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Le Vieux Manuel

Heart of the Maelstrom

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Wizardry General Program Conventions

User Interface

As you play Wizardry, you'll come across many menus which require different input to get the job done. Often, you'll find only one key is needed.

However, sometimes you must press more than one key. Talking to interactive characters, solving riddles, entering spells and typing a character's name are just a few examples. If you need to press more than one key, Wizardry will tell you to press [ENTER] when you are finished, or will simply continue by itself. On some computers ENTER is called RETURN, so the command is noted in general by the symbol (↵).

If you are asked to confirm a choice, the program will ask you something like "DO YOU WANT TO DO THIS (Y / N) ?". In these cases, select the option you want and press the appropriate key. If the question or a menu contains a "#", the program expects a number key (1, 2, 3, etc.) as the answer.

Finally, in some menus you will see a graphic symbol that looks like a " ↵ " instead of the ")" after the first letter of one of the options. The option with this character is the default option, which you can select by pressing [ENTER].

How to use the Wizardry Program

Start the game and the Wizardry title screen will appear with the following options:

S)TART THE GAME M)AKE A SCENARIO

In almost all cases, when Wizardry asks you what you want to do, the program will display a menu of options like those you see on your screen. To select an option, simply press its first letter. Remember, Wizardry will always places a ")" after the first letter of an option to remind you that it's all you need to select.

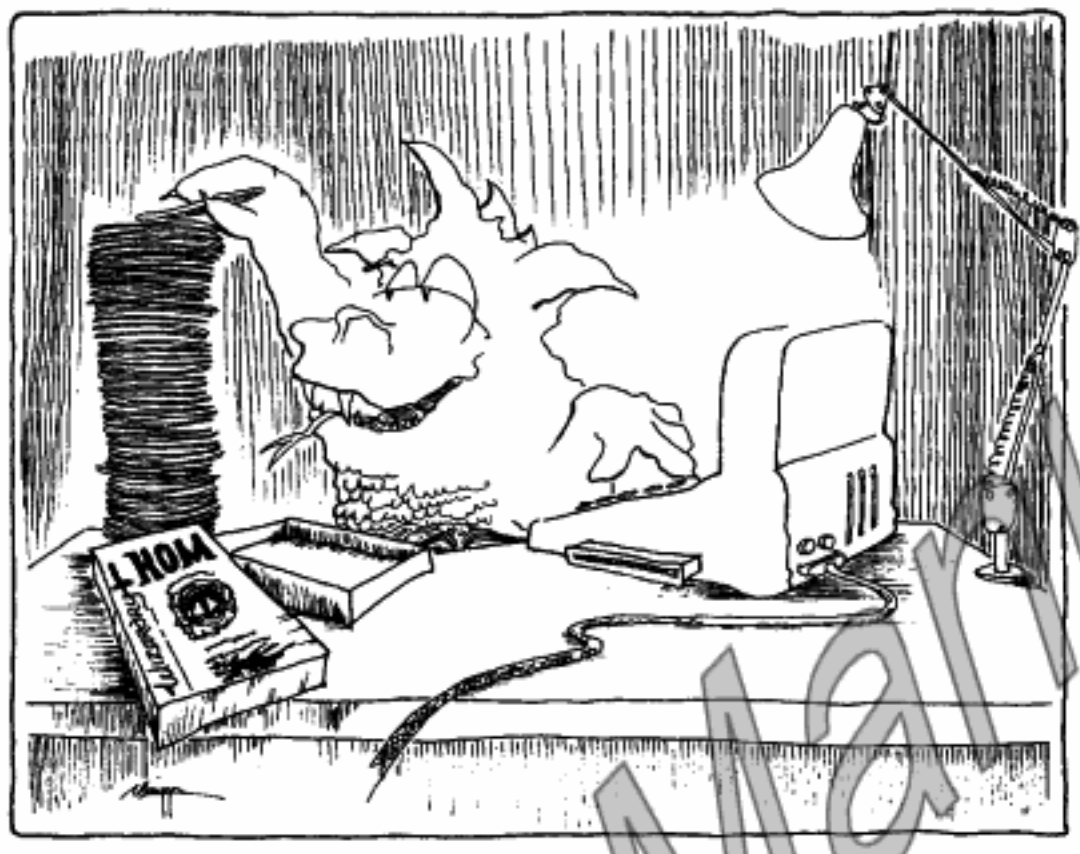
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Making a Scenario Diskette

This option is a left over from the good old days of floppy disks. Since you have already installed the game from your CD-ROM on your hard drive, the game has automatically created a Scenario Disc for you there. Therefore you can completey ignore this menu entry. It no longer works.



Are you with me?

Up to this point, you have learned some Wizardry basics and should have returned to the Wizardry title page. We're on our way into the *Heart of the Maelstrom*.

Starting the Game

Are you still looking at the Wizardry title screen? As long as you are... go ahead... do it. Press [**S**] to start the game!

Soon you'll be smack-dab in the middle of the Castle, the hub of safe activity within the Wizardry world. Here, you'll assemble your characters for combat, adventuring and the like. They'll buy items, help friends and rest. Indeed, there are many interesting places in...

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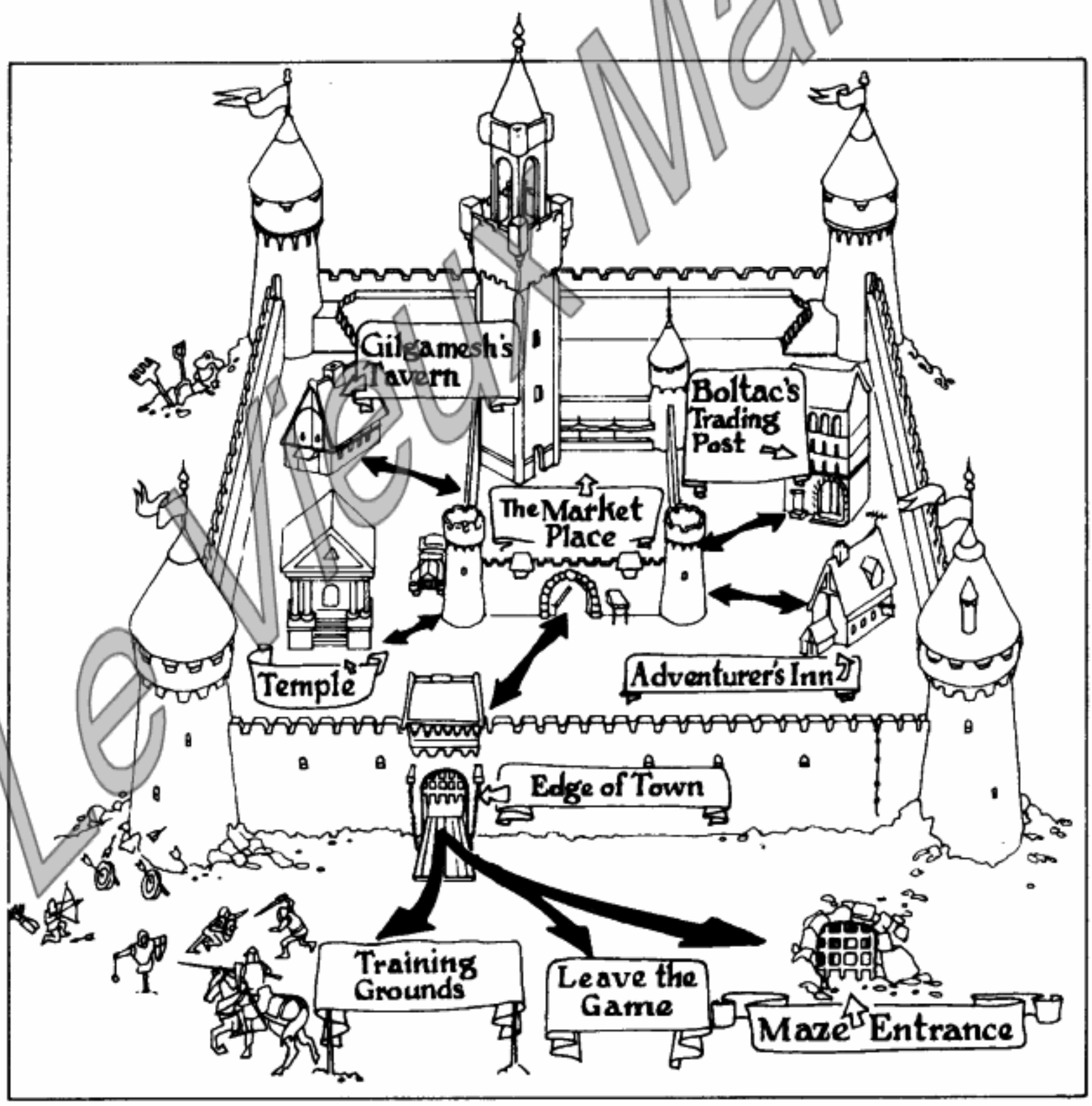
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The Castle

Your adventurers spend their time in one of two places: the Castle or the Maze. Of course, there is the cemetery, but let's not hope for that. So, before we rush off to create your characters, let's take a look at the world they live in.

The Castle is a safe haven where your adventurers can train, rest and lick their wounds, buy goods from the friendly shopkeeper, Boltac, or even be resurrected from the grave. Inside the Castle, there are five locations which provide special services to the Wizardry player and his or her characters. These are Gilgamesh's Tavern, Boltac's Trading Post, the Temple of Cant, the Adventurer's Inn and the Training Grounds, which is located at the Edge of Town.



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G)ilgamesh's Tavern is dim and smoke-filled from the haunch of a boar roasting slowly over the fire. Small groups of adventurers talk in low tones around deeply scarred wooden tables. Here is where you hope to find a team capable of surviving the rough rigors of the Maze.

The A)dventurer's Inn offers several important services which your characters will often require. To begin with, staying at the Inn overnight or longer can help you recuperate from rough fights with monsters by restoring some or all of the health you've lost in combat. Secondly, your characters may gain experience levels to reflect the experience they have earned.

The T)emple of Cant is the first stop whenever a party brings back characters who are dead, paralyzed, or similarly distressed. If the high Priests of the Temple can do anything to help the poor devil you've hauled in, they will tell you what tithe, or amount of gold, is required. But since the fees expected by the Temple Priests are rather high these days, it is likely that the afflicted person may not be able to afford the "donation," so be prepared to help him or her out.



B)oltac's Trading Post is the commercial center of the Castle. It is owned and operated by a friendly dwarf named Boltac. Here the spoils from a hundred forays find their dubious way to sale. This place has all the equipment you need to make it your one-stop shopping center, and it is open around the clock for your adventuring convenience.

The E)dge of Town is just a short walk through the Castle doors. While in The Edge of Town, your characters may visit the Training Grounds, enter the Maze or return to the Castle.

Press [**E**] now to see what The Edge of Town has to offer.

You'll see **The M)aze** option. This place has been the inspiration and end of many a character. Here, adventurers go in search of experience, loot, and clues to assist them in their missions. They'll meet other adventurers, monsters, tricks and traps with their demise in mind. However, throughout the Maze there are many gratifying experiences to be had as well. In the Wizardry world, this is the one true place where your characters polish and perfect their art.

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Heart of the Maelstrom

While novices, your characters can only spend short amounts of time in the Maze. One encounter could be their ruin! Nevertheless, as they become more proficient by gaining levels, their expeditions will grow in length and they may explore the depths of the Dungeon with swords held high.

> **The T)raining Grounds**, located just outside the Castle, rings with the sounds of swords clashing and timid battle cries. A closer inspection shows youngsters hitting pells with wooden blades, and many of the battle cries turn into yelps when their blades bounce back and hit them! It is here that you create new, apprentice characters, and can inspect veteran characters, who are standing around shouting encouragement (and other things) to the novices.
>
> Press [T] now to go to the Training Grounds. Yes, it's finally time... your characters await!

But wait... Are you with me?

So far, we've started the game, read about the places your characters can go and now we're on our way to create them. If you're not in the Training Grounds now, just find your place in this list, and follow it:

1. Start the program.
2. Press [**S**] to start the game.
3. Press [**E**] to go to the Edge of Town.
4. Press [**T**] to go to the Training Grounds.
5. You're here.

Creating a Character

Your Wizardry characters are unique individuals with strengths, weaknesses, and special abilities just like you. Hundreds of separate pieces of information go into their makeup, and each is influenced by their actions. They are honored to adventure under your command, and look forward to the quest. Now you're ready to create those fearsome warriors!

There are 4 options in the Training Grounds:

> C)REATE A CHARACTER
> I)NSPECT A CHARACTER
> R)OSTER OF CHARACTERS
> L)EAVE

Press [**C**] to create a new character. Next, Wizardry wants you to choose a name for the character. Type the name in, and press [**ENTER**].

Now Wizardry asks if you want to put a password on the character. Type one in if you need one. YOU have to remember the password! Most times you wouldn't need a password, so just press [**ENTER**].

Now you must choose your character's Race. Simply press the letter associated with your choice. Wizardry characters can belong to one of five races. Each race has different strengths and weaknesses, most visibly reflected in the minimum ability values (statistics) for each race. Race also affects a character's ability to find secret doors and hidden items.

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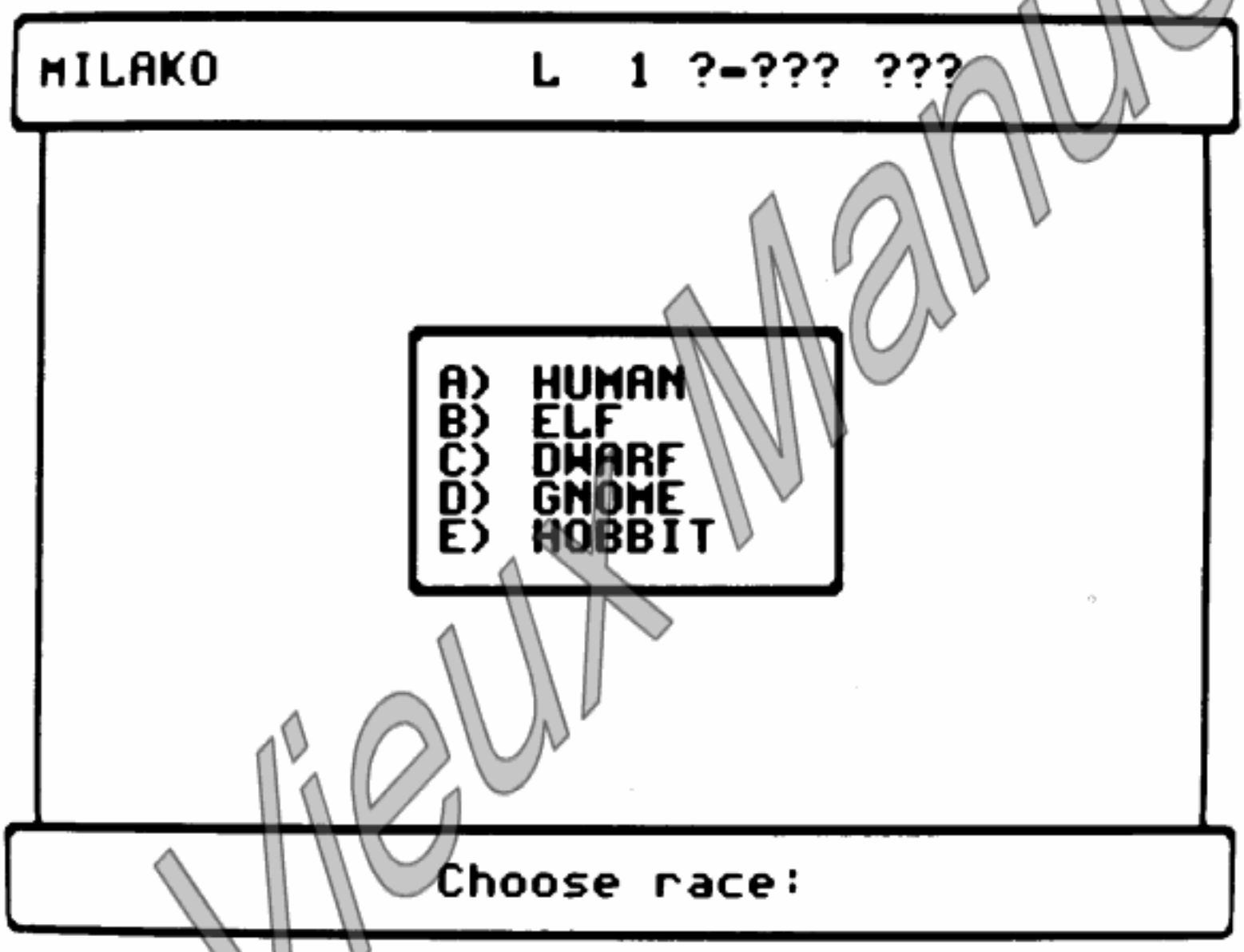
• Humans excel at nothing, but have no particular weaknesses, except for a decided lack of piety.

• Elves are intelligent and pious, but not very robust. They excel at intellectual pursuits, and are excellent spell-casters.

• Dwarfs are strong and hardy. They love fine weapons and armor and delight in a good fight.

• Gnomes are pious and agile, probably from praying under-ground during earthquakes. Due to their ascetic traditions, they make excellent Priests.

• Hobbits are agile and very, very lucky. They are a happy-go-lucky people, and, with the right training, become superb thieves.



Now it's time to select your character's alignment. Alignment describes your character's general ethical outlook, and has an impact on the classes the character may enter. Again, just press the letter associated with your choice.

• Good characters are really good. They go out of their way to help old ladies cross the street.

• Neutral characters take life as it comes. They would help an old lady cross the street if they were travelling in the same direction.

• Evil characters are not really evil when compared to some of the things they fight in the Maze. They are self-centered, and always want to know "what's in it for them." Evil characters help old ladies cross the street for a fee.

The next selection concerns the character's statistics. Statistics are basic measures of a character's ability to do things. The higher the statistic, the better the character's performance.

