Wizardry®

CRUSADERS of the DARK SAVANT

Playmaster's Guide



A Fantasy Role-Playing Simulation by D.W. Bradley

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Voir Manuel

A Fantasy Role-Playing Simulation by

D.W. Bradley

The Sequel to Bane of the Cosmic Forge

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For those who would stand
against the weight of a
universe to rise but
one step further
over its horizon . . .

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With the disappearance of the Cosmic Forge, a pen with the power to alter destiny, the Cosmic Lords had temporarily lost their ability to completely control the fate and destiny of the Universe. In an unexpected occurrence far out in space, a Miner's ship, lost due to a navigational malfunction after being attacked by space pirates, stumbled upon a small world which was uncharted on any map of the known galaxy.

As it so happens, the Cosmic Lords were aware of the presence of this small planet and had safeguarded its existence by using the Forge to prevent any discovery by outside worlds. Once the Forge was stolen by the Bane King and Xorphitus the Wizard (the story of Bane of the Cosmic Forge) the planet's obscure position in space could no longer be protected from discovery.

When the Miner's vessel returned to its own home world, news of the discovery began to spread. It was rumored to be the Planet of Phoonzang, "Lost Guardia" by legend, and the secret resting place of the famed "Astral Dominae", Phoonzang's only known record of his final and greatest discovery.

The legend of the Astral Dominae dates back to a prior millennium. It tells of a great artist and scientific genius, Phoonzang, and his discovery of some deep secret, rumored to regard the power of the universe and of life itself. Phoonzang decided this secret was too powerful for anyone else to know, for if it could create a universe, it could also destroy one. So, he was faced with a choice: either destroy his discovery, his life's work, or hide it in such a way that it would not fall into unscrupulous hands. He opted for the latter, knowing that a day might come when the secret could be safely revealed and the universe could ascend towards a new destiny.

The legend continues that he created a stellar globe, called the Astral Dominae, and encrypted his secret therein. Using the power of his secret, he created a new world, Guardia, designed to safeguard his work. He

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himself had become a god, for his was the power of life itself, and as he created the planet, he also created creatures to live there and to protect his secret. Entombing the Astral Dominae somewhere on this world, he made a map, consisting of many parts and then spread the parts throughout the lands of his world. Convinced that his secret was secure, Phoonzang disappeared forever.

With the discovery of the lost planet, Lost Guardia, news traveled fast that the legendary tomb of the Phoonzang's last work, the Astral Dominae, was a reality. But while there are many who might covet the great secret, only a few have the power and resources to undertake its recovery.

One of these is an enigmatic traveler of the stars, known only as the "Dark Savant." Navigating all frontiers of space in his legendary black ship, not much is known of the Dark Savant except that he is considered by most worlds to be one of the most powerful entities alive, pledging alliance to no one but himself.

At the forefront of all known Galactic worlds, two rival species dominate the space trade. First, the militaristic Umpani - a lawful race of stout pachyderms who, while considered to have the greatest assemblage of military war power in the Galaxy, are known to be fair and reliable traders. Second, there is the feared and unscrupulous T'Rang - a repulsive spider-like race who will do anything if the buyer is willing to pay the price. While the T'Rang can never be fully trusted, they still manage to control the greatest trading network in the galaxy, surpassing even that of the Umpani. The T'Rang will stop at nothing to procure what they seek, and have always fulfilled their contracts, no matter how dirty the deed.

Naturally then, the Umpani and the T'Rang are strict competitors and strongly detest each other. It is suspected by some, however, that certain alliances exist between the two that prevent any third parties from entering the space trade picture, thereby strengthening the suspected cartel which, in turn, keeps the prices of

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their wares profitably on the high side.

There is a rumor that the T'Rang are actually in the service of the Dark Savant, who has held a long standing contract with them to find Phoonzang's missing world. Naturally then, if the T'Rang are involved, the Umpani won't be far behind. For it needn't be said the affair would bode them no good fortune should the T'Rang obtain the Astral Dominae . . . no good at all.

There is one other, Vi Domina, a young girl with a reputation of being a rather fierce and deadly warrior, and who is also rumored to be a far distant descendant of Phoonzang, himself. Her lineage was traced by the T'Rang to repay a favor to the Dark Savant, and she was taken into his custody shortly thereafter. It is unknown whether her connection to the Dark Savant is willing or coerced, but it appears the Dark Savant believes she may hold some yet unsuspected key to unlocking the secret of the Astral Dominae.

The lands are also populated with a variety of native sons, and although they appear to be simple and primitive, there are indications that a great technical civilization may have evolved on Lost Guardia in the ages since the planet was created by Phoonzang. It is not known what role, if any, they may play in uncovering the Astral Dominae, or what secrets they may hold for those who venture in from outside worlds. And, with the startling appearance of travellers from the stars, some have begun to suspect that their own legends may be unfolding, and the prophesied end of their world is at hand.

These are the players then, that inhabit the world of Lost Guardia, and play a role in the quest for the Astral Dominae. Thus it is that our party of brave adventurers shall set foot on Lost Guardia and enter into Crusaders of the Dark Savant.

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Memory Lane

Celebrating the release of *Crusaders of the Dark Savant* and the 11th anniversary of the Wizardry series, few computer software products - and only a handful of computer games - can compare themselves to the success and longevity of the Wizardry series. For all this and more, we owe a debt of gratitude to you.

It was over 11 years ago, in September 1981, that Proving Grounds of the Mad Overlord, the first scenario, introduced the gaming world to computer fantasy role playing and to the first-person perspective view. It was a revolution to say the least. Players felt - and saw - for the first time the fantasy world through their characters' eye, heading down a hallway, kicking open a door, or descending stairs to yet another level. It was a radical and important departure from the handful of "top down" view and text-based games of the day, and one which would have a lasting effect on the industry as a whole.

Proving Grounds of the Mad Overlord also introduced computer enthusiasts to phased (as opposed to "real-time") combat. While real-time games and their passing flash tested players with their requirements of arcade-like dexterity, the Wizardry series instead sought to challenge the mind - allowing players time to consider their moves, weigh the alternatives and prepare a plan that will lead them to victory. And, while a phased system emphasised strategy, it also opened the imagination's wonder to an adventure's potential and the intricacies of its story.

