Wizardry®



LEGACY OF LLYLGAMYN

PLAYER'S GUIDE

A Game of Fantasy & Adventure

by Andrew Greenberg, Robert Woodhead,
Robert Del Favero, Jr., Samuel Pottle
& Joshua Mittleman

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LEGACY OF LLYLGAMYN

The Third Wizardry Scenario

Wizardry by:
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Scenario Design by:
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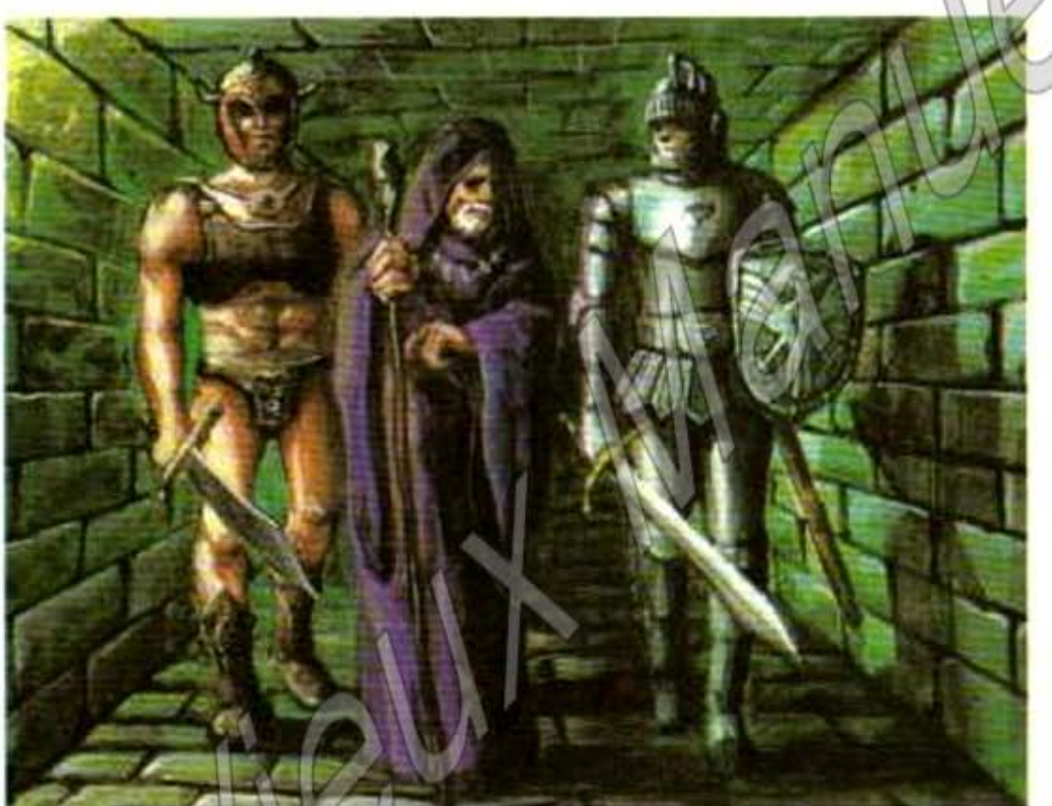
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Playtested by:
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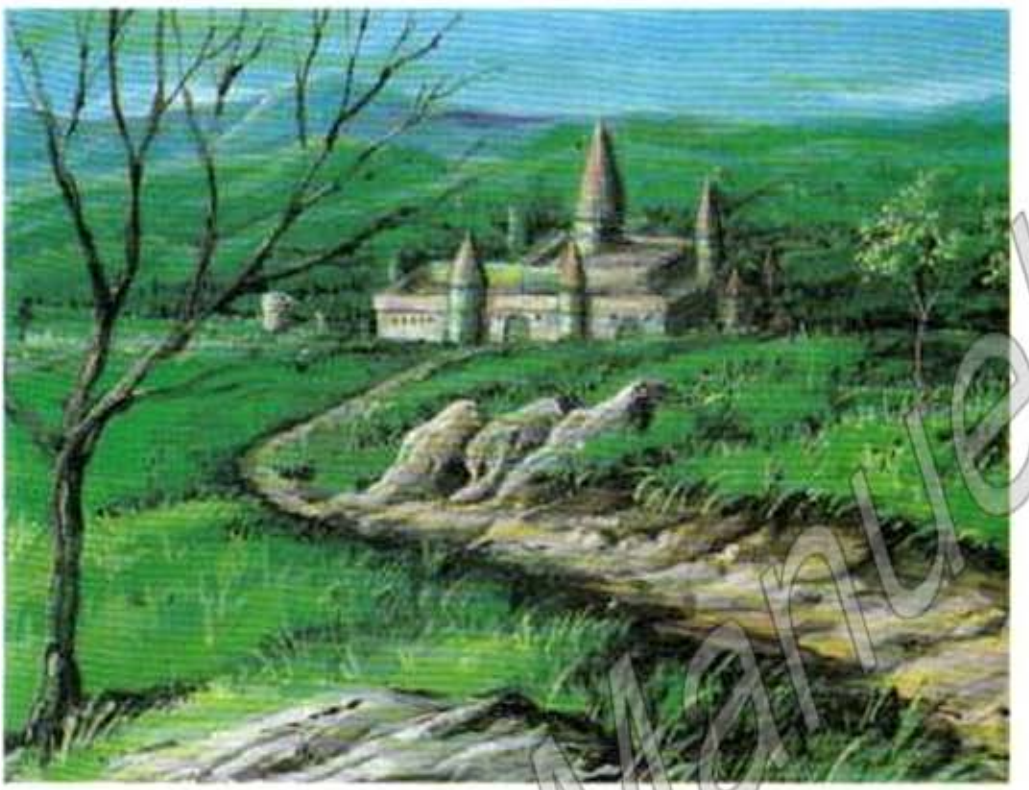
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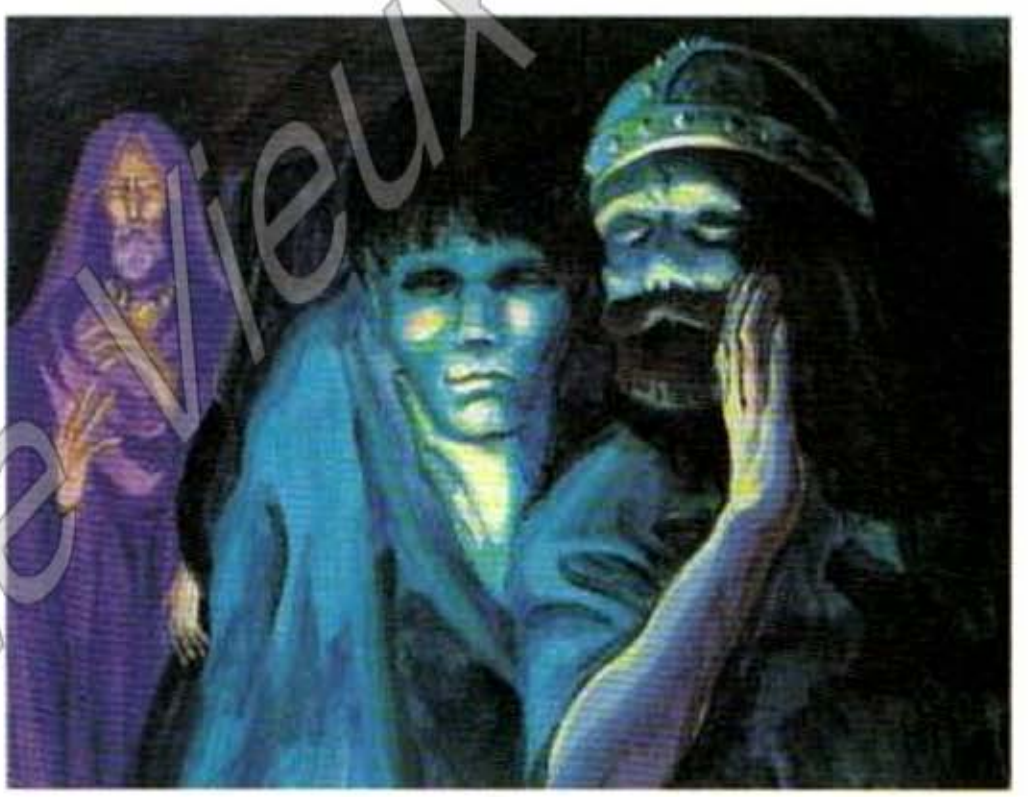
Gather around fellow travelers!
Hear a tale of impending doom.

