Mage's instructions. One of the Mage's great talents is the attack spell. This is critical to any band of travellers.

## CLERIC GOOD AND EVIL

The Piety of the Cleric is truly superior at 11 points. As you plan your party, give careful consideration to the special talents of the Cleric. They can be of significant importance to success and even survival at the beginning of the adventure.

## THIEF NEUTRAL AND EVIL

The ability to move fast is a priceless gift at certain times. The Thief, with any Agility factor of 11 is most adept in this department. The Thief also grows fast which allows for transformation into the Ninja with the assistance of a certain item.

## WIZARD GOOD AND EVIL

The ways of the Wizard are often mysterious, but one thing is clear as a crystal ball. Wizards are great traveling companions. With an I.Q. of 12 and a Piety level of 12, there are many times when a Wizard can help the band of adventurers succeed!

## SAMURAI GOOD AND NEUTRAL

Here is one of the most challenging characters in the land of Wizardry. Consider: Strength — 15, I.Q. — 11, Piety — 10, Vitality — 14, Agility — 10. Bonus points play an important role in attaining all the power that the magnificent Samurai has to offer!

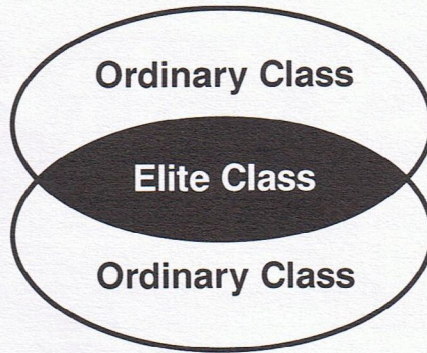
## LORD GOOD

The Lord is one of the elite class. Among his numerous abilities, he learns spells with amazing speed. To become a Lord, you must have: Strength is 15, I.Q. — 12, Piety — 12, Vitality — 15, Agility — 14 and Luck — 15.

## NINJA EVIL

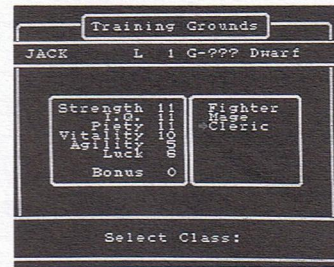
Perhaps it is because the Ninja is the perfect fighting machine that it is such a challenge to create one! All attributes must be above 17. And growth is typically very slow. However, once a Ninja joins your band, it will be tough indeed!

Those who make up the class of elite inhabitants of the World of Wizardry originate in the ordinary classes. For example, to achieve the prowess of the magnificent Samurai, one must have the talents and attributes of the Mage as well as a Fighter. The artistry of the Mage at casting spells and the strength of the Fighter as a warrior come together in the awesome figure of the Samurai — one of the esteemed elite!



The elite is comprised of two ordinary classes. There are a number of combinations within the ordinary groups which when combined create the elite.

# THE WORLD OF WIZARDRY



Check the screen to see a list of available classes when you are ready for a class change. This typically happens once you have accumulated enough bonus points.

## CLASS CHANGE

Although class change offers many advantages such as moving into the "elite" class, it also creates a number of hurdles which a character must strive to overcome in the process. The magnitude of making a change places a huge burden on the character.

He or she will lose a great number of the hard-won powers and attributes gained in the original class. As the character launches into the new existence, only the bare minimum of attributes for the particular race is provided.

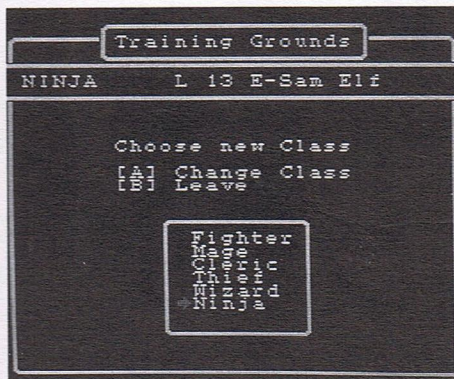
This loss of attributes can reflect a large reduction in capabilities from the original class. And attributes are everything in the search for magic in the World of Wizardry! For example, spells which were previously learned may be still remembered, however, the number of spells which can be cast may be severely limited.

Just because a character knows the spell doesn't mean he or she can cast it in the new "elite" level — at least not at first. Now new skills must be mastered and the actual

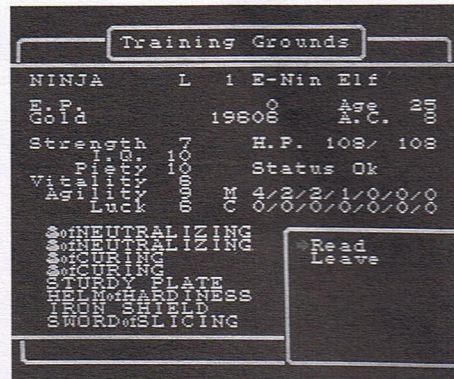
personality reshaped.

These and a long list of other problems which always arise in the course of a class change, add up to a dramatic effect on the character undergoing the change. It's not difficult to imagine that the character immediately loses an impressive five years of life just by making the change.

That's a lot of valuable time to sacrifice, but the many rewards should be worth it! Change is incredibly difficult. But unless you have a worldly Lord or a fast-footed Thief in your band of adventurers, it is the only avenue available for producing the awesome powers of the Ninja! And without the Ninja, ultimate success, and the dream of returning the magic culture to the World of Wizardry, may recede into total oblivion and utter darkness.



In order to make a change of class, you have to add up enough attributes and the right alignment. This is not always an easy task in Wizardry.



After you make a class change, you are relegated to the minimum attributes available to any given race. In other words, you are starting from scratch in the new class. You can look forward to new advantages!

# MONSTERS

*Hordes of gruesome creatures have crept from the dark side to prey on the inhabitants of Trebor. They thrive on evil, using its power to destroy life.*

## Monsters lurk throughout the land

Monsters originally sprang forth from the depths of the dark side. Today they dwell in the gloomiest reaches of Trebor. The kingdom has many dungeons. It is here that the creatures of the dark side feel most at home. They thrive in the cold, gloomy world of stone where they lurk in the deepest shadows licking their chops in anticipation of an attack on harmless travelers.

By day, most of the monsters keep to the caves, dungeons and deep shadows avoiding the warmth of the sun. But by night they come out in full force to hunt, to eat and to destroy anything in their paths as they seek to annihilate all the inhabitants of the land. Orcs and Kobolds are most prevalent throughout the kingdom and often attack villages in large groups. Dragons, Giants and Mutant Beasts cannot withstand the light of the sun, so they keep strictly to dungeons where they trap their prey.

Demons are the most dreaded monsters of all. Luckily, they keep to their own dark, dank, fetid world where travelers never dare wander. However, these tortured beings can be called into the Kingdom with the power of an evil spell. The atmosphere of the Kingdom is not evil enough to sustain them, so they are compelled to attack quickly, vanishing into their own nether world after answering the evil call.

### Beware of Orcs and Kobolds

Fierce fighters, Orcs and Kobolds have grown to great numbers in the human world. There's nothing they relish more than a ferocious battle. They lie in ambush awaiting the opportune time to attack unwary travelers. Because of their combative natures, many of them lose their lives from constant fighting. But many survive and continue to spread their evil warfare.



### The Emperor of Darkness summons monsters

The evil Werdna's powers reach beyond the dark side to worlds that harbor creatures of unspeakable evil. The Emperor of Darkness beckons them with potent spells into the mazes where they hunt for travelers. Zombies rise from the dead Fire Dragons and Giant monsters awoken from an endless sleep at his call.



THE WORLD OF  
**WIZARDRY**

# Survival depends on knowing your enemy

Each type of monster has special powers all its own. Eons ago, all monsters were the same. But over the ages, monsters changed, achieving their own cruel and terrible ways of attacking their prey. Because of the multitude of different monsters you must face as you make your way in this magical world, you must be cunning. Consider carefully each type of monster. What defense does it use? How does it attack? Study them well!

## POISON

Beware of monsters with claws and fangs. Those razor sharp claws and glistening teeth are dripping with deadly venom! Some of these creatures are totally poisonous which means if you even touch them, you're in deep, trouble.

## PARALYZE

In a world where dangerous beasts lurk in every shadow, you need to be able to move fast. This of course, is why some monsters, like the Undead, have perfected the ability to hit your nervous system and paralyze you.

## PETRIFY

This is one of the worst possible weapons that monsters can use against you. It acts much like paralysis because you are immediately immobilized — turned to stone! And once you are hit, the spell's as hard to break as granite!

## CRITICAL HIT

Long ago, the Ninja developed a devastating move: the critical hit. There was no recovery — even with a high HP level. Today, several monsters have perfected the hit. Watch out for Highwayman, Vorpall Bunny, Flack and Werdna!

## ENERGY DRAIN

You must keep all of your wits about you to survive the many terrors and dangerous creatures that stalk their prey throughout the land. One of the toughest challenges you must face is Energy Drain. This weapon is designed to weaken and sap the power of travelers who have learned the ways of the land and survived. When hit by the Energy Drain, you face a major setback losing much of the important knowledge and experience you have gained. You may even slide to the depths of a lower level or worse, several levels! The Undead monster, for example, can drain you of so much strength you will drop four levels. Maelific and Werdna can do almost as much damage — so take care.

## SPELL

Mages and Clerics are masters at casting the kinds of spells that "spell" dark and dismal trouble for the unwary or unprepared traveler. But the art of casting spells is practiced by other evil denizens as well. For years, the Vampire Lord has worked to perfect Mage spells, and now casts them with horrifying results. The Undead, Dragon and Demon cast them, too!

## BREATH

When the maw of the Dragon opens, foul winds blow that can stop you cold or burn you to a cinder. Sometimes this evil wind can mean destruction for an entire party of travelers. The best strategy is to rapidly reduce the Dragon's (or any other monster's) HP because the power of the "bad breath" hit is half the monster's HP. For example, Flack's HP is 180, so the hit damage is 90.

## RESIST 1

The creatures from the dark side have developed very clever defenses over many centuries to combat the attacks of bold and resourceful travelers. The monsters of the Undead, Giant and Demon categories have learned to uncast spells, much to the dismay of adventurers. The Greater Demon is a master at sending spells into oblivion.

## RESIST 2

Unfortunately, the impact of a spell can be greatly reduced by a monster's resistance level. Some creatures from the dark side have an invisible shield that can fully or partially protect them from extreme heat or cold. High Master, on the other hand, applies mental powers to bend the force of the spell directing it into other dark worlds.

## HEALING

Since the beginning of time, monsters have been drawn to battle as wanderers are drawn to the road. Battle wounds often meant the end for these ancient monsters. But over centuries, new monster generations developed a magical healing ability. Now Werdna can heal up to 5 HP points per battle, and carries a protective amulet as well!

## CALL

Evil ones support each other when the call for help echoes across the land. But when the rascally Bleebs call for support, he sometimes leaves just when help arrives.

# BATTLE

*Much experience can be gained in battles waged in the winding corridors of a maze. Knowing your monsters gives you an edge!*

## Gain experience in a maze battle!

### PARTY

The most effective warrior band is comprised of six brave travelers. A smaller group faces much greater peril in the dismal depths of the maze. Balance of skills is everything if victory is to be achieved against the treacherous forces of the dark side which lurk in these dank environs.

Your brave band of adventurers must face a multitude of diverse and dangerous adversaries. Before setting out for the maze, armor should be shined, swords sharpened and the mental powers focused for optimum casting of spells. Then consider your party's marching orders. Be sure you have the optimum line up for your band of warriors.

In battle formation, the front line attacks with swords, axes and other mighty weapons suited for powerful warriors well versed in hand-to-hand combat. The rear guard answers a different call to war. These are the weavers of spells. They have no need of armor for they call upon their mental powers to bring strong spells to their defense. These masters of the magic arts are all-important to your overall victory and survival in the World of Wizardry. Therefore, it is critical to protect them as best you can with your front line warriors for there will come a time when the power of the magic spell will make all the difference.

This is one of the main reasons for setting out from the start with a party of six brave souls. In this way, you have as many strong warriors up front as possible. The Mage, for example is usually positioned most effectively at the end of the line. Otherwise, his spell casting power may be lost!

### FRIENDLY MONSTER

Countless eons ago, the dark side was not totally dark or filled with completely evil creatures. There existed at the time a tiny world of light impervious to the wicked creatures and gloomy depths of the dark world. A small band of monsters inhabited this shimmering world. Physically, they were much like the creatures of the dark with scales, fangs, claws and molten red eyes. But there was one big difference. These monsters had hearts of gold. They were friendly monsters. And that terrible day when the forces of the dark side poured onto the shores of the Kingdom, so too did the good hearted monsters of the little world of light.

These monsters have survived through the ages, and today they live and thrive across the land. They disdain combat altogether, preferring truce to battle every time. Whether you choose to battle them or not depends on the alignment of your party. Good alignment, naturally, means you cannot do battle with these non-combative creatures. But if your alignment is one of Evil, you will be forced to do battle.

And as the law of the Kingdom dictates, if you break the rule, you will change alignment. A reversed alignment can result in confusion among warriors who cannot handle the change and thus falter in battle, unsure of their new status. If you wish to switch back, you can attempt to break the rules again. But the outcome is not always guaranteed. If the battle becomes too thick, running must be considered.

### SURPRISE

As long as there have been wars, the element of surprise has held strong as a winning strategy. For it is in surprising an unsuspecting enemy that precious time is won — time to gain the edge and claim the victory! Although if you are taken by surprise, you'll discover you can't fight back.

Surprise must be achieved before the enemy gains control. Weapons and items are the tools of war. Spells must be held in abeyance for later use. If you know your items well, however, you can apply their secret magic powers. Rod of Flame and Ring of Suffocation are especially potent! You'll need them. Monsters blow their foul Breath at your band and the Poison Giant levels terrible damage — up to 40 points worth.

### DISPELL

Clerics, Wizards and Lords have the power to cast the Dispell (as well as Cleric spells). This is a rare and unusual spell which is not used as one would expect to use it for attack or defense in battle. On the contrary, this particular spell might be considered an "un-spell" because it actually reverses the effect of a spell or curse. When used against monsters created through the power of an evil spell, it can make the monster return to whence it came, back through the mists of time. The Cleric is a master at the Dispell which takes great mental concentration especially against a powerful Undead Monster. And the Undead monster is not the only one vulnerable to this powerful spell!



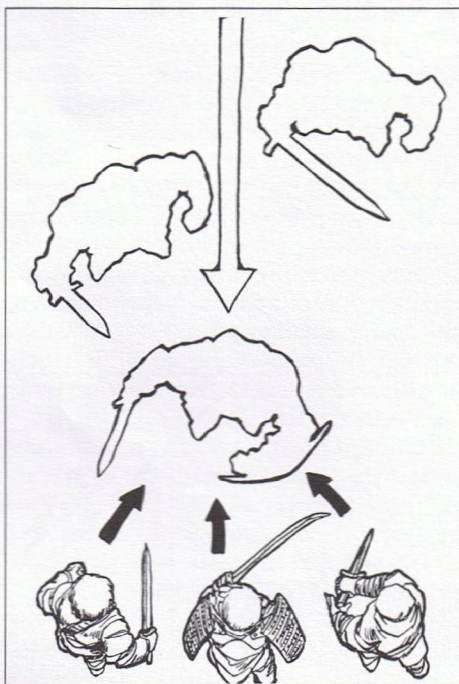
# Organize your front line for victory!

In the olden times when the days were the darkest ever known in the World of Wizardry, a fighting style emerged that has carried through the eons. It gained great respect among the few brave souls who still knew way back then how to take up arms in hand-to-hand combat.

A well organized front line was the key to this ancient technique of bringing a monster to its knees in total defeat. And today, it is here in the front ranks that the first hits are leveled at your party of brave adventurers. Thus, you must send your strongest, fastest and most hardy souls to the front that they may face the worst, keep fighting back, and protect those who cast magic spells for later needs.

The Ninja and the Thief make excellent front line warriors because they are so fleet of foot. Even the fastest monster is hard pressed to gain the advantage. These two warriors can also save the group from traps with their speed. In fact, Agility dictates who attacks first. The chance for first strike is all-important to victory. The front line also diminishes the power of the monster which

allows the second in line some respite from the worst kind of attack.



*You must battle each monster single handedly! This is the ultimate challenge!*



THE WORLD OF  
**W**IZARDRY

# LEVEL UP

*Keep your head high and your confidence up to reach higher levels of victory.*

Gain experience, and more power comes naturally.

## LEVEL & E.P.

The World of Wizardry tests the heart and soul of adventurers to the maximum. This is a land where fighters must grapple single handedly with terrible monsters. It is a land where magic can be used if one has the ability to focus mental powers as well as long experience in mastering the magic arts. And this is a land of dark surprises where dangers lurk in unexpected places and shadows harbor evil secrets as old as the ages and best left undiscovered.