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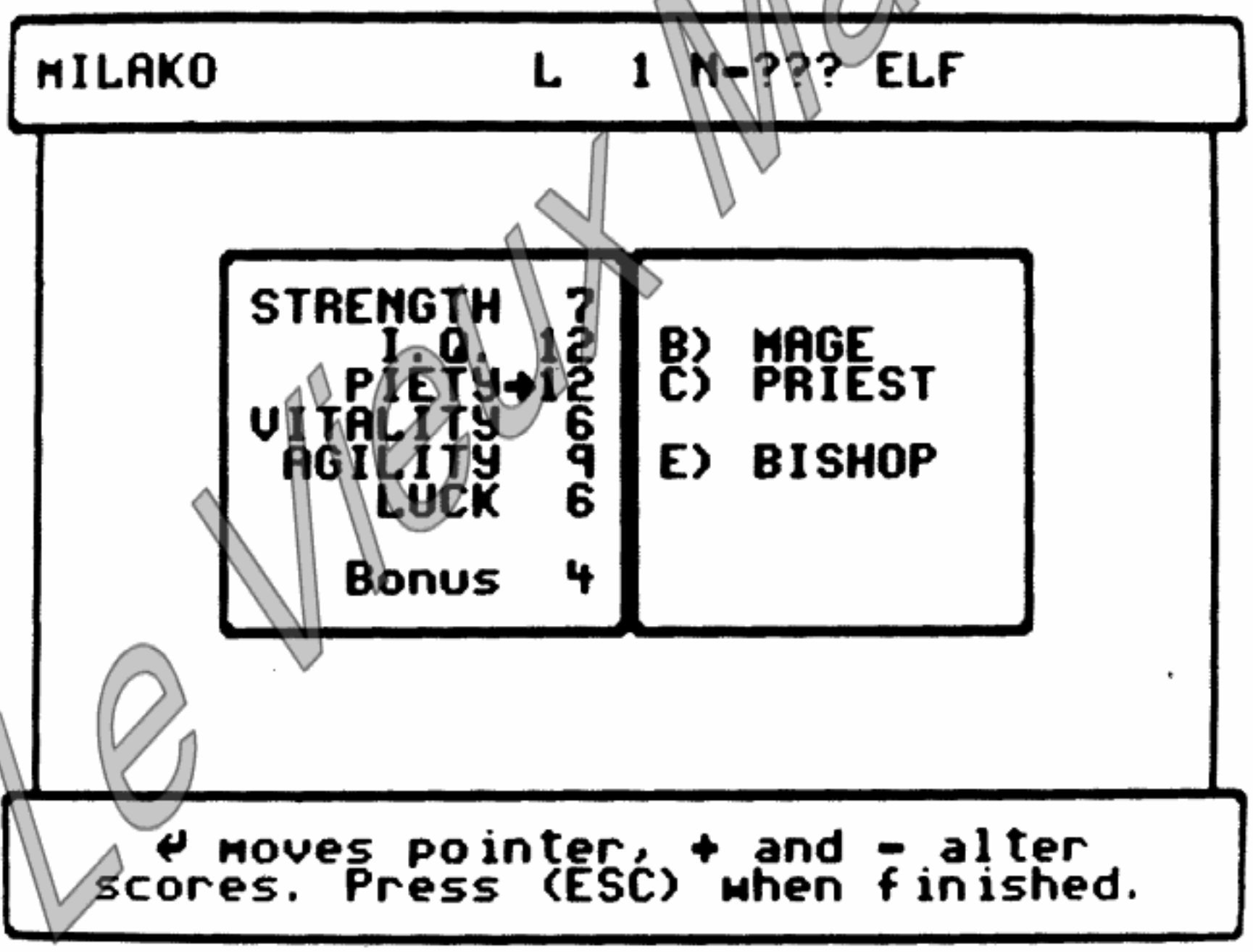
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- Strength affects your skill in combat.
- I.Q. and Piety influence your ability to cast and resist spells.
- Vitality affects your ability to withstand damage.
- Agility helps you avoid attacks and open treasure chests.
- Luck comes to your aid in many mysterious ways.

Your new character will qualify for admission into one or more of the eight classes (or professions) on the basis of these statistics. Based upon your choice for race, a profile set of minimum statistic values will be displayed. You now have a chance to influence the profession of your character by distributing bonus points.

Note the special line that tells you how many bonus points you have to work with. The number of bonus points is selected randomly each time you create a character. You'll distribute these points among the various statistics. The [**ENTER**] key moves a selection arrow down the list of statistics. When you have the arrow pointing to the statistic you want to change, press [+] or [-] to add or subtract points. If you move the arrow off the bottom of the list of statistics, it will pop up to the top of the list.

You can change the statistics any way you like, but you must use up all the bonus points you've been given. Also, you cannot push a statistic below its original value, or above 18.



When you make changes in the statistics, class options will begin to show. Each class has different minimum statistic requirements, and when you have added enough bonus points to the right statistics to qualify for a class, it will appear in one of the windows.

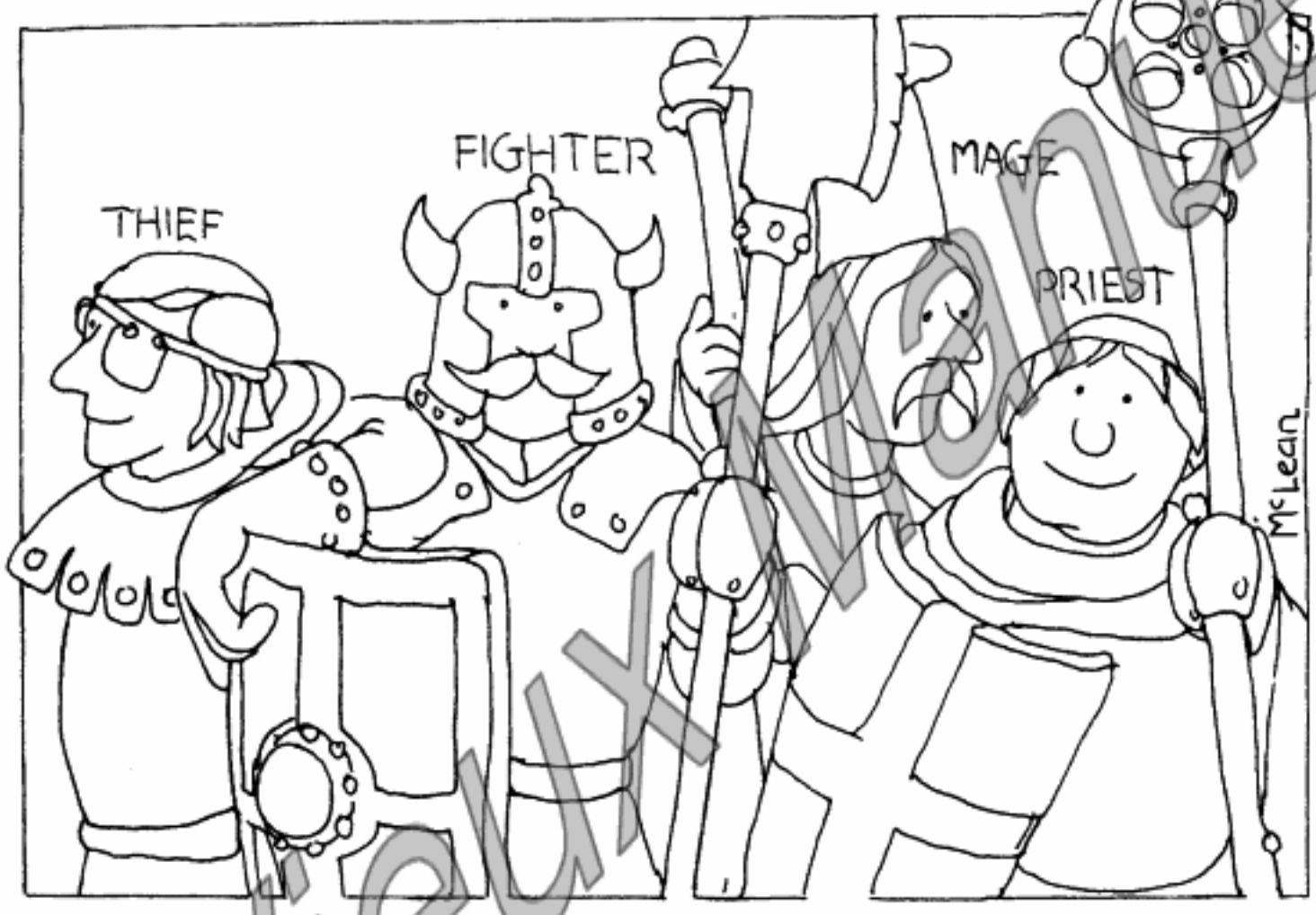
A character always belongs to only one class, but under certain circumstances may change class. Each class has special requirements as to minimum abilities (statistics), alignment and allowed possessions of its members.

The minimum statistic scores required and a description of the classes are as follows:

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- **Fighters** need 11 strength.
- **Mages** need 11 I.Q.
- **Priests** need 11 piety and may not be of neutral alignment.
- **Thieves** need 11 agility and may not be good.
- **Bishops** need 12 I.Q. and 12 piety and may not be neutral.
- **Samurai** need 15 strength, 11 I.Q., 10 piety, 14 vitality and 10 agility and may not be evil.
- **Lords** need 15 strength, 12 I.Q., 12 piety, 15 vitality, 14 agility and 15 luck. They must be good.
- **Ninjas** need 17 in all their statistics, and can only be evil.



The four basic classes are:

Fighter: The basic person-at-arms. Fighters have high hit points, can use almost any armor and weapon, and relish their role as shock-troops. They may be of any alignment, but can cast no spells.

Mage: The sorcerer. Mages have poor hit points, can only use a dreadfully limited amount of weapons, and can wear no armor except for robes! They can cast Mage spells, including the dreaded Tiltowait, the summoning Socordi and the unlocking Desto. They may be of any alignment.

Priest: The holy one. Priests have fairly high hit points, but cannot fight as well as Fighters, and must use specially consecrated weapons, such as maces and flails, and can wear only light body armor. They can cast Priest spells including the life-saving Kadorto, the wishful Ihalon and the monster-banishing Mogato. Priests may not be of neutral alignment.

Thief: The artful-dodger. Thieves have average hit points. Their weapons are limited to daggers, short swords, and bows; they can wear leather armor and use a shield. Thieves are very good at circumventing the noxious treasure chest traps which often lie between a party of adventurers and their hard-earned loot, and have a knack for opening the many locked doors found in the Maze. Additionally,

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thieves may Hide during combat, and once hidden, they may Ambush a monster in the following round! Thieves are also specialists in the divine art of pick-pocketing the many creatures to be found in the Maze. Lastly, they may not be of good alignment.

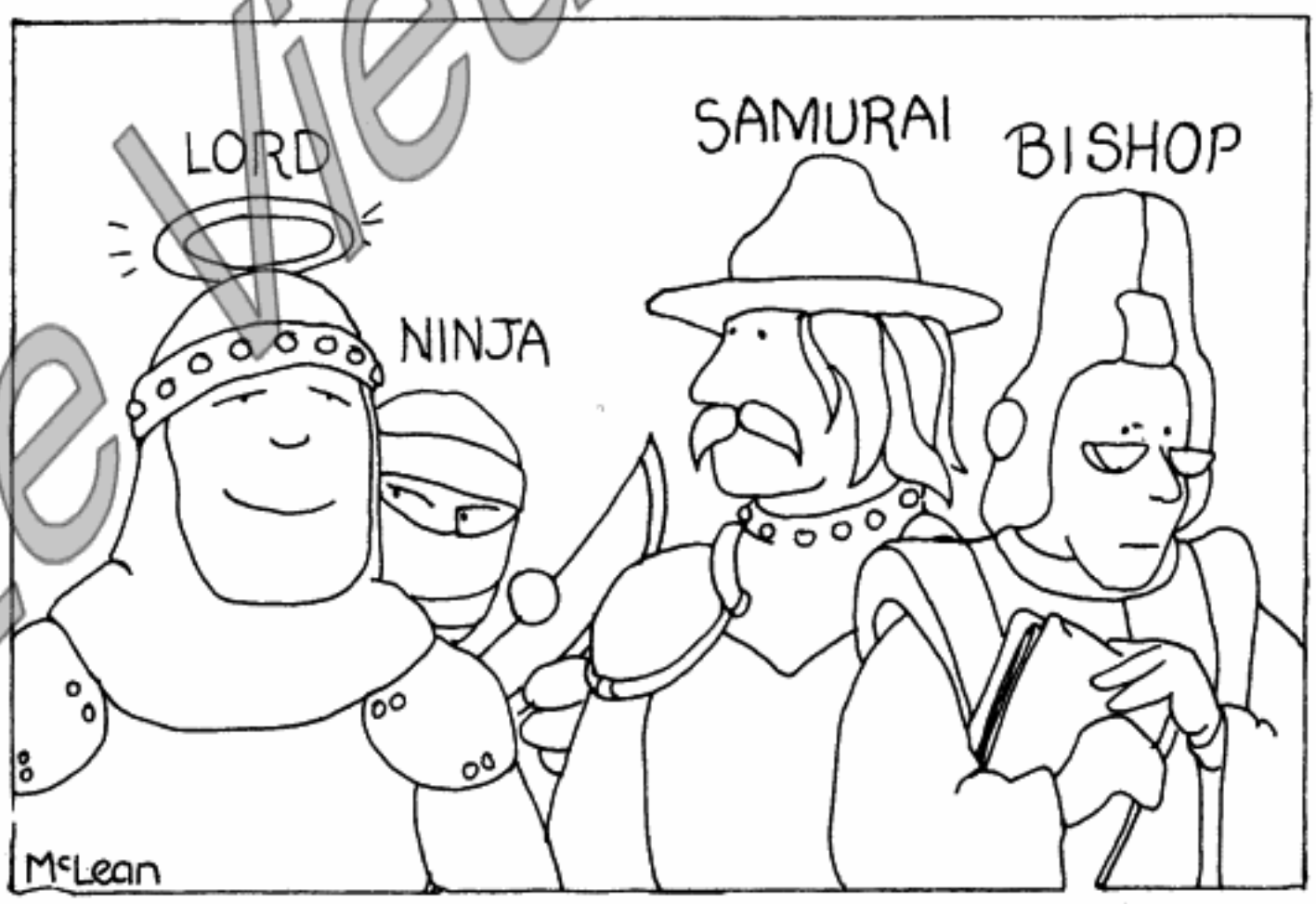
The four elite classes are:

Bishop: A combination of Priest and Mage, with some advantages and disadvantages of both. Bishops have average hit points, can wear chain armor, and use Priests' weapons. They can cast both Mage and Priest spells, and are capable of identifying unknown items the party finds in the Maze. Like Priests, Bishops may not be neutral.

Samurai: These folk are fantastic warriors, and can use most Fighter weapons and armor. They start out life with more hit points than Fighters, though in the long-run, a fighter will usually end up with more hit points. At the fourth level of ability, Samurai slowly begin to learn Mage spells. The strict code of Bushido prevents Samurai from being of evil alignment.

Lord: A combination of Fighter and Priest. They have the hit points and abilities of Fighters, but at the fourth level of ability they gain the ability to cast Priest spells and to dispel. Lords must be of good alignment.

Ninja: A super-human fighting machine. Ninjas can use the same weapons and armor as a Samurai, but work best without any! When fighting with their bare hands they can wreak havoc and destruction, sometimes killing the strongest opponent with a single blow. As long as they disdain armor, their great training gives them lower and lower armor class as they reach higher and higher levels of ability. Ninjas earn hit points as does a Thief, and learn no spells. They may Hide during combat, disarm traps and practice all the other arts of a Thief, too. Finally, they must be evil.



Once you've allocated all the bonus points and qualify for a class that you want, press the [**ESC**] key to signal that you are done. Then, if you like the character, press [**Y**] to store him or her in the roster, and you will be returned to the main Training Grounds menu.

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Important Points to Consider When Creating Your Party

Before you go charging off, filling the universe with alter egos of yourself, keep in mind some important facts:

A team can consist of up to six members, and any less increases the chances of disaster. There are words for "Lone heroes battling against incredible odds." These words are "rest in peace." Developing a well balanced team with diverse talents is one of the major keys to success.

Decide which alignment you prefer your party to have before you start generating characters. Evil cannot play with good, but neutrals may play with either. Some character types are only available to one alignment or the other, so select the whole makeup of your team first to avoid disappointments such as finally generating a fantastic Lord, only to discover that he/she cannot join the rest of your evil team!

Hello again... Are you with me?

Well, you've just created your first character (maybe you've already created ten). If not, it's easy to catch up.

1. Go to the Edge of Town from the Castle by pressing [E].
2. Go to the Training Grounds by pressing [T].
3. In the Training Grounds press [C] to create a character.
4. Enter the character's name and password if you want one.
5. Follow the on-screen menus to select your character's race and alignment.
6. Distribute your character's bonus points among the statistics.
7. When the bonus points are used up, press [ESC], and select a class for your character.
8. You will now be asked if you want to keep the character. If you do, press [Y].
9. You're here.

Other Training Grounds Options

The **R)oster of Characters** option will display all of the characters available, and show you whether they are alive or dead, and in the Castle or out on expeditions. If you want to see your roster of characters, press [**R**].

The **I)nspect a Character** option lets you look at your character in detail, and perform character-specific "housekeeping" actions.

The L)eave option will simply return you to the Castle.

Inspecting a Character in the Training Grounds

Press [I] at the main Training Grounds prompt to Inspect a character. Next, you will see a list of possible things to do to your character:

I)nspect shows the character's vital statistics, weapons, armor, spell books, and any special goodies he or she has found so far. You can also inspect your character in Gilgamesh's Tavern. We'll cover the character's inspection in more detail there.

D)elete allows you to retire old, world-weary adventurers, but will ask you again, just to make sure. Retired characters pack up all their belongings, go to Club Wiz and are deleted forever from the game.

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C)hange Class gives characters the option of changing their professions. When you change class, you are entering the new class as a level one character. Therefore, changing class has the following side-effects:

* Your characters' statistics drop to the minimum for the race.
* Your experience points drop to zero.
* All your equipment will remain in your possession, but your items will be unequipped. Since you are changing class, you may not be able to use them anymore.
* You will retain knowledge of any spells you already know, and you always get one spell point per spell in your spell books. However, you lose the extra spell points you got for being a member of your previous class. Though you may learn new spells and get new bonuses for being a member of your new class, it is likely that, at least at first, you will have fewer spell points to work with. If you know at least one spell of a particular type and level, then you will eventually learn all the spells of that type and level, even if your new class doesn't learn spells of that type.