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Strange portents plague the city of Llylgamyn.



Rumors of impending destruction abound.

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Arbithea, Llylgamyn's island colony has just been lost into the sea.



Earthquakes have destroyed the Temple of Gnilda.

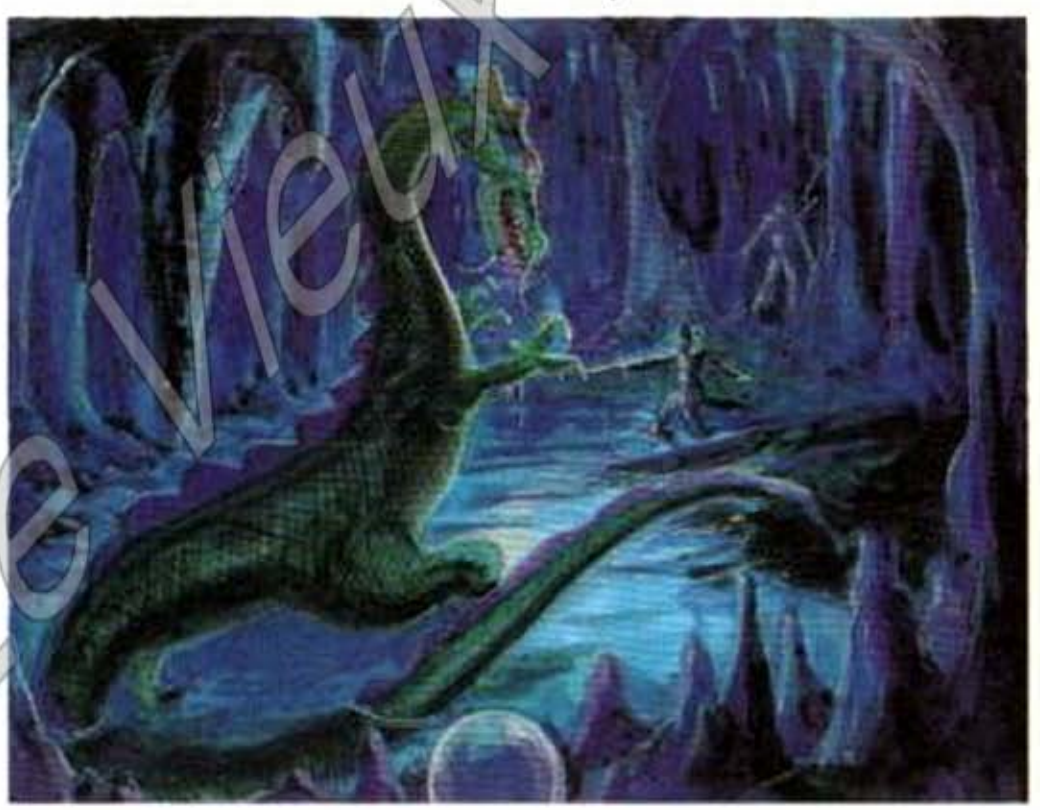
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Even the renowned Sages are baffled.