The Wizardry series would go on to inspire a movie, a television show, classical and modern music and its own line of books, both comic and drama. The series would be translated into Japanese, German, Chinese, French and Italian. It would move from the Apple Computer to embrace MS-DOS, Macintosh and Amiga platforms. The Wizardry series has won dozens of national and international awards - including admittance to the hallowed halls of *Computer Gaming World's* Hall of Fame - for its complexity, rich story lines and player involvement.

Proving Grounds of the Mad Overlord set the precedent for computer role playing in 1981. Crusaders of the Dark Savant, and its predecessor Bane of the Cosmic Forge, have raised and redefined those standards - not just for the series, but for computer gaming as a whole. It is this combination of experience, technology and, above all, dedication to role playing, that has made all Wizardry games an adventure second to none.

And, it is to you that we owe our thanks - for this adventure we have all been on. Thank you for your continued devotion and support.

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Introduction for New Players



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Introduction for New Players

What is Fantasy Role Playing?

Role playing is just as it sounds. You play the role of something or someone other than yourself. Just like professional actors and actresses, you pretend to be a character, acting and reacting to situations as he or she would.

In fantasy role playing (FRP), you also pretend to be another, but you do so in a *fantasy* world of magic, myth and medieval customs. In this fantasy world, you create characters to role play called Player Characters. Just like you, these characters have their own individual strengths, weaknesses, personalities and goals. You guide them through this fantasy world watching as they encounter enchanting creatures, mythical monsters, diabolical traps and mesmerizing riddles. And, of course, as in any situation, your actions in the present (and even your past) will ultimately affect your future.

Player Characters are created with the abilities and skills necessary to deal with these fantasy situations. For example, in *Crusaders of the Dark Savant*, you may create an Alchemist who has the power to conjure spells that charm monsters. You may create Samurai, Fighters and Ninja with weapons sturdy enough to duel the most powerful dragons.

You create a group, or party, of six characters in *Crusaders of the Dark Savant*, so that you can achieve a delicate balance of power that one person, all alone, couldn't possibly develop. You'll have spell casters, warriors and thieves. You'll have specialists in the ancient arts of thaumaturgy, alchemy and legerdemain. And you'll watch as your characters grow in experience and power. More importantly, you will enjoy the excitement of seeing the world through the eyes of an Elf, a Gnome, a Mook or a Faerie.

That's fantasy role playing. It's a story you join at the beginning with your party of characters, write as you progress through the adventure and, as you turn the last page, savor at the end.

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Introduction for New Players

Your "Calling" in Wizardry

As the soon-to-be captain of a party of adventurers, your first stop in Wizardry is the Character Menu. It is here that you will create characters and form a party to lead you through your adventure.

Each of your characters has its own race, profession and gender along with a mix of skills and statistics that allow them to perform successfully as individuals and as a team. A read through "The Player Character" section provides an explanation for all a character's inner-workings. Appendices A, B and C will introduce you to all Wizardry's races, professions and skills.

Creating a Party that will Survive and Succeed

With the variety Wizardry offers, it is sometimes challenging to determine just what races and professions the "best possible party" contains. Thankfully, some general guidelines do exist.

- A party can consist of up to six members, and any less increases the chances of disaster. There are words for lone heroes battling against incredible odds - "rest in peace." Developing a well-balanced team with diverse talents is a key to success.
- The first three members of a party generally deliver most of the damage to and receive a good dosage from the more hostile creatures of the Wizardry world. Such professions as Fighter, Lord, Samurai, Valkyrie or the choice Ninja and Monk fill these ranks well.
- A party also needs someone capable of healing wounds and curing the illnesses that may befall its members. A Priest or an Alchemist can provide the necessary spells.
- A spellcaster proficient in damage and adventuring spells is also a member of a successful party. Both the Mage and Psionic, who possess mighty and magical spells such as the deadly Mind Flay and Asphyxiation, meet this end.
- To get into the many treasure chests and locked doors found throughout the Wizardry world, a character skilled in the thieving arts comes in quite handy. Naturally, a Thief is the perfect candidate. However, the Ninja, Ranger and Bard can also perform well, provided you develop their skulduggery and legerdemain skills.
- Lastly, a party should have a diplomat, someone who can communicate well with the many residents of Lost Guardia. The Priest, Lord and Bishop have well learned this task, although any character with a high enough personality and intelligence may develop this skill.

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There are many combinations of professions that meet all these requirements, and below such a sample party is listed. For the beginner, this party is not only easy to create, it will also provide you with all the makings of success.

Fighter:	Able to fight monsters, and works well as a scout
Lord:	Able to fight monsters, and also learns Priest spells
Samurai:	Able to fight monsters, and has the ability to learn Mage spells (though not as quickly as the Mage)
Priest:	Heals party members, has a limited fighting ability, and is skilled in Diplomacy
Mage :	Empowered with the deadly Mage spells, and also possesses many adventuring spells
Thief:	Able to pick locks and learned in the ways of traps and other hazardous devices

One of the most satisfying aspects of Wizardry is creating a party with a powerful balance. Experiment with different combinations to find what works best for you. While this sample party covers all the basics, you may wish to examine the more "elite" professions. They often provide a combination of the necessar y attributes in just one character. The Ninja has all the talents of the Fighter, can pick locks like the Thief, and with training, can cast spells like the Alchemist.

Saving Your Game

Another saying exists in Wizardry for players who fail to save their games when they have made good progress or encounter potential danger. This saying is "awwwggh!" Each time your party makes some good progress, save the game. You can gauge how often to save by asking yourself a simple question: "If the power went out or if my entire party died, would I want to repeat all that I've done since I last saved the game?" If your answer is "yes," seek counseling. If your answer is "no," then save. This way, should your characters meet an unfortunate end, you will be able to restore the game.

