LTF Abandonware France



Le vieux Manuel

Bane of the Cosmic Forge

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

LTF Abandonware France

BANE OF THE COSMIC FORGE

Bane of the Cosmic Forge application software

copyright 1990 by 1259190 Ontario Inc.

All logos, printed graphic designs and printed materials

copyright 1990 by 1259190 Ontario Inc.

All rights reserved. No part of this software or printed material may be reproduced in any way, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise without prior permission in writing from the publisher, except by reviewers, who may quote brief written passages to be printed in a magazine or newspaper.

0987654321

IBM is a registered trademark of International Business Machines, Inc.

Wizardry is a registered trademark of 1259190 Ontario Inc.

Le vieux Manuel

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

WIZARDRY

BANE OF THE COSMIC FORGE

A Fantasy Role-Playing Simulation

Le Vieux Manuel

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

LTF Abandonware France

Credits

Written and Programmed by	D.W. Bradley
Playmaster's Guide written by	Brenda Garno
IBM, Macintosh and Amiga Technical Programming	Gary Speegle
Computer Graphics	Chris Appel Renata Dolnick Suzanne Snelling Paul McCall
Digitized Sound Programming	Oblique Triad - Jeff Noyle and David Triggerson
Sound Effects	Steve Miller
Manual Illustrations	Chris Appel Cheryl Bouchey Ted Boonthanakit
Special Consultants	Jeffrey Yette (Medieval Armament Research) Todor Fey (Amiga) Michael Whittenstein and Assoc. Inc. (Apple Macintosh)

Special Acknowledgments

Without the help of the individuals listed here, *Bane of the Cosmic Forge* may never have been what it is today. Your time, effort and dedication are sincerely appreciated. Thank you for all you have done.

Rob and Norm Sirotek

... for believing in *Bane of the Cosmic Forge* when it was only a fantasy.

Proofing and Editing

... G. Fay 'Dede' Jones - for wading through endless reams of paper.

... Linda Sirotek-Riback - for pointing out that wet noodles, especially in combat, are not humorous.

... Nadia Sirotek - for having the courage to read and refine the first draft.

Vieux Manuel

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

LTF Abandonware France

Playtesters

... for giving your time to search every corner and fight every creature, for your suggestions and for helping *Bane of the Cosmic Forge* to become a true gamer's dream.

Mike Anderson
Todd Ashley
Andy Backer
Les Berkman
Marty Berkman
Mike Breggar
Gary Brockelsby
Rusel DeMaria
Brenda Garno
Rick Hall
Albert Halprin
Mary Kelly
Jim McDonnell
Zach Meston
Sue O'Reilly
Robert Rosenberg
Monte Schulz
James Shobert
Linda Sirotek-Riback
Peter Spear
Pamela Wagner
Rob Welander

Le vieux Manuel

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

LTF Abandonware France

Bane of the Cosmic Forge

The Cosmic Forge - n. [Gk kosmikos universe, L fabrica to make]

1: the name of an unusual writing instrument (stylus) possessing the unique magical property to make anything written with it come true.

"There are things you must know."

"Nearly one hundred and twenty years ago, this castle was inhabited by a most foul Lord and Queen, who terrorized the land and its citizens for many years. Tales of bizarre rituals were commonplace, as were rumors of the King's practice with the mystical arts. Not content with his current dominion and powers, he eventually formed an alliance with another wizard, an entity whose evil matched the King's own. Together, they sought to rule all the evil planes, and in a great magical war, by combining their powers, they began to vanquish them one by one.

"It was in one such battle that they first became aware of the existence of the Cosmic Forge.

"Having used their magical forces to defeat a demonic arch-deity, they listened in delight to its last plea for life. It told them of a magical pen and of its power: when words were scripted with its point, it said, they were forevermore woven into the cosmic fabric, and thus, the events written came true. The King and his ally slew the demon anyway, but not before discovering the whereabouts of the wondrous instrument of power called 'The Cosmic Forge.' Eventually, they were successful in stealing this pen for themselves, and with it, began to script such horrors for the universe that no man has since imagined. It was shortly after obtaining this Cosmic Forge that the two allies became jealous of each other's power, and realizing they no longer had a need for each other, they engaged in a final climactic battle to determine the fate of themselves and of the magic pen.

"That was the last anyone ever heard of them. The castle has since stood vacant. No one knows what became of the King, the Queen or the wizard, or of the magic pen. But now that you are here, my friends, all that is about to change."

Le vieux Manuel

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

LTF Abandonware France

Playing Bane of the Cosmic Forge

Starting Bane of the Cosmic Forge

Inside your package, you'll find a card which contains complete directions to install *Bane of the Cosmic Forge* on your system. Once you're up and running, you'll see Wizardry's title screen. Hit any key to enter the Master Options Menu.

The Master Options Menu

Each time you play Wizardry, you'll begin here, at the Master Options Menu. If this is your first time in *Bane*, you may wish to go directly to the Character Menu to create your own player characters.

Add Party Member: This option allows you to get your group together. Typically, a party has six characters. As you add characters, you will see their pictures in the character window.

Note: The "Add Party Member" option should not be used unless you are just beginning the game or wish to start over again. This option loads characters from a master roster of level 1 characters. All games in progress are saved to the hard drive, and are begun or resumed with "Resume Save Game".

Playing Bane of the Cosmic Forge

Review Member: Review Member gives you a little time alone with one of your characters. You will be able to see the experience level, hit points, statistics and skills of your character. All of these attributes are explained fully in the Creating a Character section of this manual.

Dismiss Member: If you wish to remove a character from your party, you may use this option to return the character to the barracks.

Start New Game: When you select Start New Game, the Master Options Menu disappears, and the game begins. You're off to adventure. If you already have an expedition underway, use the "Resume Save Game" option instead.

Playing Bane of the Cosmic Forge

Resume Saved Game: If you have already begun Wizardry and have saved your game, use this option to begin where you last left off.

Multiple Expeditions: You may have more than one expedition going at a single time. All you need to do is use a different hard drive directory for each save game - when Wizardry saves a game, it overwrites any previous save games. For example, you may take one party into Wizardry, and then save the game. Using another directory and another party, you may save another game. Keep track of which game is which . . . otherwise, you may find yourself with your little brother's heavily wounded and trapped party . . . and you'll be left to wonder what he's done to yours.

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

LTF Abandonware France

Character Menu: If this is your first venture into *Bane*, you will need to create your own band of characters. Selecting this option, you move to another menu where all of this is possible.

Show Title Page: To take another look at the title page, select this option.

Quit: You may use this option to exit *Bane*.

Creating a Character

The Player Character is the heart of a good role playing game. You'll become intimately familiar with the characters you create, their strengths, their weaknesses and their habits. You'll know each character as well as you know yourself because these characters are an extension of your imagination.

From the Master Options Menu, select "Character Menu". Next, select "Create PC".

The Party

Typically, a party consists of six characters. Developing a well-balanced team with diverse talents is one of the major keys to success. An even mix of spellcasters, fighters and at least one character skilled in the thieving arts is often a good blend.

However, before you go about selecting your character's race, sex and profession, it's a good idea to read through your choices first. You'll see what each race and profession can and cannot do. Additionally, you'll find some races are better suited to certain professions than others. By reading through it ahead of time, you can create not only the party you want, but also a party that is well-balanced and capable of the job at hand.

After you've seen the diversity Wizardry has to offer, and have some ideas about the party you'd like to form, fill in the chart below, and use it as a guideline when you're creating your party.

Complete information on the races and professions is in Appendix A and B. Additionally, the Race/Profession chart which appears in this section can help you to sort out your decisions.

Statistics

Statistics are the central part of a Player Character, and are influenced by the race you select. In turn, these statistics will help a character enter and succeed in a certain profession. As you read through the available character races, you'll see these statistics mentioned.

Each character has eight statistics. Ranging from 0 to 18, these statistics act as a numerical meter of the character's performance in an area. A character with an 18 strength, for example, could possibly blow down a door or slay the most fearsome opponent. A character with 0 strength, on the other hand, would have trouble just getting out of bed.

Strength (STR): Affects any maneuver which requires physical strength. Everything from hurting an opponent to forcing a door off its hinges requires Strength. Strength also affects a character's carrying capacity and stamina.

Intelligence (INT): Affects ability to cast and learn spells, determine traps on treasure chests and any other task which requires mental mettle. Intelligence also affects a character's ability to learn new skills.

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

LTF Abandonware France

Piety (PIE): Is a character's overall devotion to a subject or a field of study, and affects the ability to develop skills and to learn new spells. Piety also affects the amount of spell power a character gets when he or she gains levels, and further affects how quickly the spell power is recouped. Sometimes, in spite of a low Intelligence, an extremely devoted and persevering character can learn subjects just as quickly as his or her whip-smart friends.

Vitality (VIT): Is a character's life force, and affects the amount of hit points and stamina a character achieves. Vitality also affects the ability to heal and be resurrected, and helps to provide the character resistance to poison, paralysis and death in general. If a character's Vitality reaches zero, he or she cannot be resurrected.

Dexterity (DEX): The ability to dodge a missile, pop a trap on a treasure chest and avoid a lance. Overall, it is the ability of a character to move his or her body, hands and feet included, in response to any situation. Since Dexterity is so important to movement, it is directly related to the character's natural armor class (the ability to dodge a monster's hit). In combat, Dexterity affects the amount of times a character can hit a monster within a single attack.

Speed (SPD): Is the amount of time a character needs to do any given action. The higher the Speed, the faster the character moves or is able to accomplish a task. In combat, this statistic determines how many times a character can attack a monster in one round. Because Speed is also important to movement, like Dexterity, it directly affects the character's natural armor class.

Personality (PER): Is the overall friendliness of a character, and affects the way a character interacts with NPCs in the dungeon. Characters with high Personality tend to be extroverted and charismatic. Low Personality characters, on the other hand, are more introverted and shy.

Karma (KAR): Affects everything your character does and acts as a sort of ethical meter. While its effects are somewhat mysterious, characters with high Karma are generally happy-go-lucky individuals. Characters with low Karma tend to be less lucky in life, and have an inclination toward lesser dealings.

Naming Your Character

You'll begin by entering the name for your character. You may name your character anything you like. Remember however, that the character's name may not exceed seven letters and that two characters cannot have the same name. After you have named your character, its window will appear.

If you accidently type your character's name incorrectly, and you find yourself with a fighter named "Booby" instead of "Bobby", you can use the "Rename PC" option to change his name.

Selecting Race

Just as you and I are Human, your characters are of a specific race, too. Within Wizardry, there are eleven different peoples. Each race has its own benefits and shortcomings, and some even seem specially destined to enter certain professions.

Selecting a race for your character is a delicate process; once you pick a race for a character, it is for life, and you may not change it later on. A character's race determines his or her statistics, such as strength or intelligence, resistances and personality. Ultimately, a character's race determines which professions he or she may enter.

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

LTF Abandonware France

Complete information on each character's race is in Appendix A: *Character Races.*

The reference chart on the next page shows you how the different races match up to the separate professions. The numbers you see at the intersection of a race and a profession (7/8, for example) represent the amount of bonus points a particular race needs to enter a profession; the first number is for males, the second for females. In general, the lower the number, the easier it is for the character to enter the profession.

For example, if you wanted to create a Thief, you might select "Hobbit" for the character's race. Hobbits only need three bonus points to qualify for the Thief profession, and therefore, your chances of successfully creating a Thief would be much higher.

In many cases, a female character will need more bonus points than her male counterpart to enter a profession. While this may seem like a hindrance, keep in mind that female characters are typically more personable and have a higher karma than male characters.

Race/Profession Chart

After you select your character's race, you'll see that he or she has been given a profile set of minimum base statistics. Additionally, you'll see your character's hit points and stamina.

Hit Points: Hit Points represent the amount of damage your character can endure before death. For example, let's say your character has 10 hit points when in full health. In combat, a monster bashes the character and causes eight points of damage! Your character's hit points would now show 2/10, the "2" reflecting the amount of damage the character can now endure before death, and the "10" to remind you of the character's hit points when he or she is in full health.

Stamina: Stamina is a measurement of your characters' endurance. They can only walk so far, or fight so much, before they fall flat on their faces from exhaustion. When a character's stamina reaches zero, that's exactly what happens! Stamina is listed as a percentage of a character's condition when he or she fully rested. The higher the percentage, the better. A fully-rested character can fight harder and hit for more damage than a tired character. When any character's stamina becomes low, it's time for a rest.

Selecting Sex

Next, you'll select your character's sex. Males tend to be stronger than females. However, female characters have a higher personality and karma. When you choose your character's sex, you will see a modification to the character's base statistics.

Selecting a Profession and Distributing Bonus Points

There is a total of fourteen fields of study which your character may pursue. To the right of his or her vital statistics, you will see a listing of the professions the character qualifies for. Because each profession has minimum requirements for entrance, you may not see every possible profession among your choices. You can check out these minimum requirements and everything else about any profession you like by looking in Appendix B: *Character Professions.*

When you select your character's profession, you may see an increase in some of the character's statistics. The points which were added to the statistics were automatically taken from your character's bonus point total to allow him or her to meet the minimum entrance requirements for that profession.

