LTF Abandonware France



Le Vieux Manuel

Return of Werdna

Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

THE RETURN OF WERDNA

The Fourth Wizardry Scenario

Wizardry by:
Andrew Greenberg & Robert Woodhead

Scenario Design and Manual by:
Roe R. Adams, III

Illustrations by:
Linda Wheelin
Linda Carpenter, assistant

Title Screen Design by:
Robert Gould

Dedicated to:

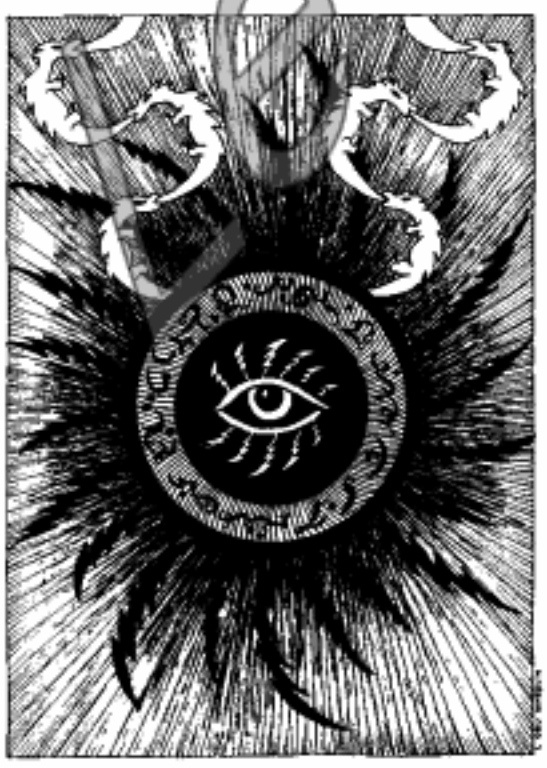
This Scenario is dedicated to my wife Nan, and my children Roe and Kathleen, who have sacrificed an entire, irreplaceable year out of our lives together, so that I might work far from home bringing forth what you now hold in your hands. The dream contained within is as much theirs as it is mine. May you enjoy it in the fullness of time!

-Roe R. Adams, III, Ithaca NY, October 1987

Playtested by:

Ronald Wartow, Esq.	Ray & Fran Hakim	Thomas Weiner
Dr. David Granite	R2A4	Scorpia
David Friedman	William Harrington	Charles Don Hall
Brenda Garno	Tom Courtney	Jonathan Feinstein
Jeff Londynsky	Lewis & Jay Bernhardt	Bill Griffiths

** **Note:** This game (*The Return of Werdna*) uses the same characters, spells, and basic commands as game #1 (*Proving Grounds of the Mad Overlord*).



Téléchargé sur Http://www.abandonware-manuels.org

The Prequel

Five years have passed since I captured the mystical amulet from the Mad Overlord Trebor. His agents had only been a few hours ahead of me in obtaining the artifact. The amulet had lain hanging around the neck of a forgotten god's statue in an ancient crumbling Temple. Whose Temple it once was is now whispered faintly only in ancient and forbidden tomes. Never is the full name used, perhaps for fear of invoking something dreadful that might be merely slumbering.

The mist enshrouded valley that hides the Temple has been known throughout time as the Gods' Hopyard, supposedly because of a great portal that was opened one night by a demented archmage. It is said in arcane legends that on that night the Gods came here and played. The world shook and mountains danced. The whole sky was afire with shimmering colors. As dawn rose, a gigantic voice suddenly blasted out a harsh command, and everything in the world froze in mid-stride. Then there seemed to be a great inhaling, a loud implosion, and the world moved again. The portal was gone. Who or what chased back the Gods and closed the portal no one knows. It was a long while before anyone was brave enough to venture into the valley to find out what had occurred. It was quite difficult to see, a dense mist now covering the valley edges. In the far end of the valley there loomed a gigantic Temple of a style never before seen. In its center was an altar room wherein stood a statue. Around the neck of the statue hung an amulet that glowed with such magical energy that none could gaze upon it for long.

As to what this amulet is, or to whom it might have belonged, the greatest scholars of the last three millenia have debated. Some feel that it was the focus by which the portal was opened, and any who possessed it could open the way for the Gods' return. Others theorized that it was too powerful to have originated on this worldly plane, and so must have been left behind during the retreat of the Gods. A third group partially agreed with the second; the amulet was not of this dimension, but was used by whatever chased away the Gods. Thus the artifact was more powerful than the Gods themselves! Furthermore, they warned, the Temple, statue and amulet were placed in the valley to seal the portal and prevent the Gods' return. This group was, of course, scoffed at by other scholars, as the implications of their theory was much too disturbing to contemplate.