Checking Things Out

Wherever your party travels, be watchful of the ground, the walls and the trees above your head. Look for things out of the ordinary, like secret buttons, and remember clues given to you about certain locations. If you save your game often, you can never search too much or be too curious.

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Introduction for New Players

Making Friends

Take time to talk with the many creatures in Wizardry. Even if they won't talk with you the first time you meet, consider accepting their truce and entering negotiations. Successful negotiations through your diplomat can bring about a heap of knowledge to you and your party. You may learn of an item's location or hear tale of a rumored treasure.

If All Seems Lost...

... don't despair. Thankfully, there are two different ways for you to get help. The *Crusaders of the Dark Savant Playmaster's Compendium* will provide you complete answers to the most challenging puzzles. The staff of the Wizardry Hotline is also on hand to answer any gaming questions. Their hours and phone number are listed inside the front cover of this manual.

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Welcome Back!



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Introduction for Experienced Players

More importantly, thank you for coming back. Since you last played *Bane of the Cosmic Forge*, a lot has changed to make this adventure, *Crusaders of the Dark Savant*. Some of the changes, like the new graphics and the user interface, are obvious. Other new features aren't as apparent and are summarized below. For further information on any feature listed here, reference its section of the manual.

Multiple Beginnings

Just how did you end *Bane of the Cosmic Forge*? The answer you provide to that question will affect the whole of your adventure in *Crusaders of the Dark Savant*. In total, there were three distinct endings to *Bane*'s story. In *Dark Savant*, there are three beginnings linked to those endgames, and an additional fourth is reserved for those who did not finish *Bane* or are starting newly created parties.

Changes to the Player Character

Your characters have always been a fascinating group, and now there are even more facets that go into their making.

- New Skills: Diplomacy (Academia), Swimming, Mapping and Climbing (all Physical skills) are available to and needed by player characters on Lost Guardia.
- Personal Skills: Firearms, Reflexion, Snake Speed, Eagle Eye, Power Strike and Mind Control may be learned and practiced by individual characters. Complete information on new skills and personal skills may be found in Appendix C: Character Skills.
- Illness: Your characters may also be affected by a new illness. Remember that unknown terrain brings about new and interesting afflictions. Complete information on all illnesses is in the Player Character section of this manual.

Changes to Non-Player Characters

Just as your party has its goals, knowledge and secrets, so too do the many Non-Player Characters on Lost Guardia. When you first meet a group of NPCs, you will likely see one or both of the new NPC options, Truce and Lore.

TRUCE: This option is the pathway to negotiations between your party's diplomat and the other party's leader. Peaceful negotiations generally range from "I wouldn't talk to you if you paid me" to complete friendship when the NPC will talk with you freely. Successful negotiations can also be forced and bribed.

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Introduction for Experienced Players

LORE: NPCs may offer this option to your party when they have become somewhat familiar with you or are looking for some information. Selecting the Lore option, the NPCs may reveal certain information to you, but you reveal your information as well.

Since NPCs are so important in *Crusaders of the Dark Savant*, it is highly recommended that you read the NPC section of this manual.

Locked Doors & Treasure Chests

The first time you come across a locked door or happen upon a treasure chest, you'll notice something different right away. Instead of disarming traps "globally," your thief will individually deactivate each part of the trap. For locked doors, the thief will also perform his surgery, methodically idling one tumbler at a time. On your Quick Reference Card, you will find a "QuickStep" for both locked doors and treasure chests. Detailed information can also be found in this manual.

Magic Spells

Of course, all the spells you have come to know and rely on are still with you in *Crusaders of the Dark Savant*. However, now you can pack a few extra points for the new spells such as Crush and Find Person by using the extended, seventh power level. All the spells are listed in the Magic Spells section of this manual.

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The Player Character



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The Player Character

Your player characters are the essence of fantasy role playing. Through their eyes and actions, you will discover corridors, creatures and lands long since forgotten by all but time. And you will delight in their achievements as they uncover the secrets of Lost Guardia and advance from novices to masters of their trade.

Base Statistics

Just as you have a certain level of strength and intelligence, so too do your player characters. Each player character is composed of eight base statistics and eight secondary statistics.

Base statistics generally influence the way a character acts and reacts within Wizardry. An intelligence of 17, for example, would indicate an extremely smart character. If that number were 3, the character may have trouble distinguishing between a door and a fountain.

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 carrying capacity and stamina.

INTELLIGENCE (INT): Affects a character's 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.

PIETY (PIE): The 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 experience levels, and further affects how quickly 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): A character's life force, it affects the amount of hit points and stamina a character receives. Vitality also affects the ability to heal and be resurrected, and helps to protect characters from the effects of poison, disease, paralysis and death. Some of these maladies in turn affect vitality. For example, each time your character is cured of stoning or death, he or she loses a point of vitality. When a character's vitality reaches zero, he or she cannot be resurrected at all.

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DEXTERITY (DEX): The ability to dodge a missile, pop a trap on a treasure chest and avoid a lance. Overall, it is the ability to move the body, hands and feet 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 length of time a character needs to perform any given action. The higher the speed, the faster he or she moves or accomplishes a task. In combat, speed determines how many times a character can *attack* a monster in *one round*. Because speed is important to movement, like dexterity, it also directly affects the character's natural armor class.

PERSONALITY (PER): The friendliness of a character, it affects the way he or she interacts with NPCs. Characters with high personality tend to be extroverted and charismatic. Low personality characters are more introverted, laid back and shy. A good blend of personalities will help your party to get along with the many different creatures within Wizardry; while some NPCs are candid and prone to shaking hands, others are more reserved and will appreciate those with similar attitudes.

KARMA (KAR): Affects everything your character does and acts as a sort of ethical meter. While its effects are somewhat mysterious, Karma is, in general, the belief that what goes around comes around (or follows you around). Characters with high karma are generally happy-go-lucky. Characters with low karma tend to be less care free, through no fault of their own. In fact, a blend of karmas is useful for a party. NPCs with high karmas tend to like characters also highly inclined. Characters with low karma tend to appreciate their low-karma kin, and might even go so far as to help them.