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

Race/Profession Chart

CHARACTER RACES

CHARACTER PROFESSIONS

	HUMAN	ELF	DWARF	GNOME	HOBBIT	FAERIE	LIZARDMAN	DRACON	FELPURR	RAWULF	MOOK
FIGHTER	3/5	5/7	1/3	2/4	4/6	7/9	0/2	2/4	5/7	4/6	2/4
MAGE	4/4	2/2	6/6	5/5	5/5	1/1	7/7	5/5	2/2	6/6	2/2
PRIEST	4/4	2/2	3/2	2/1	6/6	6/6	12/11	8/7	5/5	0/0	6/6
THIEF	3/3	3/3	6/6	6/6	3/3	2/2	4/4	2/2	2/2	4/4	6/6
RANGER	4/6	8/10	7/8	8/9	8/10	12/14	13/12	5/6	8/10	7/9	7/9
ALCHEMIST	9/9	7/7	13/13	11/11	9/9	5/5	13/13	9/9	6/6	12/12	9/9
BARD	9/8	7/6	15/14	15/14	6/6	2/2	18/17	11/10	4/3	10/9	9/8
PSIONIC	14/15	16/17	13/12	15/16	14/16	16/18	16/15	13/14	14/16	14/16	9/10
VALKYRIE	12	12	9	11	14	17	13	11	13	10	15
BISHOP	14/14	10/10	15/14	12/11	17/17	13/13	25/24	19/18	13/13	12/12	14/14
SAMURAI	15/17	16/18	19/20	20/21	17/19	12/14	19/20	16/17	12/14	19/21	15/17
MONK	15/17	14/16	17/18	15/16	19/21	15/17	22/23	18/19	13/15	15/17	19/21
NINJA	17/19	16/18	15/17	17/19	21/23	19/21	16/18	15/17	15/17	18/20	18/20
LORD	18/19	18/19	17/18	18/19	18/19	21/22	23/24	19/20	19/20	15/16	19/20

* of Bonus Points for a Male of that Race to enter that Profession. → 3/4 ← * of Bonus Points for a Female of that Race to enter that Profession.

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

LTF Abandonware France

Sometimes, even after you've met the requirements of the profession, you may havebonus points left over. To distribute your extra bonus points, move the pointer using the [**UP**] and [**DOWN**] arrow keys to the statistic you want to change. Add points by pressing the [**LEFT**] arrow key. Subtract points by pressing the [**RIGHT**] arrow key. When you're finished, press [**ENTER**]. You can change the statistics any way you like, but you must use up all of the bonus points you've been given. Also, you cannot push a statistic below its original value or above 18.

Keep in mind that it won't do you much good to have a muscle-bound Mage or a weak, but intelligent, Fighter. Add the extra points where they're sure to make a difference.

Rolling Karma

Next, Wizardry lets you "roll" your character's karma. When you're feeling lucky, just press [**ENTER**] to stop it. No matter what number you get, even if it's low, remember that there's no such thing as a "bad" karma. In fact, within Wizardry, you'll meet people with both high and low karmas. Since birds of a feather flock together, having a mix of karmas in your party may prove beneficial.

Selecting a Portrait

Wizardry comes equipped with many different faces for all kinds of characters. To view the portraits, use the [**LEFT**] and [**RIGHT**] arrow keys. When you come across a face that's perfect for your character, press [**ENTER**]. If you decide to play the plastic surgeon and wish to change the character's looks later on, just choose the "Portrait" option again from the Character Menu. Wizardry will allow you to view the portraits and select another more fitting picture.

Selecting Skills

Just like you, your characters have certain skills. However, when you first create your characters, these skills are a bit on the light side. Typically, they have but a few points in their professions' area of expertise. To help you broaden your character, skill bonus points may be distributed among his or her skill choices.

In general, there are three categories of skills in Wizardry: Weaponry, Physical and Academia. Within each of these categories, there are many skills, all of which are explained in the next few pages.

Weaponry Skills

In general, Weaponry skills affect a character's ability to handle his or her weapon. Eventually, through experience and practice, your characters may achieve up to 100 points in a skill area. As your character practices the Weaponry skills (equipping and using a weapon in combat, blocking a blow with a shield, etc.), points will automatically be added to the particular skill to reflect your training. Of course, it's always a good idea to add skill points "manually" when your character gains levels.

Wand & Dagger: The talent of wielding daggers, wands and other small items used as weapons in combat.

Sword: Any sword, including the katana, used as a weapon in combat is covered under this skill.

Axe: This ability covers any axe, such as the battle or hand axe, used as a weapon in combat.

Mace & Flail: The talent needed to use any mace-like item, including the flail or hammer, as a weapon in combat.

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

LTF Abandonware France

Pole & Staff: The mastery of any pole & staff, such as a halberd, bo or staff, used as a weapon in combat.

Throw: The demonstrated ability to be on target when any weapon is thrown. This includes such things as shurikens or darts or potions, and weapons which are accidentally thrown in combat (your fighter mistakenly lofts his exceptionally expensive sword at a monster) are covered under this skill.

Sling: The ability to use any weapon which consists of a leather strap and two cords which, when whirled and released, hurls bullets at an opponent.

Bow: The flair of handling any bow which fires arrows and is used as a weapon in combat.

Shield: The art of using a shield effectively to block an opponent's blow while fighting or parrying.

Hand & Feet: The talent of using one's hands and feet as lethal weapons to strike and hopefully kill an opponent.

Physical Skills

Physical skills generally affect a character's ability to do things which require talents of the body or voice; at best, a character can have 100 points in a Physical skill. For instance, the skilled Ranger will keenly perceive a piece of straw that looks out of place in a giant hay pile. The unskilled character, on the other hand, will blindly walk down the hall, oblivious to the giant red sign that says, "Secret Door Here!" As with Weaponry skills, your characters become more proficient in the Physical skills arena when they practice a particular skill, and are automatically given points to reflect their training. The "Scout" skill, however, must be "manually" raised when a character gains a level (of course, you can add points "manually" to any other area as well).

Scout: The knack of seeing and finding things such as secret doors, hidden entrances or buried items others seem to pass by. You must add points manually to "Scout" to increase your character's proficiency.

Music: The art of playing musical instruments and bringing forth from them different magical spells.

Oratory: The vocal discipline required to properly chant a magical spell. Without good oratory, spells meant for the monsters may fizzle or backfire on the party.

Legerdemain: The ability to pickpocket (steal) items or gold from NPCs without their knowledge or permission.

Skulduggery: The delicate skill of inspecting and disarming traps on chests and picking locks on doors.

Ninjutsu: The legendary art which allows characters to hide themselves from their opponents. For the Ninja and Monk, proficiency in Ninjutsu helps to lower their armor class rating.

Academia Skills

Academia skills affect a character's ability to learn and understand the ways of the Wizardry world. These skills also affect the magic users' ability to learn and understand spells. Academia skills don't develop as quickly as Physical or Weaponry

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

LTF Abandonware France

skills, but with practice, all but the magical skills will increase automatically. As with all the skills, the highest amount a particular skill can reach is 100 points.

Alchemy, Theology, Theosophy, and Thaumaturgy - these magical study skills must be advanced manually by adding skill points whenever a character gains a level; these are studied skills, not practiced. Without study, the character will never learn spells beyond the elementary.

Artifacts: The ability to effectively use and invoke magical items during combat depends on this skill. Without a developed Artifact skill, there is a chance the item's power will fizzle or backfire on the party.

Mythology: The ability to recognize, while in combat, the true names of monsters.

Scribe: The ability to successfully invoke the magical power of a scroll during combat.

Alchemy: The art of learning, practicing and exercising Alchemist spells.

Theology: A pursuit of divine interests leading to the study of Priest spells.

Theosophy: The possession of mental and spiritual insight that allows its possessor to study Psionic spells.

Thaumaturgy: The path of study followed to Mage spells.

Kirijutsu: The deadly skill and knowledge of the body which allows its possessor to strike a vital or critical area, hopefully killing an opponent with a single blow.

Distributing Skill Bonus Points

To distribute your character's skill bonus points, first choose the category: Weaponry, Physical or Academia (just press [ENTER] to move between the three). Then, move the arrow to the skill you wish to add points to, and use the [LEFT] and [RIGHT] arrow keys to add or subtract the points. Remember, you cannot adjust the points lower than their original amount. Additionally, once you add points to a particular skill area and leave it, returning will not permit you to deduct the just allocated skill points.

Choosing Magical Spells

Depending on your character's profession, you may be able to select some initial spells for your character's spellbook. Using the arrow keys, move the highlight from realm to realm to view the spells available to you. (There are six realms in Wizardry; each is fully explained in the Magical Spells section of this manual.)

When you see a spell you like, press [ENTER] to select the realm. Then, highlight the spell name, and press [ENTER] again. The spell will be permanently written into the character's spellbook. If you are allowed to select more than one spell, just repeat the process.

Equip Before You Explore

Before you and your party go off in search of fame, fortune and experience points, you should equip your characters' items. Otherwise, that expensive set of plate mail will just sit in your backpack. (See Reviewing and Equipping Your Character.)

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

LTF Abandonware France

Additional Character Statistics

Aside from the statistics and attributes you selected while creating your character, you will see others which you may not be familiar with. Each of these attributes is explained below.

Age: Adventure begins early for these youngsters. Its symbol, the planets moving around the sun, represents the passage of time. Each occasion your characters "Rest", they get a bit older (only by 8 hours, mind you). Eventually, their vitality may lessen and they may, in general, start to show signs of their age. However, starting young, all of your characters have a good long life ahead of them.

Rebirths: It's an unfortunate fact, but even the best of the best fall prey to a monster's attack and die. When this happens, characters lose a point of vitality. However, your character can be reborn by magical and other means. The number you see next to the kneeling character's icon tells you which life he or she is currently enjoying.

Level (LVL): As your character learns the ways of Wizardry, he or she will become more experienced. To reflect this experience, the character earns experience levels which in turn give the character greater powers and abilities.

Rank (RNK): As your character becomes more experienced, he or she will earn ranks within his or her profession. The rank serves as a title of sorts, and helps to identify the character as an outstanding member of the profession.

Experience Points (EXP): As your characters slay monsters and perform special tasks, they are awarded experience points. As these experience points build up, your PCs will gain experience levels (LVL).

Monster Kill Statistic (MKS): For the hack-slasher this is the all important statistic. The number you see represents the number of monsters you have, in one way or another, sent to the Grim Reaper.

Condition (CND): Normally, a character will be "OK", suffering from no illness and generally healthy. However, your character may, at some point, become less than healthy. He or she may become Afraid, Asleep, Blinded, Dead, Insane, Irritated, Nauseous, Paralyzed, Poisoned or Stoned. For all of these maladies, except stoning and death, resting may eventually remedy the condition, although sometimes magical intervention is useful or required. See Combat Notes and Modifiers: Health-Related Maladies for more information.

Gold Pieces (GP): Just as it sounds, the number you see here represents the amount of gold the character currently holds. Gold is very important within the Wizardry world. Among other things, gold allows you to buy goodies, and since it's also used by monsters and NPCs, you don't have to worry about any currency exchange problems.

Carrying Capacity (CC): All characters, because of race, strength and other factors, have a limited amount of weight they can successfully carry without a lot of encumbrance. If your character is carrying too much weight, he or she is typically easier for the monsters to hit, and will likely have some trouble fighting well (See Combat Notes and Modifiers: Encumbrance for more information.) In general, it will take more stamina just to move around. However, Wizardry will let you know when your character is overloaded. In the character "Review" screen you will see Carrying Capacity's color has changed to:

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

LTF Abandonware France

* light blue if they are carrying 66% to 74% of their total capacity
* yellow if they are carrying 75% to 89% of their total capacity
* red if they are carrying 90% or more of their total capacity.

It is possible for your character to carry more than his or her carrying capacity. However, any character who attempts this heroic feat of muscle will likely exhaust his stamina so quickly that he'll pass out from exhaustion a few steps later.

Armor Class (AC): A character's armor class describes how well he or she is protected from attack. Armor class ranges from a +10 (virtually naked) to a -10 (a Sherman tank). Without question, the lower the armor class, the better. In Wizardry, there are several different armor classes:

* Natural AC reflects the character's ability to avoid being hit by a monster. Certain races, such as the Faerie, have a genetically low natural armor class. Characters who are fast and dexterous or those skilled in Ninjutsu also have a low natural armor class.

* (Encumbrance Penalty/Shield Bonus) offsets your natural armor class and is consulted whenever your character is attacked. If your character is encumbered, he or she doesn't move well, and therefore is easier to hit. In this case, you would see an encumbrance penalty - a positive number reflecting an increase in your character's armor class. However, if the character is equipped with a shield, you would see a shield bonus - a negative number reflecting a decrease in your character's armor class. Should the character be both encumbered and wearing a shield, an average of the two would be displayed. When Wizardry needs information on your character's natural armor class, it adds the number in parentheses to the natural armor class to get an overall picture of how well protected the character is. In the case of a negative number, it's subtracted.

* Magical Armor Class represents the armor class protection of any magical items your character equips. Magical protection covers the entire body.

* Body Armor Classes show you how well a particular body part is protected against penetration by a monster's weapon once the character has already been hit. Even if a monster hits your character, its weapon may never penetrate the armor on that body part.

Reviewing Your Character

To view the character you've just created, select the "Review PC" option. Once you're reviewing, you can select from any of the options listed below. Some of these options are not available from the Character Menu, but you will find all of them once you have begun play and entered Wizardry.

Equip

When you first create your character, he or she will be carrying a few basic items (a sword and leather armor, maybe) appropriate for the profession you have selected. To make these items useful, you need to equip them. After all, that new helmet won't offer you much protection if you don't take it out of the hat box. Select "Equip" to do so.

Use the [**UP**] arrow key to move the selection bar to the item list, or press [**ENTER**] for none. Move through the items until the one you desire is highlighted, and press [**ENTER**] to select it. The item you have selected will be colored; the others you opted not to use will turn to gray.

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

Note: Just like everyone else, your character only has two hands. When you select your primary weapon, it is held in one of the character's hands, and is the first to be used against a creature in combat. You may select a secondary weapon, a shield or another item to fill the secondary spot. However, if your primary weapon is two-handed, you will not be able to select a secondary item.

Assay

To understand the details of any item use "Assay". You'll get some basic information about the item which will help you to understand its makeup and usefulness.

The top line lists the class of the item followed by its range. In the lines under this, you will see many letters. These letters aren't a word puzzle, but are the first letters of the races and sexes (first line) and professions (second line) which can use the item. If a letter is highlighted, a character of that race, sex or profession may use the item.