As your band of adventurers sets out bravely at the beginning of their perilous journey, each must keep in mind the importance of experience. There is much to be learned. The land itself is the teacher as well as demons and other frightful beasts. Experience is often gained the hard way through combat or through mistakes which the wanderer survives. Fear of misfortune is often shed as experience is gained and battles are won. With victory, comes Experience Points or "EP." These are crucial to gaining new and greater levels of physical and magical powers. At first, brave adventurers earn 40 to 60 Experience Points by vanquishing a gruesome monster. But when faced with the glistening fangs, rattling scales and poisonous claws of these nightmare creatures, the adventurer must call upon deep reservoirs of courage and strength to do battle, claim victory, and earn the coveted Experience Points. Once enough points are gained, a new level is achieved. And these new levels can open the way to a new and more clever class of character. Experience points can also lead to much greater powers of magic.

## HIT POINT

The World of Wizardry, its multitude of monsters, and its devious inhabitants, test your adventurers as no other test that has come down in history through the annals of time. Those that survive become harder of body, more determined of spirit, and more powerful of mind. As they make their way through the many perils of the journey and survive, they develop improved capabilities. These increased powers of body and mind actually manifest in what are called "Hit Points." The "HP" points are highly advantageous and reflect the amount of ability a character has to take a physical blow or withstand the onslaught of an evil spell and maintain his physical powers and mental acuity.

As you move up a level, so too do you gain more Hit Points. However, these vary, and you never know how many additional Hit Points will be gained at a given level. The Hit Points allotted to you can vary dramatically. So don't count your Hit Points until they register in your favor! As you gain in level and hit points, you become more and more impervious to the damage leveled by the evil denizens of the land. Wounds, for example, may be cleverly deflected to a less critical or less vulnerable area of the body. Some types of the worst kinds of damage, however, are as old as time itself and inflict the same level of pain and injury. Poison is an example of this. So beware. It is one of the most lethal weapons in the World of Wizardry. Once you are hit by poison you can severely injure yourself by making a move as simple as looking around the room.

## MAGIC POINTS

Although the incredible magic arts of ancient times were lost to the land, they are not irretrievable. The desire to bring the magic arts back through the mists of time runs strong and deep in the hearts and minds of the people who live in the Kingdom. These hardy folks are mesmerized by magic, just as their ancestors were. The diverse inhabitants of the Kingdom study and pursue magic secrets with zeal. Many of them are guided by intuition alone for the tomes and books studied by their ancestors were stolen by the dark forces during the evil days of destruction.

Slowly, inexorably the spells and powers of these mystical arts are returning and bringing with them the ability to banish the evil influence of the dark creatures that broke through the invisible gates of time. Today, each traveler is guided in his of her magic endeavor by "Magic Points" or "MP." At the start of the journey, an adventurer may have the "MP" power to cast just a few spells. But over time, the conjuring of these spells becomes second nature. And as new levels are gained, Magic Points increase. These are seven levels total and nine points maximum can be spent on each level. With the additional points, comes the ability to learn more powerful and more complex spells. The mastering of these new spells can exhaust the conjurer who requires rest and sleep at the inn. (Avoid the maze. It is not a restful place.) After a good night's sleep, magic forces are recouped and the adventurer can carry on with the journey.

# CASTLE

*The Castle of Trebor holds secrets as ancient as time and as dangerous as the fetid waters surrounding it.*

**Beware of shadows cast by ancient stone in castle walls!**

In olden times when giants and creatures of immense proportion roamed the land, castles too loomed large casting gigantic shadows across the plains. These were dangerous times, and castles were built in mystical ways to protect all within. The immense shadows cast by turrets, domes and walls, for example, were imbued with a life of their own. The power came from the stone itself and it leant each shadow the

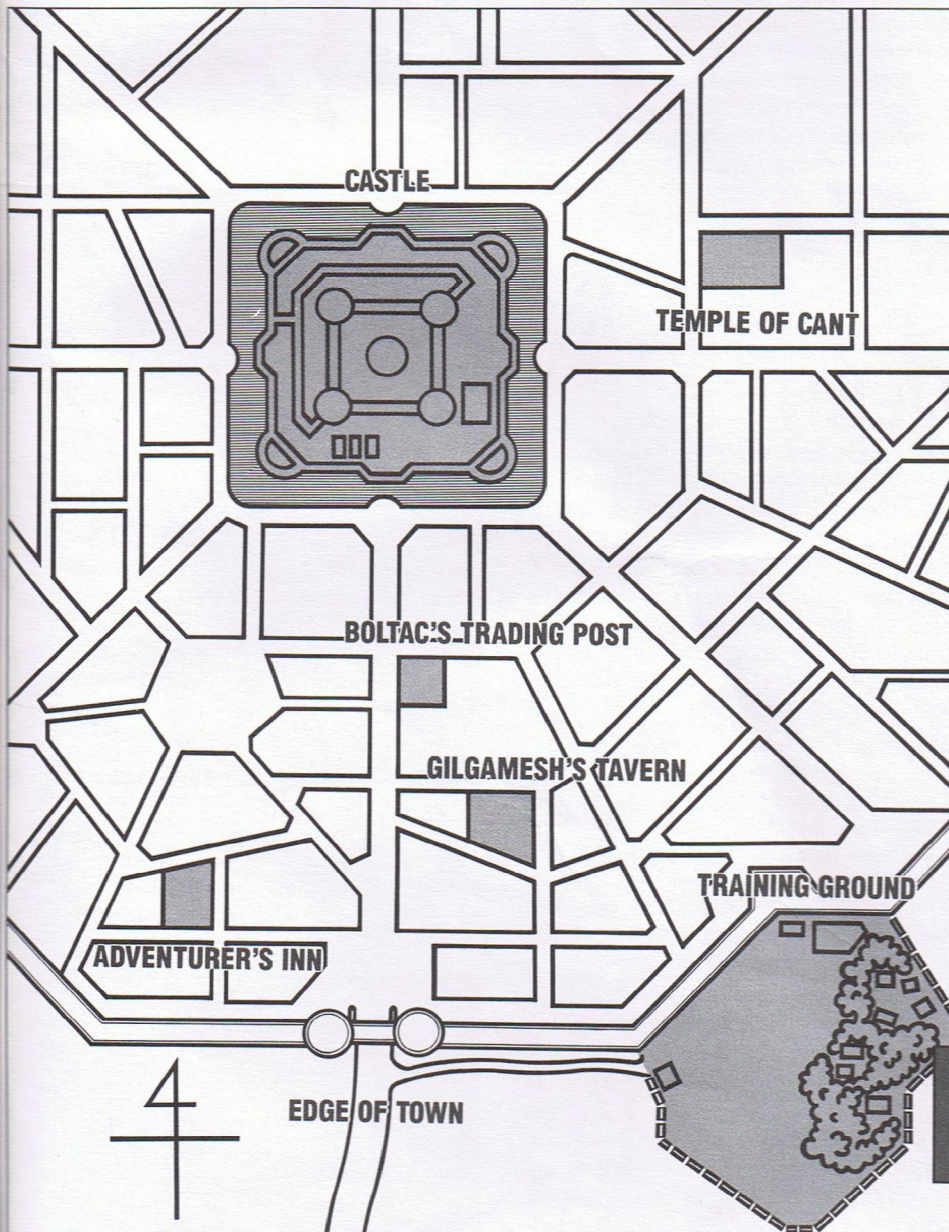
uncanny ability to trap or subtly debilitate enemies before they could attack the keep.

Castle of Trebor carries on the legacy of these ancient stone edifices in two ways. One is by its sheer size. The castle was built by the Overlord of Trebor a ruler known to be both mad and ingenious. Having studied the castles of yore, the Overlord designed a gigantic round keep 2.5 kilometers in diameter and

topped by a King's Tower 100 meters high — tall enough to cast a deep shadow across the entire city.

The second similarity to the ancient castles is in the stone of the tower itself. For years, the Mad Overlord carried on geological excavations throughout the land in search of the magic "shadow stone" used in ancient times. He found only enough to build the tower, and destroyed many homes and lands in the process. But the tower was enough to protect!

Today, the townsfolk lead a far more sheltered life than the travelers who stop but briefly to visit. The locals grapple with problems such as overcrowding, overpricing in shops and overeating at the many inns. They tend to be a happy lot, but somewhat oblivious to the "goings on" of the world around them. In fact, little do the locals know that there are many places in their own city to which only adventurers from outside have access! The Temple of Cant, Boltac's Trading Shop, Gilgamesh's Tavern and the Adventurer's Inn are of particular interest to wanderers of the Kingdom.



*The gigantic Castle of Trebor dominates the city and all who live within its walls. One does not have to be worldly wise to guess that many secrets — both good and evil are hidden deep within these cold walls of granite. The Mad Overlord built in many surprises!*

**THE WORLD OF  
WIZARDRY**

# SERVICE

*The Fortress of Trebor has many places unbeknownst to locals, visited solely by adventurers.*

## There are many places only known to Adventurers

Long, long ago when the Kingdom was a place of magic and peace, little time was spent in the shops and stores or eating and drinking establishments. Most of the inhabitants of this magical world devoted their time solely to the pursuit of ever more complex and mysterious magic arts. But the coming of the dark times drastically changed the ways of the Kingdom and its people.

With the almost total banishment of magic from the land, the inhabitants turned to other pursuits. Some spent time in the taverns eating and drinking copiously while exchanging tales of a better time many, many years ago. Others focused their efforts in the area of trade and the accrual of great wealth. Shops were opened in large numbers and business transactions followed along at a brisk pace. Many

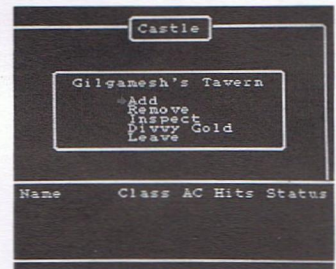
people took to the road trying to escape city turmoil, and these wanderers required inns for rest and shelter from the storm of evil throughout the land. Training grounds were created to help warriors answer the call of battle and prepare them for the worst the dark side had to unleash upon the kingdom. Temples also sprang up to offer shelter and healing to the valiant adventurers who fought the good fight in an effort to save the land and retrieve the magic arts so sadly lost by their ancient and over-ambitious ancestors.



## GILGAMESH'S TAVERN

This was the very first tavern established in the kingdom. And it is old indeed, almost 100 years. It was opened by one of the most talkative rascals in the land, a harmless fellow known by all as Gilgamesh. (In the ancient tongue, Gilgamesh meant "one of cavernous mouth.") It is here in Gilgamesh's Tavern that matters of great import occur. Adventurers

check their status. They divide up treasure discovered and claimed in the course of their journeys. They meet to assemble bands or to disband their party. Originally, the tavern welcomed all through its doors — friend or foe. But now, depending on who gets to the tavern first, the rest follows according to the rules of good and evil.



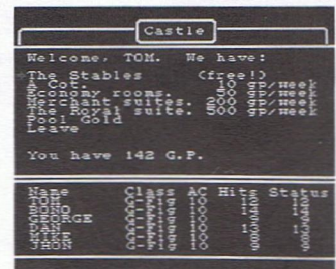
*Tales are shared, fortunes divided and new friendships forged inside the historic walls of Gilgamesh's Tavern. Join in the revelry or exit?*

## ADVENTURER'S INN

Without Inns, the World of Wizardry would be an even more dangerous place for the adventurer. Sleep allows an adventurer to fully recover magic points. These are 5 types of accommodations, depend-

TYPE	HP RECOVERY	PRICE	AGING
Stable	0 HP	Free	1 Day
Cot	1 HP	10 GP	1 Week
Economy Room	3 HP	50 GP	1 Week
Merchant Suite	7 HP	200 GP	1 Week
Royal Suite	10 HP	500 GP	1 Week

ing on the price you wish to pay. All accommodations give you enough rest to return your MP to the maximum level. (If you hit age 50, you will decline in all skill levels.)

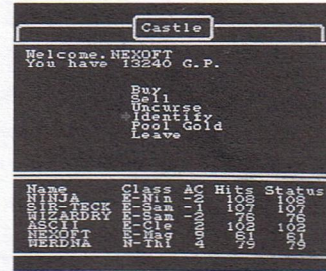


*If you are wounded, it pays to ante up enough gold for the Royal suite with tower view. The extra Hit Points will hasten your journey!*

# BOLTAC'S TRADING POST

Boltac is the most clever, best business-minded Dwarf in the land. He has a nose for treasure and a sixth sense for spotting cursed items. (He also has an assistant Cleric whose sole occupation is to watch for cursed items.) There's always much hubbub at Boltac's. If an adventurer has need of a sword, armor or other tools of battle, Boltac

has it, or he will find it fast. He repairs and sharpens weapons for free in order to attract greater traffic through his doors. Boltac also brings in customers by offering a free rest and opportunity to recoup magic points. Adventurers often stockpile items here and buy them back at inflated prices from the greedy Boltac!



If you have found what appears to be a valuable item in one of the mazes, have Boltac verify its worth. Take care! He is a clever business Dwarf!

# TEMPLE OF CANT

This is one of the most magical places left in the Kingdom. It is here that wanderers go when afflicted by Paralysis, Petrification, Death or Ash. As you approach the Temple of Cant, it is wise to remove items

of value as you may find that they vanish if the healing goes awry. The cost of cures is steep, but the price is well worth it to keep a comrade in the band. But there are no guarantees!

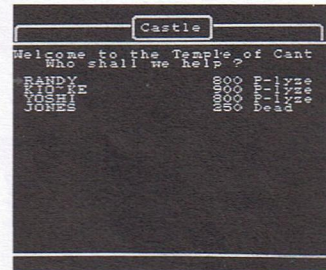
## DAMAGE

Paralysis  
Petrification  
Dead  
Ashed

## CALCULATE EXTENT OF DAMAGE

100GP (multiplied by character's level)  
200GP (multiplied by character's level)  
250GP (multiplied by character's level)  
500GP (multiplied by character's level)

(Example: If you have a dead character, level 10, you must pay 2500GP to attempt recovery.)



A cure is not always guaranteed when an adventurer seeks help at the Temple of Cant. Those pure of heart and mind have the best chance of success.



THE WORLD OF  
**WIZARDRY**

# TRAINING GROUND

*The skills of battle are honed on these important grounds and great adventurers are forged in iron to carry future of the kingdom on their shoulders.*

## Legendary warriors learned to fight on this ground

It is said among locals and adventurers alike that the Training Grounds are built upon earth imbued with magic. Of course, this is only a tale told in the lambent glow of crackling fires in the wee hours of night. Yet there be may truth in it. The tale comes down through the ages of how the veil of magic disintegrated as the demons of the dark side poured forth. But before it disintegrated, it appeared to become like stone. As it shattered, tiny pebbles showered an area of land some five hectares square. It is this area of land that today is called the kingdom's Training Ground.

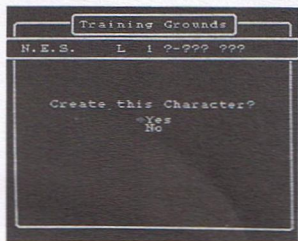
Other tales fuel the fires of imagination and belief in magic earth. Some fighters have felt the earth move under them as they achieve a new level of skill or class of

character. At times, a deep rumbling can be heard by all if a warrior appears to lack enough heart or courage for the battle. The grounds themselves seem to teach the arts of battle. For the many warriors trained here quickly master the skills and talents they will need as members of a courageous and victorious band of adventurers.

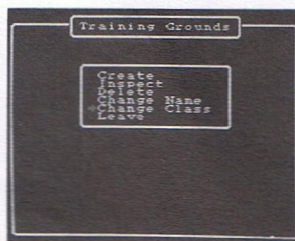
On these grounds, the inner soul of the warrior is also bared as well as muscle honed. Because it is here that strength and ability, inner courage and iron heart are assessed, and parties of sound balance and sensible attributes group and regroup to establish the ideal combination of members for victory. Race and class are chosen. Magic points are assigned and re-assigned. Weapons are weighed, tested, and

evaluated for performance. Characters are judged by age, magic points, skill level, armor carrying ability and alignment.