Over the ages, many thieves and mages have been drawn to the amulet and the legends that surround it. All who have sought to possess it have failed. I, Werdna, the most powerful Wizard of this Age, was always intrigued by speculations about the wonders of the amulet, but was much too prudent to enter the Temple without the proper safeguards. The most infuriating thing to me was no one knew so much as a hint of what those safeguards might be. No one had any idea why each previous attempt into that eldritch vale had met with disaster.

Then one day I was approached by a dealer of dubious antiques. Amongst the obvious fakes and worthless old bones was a scroll that he claimed was over a thousand years old. He assured me that no one had ever opened it, and demanded an outrageous 500 g.p. for the item. Intrigued, I haggled him down to a mere 80 g.p. and took the scroll back to my study. When I attempted to break open the seal, it popped off in my hand! The scroll had been carefully opened and then gently resealed. Making a note to summon a demon to deal with the scurrilous knave, I settled down to study the scroll. It actually seemed quite old and was in very poor condition. The

Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

inscriptions were faded and of a tongue quite unknown to me. It took but a few minutes for my arts to restore the lettering to legibility, but it took almost a year's worth of intense research to translate the message.

Wonder of all wonders, the scroll appeared to be written by the apprentice to the wizard who opened the gate that night so long ago. His mind seemed to have been blasted by what he had seen, for only stray bits and snatches of thought were scribbled on the scroll. He kept repeating over and over again something about the glowing eye of THE GOD, which I took to mean the amulet. He also ranted about losing the Mythril Gauntlets entrusted to his care, and groveling for forgiveness from someone or something. The last part of the scroll was filled with dire prophecies and fears for his own eternal torment.