A mighty Dragon has been sighted.

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Many have tried to kill the Dragon.



None have succeeded yet!
Perhaps you would like to try?

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Prelude

A generation has passed in the kingdom of Llylgamyn since an intrepid band of adventurers regained the ancient armor of the Knight of Diamonds and restored the Staff of Gnilda. Peace and prosperity have prevailed. Under the protection of the Staff, Llylgamyn has become a place of light and beauty, where war and its tools are unknown. Recently, however, the tranquility of Llylgamyn has been disturbed, not by angry men and bloody war, but rather by unbalanced nature. For years, unsettling accounts of freak earthquakes, sudden changes in climate, and thundering storms have reached the ears of Llylgamyn's people. Most have ignored them.

When the formerly gentle seas around the prosperous island colony of Arbithea rose and swamped the island, no one could ignore the signs any longer. The tidal wave destroyed the cities and left only barren peaks above the water. Soon after, Llylgamyn herself was shaken by an earthquake so mighty that even the Temple of Gnilda was damaged. Nearby volcanoes were woken from their ancient slumbers. Self-appointed prophets cried of divine wrath, and demanded immediate repentance. Mystics consulted the Tarot. Astrologers warned of great comets in the heavens that will crash into the planet, bringing utter destruction. Priests of the old religions talk of the death of the Great World Serpent and the end of existence.

Wiser heads call for a new generation of adventurers of all kinds and creeds to seek the cause of the troubles. Like their ancestors before them, the adventurers' quest is to save Llylgamyn from perils that face the city. The greatest Sages and Wizards of the kingdom have agreed — only one relic has the scrying power to reveal the source of the danger. A mystical orb long ago taken by the great dragon L'kbreth is the only solution. L'kbreth, one of the five children of the World Serpent, is dedicated to the preservation of the balance of the world. She deemed that the great orb might upset that balance if left in the hands of men. Legend says the dragon took the orb to her mountain lair, and there invoked the powers of good and evil to protect the orb from thieves.

The leaders of Llylgamyn now appeal to you, the descendants of the heroes and heroines of the Knight of Diamonds, the children of the survivors of the Proving Grounds of the Mad Overlord. Take up their memories and their skills, and seek out the dragon L'kbreth. Win from her the mystical Orb of Earithin.

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The Rite of Passage

The adventurers who will go on the quest for the orb will be chosen from this year's graduating apprentices. Each apprentice, at the age of 20, undergoes the ancient Rite of Passage. After proper preparation and rituals, the apprentice will pray to the spirits of their ancestors for guidance and assistance. These spirits are the essence of these heroes. Such heroes defeated Werdna for his Amulet, or returned Gnilda's Staff to Llylgamyn. During this arcane ritual, the apprentices, if deemed worthy, will receive the blessings of their ancestors. These new level one characters will actually inherit some of the powers and abilities of their ancestors as their rightful heritage. Some of the characters' attributes will be enhanced, and they will become more adept at their chosen craft.

The new adventurers will proudly wear the name of their forebears into battle. Family caste and honors are also inherited during the ritual. Through heroic battles and quests, an ancestor may have earned entrance into a high caste, such as Ninja or Lord. Truly great heroes of old received chevrons and knighthoods. The descendants of these heroes are entitled to bear such august titles. Such a heritage is a heavy burden, as one must strive to uphold the family honor!

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Ritual Preparation

To prepare for the Rite of Passage, fresh ground must be consecrated. Questing is not permitted on the Legacy of Llylgamyn diskettes. Scenario diskettes can easily be prepared for use by booting Master diskette "A", then invoking the MAKE SCENARIO DISK spell and following the rituals contained therein. The Miracle of Transfiguration will be performed, and the scenario diskette will be endowed with the magical powers of Wizardry. Perform this ritual for each of the Master diskettes (making sure to record which is which), then return all the Master diskettes, except Master diskette "A" to the box.