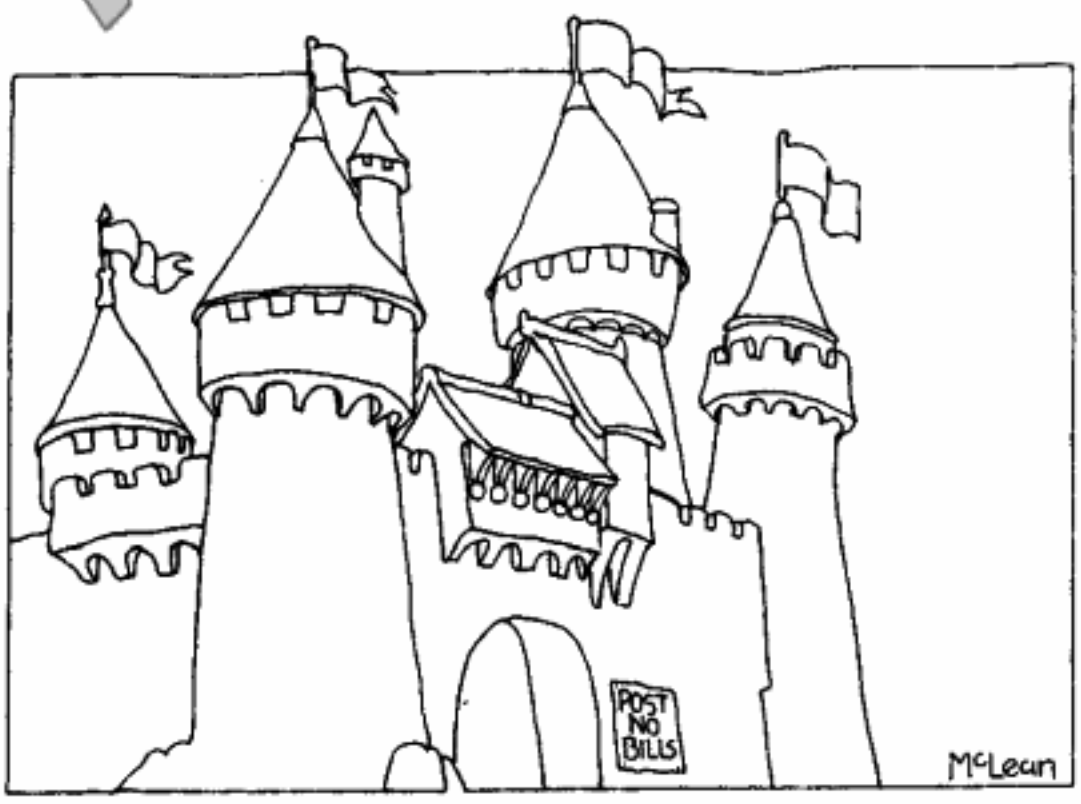
A)lter Password changes the character's password in case of security problems (younger sibling, devious friends, parents who hate to be shown up). You must know a character's current password in order to change it. There is no way to Alter a password without knowing the current password.

L)eave will return you to the Castle, and that's where we want to go! Press [**ENTER**] or [**L**], and we'll be on our way.

Just checking... are you here?

We've just left the Training Grounds, entered the Castle and are on our way to Gilgamesh's Tavern to check out your character(s). If you're not already here, follow these steps:

1. First of all, you'll need at least one character to go on this "manual expedition." If you haven't created a character yet, return to the Training Grounds to create one.
2. Get to the Castle. From the Training Grounds' main menu, press [**ENTER**] or [**L**].
3. Are you in the Castle? Good. You're here.



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Gilgamesh's Tavern

Gilgamesh's is where you assemble your party. Press [**G**] now to enter the Tavern. Gilgamesh's menu provides you with several options:

A)dd lets you add characters to your party. You will be shown a list of all the characters compatible with the other members (if any) of your party. You can select one by pressing the letter associated with the character. As soon as you select someone who is not neutral, the alignment of the team is chosen, and disappointed incompatibles will wander back to their drinks. Press [**A**] now and select your party.

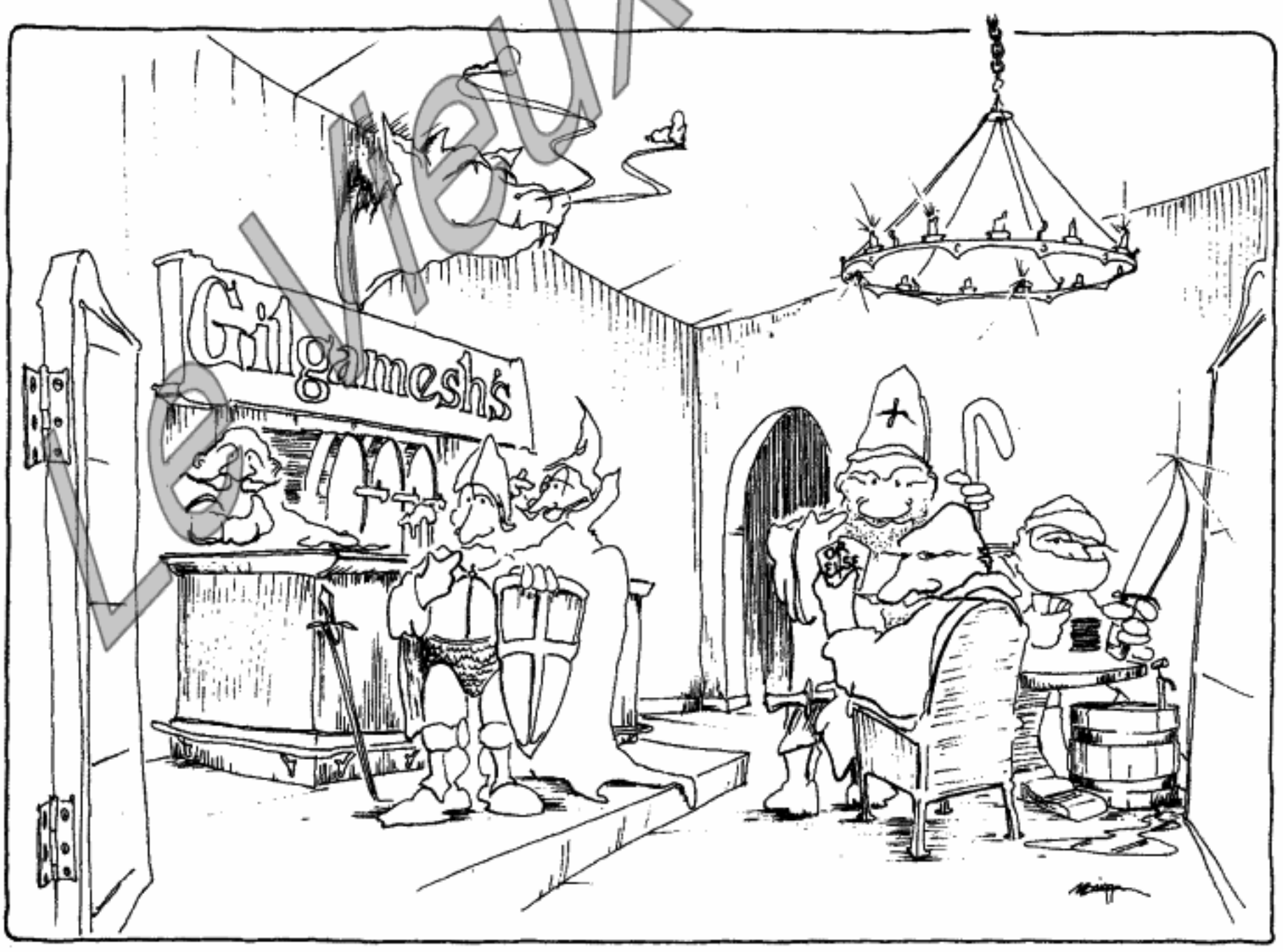
R)emove lets you remove a character from the party.

#)Inspect lets you look at the current status of a character.

D)ivvy Gold pools the gold belonging to the party, and then evenly splits it up between the party members.

L)eave exits the Tavern.

If you decide to visit the Training Grounds once a party has been formed, the party will disband (separate) automatically. You will have to go back to the Tavern and reassemble them.



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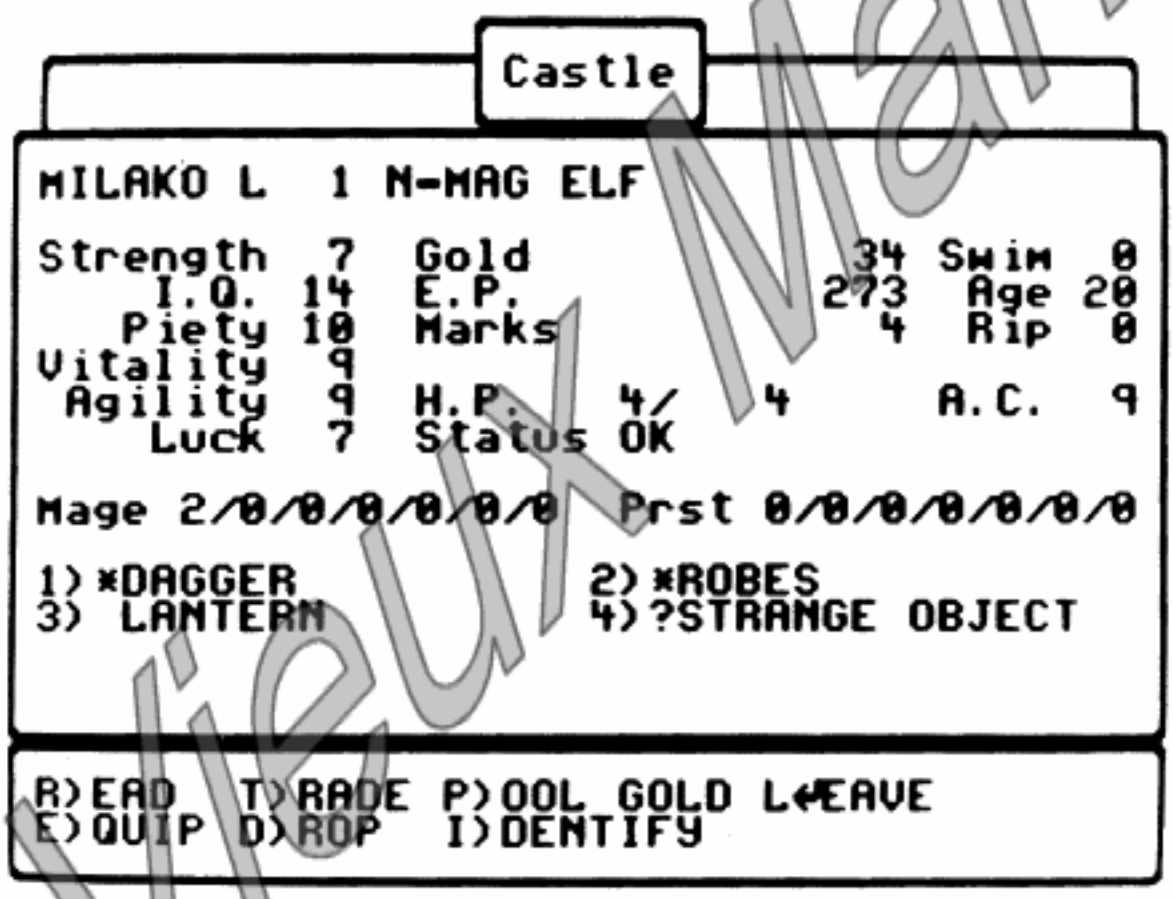
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Inspecting a Character

When you are in the Tavern, #)**Inspect** lets you inspect a character in the party by typing the number key associated with that character. From the main menu of the Tavern, press the [#] of the character you wish to inspect now.

You're already familiar with the five pieces of information found at the top of your character's inspection; you selected them in the Training Grounds. Your character's name and level appear first. Next is your character's alignment, class and race. On the left side of the screen, under your character's name, you'll find his or her statistics, too. So let's take a look at those other characteristics.

Levels (**L**). Gaining levels is perhaps one of the most wonderful and competitive things that Wizardry characters do. Not to be confused with the levels (floors) of the Maze, a character's level represents their total experiences within the Dungeon. If you've just created a character, it will be a level one adventurer. When your characters gather enough experience points, they will gain a level. It's basically a growing process just like yours. Simply, consider it this way. If you are 18, pretend that you're level 18... you've had 18 years of experience.



Gold is simply the amount of loot your character has accumulated. When your character begins life, you will find the satchel is empty... not a cent! As your character explores the Maze, however, great riches in gold can be found (or stolen). As the loot accumulates, you may use it to purchase better items, lodging, and perhaps occasionally acquire the services of a High Priest to cure, heal, or even resurrect a friend.

Swimming ability (**SWIM**) represents your character's ability to swim in the many pools which dot the Maze. The higher the ability, the deeper your character can swim. For example, if your character's swimming ability is 2, he/she can swim safely to level B of a pool. Remember, at first you won't have a party of Olympic champions... in fact they may get in over their heads! Sometimes characters may drown if they dive too deeply.

Experience Points (**E.P.**) are the numerical expression of your character's past achievements. When your characters defeat a troop of monsters in the Maze, they will be awarded experience points to commemorate their success. As experience points build up, your characters will gain levels.

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Age is simply how old your character is. After much adventure, your character usually rests up in the Adventurer's Inn. Here, the characters may spend weeks or even years to heal themselves! As your characters become older, they grow feeble... this happens around 50.

Marks represent the number of monsters you have sent to the Grim Reaper. Once again, Wizardry characters, at least the fighting ones, tend to compete for the highest number of marks as it represents their worth to the party. It's a facet of your characters that you'll come to take pride in, and is a sign of their individual achievements.

RIP, of course, stands for "rest in peace," and portrays the number of times your character has been delivered to the Grim Reaper! With the many ghoolies in the Maze, it is unlikely that this characteristic will stay at zero, but if it does, consider yourself a great commander!

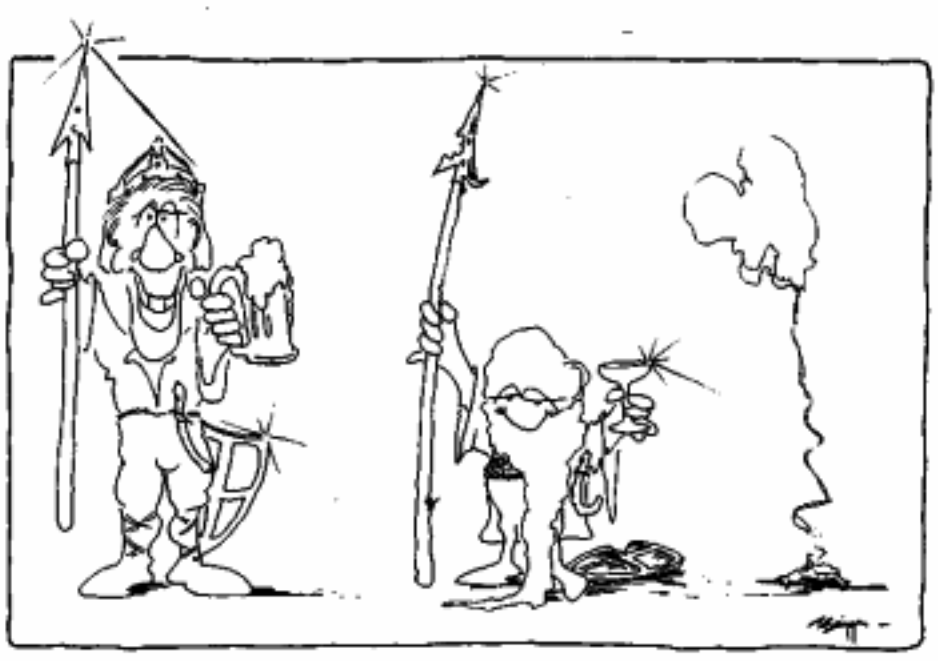
Armor Class (**AC**) is a measure of how well protected your character is. Unlike other measures in this game, the lower your character's armor class, the better. For example, bare skin is AC 10. A Sherman tank is about AC -10. Eventually, as your character finds or buys better equipment, the armor class will decrease.

Status describes what state your character is in. Not New York or California, but a physical state of being. Most of the time your characters will be OK; in this case, Wizardry will either show you the character's hit points when in full health, or simply print "OK." However, they may be Asleep, Afraid, Paralyzed, Poisoned, Stoned, Out, Dead, Ashes or Lost forever, to name a few.

Characters who are marked Out are lost somewhere in the Maze! Their status may become OUT due to any of three causes: Obliteration (everyone was killed), Starvation (Power failure or turning off the computer) or Vacation (using the QUIT option while in the Maze.) OUT characters can be retrieved through the "Restart an Out Party" option, explained in the Utilities section, or you may send a rescue party in search of the character.

Hit Points (**HP**) show the exact amount of damage your character can endure before death. For example, let's say your character had 10 hit points when in full health. In the Maze, you encounter a monster who bashes the character one time for eight points of damage! Your character's description would resemble this:

Character Name	HP	Status
Mr. Adventure	2	10



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Now your character has only two hit points left! If hit again for two or more points, your character will die. But don't despair, death doesn't have to be final in Wizardry.

Mage and Priest (**PRST**) spell points are the next items in your character's inspection. You'll see a series of seven zeros for both the Mage and Priest spells on your screen. Your character may have higher numbers depending on his or her level and class. Spells are magical formulas that allow the caster to bend the physical laws of the universe. There are two basic categories of spells: Mage and Priest. Characters of the magical variety must learn these spells through constant study and experience, and will harvest spells as they gain levels.

Within each category, Priest and Mage, there are 7 levels of spells, from weak level 1 spells to the powerful (to put it mildly) level 7 spells. For a character to be able to cast a particular spell, he or she needs to have that spell in the spell book, and a spell point with which to cast it. Each number represents the amount of spell points a character has in that level and the number of spells the character may cast.

So, in order to cast a Halito, the spell must be in the character's book and there must be a first level spell point available. When a spell is cast, the character loses a spell point from the appropriate category and level. Eventually, especially after a grueling battle, the character may have no spell points left! Weak and weary, the spell-caster must seek rest in the Castle, thereby regaining the spell points, or know the whereabouts of a magical pool that can replenish some of the spell points with a quick swim.

For every spell you know, you are granted at least one spell point with which to cast it. If you are currently a member of a spell-casting class, you may gain extra points based upon the experience level you have attained. You can never have more than 9 points in any category and level. If you know 3 spells of a certain category and level, and have 3 points of that category and level, you could cast one spell three times, or each of the spells once, or any combination.

If your characters later change their class, they will retain the knowledge of the spells they have learned so far, but won't learn new spells unless their new class also teaches spells. There is a minor exception to this rule. If a character knows at least one spell of a particular category and level, then he or she will eventually learn all the spells of that category and level, even if he or she changes to a class that doesn't learn spells.

Equipment, or items, refers to the helms, armor, swords and the like owned by your characters. Fresh from their training, your characters will have only the petty weapons and armor provided by the Training Master. Because of this, gathering and maintaining the best possible set of items is a major pastime for Wizardry adventurers. Good items can make the difference between life and death! The number and variety of items found in Maze may be a little bewildering at first, but there are some guidelines to follow...

Equipment Guidelines

First of all, not all items may be used by every character. Some items may be used only by specific character classes. You will learn what works by practice and experience.

Also, some items have an alignment, just as your characters do. If a character equips an item that has a different alignment, the item may seriously impair him or her. In addition, it will become cursed.

A cursed item is any item that cannot be voluntarily unequipped. If you equip such an item, you will be "cursed to wear it."

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* Cursed items are not always bad for you. Some of the better items in the game like to "stick around."