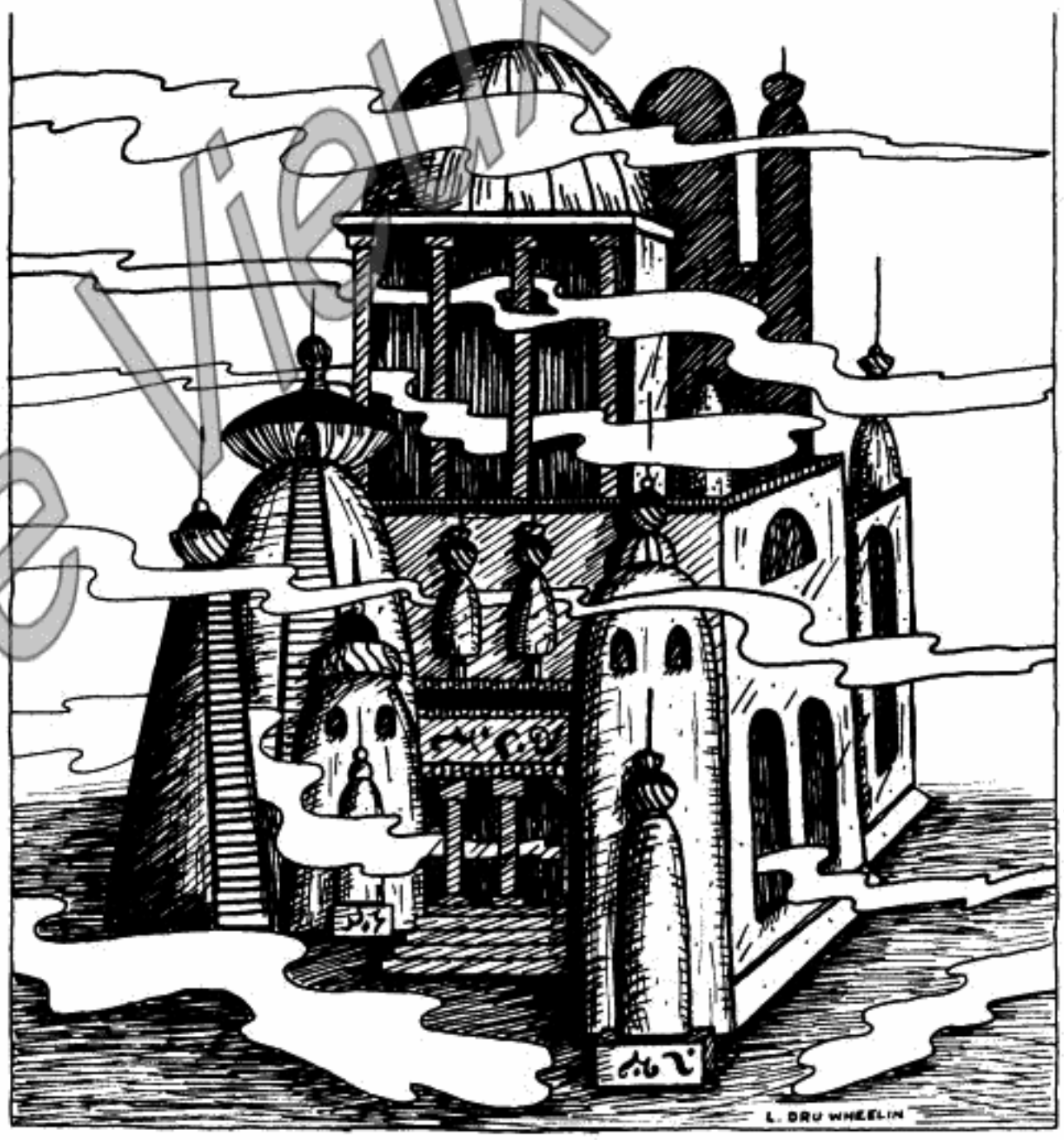


Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

I was filled with hope. If I could correctly follow the clues this document provided, the amulet and all its power could be mine. Now I regretted consigning the soul of the antique dealer to Hell. In the hope that the gauntlets mentioned in the ancient scroll were the means by which the amulet could be handled safely, my agents went into search of them. After many months of seeking, they were able to procure but a single glove. In my gratitude for their obtaining half of a pair of gloves, I only had half of them executed. Well, one gauntlet would have to suffice.

Now armed, I set off for the misty vale in search of my destiny. Alas, mere hours ahead of me, others entered the Temple and absconded with the amulet. At first, I was so shocked to see it gone that I just slumped to the floor. Then I noticed what appeared to be fresh footprints in the thick dust on the floor. I followed them for a short while, but lost them on the hard ground outside the Temple. Racing back to my tower, I used my scrying mirror to show me what had transpired outside the valley, for even my skills could not penetrate that mist within the valley.



Le Vieux Manuel

Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

Return of Werdna

Four men shrouded in black robes entered the valley. Shortly, three men left. (I had seen no body, so what happened to the fourth man?) One of the men carried something at arm's distance. For an instant I caught a glimpse of a bluish-grey gleaming glove on the man's hand, then the mirror was blasted into a thousand fragments. He also had one of the fabled gauntlets. The scroll was right! Now I understood why it had been unsealed...that old fraud had made copies of the scroll!

I conjured up two of my favorite demons and sent them to pay the antique dealer's soul a visit. They returned shortly, having "persuaded" the shade to talk. I learned that although the dealer had made five copies of the scroll, he had sold only one of them prior to his demonic dismemberment. The Mad Overlord, Trebor was the owner of this copy. I gathered my creatures about me and cast a Malor to Trebor's Castle. While my pets were keeping the staff quite busy, I cast a Mamorlis spell on everyone in Trebor's audience room. It was quite humorous to see Trebor frozen in abject terror upon his throne. He wore the mystic gauntlet upon his right hand and dangling from that glove was a captured sun, so bright was its radiance. Carefully, I put my gauntlet and plucked the amulet from the cradle of his glove. So as not to seem ungrateful, I did leave Trebor one of the Damien stones I usually carried around with me. They make such fine thoughtful gifts, heh, heh, heh! Calling my servants to me, I cast another Malor back to my tower.



Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

Return of Werdna

At last, the amulet was mine!!! The power of a universe was at my disposal. Ah, so drunk was I with visions of great and terrible deeds. What to do first? My tower seemed unfitting for a would-be god. Something more splendid, more spacious. Perhaps a split level...no, many levels...ten levels, that's it! Where to put this magnificient edifice? Well, it should be somewhere away from prying eyes and possible thieves, yet not to far from a food source for my hungry pets. Aha, I'll put it under Trebor's nose, literally. I'll build it under his poor excuse for a Castle!

The very next day I started the major invocation. Everything went smoothly until I keyed in to the amulet. I only opened a tiny conduit to it in order to provide more power for my conjuring. What I got was a blast of raw energy that almost vaporized me on the spot. It was a good thing that I had been working behind a shield. The ground beneath the Castle was melted, churned, and twisted out like pulled taffy. When everything cooled, I indeed had my ten level underground fortress maze, although it was much wilder than I had envisioned. That was good, for the backlash of that awesome force had completely obliterated my tower! More than somewhat shaken, I Malored down to my new abode. I had barely tapped whatever lay within the amulet, yet it had almost destroyed me. I vowed never to invoke it again until I could discover how to channel its power.