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Entering Llylgamyn

To enter the troubled city of Llylgamyn, boot scenario diskette "A". When the title page appears before your eyes, invoke the **S**TART GAME spell. The gods will want to see Master diskette "A" for a few moments to ensure that you are indeed authorized to perform this powerful magic. After performing this sacrament, you will appear in the city.

Summoning Ancestors

The spirits of the ancestors of the characters you wish to adventure with may be roaming freely around the world. In order for the Rite of Passage ceremony to be successful, they must be summoned to Llylgamyn. The ancestors can be summoned from any Wizardry scenario diskette (except The Return of Werdna) by using the **T**RANSFER CHARACTERS option in **U**TILITIES. In order not to trap an ancestor in Llylgamyn, please be sure to shield the diskette you are transferring FROM (cover it with a blessed "write-protect tab" before transferring characters). Only the spiritual part of the ancestor will be summoned to Llylgamyn, so the ancestor will not be able to go on adventures. If you try to recruit an ancestor into an adventure party, you'll be reminded that "Only a memory" remains. Once all the essences have been brought together, journey to the Training Grounds. This is a very solemn occasion, so no stopping at the Tavern for a quick mead!

The Rite of Passage Ceremony

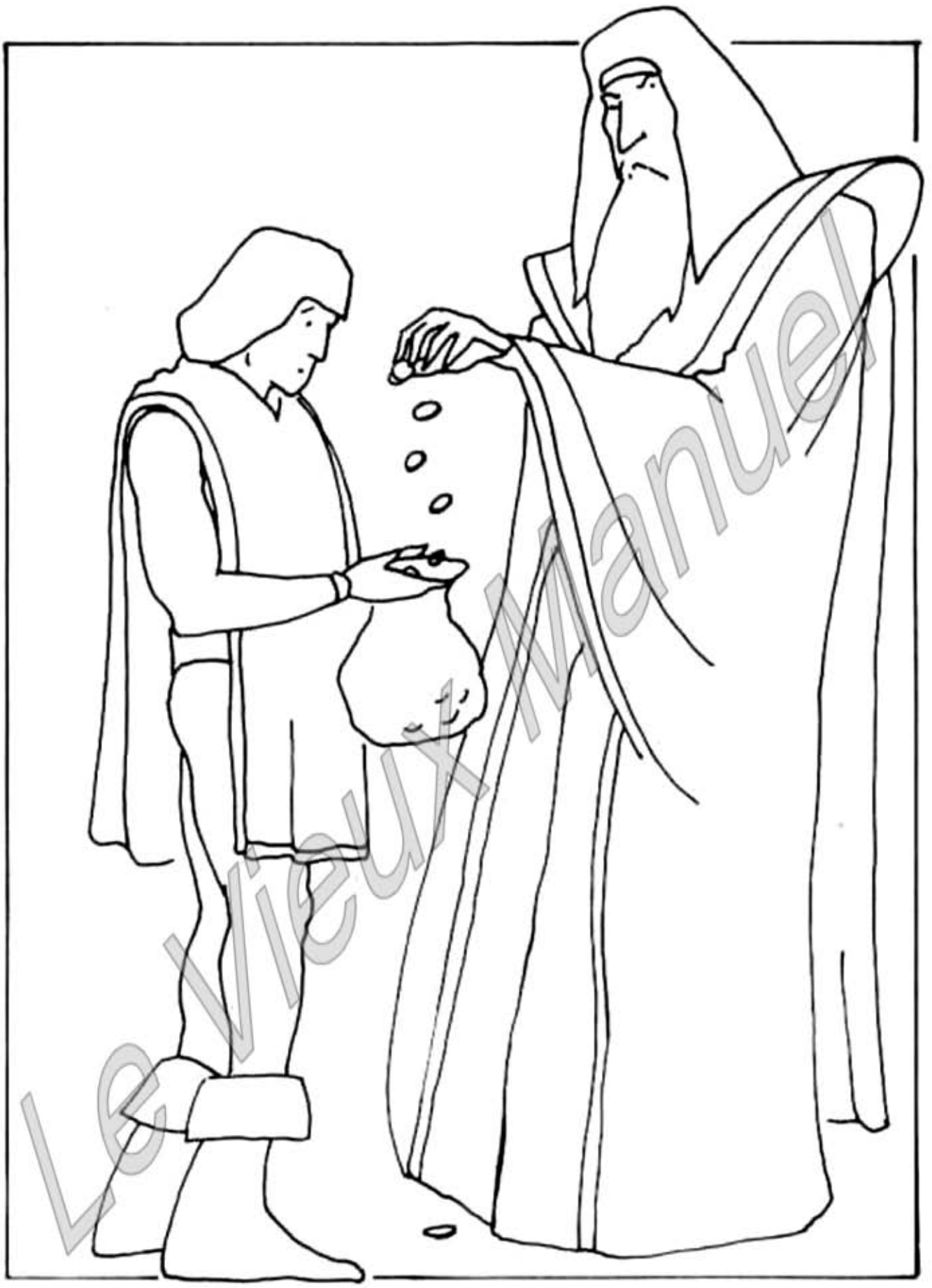
The coming of age ritual is performed at the Training Grounds, as a graduating ceremony for the apprentice adventurers. Each apprentice is directly linked to their ancestor. At the Training Grounds, invoke the spirit of each ancestor (by inspecting him or her). When the spirit is present, start the initiation by invoking **R** for **R**ITE OF PASSAGE.