* One safe way to rid a character of a cursed item is to pay to have it removed at Boltac's Trading Post.

Some items may be used to cast spells. Each time you use the item to cast a spell, there is a chance it will break.

Items may affect a character even though they are not equipped; they can do things just because they are being carried around. These type of items may carry certain charms or benefits. For example, an item might offer a player spell resistance, or a clove of garlic might fend off vampires in the maze.

Lastly, certain magic items have special powers which you can invoke. Whenever you equip a player who is carrying an item of this type, you will be asked if you wish to invoke its power. You do not need equip the item to invoke it.



Other Character Inspection Options

Additional options available to you in a character's inspection are located on the bottom of the inspection's window.

R)ead offers you the chance to glance at your character's spell books. Press [**R**] to read the character's books, then select the category of book you want to read. All the spells he or she has learned so far will be displayed. Refer to the back of the manual for detailed descriptions on what each spell is and what it does.

P)ool Gold moves all the party's gold to the character being inspected. When you want to pool your character's gold, press [**P**]. If you later need to give back some gold to other party members, choose the D)ivvy Gold option while in the main menu of Gilgamesh's Tavern, or simply Trade while inspecting a character.

I)dentify allows Bishops to attempt to identify an unknown item. The higher the level of the Bishop, the better the chances of identifying an item. If they touch the item they are attempting to identify, they may become afraid depending on certain protections on the item in question. Some unknown items will not

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become "known" until identified by a Bishop of a certain level. Lastly, there is a chance they will be forced to equip it; if it is cursed, they may be in trouble!



D)rop lets you drop any item your character may be holding on to the dusty floor of the Maze or the muddy streets of the Castle. If you need to drop and item, press [**D**]. Dropped items are removed from your character's possession, and can't be picked back up. If you should later discover that you need this item, you'll have to go find another.

E)quip lets you select the items your character is to wear. For each type of item (Weapon, Armor, Shield, etc.) you will be shown a list of what items of that type you have and then you're invited to select the one your character will use. Weapons and armor you possess, but have not equipped, will not be of any use to you in combat. You can unequip an item by simply choosing no item of that type when you equip. You do this by pressing [**ENTER**] instead of a number.

In your character's inspection, you will notice that there is a space between the item number and its name. This means that you have not equipped your items. Press [**E**] now to do so.

When you have finished, you will notice one of the following next to the item:

No symbol (a blank space) means that the item is not equipped.

* indicates that the item is equipped.

\# reminds you that the item cannot be equipped by that class of character. For example, Priests cannot use edged weapons, and Thieves cannot wear chain mail.

? tells you that the item is not identified, which means you don't know exactly what it is.

\- warns you that the item is cursed.

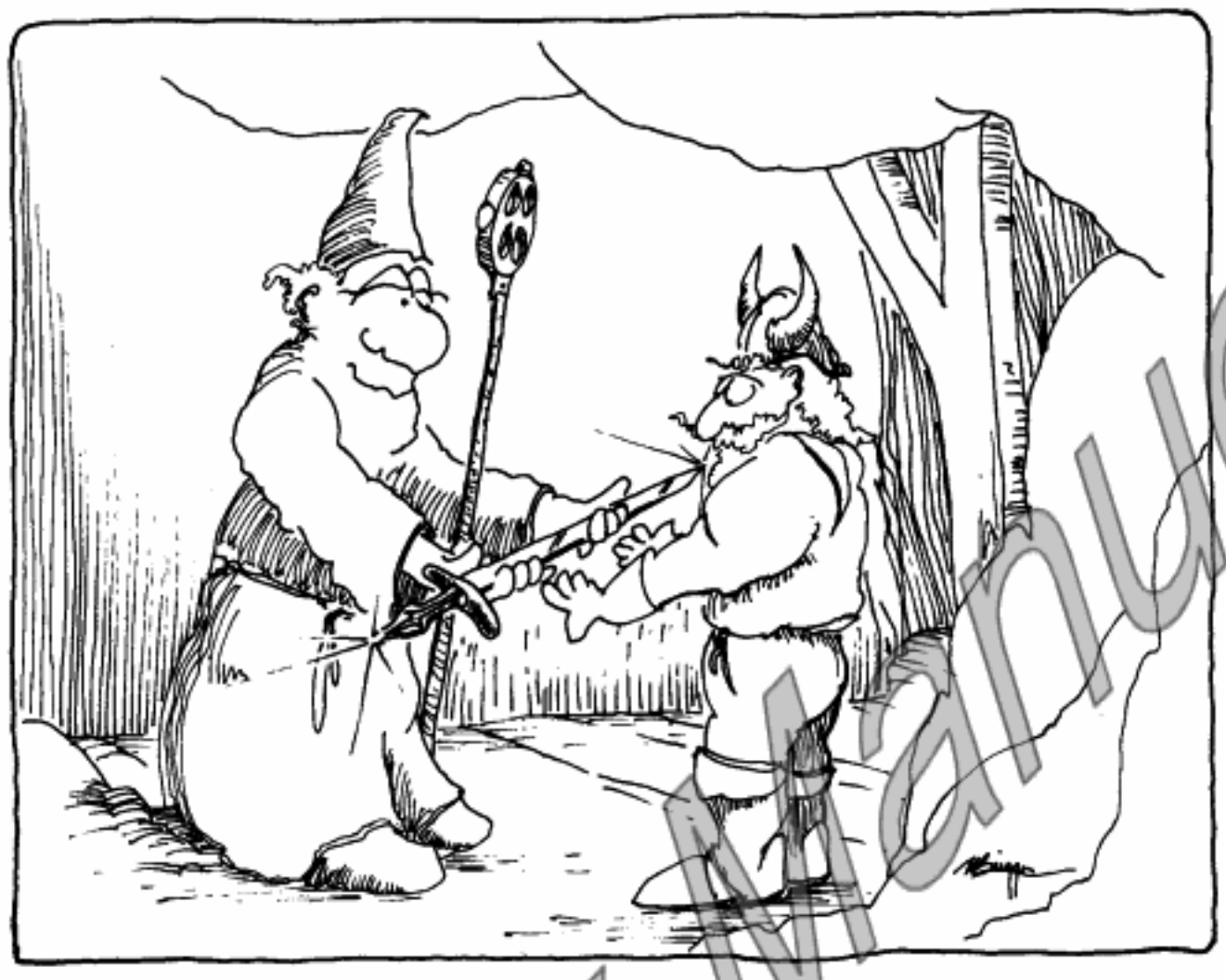
You will need to repeat the equipping process for each of your characters. You may equip each of your characters individually while inspecting them, or you may equip the entire party when in Camp by selecting the Equip option.

T)rade allows the characters to exchange gold and items amongst themselves. To trade, first press the number of the character with whom you wish to trade. Then type the amount of gold, if any, that you want to transfer. Next, if you

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wish to trade an item, press the number of the item you want to trade. When you have finished trading items, press [**ENTER**]. If you don't wish to trade any gold, you can press [**ENTER**] instead of entering "0" as the amount. An item must be unequipped before it can be traded.



L)eave ends the inspection of your character. Press [**L**] now to return to Gilgamesh's main menu, and [**L**] again to return to the main menu of the Castle.

While you are on a foray in the Maze, you can also inspect your characters by going to Camp. When you do so, two extra options are available.

S)pell casts spells. The spell must be in your spell books and you must have an appropriate spell point available in order to cast it. If the spell is one of healing, you will be asked upon which member of the party you wish the spell cast. Some spells can only be cast while in combat with monsters. In the list of spells at the back of the manual, if the "CAST WHEN" category says Camp or Anytime, you can cast it in Camp.

U)se allows you use a special item. The item may cast a spell such as a potion bought at Boltac's, or it may have a particular function like reducing your character's age. Anyone can use an item; you don't need to know the spell it casts, and you don't need a spell point to cast it. This means that Fighters can keep Dios potions around to cure themselves. As with casting spells normally, you can't use some spells in Camp.

Each magical item has an unknown number of charges, and may break after being used. If it does, it may appear in your list of items as a Broken Item. You may drop these to create more room for new items you've found in the Maze.

Depending on where you were when you inspected your character, some of the options may not be available:

From the Training Grounds, you may only **R)ead** your spell books or **L)eave**.

From Gilgamesh's Tavern, you may do everything but cast a **S)pell** or **U)se** an item.

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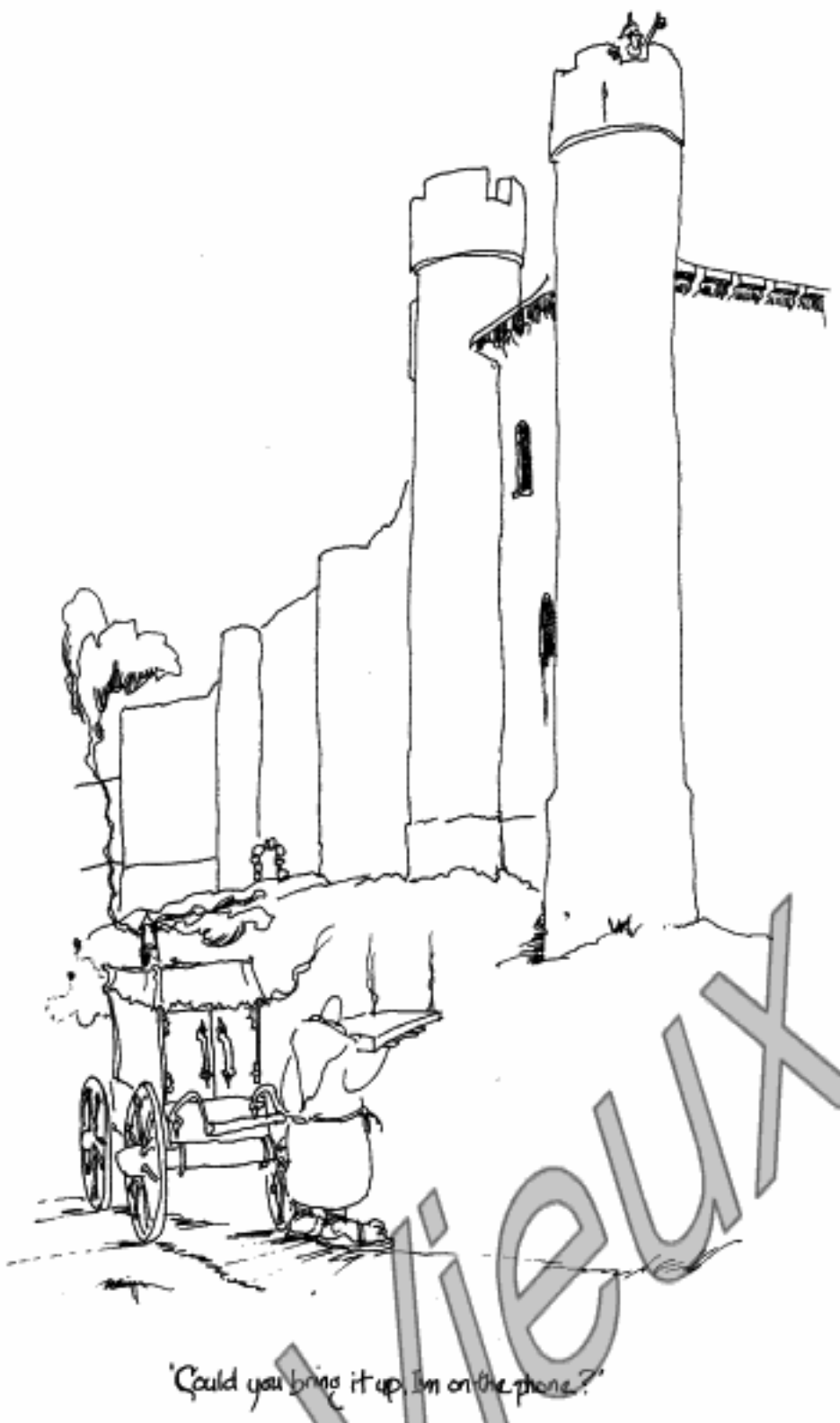
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Heart of the Maelstrom

When you are in the Maze and have Camped, you may do everything.

How are you doing?

Yes, we've covered a lot of material. Just in Gilgamesh's, you've read about your character's traits, equipment and gold. You have also equipped a character with his or her items. We've just left Gilgamesh's, and are in the main menu of the Castle on our way to Boltac's Trading Post. If you're still in Gilgamesh's, here's what you want to do.



1. Leave your character's inspection if you haven't done so. Pressing [**ENTER**] or [**L**] will get you to the main menu of Gilgamesh's.

2. Press [**ENTER**] or [**L**] to leave Gilgamesh's.

3. You're here.

Boltac's Trading Post

Boltac's is the Castle shop. Press [**B**] now to enter the establishment. Immediately, Boltac will ask which of your characters wishes to be served. Once you have selected a character, the shopping display will appear. You can Buy, Sell or Identify items, Uncurse cursed items, Pool Gold from all party members into your possession or Leave the Shop. Your newly created characters haven't a gold piece among them, so you'll only be allowed to look at Boltac's wares. Eventually, you'll accumulate some gold and get around to...

B)uying Items

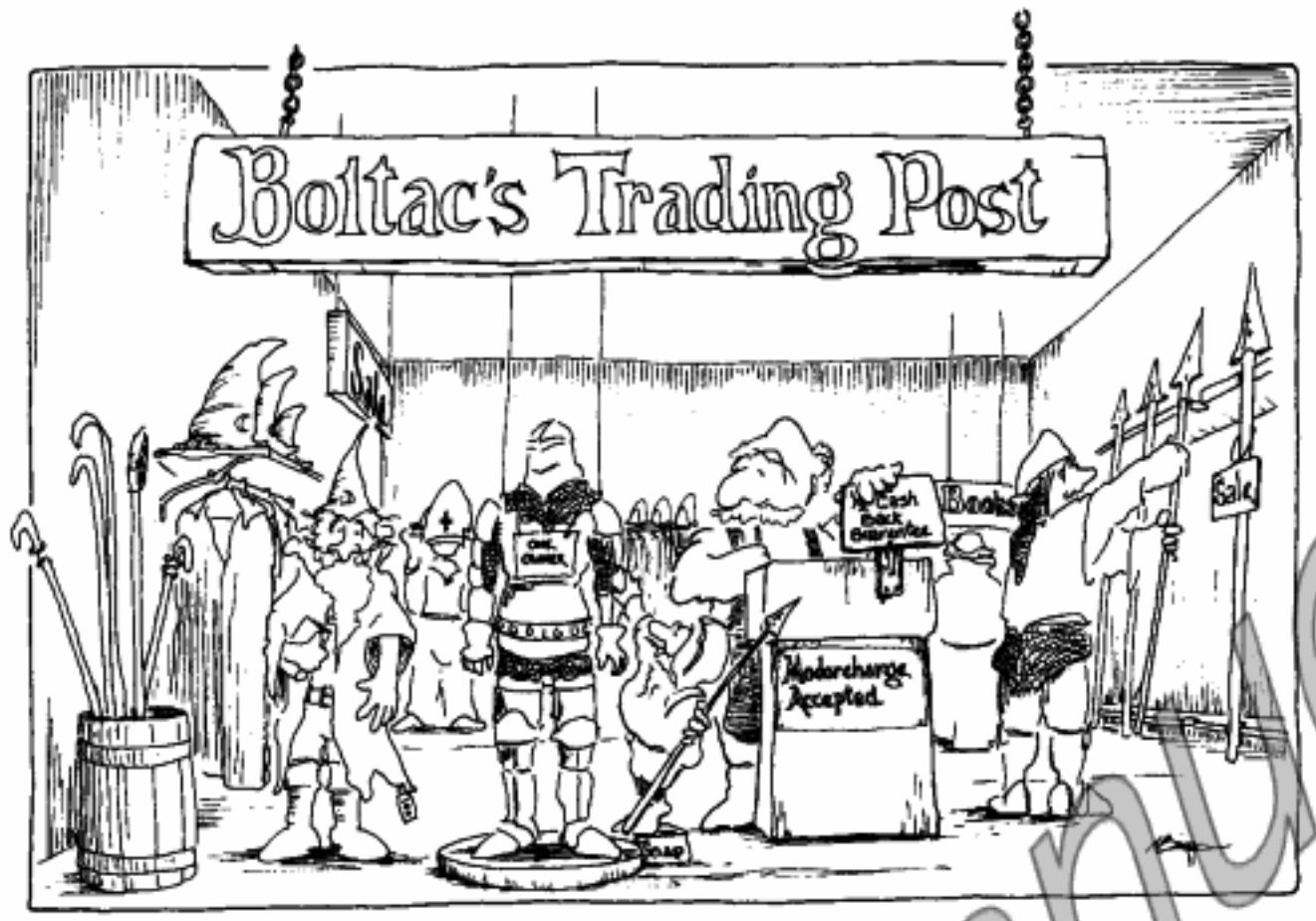
To buy an item or to browse through his wares, press [**B**] for B)uy). Go ahead, let's take a look. Boltac has an enviable inventory, but he may sometimes run out of certain items. Other items won't turn up in the Trading Post unless someone brings them back from the depths of the Maze and sells them to the proprietor. So the inventory list may change in length and content as the game progresses. Once you start browsing, you may press [**F**] for F)orward or [**B**] for B)ackward until you find the screen with the item you want. You'll be told how much it costs and whether the character can use it. If you still want it, press [**P**] to P)urchase, then indicate the item you want by number.

When viewing the items Boltac has for sale, you will see the type of item being offered (i.e. weapon, armor, gauntlets). In the case of weapons, the range of the weapon will be shown enclosed in parentheses, where the four ranges are: Close (C), Short (S), Medium (M), and Long (L). Range weapons are described in more detail in the Combat section of the manual.

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S)elling Items

Selling off excess equipment is a good way to raise cash for poverished expeditions. Be aware, however, that all shopkeepers must make profit on every transaction to keep themselves in business. This means that Boltac won't buy items back at the same price you paid for them.

To sell an item, press [**S**]. You will see a list of your items, along with the price Boltac will pay. The equipment your characters start with is worthless to Boltac... less than a gold piece for a dozen! However, when your party aquires something of worth, select the item you wish to sell off by pressing its number. You cannot sell an item that is cursed or which needs to be identified. If you attempt to sell an item that is equipped, you will be asked if that's what you really want to do.

R)emoving Curses

Cursed items picked up in the Maze are very uncooperative and they stick like glue to anyone who equips them. If you manage to get back to the Trading Post in one piece carrying such an item, Boltac can uncurse it for you. When you require this service, simply press [**U**]. You will see a display similar to the one used when you sell an item. Select the cursed item by pressing its number, and if you have the cash, Boltac will take it off your hands.

> **Note:** Boltac will take the item away from you; you will not be left with an uncursed version of it.