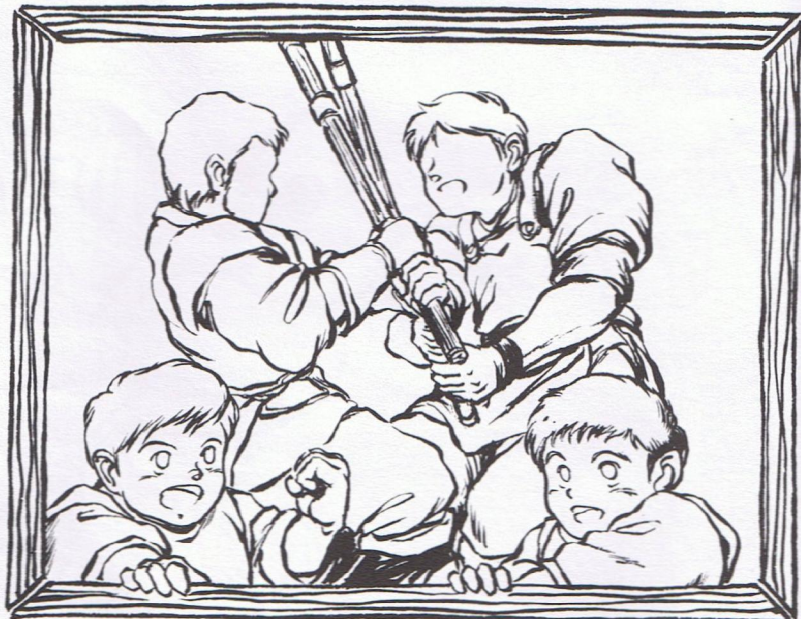
Nothing is overlooked and all is readied for the ultimate test. Ahead lie the many terrible surprises of a journey full of more twists, turns and challenges than any adventurer even dare consider for fear of losing heart. Some have left these grounds to become legendary heroes having brought the land an infinitesimal step closer to its deeply hidden heart of magic. Others have never been heard from again. Stories go that they have disappeared forever from the kingdom. And still others return to the Training Grounds bearing tales of mighty beasts, winding mazes and shadows that harbor the most dreadful of timeless secrets.



Here in the Training Grounds of Wizardry, you have a chance to create each member of your hardy band of adventurers. The traits of your band of six brave souls must be balanced for success. Consider carefully!



By now, you may require some minor readjustments within the ranks of your troop of wanderers. This is the opportune moment, for here in the training grounds you can make a class change. Grasp the opportunity!



THE WORLD OF  
**WIZARDRY**

# DUNGEON

*Ahead lies the greatest challenge, for it is in the many levels of this dank and dreary dungeon that adventurers encounter the worst of dangers!*

## Beware the Dangers of the Dungeon!

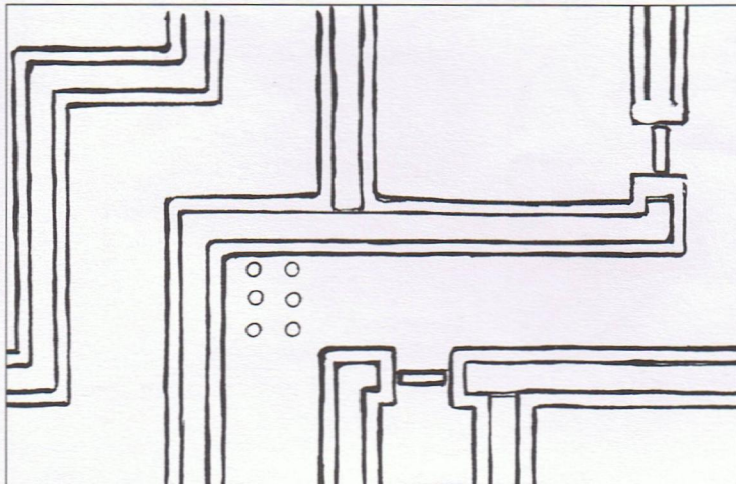
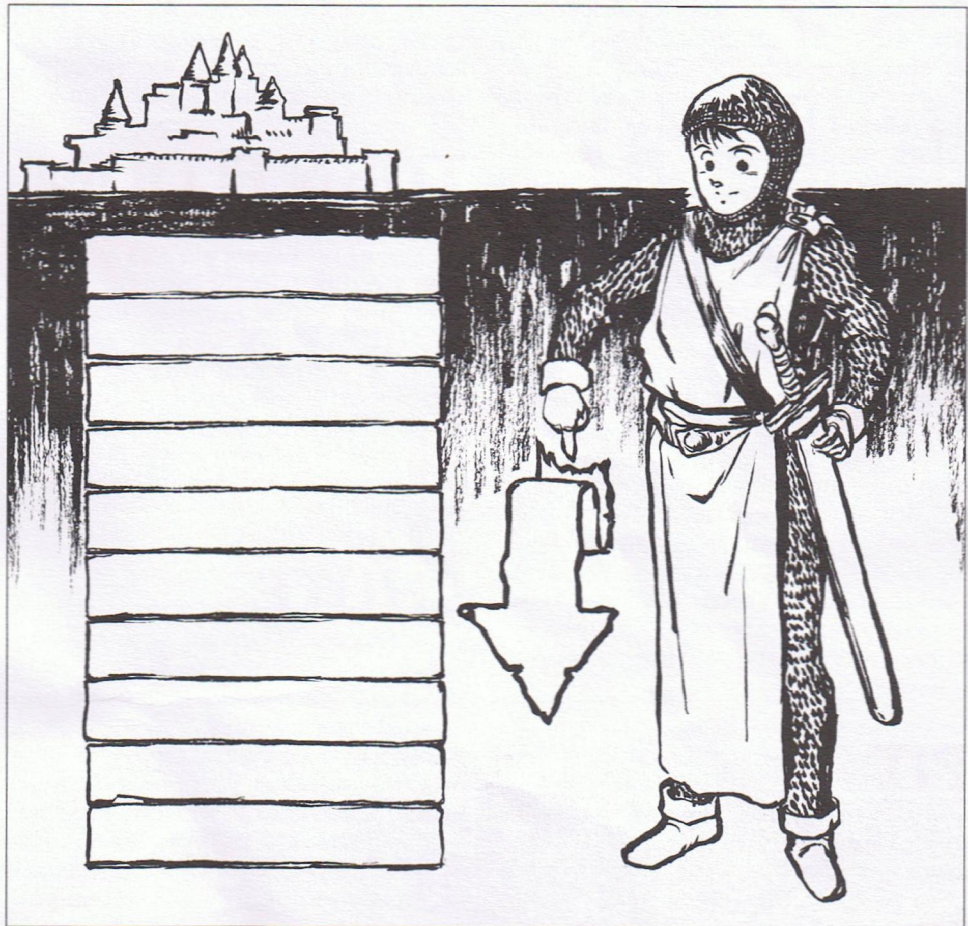
Now begins the most perilous part of the journey. Historically, dungeons have been designed as places of torture, cruelty and endless imprisonment. This dungeon, however, was built by Werdna, the Dungeon Master, without the Mad Overlord's consent, to terrorize as well as capture all those foolhardy enough to climb down its ancient stone steps.

The cold stone walls seem to glimmer pale red with an evil aura of their own. It is said that a powerful creature from the dark side cast a spell on the stone itself giving it the power of independent action. The walls have many tricks. Ten floor levels are connected in some instances by a teleport passage. At times, an escape through one of these passage offers the only way to survive a perilous situation. Beware! As you walk on what you think is solid ground, the floor itself may suddenly begin to turn, taking you in a direction that bodes nothing but evil for the unwary.

The darkness of the dungeon seems to suck wanderers ever deeper into its depths. They think they travel on their own motivation seeking the stolen gem that is rumored to be buried at the farthest depths of this cursed edifice. But

hope of retrieving the gem is laughable, and the dungeon only pulls

wanderers through its dank corridors for sport.



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# Enter the dungeon, all ye who dare!

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## SECRET DOOR

Many thousands of years ago, the kingdom's first dungeon was built by those evil interlopers from the dark side. A prisoner, still powerful in the magic arts, created a secret door which was used to access a hidden escape passage. It worked well for it was completely invisible to the evil guards. But all things change, the door was discovered. And today all dungeons have them — especially the one built by the wicked Werdna. Adventurers must use MILWA or LOMILWA to find the doors. Without them, the journey becomes stymied.

## ONE WAY DOOR

The difference between a one way door and a two way door can mean the difference between survival and ultimate doom. The one way door should always be considered a trap. The dungeon is riddled with these troublesome doors which are not always visible. If you know you are on a dangerous path and go through one of these doors, you will be forced to maintain your perilous course. And it could most easily lead to more evil than you ever thought possible.

## PIT

You may first hear of the horrors of the pit while in training. One innocent stumble, and you tumble onto razor-sharp spikes in the dark depths of the dungeon. Those in front are at most risk. They must seek patterns in spacing or location to avoid the terrible jaws of the pit. A band can never hope to get over a pit. Go around at all cost!

## DARK ZONE

The cloak of darkness is much used by monsters who lie in wait for an opportunity to ambush the unwary traveler. The wily adventurer may have the power to cast a magic light spell. However, LOMILWA is useless here. Try DUMAPIC as a last resort. Otherwise, you have to bump into walls to find your way through the maze. This is a poor means of navigation, but it may be the only one available to you. As fortune would have it, the monsters lurking in the dark are not too terrible.

## TURN FLOOR

The next step you take could be your last if you do not proceed with the utmost care and discretion! The Turn Floor springs from the wicked Werdna's glee at keeping travelers wandering in circles for all time. Once wanderers lose their way in these gloomy and dangers environs, they may never regain it — or the light of day. Walk carefully. Skill is everything!

## CHUTE

At one time, the Chute may have been used by the wicked one, Werdna. Now it acts much like a trap for the unsuspecting wanderer. Suddenly the floor below you vanishes into thin air, and you are jettisoned from the 9th floor to the 10th. Just like Pits and Turn Floors, you don't know you've been caught until you go flying and you may not like where you land! However, your ultimate aim is the darkest depths, and this is one way to go.

## TELEPORTER

In ancient times, the people of magic teleported themselves by casting spells, which for them was very simple. Now the teleporter is a thing of the machine world as well. Although it is hard to tell the difference between a teleporter block and a regular block. Sometimes you won't know until you are teleported. The teleporter can take you just where you want to go, or deliver you into the jaws of disaster. When the teleporter whisks you away, consider making a map for later reference.

## CHECK POINT

The wise traveler looks for value in the most innocuous of items found in the course of a journey. For it is that certain precious item that will get you past the gates of the Check Point, and if you dare, farther along in your journey into the depths of the dread dungeon. Some items are plentiful. Others are extremely rare. All items are not what they appear! You will need them when you face the test of the hidden dungeon Check Point. These are hidden well!

## SILENCE POINT

The forces of the dark side left an unusual legacy that came to settle here at the Silence Point of the Werdna's dungeon. On the fifth and eighth level there occurs a sudden vibration in the atmosphere. The dankness of the dungeon deepens, the air vibrates and those who once had the power to speak are made totally silent. It is then that the forces of darkness can attack, conjuring the most vile of spells. And the adventurer, stricken silent, can no longer cast a spell in defense. It is a grim predicament indeed.



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# Battle-Hardened fighters should lead the way

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The "six-member party" tradition of battle comes down to the World of Wizardry through time-worn ages. In the beginning of the dark era, when the evil forces poured forth, the arts of battle were little practiced by the people of the magic culture. They were ill prepared for battle, except for a few contrary souls of a perverse nature who had worked to master the powers of the sword and other archaic weapons of war.

These hardy souls found that not more than three warriors can

effectively use their weapons in the front line. Space is limited, and more warriors only create confusion and difficulties in communication throughout the ranks. They also found that attack spells were more effective cast from the second line than the third. Sometimes third line spells even hit the front line fighter instead of the enemy!

Today, this battle tradition is repeated. The most effective party has the leaders and fighters in front, the magic users in back and no more than six members maximum.



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## GOOD AND EVIL DO NOT MIX WELL

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Alignment is the value system that each character carries in his or her heart and soul. It guides all actions. And when forced to change that value system, a member of the band can become confused, disoriented and lose all sense of purpose. The entire group can feel the effects

of this change of values or alignment and can become less powerful as a unit. If this happens, the character will feel as if the very earth underfoot is shaking. This will have a negative effect on everyone. Neutral members, therefore, can make a party far more stable. The neutral member is

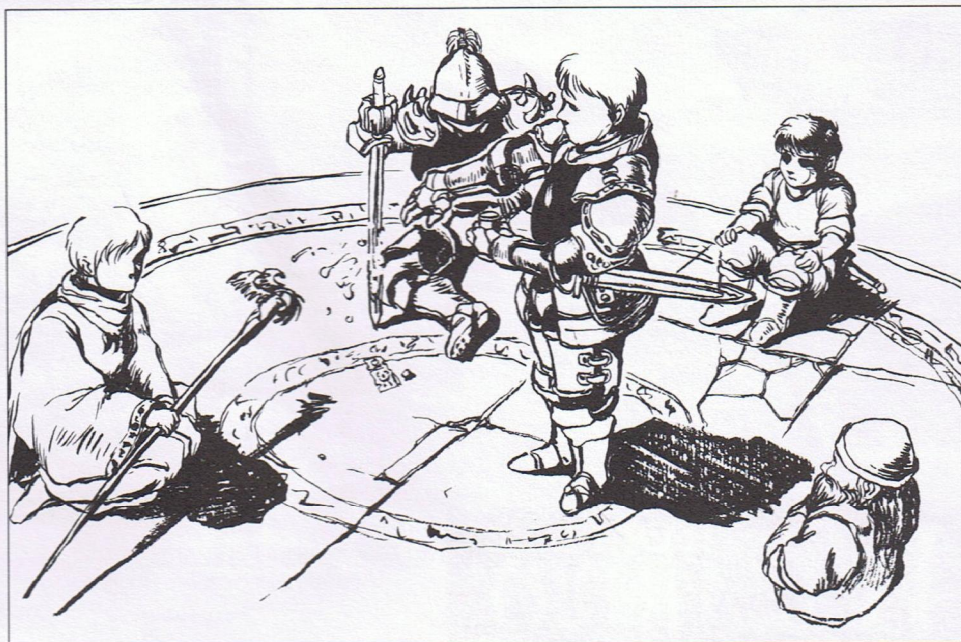
not affected at all by a value system. In the case of the Ninja, however, good and evil may have to mix. After you leave the Training Grounds and before entering the dungeon, you may want to put this valuable (and evil) character on your side!

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## Camp offers a respite from the fight

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Deep in the heart of the maze is a place of peace, quiet and a modicum of safety from monsters. It has come to be called camp, and it offers a most welcome respite from the fighting. You can use camp to check the status of each member of the band, re-equip those who have lost weapons, cast spells as needed and rearrange party members for optimum balance within the group. It is too dangerous in camp for sleep, but the opportunity for rest and the chance to evaluate the group and its strengths are important. You may find you happened upon the camp just in time to avoid a sneak attack as well!



# TREASURE CHEST

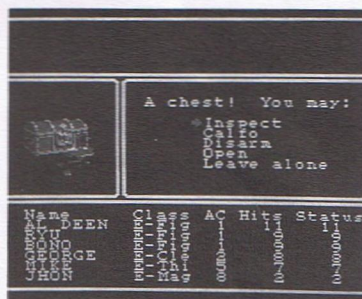
*The contents of the sought after Treasure Chests are well worth the risks it takes to lay hands on them! But take care for they are booby trapped!*

## Seek treasure with great care!

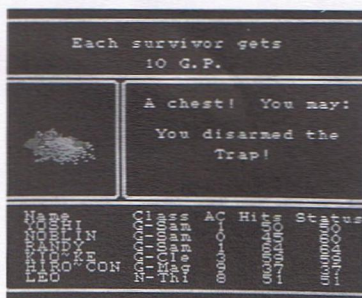
The call of treasure touches the heart and mind of all who inhabit the World of Wizardry. Although it is hidden throughout the land, a copious amount is buried deep within the maze. No one is sure how this horde of golden coins, weapons, helpful (or sometimes cursed) items, amulets, armor and other things of immense value and allure came to be here. Some say that the evil one, Werdna, could not carry all he had stolen. His arms and pockets were filled to capacity with gems and the like as he raced through the corridors of the maze making a hasty escape with treasure falling behind him.

He was followed in quick succession by a horde of retainers and assistants, all laden with the same glittery booty. As the fleeing procession beat a hasty retreat through the maze, much of the treasure fell from arms, pockets and satchels. Of course, there was no time to stop, for the chase was heated. Later, Werdna sent a horde of monsters to guard the treasure which he had dropped. Even though he could not have the treasure himself, he didn't want anyone else to claim it! Some of the items are imbued with rare magic — a legacy of the ancient magic culture such as Blade Cusinart. They can only be found in a particular area!