During the initiation, the fledgling adventurer is allowed only one choice, the rest of the ceremony being in the hands of the temple priests. Regardless of their family's ancestral alignment, each character may now declare their own choice of alignment within the traditional limitations. Ethics and morals sometimes change through time, and the viewpoint of one's ancestors is often different from those of a descendant. Yet, traditions are strong, and much thought should go into the alignment decision. When the runes were cast for this quest, it was foretold that the role of each adventurer would hinge on the alignment selected.

Then the ancestral link dissipates, and only the newly graduated character remains. Under the rigors of the quest, the character must prove worthy of the great heritage just bestowed. If any adventurer uses those gifts unwisely, calamity will surely be his fate!

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Graduation Day!

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The Quest

Upon completion of the Rite of Passage, the new adventurers are gathered before the Elders of Llylgamyn. The burden of the quest for the sacred orb is laid upon their shoulders. The adventure party is told that the newly awakened volcano that threatens the city is actually the legendary sanctuary of the great dragon L'kbreth, who guards the orb from unworthy seekers.

High inside the mountain is the hidden resting place of the orb. The party must climb the twisted passageways inside the mountain, where L'kbreth has used both good and evil magic to safeguard the orb. Legions of monsters and nefarious troops bar the seeker's path. Diabolical traps and confounding riddles test the ingenuity of each member of the party. Only the strength of an ancestor's bequest will enable a character to survive even the lowest level of L'kbreth's lair.

As tradition dictates, new adventurers begin without weapons or armor. The Elders give each adventurer a purse of up to 500 gold pieces upon graduation. Wise outfitting at Boltac's Trading Post is the first test of survival.

Before the eager adventurers leave on their quest, the priests from the Temple of Cant perform one last divination. The priests use domesticated Creeping Coins to cast hexagrams in the sands:

Murmur...Chant...Prayer...Success!
"A warning: The power of L'kbreth is the power of the planet itself"

Somewhat shaken, the adventurers listen to the High Elder, "Whenever danger confronts mankind, Llylgamyn ever stands in the fore, ready to lead from darkness into light. Now you must go forth into the unknown to save your people. Such is the Legacy of Llylgamyn. Good luck, and may Kadorto smile upon you."



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