Secondary Statistics

Aside from a character's base statistics, many other facets weave together to make your character whole. Determining how far she can travel before resting or how much damage he can endure before death, your character's secondary attributes are directly related to and affected by your character's base statistics.

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The Player Character

HIT POINTS (HP): 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. Hit points are represented by the red bar in your character's icon.

STAMINA (STM): 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 - and that's what happens if stamina reaches zero. 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. Stamina is represented by the yellow bar in your character's icon.

EXPERIENCE POINTS (EXP): As your characters slay monsters and perform special tasks, they become more experienced in their trade and their art. To reflect this experience, Wizardry awards experience points. As these experience points build up, your characters will gain experience levels (LVL).

LEVEL (LVL): Learning the ways of Wizardry, your character becomes more experienced. To reflect this experience, the character earns experience levels which in turn give him or her 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.

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 sent to the Grim Reaper.

GOLD PIECES (GP): Gold is the medium of exchange for the world of Lost Guardia and allows you to trade with NPCs, buying or selling items, treasure or information.

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THE CANDLE OF LIFE: The sun sets and the moon rises; your characters grow a day older. When they first begin Wizardry, your characters will be young and full of vigor, and the candle to the right of your character's portrait will burn bright and its wick will be long. However, each occasion your characters "Rest," they get a bit older (only by 8 hours). Eventually, their vitality may lessen and they may, in general, start to show signs of their age. Death will also affect a character's candle; when a character dies, he or she loses a point of vitality. However, since Wizardry characters begin their adventure young, they typically have a long life ahead of them.

Clicking on the Candle of Life also shows you three additional secondary statistics:

- AGE: Just like you, your characters age as the days pass. The number shown represents a character's age in "human" years.
- LIFE: As a result of a monster's blow or a clumsy walk off a castle's tower, your characters may be in need of resurrection. The number you see reflects the life they are currently enjoying.
- NEXT LVL: As characters gain experience points, they also gain levels. This number informs you how many experience points are needed until each character reaches his or her *next* level.

CARRYING CAPACITY (CC): All characters have a limited amount of weight they can successfully carry without encumbrance. If characters carry too much weight, they are typically easier for the monsters to hit, will have trouble fighting, and will use lots of stamina just to move their girth around. When your character is encumbered in such a way, Wizardry will let you know. In the character's review screen you will see Carrying Capacity's color has changed to:

- light blue - 66% to 74% of the total capacity
- yellow - 75% to 89% of the total capacity
- red - 90% or more of the total capacity

Characters can carry more than their CC, though it's likely to result in exhaustion.

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Armor Class (AC)

The suit of armor on the right side of a character's review screen shows you how well protected he or she is against a physical or magical attack. This protection is known generally as armor class (AC).

There are three different armor classes: Body, Natural and Modifier. Armor classes range from a +10 (naked and vulnerable to attack) to a -10 (covered with enough plate mail to construct a small building). The lower your character's armor class, the better.

BODY AC: Each part of a character's body has its own armor class: head, chest, hands, legs and feet. These 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 might not penetrate the armor on that body part.



NATURAL AC: Shows the character's ability to avoid being hit by a monster. Races such as the Faerie, whose small size and lightning movements make it difficult to target, have a naturally low armor class. Other races who are fast and dexterous share a similar ability. Characters who are skilled in Ninjutsu also have a naturally low armor class.

AC MODIFIER: Offsets the Natural AC and is consulted by Wizardry each time your character is hit. There are three parts to the AC modifier.

ENCUMBRANCE PENALTY: If your character's carrying capacity (CC) is overloaded from hauling 40 potions, 10 shields and a pack full of helms around, he's not going to move too well, and therefore he's easier to hit. In this case, you will see a positive number showing an increase in AC.

SHIELD BONUS: When characters protect themselves from a blow by using a shield, they are harder for monsters to hit. Characters who use a shield in battle will see a negative number reflecting a decrease in AC.

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MAGICAL PENALTY/BONUS: Some magical items within Wizardry have the power to lower a character's overall armor class. Others can raise it. Magical modifiers cover the entire body.

Should your character be both encumbered and wearing a shield, Wizardry would display the average of the two. It's a good bet to periodically check the modifiers individually, just to make certain they aren't overloaded or otherwise encumbered.

When Wizardry needs information on your character's overall armor class (natural plus or minus any modifications), 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.

For information on equipping your characters, see the Player Character Possessions section of this manual.

Illnesses

Normally, a character will be "OK," suffering from no illnesses and generally healthy. However, your character may at some point become less than healthy, and fall prey to one or more of the illnesses common on Lost Guardia.

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 (your health insurance may increase as well). Some illnesses, however, have their own special side-effects. For all of these illnesses, except stoning, disease and death, resting may eventually remedy the condition. Sometimes, in spite of rest, magical intervention is useful or required.



AFRAID: Afraid characters will quake with fear at the sight of monsters, making such characters less capable and confident. Afraid characters may even try to run away from the party! If a character is scared enough, a tiny field mouse will start to look like 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.

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BLINDNESS: A blind character can't see what's going on and is more susceptible to a hit because of this. In physical combat, it's not likely he or she will hit a monster without some luck, and magicians' spells could be wildly off target.



POISONED: As the poison seeps through the bloodstream, a character 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 and the character will die before it clears his or her system. In such situations, an antidote is absolutely necessary.

STONED: Since your character is 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, in fact, 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 dead characters, they lose yet another point of vitality.





INSANITY: An insane character is, at least for the time being, absolutely nuts. For magical reasons, his brain has been scrambled like an egg missing its side order of bacon. You will have no control over the character, and may find yourself protecting other members of the party from him!



DEAD: A dead character is exactly that - dead. He or she must be resurrected by magical means, and when death comes a knockin', a point of vitality is lost.



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(blue)





(green)

NAUSEA: A nauseated character may (ahem) choke and gag and be helpless for the remainder of the round. Should this happen, he or she 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. There is a small chance, however, that the hit might just be enough to jolt the character's system back into action.