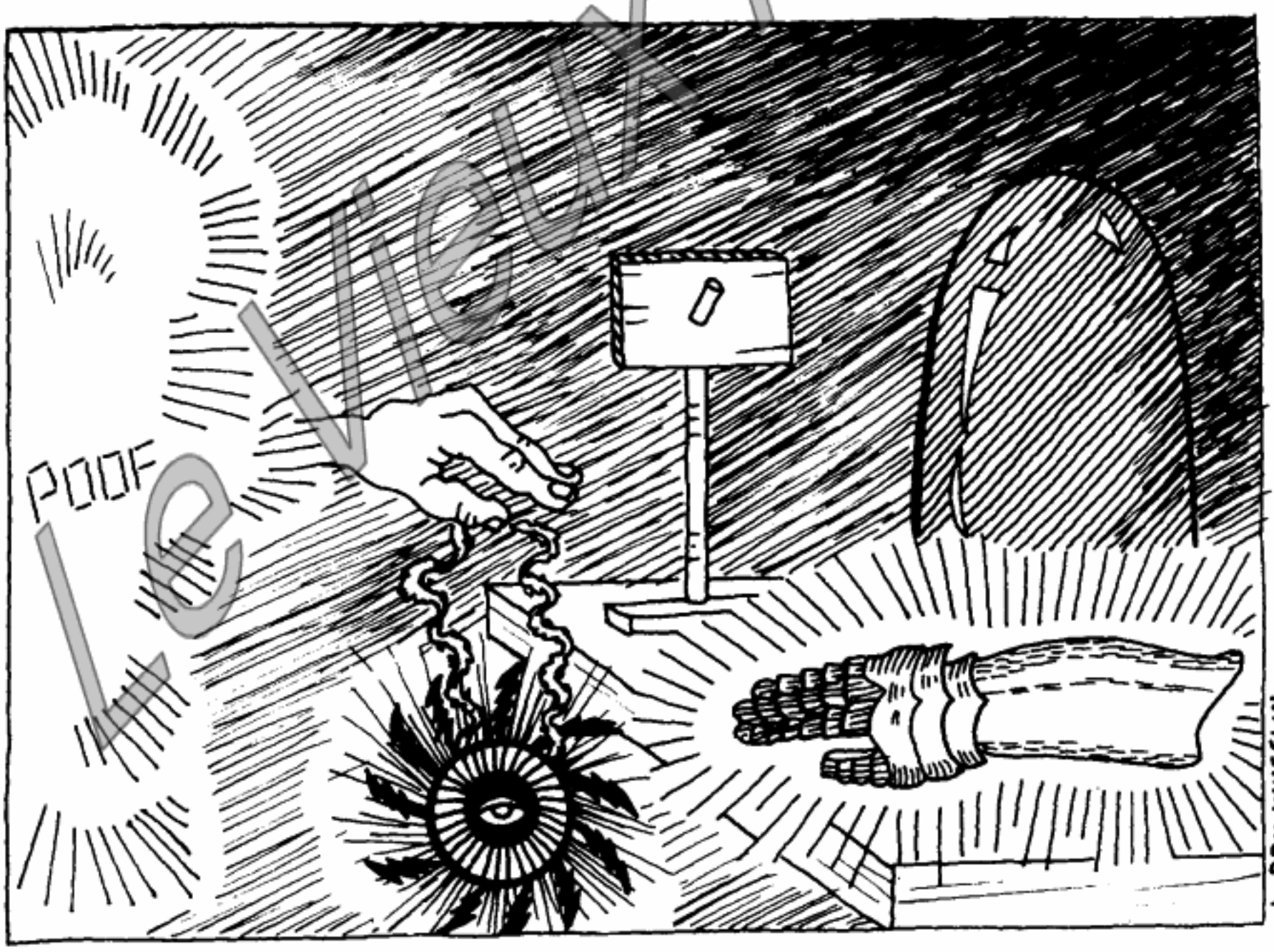
Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

Return of Werdna

Five years passed without the amulet yielding up any of its secrets. Oh, I did discover a few small details, like why a gauntlet was necessary. One evening I was preoccupied with my studies, and I asked one of my many minions to fetch the amulet from behind its darkly smoked glass case so I could examine it. Suddenly, I heard a pop and a thud of the amulet dropping to the floor. My servant had failed to put on the gauntlet. When it touched the amulet, the creature had just vanished. That could have been me! After that I kept the gauntlet on the case, so I wouldn't forget again.