If a certain skill is required, you will see that listed next. Following this, for weapons, you will see the fighting modes available and the weapon's classification highlighted as a primary or secondary weapon (P/S). For other items, such as scrolls and potions, their power is listed. Assay will not, however, show you the power of magical items other than scrolls or potions (you need to cast an Identify spell for items such as this).

Assay will also tell you where the item should be worn (head, foot, etc.); for weapons, "Assay" lets you know whether the weapon is one- or two-handed. Lastly, the weight of the item is shown.

Merge

In some cases, you can carry more than one item in an item slot. Items which may be grouped, such as arrows or missiles, are stored this way. Each item slot can hold up to 250 such items. So, if you receive 300 arrows, 250 would be stored in one slot and 50 would be stored in another. After you use up some of the arrows in one slot, say you now had 200 of the 250 arrows left, you could merge it with the group of 50. Using this option, you would free up an item slot.

"Merge" can also be used when you want to put two items together. To "Merge" an item, highlight the first item and press [**ENTER**]. Then, highlight the second item and press [**ENTER**]. Either the items will merge into one item, or Wizardry will beep to let you know there's not effect.

Drop

If your character is holding an item he or she no longer wants, drop the item using this option. Once you "Drop" an item, it's gone for good. Of course, you may find another later on. Sometimes it is better to sell your unwanted items to the NPCs in Wizardry (See Non-Player Characters). Hold your own mini-garage sale, and you'll get rid of the item while gaining a few gold pieces to boot. On occasion, Wizardry won't let you drop an item. Generally, the item may be something you'll need later on.

Spell

While reviewing your character, you may cast a spell of the non-combat variety such as healing or protection spells. Complete information on spells can be found in the Magical Spells section.

Swag

Each character carries his or her own swag bag: a place where they store things. If you wish to "Swag" an item, select this option to put it into the bag. Each bag can

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

LTF Abandonware France

hold twelve different items, but none of the items can be equipped. All grouped items such as arrows and missiles count as one item.

You can use an item directly out of the Swag bag at any time unless you're in combat. In the heat of battle, you've set the Swag to the side, so you'll need to get the item out of it first. See Combat: Equip. Likewise, to "Assay" an item, you must remove it beforehand.

Use

If there is an item you'd like to use in one way or another, select the "Use" option. Then, just pick the item you wish to use. Depending on the item you've selected, "Use" does one of two different things:

* Invokes the special powers of a certain item.
* Allows you to read a book while in the character's Review screen. If you should find a spellbook in the dungeon, the "Use" option will also allow you to read the spell, and if your character can learn it, you may write it into his or her spellbook. Be careful not to waste the spell by writing it into a character's spellbook when he or she already knows the spell.

If you select an item that has no effect or is used only in combat, Wizardry will beep at you to let you know.

Trade

Occasionally, one of your characters may find a really neat trinket in the dungeon and wish to give it to another character (possibly the one screaming "Gimme that!"). To comply, select the "Trade" option. Here, you may trade gold and items between characters.

Edit

"Edit" allows you to change some of the basic features of your party while an expedition is in progress. You may change a character's name, portrait or profession. You may also replace a current party member with a brand new character.

Change Name: Just like the "Change Name" in the Character Menu, this option allows you to give your character a new name. Remember, however, that Wizardry will not allow you to have two characters with the same name, or a name longer than seven letters.

Portrait: Here, you can view all the various faces Wizardry has to offer, and if you like, you may select a new one for your character.

Change Profession: When your character feels it's time for a change of pace, "Change Profession" allows him or her to switch careers mid-life. On your screen, you'll see all of the professions that the character qualifies for. Keep in mind, each profession has its own minimum entry requirements, so you may not see every possible choice among your selection (see Appendix B: *Character Professions* for information on minimum entry requirements). Select one of the professions you see, or none at all. You immediately begin learning the skills of your new profession, and stop learning those of the former. However, your character drops to experience level 1, which will allow you to learn the new spells and skills more quickly, and his or her statistics will change to reflect the minimum requirements of the new profession.

Replace: Occasionally, you may wish to "Replace" a current member of your party with a new, level one character from your master roster of characters; the character must exist in the master roster prior to entering that day's adventure

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

session. "Replace" is useful if a character has died and can't be resurrected or if he or she turns out to be a dud later on in life.

Caution: When you "Replace" one character with another, the character you remove from your party is gone forever. So, be careful not to send your prize Samurai packing off to Florida and out of your adventure.

Skill

To review a character's skills, select this option. When you do, the character's Weaponry skills will appear. You may also review the Physical or Academia skills by highlighting the category and pressing [ENTER].

Review

To look at another character, select the "Review" option.

Exit

Select "Exit" to return to the Character Menu.

Delete PC

Occasionally, you may need to free up space in the master roster so you can create new characters (the master roster holds up to 16 characters). Other times, you may create a character who is less than you had hoped for. He failed Wizardry 101, and even tripped on his way out of class. It's times like this that you are left no choice but to select the "Delete PC" option. Remember, when you delete a character, it's for good.

Rename PC

If you want to change your character's name, use this option. Remember, the name may not exceed seven letters, and you cannot have two characters of the same name.

Adventuring

The essence of Wizardry is adventuring. It's time to accept the challenge and leave the safe confines of the outside world and venture into the unsafe, but potentially lucrative, corridors of *Bane of the Cosmic Forge*.

Successful adventures consist of at least nine stages:

1. Preparing a well-balanced party and continuing to develop this balance as they grow, becoming more experienced and more powerful.
2. Exploring everywhere and searching for hidden items and passages.
3. Mapping accurately so you can return to certain spots or recall a specific location, although this is not necessary to win the game.
4. Fighting the monsters (successfully).
5. Resting your party from time to time.
6. Talking, bartering and interacting with Non-Player Characters.
7. Taking good notes about all you see and hear.
8. Using this knowledge along with your intuition and logic to complete the quest.
9. Staying alive!

Each time you resume your expedition and are ready to begin play, take a minute to check out your characters. If anyone is without full hit points or incapacitated, a spell or a few hours of rest is advisable.

Vieux Manuel

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

LTF Abandonware France

Ordering Your Party

Generally, only the first three party members can suffer damage from a physical attack by the monsters. However, some monsters may be equipped with ranged weapons that allow them to hit further into your ranks. Other 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 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 your party.

Essentially, the strong, fighting characters should be toward the front. Spell-casters and weak or injured characters with low hit points should be toward the rear of the party.

Preparing a Party

Depending on your progress in *Bane of the Cosmic Forge*, you'll need to select one of the two routes below to get your party together:

Starting a New Game with Level 1 Characters: from the Master Options menu, select "Add Party Member". You'll see the names of your characters. Form your party, and then select "Start New Game". You only need to use this option once - when you are beginning Wizardry from scratch.

Resuming a Saved Game: If you already have an expedition underway, select the "Resume Save Game" option.

Entering Bane of the Cosmic Forge . . .

The swords are readied; shields are held aloft; magic users prepare their incantations. When you first enter Wizardry, you'll see the screen below.

Although this window looks just like the Master Options window, it is here that you will watch monsters as they jump from your swords, view the world as you move through it and wonder as riddles unfold. Each small window on the screen has a significant meaning.

Adventuring

Along the top of your screen, you will see six small boxes which represent magical spells that can be cast to enhance your characters' strengths, abilities and protections. Although these boxes may not be active right now, they can have a majestic power with the helping hands of the right spell caster. From left to right, you will find . . .

Enchanted Blade: Empowers swords with an extra "umph" so that it's easier to hit the monsters and penetrate their armor.

Armorplate: Provides magical armor protection to the party by lowering everyone's armor class.

Magic Screen: Gives the party extra resistance to magical spells by reducing the amount of damage, the power or the effectiveness of magical spells which come the party's way.

Direction: Gives the direction (north, south, east or west) that the party is facing in the dungeon.

Detect Secret: Magically detects the presence of hidden items, unseen passages and the like, and "blinks" when your party passes such mysteries.

Levitation: Lifts the party several inches off the ground and provides protection

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

from falling into things such as pits. Of course, Levitation will not save your party if you wander off the top of a castle tower.

The window in the center of the screen holds all of the action. The dungeon's walls, flowing water, unknown creatures, spells from the hands of a magician . . . you will see it all in this window.

The windows to the right and left of the action window hold your characters' icons.

Each icon contains the character's name, portrait, profession, status, condition, hit points, stamina and weapons selected (or a bare hand if there's nothing in that hand).

The message bar alerts you to any changes in your party's state, or a certain course of action. For example, you may see "Resting...", "An Encounter" or requests for you to make a choice among different options.

Along the bottom you see the Party Options Window and the Movement Window.

Touring Bane of the Cosmic Forge

Moving

The Movement Window serves as a reminder of your possible directions. There are two methods of movement in *Bane of the Cosmic Forge*: Turn and Move. By pressing the [**DOWN**] arrow key, you switch between the modes.

Mode of Movement -- (TURN): "Turn" allows your party to turn in the direction of the arrow pressed or, for the [**UP**] arrow, advances your party one step forward. If you turn to the right or the left, you occupy the same space, but face in a different direction.

Mode of Movement -- (MOVE): "Move" allows your party to move over one space or forward a space in the direction of the arrow pressed. If you press the left arrow key, for example, your party would move one space to the left; you'd still be facing the same direction as you were before taking the step. "Move" is very helpful when you're searching long walls for buttons or caches (among other things).

Party Options

From the Movement Window, press [**ENTER**] to enter the Party Options Menu. As you and your party stroll through the dungeon, there are several things you can and may need to do.

Search

You walk into a room, and something just tells you there's a heap of gold buried in that dirt floor. Maybe it was your Ranger, maybe it was your magician or perhaps it was just intuition that told you. When you feel compelled in such a way, use this option to check the party's immediate area: the wall you're facing, the floor you're standing on and the dirt below.

If your characters' scouting skills are good enough, you won't need to search each and every molecule of rock you pass. At least one character skilled in scouting could alert you to something which appears out of the ordinary . . . a misplaced rock, stirred up dirt in a corner, a bump on the wall . . . and save you a lot of time searching in the process.

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

LTF Abandonware France

The Detect Secret spell can also be very helpful in your expedition. When you cast Detect Secret, you'll see the "eye" at the top of your screen open. If the eye "blinks", search the area immediately. Although you may not necessarily find anything, a blinking eye definitely means something is up.

Review

Just like the "Review" option in the Character Menu, you may use this option to view your characters or equip different items. For full information on characters in review, see the Creating a Character section of this manual.

Spell

The ancient arts of your magicians can be called into play while strolling through Wizardry using this option. After selecting "Spell", you will need to select a character to cast it. Next, you'll select the spell and its power level. Lastly, you may be asked to select the target of the spell, such as a character in need of some healing. For complete information on spells, see the Magical Spells section of this manual.

Use

Some items, such as potions or scrolls, have a specific use. For example, you may want to use a potion to cure a character who is poisoned. Other items, such as books, can be read by using them. To use an item, select the "Use" option, the character who wishes to use an item, followed by the item you wish to use. If the item you select has no particular use, or is not useful at that time, Wizardry will tell you the item has "No Effect".

Open

You may come across a locked door in the dungeon, or perhaps a treasure chest, that your party members would like to open. To do so, select this option. If there is a locked door or a chest in your presence you'll see your character's attempt to determine the trap on the chest or watch them push their thieving skills (skulduggery) to the limit with a locked door. Should either of these situations present themselves, refer to the Treasure Chests or Locked Doors section of this manual. There you will find complete instructions to help you get the goodies or to get into trouble.

Order

Occasionally, you may need to adjust the marching order of your party (if your magician is leading your party into combat or your fighters are asleep, for example). Select the "Order" option to do so. On the left side of the screen, you will see your characters' names. Select the leader of your party, and press [ENTER]. His or her name will disappear from the list. Now select the second party member in rank and press [ENTER]. Repeat the selection until all of the members are just where you want them.

Remember, monsters typically attack the first three characters in your party. Therefore, it's best to keep the tough characters with high hit points up front. Characters who are suffering from a malady or are generally weaker than their fighting counterparts, such as spell casters, should go to the rear of the party.

Rest

To replenish your characters' stamina, cure their wounds, recoup some from a nasty condition and replenish your magic users' spell power, it is necessary to rest your party. Each occasion your characters are able to fully rest, they receive eight hours of sleep along with all its benefits. They also age by eight hours (3 full rests = 1 day). You may press [ENTER] at anytime during the rest to wake your characters early.

Unfortunately, this wondrous calm may be disrupted by a wandering group of

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

LTF Abandonware France

monsters who come across your party, pleasantly napping around a fire, and swarm down upon them. With all the commotion, some of your characters may wake up immediately to participate in the combat. Other characters, the really sound sleepers, may remain asleep. If a sleeping character is hit, he or she will wake up right away.

Caution: If you have a poisoned character in your party, try to cure the character of the poison before you "Rest". Some poisons are so strong that they will kill the character before the neutralizing effects of sleep have a chance to work. Additionally, if your character is equipped with a cursed item, try removing the item from the character with the Remove Curse spell before you "Rest".

Disk

To configure *Bane of the Cosmic Forge* to your computer's specifications or to save your game in progress, select the "Disk" option.

Save Game & Resume: It's important to save your progress and save it often. Should your party die or do something that was other than originally intended, you'll have something to fall back on. Depending on your selections for Game Configuration, you may be asked to insert your Save Game disk in a disk drive. Remember, when you save a game, it overwrites the previous save game. So, you want to use different disks.

If you are using a floppy disk for your saved games, the disk you use must be formatted.

Save Game & Quit: Just like the Save Game option above, your progress will be saved to disk. However, instead of going back to play, you will exit the game. When it's time to adventure again, select the "Resume Save Game" option in the Master Options menu.