I)dentifying Items

When you first find certain items in the Maze you cannot be certain of their exact properties. The names of these items describe only their appearance. Whenever possible, have such items identified before you equip yourself with them in case they turn out to be cursed.

One of the special powers of the Bishop is the ability to identify items. However, there are some risks associated with having a Bishop identify an item. If the Bishop is not very careful, he or she may touch the item by accident. This will cause the item to be equipped, and if the item is cursed, the hapless Bishop will be forced to use it. For this reason, Boltac has begun to perform such inspections himself. Needless to say,

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Boltac exacts a fee for this service. The procedure for identifying items is similar to that of uncursing them, except that you press [I] to identify instead.

P)ooling Gold

Since few adventurers can qualify for a Dungeon Express Card, the Trading Post features a Pool Gold option to help bring big-ticket items within reach of those on a limited budget. This option transfers the gold possessed by party members to the person shopping.

L)eaving Boltac's

To leave any of Boltac's menus, simply press [**ENTER**] or [**L**]. Your party will then return to the previous menu. You may continue to press these keys until you have reached the Castle or your desired menu within Boltac's.

> **CAUTION:** After leaving the store, you will probably be delighted with your shiny new items. But be aware that merely owning an item does not enable you to use it in the Maze. Only those items which you have equipped can be called into play during combat. The process of equipping items was explained in the section on Gilgamesh's Tavern.

The Temple of Cant

Whenever a party brings back characters who are dead, paralyzed, afraid, or similarly distressed, they can be carried to the Temple of Cant.

Enter the Temple by pressing [**T**] at the main Castle menu. If you're just beginning your adventure (your party hasn't been to the Maze yet) no one will require the services the Temple provides... your characters aren't "distressed." However you may still view their establishment.

When you enter, you will be shown a list of the characters the Temple can help and two options:

> H)ELP SOMEONE N)EXT PAGE

Select [**H**] to help a distraught character, and then press the letter associated with that character. The Temple Priests will tell you what tithe is required. Choose which character in the party will pay the tithe. Should that character not have enough gold, the party's gold will be kicked into the fund. Unless the victim is dead or blown to ashes (worse than just being merely dead), the healing arts of the Temple practitioners are assured of success. In those other more serious cases, there is a chance that the best efforts of the Priests will be to no avail!

A character with a good vitality rating has a good chance of being helped, but old, infirm characters may be in big trouble. Dead characters who fail to be raised from the dead are reduced to ashes. Even in such depressing circumstances though, there is still hope; for a larger tithe, it is sometimes possible to resurrect a person even from an ashen mess - but if this attempt fails, the character is lost forever and cannot be restored by any means!

Anyone brought back from the dead will have but a single hit point and should limp post-haste to the Adventurer's Inn. Those resurrected from their ashes will have all their hit points restored (for all that money, you should get something free.)

The Temple also provides resurrection services for Non-Player Characters (creatures you meet in the Maze) that you have dispatched to their ancestors. This is the price that is paid for such acts toward characters, more often than not, necessary for completion of the game.

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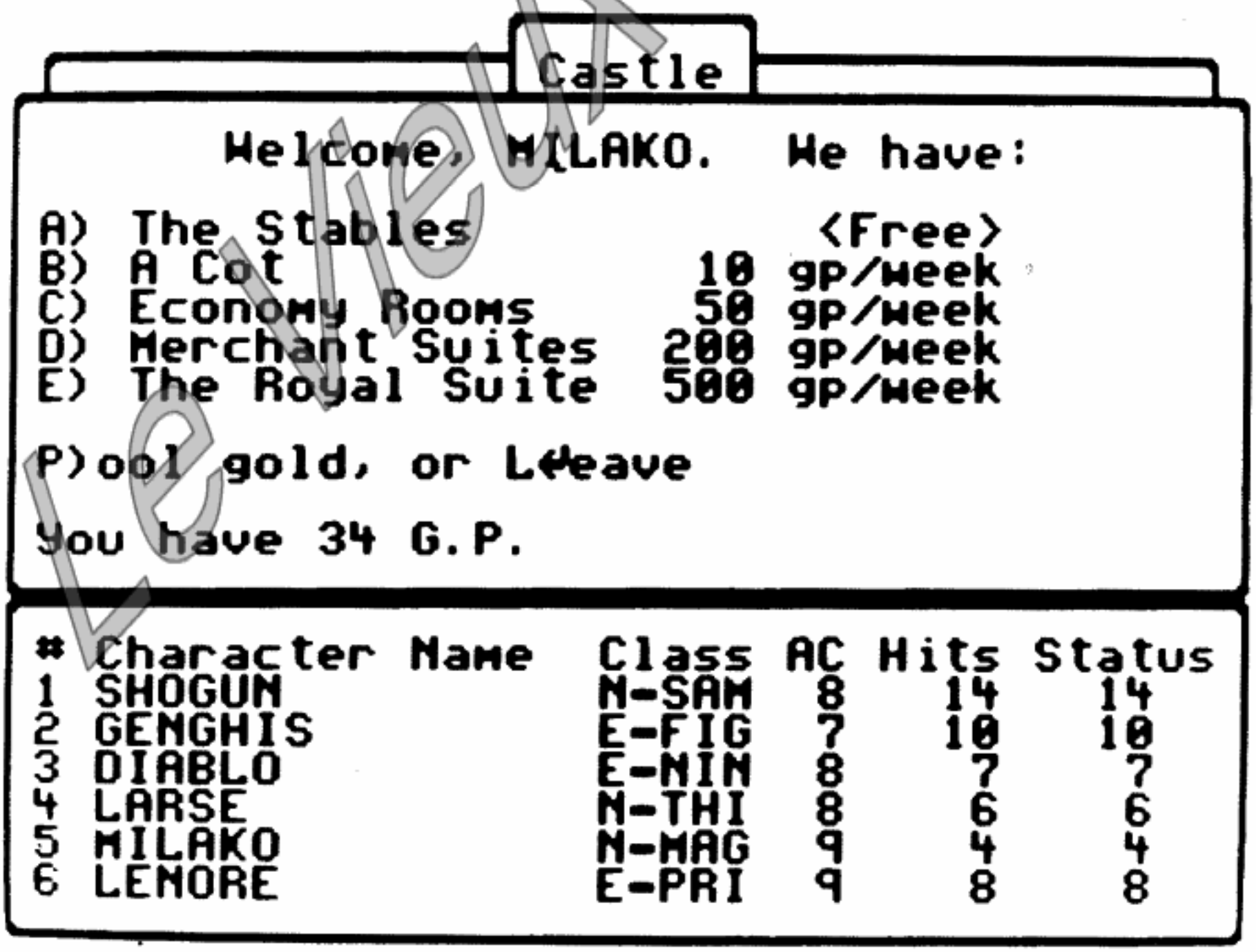
The Adventurer's Inn

The Inn is where characters recover lost hit points and learn whether they have made the next level of experience. Enter the Inn by pressing [**A**] at the main Castle menu. Next, select a character who needs some rest & relaxation (R&R) in the same way you would for the Trading Post. Once you've checked a character into the Inn, you'll be able to look over the types of rooms available. The more expensive rooms allow faster, but less economical, healing of wounds.

> **Note:** Age is important in Wizardry. Beyond the age of 50, you will become more and more feeble until eventually you will not be good for much of anything except chatting about the "good old days" before the invention of the wheel. Therefore, you do not want to spend too many weeks in bed.

As you'll soon discover, certain spells can also be thrown on your characters which will restore hit points without the trouble, expense and wasted time of a visit to the Inn. But the Inn provides such medical services, even to those without spell-casting friends, as long as you have the cash. Select one of the room types. All but the Stables restore hit points, for a weekly fee. Need more money? You can also Pool Gold from your party. This strips all the other party members of all their gold and gives it to the character in the Inn. To pool your party's gold, simply press [**P**].

Once you have chosen a room, you will stay there until you are either fully healed or have run out of money. A display will count up your hit points and count down your bank balance. If the latter becomes alarming, you can check out early by pressing the [**space-bar**].



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Making a Level in the Adventurer's Inn

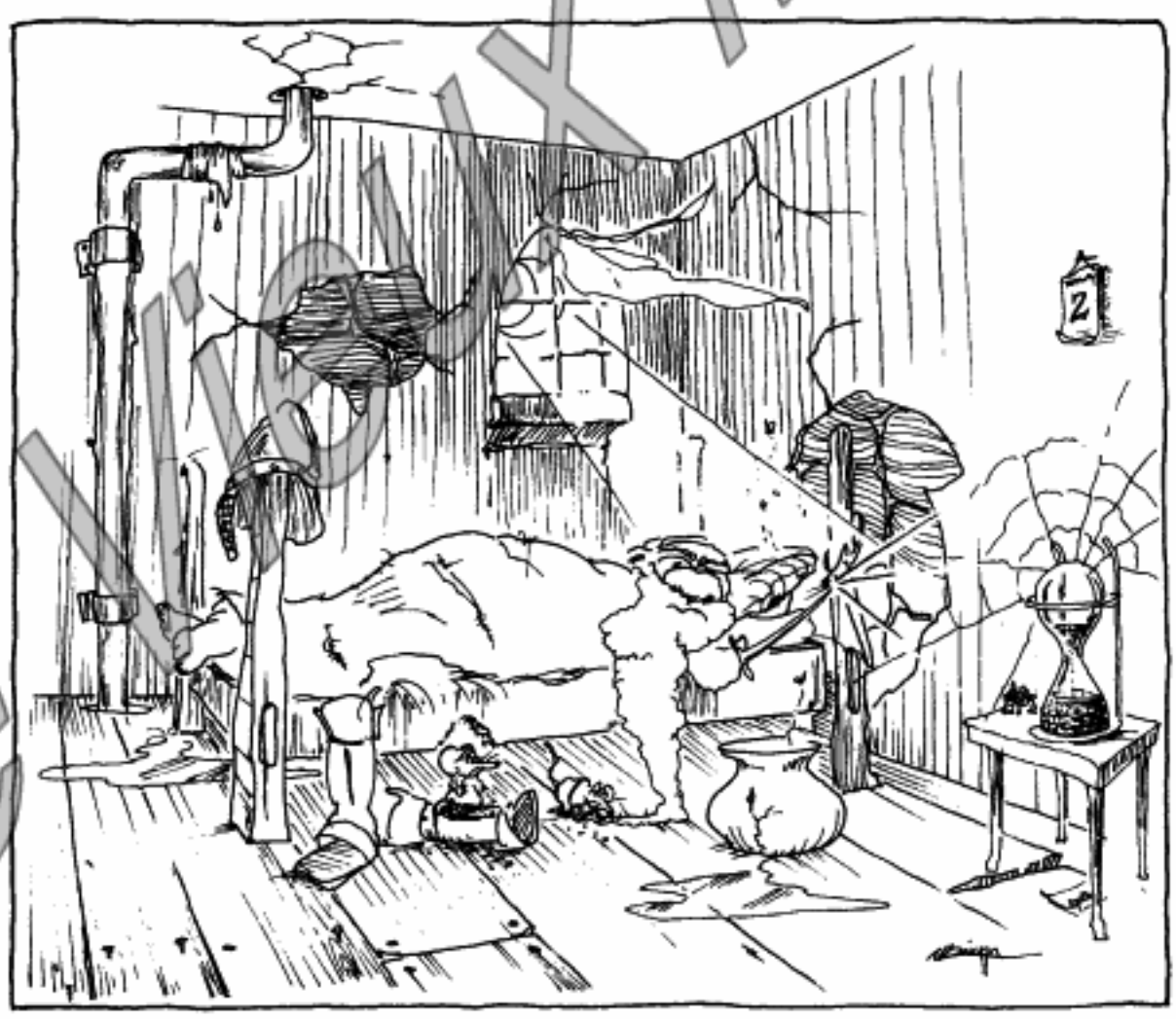
After any stay at the Inn, a check will be made to see if you have made a level. Making a level is a joyous occasion. You'll see a declaration that you have attained the next level of experience and get all the news about any changes to your character's statistics; spell-casting characters may learn new spells. At the end of this sequence, you'll learn how many experience points are needed to reach the next experience level. There's a chance you might qualify for more than one level per visit to the Inn. This could happen if it's been a long time since you've had a good night's rest. If you suspect this might be the case, stay an extra night in the stables. Of course, if the character doesn't gain a level, you'll be told how many more experience points are needed before a level is attained.

To leave the Adventurer's Inn, press [**ENTER**] or [**L**].

Are you still with me?

We're on our way out of the Castle now to The Edge of Town. So far, you have visited the Adventurer's Inn, Gilgamesh's Tavern, The Temple of Cant and Boltac's Trading Post. You and your party should be in the main menu of the Castle. To get here:

1. If you're in any of the Castle businesses, press [**ENTER**] or [**L**] until you reach the Castle menu.
2. That's all it takes!



The Edge of Town

The Edge of Town lets you go to other areas outside the central Castle: the **T)raining Grounds**, the **M)aze**, the **U)tilities**, and **L)eave Game**. From the Castle's main menu, press [**E**] to go to The Edge of Town.

From the screams of terror and loud munching noises issuing from the entrance to the **M)aze**, this is undoubtedly where your party has to go when it is ready to begin adventuring. To enter the Maze, you need only press [**M**].

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L)eave Game by pressing [**L**] is what you do when you are finished playing a session of Wizardry. NEVER, EVER, turn off your computer without using the L)eave Game option.

The U)tilities

From the Edge of Town menu, press [**U**] to enter the Utilities. Here, you have the ability to do things to the characters outside of the actual adventure. The most important option in the Utilities is Move Characters.

M)ove Characters

With this option you can move your characters to Heart Of The Maelstrom from any other Wizardry scenario, except The Return Of Werdna. For the exact intructions, please take a look at the enclosed reference card.

C)hange Name

If you want to give a character a new name, press [**C**] in the main menu of the Utilities. Now select by letter the character whose name you wish to change. Then type in the new name.

R)estart an Out Party

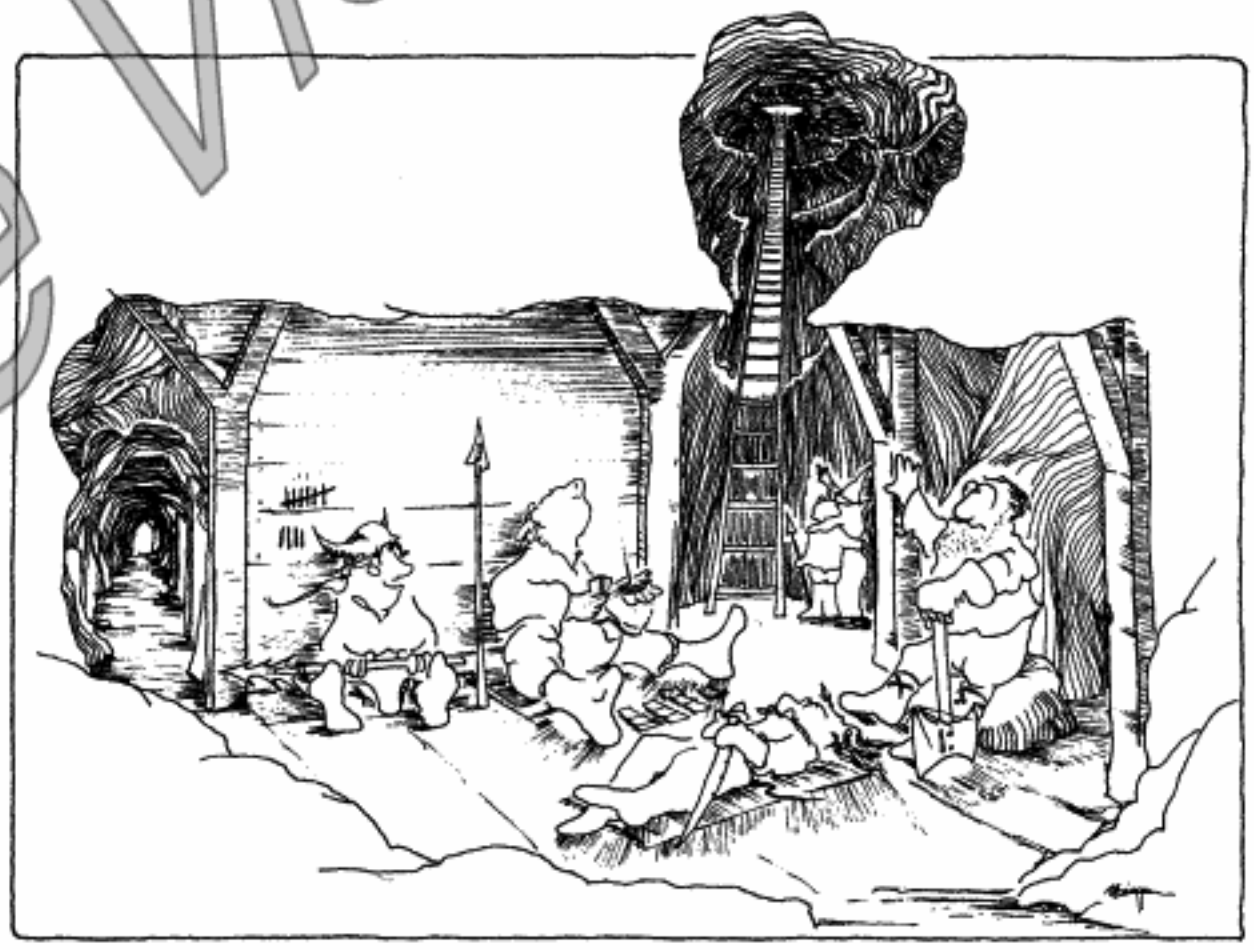
When a character or a party is Out on an expedition, you may join them in the Maze by pressing [**R**]. You will see a list of characters who are currently waiting (for you) in the Maze. Select, by letter, the name of any character that is in an Out party. This

character will become your party's leader, and a star will appear by his or her name.

Wizardry will then show you a list of characters at the same location as your leader. Select the other members of your party in the order you wish them to appear, then press [**ENTER**] to Restart the Party, or [**ESC**] to exit the option.

You will begin play at the same spot in the Dungeon where you left off. This option is usually used when you Quit an expedition while still in the Maze. The Quit option is described in the section on Adventuring.

L)eave the Utilities returns you to the Castle.



Le vieux Manuel

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Congratulations!

You've just learned everything there is to know about the Castle and its surrounding areas. Now you're about to embark on a journey of your own. This is where your adventure starts and mine ends. It's off to the Maze in search or glory. May the Heart be with you in your endeavors.

Adventuring

The heart of Wizardry is adventuring. It's time to accept the challenge, time to leave the safe, but expensive, confines of the Castle and venture into the unsafe, but potentially lucrative, corridors of the Maze.