IRRITATION: Like that scratch you can never seem to reach, your characters will become preoccupied trying to quell an irritating itch, and they won't fight as well while trying to reach it.

DISEASE: At first, a diseased character will appear and act healthy (you will see they are diseased, however). In fact, besides general fatigue, he or she will feel just fine. However, as time passes, disease begins to ravage the character. Paralysis may set in. He or she may become blind or incapacitated. Their energy and their very life force (vitality) may be drained from them. If disease is not cured quickly, the character will soon erode to nothingness. If not cured before death, you will likely resurrect a character who will just die again.

Le vieux Nick

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Creating a Player Character

With a party plan in hand, it's time to create the adventurous brood that will lead you into Wizardry and across the planet of Lost Guardia. From Wizardry's main menu, select Character Menu followed by Create.

Naming Your Character

The first step in creating characters is naming them. You may name your character anything you like, but the name cannot be longer than seven letters. Additionally, another character may not share the same name. Once you have entered the character's name, select "OK" to continue, and the name will appear underneath the character's soon-to-be-filled portrait.

On occasion, we all make typos. If you accidently named your character something other than intended, just select the Rename option.

Selecting a Character's Race

A character's race is an all-important selection. It affects the professions your characters may pursue, their natural traits, and once selected, it's for good. After selecting your character's race, you will see that he or she has been given a set of minimum, base statistics. A complete description of character races is in Appendix A of this manual. Statistics were covered earlier in the Player Character section.

Selecting a Character's Gender

After selecting your character's race, you will select a male or a female gender. Males tend to be stronger than females, but female characters have a higher personality and karma. When you choose your character's gender, you will see a modification to his or her base statistics.

Selecting a Character's Profession

With your character's race and gender determined, it's time to determine his or her career path. Fourteen fields of study are available to your character. You'll find each fully detailed in Appendix B of this manual.

The professions your character qualifies for are determined by the number of bonus points he or she is awarded. Bonus points reflect the amount of training he or she has had and are balanced against a character's race to determine the professions available to him or her. Since each profession has minimum requirements for entrance, you may or may not see every available profession on your screen.

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Creating a Player Character

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

Sometimes, even after you have met the requirements of the profession, you may have bonus points left over. To distribute your extra bonus points, select a statistic, and add or subtract points by clicking on the arrows. You can change the statistics any way you like, but you must use all of the bonus points you have 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 these extra points where they're sure to make a difference.

Selecting a Portrait

Wizardry comes equipped with many different faces for all kinds of characters. To view the portraits, simply click on either side of the portrait until you find the right one for you. If your character decides to have a face lift later on, just choose the Edit and Picture option.

Selecting Skills & Distributing Skill Bonus Points

When you first create a character, his or her skills may be rather underdeveloped. Typically, they have but a few points in their professions' area of expertise. To help you broaden your character, skill bonus points may be awarded and distributed in any of his or her skill areas: Weaponry, Physical & Academia. Each skill is fully described in Appendix C of this manual.

Each skill area receives its own share of points that represent his or her profession's learning. To distribute your character's skill bonus points, just select a category by clicking on it: Weaponry, Physical or Academia. Then, select any skill you wish to improve by clicking on its arrows. Remember, you cannot adjust the points lower than their original amount or allocate points for one skill area in another, and you must use all the points you have been given.

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Creating a Player Character

Selecting Spells

Depending on your character's profession, you may be able to select some initial spells for his or her spellbook. There are six realms of spells in Wizardry, and each offers different types of magic to a spellcaster. To view the spells you have available, select each realm by clicking on it.



When you see a spell you would like to learn, click on it as well. Then, select Learn, and the spell will be written to your character's spellbook. Sometimes your character may learn more than one spell. If so, just repeat the process. Complete descriptions of magical spells are in the Magic Spells section of this manual.

Casting Karma

The last step in creating a player character seals his or her good fortune. When you feel the moment is right, click your fate. No matter what number you get when the roll stops, remember that a low karma isn't necessarily "bad." In fact, within Wizardry, both high and low karmas are needed. You will meet people with both extremes. Since birds of a feather flock together, having a mix of karmas in your party will likely prove beneficial.

Saving Your Character

When it's all said and done, Wizardry will ask you if you would like to save your character. Undoubtedly, if you have created the world's next Hercules, you will select "Yes." However, if you have created a fighter who can't tell the difference between his hands and his feet, select "No."

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Player Character Possessions

Gold coins line the pockets of successful adventurers, and the best of swords, shields and armor adorn their bodies. Freshly-created characters, on the other hand, are light on gold, and have been provided with some elementary armor and weapons by their training masters. These goodies, along with hundreds more you will come to possess, may be examined, equipped and used in many ways within *Crusaders of the Dark Savant*.

When your characters start *Crusaders of the Dark Savant*, they are carrying a few basic items. To make these items useful, you need to equip and wear them. After all, that nice set of leather armor won't do you much good while it's still in the box.

Equipping & Wearing Items

To equip an item, click on it and drag it to the suit of armor on your character's review screen. The item's name will change color to show you it has been equipped. Depending on the nature of the item, several things could happen when you equip it.

- Items of a protective nature will lower a character's Natural or Modifier AC when equipped.
- Items of a magical nature may change your character's statistics or other attributes. Wizardry will ask you if you wish to "invoke" such items.
- Items of a functional nature, such as weapons, may be equipped as primary or secondary. When you select a primary weapon, it is held in one of the character's hands, and is the first weapon to be used against a creature in combat. You may select a secondary weapon, a shield or another item to fill the secondary spot. If your primary weapon requires two hands, you will not be allowed to select a secondary item.
- Items that are magically cursed will "stick" to your character, cannot be removed without a Remove Curse spell, and have a variety of effects on your character.
- Items that cannot be equipped for one reason or another (race, gender or profession limitations) will "chime" and remain in your character's standard inventory.

Using Items

To use an item, click on it. Depending on the item you have selected, Use may do one of several things. For example, it you're looking at a potion, Use may allow you to drink it. If it's a book, on the other hand, Use allows you to read it. If the item isn't usable while you are reviewing your character, a door key for example, Wizardry will chime to let you know.