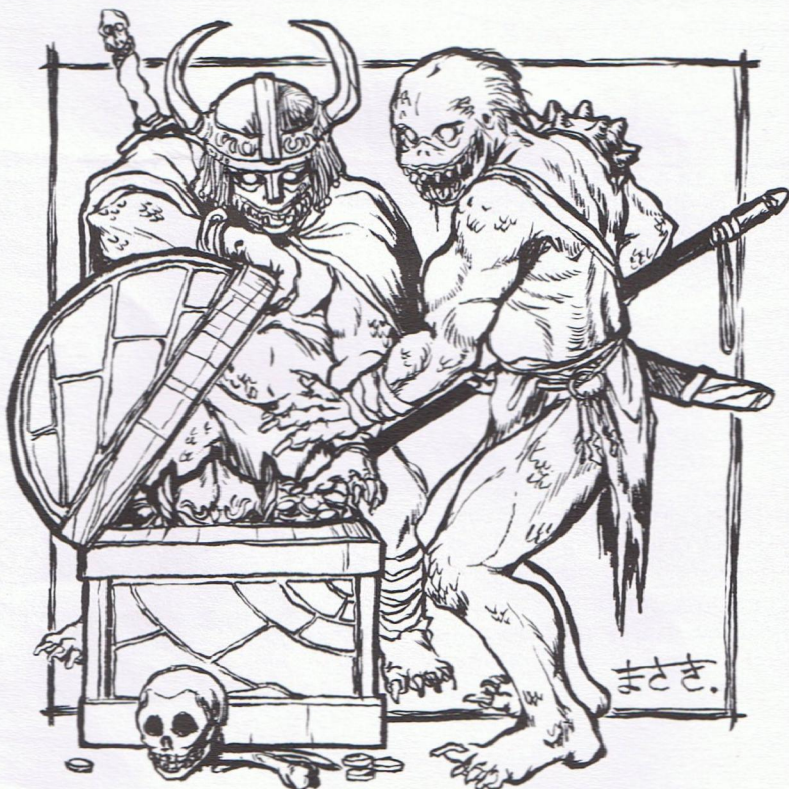
The treasure has other magic properties which will effect the outcome of the journey for brave bands of travelers. Many of the items are required for access to certain areas of the dungeon. Some are worth mighty sums to Boltac, so characters can at times sell them for a great profit. Certain treasure can improve a character. And some treasure is dangerous. Items may be trapped. You'll need a Cleric who has the power to cast a spell to identify the trap and make it harmless. A speedy Thief can help by disarming the trap allowing you safe access to the booty.



One must not rush into the opening of a treasure chest with undue haste, for along with the treasure is buried untold danger. Each treasure chest contains items of great value, however, the evil wizard Werdna added poison and other dire conditions to the chests. Only the experienced adventurer dare attempt to remove the most sought after contents. Take great care!



Once the treasure chest is opened (hopefully without dire mishap) and the contents unpacked for all to view, consider well the items from within. As the saying has come down through the ages, all that glitters is not gold. Many of the treasures will help you on your ways through the perilous journey ahead, but some may hinder or hurt you in your venture.

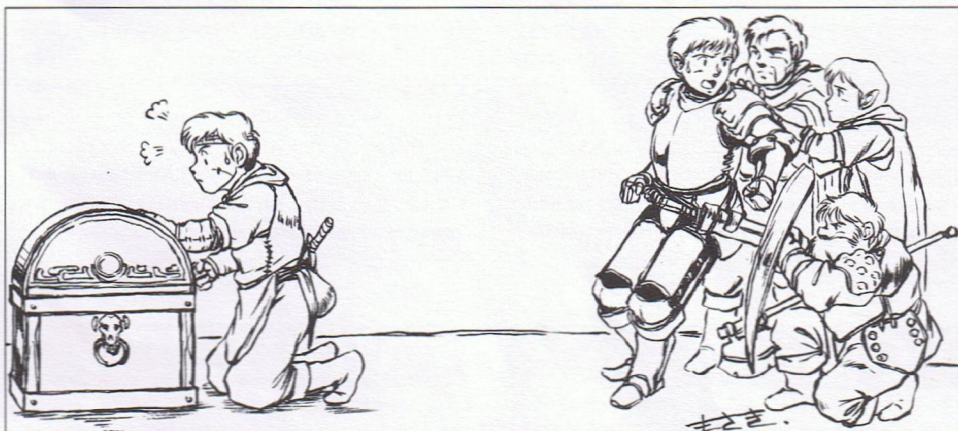


# TRAPS IN TREASURE CHESTS

*Much of Werdna's coveted treasure is found in chests. Unfortunately, he has booby trapped them, and they can be extremely dangerous!*

## Danger lurks where treasure lies!

Many tales have sprung up around why the treasure chests have traps. One of the most widely accepted is that Werdna, furious that some of his treasure was lost, cast a spell which forced the treasure to gather into booby trapped boxes. The effects of the traps vary. It can be fatal to some characters just setting out on the journey — the poisoned traps are of special danger. Traps can injure an entire party, too!



### POISON NEEDLE

This trap appears early in the venture. It injects poison into the victim. The hardy soul loses strength as well as hit points until he or she is cured of the poison or meets a fate of the worst kind!

### GAS BOMB

The entire group or several members can be severely injured if an inexperienced or inept party member releases a gas bomb from a booby trapped treasure chest. The gas injures each victim to a different degree. Sometimes the entire party is affected.

### CROSSBOW BOLT

No matter how fast you are, if you open a trap in which a crossbow bolt lurks, heavy damage lies ahead — about 50 HP. There's just no time to move or duck. Even a Thief who is renowned for speed, takes a heavy hit. But every so often, there is a Thief just fast enough!

### EXPLODING BOX

This trap holds many similarities to the gas bomb trap except it is far worse with damage of close to 50 HP. When the box explodes, sharp pieces of iron and other ancient metal fly everywhere, impaling anyone in their path. The treasure, however, stays put.

### STUNNER

The squeak of hinges opening may be your only clue of the sudden danger lurking inside the chest. The stunner attacks instantly by paralyzing the adventurer leaving no time for escape or regrets. The only hope is a cure — if you or anyone else has the power!

### TELEPORTER

Beware the lower dungeon because it is here that the dread teleporter awaits your courageous band. If you stumble upon this terrible chest, it has the power to whisk every last member into eternity.

### MAGE'S MISERY

Perhaps it is Werdna's jealousy of any magical powers of the Mage, but the wicked wizard created a trap just for this particular adventurer. The booby trap unleashes a terrible spell of paralysis or petrification upon the Mage. Only MADI can help you recover.

### CLERIC'S CRISIS

Either Werdna or the clerics themselves have an uncanny knowledge of the type of fight ahead of the band. When the cleric's crisis strikes the Cleric, the Wizard, or the Lord, that is just the character the band would have needed most for the fight ahead.

### ALARM

The sound of the alarm is the call to battle for any monsters nearby. Goblins and other beasts race to the scene. You have no choice but to fight. Once you defeat the enemy, the treasure is yours. And its value is reflected by the type of creatures you vanquished!

# CONDITIONS

*The multitude of ills which descended upon the people of the ancient culture with the invasion of creatures from the dark side are today called Conditions.*

## Many fearsome ills befall the unwary!

In the fetid depths of the dark side many eons ago, a great caldron steamed and bubbled. An evil wizard slowly chanted over this gruesome brew. The terrible creatures of this wicked world dipped fangs and claws in the rank liquid to make them poisonous. Scum was skimmed from the top to make a sleeping

potion for which there was no antidote. And many more dire ills arose from the depths of this horrific brew. The recipe was handed down over the generations. And today the vile and fearsome Werdna uses it to create the dire Conditions that strike the brave adventurers of Wizardry.

### POISONED

The evil ones spread their poison. They dip blades of combat in Werdna's evil brew as well as claws and fangs. Some have long stingers which suck up poison for later evil use. Others use long hollow needle-like teeth pulled from the mouth of the reptilian manga beast. When poisoned, you lose 10% of your HP for each step you take during battle or for each block you search while traveling. If you have a healing item, your HP level won't be drained by more than 20%.

### PARALYZED

Certain traps and magic spells put the party in danger of this condition. A paralyzed adventurer cannot cast spells, fight, drink potions or carry on any other kind of physical action. This is not only injurious to the victim, but also threatens the group as a whole. When a victim becomes paralyzed in the middle of a chosen path, the stricken adventurer will slow down or stop all action. Cure it by using the spell DIALKO.

### DEAD

Werdna's wicked brew has the power when dried and turned to powder of delivering the ultimate blow. This condition is to be avoided at all costs because there is little recourse for the victim who is stricken. HP goes to zero. However, in rare instances, a Cleric of great power may use the DI or KADORTO spell and revive the victim. The Temple of Cant is also a possibility. Remember to remove weapons because the cure may go awry and all might be lost!

### ASHED

This is the most difficult condition to deal with in the World of Wizardry for much is at risk! When you make the attempt to bring a character back from the brink of destruction, there are many hazards. You must have either a Cleric of immense power or the magical shelter of the Temple of Cant. Still, there is great risk. Spells and the Temple do not always work. You may lose the character as well as valuable weapons and items, so it is best to leave them outside the temple.

### ASLEEP

Only the magic ones of the dark side have the powers to cast the potent sleeping spell called KATINO. Like a silken spider's web, the spell spins a thin veil across the victim's eyes and spreads insidiously around the entire body thus immobilizing the helpless adventurer. One or many party members can be affected by this terrible spell. Intense combat may awaken them. A counter spell sometimes works. The victim or victims will surely awaken by the end of combat.

### PETRIFIED

There is only one spell in the World of Wizardry that will cure this condition — MADI. The victim is turned to stone, and only a Cleric of great power can come to the rescue using this most sophisticated ancient magic spell! Fortunately, the victim is safe from monsters who find stone statues to be highly unappetizing and far too crunchy. Some have broken their teeth at first bite!

### LOST

The maze is fraught with many dangers. Among them is the Lost condition. It happens when the Dead or Ashed can't be revived or when an entire party is attacked and their energy drained. Some may be turned to stone or paralyzed. These remaining adventurers are now Lost for they cannot retreat to safety or help themselves in any way. Their only hope is to be found later by a new band of hardy souls that goes back to look for them. Until returned to the ranks of a party, they are lost.

# MAGIC SPELLS

*There are 50 spells in Wizardry. Twenty-nine are practiced by Clerics and 21 belong to Mages. There are 7 different levels of spells.*

## MAGE SPELLS

Many Mage spells are capable of affecting several enemies at once. This is an important factor when deciding battle strategy.

Level	Spell	Mode/Affected	Function
1	<b>HALITO</b>	BATTLE 1 ENEMY	Conjures a hand-sized flame to cast at an enemy. Causes 1-8 HPD (Hit Points Damage).
	<b>MOGREF</b>	BATTLE USER	Hardens the user's flesh and decreases AC by 2.
	<b>KATINO</b>	BATTLE 1 ENEMY GROUP	Puts several enemies to sleep and doubles your power against them. This is a very useful spell!
	<b>DUMAPIC</b>	CAMPING N/A	Indicates a party's position in the mazes. Has no effect on the 10th floor.
2	<b>DILTO</b>	BATTLE 1 ENEMY GROUP	Envelopes a group of enemies in darkness. Restricts their mobility and increases their AC by 2.
	<b>SOPIC</b>	BATTLE USER	Cloaks the user with partial invisibility making it easier to avoid enemy attacks. Decreases AC by 4. Twice as strong as MOGREF.
3	<b>MAHALITO</b>	BATTLE 1 ENEMY GROUP	Creates a fire in the midst of an enemy group causing 4-24 HPD. This is the first powerful attack spell which you acquire.
	<b>MOLITO</b>	BATTLE 1 ENEMY GROUP	Conjures a series of explosions similar to fireworks. Costs enemies 3-18 HPD.
4	<b>MORLIS</b>	BATTLE 1 ENEMY GROUP	With darkness more powerful than DILTO, it increases enemies' AC by 4. Most effective against Will o'Wisp. Use is limited.
	<b>DALTO</b>	BATTLE 1 ENEMY GROUP	Surrounds enemies with a chilly air so cold that it inflicts 6-36 HPD.
	<b>LAHALITO</b>	BATTLE 1 ENEMY GROUP	Creates a more intense fire than MAHALITO for 6-36 HPD. LAHALITO and DALTO induce the same. Enemy determines spell.
5	<b>MAMORLIS</b>	BATTLE ALL ENEMIES	Like MORLIS, increases enemies' AC by 4. Only effective when battling several low AC enemy groups simultaneously.
	<b>MAKANITO</b>	BATTLE ALL ENEMIES	Turns enemies to dust. Works on all enemies below Level 8 (except the Undead). Always effective against the Poison Giant.
	<b>MADALTO</b>	BATTLE 1 ENEMY GROUP	Conjures a chilled air like DALTO, but is almost twice as powerful (8-64 HPD). Use MADALTO when MAKANITO doesn't work.

Level	Spell	Mode/Affected	Function
<b>6</b>	<b>MASOPIC</b>	BATTLE ENTIRE PARTY	Decreases your party's AC by 4.
	<b>ZILWAN</b>	BATTLE 1 ENEMY	Completely destroys an Undead enemy and is intended for the Vampire Lord. Enemy characters can't use ZILWAN.
	<b>LAKANITO</b>	BATTLE 1 ENEMY GROUP	Suffocates enemies by removing all oxygen surrounding them. Ineffective against the Undead. Has no side effects on survivors. Some enemies cannot nullify this spell.
	<b>HAMAN</b>	BATTLE ALL ENEMIES ENTIRE PARTY	A complex spell. Requires Level 13 experience and drains the user's energy one level. User has 3 random options out of 6 possibilities: 1. Teleports all enemies; 2. Silences all monsters; 3. Cures injured party of poison, paralysis, or statue; 4. Restores entire party's HP; 5. Nullifies a monster's ability to avoid a spell; 6. Reduces entire party's AC.
<b>7</b>	<b>MAHAMAN</b>	BATTLE ALL ENEMIES ENTIRE PARTY	Exactly like HAMAN with a 7th possibility: 7. Revives the dead and recovers their HP 100%. Combined with MALOR, safer and more efficient than travelling back to the Temple of Cant.
	<b>MALOR</b>	ANYTIME ENTIRE PARTY	Teleports all party members within the mazes. If used on Floors 1-8, you will be teleported to the next floor. If used on Floor 10, you will be teleported to Floor 1. Doesn't work on Floor 9. If you specify an area outside of the mazes, all party members will perish.
	<b>TILTOWAIT</b>	BATTLE ALL ENEMIES	Generates an atomic fusion affecting an entire battle area causing 10-150 HPD. Monsters that fail to nullify TILTOWAIT will not survive.

## TABLE OF MAGE SPELLS

\*Be wary! These spells can also be cast by your enemies.

Spell Type	Spell	Active	Function	Level
SINGLE ATTACK	<b>HALITO</b>	BATTLE	Small fire ball (1-8 HPD).	<b>1*</b>
	<b>ZILWAN</b>	BATTLE	Focused attack on the Undead.	<b>6*</b>
MULTIPLE ATTACK (M.A.)	<b>MOLITO</b>	BATTLE	Firework explosions (3-18 HPD).	<b>3*</b>
	<b>MAHALITO</b>	BATTLE	Firework explosions (4-24 HPD).	<b>3*</b>
	<b>LAHALITO</b>	BATTLE	Firework explosions (6-36 HPD).	<b>4*</b>
	<b>DALTO</b>	BATTLE	Freezing chilled air (6-36 HPD).	<b>4*</b>
	<b>MADALTO</b>	BATTLE	Freezing chilled air (8-64 HPD).	<b>5*</b>
	<b>LAKANITO</b>	BATTLE	Suffocates enemy group.	<b>6</b>
<b>MAKANITO</b>	BATTLE	Slays enemies under Level 8.	<b>5</b>	

Spell Type	Spell	Active	Function	Level
M.A.	<b>TILTOWAIT</b>	<b>BATTLE</b>	Atomic fusion (10-150 HPD).	<b>7*</b>
SUPPORT	<b>KATINO</b>	<b>BATTLE</b>	Puts enemies to sleep.	<b>1*</b>
	<b>DILTO</b>	<b>BATTLE</b>	Increases one group's AC by 2.	<b>2*</b>
	<b>MORLIS</b>	<b>BATTLE</b>	Increases one group's AC by 4.	<b>4</b>
	<b>MAMORLIS</b>	<b>BATTLE</b>	Increases all enemies' AC by 4.	<b>5</b>
AC DECREASE	<b>MOGREF</b>	<b>BATTLE</b>	Decreases personal AC by 2.	<b>1</b>
	<b>SOPIC</b>	<b>BATTLE</b>	Decreases personal AC by 4.	<b>2*</b>
	<b>MASOPIC</b>	<b>BATTLE</b>	Decreases party's AC by 4.	<b>6</b>
SPECIAL POWERS	<b>DUMAPIC</b>	<b>CAMPING</b>	Indicates party's maze position.	<b>1</b>
	<b>MALOR</b>	<b>CAMP/BATTLE</b>	Teleport (random in battle).	<b>7</b>
	<b>HAMAN</b>	<b>BATTLE</b>	Multi options/drains 1 level.	<b>6</b>
	<b>MAHAMAN</b>	<b>BATTLE</b>	Multi options/drains 1 level.	<b>7</b>

## CLERIC SPELLS

Clerics are practiced in the arts of healing the wounded and controlling the flow of magic. Their vast knowledge of spells makes them valuable party members.