Quit Game - No Save: If something traumatic has happened, this option is ideal. Since your game is not saved when you use this option, you will be able to resume an earlier save game instead.

Game Configuration: You may use this option to customize *Bane of the Cosmic Forge* to your exact liking.

Sound: There are two categories of sounds in Wizardry, the monster sounds and the dungeon noises. You can individually adjust the level of each of these sounds to your liking. First, you'll see a switch for each sound (monster sounds first, dungeon noises second) which allows you to turn the sound either on or off. If either of the sounds are on, you can then adjust the level of each sound: 1/2 volume or full volume.

Delay: Delay lets Wizardry know how long you'd like messages to stay on the screen during combat. "1" is the fastest; "18" allows you plenty of time to read each. For most cases, "8" is a good setting.

Level of Play: Either novice, normal or expert, you can tell Wizardry how challenging you'd like your adventure to be.

Input: You may use your mouse or keyboard to interact with Wizardry. This option just lets you choose between the two.

GMode: Allows you to reference your graphics set up. You cannot change GMode unless you reinstall *Bane of the Cosmic Forge.*

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

LTF Abandonware France

Save Game Drive: Wizardry is currently set to save your game in the current directory which is the default when Save Game Drive is left blank. However, you may select any drive and path you like to save your games to. Refer to your system's reference card inside this package for further information. Remember, your save game disks must be formatted ahead of time.

Scenario Drive: This option allows you to tell Wizardry where it should look for its information. You'll see two different boxes: the first is for your primary drive, the second is for your secondary drive. Since each system is different in its hardware setup, refer to your system's reference card inside this package for further information.

To move between the choices, use the [**UP**] and [**DOWN**] arrow keys. To change the current selection, use the [**LEFT**] and [**RIGHT**] arrow keys.. When you are finished, highlight "Exit" and press [**ENTER**].

Locked Doors

Certain doors have been locked for one reason or another. In most cases, creatures have things they want to protect or places they don't want you to go. When you come across a locked door, you will see a message informing you of your sudden roadblock. But don't be disheartened. It's quite possible for your characters to open such doors. Remember, however, that some locks may require a special key.

Open

The "Open" option puts your characters into action. Any character with a talent for picking locks (skullduggery) or the strength of a troll will find this option useful.

When you select "Open", you'll see two options, "Force" and "Pick". Once you select one or the other, there is no turning back - your tools are already in the lock or your character is hefting him- or herself against the door.

Force: The character moves back, grimaces, and then slams into the door. Without question, you're relying on your character's strength to bash the door in. On your screen, you'll see the strength of your character (top line), and the strength of the door (bottom line). When your character's strength exceeds that of the door, press [**ENTER**], and the door will open. Of course, the longer the character strains to open the door, the more stamina he or she uses. Eventually, if your character strains long enough, he or she will slump to the floor, entirely exhausted.

Pick: The thief pulls a bundle of tools from his backpack, and setting them beside the door, begins to work on the lock. The tumblers move inside, and you're waiting for just the right moment, the right combination to open the lock. Characters with a solid knowledge of skulduggery seem to have a knack for finding that combination. On your screen, you'll see the tumblers moving and shifting inside the lock. When they are in the right location, the tumblers will be green. When you see a clear line of green, the time is right. Press [**ENTER**].

If you successfully pick the lock or force the door down, it will open. If not, there's a chance that the lock may break during the attempt. If the door doesn't open, it may become jammed; you won't be able to pick its lock, and without the strength of Zeus, it will be hard to force it open.

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

Knock-Knock

If you can't seem to force the a door down, or get the tumblers just right, there is still a chance that you can open the door. Just call on your magic user.

From the Party Options window, select the "Spell" option. Next, choose a character who has the Knock-Knock spell. Cast the spell (remember the power of the lock on the door when you're casting your spell), and hopefully, if the spell power is enough, all of the monsters' efforts to keep you out will have been in vain and the door will open.

Knock-Knock also works to open regularly jammed doors. When you cast Knock-Knock, you will see either "Success" or "Failure"; if it's the latter, try increasing the power level. However, if you see "Jammed", it means you've encountered a magically jammed door. You'll need a special item to open it.

Treasure Chests

Treasure chests contain the bounty that every adventurer lives for. Inside each, gold, jewelry, swords or shields . . . just about anything you can imagine . . . can be found. Traps are often placed on these chests so that their possessions won't be so easily taken.

Sometimes your party will happen upon a chest hidden in a nook within the dungeon. If this happens, select the "Open" option from the Party Options Menu. Next, you will see the Treasure Chest Options.

Inspect

This option allows your characters to take a closer look at the chest to see if there is a trap present. Select a character to inspect the potential trap. Characters who are skilled in the art of skulduggery stand the best chance. You may want to have all of your characters inspect the chest just in case one character misses something. Be careful, however, the inexperienced may set off the trap when they inspect it.

In the right-hand window, you'll see the name of the trap, or at least what your inspector believes it to be. However, the letters in the name will be jumbled. Therefore, you will not clearly see a POISON NEEDLE when looking at the trap. Instead, EISOLP OENNDE will come to mind.

Sometimes, you may not be able to display all of the letters in a trap's name. It all depends on the inspecting character's skulduggery skill. Instead of EISOLP OENNDE, you might get nothing more than ISO ENDE. The higher the skulduggery skill, the better your chance of detecting all of the trap's letters.

Some letters in the jumble may be green and some may be red. Occasionally, you'll even see asterisks (*) cover a letter or a space in between groups of letters.

Green letters are guaranteed to be letters in the name of the trap.

Red letters, on the other hand, are questionable.

A Space between groups of letters lets you know there is more than one word in the trap.

Asterisks (*) mean that a letter previously picked by another character is not in the name of the trap. The character currently inspecting the trap is certain of it.

It's the job of you and your party to unscramble these letters to form the name of a trap. Once you've done so, you may want to disarm the chest.

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

LTF Abandonware France

Disarm

If you think there is indeed a trap on a chest you've found, choose this option. Next, select a character to disarm the trap; characters who are skilled in skulduggery are your best bet.

On your screen, you'll see a list of traps typically found on chests within Wizardry. Scroll through the list until you find the trap you're looking for and press [ENTER]. If you're right, and your character has the ability to disarm the trap, the chest will successfully open, and the bounty will fall into your hands. On the other hand, if your character bungled the disarming, or if the trap wasn't what you suspected it was, you may set the trap off. If it doesn't blow up, try disarming it again or simply leave the chest alone, though you won't get the loot.

Open

If you suspect there is no trap on a chest, or if you're feeling really adventurous, you can just open it. Pull its lid back and grab for the gold. If there is a trap present, it will most certainly blow up. Therefore, you should always Inspect a chest for traps first.

Spell

Divine Trap allows you to magically determine the trap on a chest. Just select a character with this spell, choose Divine Trap and the power level. Hopefully, if the spell is strong enough, the trap's identity will reveal itself. Jumbled, of course.

Knock-Knock also allows you to get to the goodies inside a chest, but a bit differently than Divine Trap. By magically alterting the chest's lock and neutralizing the trap inside, Knock-Knock attempts to open the chest directly. You don't even need to know what the trap's name is! However, there is a percent chance that Knock-Knock will fail in its attempt to open the chest, setting off the trap in the process.

Leave

If the trap on the chest seems too tough for you, or if you are not interested in its bounty, use this option to leave the chest behind.

Divvying Your Loot

After you have successfully opened the trap, each member of your party will receive a portion of its bounty. However, if there are special items inside, such as swords or other goodies, you will be able to choose who receives them. Be careful not to overload your character's carrying capacity. While that shiny plate mail might look great sitting there in the chest, your Faerie won't be too thrilled if you flatten her with it.

Using the [RIGHT] arrow key, move to the item list and select any item you're interested in. You will see the item's weight (so you don't overload any of your characters), and you will be asked to select a character to receive the item. If there is more than one item in a chest, simply repeat the process until you have taken all you want. Of course, if you want none of it, or only part of it, you may select "None" at any time. Be certain you've taken all you wanted, though. Once you select "None", the Divvy Loot will be terminated immediately, and all of the leftover bounty will be gone.

After you have your goodies, you can "Assay" each item to find out its particulars. There are some properties of an item which Assay does not reveal. Cast the Identify spell to get full picture.

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

Caution: Always have at least one item slot open in your party in case you find an essential item. Otherwise, you'll have to restart from a saved game. Unlike other games which allow your characters to blissfully walk away from items that are essential, Wizardry will force your party to accept an item. While good game players can generally recognize what's required of them, Wizardry's safety feature means you won't find yourself frustrated at the end of the game without something you desperately need.

Combat

You're not alone in this world. Well before your party wandered here, creatures of all kinds called this locale their home. You will find them waiting behind doors or see them lurking about dark recesses. As you may have anticipated, a meeting between a group of monsters and your party is frequently without milk and cookies. However, a combat situation comes with fun and challenge and plenty of it.

Who's There?

Most of the time, you will only be told what the monsters look like, not what they really are. For example, you may encounter an "Unseen Entity" but you won't know whether it's a ghost or a flying bed sheet (or something worse for that matter). Characters who have studied mythology have the best chance of identifying the monsters' true identity.

The Course of Action

Combat will proceed in rounds. Each round, both you and the monsters select a course of action, and then *Bane of the Cosmic Forge* acts as the mediator of the action. Combat is over when either side runs away or is totally defeated.

When you come upon a group of monsters bent on stopping your party dead in their tracks, each of your characters will have several options. These options are based on the character's class, skills, weapons and position in the party; so it's likely that each character's combat options will be slightly different than his or her fighting mates.

Fight

The "Fight" option engages your characters in the fine art of physical contact. Their skills, weapons, statistics and muscle are called into play (not to mention a bit of sheer luck).

Depending on your characters' skills and weapons, you may be able to choose from one of several methods of fighting. The method you choose is called a fighting mode. (To see which modes your weapons use, Assay them while reviewing your characters.) Each mode has its own strengths and weaknesses, and relies heavily on the skill of the character wielding it. (See weaponry skills in the Creating a Character section of this manual).

The basic attack is a "swing", a side-to-side slicing blow. The chart on the next page compares the other available fighting modes to the swing in three areas:

To Hit: As compared to swing, the likelihood your character will hit a monster with his or her weapon. For example, if your character selected "Melee", he or she would essentially swing wildly in hopes of hitting something. Obviously the odds to hit are down when you're not really looking where your weapon is going. However, a "Swing", covering a wide arc with direction, has a good chance of hitting a monster.

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

LTF Abandonware France

To Penetrate: As compared to swing, the likelihood your character will penetrate the monster's armor after a successful hit has been made. For example, a direct "Thrust" into a monster's leather armor has a better chance of penetrating it than a glancing "Swing" has.

Damage: Once a blow has successfully hit the monster and penetrated its armor, the damage column compares the actual amount of physical damage inflicted upon the monster. For example, while the odds to hit a monster are down with a "Melee" type of attack . . . watch out if you connect! Melee does double damage.

Mode Selected	To Hit	To Penetrate	Damage Inflicted
Thrust	-2	+1	+1
Bash	Same	-2	+2*
Melee	-4	-4	Double
Throw	-1	+1	Same
Punch	+1	-1	Same
Kick	-2	Same	+2*
Lashing	+2	-2	Same
Shoot	Same	+2	Same

* Damage inflicted is also directly affected by the strength of the character.

For characters with the Kirijutsu skill, any fighting mode may deliver a critical kill. For Monks and Ninja fighting with their hands or feet, the Punch and Kick modes also have a chance of delivering a critical kill.

Once you have selected your character's fighting mode, you will need to choose a target. If there is only one group of monsters, the selection is automatically made for you. For multiple groups of monsters, however, you have a choice and must pick the target.

Certain weapons permit a character to hit monsters far away (long range) while other weapons require close contact (short range). *Bane of the Cosmic Forge* will only allow you to select a monster group within the range of your character's weapon.

Short range weapons (S) permit party members 1-3 to attack monster groups 1-2.

Extended range weapons (E) permit all members of the party to attack monster groups 1-2.

Thrown weapons (T) permit all party members to attack monster groups 1-3.

Long range weapons (L) permit all party members to attack all monster groups.

Remember, monsters have their own ranges as well. Typically, the first three characters in your group are hit most often. Keep the strong and fighting-type characters up front in the first three slots.

With all said and done, the character is ready for action. *Bane of the Cosmic Forge*, acting as a game master, calculates the character's performance (over one hundred calculations are completed), and reports damage your character has caused.

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

While in the fight mode, your character may attack the monster more than once, and may hit the monster several times within a single attack.

Multiple Attacks

After attacking a monster with a primary weapon (the primary attack), a character with speed or experience, and skill in weaponry, will be allowed a secondary attack. In this case, your character would have two separate attacks in a round. Well-trained combatants can have up to 4 attacks in a single round of combat, two primary and two secondary. If your character has a two-handed weapon or is holding a shield, then he or she can have, at most, two primary attacks; there's no hand left to hold a secondary weapon. Without a secondary weapon equipped, the secondary attack is forfeited.

Multiple Hits

Highly dexterous characters, or those that are experienced, may be able to swing more than once during the attack. When a character gets a multiple hit, you will hear the swing or movement of the weapon and see "Hit!" (or miss) in the message window along with the damage caused more than once during the attack.

Parry

Parry allows your characters to take a defensive or passive role in combat. But remember, they are still quite involved. The characters may be hit, and under certain circumstances, they may hit back. On the other hand, they may take their chances, and rest for a round to replenish some lost stamina.

Block: Using the shield skill to protect against attacks. To select this option, the character must have a shield, and must be relatively proficient in shielding. A character who blocks cannot be hit for double damage.

Dodge: Being extremely watchful of all weapons, spells and missiles and, when the time comes, moving aside for them. While dodging, the character is harder to hit, and cannot be struck for double damage.