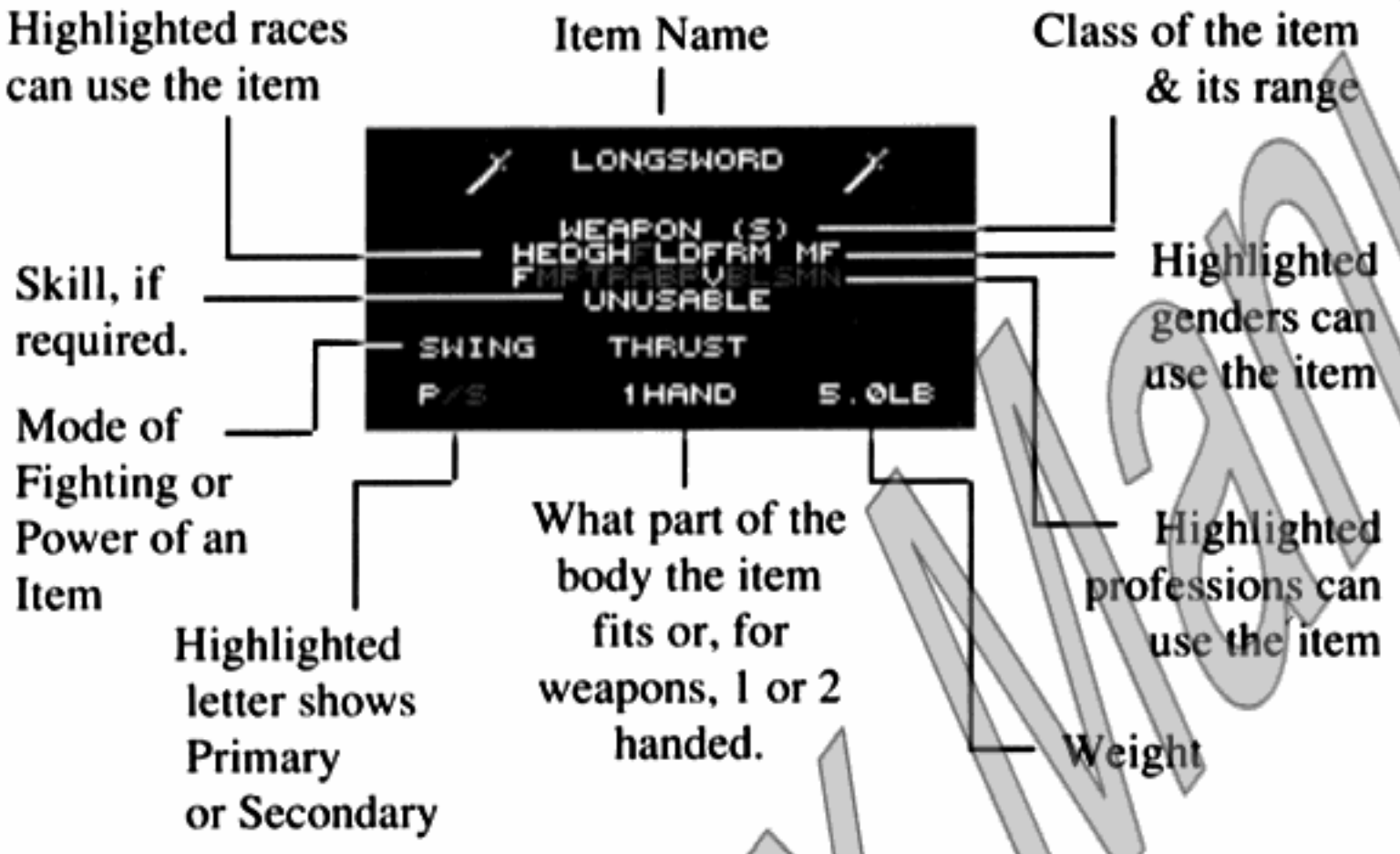
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Player Character Possessions

Assaying Items

With over 500 items found in Wizardry, you would wear out a hundred pencils trying to keep track of all their properties. So, Wizardry tracks them for you. To find out the features of an item, select the item followed by Assay.



The diagram above shows you what the various sections of the Assay screen mean. Depending on your character's artifact skill and the general complexity of the item, you may or may not be successful in your attempt to explore all the item's intricacies. As your character becomes more skilled in artifacts, however, he or she will be able to discern more and more about Lost Guardia's items.

Regardless of the level of artifact skill, Assay will not show you the power of magical items, except potions and scrolls. Assay also will not show you any special power or curses that might be contained in the item. Cast an Identify spell to reveal these aspects of the item in question.

LeWiz Wiz

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Player Character Possessions

Merging Items

Items that can be joined or grouped are combined using the Merge option. Depending on the items you are trying to join, Merge will do one of several things:

- Grouping - In some cases, you can carry more than one item in an item slot. Each item slot can hold up to 250 like 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.
- Joining - Other items, such as a rope and a hook, can be merged to form a single item. To Merge an item, select the first item followed by Merge. Then, select the item you want to merge it with. If the items can be merged, you will possess a new, single item.
- Loading Firearms - Firearms, such as a musket, need to be loaded before they may be fired. By merging powder & shot with a musket, the weapon will be ready to shoot.

Putting Items in the Swag Bag

Each character carries his or her own swag bag: a place where they store things. Whenever you review your character, you will see his or her swag bag resting against the back wall of his or her review screen. To "Swag" an item, select it and then the swag bag. Each bag holds 10 different items. Grouped or merged items such as arrows and missiles count as one item.

Dropping Items

If you would like to drop something, select the item and then the Drop option to do so. The item falls to the ground and is available to anyone who passes by. You may prefer to sell your unwanted items to NPCs or stash them in your swag bag in case you might need them later on. Note: All items, even those essential to your quest, can be dropped.