Level	Spell	Mode/Affected	Function
<b>1</b>	<b>KALKI</b>	<b>BATTLE ENTIRE PARTY</b>	Decreases your party's AC by 1.
	<b>DIOS</b>	<b>ANYTIME 1 ALLY</b>	Recovers 1-8 HP. Use until you learn DIAL.
	<b>BADIOS</b>	<b>BATTLE 1 ENEMY</b>	Drains 1-8 HP.
	<b>MILWA</b>	<b>ANYTIME N/A</b>	Creates a magic light which enables a party to see a distance of 30 steps. It lasts only a short time.
	<b>PORFIC</b>	<b>BATTLE USER</b>	Creates a magic wall around the spell caster and decreases AC by 4.
<b>2</b>	<b>MATU</b>	<b>BATTLE ENTIRE PARTY</b>	Decreases party's AC by 2. Twice as strong as KALKI and helpful in the beginning of play.
	<b>CALFO</b>	<b>OPENING TREASURE CHESTS</b>	Identifies traps with a 95% success rate. If it matches a thief's answer, success is almost assured.
	<b>MANIFO</b>	<b>BATTLE 1 ENEMY GROUP</b>	Immobilizes enemies. Same results as KATINO, but should be used sparingly to allow use of more important Level 2 spells.
	<b>MONTINO</b>	<b>BATTLE 1 ENEMY GROUP</b>	Enemies become mute and cannot chant spells. Lasts throughout the battle.
<b>3</b>	<b>LOMILWA</b>	<b>ANYTIME N/A</b>	Casts a magic light like MILWA. Lasts until you go back to the castle but does not work in the "Dark Zones" or the areas that neutralize magic.

Level	Spell	Mode/Affected	Function
<b>3</b>	<b>DIALKO</b>	ANYTIME 1 ALLY	Returns a paralyzed party member to normal.
	<b>LATUMAPIC</b>	ANYTIME ALL ENEMIES	Discloses the true identity of your enemies. This knowledge is critical in determining your battle strategy.
	<b>BAMATU</b>	BATTLE ENTIRE PARTY	Decreases party's AC by 4. Twice as powerful as MATU, it should be used when you expect a long battle.
<b>4</b>	<b>DIAL</b>	ANYTIME 1 ALLY	Recovers 2-16 HP of one party's members. Use only when necessary or before going up the stairs or to the castle.
	<b>BADIAL</b>	BATTLE 1 ENEMY	Drains 2-16 HP. Twice as strong as BADIOS.
	<b>LATUMOFIS</b>	ANYTIME 1 ALLY	A cure for poison. Even walking drains HP from a poisoned comrade. Use as soon as possible.
	<b>MAPORFIC</b>	ANYTIME ENTIRE PARTY	Creates a magic wall around the entire party and decreases everyone's AC by 2. A good preparatory spell throughout the adventure.
<b>5</b>	<b>DIALMA</b>	ANYTIME 1 ALLY	Recovers 3-24 HP. Stronger than DIAL.
	<b>BADIALMA</b>	BATTLE 1 ENEMY	Drains 3-24 HP. Useful, but LITOKAN drains 3-24 HP from an entire group, so you may not want to use BADIALMA.
	<b>LITOKAN</b>	BATTLE 1 ENEMY GROUP	Creates a towering flame within a group of enemies causing 3-24 HPD. The first Cleric spell attacks multiple enemies. About equal to MAHALITO.
	<b>KANDI</b>	CAMPING LOST ALLY	Indicates the floor and specific quadrant of a missing party member.
	<b>DI</b>	CAMPING 1 ALLY	Restores dead party member to life and saves you the expensive Temple of Cant tithe. However, not 100% successful.
	<b>BADI</b>	BATTLE 1 ENEMY	Stops an enemy's heart.
<b>6</b>	<b>LORTO</b>	BATTLE 1 ENEMY GROUP	Creates a spinning fan of sharp blades which inflicts 6-36 HPD.
	<b>MADI</b>	ANYTIME 1 ALLY	Cures paralysis, neutralizes poison, and restores a petrified body. HP replenished to maximum level.
	<b>MABADI</b>	BATTLE 1 ENEMY	Reduces the HP level to 1-8. Worthwhile against high HP level enemies, but they will probably nullify this spell.
	<b>LOKTOFEIT</b>	BATTLE ENTIRE PARTY	Teleports the entire party back to the castle, but all equipment and almost all money will be gone. Helpful when you want to eliminate a cursed item.
<b>7</b>	<b>MALIKTO</b>	BATTLE ALL ENEMIES	Generates magical fusion affecting an entire battle. Causes 12-72 HPD.
	<b>KADORTO</b>	CAMPING 1 ALLY	Restores the dead (even from ash) to maximum HP. However, if you fail, your comrade will be lost forever. Even the Temple of Cant cannot help.



# TABLE OF CLERIC SPELLS

Spell Type	Spell	Active	Function	Level
SINGLE ATTACK	<b>BADIOS</b>	<b>BATTLE</b>	Drains 1-8 HP from one enemy.	<b>1*</b>
	<b>BADIAL</b>	<b>BATTLE</b>	Drains 2-16 HP from one enemy.	<b>4*</b>
	<b>BADIALMA</b>	<b>BATTLE</b>	Drains 3-24 HP from one enemy.	<b>5*</b>
	<b>BADI</b>	<b>BATTLE</b>	Stops an enemy's heartbeat.	<b>5*</b>
	<b>MABADI</b>	<b>BATTLE</b>	Drains enemy's HP to 1-8.	<b>6*</b>
MULTIPLE ATTACK	<b>LITOKAN</b>	<b>BATTLE</b>	Creates a tall flame (3-24 HPD).	<b>5</b>
	<b>LORTO</b>	<b>BATTLE</b>	Conjures spinning blades (6-36 HPD).	<b>6*</b>
	<b>MALIKTO</b>	<b>BATTLE</b>	Magical fusion (12-72 HPD).	<b>7</b>
SUPPORT	<b>MANIFO</b>	<b>BATTLE</b>	Immobilizes one enemy group.	<b>2</b>
	<b>MONTINO</b>	<b>BATTLE</b>	Prevents one group from casting spells.	<b>2*</b>
AC DECREASE	<b>PORFIC</b>	<b>BATTLE</b>	Decreases personal AC by 4.	<b>1</b>
	<b>KALKI</b>	<b>BATTLE</b>	Decreases party's AC by 1.	<b>1</b>
	<b>MATU</b>	<b>BATTLE</b>	Decreases party's AC by 2.	<b>2</b>
	<b>BAMATU</b>	<b>BATTLE</b>	Decreases party's AC by 4.	<b>3</b>
	<b>MAPORFIC</b>	<b>ANYTIME</b>	Decreases party's AC by 2.	<b>4</b>
CURES	<b>DIOS</b>	<b>ANYTIME</b>	Recovers 1-8 HP of one member.	<b>1</b>
	<b>DIAL</b>	<b>ANYTIME</b>	Recovers 2-16 HP of one member.	<b>4</b>
	<b>DIALMA</b>	<b>ANYTIME</b>	Recovers 3-24 HP of one member.	<b>5</b>
	<b>DIALKO</b>	<b>ANYTIME</b>	Cures paralysis of one member.	<b>3</b>
	<b>LATUMOFIS</b>	<b>ANYTIME</b>	Cures one member of poison.	<b>4</b>
	<b>MADI</b>	<b>ANYTIME</b>	Cures everything except death and restores HP to maximum.	<b>6</b>
	<b>DI</b>	<b>CAMPING</b>	Resurrects dead person to 1 HP.	<b>5</b>
	<b>KADORTO</b>	<b>CAMPING</b>	Resurrects dead person to maximum HP.	<b>7</b>
SPECIAL	<b>MILWA</b>	<b>ANYTIME</b>	Casts magic light to 30 steps.	<b>1</b>
	<b>LOMILWA</b>	<b>ANYTIME</b>	Casts light until party returns.	<b>3</b>
	<b>LATUMAPIC</b>	<b>ANYTIME</b>	Identifies unrecognized enemies.	<b>3</b>
	<b>CALFO</b>	<b>OPENING CHESTS</b>	Identifies treasure chest traps.	<b>2</b>
	<b>KANDI</b>	<b>CAMPING</b>	Locates missing party member.	<b>5</b>
	<b>LOKTOFEIT</b>	<b>BATTLE</b>	Teleports back to castle.	<b>6</b>

# ITEMS

*The type and number of items you carry with you through the many challenges ahead will often mean the difference between success and defeat!*

Strategic warriors know that the most important part of the battle takes place before it starts. Preparation makes the difference between victory and defeat.

Cautious warriors know that success does not necessarily favor the side with the strongest armor or the longest sword. The thickest

armor may be bulky and hinder agility; the longest sword may be too heavy for a warrior who can skillfully wield a short sword. Adventurers should choose the equipment that is right for themselves.

Wise experienced warriors know that a versatile team is mightier than any foe. Surrounding them-

selves with talented and trusted friends, they know that the greatest strength lies in teamwork.

Each adventurer class is adept at using certain equipment, but is unable to utilize other items. Be sure to refer to the chart below so that you do not waste your well-earned gold foolishly on items you cannot use.

You can see how we have abbreviated Fighter (F), Mage (M), Cleric (C), Samurai (S) and the other characters for listing under the heading "Users" in the

Weapons chart below. In some cases, two or more characters are listed in sequence for the same weapon.

**F — FIGHTER**  
**M — MAGE**

**C — CLERIC**  
**T — THIEF**

**W — WIZARD**  
**S — SAMURAI**

**L — LORD**  
**N — NINJA**

## WEAPON

Name	Category	Cost in Gold Pieces	Ac	Users	Function
STAFF	STICK	5GP	0	FMCTWSLN	An ordinary stick.
STUDLY STAFF	STICK	1250GP	0	FMCTWSLN	An ordinary stick hardened by a spell.
BENT STAFF	STICK	4000GP	0	FMCTWSLN	A cursed item. Less impact than a bare fist.
ROD OF IRON	ROD	1500GP	0	M W	During a fight, enables user to cast MOGREF. 75% success rate.
ROD OF SILENCE	ROD	7500GP	0	FMCTWSLN	During a fight, enables user to cast MONTINO. 10% breakage rate.
ANOINTED FLAIL	STICK	75GP	0	F C SLN	Expensive. Only Clerics can use it effectively.
ANOINTED MACE	STICK	15GP	0	F C WSLN	A sacred mace. Less expensive than the ANOINTED FLAIL.
MACE OF POUNDING	STICK	6250GP	0	F C WSLN	An expensive mace.
MACE OF POWER	STICK	2000GP	0	F C WSLN	More powerful than MACE OF POUNDING, but less expensive.
MACE OF SNAKE	STICK	5000GP	0	F C WSLN	Reduces the power of insect monsters. The best item for Clerics.
MACE OF MISFORTUNE	STICK	500GP	0	F C WSLN	A cursed item.
MORBID MACE	STICK	4000GP	0	F C WSLN	Cursed more strongly than the MACE OF MISFORTUNE.
DAGGER	DAGGER	2GP	0	FM T SLN	The least expensive item. You get what you pay for.
DAGGER OF SLICING	DAGGER	4000GP	0	FM T SLN	Not useful for a Mage nor powerful enough for the front lines.
DAGGER OF SPEED	DAGGER	15000GP	+3	M N	Can be used 7 times, but it increases AC. Damage to you greater than the damage you deliver.

Name	Category	Cost in Gold Pieces	Ac	Users		Function
DAGGER OF THIEVES	DAGGER	25000GP	0	T	N	Transforms a Thief into a Ninja, while retaining the same level.
SHORT SWORD	SWORD	7GP	0	F	T SLN	Less powerful than a regular sword but easier to swing.
BLADE OF BITING	SWORD	7500GP	0	F	T SLN	An expensive short sword. Gives a Thief special powers.
EPEE OF EXCELLENCE	SWORD	2000GP	0	F	T SLN	A finely crafted blade.
SOUL SLAYER(E)	SWORD	25000GP	E	F	T SLN	Created for evil purposes. Becomes cursed for anyone who is not evil.
MASHER OF MAGES	SWORD	5000GP	0	F	T SLN	Reduces the force of a Mage's attack and doubles the degree of damage to them.
EPEE OF DISMAY	SWORD	500GP	0	F	T SLN	A dangerously cursed item! Whoever equips it will be disintegrated!
EPEE OF DISASTER	SWORD	4000GP	0	F	T SLN	Will bring disaster to the user.
LONG SWORD	SWORD	12GP	0	F	SLN	Not affected by spells. Fighters and Samurais will use it initially.
SWORD OF SLICING	SWORD	5000GP	0	F	SLN	A much better blade than the LONG SWORD.
SWORD OF SLASHING	SWORD	2000GP	0	F	SLN	Less expensive than the SWORD OF SLICING, but more powerful.
SABER OF EVIL	SWORD	25000GP	0	F	SLN	Exclusively for evil users. If wielded by an evil fighter or lord, its power is next to the BLADE CUSINART.
BLADE CUSINART	SWORD	7500GP	0	F	SLN	This exquisite blade causes 40-50 HPD. It serves best in the hands of a fighter or a lord.
SLAYER OF DRAGON	SWORD	5000GP	0	F	SLN	Effective against Dragons. Reduces their attack power and doubles the damage against them.
SLAYER OF WERES	SWORD	5000GP	0	F	SLN	Effective against Werebeasts. Reduces their attack power and doubles the damage against them.
SWORD OF SWISHES	SWORD	500GP	0	F	SLN	A cursed item which causes slight inaccuracy, lessening the damage.
SHURIKEN(E)	WEAPON	25000GP	0		N	Exclusively used by Ninjas. It avoids Energy Drain and resists poisons.
MURAMASA BLADE	WEAPON	500000GP	0		S	Exclusively used by Samurais. Causes close to 100 HPD. A 50% chance that the blade will break.

## HELM

Name	Category	Cost in Gold Pieces	Ac	Users		Function
HELM	HELM	50GP	-1	F	SLN	A plain metal helmet.
HELM OF HARDINESS	HELM	1500GP	-2	F	SLN	This helmet has been strengthened by a spell.
HELM OF EVIL	HELM	4000GP	-3 (E)	F	SLN	For evil people. Used during a fight, it allows the wearer to cast BADIOS without limit.
HELM OF HANGOVERS	HELM	25000GP	+2	F	SLN	Causes the wearer to be sick and increases his AC, but can be sold for a good price.
RING OF MOVEMENT	RING	12500GP	-2	FMCTWSLN		With this ring, the wearer can use MALOR once. After that, it becomes an ordinary helmet.

# ARMOR

Name	Category	Cost in Gold Pieces	Ac	Users	Function
ROBES	ROBES	7GP	-1	FMCTWSLN	Mages prefer these cloth robes, though the protection level is low.
ROBE OF CURSES	ROBES	4000GP	+2	FMCTWSLN	A cursed robe. The worst of all possible armors.
LEATHER ARMOR	ARMOR	25GP	-2	F CTWSLN	Both a Thief and a Wizard can wear this light armor. Offers little protection.
PADDED LEATHER	ARMOR	750GP	-3	F CTWSLN	LEATHER ARMOR which has been hardened by a spell.
TREATED LEATHER	ARMOR	3000GP	-4	F CTWSLN	Best armor for a Thief or a Wizard.
ROTTEN LEATHER	ARMOR	750GP	-1	F CTWSLN	Cursed LEATHER ARMOR.
LEATHER OF LOSS	ARMOR	4000GP	0	F CTWSLN	LEATHER ARMOR which has been cursed with high level magic.
CHAIN MAIL	ARMOR	45GP	-3	F C SLN	Stronger than LEATHER ARMOR, but not equal to BREAST PLATE. Serves Ninjas especially well.
SHINY CHAIN	ARMOR	750GP	-4	F C SLN	Protection as good as the BREAST PLATE, but more expensive.
ELVEN CHAIN	ARMOR	3000GP	-5	F C SLN	Made by the Elves' renowned expert methods. High quality mail.
CHAIN OF EVIL	ARMOR	4000GP	-5 (E)	F C SLN	Exclusively for evil wearers. Becomes cursed when worn by anyone who is not evil.
ARMOR OF FREON	ARMOR	75000GP	-6	F C SLN	Reduces the effects of flame spells and flame breath. The lowest AC of the mails.
CORRODED CHAIN	ARMOR	750GP	-2	F C SLN	A cursed mail, but it's better than fighting in just your nightshirt.
CHAIN OF CURSE	ARMOR	4000GP	-1	F C SLN	A badly cursed mail that provides little protection. Like wearing ROBES.
BREAST PLATE	ARMOR	100GP	-4	F C SLN	Good bargain. Great protection at a low price.
BODY ARMOR	ARMOR	750GP	-5	F C SLN	Fine protection, especially for Clerics.
B-PLATE OF BOONS	ARMOR	5000GP	-6	F C SLN	A splendidly made BREAST PLATE. Might have been made by Elves.
ARMOR OF HEROES	ARMOR	50000GP	-7	F C SLN	One of the best armor to protect your chest (upper body) if your alignment is Good or Neutral.
BROKEN B-PLATE	ARMOR	750GP	-3	F C SLN	Used to belong to a nobleman. Fancy, but pretty cracked.
B-PLATE OF FIENDS	ARMOR	4000GP	-2	F C SLN	Looks impressive, but its curse is centuries old.
PLATE MAIL	ARMOR	375GP	-5	F SLN	Constructed well and covers the entire body. Excellent for the front line.
STURDY PLATE	ARMOR	750GP	-6	F SLN	A very finely crafted PLATE MAIL. Only one in all of Boltac.
1ST CLASS PLATE	ARMOR	3000GP	-7	F SLN	An exceptional piece of craftsmanship. The best armor for good or neutral fighters, except lords.
NEUTRAL PLATE	ARMOR	4000GP	-7 (N)	F SLN	The only armor made exclusively for neutral characters. If others should use it, they will be cursed.
ARMOR OF EVIL	ARMOR	75000GP	-9	F SLN	A masterpiece of the smith who forged it. Unfortunately, only the truly evil may wear it.
ARMOR OF LORDS	ARMOR	500000GP	-10	L	Reduces Dragon and Beast attacks. Doubles damage to Demons, Werbeasts, Undead. HP recovery!