Successful adventures consist of six stages:

1. Preparing the party for the adventure
2. Touring and mapping the Maze
3. Fighting the monsters (successfully)
4. Talking, bartering and giving to Non-Player Characters
5. Taking good notes about all you see and hear
6. Using all knowledge and skills to complete your quest
7. Getting back alive!!!

Preparing a Party

A party is a team of adventurers who band together to explore the Maze. You can have up to six characters in your party at one time. If you have not already assembled your party, go to Gilgamesh's Tavern and recruit compatible characters. Only characters in the Castle may be added to the party. If you wish to resume an expedition that was stranded in the Maze, use the "R)estart an `Out' Party" option of the U)tilities.

Balance your party. By "balancing" them, their chances of success will increase. When first starting out, you'll want some characters of the fighting variety (Samurai, Lord, Fighter), some spell casters (Mage, Priest, Bishop), and a Thief. Of course, this may change as your party becomes more experienced.

Checking out your Characters

Before you enter the Maze, it is usually a good idea to check the "vital statistics" of each character in your party. Here are a couple of things to watch out for:

If anyone is without full hit points or incapacitated, a stay in the Adventurer's Inn or The Temple of Cant is advisable. You may also wish to stay at the Inn if you think anyone is ready to gain a level.

Make sure that each character is equipped with the right items. That shiny new sword you just bought is nothing but ballast unless you tell your character to equip it!

Once you have placed the desired characters in the party, enter the Maze by going to the Edge of Town and selecting Maze as your destination. To do this, simply press [M].

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Camping Out

When you are in the Maze, you are constantly subjected to the attacks of monsters. Fortunately, you can make C)amp at any time that you are not fighting. When you are in Camp, it is assumed that you have set up guards so that the monsters cannot attack you. When you are in Camp, you may:

#)**Inspect** a member of the party. The display is the same as in the Training Grounds and the Tavern, but you will have more options. All the options that are available have been mentioned in Gilgamesh's section of the manual.

R)eorder the party. This option lets you choose which characters go in which slots of the marching order. Obviously, someone has to be in the front of the party and others (the lucky ones) can stand (or cower) behind them. Generally, you should order the party so that the strongest and healthiest characters are in the front and the spell-casters (and other weaklings) are in the back. Select which characters go where by typing the number of the character you want in first position, then the number of the character you want in second position, and so on.

Remember your characters' weapon range when you are ordering your party! Unless they have a short, medium or long-range weapon, they will not be able to use the Fight option in combat if they are in the last three positions.

E)quip the entire party. This option is the same as the Equip option in #Inspect except that it does it for every member of the party. This is convenient when you have just bought a lot of equipment at Boltac's or when your party is just starting out.

L)eave the Camp and enter the Maze proper. (GASP!)

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Touring the Maze

The Maze window displays a 3-D view of the Maze passageways directly in front of you. You will also see the party status window, which will tell you how your characters are doing. At the top of the screen, a window will remind you of the most used options.

When you are in the Maze, you can move around by pressing:

[**W**] to move one step forward.
[**A**] to turn 90 degrees left.
[**D**] to turn 90 degrees right.
[**X**] to turn 180 degrees about.
[**K**] to kick down a door.

These keys, with the exception of "K", form a convenient diamond shape on the keyboard. If your keyboard has cursor keys, they can be used as well. You can also press [**F**] for F)orward, [**L**] for turn L)eft and [**R**] for turn R)ight.

In addition to moving, you can also press:

[**C**] to go to C)amp.
[**O**] to toggle some of the information windows O)n and O)ff, in case you like a less cluttered view of the Maze.
[**S**] to update the party S)tatus window and make it visible if it has been toggled off. This is especially useful if someone is poisoned.

[**T**] to adjust the message delay T)ime. This is the amount of time that a message is displayed before Wizardry continues. You can enter a number from 1 to 99. Each unit represents about 1/10th of a second of delay. The standard delay is 20.

[**I**] to I)nspect allows for three specific types of searches to be performed by the entire party: S)ecret Doors, H)idden Items or D)ead Bodies.

H)idden Items

When you select this option, everyone begins searching the square the party occupies only. The chances of someone finding something hidden is dependent upon class, race, level and abilities. This option is extremely important, as nothing may be particularly obvious about the fact that there is a Magic Staff buried a foot beneath the ground upon which you stand. Only a thorough investigation of the ground could possibly reveal that something was buried there. Hence, anywhere it seems likely, or you have a hunch, have everyone search for hidden items. Who knows? You may actually find something from time to time!

Sometimes there won't be a clue presented as to the whereabouts of certain items, or even that a particular item exists. It will be up to you, the great one in charge of things, to play your hunches whenever there is even the slightest possibility that something may be concealed nearby.

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S)ecret Doors

When you search for a secret door, you have the option of doing a manual search, everyone is looking for a door on the section of the wall you are facing. Character class, level, and race play an important part in determining the ability of that character to find a secret door. You may also let someone cast the Mage Spell, Calific. This spell will always reveal a secret door, if one is present. Obviously, secret doors are invisible unless you find them, and what's more, if you don't see them, then you can't go through them!

It is possible for One-way doors to exist as well; that is a door on one side of a wall, but not on the other. If you continually fail to find a Secret Door where you suspect one is, then there may be no way to activate the secret door from that side of the wall.

If you want to be sure no secret door exists, cast Calific. Again, it will always reveal the door if one is there.

D)ead Bodies

Inspect the current area of the Maze for other adventurers. If a party of adventurers gets left in the Maze or killed, Wizardry remembers where they are. Of course, monsters may drag them off into other areas, but usually they get tired from lugging their prey before they get too far. If you start another expedition, go down to where they are, and inspect the area. If you find the soul you're looking for, add him or her to the party. If you can't find them, the Priest spell Kandi may come in handy.

In order to find them, you must be close enough to them so that you could walk to where they are without going through a door. Additionally, there must be room in your party to hold the new members. Then press [**I**] to I)nspect the area, and [**D**] for D)ead Bodies.

Since it is possible to leave a party alive and well in the Dungeon, you may take another party into the Dungeon and have them Inspect for Dead Bodies where you left the previous party. The previous party will then be presented before you. Should

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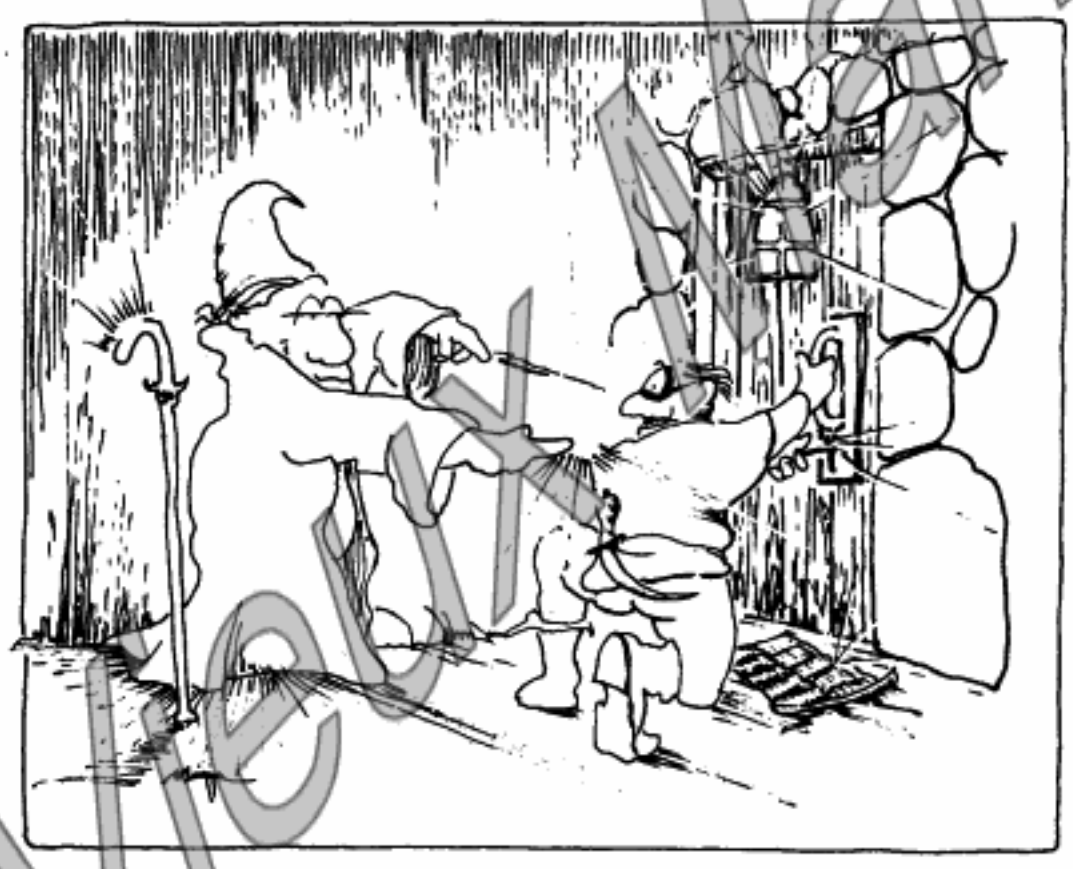
more than ten characters be in the same area, Inspecting for Dead Bodies will only show you the first ten. You will have to pick up some of them before the others will be shown.

P)icking Locks

Select [**P**] to pick a locked door. While anyone may attempt to pick the lock, generally speaking, only a Thief or Ninja has a reliable chance of successfully doing so, dependent upon the character's level and abilities. Additionally, the Mage spell Desto may provide some assistance with locked doors. See the section on Mage Spells at the back of this manual.

Failure to pick a lock means that you will have to try again. But wait a while before you do. There may be a troop of monsters on the other side blocking your way! Just take a stroll, have a few good fights, and then come back and try again. This does not apply to Desto, which may be cast as often as necessary until either the door unlocks, or you determine that the lock is too difficult for you to unlock at this time.

Some doors are magically locked, and can only be opened with a special item. If this is the case, all attempts to Pick the lock (or cast Desto) will fail.



U)sing an item

Press [**U**] to use an item in the Maze. You will then be asked which character wishes to use an item. Lastly, a menu will display the items the character has and ask you which item to use for whatever purpose is intended. If the item has a magic spell then the spell will be cast. If the item has a specific purpose, such as a key, then using it on a locked door will tend to unlock the door.

If the item you wish to use is not identified (unknown), then you can't possibly know how to use it properly. If you select to use such an item, you will be told that you are trying to use an unknown item, and it will not be used. However, if an item casts a magic spell, such as an unknown potion, you will be allowed to use it.

Q)uick-Save Party/Q)uitting the Game

Press [**Q**] to Quick-Save your party or to Quit the current expedition. Quick-Save automatically saves your party at their current position and status with all spells cast intact, and leaves your party in the maze to continue on in their expedition. For example, if the power on your computer should suddenly fail, your characters would be intact at the point where you last Quick-Saved them. To Quick-Save your party,

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simply press [**N**] for "No" when Wizardry asks if you want to "Quit This Expedition." Again, your party will be Quick-Saved automatically.

It is recommended that you Quick-Save your party often, otherwise if the computer were "accidently" turned off, you would lose all experience and items you had gained on the current expedition!

If you answer "Quit This Expendition?" with [**Y**] for "Yes," your party will remain in the maze, and you will be returned to the Castle. Wizardry will remember where you quit, and you will be able to use the "Restart an Out Party" option in the Utilities to pick up where you left off. You could also take another party down to find the first party.

Graffiti

As you travel through the Maze, you will occasionally find unusual markings. These may represent stairs upwards and downwards, special passageways you might want to explore, messages scrawled on the walls and dark areas into which you cannot see. Note these markings well! For they may assist you later on (or presently) in your voyage.

Swimming Pool Blues

As you explore the Dungeon, you will come upon magical pools that allow you to go diving at different depths. Your characters will learn the fine art of swimming gradually. Inexperienced swimmers have an excellent chance of drowning; do not throw a first level character to the bottom of a pool. Learn the pools well, because they contain many magical benefits that the party may have need for from time to time. Of course, there is always an element of risk.

All pools are different. Some will have effects that others do not. Whether the effects are good or bad is often merely a matter of luck....the first time you dive. As a final clue, a lot of the items you may find in pools are not of the floating type.



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Heart of the Maelstrom

Warnings

From time to time you may hear some strange noises while waltzing through the Dungeon (they will flash up on your screen), and that means you are probably being followed by something... Of course, it might be ahead of you too! It's so hard to tell in them durned Dungeons.

Mapping

Each time you enter the Maze, you will be told that you are at the foot of the staircase which links the Castle with the first (topmost) Maze level. If you go up these stairs, you'll be back in the Castle. When you enter the Maze from the Castle, your party will be at zero east and zero north, facing north.

You may ask, who cares? Well, in order to survive in the Maze, you must know with reasonable certainty where you are and how you got there. The only way to know these things is to make accurate maps and refine them every chance you get!

Mapping is, indeed, one of the most important skills that successful Wizardry players possess. Without good maps, you will get hopelessly lost and eventually your characters will die!

Mapping is not all that difficult, but it does take a little patience and practice. Use graph paper to chart your progress in the Maze. Be wary of nasty tricks designed to mislead you. And don't expect the map to conform to any preconceived ideas you have about mazes in computer games.

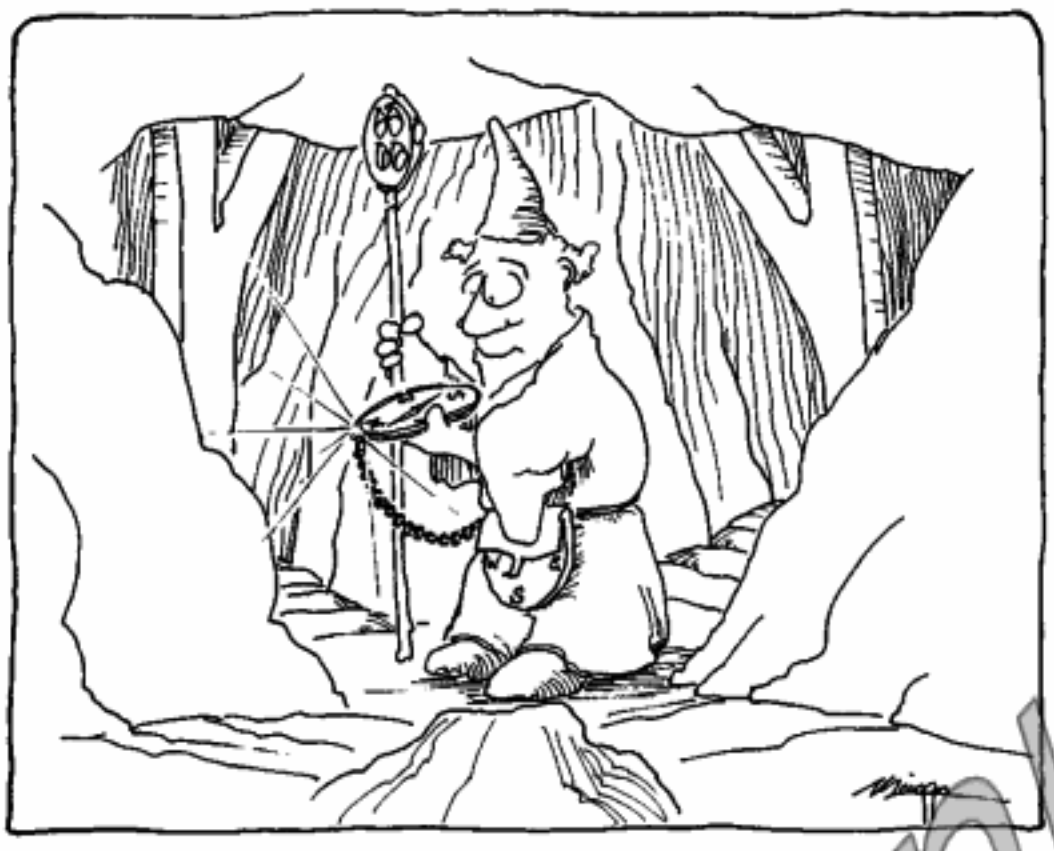
The fundamental way to map is to stand on a square, look north, map what you see; then turn east (don't move off that square!), and map what you see. Do the same for the south and west directions also. Then and only then, take a step in one of the four directions and repeat the mapping procedure. If you see a door, a dark area or stairs, be careful when going through, up or down them. You may not be able to get back! When entering such areas, check to see if you can return to your previous location.

Mapping Aids

There are several things that will aid your travels. First, and foremost, is the use of a light spell. Milwa and its more powerful cousin, Lomilwa, perform an important service for you. They extend your vision several squares ahead, which is a great aid in mapping and anticipating problems. You may also purchase lanterns and torches from Boltac, serving the same purpose. Scrolls for these spells are quite rare. Cultivate a Priest, and aid this character to higher levels, so that he or she will be able to cast those spells for the team.

No matter how diligently you map, occasionally you get turned around and have no real idea where the party is at that moment. Help is available through your Mage. A Mage may cast a Dumapic spell. This spell gives your party's location relative to the Castle stairs, and the direction your party is currently facing. So, no matter how confusing the Maze seems to get at times, a quick Dumapic spell will help you get your bearings.