Trading Items Between Characters

While on an expedition, one of your characters may find a neat trinket and wish to give it to another character. To do so, select the item followed by a character to trade with (left side of the portrait for previous character and the right side for the next character). When you come to the character of your choice, deposit the item in his or her inventory.

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Other Character Menu Options

Review

Just like Review in the Master Options menu, this option allows you to inspect another character of your choice.

Delete

Wizardry allows you to create up to 16 different characters. However, from time to time, you may need to delete a character or two from the roster to make room for others. Just select the Delete option to do so. Wizardry will show you the character in question, and will ask you to confirm your choice just so you don't send your prize-winning warrior packing off to the golf course.

Rename

If the character you proudly named Genius is acting more like a dolt, you can change his or her name using this option.

Picture

Wizardry offers many different portraits for the characters you have created. If you decide you would like to change your character's looks later on, select Picture to do so.

Skills

To review a character's skills, click the shield hanging on the back wall of his or her review screen followed by any skill area you'd like to review.

Spells

The altar on the floor of a character's review screen contains all the information about his or her magical inclines. Click on the altar, and you will see a magic window. You may not cast spells until your expedition begins, but you can review what's available. For further information on magic, see the Magic Spells section of the manual.

Exit

To exit a character's review screen, click to the right the suit of armor - right where you see "Exit" sign.

Le Wiz Maniac

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Character Editing Options

Once you and your party begin your adventure, other options will be available to your characters. To use any of the options below, click on your character's nameplate (below his or her portrait) while in his or her review screen.

Change Profession

When your character feels it's time for a change of pace, the Change Profession option allows him or her to switch careers mid-life. To see which profession the character qualifies for select the Change Profession option. Keep in mind that each profession has its own minimum requirements, so you may not see every possible choice in your selection (see Appendix B: Character Professions for information on minimum entry requirements). Select one of the professions you see, or none at all. When characters change profession, several things happen:

- They immediately begin learning the skills of their new profession, and stop learning those of the former.
- They drop to experience level 1 in their profession, and their statistics drop to meet the minimum entrance requirements. When this happens, it might appear that your dazzling Mage poured his brain on the floor when he changed profession to a Fighter. However, that's not the case. When characters begin a profession, they aren't adept in its ways, nor are they sure what to do. As they learn the ropes, however, they begin to work faster and better and their statistics will increase to reflect their improvement within the profession.

Change Portrait

To change your character's looks while adventuring, select the Picture option. Just like when you created your character, scroll through the pictures until you find the right one.

Change Name

To rename your character while adventuring, select the Rename option. You can rename your character anything you like, but the name must not exceed seven letters, and no other character can share the same name.

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Gaining Experience Levels

After a few healthy encounters with monsters, your characters will gain some experience points. When they build up enough experience points, they gain experience levels.

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 to your character.

1. The statistics may increase (they can decrease, too).
2. He or she may gain hit points and stamina.
3. His or her professional Rank may change.
4. He or she may get a skill bonus to apply in areas of choice (Weaponry, Physical, Academia or Personal). Remember to add points to your magic user's area of proficiency (Alchemy, Theosophy, Theology, Thaumaturgy). Otherwise, they may never learn any new spells.
5. He or she may learn new magical spells and gain additional magic points.

In some cases, your characters may have survived such an amazing encounter that they will gain more than one level at a time.

How Many Points Left?

To determine how many experience points your characters need until they reach the next level of experience, review the character and click on his or her Candle of Life. There, you will see the points remaining.

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Non-Player Characters



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Non-Player Characters

As your party travels the world of Lost Guardia, they will meet several or all of the creatures, known as Non-Player Characters, who inhabit the lands. Some will become their friends, others their adversaries, in a continual search to uncover the unknown whereabouts of the Astral Dominae.

Just like your characters, these NPCs have their own lives, allies, foes, thoughts, personalities, strengths and weaknesses. And, just like you, NPCs have a good memory. Of course, NPCs also have their own ambitions and goals. NPCs control their own movements, just as you make decisions for your characters.

Le Vieux Manuel

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Non-Player Characters

Umpani



Throughout the galaxy, the Umpani are considered to be fair and reliable traders, selling and buying wares acquired in their extensive galactic travels. Their network of merchants is monstrously huge, and is said to comprise a large portion of the space trade industry. The Umpani are also a rather militaristic race, and are considered to have the greatest assemblage of military power in the galaxy.

T'Rang



The T'Rang are a feared and unscrupulous race of spider-like creatures. Quite repulsive to the common eye, the T'Rang are strict competitors with the Umpani, and will do anything if a buyer is willing to pay the price. While the T'Rang can never be fully trusted, they still manage to control the greatest trading network in the galaxy, surpassing even that of the Umpani. The T'Rang will stop at nothing to procure what they seek, and have always fulfilled their contracts, no matter how dirty the deed.

Munk



The Munk are a hefty race trained well in Alchemy and the Martial arts. The Munk have diversified into two opposing factions: the "good," which seeks to preserve the holy legends of Lost Guardia - and those of the "Dark Forest," who have degenerated to little more than bands of roughnecks. All Munk vehemently oppose the blasphemous beliefs of the brotherhood of the Dane.

Dane



In contrast to the squatty Munk are the mystical druids known as the Dane. They are slim, almost frail looking, yet their hands weave such powerful spells that they are avoided by all who travel their lands. To the Dane, the mind has always been far more important than the muscle, an endless frontier of magic and mystical insight. All Dane vehemently oppose the blasphemous beliefs of the brotherhood of the Munk.

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Non-Player Characters

Gorn



Well-muscled and skilled in the arts of melee combat, the Gorn army stands as the greatest native fighting force on Lost Guardia. The Gorn are known to be radically loyal to their own kind, and while they mix well with the others who live on and have come to Guardia, they are intensely secretive about their private lives. The greatest secret of the Gorn is the location of their hidden castle. While it is known to exist, no Gorn will speak of it, and even the best trackers have failed to uncover its path. Given the Gorn's militaristic abilities, perhaps it's good they didn't. The Gorn inhabit the forest lands separating the Munk and Dane, and it is the Gorn army's might that has prevented the two from turning the planet into a battlefield intent on annihilating one another.