Guard: Waiting for the monsters to attack, and giving them a bit of their own medicine if they do. If a character is on guard, and a monster does attack, he or she will jump out, regardless of the position in the party, and attack the monster right back. "Guard" is useful for flying animals, such as bats, who can attack anyone, or for characters who cannot normally reach the monsters.

Rest: Catching your breath. A resting character will recoup some stamina, but his or her armor class will rise to 15 while they rest. This option is useful if there is little danger or if the character is about to pass out anyway. If your character passes out, it's for a while. Rest them before this happens, and they'll definitely have enough stamina to get through the next round.

Equip

Smack dab in the middle of combat, you discover a terrible mistake. You accidently equipped your prize warrior with a toothpick . . . and it's his primary weapon. Obviously, you'll need to do something to better the situation. Equip a better weapon, ready a massive missile attack. In cases such as this, select the "Equip" option. Just like the "Equip" option in a character's review, you can change equipment, drop equipment, Assay items or take something out of, or put something into, the Swag Bag. You may view your character's spells, but you may not cast them (use the "Spell"

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

LTF Abandonware France

option instead). Of course, you can also use "Equip" to just review your character in general.

Juggling all of your equipment, especially under pressure, requires extra stamina, and leaves the character more prone to a monster attack.

Spell

You're hoping to heal a character of a pesky poison, or perhaps you're determined to turn a ferocious giant into a pair of harmless bunny rabbit slippers. Whatever the case, if magic is what you need, then the Spell option should be your choice. When you select "Spell", you will see your character's complete spellbooks. Just choose the spell, its power level and, if necessary, a target.

Remember, some spells attack only one monster within a group while others attack an entire group or all of the monsters. Of course, you may also use this option to cast healing spells or other spells helpful to your party. For complete information on casting spells, and the spells available to the party, refer to the Magical Spells section of this manuel.

Use

Certain items within this world have the power to cast spells or bend the laws of nature in other ways. You may use these items in combat against your opponents or for the benefit of your party by selecting the "Use" option. Of course, a character who decides to use an item should have a good level of skill as well (such as Scribe for invoking scrolls or Artifacts for magical items). When you opt to use an item, a list of possessions will appear. Select the item you wish to use and press [**ENTER**]. As combat progresses, the item's magical power will unfold. If the item you selected has no power, then it will have no effect.

You can't use an item during combat if it's in your Swag Bag. Choose the "Equip" option, and take the item out of the Swag Bag first. Then, during the next round, you'll be able to use the item.

Move

"Move" allows your characters to change their position within the party ranks. Occasionally, characters may become hurt or fall asleep, and because of their malady, they are unable to fight or protect themselves. Use the "Move" option to put a strong and healthy character in front of an injured one to protect him or her. Likewise, you may also move a strong character out of the back ranks to the front to deliver a deadly blow.

When a character moves, he or she may move to any position. If the character advances, all of the characters behind his or her new position will retreat one rank. On the other hand, if a character retreats, everyone moves ahead by one slot.

Moving requires extra stamina, and leaves the character prone to monster attack.

Hide

Certain characters have the skill of concealment, Ninjutsu, down pat. These characters may attempt to hide from monsters during combat. If characters successfully hide, they can remain hidden or ambush the monsters. Since the monsters weren't expecting a single thing to happen, they are easier to hit, and if hit, they incur quite a bit of damage.

It's possible that your character can remain hidden even after he or she launches a surprise attack, especially if they're able to kill an opponent before it screams to its

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

LTF Abandonware France

companions. In cases like this the poor monster would get zapped, turn and still see nothing!

Run

On occasion, you may encounter something that's just too tough for your party to handle (it's 80 feet tall and drools). At times such as this, the "Run" option may be your only hope. Your characters won't get any experience points for the combat, but they may come out with their lives. Eventually all of the party will follow even if only one character actually selected "Run" to begin with. Characters who are running have their backs turned to the monsters. Because of this, it's easier for the monsters to hit them, and if hit, the character will probably suffer extra damage.

There is a chance that the monsters will block the route of your characters. The party will have to continue combat or attempt a getaway again. Additionally, even if your party successfully escapes, there is a chance that in their haste to get away, they may crash smack-dab into another group of monsters.

Breathe

Dracons, because of their genetic balance, are able to breathe acid upon their opponents. Selecting this option invokes the Dracon's inborn ability. Breath attacks require a lot of stamina, so be careful not to exhaust your character.

Cancel and Backup

If you're having second thoughts about your selections, the "Cancel" option allows you to start all over again beginning with the first character. "Backup", on the other hand, just takes you back to the previous character's selection.

Combat Notes and Modifiers

Certain conditions can have an effect on your characters during combat and therefore modify their performance. For example, a sleeping character can't attack the monsters or defend himself at all, neither can a character who is carrying seven suits of plate mail. These conditions are generally known as modifiers.

Health-Related Maladies

There are several maladies (or modifiers) which can strike your character at any time. In general, these illnesses have three affects: the character will not perform as well, the character will be easier to hit, and more damage will be done if the character's armor is penetrated. However, some illnesses have their own special side-effects.

Should you see one of these symbols in your character's icon, you know the character has been affected. For the most part, however, a good rest or a magical spell can cure their ailments.

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

LTF Abandonware France

(none) **Afraid:** Afraid characters will quake with fear at the sight of monsters, making such characters less (None) capable and confident. Afraid characters may even try to run away! If a character is scared enough, a tiny field mouse will begin to resemble a huge, fire-breathing dragon with grimacing teeth.



Asleep: Sleeping characters are incredibly easy to hit because they are unable to avoid being struck. If hit, a sleeping character will take up to double damage, but will wake up immediately. Of course, a sleeping character cannot participate in combat.



Blindness: A blind character can't see what's going on and is more susceptible to a hit because of this. Further, it's not likely he or she will hit a monster without a lot of luck.



Dead: A dead character is exactly that - dead. He or she must be resurrected by magical means. When a character dies, he or she loses a point of vitality.



Insanity: An insane character is, at least for the time being, absolutely nuts. For magical reasons, his or her brain has been scrambled like an egg missing its side order of bacon. You'll have no control, whatsoever, over the character.



Irritation: Like that scratch you can never seem to reach, your characters will become preoccupied trying to quell an irritating itch. As a result, they won't fight as well.



Nausea: There is a chance that a nauseated character may choke and gag and be helpless for the remainder of the round. Should this happen, the character will be an exceptionally easy target.



Paralyzed: Since the character can't move, even to fight, he or she is very easy to hit and can take up to double damage from an attack. However, there is a small chance the hit might just be enough to jolt the character's system back into action.



Poisoned: As the poison seeps through the character's bloodstream, he or she becomes sicker and sicker. Eventually, without an antidote or some rest, the character will die. Sometimes poison is so potent, resting will not cure it quickly enough; the character will die first, thereby making the antidote absolutely necessary.



Stoned: Since your character is officially a statue, he or she can't do anything but stand there and collect bird droppings. Stoned characters are easy to hit, but it's difficult to penetrate their stone. Stoning might be worse than death. Stoned characters lose a point of vitality, and when cured of the stoning, they may be dead. When you resurrect the dead character, he or she loses yet another point of vitality.

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

LTF Abandonware France

Magical Modifiers

Some characters are naturally resistant to certain types of spells. When hit by such a spell, the character may fully resist its effects or may take less damage than the rest of the party. Check Appendix A: *Character Races* for complete information on a race's magical resistance.

Statistical Bonuses

Depending on a character's statistics, he or she may excel in certain areas when compared to his or her opponent.

For example, suppose your intelligent Monk is battling a dumb 'ole rat. The Monk, because of its high intelligence, may be able to outwit the rat in its every move. Likewise, characters who are faster or stronger than their opponents may be able to out-move or overpower them. As in Monk's case, your character would have an intelligence advantage, thus the upper hand. The rat, on the other hand, would have an intelligence penalty.

Depending on your character's strength, intelligence, dexterity and speed as compared to that of the monster you're battling, you may have improved odds, or a penalty which somewhat hinders your character's success.

Encumbrance

It takes strength and stamina to hold up a 20 pound sword. Add to that 200 pounds of plate mail, and it'll be a feat if the character moves at all. Encumbrance is what your character faces if he or she carries too much. By reviewing your character, you can see his or her total carrying capacity along with the weight he or she currently holds.

Encumbrance affects a character's ability to hit a monster and a character's armor class in the following ways:

Percentage of Carrying Capacity	Chance To Hit	Increase in Natural AC*
50% to 66%	- 5%	None
67% to 75% (lt. blue)	- 10%	+ 1
76% to 90% (yellow)	- 20%	+ 2
91% and up (red)	- 25% to - 40%	+ 4

* Shown in parentheses by the character's armor class. "Review" the character to see its affect.

Surprise Attacks

Your party walks into a room, and over to the side you notice a bunch of rats. Luckily, they don't see you. Now you have a chance to knock their socks off (or whatever rats wear) before they even know what hit them. Occasionally, you will surprise a group of monsters just like this. When you do, the first round of combat is all yours. And since the monsters weren't expecting a sword to smash into the middle of their cheese party, they will be much easier to hit. Of course, monsters can surprise your party, too.

Life Insurance

Just as a precaution, before you go waltzing into a potentially loaded monster lair, save your game often. After you have defeated a group of monsters, you may want to save

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

LTF Abandonware France

it again. In this way, should something happen to your fab six, you can resume play with your party alive, happy and healthy from your save disk.

Gaining Experience Levels

After a few healthy encounters with monsters, your characters have gained some experience points. When a character gets enough experience points, he or she gains an experience level.

Gaining a level is a joyous occasion. On the screen, you will see your character's window and an announcement that he or she has gained a level. Following this, you will automatically get all the news about changes in your character:

1. The statistics may increase (they can decrease too).
2. They may gain hit points and stamina.
3. Their Rank within their profession may change.
4. They may get a skill bonus to apply in areas of choice (Weaponry, Physical and Academia). Remember to add points to your magic users' area of proficiency: Alchemy, Theology, Theosophy and Thaumaturgy. Otherwise, they may never learn any new spells.
5. They may learn new magical spells and gain additional magic points.

In some cases, you may have survived such an amazing encounter that your character will gain more than one level at a time. After it's all over, you will return to normal play. You may want to save that game after your character gains a level... just in case.

Non-Player Characters

Not all creatures within *Bane of the Cosmic Forge* attack your party. In fact, certain creatures can be very friendly with the party. These creatures are called Non-Player Characters (NPC). NPCs are just like your Player Characters. They have their own lives, thoughts, statistics, items, etc. They also have great memories: "Ah, I remember you," he says as he looks over your party. "Didn't you steal 100 gold pieces from me last time you were here?" Wizardry (acting as a game or dungeon master) controls the NPCs' movements, just as you make decisions for your own characters.

Each NPC relates to your characters individually and as a group. While some of your characters may meet with his approval, others, because of their personality or a mismatched karma, may not. If an NPC seems less than friendly toward one of your characters, try approaching him or her with another.

When you meet an NPC, your party has several options available to them.

Talk

NPCs are typically talkative individuals. Most of them have lived in the world for years, and are knowledgeable about its lore, its creatures and its mysteries. Although they may not necessarily babble off all of their knowledge, they are willing to share most of it provided you know what to ask. Here are some suggestions:

* Who are you?
* Have you heard any good rumors lately?
* Ask them about topics they mention or seem to be knowledgeable about.
* Use proper English: noun, verb and subject, etc.
* If it's a question you're asking, end the sentence with a question mark.

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

LTF Abandonware France

Unlike other role-playing games, Wizardry can understand, and works best with, complete English sentences, not just half-grunted word fragments.

When you select the Talk option, you will be asked to pick a character to talk with the NPC. Entering the conversation, you'll see your character's name. Type in anything you want. "Hello" is a good start. When you've finished the conversation, simply type "Goodbye" or "Bye".

Trade

Everyone needs to make a bit of money, and NPCs are no exception. Often, you will find an NPC holding some sort of mini garage sale. You may buy items he or she has collected or sell items you no longer have a need for. If you're feeling particularly generous, you can give an item or gold to the NPC. Such heartfelt gifts to an NPC often improve your character's relationship with the creature; the NPC will think of you more highly the next time you're around.

When you select the Trade option, Wizardry will ask you to choose a character to do the bartering. You and your character will now have four options:

Buy: When you opt to buy, you will see a list of the NPC's available items. Each item along with its general characteristics and price will be shown. Using the arrow keys, scroll through the list and then select something you just can't resist. If you have enough gold, the deal is complete. On the other hand, if you're short on cash, you may want to use the "Pool" gold option to get the money you need. Occasionally, an NPC won't sell your character an item.

For example, if the NPC doesn't like the character doing the dealing, he may simply refuse to part with any of his goods. Further, NPCs won't sell a character an item he or she can't use. This way you won't waste your gold or load your characters down with useless items. Sometimes you may be forced to steal an item you'd like to buy: the only character who can buy the item happens to be the one the NPC can't stand.

Sell: If you're a bit short on gold, or perhaps you've found a suit of plate mail that just doesn't fit any of your characters, try selling it to an NPC. When you select the "Sell" option, you'll be asked which item you wish to sell. Select the item using the arrow keys, and press [**ENTER**]. If the NPC is interested, a price will be quoted. Sounds good? Then accept the offer. Of course, you can politely decline as well.

Like your characters, each NPC has a certain amount of gold to part with, and he or she may not be able to afford all of the items you're offering. Additionally, some NPCs may decline to buy your items simply because they don't care for the character doing the dealing.

Give: When you're feeling generous or sorry for an NPC, you may be compelled to give it something. On the other hand, if you're facing an NPC who thinks your party is dungeon slime, you may be able to convince it to look at your group favorably by giving it a few hard-earned gold pieces or a new, shiny shield. Remember, however, an NPC will usually keep the object you give, so be careful not to part with your super-charged, laser action sword by accident.