Finally, tragedy did strike, but of a different form. I was entertaining a Vampire Lord and several of his leigemen, when the door to my study was kicked open and in burst a wild-eyed team of adventurers bent on my destruction. I was too far away from the amulet to reach it in time, and my pentagram for summoning monster allies was on the other side of the room. I quickly gathered up my energy and began to cast the awesome Tiltowait spell, while my guests rushed forward to my defense. Just as I unleased that hellish fireball, I saw the Vampire Lord dissolved by a Zilwan spell! So, they had a high mage also. What! They still stood! That's one very tough team. Another Tiltowait should finish them, though. Before I could cast it, the leader of the team stepped in under my outstretched arms and delivered a critical hit to me. As my consciousness faded, I heard one of his men say, "Hawkwind, I have the amulet! Trebor will be pleased." I cursed Trebor with my last breath that he might endure endless torment. My final view was of their black banner bearing both a gold and a silver dragon in bend, and of the amulet dangling from the end of a sword. The darkness claimed me and I slept as unto death.



Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

Starting the Game

Return of Werdna is self-contained. You will not need to transfer any characters into this game.

Start the program and soon you will see the title page, press [**S**] to (**S**)TART GAME. In a few moments, the Save Game page will appear.

The Save Game page gives you a brief synopsis of the awful position you are in. YOU ARE WERDNA, the infamous evil wizard, and life is not at all a bed of roses. Trapped at the bottom of a prison dungeon, you must fight your way out. With any luck, you will be able to wreak your revenge upon the do-gooder adventurers who have placed you here. Most of all, you want to get your hands on your nemesis, Trebor!

To begin playing, press [**P**] to (P)LAY GAME, then select the saved game you wish to resume playing by typing a number [**1 - 8**]. There are 8 Save Game slots to choose from. If you want to start from the beginning of the game, press [**ENTER**]. Initially, all 8 Save Game slots are empty, so if you select one, you will start at the beginning of the game. Whenever you begin a new game, or go between levels in the Maze, you may be asked for your Mordor Charge Card Authorization number. Refer to the enclosed Mordor Charge booklet for the full procedure.

When playing, all of the options familiar to you from playing previous Wizardry Scenarios are available. Some of the options have been extended and improved to make play easier. For example, many menus have a default option you can select by pressing [**ENTER**]. The default option has a "←" symbol following its first letter instead of a ")".

The most important change is in the (Q)UIT GAME option. In The Return of Werdna, when you (Q)UIT GAME, you will have the opportunity to save your current position in one of the 8 Save Game slots even if you are in the Maze! Yes, that's right, you can now save your games while trudging around in the Maze. This lets you keep up to 8 "milestones" in your play of the game available, just in case (heh heh) you need to backtrack.

VERY IMPORTANT: Think of utilizing Save Game as a form of meditation. Since you are taking a pause to regroup before tackling a difficult task, the players and the guardians also take advantage of this interval to revitalize, while you are concentrating on "The Big Picture". If these Save Games are used wisely, your pace will be quickened; used imprudently, a creeping coin's pace will be faster!

Caveat Werdna

Don't assume that just because you are an expert Wizardry player, you know exactly how things work. You don't. Trust us, even the Gods don't know everything. The only thing you can trust is that we have spent several years making The Return of Werdna a fiendish test for expert adventurers. If you finish even one of the several possible endings (quite a dubious possibility), you will have earned the rank of Master Adventurer. For those few whom consider themselves The Elite gameplayers, a challenge: Find and finish the one really special ending, and you will have earned the exalted title of "Grand Master Adventurer."

New Features

New releases of Wizardry products have many new enhancements. If you own an older version of Proving Grounds of the Mad Overload or Knight of Diamonds, the new style of the Wizardry Gaming System may be a little unfamiliar at first. The user interface now uses multiple overlapping windows. Selections are still made by pressing keys (in most cases, the traditional keys), and all of your options are presented in

Téléchargé sur Http://www.abandonware-manuels.org

LTF Abandonware France

menus on the screen. The new features have been added to make the Wizardry Gaming System easier and more fun to play.

The Maze display fills the entire screen.

You can toggle the various Maze windows (O)N and (O)FF. You can also flip the (S)TATUS window on and off separately. This lets you see more of the Maze.

Patterns are now used to identify stairs, messages, special objects and darkness on the maze floor and walls.

You only need to type the first few letters of a spell name in order to cast it. If what you type is ambiguous you'll be asked to select the spell you wanted from a list.

Many menus now have default choices you can select by pressing [ENTER]. If a menu choice is a default, instead of a ")" after the first letter in the entry, you will see a "return key".

It is now possible to Save Game while in the dungeon. Eight slots are available.

Le Vieux Manuel

Téléchargé sur Http://www.abandonware-manuels.org