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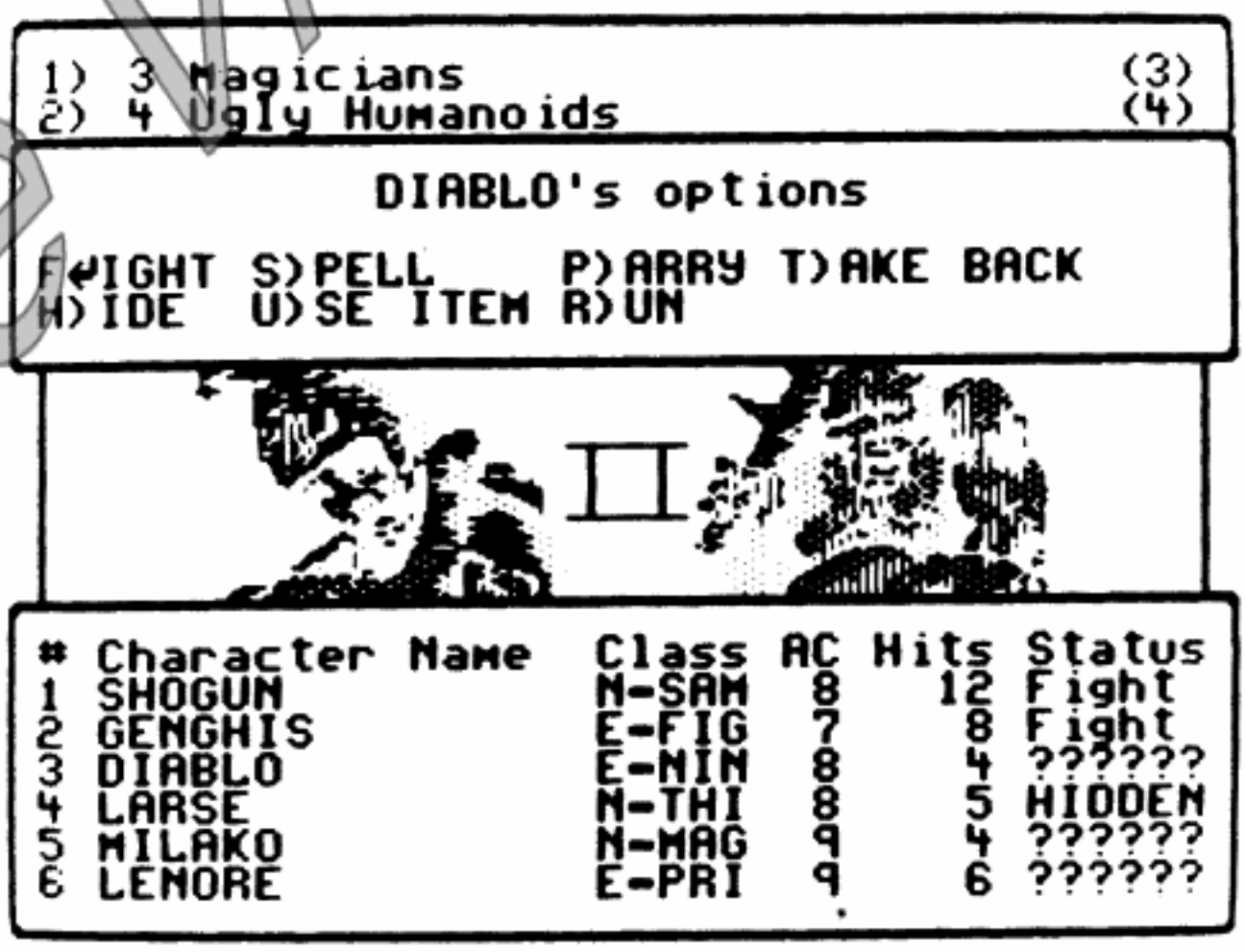


Combat

Without some sort of challenge, Wizardry would just be a game of mapping. You will soon learn to be grateful to a particular group of individuals for providing this challenge. After all, who gathers together all the loot in the Maze so that your characters can find it in nice tidy packages? Who gives bloodthirsty adventurers something to look forward to? Who blasts ill-prepared party members to smithereens? This is the life-work of monsters. Mastering the fighting techniques described here will help you make their job less rewarding.

Meet the Monsters

As your party is moving through the Maze, it will encounter many groups of monsters guarding hoards of treasure. It will surely come as no surprise that they have not assembled for a tea party. The monsters could be wandering around like you, or they may be inhabitants of a room you have just entered. Although some monsters are peace-loving vegetarians, the majority of them really do like the taste of a good "leg of adventurer," so it is likely that a fight will take place.



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Heart of the Maelstrom

When you encounter hostile monsters, your party goes on full alert. Two windows will automatically appear. One will show you the names and number of the monsters you are facing, and the other will be used to gather instructions and report on the progress of the combat. You will also be shown pictures of the monsters you are desperately trying to overcome. Once the battle is underway, only the narration window is shown. There you'll see a description of the combat, your character's actions and the monster's actions.

Most of the time, you will only be told what the monsters look like, not what they really are. For example, their descriptions may say "Unseen Entity." This identifies the monsters as one of that nasty group. However, knowing their true identity as "Vampires" will enable you to take a better defense against them. Eventually, you will learn what it takes to defeat different types of monsters. To discern their true identities your character's I.Q. must be high enough.

Combat proceeds in rounds. Each round, both you and the monsters decide what actions to take, and then Wizardry mediates the combat. Combat is over when either side runs away or is totally defeated.

Each active character in your party will be presented with a list of options each round. The possible options are:

F)ight the monsters. To do this, the character normally must be in the first, second or third position in the party. However, certain weapons permit the party member equipped with that weapon to fight farther back in the ranks while still directly attacking the monsters.

Close range weapons permit party slots 1-3 to attack monster groups 1-2.

Short range weapons permit party slots 1-3 to attack monster groups 1-3, or party slots 4-6 to attack monster groups 1-2.

Medium range weapons permit party slots 1-3 to attack all monster groups, and party slots 4-6 to attack monster groups 1-3.

Long range weapons permit all members of the party to attack all monster groups. (Don't worry. This may sound complicated, but you'll get the hang of it quickly.)

P)arry the monsters. Generally, you only do this if there is nothing the character can do to help; it means you'll just be standing there checking out the action! Parry reduces the chance that the monsters will be able to hit the character.

D)ispel the monsters. Some monsters in the Maze are animated only through the power of great evil. If successful, dispel forces these monsters to return to the Abyss from where they came. Priests, high level Bishops and Lords have the ability to dispel monsters. They do this with varying degrees of effectiveness, depending on the power of the monsters and on how powerful the spell-caster is. You don't get any experience points for monsters you dispel.

Cast a **S)pell.** You will be asked which spell you want to cast. Type the first few letters of the spell, enough to distinguish it from the names of other spells, then press [**ENTER**]. If the spell requires a target, a certain group of monsters or a character, you will be asked for that as well.

U)se an item. You will be shown a list of all the items that you can use, and then you will be asked to choose one. If no screen appears with items to use, your character has no usable items.

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R)un away. If you succeed, then the combat is over. If you don't, then the monsters get a free round of attacks.

H)ide from monsters. Thieves and Ninjas may attempt to hide in the shadows, making them invisible to the monsters and not subject to attack. Of course, it is possible for a monster to spot a hidden character and then attack. It is not a fool-proof way of getting out of trouble! Also, the Thief or Ninja's ability to hide depends upon a number of factors, such as experience level, abilities, level of the monsters looking for him/her, and so on.

The Hide option is always available to the Thief or Ninja regardless of their position in the party. If they are already Hidden, the Ambush option will appear instead. Since a Thief or Ninja can advance on a monster while Hidden, they may Ambush from the last rank in the party! Likewise, they may be smashed in that rank if they are discovered.

A)mbush the monsters. If a Thief or Ninja successfully hides from the monsters, during the next combat round this option will appear. Using this option, the character may launch a surprise attack on some monster, increasing the chances to hit and doing up to two times the normal damage! There is one slight drawback however. Usually after an Ambush attack, the Thief or Ninja's position is revealed, and they are subjected to attack, regardless of their placement in the party. The better the Thief or Ninja, the less chance of becoming exposed after an Ambush attack.

Should a Thief/Ninja be Hidden and be one of the first three player positions, the Ambush option will override the normal Fight option. If you prefer to have your character Fight normally, rather than Ambush, do not select the Hide option. Additionally, if you want your character to stay Hidden, select the Parry option.

Once exposed after an Ambush attack, the Thief or Ninja may either attempt to Hide again, thus preventing the monsters from attacking him or her further, or withdraw back to the normal position in the party. However, because your character once attempted to attack the monsters, they still hold a nasty grudge! Once exposed, the character is subject to attack, though no longer able to Ambush, until hidden again!

Any magic spell cast by a monster that affects the entire party, will affect a Hidden character.

Note: Even if the character's position is in the first three slots, he or she will not be subject to attack, unless a monster spots the character! Theoretically, a high level Thief, alone in the Dungeon, might be able to Hide and stay Hidden even after an Ambush attack! If this were to happen, the monsters would never know what hit them, and they would not be able to attack anything!

T)ake Back lets you go back to the start of the Combat option selection in case you made a mistake.

Once you have made your selections, you will have one last chance to Take Back your orders. If you press [ENTER] instead, the combat round will start.

A Combat Short-cut

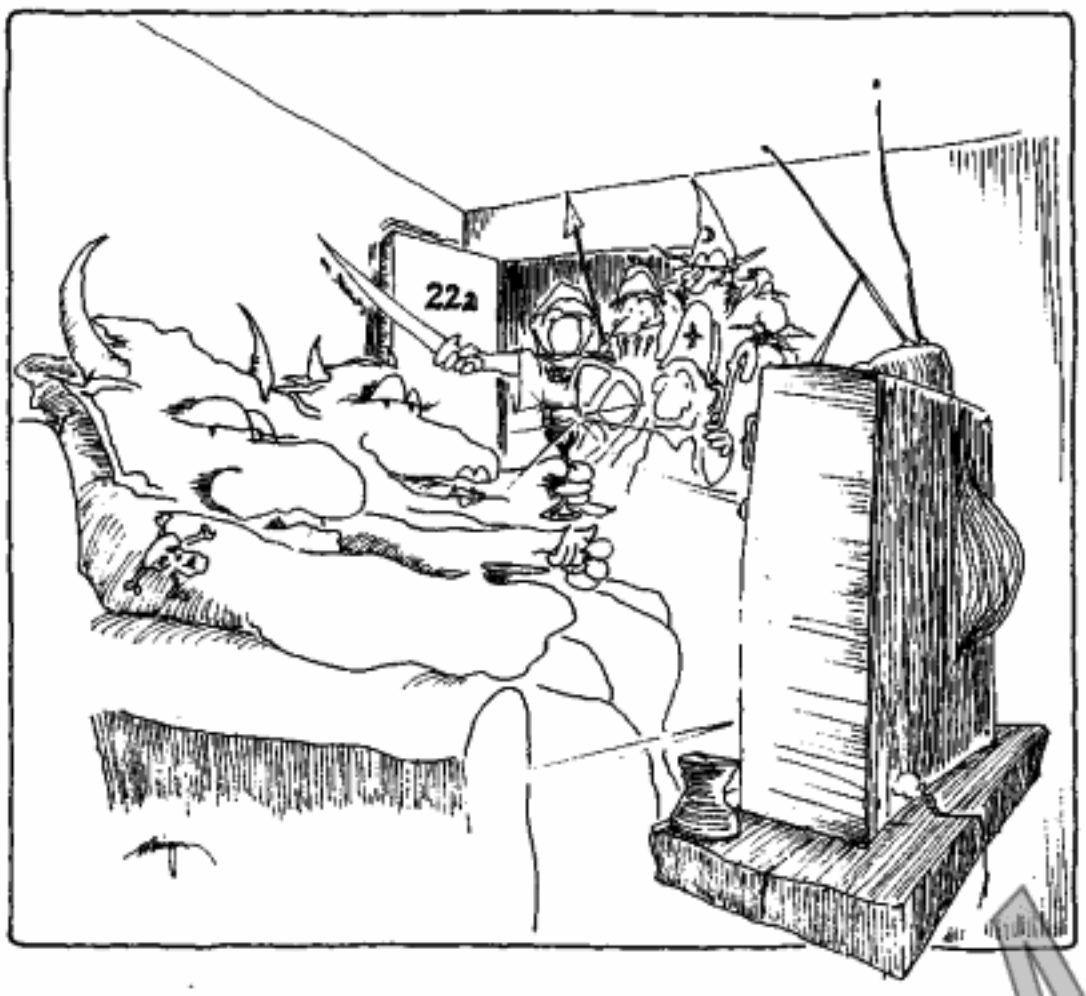
If any character can fight (that is, he or she is equipped with a weapon that has range enough to strike the monsters), you can press [ENTER] to select the default option, Fight. If not, the default option is Parry, which is also selected by pressing [ENTER].

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Surprise! Surprise! Surprise!

Occasionally you will surprise the monsters. If this happens, you are entitled to a free round of attacks, with the restriction that you cannot cast spells. Needless to say, sometimes your party will be surprised, which has far less pleasant effects. Certain peaceful monster types may offer your party a truce. If you agree, the monsters will politely scram, letting you go about your business. If you refuse a truce, however, combat will begin.



Note: Monsters, like adventurers, may be inclined either toward good or evil. Strange things have been known to happen to those who respond inappropriately to peaceful overtures in the Maze.

General Combat Notes

Generally, the only party members who can suffer damage from a physical attack by monsters are the first three characters. However, some monsters can bend the laws of the universe! They'll sneak up on your lowly Mage, cowering in the sixth position, and squash him to bits! For instance, a Giant (not of the New York variety) may step over some of your characters to get at the weaklings in the rear (again, squashing them to bits)! Additionally, a Spirit may float through the wall behind your party determined to attack! Lastly, monsters may cast spells on any or all members of the party.

Should one of your characters die in combat, he or she will automatically be shifted to the "dead-last" position in the party at the end of the round. The deceased will be hauled around by the living adventurers until revived or removed from the party. This will mean, of course, that the party member previously in fourth place will move up to the number-three slot, rendering him or her vulnerable to attack. This character will be able to fight as well, with whatever weapons come in handy. Keep this in mind when organizing and equipping your party.

Whew! When all is said and done

When a combat is over (and you have survived), you will be told how many experience points each surviving member of the party will be awarded for his or her brave conduct. You don't earn any points for monsters who run away or for dispelling monsters. You'll also find out how many gold pieces each character earns. Regrettably, some groups of monsters are security-conscious and like to hide their money and other valuables in treasure chests.

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Treasure Chests

Chests usually have traps on them and this is where your Thief (or Ninja) comes in handy. When you are confronted with a chest, you will have the following options:

O)pen the chest, blindly hoping that there is no trap on it.

I)nspect the chest for a trap, praying that you don't set the trap off in the process.

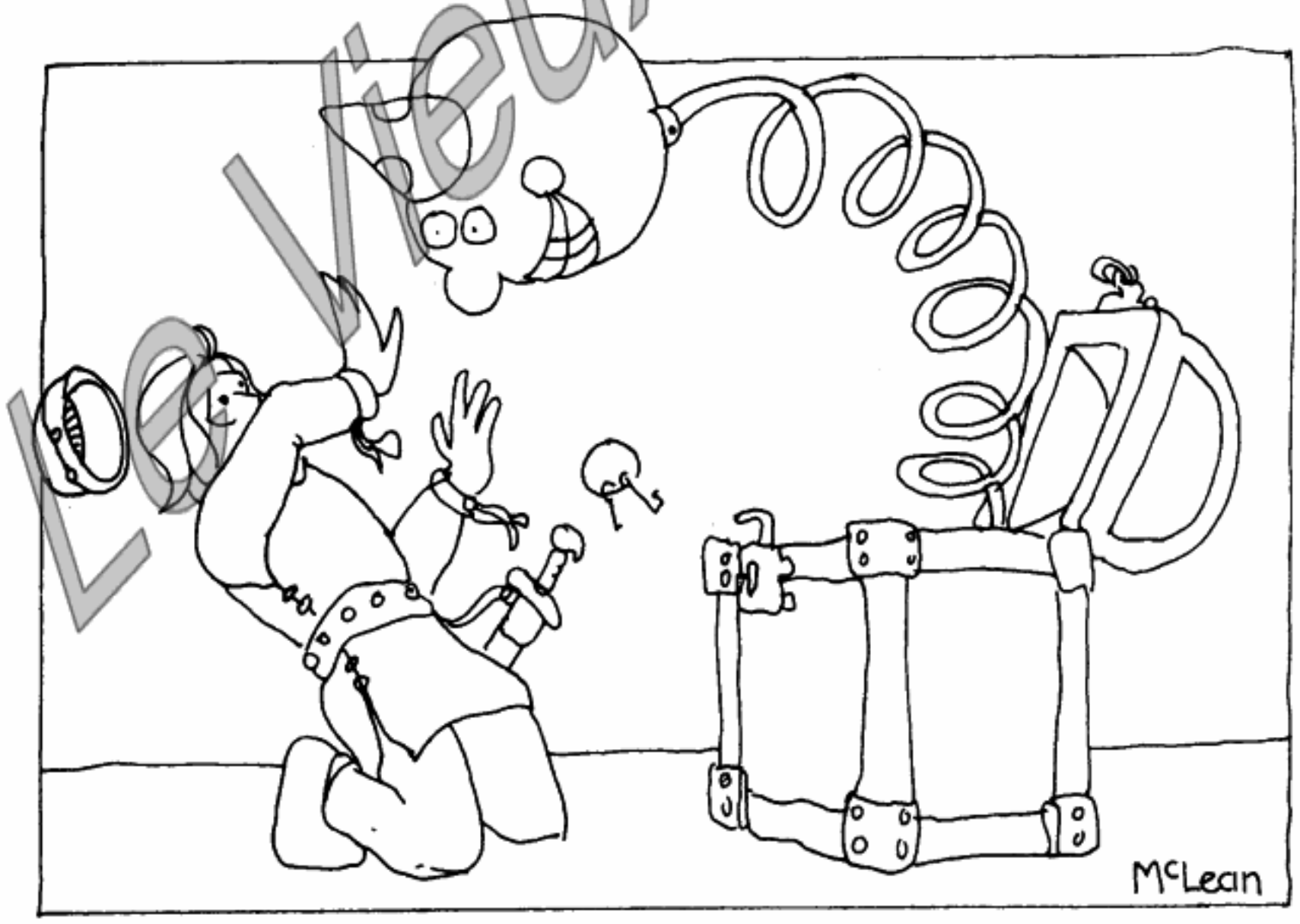
C)alfo (priest spell) the character performs a magical inspection of the chest's trap.

D)isarm the trap, assuming you think you know what it is.

L)eave the chest alone, and give up the goodies.

For each of these options, you will have to specify who is to perform the operation. Normally this will be your Thief (or your Priest in the case of casting Calfo). If you attempt to Disarm the trap, you will have to type in the trap's name. Spelling counts!

Needless to say, your Thief or Ninja is much better at inspecting and disarming than anyone else. Even so, when just a novice, the character will be pretty inept and things will blow up in his or her face fairly often. Fortunately, most of the traps on the first level won't kill characters outright unless they are already hurt.



Vieux Manuel

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Non-Player Characters

You will find that not all of the monsters in the Dungeon attack immediately, and certain monsters can be very friendly with the party and interact with them in various ways. These monsters are called Non-Player Characters (NPC). When encountering an NPC, the party has several options available to them:

T)alk

This option allows your character to communicate with the creature verbally (if it will listen). This option is incredibly useful for gathering information and clues! Just think... these individuals may know what the heck is going on in the game among other things. If you select the talk option, you will first be asked who will do the talking. Once you have selected the gabber, you will see the following:

(CHARACTER'S NAME):>

Type in what you want to say. If the monster can decipher your gibberish, it may actually respond with a tidbit or two. Just press [**ENTER**] at the prompt to terminate the conversation, or say Good-bye (or otherwise indicate you don't want to talk anymore).



B)arter

Barter allows you, or attempts to allow you, to trade with the creature. Often the creatures carry items they are willing to sell to the party, or they might be willing to buy something from you! They may even be willing to exchange items with someone! Prices will vary. Often you can sell something even if you don't know what it is (the item has not been identified by a Bishop or Boltac), and get a good price for it. Of course, what they sell you is often a mystery as well.