Exit: To end the bartering session, choose "Exit" to return to the main NPC Options menu.

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

LTF Abandonware France

Spell

Some spells, such as Charm and Mindread, can be particularly useful when you encounter an NPC. For example, a good magic user can read what's on an NPC's mind; another spell allows you to make the NPC think it likes you when it would normally, without such magical influence, attempt to squash your party to bits.

To cast a spell, select "Spell", a character to cast the spell followed by the spell and its power level. For more information on the spells available to you, see the Magical Spells section of this manual.

Use

Sometimes you may wish to use a scroll, a potion or a particular item while conversing with an NPC. To do so, select this option. Wizardry will then ask you to select a character followed by the item he or she wishes to use. You may use items directly out of your character's swag bag.

Pool

When you're looking to purchase an expensive item or you are attempting to bribe an NPC beyond all belief, the "Pool" option can be used to transfer all of the party's gold to one character. Select "Pool", and designate a character to receive the party's gold. The rest of the party will reluctantly empty their purses, dumping it all into the lucky recipient's hands.

Steal

So you can't afford that sword? "No problem," says the character skilled in Legerdemain, the art of the pickpocket.

After you select "Steal", choose a character to do the pilfering. Delicate steps are taken, and the character attempts to relieve the NPC of some gold, or if you're lucky, you might get that sword you wanted. Of course, you may not get away with it. In this case, the NPC will no doubt think less of your group.

Fight

You've tried talking to it. Tried giving it money. Goodness, you even handed over your best piece of armor. For what? Nothing. "Let's rough him up a bit," your characters suggest. For whatever reason, you decide to select the "Fight" option. As with regular encounters, the combat options will appear. These were discussed earlier in the Combat section of this manual. Remember, if you kill an NPC, he or she will be gone forever, along with any clues he or she may not have given you.

Leave

Unless you defeated the NPC in combat, select "Leave" to end your meeting. The NPC will go back to its business, and your party is free to travel on.

Magical Spells

The divine art of spell casting is one of the most time honored in Wizardry. In some cases, the right spell can mean the difference between life and death. Within *Bane of the Cosmic Forge*, your characters can learn many spells.

Realms

There is a total of 77 spells which are divided into six different realms: Fire, Water, Air, Earth, Mental and Magic. Each of these realms gets its power from the "element", such as fire or water, over which it presides. Within the Water realm, for

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

example, you will find a spell to increase a character's stamina (replenishing water to the body), and yet another which freezes water and hurls it in a gust at your opponents. The Magic realm, while not influencing a tangible element, such as the Earth, relies on a divine and mystical power.

Spellbooks

The four different spell-casting types in Wizardry - Alchemist, Mage, Priest and Psionic - learn their own selection of spells from these six realms. These four groupings are referred to as spellbooks. Sometimes you'll find a spell in more than one spellbook. Knock-Knock, for example, can be cast by both the Mage and the Psionic. Following the complete spell listing, you'll find a section for each spellbook.

Spell Levels

Each realm is broken down into seven spell levels (level 1 Earth spells, the level 2 Earth spells and so on). Your spell casters typically learn one level at a time, but may occasionally learn a level 2 spell before learning all of level 1. In each magic users' spellbook, you can see what the level of each spell` is.

Power Levels

Each spell has six different power levels. The higher the power level, the more powerful the spell. For damage-oriented and healing spells, the power level will affect the amount of damage or healing done. For other spells, such as Knock-Knock or Direction, the power level of the spell will increase its effectiveness or duration.

Costs

For each spell your character learns, he or she will be given a certain amount of spell points. These points, in turn, are used to cast the spells. When your magic user casts a spell, Wizardry first checks to see if he or she has enough spell points available. If so, Wizardry will cast the spell for you. Regardless of the spell, Wizardry will always tell you how much each power level "Costs".

As a spell increases in power levels, it also increases in cost. For example, if a spell cost 5 points for power level 1, then it would cost 10 points for power level 2 and so on.

Affects and Effects

Some spells attack only one monster or help only one character. Others can encompass all opponents or affect the entire party. In the list of spells which follows, the affected person or group(s) are listed.

Sometimes monsters may dodge some or all of the effects of a spell. If the spell is a damage spell, the damage might be cut in half or quartered. If it's an "all-or-nothing" type spell, there may be no effect at all. Lastly, just like your characters, some monsters are resistant to certain types of spells. For example, a monster composed of ice likely wouldn't be hurt by an Iceball spell.

Oratory

One of the most important skills of the spell caster, Oratory is the practice of successfully enchanting a spell. A character proficient in oratory can easily zip off a deadly spell.

However, characters with poor oratory or bad luck may backfire or fumble a spell. When a spell backfires, it attacks the party instead of the monsters! So, if you cast a Magic Missile and fumble its incantation . . . b o o m. Your characters will be affected just as if the monsters had cast it on you.

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

LTF Abandonware France

Summoning Spells

Some spells allow you to summon a monster from another plane to fight for your party. When this happens, you will see the monsters' name along with their number above your party's information. As long as the planes have 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.

Sometimes an attack originally meant for your characters will strike the summoned group of monsters . . . saving you the pain, rest and the healing spells necessary to recover.

Casting a Spell

There are six steps to casting a spell. As you complete each part, you'll see the cursor blinking at you to indicate the next course of action.

1. Select the "Spell" option.
2. Select a character to cast the spell.
3. Choose the realm which contains the spell you want to cast (use the arrow keys).
4. Select the spell.
5. Choose the power level.
6. Give the spell a target (a character, a monster group, an item, a door, etc.).

To learn more spells . . .

Your spell casters must study to learn more spells. When your spell casters gain a level, be sure to add skill points to their area of proficiency. Some classes, such as the Samurai, are both warriors and spell casters. Be careful not to neglect their fighting skills in lieu of spell power.

Fire Spells

Energy Blast Cost: 2 Caster: MAG Affects: 1 Creature

A jolting spark of electric energy doing 1-7 hit points of damage per power level.

Blinding Flash Cost: 3 Caster: ALC Affects: 1 Creature plus power level

A giant flash of light that may temporarily blind opponents.

Fireball Cost: 6 Caster: MAG Affects: 3 Creatures plus power level

Blazing fireballs that burn opponents and can do 2-10 hit points of fire damage per power level.

Fire Shield Cost: 8 Caster: MAG Affects: Party

Creates a barrier impervious to fire that protects the party from fire-type spells.

Fire Bomb Cost: 8 Caster: ALC Affects: 4 Creatures plus power level

An exploding, incendiary spell that does 3-9 points of fire damage per power level.

Lightning Cost: 8 Caster: PRI Affects: 3 Creatures plus power level

A bolt of electrical energy hurled at the opponents doing 1-10 hit points of electrical damage per power level.

Le vieux Manuel

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

LTF Abandonware France

Prismic Missile Cost: 9 Caster: MAG Affects: 3 Creatures plus power level

Also known as Dancing Lights and Rainbow Rays, the various spectrums may affect creatures in many different ways.

Firestorm Cost: 12 Caster:MAG Affects: Cloud

A sweeping cloud of fire that lasts for several rounds and burns all creatures within it. Creatures affected, duration, and damage done all depend on the spell's power level.

Nuclear Blast Cost: 16 Caster: MAG Affects: All Creatures

A miniature fusion bomb. This spell burns all creatures and does 5-25 hit points of fire damage per power level.

Water Spells

Chilling Touch Cost: 2 Caster: MAG Affects: 1 Creature

A freezing blast of cold which does 1-6 hit points of cold damage per power level.

Stamina Cost: 2 Caster: PRI, ALC, PSI Affects: 1 Character

Replenishes some of the character's stamina keeping the character awake or allowing him or her to go without sleep for a longer period of time. Amount of stamina replenished depends on the power level of the spell.

Terror Cost: 3 Caster: MAG, PSI Affects: 1 Group

Evokes fear and terror in creatures and may reduce their ability to fight or cause them to flee.

Weaken Cost: 4 Caster: MAG, PSI Affects: 3 Creatures plus power level

Physically drains the creatures, making them vulnerable to attack, causing them to fight and react poorly, and lowering their resistance to map spells.

Slow Cost: 4 Caster: PRI, PSI Affects: 3 Creatures plus power level

Slows creatures down. They can't move as fast to hit you and are easier to hit themselves.

Haste Cost: 5 Caster: PRI, PSI Affects: Party

Speeds up characters' movements by giving them extra energy. Also helpful to counteract a Slow spell.

Cure Paralysis Cost: 6 Caster: PRI, ALC, PSI Affects: 1 Character

Attempts to cure one character of paralysis. Success depends on the extent of paralysis to the character's system versus the power level of the spell.

Ice Shield Cost: 8 Caster: MAG Affects: Party

A barricade which resists the effects of cold and protects the party from cold and cold-type spells. Strength and duration of the Ice Shield depends on the power level of the spell.

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

LTF Abandonware France

Iceball Cost: 8 Caster: MAG Affects: 4 Creatures plus power level

A flurry of stinging ice balls which cause 3-12 hit points of ice damage per power level.

Paralyze Cost: 5 Caster: PRI, PSI Affects: 1 Creature

Attempts to solidify all water in a creature's body. Duration and success depends on the power level of the spell relative to the power and amount of body water in the creature.

Deepfreeze Cost: 6 Caster: MAG Affects: 1 Creature

Attempts to freeze a creature's bodily fluids solid doing 3-30 hit points of severe ice damage per power level.

Air Spells

Poison Cost: 2 Caster: ALC Affects: 1 Creature

Turns the air poisonous around the creature and causes 1-5 hit points of damage per power level plus poisoning. Strength of the poison is relative to the power level of the spell.

Missile Shield Cost: 5 Caster: MAG Affects: Party

Hardens the air around the party forming a shield that protects characters from missiles, arrows, hurled weapons, etc.

Stink Bomb Cost: 4 Caster: MAG, ALC Affects: 3 Creatures

An odorous cloud of stinking fumes that can cause 1-6 hit points damage per power level and may make them feel nauseated.

Air Pocket Cost: 8 Caster: MAG, ALC Affects: Party

Protects the party from air spells such as stinking clouds and suffocation by creating a pocket of fresh air around the party. Strength and Duration of the pocket are relative to the power level of the spell.

Silence Cost: 4 Caster: PRI, PSI Affects: 3 Creatures plus power level

Causes air around creatures to stop transmitting sounds, thus preventing them from casting spells. Strength and duration are relative to the power level of the spell.

Poison Gas Cost: 7 Caster: ALC Affects: Cloud

Poisonous cloud that lasts several rounds and surrounds the creatures in the gas. Creatures inside the cloud suffer from poisoning and damage. The creatures affected, duration, and damage done all depend on the power level of the spell.

Purify Air Cost: 10 Caster: PRI, ALC Affects: Party

Tries to clear the air of any dangerous clouds like Poison Gas and Firestorm. Success depends on the amount and strength of the clouds relative to the spell's strength.

Deadly Poison Cost: 8 Caster: ALC Affects: 1 Creature

May kill a creature outright or does extremely heavy poisoning plus 3-15 damage points per power level.

Levitate Cost: 12 Caster: MAG Affects: Party

Creates a 3-inch cushion of air underneath party helping to prevent or reduce damage in case they fall. Duration of the spell is relative to the power level of the spell.

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

LTF Abandonware France

Toxic Vapors Cost: 8 Caster: ALC Affects: Cloud

A giant, stinking cloud of vapors that surrounds the creatures and causes 2-6 points of damage per power level of the spell.

Noxious Fumes Cost: 10 Caster: MAG, ALC Affects: 3 Creatures plus power level

Horrid smelling torrents that blast the creatures' noses and cause 1-6 hit points damage per power level plus nausea.

Asphyxiation Cost: 12 Caster: MAG, ALC Affects: All Groups

Swallows air around creatures leaving none to breathe. Chance of creatures' death depends on their ability and need to breathe, strength, and susceptibility relative to the strength of the spell.

Deadly Air Cost: 16 Caster: ALC Affects: All Creatures

Makes air surrounding the creatures entirely unbreathable and causes 4-16 hit points damage per power level.

Earth Spells

Acid Splash Cost: 2 Caster: ALC Affects: 1 Creature

A rushing wave of bubbling acid that causes 1-7 hit points of damage per power level.

Itching Skin Cost: 2 Caster: ALC Affects: 2 Creatures plus power level

A sprinkle of powder that causes the creatures' skin to itch. It also irritates the creatures and lessens their ability to attack and defend.

Armor Shield Cost: 2 Caster: MAG Affects: 1 Person

Creates a magical shield in front of the person, lowering his or her armor class by one point per power level.

Direction Cost: 3 Caster: MAG Affects: Party

A magical compass that shows the direction the party is facing (N, S, E, or W). The duration of the spell is relative to the power level.

Knock-Knock Cost: 6 Caster: MAG, PSI Affects: Locked Doors and Treasure Chests

Magically alters the lock on a door (jammed or not) or a chest in an attempt to unlock it. When used on a chest, there is a percent chance that it may set the trap off.

Blades Cost: 6 Caster: PRI, PSI Affects: 3 Creatures plus power level.

Hurls slicing razor blades through the air doing 2-8 points of damage per power level without providing a nice clean shave.

Armorplate Cost: 6 Caster: PRI Affects: Party

Creates a magic armor plating around the party, protecting them and lowering their armor class. Duration and strength depends on power level.

Web Cost: 7 Caster: MAG, ALC Affects: 1 Creature

Attempts to capture 1 creature in a sticky web slowing or halting its movements or attacks. Success depends on the strength of the creature relative to the power level of the spell.

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

LTF Abandonware France

Acid Bomb Cost: 8 Caster: ALC Affects: Cloud

A giant acid cloud that surrounds creatures and causes acid damage. The creatures affected, duration, and damage done all depend on the power level of the spell.