# SHIELDS

Name	Category	Cost in Gold Pieces	Ac	Users	Function
SMALL SHIELD	SHIELD	10GP	-2	F CTWSLN	A small utility shield. The only one light enough for Wizards.
LARGE SHIELD	SHIELD	20GP	-3	F C SLN	A large wooden shield that serves all warriors except Thieves.
IRON SHIELD	SHIELD	750GP	-4	F CT SLN	Fine protection for one new to the adventure.
SHIELD OF SUPPORT	SHIELD	3500GP	-5	F CT SLN	A rare, superb item. Found only on Floor 7 or 8.
SHIELD OF EVIL	SHIELD	12500GP	-5	F CT SLN	Crafted especially for evil people. Believed to be the shield for the ARMOR OF EVIL.
SHIELD OF DEFENSE	SHIELD	125000GP	-6	F CT SLN	The finest, strongest shield known.
SCREWY SHIELD	SHIELD	750GP	+1	F CT SLN	Though not cursed, it increases your AC.
SHIELD OF NOTHING	SHIELD	4000GP	0	F CT SLN	A cursed shield that gives the illusion of protection, but does nothing.

# GAUNTLET

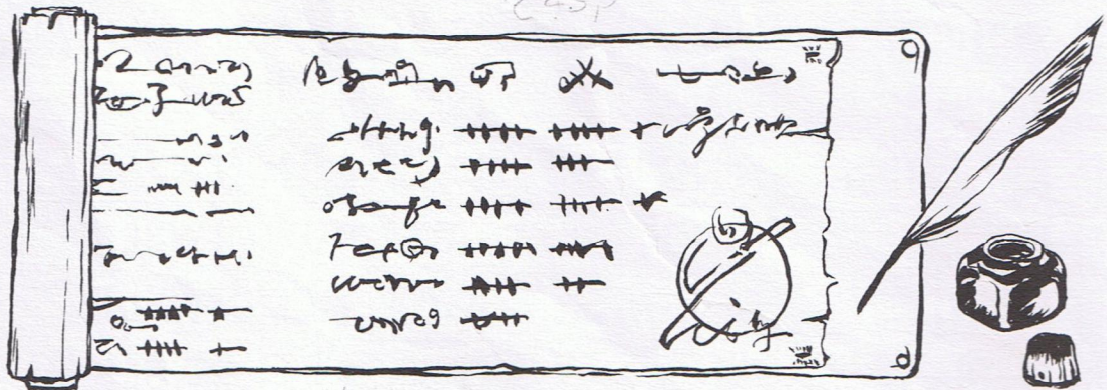
Name	Category	Cost in Gold Pieces	Ac	Users	Function
GLOVES OF COPPER	GLOVES	3000GP	-1	F SLN	Help a little, but not worth the money.
GLOVES OF SILVER	GLOVES	30000GP	-3	F SLN	An impressive, handsome pair. Rare as MURAMASA and SHURIKEN.

# MAGIC ITEMS

Name	Category	Cost in Gold Pieces	Ac	Users	Function
ROD OF FLAME	STAFF	12500GP	0	M WS	High resistance against flames. User can cast MAHALITO. 10% chance of breakage.
RING OF JEWELS	RING	2500GP	0	FMCTWSLN	Great for the apprenticing map-maker. Bestows unlimited use of DUMAPIC.
RING OF SHIELDING	RING	5000GP	0	FMCTWSLN	Doesn't need to be equipped. Allows owner to cast PORFIC. Has a 5% chance of breakage.
RING OF RIGIDITY	RING	7500GP	0	C	Doesn't need to be equipped. Allows owner to cast MANIFO 10% chance of breakage.
RING OF SUFFOCATION	RING	10000GP	0	FMCTWSLN	Provides MAKANITO. Useful against the Poison Giant. Each cast depletes the ring's power by 5%.
RING OF HEALING	RING	150000GP	0	FMCTWSLN	Like the ARMOR OF LORDS, healing power is 1 HP per turn.
RING OF DISPELLING	RING	250000GP	0	FMCTWSLN	Reduces the power of the Undead.
RING OF DEATH	RING	250000GP	0	FMCTWSLN	Cursed item. Found at the Allocation Center. The finder will suffer 3HPD until he can discard it at the castle.
AMULET OF WERDNA	AMULET	499999999GP	-10	FMCTWSLN	The ultimate protection. Provides the wearer with MALOR and has great healing powers.

# OTHER ITEMS

Name	Category	Cost in Gold Pieces	Ac	Users	Function
POTION OF CURING	POTION	250GP	0		The same effect as DIOS. Like all potions and scrolls, it works only once.
POTION OF NEUTRALIZING	POTION	150GP	0		Same as LATUMOFIS. A party should carry a few until the Cleric acquires the spell.
POTION OF GLASS	POTION	750GP	0		Same as SOPIC. Next to worthless. Save your money.
POTION OF HEALING	POTION	2500GP	0		Same as DIAL. Good spell, but the price is too high.
SCROLL OF SLEEP	SCROLL	250GP	0		Same as KATINO. In the beginning it is useful for Thieves.
SCROLL OF FIRE	SCROLL	250GP	0		Same as HALITO.
SCROLL OF PAIN	SCROLL	250GP	0		Same as BADIOS.
SCROLL OF AGONY	SCROLL	250GP	0		Same as BADIOS.
SCROLL OF DARKNESS	SCROLL	1250GP	0		Same as DILTO. Hardly worth the price.
SCROLL OF BRIGHTNESS	SCROLL	1250GP	0		Same as LOMILWA.
SCROLL OF AFFLICTION	SCROLL	4000GP	0		Same as BADIAL. Too expensive for the results it produces.
KEY OF BRONZE	KEY	0GP	0		Found on Floor 1 (13, 3). You'll need it on Floor 2 (8, 7).
KEY OF SILVER	KEY	0GP	0		Found on Floor 1 (13, 18). You'll need it on Floor 2 (8, 12).
STATUE OF BEAR	STATUE	0GP	0		Found on Floor 2 (9, 18). Use a key to get it. You'll need it on both Floor 2 (4, 11) and Floor 4 (17, 12).
STATUE OF FROG	STATUE	0GP	0		Found on Floor 2 (12, 4). Use a key to get it. You'll need it on Floor 2 (4, 12).
KEY OF GOLD	KEY	0GP	0		Found on Floor 2 (4, 16). You'll need it to gain entrance to the Dark Zone on Floor 1 (9, 13).
BLUE RIBBON	RIBBON	0GP	0		Found on Floor 4 (11, 10). You'll need it on Floor 4 (10, 1) to use the express elevator to Floor 9.



# MAZE

The Maze is a huge underground palace built by the wizard Werdna and his legions. Here in the depths of the land, courage is tested!

For many years, the wily and evil wizard, Werdna, planned and schemed to build the gigantic palace that today lies deep underground not far from Lord Trebor's lands. He bade evil architects from the darkest regions of the world to draw up plans for this mighty fortress beneath the earth.

They came to him from far and wide with plans rolled into long scrolls. The wizard took the best traps, the wildest twists and turns and the most ingenious dangers from each architect to create his final plans. He then began to build with alacrity! Werdna, of course, knew that Lord Trebor would never bless his wild scheme, so he simply went ahead with building the maze without requesting permission.

When Lord Trebor heard the tale of the maze, he raged, "50,000 gold pieces shall be given to those who defeat Werdna in his winding lair!" He sent his army into the maze, but it was soundly defeated again and again. The traps, dimly lit winding hallways, and horrific monsters proved hard to beat by the bravest ranks of Lord Trebor's army.

But the Wizard was prepared to do even more damage! In the dark of night, assisted by terrible beasts he slunk out of the maze, broke into Trebor Castle and stole Lord Trebor's treasured amulet absconding with it deep into the dreaded maze. Again, Lord Trebor sent his army in pursuit, but to no avail. Werdna is powerful indeed, and the maze makes him doubly so!

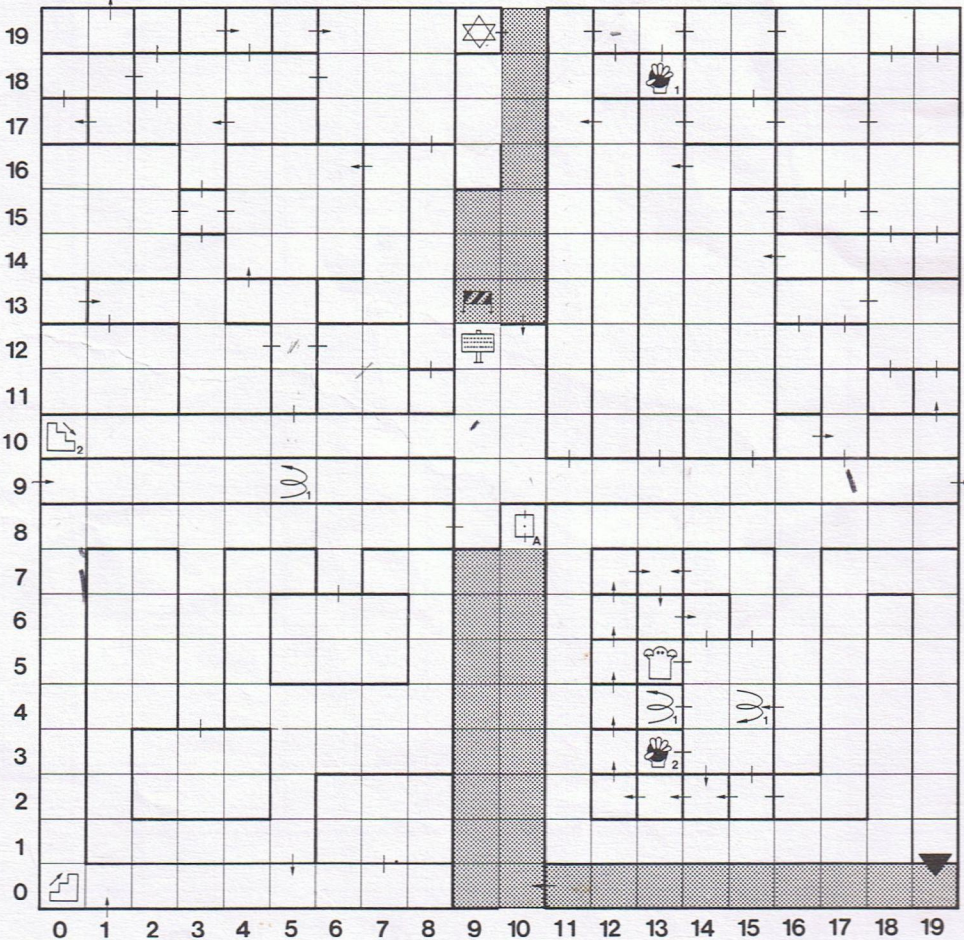
↑	One way
↗ <sub>x</sub>	Move up to the x floor
↘ <sub>x</sub>	Move down to the x floor
📄	Message board
🌀	Teleport to
🌀	Teleport from
🏠 <sub>x</sub>	Elevator
👤	Place to get an item
🚧	Place requiring an item
⚠	Pit
🔄	Turn floor
👹	Monster
📉	Chute
📉	Chute exit
🔇	Silence point
🧱	Walls of rocks
⚡	Teleport to castle
■	Dark Zone

## Floor - 1 Silver Key, Bronze Key, and Murphy's Ghost

The first floor is riddled with trouble for the inexperienced adventurer! Proceed with caution. Go to the three southwest rooms and fight monsters to gain experience. Return to the castle often to increase the character level. When the level is 3 to 4, go to the room located at (13,5) on the map. Murphy's Ghost is there alone, and its HP is merely 2. If you use DILTO, you will gain 741 Experience Points! When you return to the same spot later, the ghost will reappear so you can increase your level to 7 if you repeat the action. When Clerics learn DIALKO and LATUMOFIS, it's time to enter Floor 2. And be sure not to forget the silver and bronze keys!



👤 <sub>1</sub>	Key of Silver
👤 <sub>2</sub>	Key of Bronze
🚧	Key of Gold required
👤	Murphy's Ghost
⚡	Forced teleport to castle
🏠 <sub>A</sub>	Elevator between F1 and F4
▼	Gate to 1-way path










# Floor-2

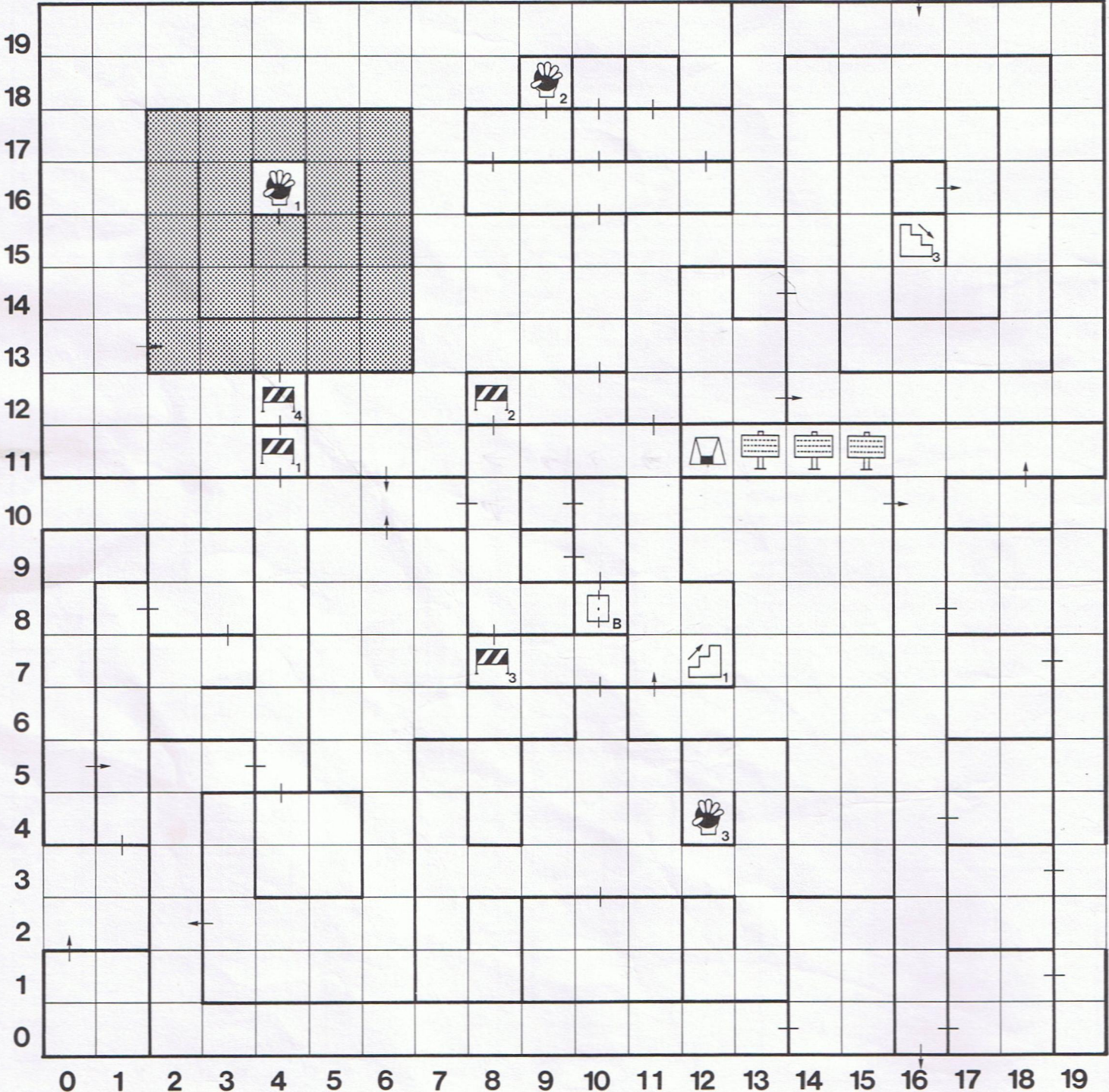
# Sacred Statues and a Key of Gold

Here you will stand off against the fierce Capybara and glutinous Creeping Crud. Worse yet, you will be hit with Paralysis from the stinking Gas Cloud and attacked by a Zombie. Use MAHALITO and LAHALITO against multiple enemies. Ultimately, you must get the key of Gold for entrance to the Dark Zone on F1. To do this, you need the Statue of Frog

and the Statue of Bear. In order to get the statues, you must have the Key of Silver and the Key of Bronze found on the first floor. Once you have the Key of Gold, head for the Dark Zone on F1. Then take the elevator to the 4th floor. And good luck!