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G)ive

This is the universal gesture of friendship. Sometimes a monster is not interested in trading, or has no gold with which to buy. In this case, it is often necessary to give the monster something, should you feel it necessary to put the object in question in its hands. Of course, the creature will usually keep the object, so don't give it everything you own! As was said before, it can be a very friendly gesture, and often it is the only way to make friends with someone. If the monster however hates your guts, it might just think of you as suckers and attack anyway.

S)teal

Aahh the life of the artful dodger! Here, we finally see our Thief or Ninja at his or her best, attempting to relieve the encountered creature of any interesting items or gold it may be carrying. Of course, if your character gets caught, the monster will usually attack and will view the party in an unfavorable light from then on. It is best to be careful from just whom one filches. Then again, come to think of it, some monsters have been known to get caught dipping their fingers into a party member's purse as well!

K)atu

Katu casts the Priest spell of Charm. Depending upon the level of the caster, Katu will attempt to sooth the savage beast. If it works, the monster will at least regard the party in a neutral light, if not a favorable one. This option is extremely useful with otherwise hostile entities. Often, if given an amount of gold, or perhaps an item while under the influence of a Charm spell, the monster will regard the party as friends should next you meet again.

F)ight

Then again, if you feel the world is better off without this creature, or it seems to be standing in your way, or you're in a killing mood and you have an upset stomach, you might just have to get rid of it the hard way. If this option is selected, the regular combat options discussed earlier will be presented.

L)eave

Leave terminates the encounter, and allows your party to go about its merry way.

Lowering your Insurance Premiums

The first rule of the successful Wizardry player is "Thee who turns and runs away, lives to run another day." Don't be ashamed to run from encounters where the monsters have the upper-hand. When first starting out, run back to the Castle often (even after each encounter) to rest, replenish your spells, and heal your wounded. Never go deeper into the Dungeon until you are quite comfortable on the current level. Avoid the temptation to take on "just one more encounter."

Use your spell-casting characters wisely. When you are fighting your first few groups of monsters, cast a Katino spell, knocking out the opposition so that you'll have plenty of leisure time in which to eliminate them. Naturally, this will not work against certain monsters, and you'll have to run away from these creatures until you become more powerful.

If your characters become poisoned, and you don't have magical means to cure them, run for the Castle as quickly as you can! Keep an eye on the victim's hit points! If they go down to 1 or 2, go to Camp and cast a healing spell if you have one. If you get any monster encounters on your way back, run away. You lose hit points by poison much faster in combat.

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Magic

The acquisition and careful use of magic spells and items is of the greatest importance to the successful adventurer. In many situations, the right spell can mean the difference between life and death.

Magic items range from potions and scrolls with limited effects to artifacts mentioned in strategic arms limitation treaties. Some can actually be purchased in the Trading Post as readily as your grocer sells you a can of cheese dip. But most of the really important ones are found only after many hair-raising adventures in the depths of the Maze.

Magic items may do one or more of the following:

* Cast a spell or have magical abilities you may invoke.
* Alter Armor Class.
* Change fighting ability.
* Protect against certain monsters or be helpful in killing them.
* Be usable only by certain character classes.
* Increase the character's resistance to magic spells.

When magical items are first discovered in the Maze, their true nature is not known. Only Bishops and Boltac's Trading Post can identify them. Even so, some items may have hidden qualities that you'll have to discover for yourself.

Spells

There are a total of sixty-three spells divided into Mage and Priest categories. Each category is divided into seven levels, with the most potent spells at the higher levels. Following is a complete description of all the spells you can cast. For each spell, we've given you the name, a rough translation, the power level, where it can be cast, what it will affect and a brief description of its affects.



In some of the spell descriptions, you will see a range of damage that the spell inflicts when it is cast, or a statement that the spell affects all the monsters in a group. However, there are three ways in which an individual monster can avoid some or all of the spells effects. All monsters (and players) have a chance of dodging some or all of the effects of a spell. If the spell is a damage spell, then the damage might be cut in half or quartered; if an "all-or-nothing" spell, the spell might have no effect at all! Monsters may be naturally resistant to a particular type of spell. For example, throwing balls of fire (Mahalito, for example) at Fire Giants is not likely to impress them. They'll probably laugh at you! A few monsters have the ability to occasionally avoid the effects of a spell completely.

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Mage Spells

Level 1 Mage spells

HALITO LITTLE FIRE Type: Combat Affects: 1 Monster

Halito causes a flame ball about the size of a baseball to strike a monster, inflicting from 1 to 8 hit points of damage.

MOGREF BODY IRON Type: Combat Affects: Caster

Mogref reduces the spell-caster's AC (Armor Class) by two points. This protection lasts for the rest of the encounter.

KATINO BAD AIR Type: Combat Affects: 1 Group

Katino causes most of the monsters in a group to fall asleep. Katino only affects normal animal or humanoid monsters, and the duration of its effect is inversely proportional to the power of the monster. Sleeping monsters are easier to hit and successful attacks do double damage!

DUMAPIC CLARITY Type: Camp Affects: Entire Party

Dumapic grants you insight into your party's position in the Maze: the exact vertical displacement from the stairs leading to the Castle (for example, North and East or West and South), and the direction you are currently facing.

Level 2 Mage Spells

PONTI SPEED Type: Combat Affects: 1 Person

Ponti increases the speed of the party member so that he may strike more times per round of combat. This indirectly increases the chances to hit a monster. It also reduces the Armor Class (AC) of the recipient by one.

MELITO LITTLE SPARKS Type: Combat Affects: 1 Group

Melito sprays one monster group with sparks and does 1 to 8 hit points of damage on each affected monster.

DESTO UNLOCK Type: Exploring Affects: Caster

Desto attempts to unlock a door as if the caster were a Thief of the same experience level. This may be cast as often as necessary until either the door unlocks, or you run out of patience (or spells).

MORLIS FEAR Type: Combat Affects: 1 Group

Morlis makes Monsters to fear the party, causing them to flee and/or cower. Afraid monsters may not be able to strike against the party, and sometimes they are not able to execute their desired action. The monsters' AC is also raised.

BOLATU HEART OF STONE Type: Combat Affects: 1 Monster

Bolatu attempts to solidify one monster by turning it to stone.

Level 3 Mage Spells

CALIFIC REVEAL Type: Exploring Affects: Caster

Califc will always reveal a secret door if one is present on the wall the party is facing.

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MAHALITO BIG FIRE Type: Combat Affects: 1 Group

Mahalito causes a fiery explosion to erupt amid a monster group, doing 4 to 24 hit points of damage.

CORTU MAGIC SCREEN Type: Combat Affects: Entire Party

Cortu erects a magic screen relative to the level of the caster to prevent magic spells from affecting the party. Each successive casting adds to the barrier. It even helps protect against "breathing" monsters.

KANTIOS DISRUPTION Type: Combat Affects: 1 Group

Kantios attempts to disrupt one monster group. The spell interferes with any action requiring some mental thought by the monsters (casting spells, breath, calling for help). Any monster or person affected may not be able to execute some options otherwise normally available.

Level 4 Mage Spells

TZALIK THE FIST OF GOD Type: Combat Affects: 1 Monster

Tzalik invokes a powerful heavenly force and does 24-58 hit points of damage on one monster.

LAHALITO TORCH Type: Combat Affects: 1 Group

Lahalito is an "industrial-strength" version of Mahalito, and inflicts 6-36 hit points of damage.

LITOFEIT LEVITATE Type: Any Time Affects: Entire Party

Litofeit levitates the party several inches above the ground, thus preventing them from doing stupid things like falling into pits or tripping over traps. Since "walking on air" causes the party to move quietly, this spell greatly reduces the chance of the party being surprised.

ROKDO STUN Type: Combat Affects: 1 Group

Rokdo attempts to stun one monster group. It is like Katino except that it petrifies the monsters, making it much harder for them to recover.

Level 5 Mage Spells

SOCORDI CONJURING Type: Combat Affects: 1 Group

Socordi conjures a group of monsters from one of the elemental planes to come and fight for the party.

MADALTO FROST KING Type: Combat Affects: 1 Group

Madalto brings down a great blizzard on the monsters that causes 8-64 hit points of snowy, icy damage.

PALIOS ANTI-MAGIC Type: Combat Affects: All Monsters

Palios greatly reduces magic screens erected by the monsters and dispels monster-caused fizzle fields around the party.

VASKYRE RAINBOW RAYS Type: Combat Affects: 1 Group

The effects of Vaskyre's penetrating rays are random, but they are generally quite devastating.

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BACORTU FIZZLE FIELD Type: Combat Affects: 1 Group

Bacortu creates a fizzle field around one monster group. Unlike the Priest Spell, Montino, the field around the monster cannot be resisted. It can be a highly effective way of preventing monsters from burning the party with magic. The strength of this spell is relative to the experience level of the caster.

Level 6 Mage Spells

MAMOGREF WALL OF FORCE Type: Combat Affects: 1 Person

Mamogref creates a virtually impregnable wall of force of AC -10 around one party member.

ZILWAN DISPEL Type: Combat Affects: 1 Monster

Zilwan will dispel one monster of the "Undead" variety, causing 500 - 1000 points damage.

LOKARA EARTH FEAST Type: Combat Affects: All Monsters

Lokara attempts to have the earth around the monsters open up and swallow them, but it does not affect some monster types.

LADALTO ICE STORM Type: Combat Affects: 1 Group

Ladalto is a super high-powered Madalto, and does 34-98 damage to one monster group.

Level 7 Mage Spells

MALOR TELEPORT Type: Any time Affects: Entire Party

When cast in Combat, Malor randomly teleports the party to another location on the same level. When cast in Camp, the caster can select the destination precisely. Teleporting outside the Maze, or into an area of solid rock, will have catastrophic results.

MAHAMAN BESEECH Type: Combat Affects: Variable

A Call upon the Gods for favors. This spell cannot be cast except by a Level 13 character or greater and the caster is drained 1 level of experience if successfully cast. However, the wish granted is by the choice of the caster, and often the benefits far outweigh the price.

TILTOWAIT KA-BLAM! Type: Combat Affects: All Monsters

The effect of this spell is somewhat like the detonation of a small, tactical nuclear weapon, and causes from 10-100 hit points of damage to all the monsters opposing the party!

MAWXIWTZ MADHOUSE Type: Combat Affects: All Monsters

Mawxiwtz is a super-charged Vaskyre, causing utter havoc and pandemonium in the monster ranks.

ABRIEL DIVINE MAGIC Type: Combat Affects: Unknown

No one we know has ever learned this spell, hence its exact effect is unknown. Rumor has it that this is a spell often employed by the Gods when they want to battle other Gods that they despise.

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Priest Spells

Level 1 Priest spells

DIOS HEAL Type: Any time Affects: 1 Person

Dios restores from 1 to 8 lost hit points to a party member. It will not bring the dead back to life.

BADIOS HARM Type: Combat Affects: 1 Monster

Badios inflicts from 1 to 8 hit points of damage upon a monster. It is the inverse of Dios.

MILWA LIGHT Type: Any time Affects: Entire Party

Milwa causes a softly glowing magical light to accompany the party, illuminating more of the Maze. The light lasts only a short time.

KALKI BLESSINGS Type: Combat Affects: Entire Party

Kalki reduces the AC (Armor Class) of all party members by one point, and thus makes them harder to hit.

PORFIC SHIELD Type: Combat Affects: Caster

Porfic lowers the AC of the caster by 4 points. The effect lasts for the rest of the combat.

Level 2 Priest Spells

KATU CHARM Type: Encounter (Combat/NPC) Affects: 1 Monster/1 Group

When Katu is cast in combat, it attempts to charm the monsters, thus preventing them from attacking the party. Any monster charmed will likewise be easier to hit. When cast in non-combat situations (interactive encounters), the spell attempts to charm the Non-Player Character (NPC) so that it regards the party in a friendly manner.

CALFO X-RAY Type: Looting Affects: Caster

Calfo permits the caster to determine the nature of a trap on a chest with excellent reliability.

MONTINO STILL AIR Type: Combat Affects: 1 Group

Montino causes the air around a group of monsters to stop transmitting sound, thus preventing them from casting spells!

KANDI LOCATE DEAD SOUL OR BODY Type: Camp Affects: Caster

Kandi gives direction of the person the party is attempting to locate and retrieve relative to the position of the caster.

Level 3 Priest Spells

LATUMAPIC IDENTIFY Type: Any time Affects: Entire Party

Latumapic reveals the true names of all the monsters you meet. The effects of this spell are long-lasting.

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DIALKO SOFTNESS Type: Any time Affects: 1 Person
Dialko cures paralysis, and wakes up someone who is asleep.

BAMATU PRAYER Type: Combat Affects: Entire Party
Bamatu is a triple-strength Kalki spell. It reduces the AC of each party member by three points for the duration of the combat.

LOMILWA SUNBEAM Type: Any time Affects: Entire Party
Like Milwa, Lomilwa causes a softly glowing magical light to accompany the party, illuminating more of the Maze. The effects of Lomilwa, however, last much longer.

HAKANIDO MAGIC DRAIN Type: Combat Affects: 1 Monster
Hakanido attempts to drain the monster of high level magic power, thus reducing the level of spells that it is able to cast.

Level 4 Priest Spells

DIAL CURE Type: Any time Affects: 1 Person
Dial is an improved Dios spell. It restores 2-16 hit points to a party member.

BADIAL WOUND Type: Combat Affects: 1 Monster
Badial is the inverse of Dial. It inflicts 3-32 hit points of damage upon a monster.

LATUMOFISCLEANSE Type: Any time Affects: 1 Person
Latumofis removes the effects of poison.

MAPORFIC BIG SHIELD Type: Any time Affects: Entire Party
Maporfic is an improved longer-lasting version of Porfic. This is the best, overall defensive spell.

BARIKO RAZOR WIND Type: Combat Affects: 1 Group
Bariko sends blades through a single monster group and causes 6-15 hit points of damage.

Level 5 Priest Spells

DIALMA BIG CURE Type: Any time Affects: 1 Person
Dialma is an improved Dial spell. It restores 3-24 hit points to a party member.

DI LIFE Type: Camp Affects: 1 Person
Di attempts to resurrect a dead character. If successful, the restored character will have but one hit point. If the spell fails, the dead character will dwindle to ashes! Unfortunately, Di cannot resurrect a character who is in such an ashen mess. This spell is not as effective as the one cast by the Priests of the Temple of Cant.

BAMORDI SUMMONING Type: Combat Affects: Entire Party
Bamordi attempts to summon one group of monsters from the elemental planes to fight for the party.

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MOGATO ASTRAL GATE Type: Combat Affects: 1 Monster

Mogato attempts to banish one monster of the DEMON-type variety back into the planes from which it originated.

BADI DEATH Type: Combat Affects: 1 Monster

Badi attempts to give the target a heart-attack. If successful (and the target must have a heart for this to be so) the monster dies!

Level 6 Priest Spells

LOKTOFEITRECALL Type: Any time Affects: Entire Party

Loktofeit causes all party members to be teleported back to the Castle with all of their equipment and gold. One side effect -- after it is cast, the caster forgets the spell and must relearn it. There is a chance this spell will not work.

MADI RESTORE Type: Any time Affects: 1 Person

Madi totally restores the recipient to perfect health, so long as he or she is not dead or worse. It is important to recognize that in the world of Wizardry, there are things that are worse than death.

LABADI LIFE STEAL Type: Combat Affects: 1 Monster

Labadi drains all but 1-8 hit points from one monster, and is able to channel that energy back into the caster, healing him or her for a substantial amount of the damage drained from the monster. Monsters casting the spell are likewise healed.

KAKAMEN FIRE WIND Type: Combat Affects: 1 Group

Kakamen does 18-38 damage on one monster group.

Level 7 Priest Spells

MABARIKO METEOR WINDS Type: Combat Affects: All Monsters

Mabariko pelts all monsters with boulders doing 18-58 damage.

IHALON BLESSED FAVOR Type: Camp Affects: 1 Person

Ihalon grants a special favor to one party member. The spell is forgotten after being cast, and must be relearned.

BAKADI DEATH WIND Type: Combat Affects: 1 Group

Bakadi attempts to slay outright all of the monsters in a group.

KADORTO REBIRTH Type: Camp Affects: 1 Person

Kadorto restores the dead to life, even those reduced to ashes! It also restores all of the recipient's hit points. As with Di, there is a chance that Kadorto will fail. If a character who is in ashes fails to be resurrected by Kadorto, he or she will be lost forever.

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SPECIAL NOTES ABOUT THE SPELLS

Magic Resistance Spells

Some monsters are able to resist many of the kinds of spells that would normally affect them; fire spells or death spells are a couple of examples. For some unknown reason, these monsters were born (or hatched or fabricated) with this resistance ability! However, some of your characters' spells can be of value in defeating these no-gooders. Magic Screens (Cortu) and Fizzle Fields (Bacortu), although they do not affect the monster directly, cannot be resisted by the monster, so it reduces its defenses.

Both Magic Screens and Fizzle Fields have a relative strength, based upon the level of the person casting it. For example, your level 8 Mage could most likely fizzle the spell of a level 7 Mage; however, it could hardly be expected, except by a fluke, to cause a spell cast by a Level 25 Mage to fizzle. Luckily, the effects of these spells are cumulative, that is, two Magic Screens are better than one.

Both Magic Screens and Fizzle Fields deteriorate with every round of combat as the opponents' spells bash off them. Don't expect them to last forever! If you want to keep up your defenses, you will have to replenish the fields and screens by casting the spells again.

Also, the Anti-Magic spell Palios can help the party should it find itself the victim of a Fizzle Field, or it can reduce magic screens erected by the monsters. Of course, it has to be successfully cast to have an effect, and should the party find itself in a Fizzle Field too strong to cast through, the only thing to do is wait it out and hope that the Fighters are up to snuff.

Although Magic Screens can often prevent damage from Breath attacks as well as magic ones, substances in the breath tend to reduce the screen very quickly. Monsters do not use mouthwash.

Conjuring and Summoning Spells

Summoning spells are extremely powerful, in spite of their random choosing. When the caster raises both hands high in the air and intones the magical manuscript, the astral gates open (hopefully), and monsters arrive to help the party. Sometimes, a brood of lowly skeletons will appear... ah, but... perhaps a monster with even greater abilities than your party could ever hope to possess will explode through the gates to terrorize the unlucky onlookers!

As long as the gate has not been recently opened, the summoning spells will usually work. However, once you have summoned one group of monsters, you may not summon another group until the first group dies or the encounter is ended.

Yet, there is still another large benefit to the summoning process! Often the monsters that the party is fighting will attack the conjured monsters instead! In other words, the attacks meant for your characters will be absorbed by the monsters, saving you the pain (not to mention the healing spells)! If all of the monsters are killed off fending for your life, don't despair; the gates will be available for summoning again.

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