Armormelt Cost: 8 Caster: MAG, PSI Affects: 1 Group

Softens the armor of creatures thus raising their armor class in proportion to the power level of the spell making it easier for your weapons to penetrate their armor.

Create Life Cost: 10 Caster: ALC Affects: Party

Summons a group of organic creatures to come and fight for the party. The power and number of creatures summoned is relative to the power level of the spell.

Cure Stone Cost: 18 Caster: PRI, ALC Affects: 1 Character

Attempts to restore a stoned character to normal flesh and bone. Success depends on the strength of the stone relative to the power level of the spell.

Mental Spells

Mental Attack Cost: 3 Caster: PSI Affects: 1 Creature

An invading pressure of thought swirling the creature's brain and causing 1-7 hit points of mental damage per power level and potential insanity.

Sleep Cost: 3 Caster: MAG, ALC, PSI Affects: 3 Creatures plus power level

Causes creatures to fall asleep and prevents them from attacking the party members or defending themselves from attack. Success and duration depends on the power of the creatures relative to the power level of the spell.

Bless Cost: 4 Caster: PRI, PSI Affects: Party

Magically lowers the party's armor class and enhances their chances to hit a creature relative to the power level of the spell.

Charm Cost: 5 Caster: PRI, ALC, PSI Affects: 1 Creature or NPC

Attempts to charm a creature to prevent it from attacking the party. Any creature charmed will also be easier to hit. When cast in non-combat situations, the spell attempts to charm an NPC so that it will regard the party in a friendly or at least neutral manner for the duration of the encounter. The higher the power level, the better the charm.

Cure Lesser Cnd Cost: 4 Caster: PRI, ALC, PSI Affects: 1 Character

Attempts to cure a character of one of the lesser conditions: afraid, asleep, blindness, nausea, and minor irritations. Success depends on the strength of the malady relative to the strength of the spell.

Divine Trap Cost: 4 Caster: PRI, PSI Affects: Caster

Permits the inspector of a treasure chest to determine the elements of the trap with great reliability by making the devices attached more readily apparent. The trap must,

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

LTF Abandonware France

of course, be inspected after Divine Trap is cast for the spell to be useful. Success of the spell depends on the power and complexity of the trap relative to the spell's power.

Detect Secret Cost: 5 Caster: MAG, PSI Affects: Caster

Opens the caster's mind to anything that may be strange or out of place and allows him or her to detect its presence within the party's immediate area. The Detect Secret eye will "blink" when the caster detects something. Duration and success of the spell are relative to the spell's power level.

Identify Cost: 8 Caster: PRI, PSI Affects: 1 Creature or Item

Attempts to reveal the true name of a creature or an item. Success depends on the power of the creature or the cloak of the item relative to the power level of the spell.

Hold Monsters Cost: 6 Caster: PRI, PSI Affects: 3 Creatures plus power level

Attempts to confuse the creatures into believing they are paralyzed. Success depends on the power of the creature relative to the power level of the spell.

Mindread Cost: 8 Caster: PSI Affects: Caster

Attempts to discern what's on an NPC's mind. Success depends on the intelligence of the NPC relative to the spell's power level.

Sane Mind Cost: 10 Caster: PRI, PSI Affects: 1 Character

Attempts to restore sanity to an insane character. Success depends on how nuts the character is versus the spell's strength.

Psionic Blast Cost: 8 Caster: PSI Affects: 3 Creatures plus power level

An extreme and powerful jolt of mental energy that scrambles the creatures' brains and causes 1-7 hit points of mental damage per power level and may cause insanity.

Illusion Cost: 10 Caster: PSI Affects: Party

Attempts to conjure an illusion of a being so real that it can attack creatures and be attacked back! The creatures' amount and powers depend on the spell's power level.

Wizard's Eye Cost: 10 Caster: MAG, PSI Affects: Caster

Allows the caster to see the surrounding area from an overhead view. The size of the area seen depends on the power level of the spell.

#1: Just the floor.
#2: Obstructions with a 3 square radius.
#3: Full view with a 3 square radius.
#4: Floor only with a 5 square radius.
#5: Obstructions with a 5 square radius.
#6: Full view with a 5 square radius.

Death Cost: 10 Caster: PRI, PSI Affects: 1 Creature

Attempts to kill a creature outright. Success depends on the creature's power relative to the spell's power.

Locate Object Cost: 8 Caster: PRI, PSI Affects: Caster

Allows the caster to magically determine the location of certain buried or hidden items. Success depends on the item's location relative to the caster, how well the item in question is hidden, and the spell's power level.

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

LTF Abandonware France

Mind Flay Cost: 18 Caster: PSI Affects: All Creatures

A concentrated tide of mental energy that conjures every fear and devastates the creatures doing 4-16 points damage per power level plus potential insanity.

Magic Spells

Heal Wounds Cost: 4 Caster: PRI, ALC, PSI Affects: 1 Character

Heals 1-8 hit points per power level. It will not cure lesser conditions, such as blindness, or resurrect dead characters.

Make Wounds Cost: 3 Caster: PRI Affects: 1 Creature

Invokes divine powers to cause bodily harm and inflict 1-8 hit points of damage per power level.

Magic Missile Cost: 4 Caster: MAG Affects: 1 Creature plus power level

Small but powerful missiles of magical energy hurled at an opponent doing 1-7 hit points of magic damage per power level.

Dispell Undead Cost: 7 Caster: PRI Affects: 1 Creature plus power level

Attempts to dispell an animated and undead creature. The success depends on the creature's power relative to the spell's power level.

Enchanted Blade Cost: 4 Caster: PRI Affects: Party

Magically enhances members' weapons and increases the likelihood of a successful hit on a creature. It also increases the chance a hit will penetrate the creature's armor. The duration and power are relative to the spell's power level.

Blink Cost: 7 Caster: MAG, PSI Affects: Caster

Allows the caster to disappear for a brief time during combat, blinking in and out sometime during each round. He or she will always reappear to execute normal combat options. The duration of the effect is relative to the spell's power level.

Magic Screen Cost: 8 Caster: MAG Affects: Party

Creates a magical barrier that attempts to protect the party from all spells cast at them. The strength of the barrier is relative to the power of the creatures' spells and the level of the screen.

Conjuration Cost: 10 Caster: MAG, PRI Affects: Party

Summons creatures from the ethereal planes to fight for the party. The power and number of creatures summoned is relative to the power level of the spell.

Anti-Magic Cost: 7 Caster: MAG Affects: 1 Group

Forms a magical barrier around the creatures that may cause their spells to fizzle out or backfire. The barrier's strength is relative to the power level of the spells cast and the power level of the Anti-Magic screen.

Remove Curse Cost: 4 Caster: PRI Affects: 1 Person

Attempts to lift any magically cursed and stuck items from a character. Success depends on the strength of the curse relative to the strength of the spell.

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

LTF Abandonware France

Lifesteal Cost: 12 Caster: PRI, PSI Affects: 1 Creature and 1 Caster

Removes virtually all lifeforce from a creature and attempts to channel some of it back into the caster to heal him or her. Does 4-16 points magic damage per power level multiplied by the power level of the spell.

Astral Gate Cost: 8 Caster: MAG, PRI Affects: 1 Creature per power level

Attempts to banish a demon-type creature from this world. Success depends on the power of the creature relative to the power of the spell.

Word of Death Cost: 18 Caster: PRI Affects: All Creatures

A divine word cast so powerfully it smashes the creatures with 4-16 points of magical damage per power level.

Resurrection Cost: 20 Caster: MAG, PRI, PSI Affects: 1 Character

Tries to revive a dead character. Success depends on the character's lifeforce relative to the spell's power level.

Death Wish Cost: 20 Caster: PRI Affects: All Creatures

Attempts to kill all creatures outright through sheer magical force. Success depends on the power of the creatures relative to the power level of the spell.

Le Vieux Manuel

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

LTF Abandonware France

Alchemists' Spellbook

Spell	Realm	Level	Cost
Blinding Flash	Fire	2	3
Fire Bomb	Fire	4	8
Stamina	Water	1	2
Cure Paralysis	Water	3	6
Poison	Air	1	2
Stink Bomb	Air	3	4
Air Pocket	Air	3	8
Poison Gas	Air	4	7
Cure Poison	Air	4	8
Deadly Poison	Air	5	8
Purify Air	Air	5	10
Toxic Vapors	Air	6	8
Noxious Fumes	Air	6	10
Asphyxiation	Air	6	12
Deadly Air	Air	7	16
Acid Splash	Earth	1	2
Itching Skin	Earth	1	2
Web	Earth	3	7
Acid Bomb	Earth	4	8
Create Life	Earth	5	10
Cure Stone	Earth	6	18
Sleep	Mental	1	3
Charm	Mental	1	5
Cure Lessor Cnd	Mental	2	4
Heal Wounds	Magic	1	4

Vieux Manuel

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

Mages' Spellbook

Spell	Realm	Level	Cost
Energy Blast	Fire	1	2
Fireball	Fire	3	6
Fire Shield	Fire	3	8
Prismic Missile	Fire	5	9
Firestorm	Fire	6	12
Nuclear Blast	Fire	7	16
Chilling Touch	Water	1	2
Terror	Water	1	3
Weaken	Water	2	4
Ice Shield	Water	3	8
Iceball	Water	4	8
Deep Freeze	Water	5	6
Missile Shield	Air	2	5
Stink Bomb	Air	3	4
Air Pocket	Air	3	8
Levitate	Air	5	12
Noxious Fumes	Air	6	10
Asphyxiation	Air	6	12
Armor Shield	Earth	1	2
Direction	Earth	1	3
Knock-Knock	Earth	2	6
Web	Earth	3	7
Armormelt	Earth	4	8
Sleep	Mental	1	3
Detect Secret	Mental	2	5
Wizard Eye	Mental	4	10
Magic Missile	Magic	2	4
Blink	Magic	3	7
Magic Screen	Magic	4	8
Conjuration	Magic	4	10
Anti-Magic	Magic	5	7
Astral Gate	Magic	6	8
Resurrection	Magic	7	20

Le vieux Manuel

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

LTF Abandonware France

Priests' Spellbook

Spell	Realm	Level	Cost
Lightning	Fire	5	8
Stamina	Water	1	2
Slow	Water	2	4
Haste	Water	3	5
Cure Paralysis	Water	3	6
Paralyze	Water	4	5
Silence	Air	3	4
Cure Poison	Air	4	8
Whirlwind	Air	4	8
Purify Air	Air	5	10
Armorplate	Earth	3	6
Blades	Earth	3	6
Cure Stone	Earth	6	18
Bless	Mental	1	4
Charm	Mental	1	5
Cure Lessor Cnd	Mental	2	4
Divine Trap	Mental	2	4
Identify	Mental	2	8
Hold Monsters	Mental	3	6
Sane Mind	Mental	3	10
Death	Mental	5	10
Locate Object	Mental	6	8
Heal Wounds	Magic	1	4
Make Wounds	Magic	1	3
Dispell Undead	Magic	2	7
Enchanted Blade	Magic	2	4
Conjuration	Magic	4	10
Remove Curse	Magic	5	10
Lifesteal	Magic	6	12
Astral Gate	Magic	6	8
Word of Death	Magic	7	18
Resurrection	Magic	7	20
Death Wish	Magic	7	20

Vieux Manuel

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

Psionics' Spellbook

Spell	Realm	Level	Cost
Stamina	Water	1	2
Terror	Water	1	3
Weaken	Water	2	4
Slow	Water	2	4
Haste	Water	3	5
Cure Paralysis	Water	3	6
Paralyze	Water	4	5
Silence	Air	3	4
Knock-Knock	Earth	2	6
Blades	Earth	3	6
Armormelt	Earth	4	8
Mental Attack	Mental	1	3
Sleep	Mental	1	3
Bless	Mental	1	4
Charm	Mental	1	5
Cure Lessor Cnd	Mental	2	4
Divine Trap	Mental	2	4
Detect Secret	Mental	2	5
Identify	Mental	2	8
Hold Monsters	Mental	3	6
Mindread	Mental	3	8
Sane Mind	Mental	3	10
Psionic Blast	Mental	4	8
Illusion	Mental	4	10
Wizard Eye	Mental	4	10
Death	Mental	5	10
Locate Object	Mental	6	8
Mind Flay	Mental	7	18
Heal Wounds	Magic	1	4
Blink	Magic	3	7
Lifesteal	Magic	6	12
Resurrection	Magic	7	20

Vieux Manuel

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

LTF Abandonware France

Appendices



Appendix A: Character Races

All told, there are eleven different races that your character can choose from. Each race has its own advantages and shortcomings. A character's race determines his or her base statistics, such as strength and intelligence, and affects the ability to resist sickness, magic, or a monster's attack. Ultimately, a character's race influences which professions he or she may enter. A complete description of all Wizardry's races follows.

Human



STR	9
INT	8
PIE	8
VIT	9
DEX	9
SPD	8
PER	8

RESISTANCES: Although a Human has no natural resistances, it has no particular shortcomings, either.

Humans are the race to which all others in Wizardry are compared. Perfectly balanced in its statistics, having no particular strengths and no decided weakness, the human serves as a stable and dependable creature regardless of the profession a Human character eventually enters.

Elf



STR	7
INT	10
PIE	10
VIT	7
DEX	9
SPD	9
PER	8

RESISTANCES: Elves, because of their high intelligence, have a natural resistance to hypnosis and sleep spells.

Elves are smallish creatures, with pointed ears and a broad smile. They excel at intellectual pursuits, loving not only what they learn but the study that comes with it as well. Armed with these smarts, Elves make excellent magic users. Elves are also nimble creatures, moving their small bodies with an above-average ease and speed.

Dwarf



STR	11
INT	6
PIE	10
VIT	12
DEX	7
SPD	7
PER	7

RESISTANCES: The Dwarves' robust bodies provide poison resistance, while their heredity provide for magic spell protection.