-  Key of Gold
-  Statue of Bear
-  Statue of Frog
-  Statue of Bear required
-  Key of Silver required
-  Key of Bronze required
-  Statue of Frog required

N  
W-E







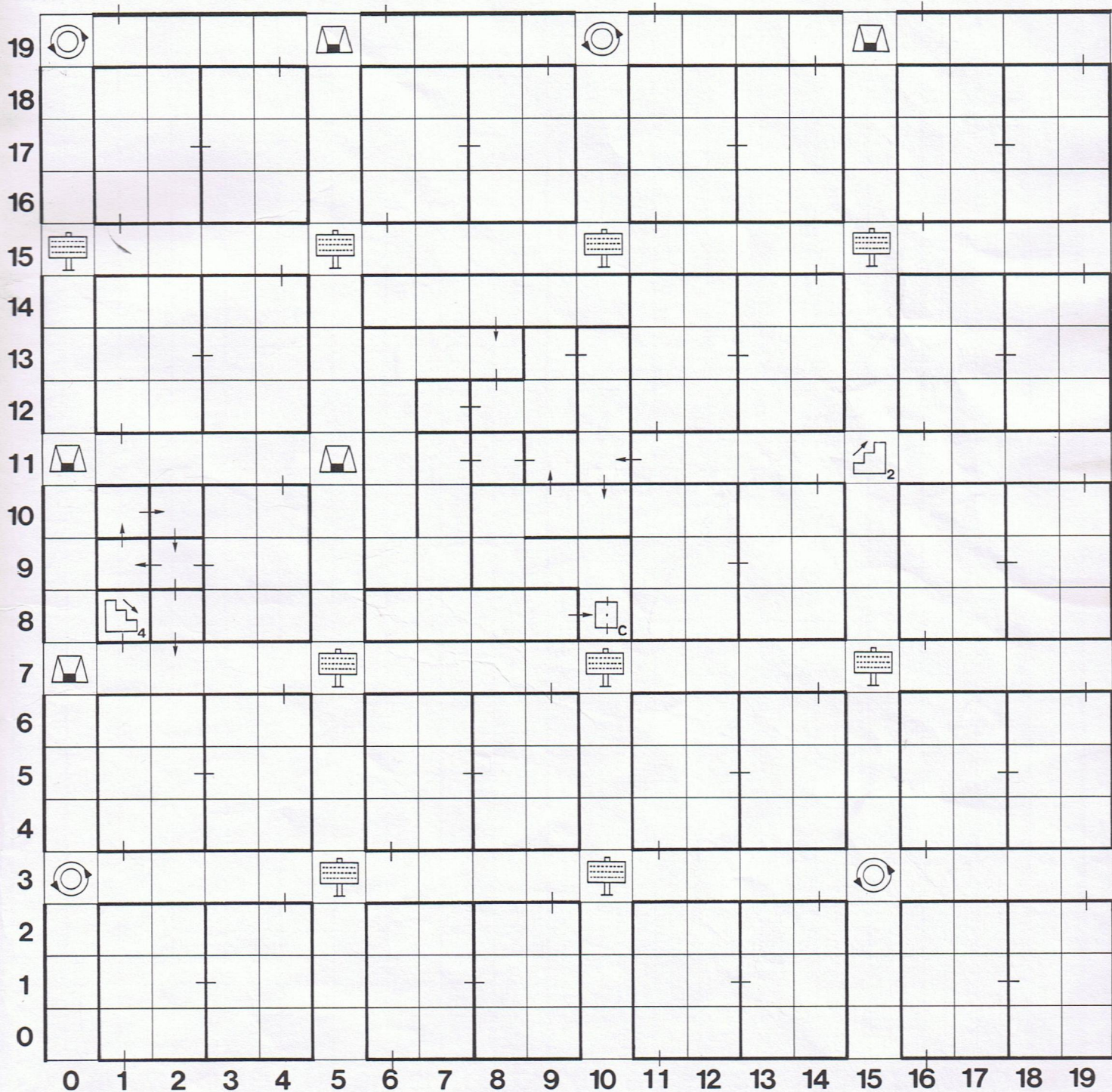


# Floor-3 Dangerous Pits and Turn Floors

When the wicked Werdna built this floor, his terrible cackles and evil chortles could be heard far and wide. The unwary adventurer will find little of value to the quest on this floor and much to threaten life and limb! There are no items worth the risk of marching through numerous well hidden traps! All corridors look alike, and all rooms are the same

size which makes it difficult to find your way. To make matters worse, the message boards provide false information. The crossroads of corridors are especially dangerous! On this floor you will learn how to battle three groups of monsters at the same time, but the risk is great.

-  Message Board (left and right directions are false)
-  Pit
-  Turn Floor
-  Move down to 4F



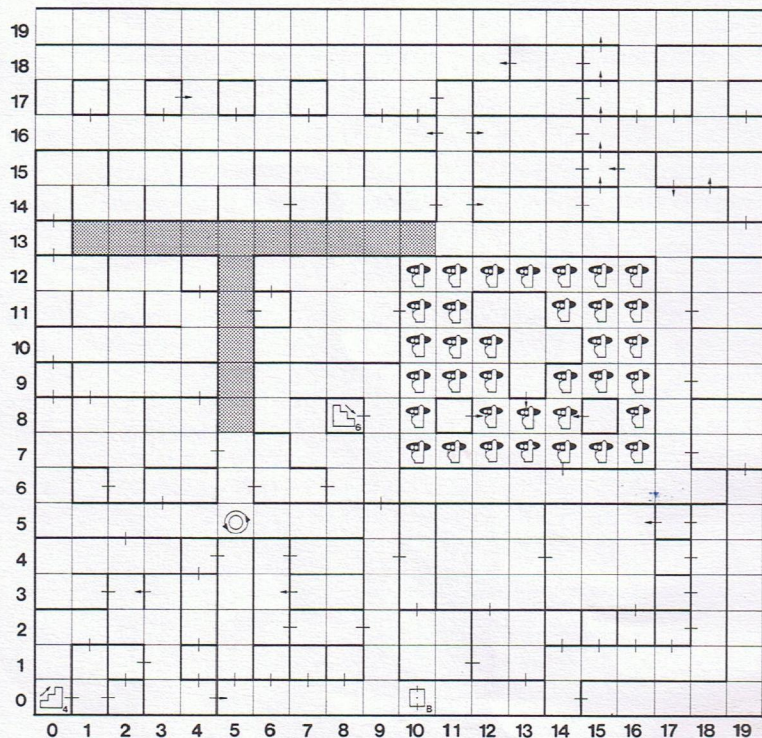





# Floor-5 Fatal Traps — The Silent Room

It's important to think strategically at this point because you have a critical choice ahead of you. Ahead lie the many challenges, traps and monsters of Floors 5 through 8. You can launch yourself into battle on all of them, or you can take your brave band directly to Floor 9. Each floor holds progressively bigger challenges, meaner monsters and trickier traps.

The wise leader will consider this option most carefully because your whole group could be lost to a battle on Floor 7 or Floor 8, and never again have the chance to take this direct route to Floor 9 bypassing many beasts and problems in the process. The only reason to visit these floors, in fact, is to engage in battle. For most parties, the glory of battle is not worth the risk.

If you look at the map, you'll see a huge room to the east. It is full of Silence Points. Once your courageous band enters the room, magic spells and powers are nullified by Werdna's dark and evil forces.



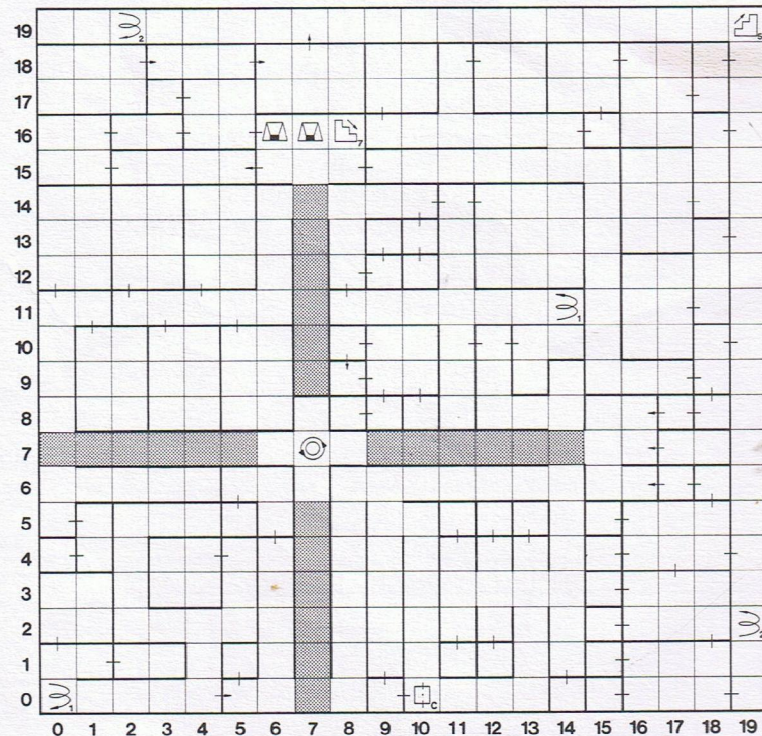
-  Silence Point
-  Turn Floor
-  Elevator between F4 and F9




# Floor-6 Turn Floor at the Main Crossroad

The sacred scrolls for F6, F7 and F8 that map the way to your ultimate destination and hopefully, victory are originals developed for the Nintendo Entertainment System (R). You'll see that you do not need to be a gifted scroll reader to master the simple indications of Map F6.

The teleport occurs in two places, neither of which is of great concern. Most of the way appears to be harmless to the wayfarer except for the Turn Floor at the Crossroad where four Dark Zones converge in one frightening and auspicious place. However, even this Turn Floor does not have terrible consequences.

If you are somewhat hesitant to enter F9, perhaps the practice you get here at this Turn Floor will bolster your courage and prepare you for the challenges which lie ahead. Beyond F4, four groups of gruesome monsters make a hasty appearance all at the same time. MAKANITO is most helpful, but take care to monitor what you have left.





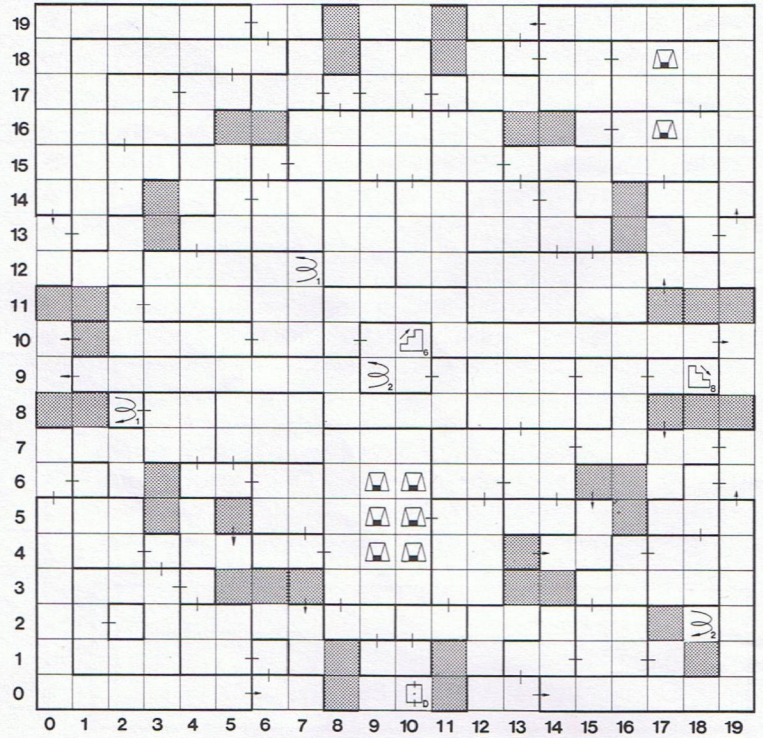
-  Pit
-  Turn Floor
-  Elevator between F4 and F9

# Floor-7 A Complex Map for Advanced Adventurers

The diabolical wizard, Werdna, cackled with glee while designing and building this particular floor of his palatial underground maze. The plans came from a dungeon of yore built by a magician of incredible power and imagination. As you study the complexity of the design, you'll see that the layout is highly systematic. A diamond shaped main passage has Dark Zones every two to three blocks. The power of LOMILWA is greatly diminished because these Dark Zones are spread throughout the floor. The many "One-Way" signs add to the sense of doom and confusion. You must have your map close at hand at all times, and let it be your sole guide through this wickedly confusing floor.

In point of fact, you should feel free to bypass the challenges of this floor altogether if it is just too much for your band of adventurers. Only tackle it if you find your reward in mastering a complicated floor riddled with twists, turns and confusion.



-  Pit
-  Elevator between F4 and F9

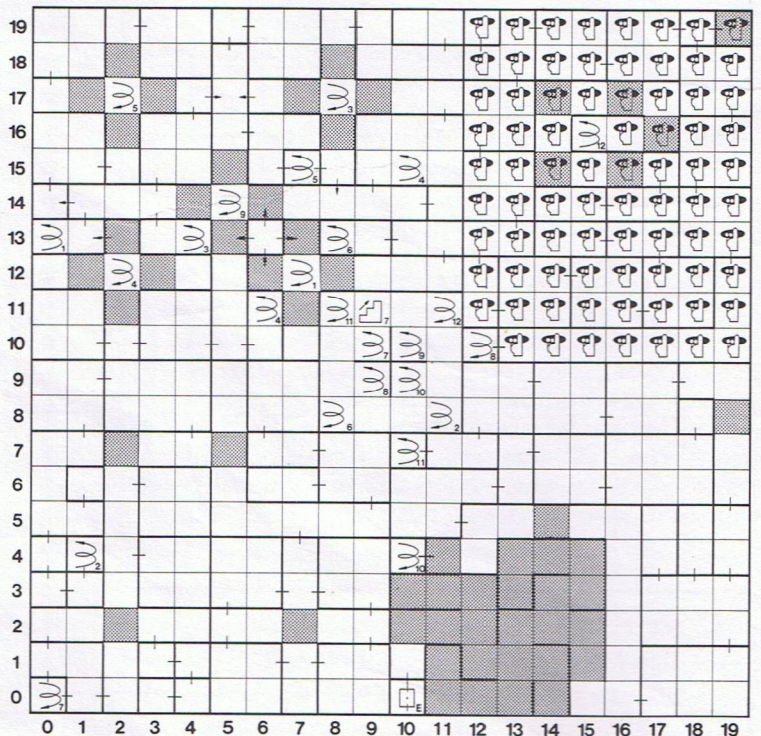


# Floor-8 The Teleport Maze is the Ultimate Test

Werdna went wild with Teleports and Silence Points on this difficult and challenging Floor. To be exact, there are 13 Teleport entrances and 12 exits. As you make your way, you must rely heavily on DUMAPIC. Don't run out, or you will be in dire trouble. If you have great courage and experience, you may find it worthwhile to search for the legendary Shield of Support on this floor.

The only other reason is to explore it for the sheer challenge. This, however, may seem a great folly to the wise adventurer! The Shield of Support is incredibly rare, however, and a worthy objective according to some travellers. You must be a master of MALOR, or you will find F8 impossible to complete. Yet to use MALOR, you must have at least a Level of 13. To achieve this, one strategy is to go to F10 first, increase your Level and return to F7 or F8. Good luck!

-  Silence Point
-  Elevator between F4 and F9



# Floor-9

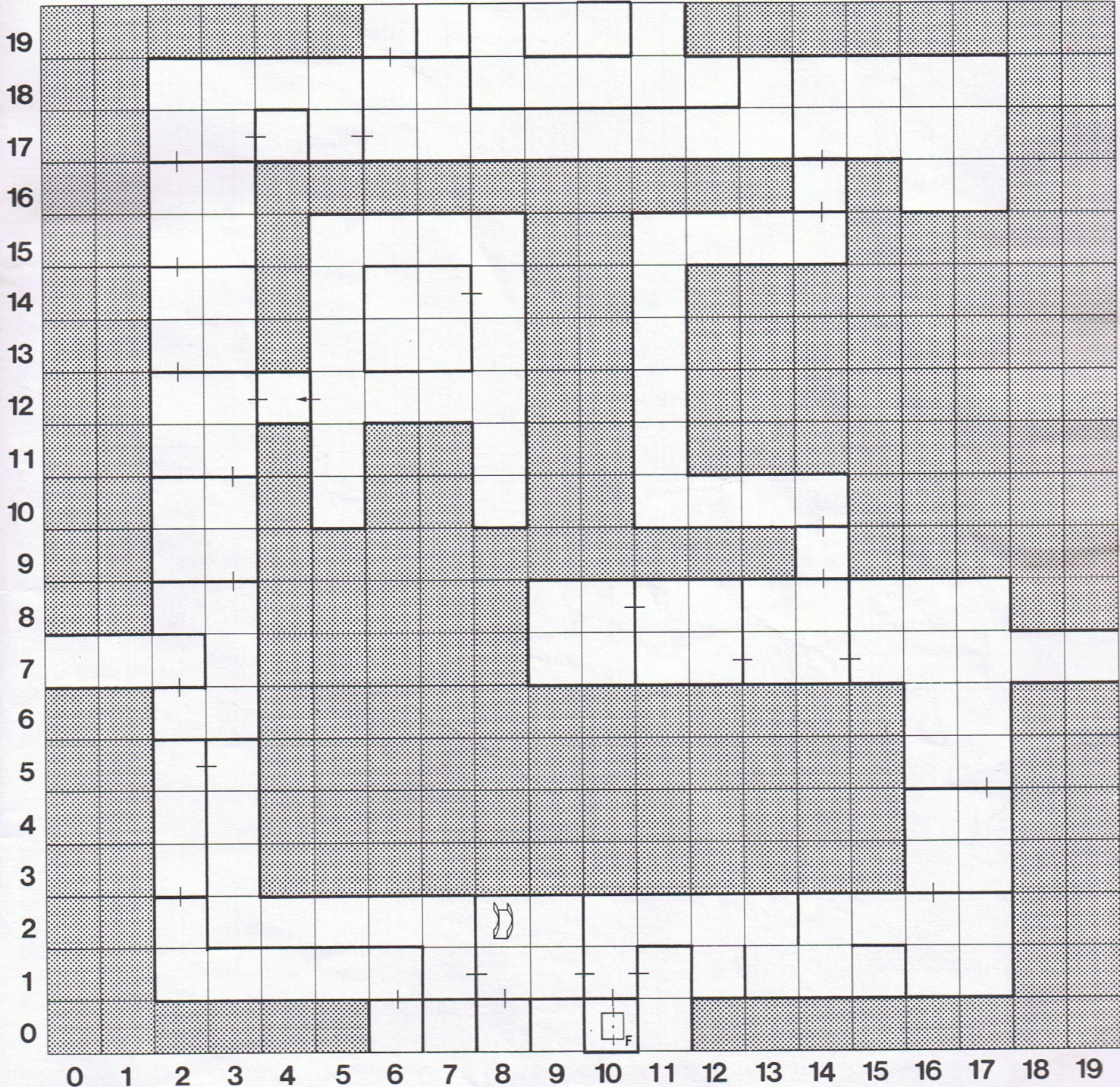
## The Chute is close to the Elevator

You can speed directly to F9 from F4 if you wish. For some strange reason, MALOR does not work during heated battles on this floor. However, the challenges of this floor seem small indeed in comparison to the abundant hazards you may have already faced in making your way through F7 and F8. Here on F9, you can obtain weapons and armor of

+1 Level. You can also increase the character Level to II, and learn MADI.

When you feel prepared to tackle the last floor, use the nearby Chute which is only four convenient steps away from the elevator. The Chute is the only way to get to F10.

- Teleport to F1 (0,5)
- ☞ Exit to F10 (0,0)
- ☐<sub>F</sub> Elevator between F4 and F9






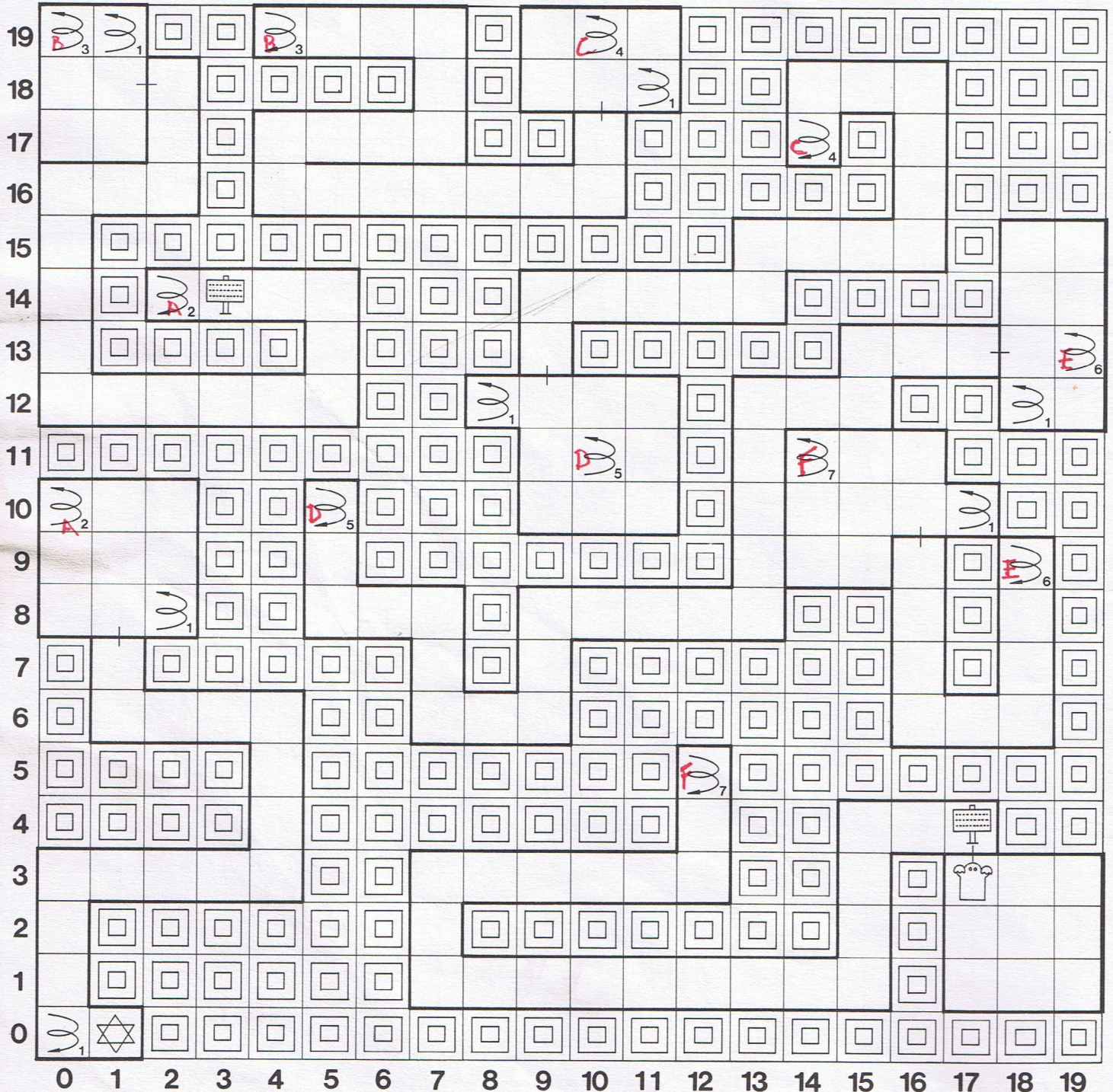
# Floor - 10

Is your band of hardy souls prepared for the ultimate challenge? Now is the time to face the wicked Werdna. The floor is divided into 7 areas. Each room is well guarded by Monsters. These are the wizard's most powerful servants. None of them are Friendly. You'll find MALOR is useless here because it will send your group back to FI. Werdna is also

## Seven areas connected by Teleports

protected by the heinous Vampire Lord and 1 to 8 Vampires. ZILWAN and TILTOWAIT are must for defeating them. Each member of your band must have a minimum of HP80 as well. Proceed with caution. And remember, you cannot run from your enemy. You must turn and face the challenge straight on with iron in your arms.

-  Stone walls (all die inside)
-  Teleport to the castle
-  Werdna



# MIRACLES

*Strange and inexplicable happenings are a way of life in the World of Wizardry. Magic has much to do with these Miracles, but it must be used judiciously and with wisdom! Abuse of Magic can lead to disaster.*

## The Clever Reset Technique

During the course of your adventure in the mystical World of Wizardry, you may need to use a very special technique which can save your character from sure defeat in the face of a monster that won't quit. This is the trick of instant reset. It's most handy if your character is about to be vanquished.

If you press the reset button, all of the status data will instantly return to the information you saved the last time. There are three places in the adventure where you can save: after each step you make in the castle, during a camp, and after each battle. Remember them well for they can save you!

So, if you reset the play when you are being thoroughly trounced

by the enemy, your status will return to the previous data just like magic. If you do it during a camp immediately after failing to revive the dead character, then you can try it again. However, the items you've discarded in the course of your travels will not return.

You can use this technique to great advantage when you accidentally Teleport into the Rocks on F10. When you resume the adventure, your party will be camping in the Rocks so use MALOR to get out of this dangerous situation. However, you must reset the play while "In the rock" is indicated on the screen and the message speed is at the maximum level. If you can't use MALOR, there is no way out.



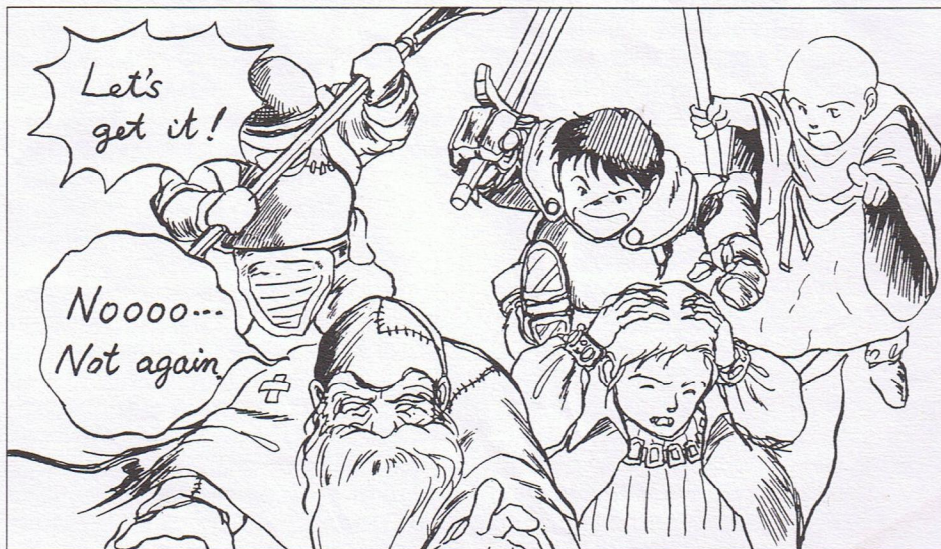
## Werdna's amulet makes your party invincible!

The amulet is mighty indeed. With it, you will recover 5 HP points for each step you make, and it will reduce AC to -10 if your Alignment is Evil. You will, however, be cursed by wearing it. It will also reduce the effects of the enemy spells and Breath. It will make you invincible against Poison, Paralysis, Petrification, Energy Drain and Critical Hit. With steady HP, you will have no need of healing powers unless you are injured by the traps of a treasure chest.

Werdna is banished so long as you wear the amulet. But the wicked wizard will constantly harass you by appearing if you do not wear the treasure. Assign a member of your band (the weakest one) as the amulet bearer. Tell this brave soul to stand at the bottom of the stairs or in front of Werdna's room. When you get the amulet, save the play near the keeper. When you resume play, you

will start with the keeper. Look for the character who has the amulet and pick him to be handed over to the keeper, and he will return to the previous party. This way, the brave

band can go after Werdna again. Multiple amulets will make your party truly invincible. Upon your return to the castle, you can sell all but one for 49999999 GP each!



# MALOR spares the group from Energy Drain!

Energy Drain is one of the most debilitating weapons in the arsenals of the evil denizens of the World of Wizardry. For when your energy is drained, you become so weakened you cannot call upon your long experience, your strongest weapons or any of your hard-won resources to defend you against your attackers. Furthermore, you must witness the disintegration of morale throughout your entire group—or worse—its destruction. Energy Drain strikes everyone hard!

There is hope, however, for those mighty warriors who have mastered MALOR. In fact, those who wield this mighty spell may end up with even higher attributes! In fact,

the wise application of MALOR will provide you with the option of a class change. Now arises the great opportunity of bringing a Ninja or a Lord into the ranks of your brave group of adventurers. Along with these distinguished titles of Ninja and Lord come many more attributes giving you great power!

MALOR allows you to Teleport prior to the end of battle in order to elude the dangers of despicable Energy Drain. In this way, you will maintain the same Experience Points you fought so hard to gain throughout your journey. Alas, however, you will lose an all-important character level. Since the Experience Points dictate the character level, you

will recover the temporary loss of level, but you must first go to sleep at an Inn.

Levels are important to pay attention to because attributes change randomly when you experience a level change. The experienced adventurer, knows that attributes are often the key to survival in the face of terrible odds indeed! Of course, if your levels are drained, so too, are your attributes and much may be lost! For example, if your level is 4 and you are hit by Energy Drain of 5 levels, your demise is ensured—or even that of the whole group! No party can withstand such an extreme loss of level.

## Gain experience points through Energy Drain.

The all-powerful Ninja is a wondrous warrior to have in your group as you make your way through the numerous challenges of the World of Wizardry. For it is the Ninja who is so fast, so strong, so focused on victory, and so talented in the arts of attack and defense that this incredible warrior chooses not to carry weapons of any kind. The Ninja relies solely on the battle skills developed over eons by masters of the martial arts.

If you are still awaiting the optimum moment to bring a Ninja into your group, the Dagger of Thieves is the tool you need to turn the hope into reality. You can also have a magnificent warrior Ninja join your ranks

through making a Class change. But there is a price you must pay, and it is a high price indeed. For when you acquire a Ninja in this manner, you sacrifice many character levels. And they will be slow in returning to you! But if you manage to acquire the sacred and coveted Dagger of Thieves, you will be allowed to maintain the same character level once the Thief transforms into a mighty fighting machine—the Ninja!

But there is still a twist! Although the level remains the same, you don't have the Experience Points of a Ninja of that particular level. And the mighty Ninja requires great Experience Points. Thus it will take you a long time to

build up the Experience Points required by this master. Thus, when you are attacked by the Energy Drain, you will normally lose Levels and Experience Points. But if it happens immediately after the Class change, you will actually gain Experience Points—to your great advantage.

A Thief at level 30 becomes a Ninja, the Ninja's level is 30, but his Experience points are far below what it would be for a Ninja at Level 30. By receiving Energy Drain of one Level, the Ninja will have Level 29 and Experience Points of Level 29 Ninja (not Thief). This way, you will be gaining the Experience Points instead of losing them.

## Greater Demon and Experience Points

The Greater Demon is one of the foulest of enemies you will encounter in the World of Wizardry. It is powerful, fierce, and determined to vanquish brave adventurers in every way it can. The Greater Demon has a low AC and a high HP. This beast is capable of deflecting 95% of the spells cast in its direction. This is a talented and wily opponent. One that is capable of using the incredible MADALTO. One of these fiends is terrible indeed, but you may face as many as five of them! This is a fate worse than facing Werdna himself! The fact is, even a Level 13 Class will have an incredibly difficult time of defeating a number of these opponents in battle.

But there is hope of one advantage as you square your shoulders and prepare to do battle with the Greater Demon. You will gain Experience Points very quickly if your characters' Levels are high enough. Since this beast uses MADALTO, you must use HAMAN. This spell will give three random choices out of six for the power you seek. Unless you are extremely unlucky, you will find "Silence Enemies" among the three choices provided to you. Select it so that the Greater Demon is stymied in his efforts to use MADALTO. The Greater Demon you face may call upon friends of similar ilk to fight you. Don't defeat them all because the battle will end. Defeat them one

at a time, and you will keep earning the valuable Experience Points.

When you use HAMAN, you will lose Experience Points worth one Level. If a higher Level Mage uses it, it could be a loss of between 320,000 and 630,000 points. The Experience Points you gain from a Greater Demon confrontation as a group totals 44,570 and adds up to 7,428 for each brave member of your band of adventurers. If you defeat these beasts 100 times, the Mage who used HAMAN will recover, and the rest will gain points! This is a worthwhile opponent!





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