Coming from a long line of forest and cave-dwelling folk, Dwarves also have a taste for any adventure. They are small beings, but display a remarkable amount of strength. Their hearty stance and high vitality make them a natural for combat-related professions. Also pious creatures, Dwarves make great Priests.

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

LTF Abandonware France

Gnome



STR	10
INT	7
PIE	13
VIT	10
DEX	8
SPD	6
PER	6

RESISTANCES: Because of their high piety and ancestry, Gnomes possess a resistance to magic spells.

In the underground caves of Wizardry, one might just find whole groups of Gnomes in their natural habitat. Typically keeping to themselves, Gnomes are sturdy, strong, and agile creatures; their small stance can easily fool opponents in combat. Gnomes are also extremely pious individuals whose zest for learning is virtually unequalled by any other race.

Hobbit



STR	8
INT	7
PIE	6
VIT	9
DEX	10
SPD	7
PER	13

RESISTANCES: The Hobbit has resistance to Magic-realm spells.

A sleek and tiny race, the Hobbit is a dexterous and busy type able to maneuver its body (and especially its fingers) into and out of the tightest situations. The Hobbit is also well known as a charming conversationalist and for its amazing friendliness and hospitality. Hobbits with lesser inclinations frequently use their silver tongues and quick fingers to help themselves to goods and information.

Faerie



STR	5
INT	11
PIE	6
VIT	6
DEX	10
SPD	14
PER	12

RESISTANCES: The Faerie's long kinship with nature provides resistance to magic spells.

The tiniest and most agile race in all of Wizardry, Faeries are delicate and beautiful beings. Their small size and lightning speed give them a naturally low armor class. The Faerie is also one of the smartest and friendliest creatures in Wizardry. Although not much of a fighter, the Faerie can make an excellent magic user or thief.

Lizardman



STR	12
INT	5
PIE	5
VIT	14
DEX	8
SPD	10
PER	3

RESISTANCES: A lack of intelligence provides resistance to mental spells, while its skin resists acid.

The Lizardman is a serpentine-type creature whose origins are somewhat uncertain. Although it is human-like in its ability to talk and walk upright, the Lizardman is not intelligent or personable (actually, others tend to avoid him). Its strengths lie in its natural ability to fight… and win. Strong, fast, and hearty, with a mind that thinks "kill, kill, kill," the Lizardman can be the perfect combatant.

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

LTF Abandonware France

Dracon



STR	10
INT	7
PIE	6
VIT	12
DEX	10
SPD	8
PER	6

RESISTANCES: Their dragon ancestry gives Dracons resistance to acid and mental spells.

A mixture of blood between the human and the dragon created this wondrous race with incredibly unique abilities. While remaining private, the Dracon occasionally ventures out and will accompany another group for reasons of its own. It is strong, dexterous, and hearty, and can make a great Ranger, Thief, or Fighter. The Dracon also has a limited ability to breathe acid upon its opponents!

Rawulf



STR	8
INT	6
PIE	12
VIT	10
DEX	8
SPD	8
PER	10

RESISTANCES: The Rawulf's thick hair provides great cold protection.

Rawulfs are devoted and hearty creatures. Descending from a race of intelligent, bipedal canines, they share their ancestors' caring personality and thick coat as well as an indication of their speed, strength, and dexterity. The Rawulf's desire to learn, coupled with high piety, also help it to become an excellent Priest.

Felpurr



STR	7
INT	10
PIE	7
VIT	7
DEX	10
SPD	12
PER	10

RESISTANCES: Quick reflexes help it dodge missiles and spells.

Like their distant relative, the cat, Felpurrs are fast, smart, and personable. They walk on their hind feet, and are beautiful creatures with a full mane of hair covering their bodies. Felpurrs are also intelligent and dexterous. Throughout their evolution, they have relied on their sleek body styling and speed more than actual physical strength, and have the ability to move their bodies with a grace unknown to virtually any other race.

Mook



STR	10
INT	10
PIE	6
VIT	10
DEX	7
SPD	7
PER	9

RESISTANCES: The Mook's magical nature gives it resistance to magical spells. Its fur provides resistance to cold.

Very magical in nature, the Mook's exact origins are entirely unknown. Those skilled in the Wizardry's mythology have gone so far as to speculate the Mook may even be of alien origin! Mooks are extremely intelligent and strong creatures, and have a personality sure to charm the likes of most they encounter.

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

LTF Abandonware France

Appendix B: Character Professions

Once you have selected your character's race, he or she enters a profession. There are 14 different professions in Wizardry, each with its own abilities and skills. To the side of each profession portrait, you'll see the profession's initial skill selection. These are the skills you will be able to choose from when you're allocating your character's skill bonus points. Some skills your character may already have - straight out of training. These skills are italicized.

Consider the items your characters can use when creating your party. Fighters, Valkyries and Lords are the only generic fighting professions which enable them to use most weapons and armors including heavy chain and plate mail. Most of the other professions are restricted to medium and light armors and a limited weaponry, or for the Samurai and Ninja, specialized armor and weaponry.

Fighter



STR	12
INT	
PIE	
VIT	
DEX	
SPD	
PER	

SPELLBOOKS: None

SKILL SELECTION

Weaponry: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield

Physical: Scout

Academia: Artifacts, Mythology, Scribe

The general warrior class is one of the most time-honored professions in fantasy role-playing. Fighters generally have high hit points, and relish their role as shock-troops. They may specialize in a wide array of weaponry skills, and often use these talents to dispose of monsters who stand in the way of adventure. Fighters mainly concentrate on these combat skills, honing them to a deadly point.

Mage



STR	
INT	12
PIE	
VIT	
DEX	
SPD	
PER	

SPELLBOOKS: Mage

SKILL SELECTION

Weaponry: Wand & Dagger, Pole & Staff, Throw, Sling, Bow

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, *Thaumaturgy*

The creators of the powerful Mage spells continue, to this day, to devote a life's work to their study. Because they practice only Mage spells and seek no other interests, Mages learn them quicker than any other profession in Wizardry. They have poor hit points and are very limited in the armor and weapons they can use. However, their powerful spellcasting makes them ideal for any party.

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

LTF Abandonware France

Priest



STR	
INT	
PIE	12
VIT	
DEX	
SPD	
PER	8

SPELLBOOKS: Priest
SKILL SELECTION
Weaponry: Mace & Flail, Pole & Staff, Sling, Shield
Physical: Scout, Oratory
Academia: Artifacts, Mythology, Scribe, *Theology*

Long known for their healing powers, Priests are useful to any party hoping to live for more than a day. Dedicated individuals, Priests give all of their attention to the study of divine Priest spells. Their devotion allows them to learn Priest spells quicker than any other profession. Priests have fairly high hit points, must use specially consecrated weapons, and can wear light armor.

Thief



STR	
INT	
PIE	
VIT	
DEX	12
SPD	8
PER	

SPELLBOOKS: None
SKILL SELECTION
Weaponry: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield
Physical: Scout, Oratory, Legerdemain, *Skulduggery*, Ninjutsu
Academia: Artifacts, Mythology, Scribe

For those who just couldn't resist a good temptation, thieving might just be the perfect career. Thieves are very good at circumventing the noxious treasure traps which often lie between a party and their hard-earned loot. They also have the skill to pick locked doors, and delight in the opportunities to pick pockets. Thieves can hide in combat, and if successfully hidden, they can launch a surprise attack… doing double damage.

Ranger



STR	10
INT	8
PIE	8
VIT	11
DEX	10
SPD	8
PER	8

SPELLBOOKS: Alchemist
SKILL SELECTION
Weaponry: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield
Physical: *Scout*
Academia: Artifacts, Mythology, Scribe, Alchemy

The nature-lover of Wizardry, the Ranger enjoys a talent for scouting out such things as secret passages, trick walls, and other traps of this nature. Much like Robin Hood, a classic of this profession, Rangers are excellent archers and have a deadly accurate aim. Around the third level of experience, Rangers slowly begin to learn Alchemists' spells. They also have fairly high hit points.

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

LTF Abandonware France

Alchemist



STR	
INT	13
PIE	
VIT	
DEX	13
SPD	
PER	

SPELLBOOKS: Alchemist

SKILL SELECTION

Weaponry: Wand & Dagger, Mace & Flail, Pole & Staff, Throw

Physical: Scout

Academia: Artifacts, Mythology, Scribe, *Alchemy*

The weavers of magical spells, Alchemists aspire to bend the laws of the universe. Although they are spellcasters, their traditions show them to be the mixers of potions, and the diviners of spells. Using their high intelligence, Alchemists concentrate their studies fully to this art, allowing them to learn its spells faster than any other profession in Wizardry. Additionally, due to the nature of their spells, they need no oratory and cannot be silenced.

Bard



STR	
INT	10
PIE	
VIT	
DEX	12
SPD	8
PER	12

SPELLBOOKS: Mage

SKILL SELECTION

Weaponry: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield

Physical: Scout, *Music*, Oratory, Legerdemain, Skulduggery

Academia: Artifacts, Mythology, Scribe, Thaumaturgy

The silver-tongued adventurer, the Bard enjoys a talent for song, entertainment, and conversation. Additionally, their musical talents allow them to play the different enchanted instruments found within Wizardry, casting a spell with each. Bards also begin to study powerful Mage spells around the third level of experience.

Psionic



STR	10
INT	14
PIE	
VIT	14
DEX	
SPD	
PER	10

SPELLBOOKS: Psionic

SKILL SELECTION

Weaponry: Wand & Dagger, Mace & Flail, Pole & Staff, Throw, Sling

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, *Theosophy*

Concentrating on the wonders of the mind, the Psionic is a magic user who has developed mental powers to a level no other profession can hope to possess. Their spells have the ability to alter the mind, read it, and mess with it in general. They are both clairvoyants and divinators, who focus all their energies on their mental and magical abilities. Through this devotion, Psionics learn the mental spells faster than any other profession.

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

LTF Abandonware France

Valkyrie



STR	10
INT	
PIE	11
VIT	11
DEX	10
SPD	11
PER	8

SPELLBOOKS: Priest

SKILL SELECTION

Weaponry: Wand & Dagger, *Sword*, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, Theology

A profession open only to female characters, the Valkyrie is a first-rate lance warrior. Her knowledge of weapons is vast and precise; her spirit for combat is great. She is strong, and has the ability to swing her sword with a speed and accuracy admired by all. Around the third level of ability, the pious Valkyrie begins the study of Priest spells, although she doesn't learn them as quickly as the Priest.

Bishop



STR	
INT	15
PIE	15
VIT	
DEX	
SPD	
PER	8

SPELLBOOKS: Priest, Mage

SKILL SELECTION

Weaponry: Mace & Flail, Pole & Staff, Sling, Shield

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, *Theology*, *Thaumaturgy*

Extremely intelligent and pious individuals, Bishops devote a major portion of their time to the ancient studies. Pooling the knowledge of the Mage and the Priest, Bishops are well-studied characters who learn the spells of both their counterparts. However, because of the time required to study both spellbooks, Bishops learn more slowly than the Mage or Priest.

Lord



STR	12
INT	9
PIE	12
VIT	12
DEX	9
SPD	9
PER	14

SPELLBOOKS: Priest

SKILL SELECTION

Weaponry: Wand & Dagger, *Sword*, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, Theology

An excellent fighter and pious spellcaster, Lords are the true crusader knights in Wizardry. While their combat skills are their primary concern, the Lord's interest in the Divine Priest spells develop around the third level of experience, and helps to provide the party with the additional healing power it may need. Whether it be inflicting the damage or healing it, Lords are a great addition to any party.

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

LTF Abandonware France

Samurai



STR	12
INT	11
PIE	
VIT	9
DEX	12
SPD	14
PER	8

SPELLBOOKS: Mage
SKILL SELECTION
Weaponry: Wand & Dagger, *Sword*, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield
Physical: Scout, Oratory
Academia: Artifacts, Mythology, Scribe, Thaumaturgy, Kirijutsu

The true swordsman of Wizardry, the Samurai has dedicated his or her life to the study of the sword. Their lightning speed combined with their sword's accuracy help them fight their way through most any situation. Samurai can learn the deadly skill of the critical kill, unleashing it upon their opponents in the heat of battle. Their mystical side allows them to develop mage spells around the third level of experience.

Monk



STR	13
INT	8
PIE	13
VIT	
DEX	10
SPD	13
PER	8

SPELLBOOKS: Psionic
SKILL SELECTION
Weaponry: Wand & Dagger, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield, *Hand & Feet*
Physical: Scout, Oratory
Academia: Artifacts, Mythology, Scribe, *Theosophy*, Kirijutsu

A wandering person in search of inner and outer development, the Monk is a talented warrior, fighting mostly with the hands and feet, who tops this ability with a knowledge of self-defense. The Monk also possesses keen insight into the ways of the mind, and begins to learn the Psionic spells at the third level of experience. The Monk is also studied in the body, and may critically hit an opponent.

Ninja



STR	12
INT	10
PIE	10
VIT	12
DEX	12
SPD	12
PER	

SPELLBOOKS: Alchemist
SKILL SELECTION
Weaponry: Wand & Dagger, Sword, Axe, Mace & Flail, Pole & Staff, Throw, Sling, Bow, Shield, *Hand & Feet*
Physical: Scout, Legerdemain, Skulduggery, *Ninjutsu*
Academia: Artifacts, Mythology, Scribe, Alchemy, Kirijutsu

The ultimate assassin, the Ninja is a silent and devout killer with skills and talents admired, but little known about, by all. They commonly fight opponents with their hands and feet, wreaking havoc upon their unlucky opponents. Ninja may also deliver a critical blow to whatever stands in their way. Sharing some of the Thief's skills, the Ninja is able to hide in combat, in hopes of launching a deadly surprise attack. Much later in their careers, Ninja begin to learn Alchemist spells.

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