Rattkin



The Rattkin dwell throughout Lost Guardia's forests and towns, rogues and bandits seeking unwary travellers carrying loot. Primarily a race of thieves, they eventually seek buyers for their plundered goods. It is rumored that the Rattkin also dabble in forms of espionage for pay. After all, there is no race, some say, more capable of such an act - their lean styling, great speed and perhaps a decided lack of ethics gives them the natural edge in the business.

Helazoid



The Helazoid are the most enigmatic of the native denizens of Lost Guardia. The odd flying machine that lifts them from the ground and allows them to soar through the sky with the birds is a continuous source of speculation. While some believe it the work of magic and illusion, others are assured it is real, and wonder just what alliances may have procured them such a unique steed. Being sighted only on rare occasions, there is no knowledge about their origin or how many may still exist. No one has ever reported finding any evidence of a Helazoid municipality.

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Non-Player Characters

Meeting NPCs

Wandering through a forest, a creature approaches your party. You have never seen the likes of it before, and engaging it in battle may be a bit hasty. After all, it might have some information to offer. The creature appears reserved and uncertain of your ambitions as well.

When you first encounter an NPC, the creature may be neutral toward you and your party, neither liking nor disliking you. On the other hand, it could be wildly hostile or generously friendly. It relates to your characters individually and as a group, greeting some members with pleasure, others with arrogant disdain.

Initially, the creature may allow you only three of the available NPC options: Truce, Fight and Leave. However, as you get to know one another and pass through negotiations using the Truce option, your options and the NPC's confidence in you may increase. Of course, the opposite could be true as well.

Pause - Slowing Things Down

When you meet NPCs, talk to them or listen to their tales, you may want to take notes for future reference. By pressing the [SPACEBAR], the game will halt the dialog to allow you the time to take notes. Press the [SPACEBAR] again, or click anywhere on the screen to resume the conversation.

The Art of Negotiations

To gain the trust of any creature who isn't familiar with your party, one or more sessions of negotiations may be necessary. In general, negotiations try to bridge the gap between "distrust" and "trust" that separates strangers.

Stepping to the Table

A silver tongue and a dashing personality, might get you on their good side quickly. For lesser skilled diplomats, negotiations may take a little longer.

Negotiations begin when a character skilled in diplomacy, generally a Priest, Bishop or Lord, accepts the truce offered, and greets the other party's leader. At the meeting, your diplomat will have four different options:

Up-ing the Odds

BRIBE: Before actual negotiations begin, Bribe puts some cold cash into the pocket of the other party's leader in an attempt to up the odds of successful negotiations. Your party's leader, having had face-to-face contact with the other party, determines the amount of money

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necessary for a hopeful bribe and removes it from the party's treasury. Remember, however, sometimes it can be very costly to buy friendship. When the bribe is completed, actual negotiations may begin (Peace or Force) or more bribes can take place.

GIVE: Just like Bribe, Give works to increase the chances of successful negotiations. However, Give allows you to pass items and other trinkets that you select from your party to theirs in hopes of winning favors. After the gift is given, actual negotiations may begin (Peace or Force).

PEACE: The straight line method of negotiations that relies on a character's diplomacy and personality to improve relations between the party and the other group. Peace can, of course, be helped along by bribes, gifts and magical spells such as Charm.

FORCE: When your diplomat's throat is sore, and your wallet is thin, you'll soon realize there's only so much you can do to get the information you want. The "tell me or I'll beat it out of you" approach relies wholly on your party's strength versus the other party's. If you succeed in getting them to speak with you, it will generally leave a bad impression of your group with them.

Should negotiations go well, the NPC may befriend your party, offering its knowledge, lore and goods. On the other hand, it also may walk away from you, or if angered, may attack.

Idealistically, it would be nice if your party could truce and make friends with every creature on this planet. However, the political network that exists on Lost Guardia makes this an improbable task. If you don't succeed in your best efforts at negotiations, you may force them to talk to you or rely on the words of the network of friends you've built up.

Le Manuel



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Non-Player Character Options

Aside from exchanges of information between you and Lost Guardia's creatures, NPCs offer other options that can benefit your party in its quest.

Talk

Allied NPCs are generally talkative individuals. Some of them may be willing to aid you in your quest. Others may be looking for information that you can provide. Whatever their motive, Lost Guardia is filled with such creatures who are knowledgeable about the area, its lore and its creatures. While they may not necessarily babble off all of their knowledge, they may share some of it provided you know what to ask.

- Who are you?
- What do you do?
- Ask them about things that interest you.
- Have you heard any rumors lately? Often the NPCs may know several interesting tales and you might ask for additional rumors as well.
- Ask about topics they mention.
- When talking with an NPC, try speaking in complete sentences. It gives the NPC a better chance of understanding what the strange aliens in front of it are babbling about. If you ask a question, end it with a question mark.

When you select the Talk option, you will be asked to pick a character to talk with the NPC. Type in anything you wish to say. "Hello" is a good start. When you have finished the conversation, simply type "Goodbye" or "Bye."

Lore

Travelling the same land as you, NPCs have learned much about it. Likewise, your party has collected its share of local news, events and interesting tidbits in its travels. When you are looking to exchange such information with NPCs, you may want to select the Lore option.

Since an exchange of Lore reveals all that your party has uncovered, it's wise to exchange this information with allied NPCs. Otherwise, you may inadvertently aid an enemy.

When you select this option, the NPC and its group may begin to tell you of their adventures and what they've learned along the way. They may offer you hints about an item you are desperate to find, or perhaps they'll give you directions to a place you've never been. Of course, they might deny knowledge of anything.

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Non-Player Character Options

Use

Sometimes you may wish to use a scroll or a certain item while conversing with an NPC. Wizardry will ask you to select a character followed by the item he or she wishes to use. You may use items directly out of the swag bag.

Trade

Everyone needs to make a bit of money, and NPCs are no exception. Often, you will find them 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. When you select Trade, Wizardry will ask you to choose a character to do the bartering. You will then 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. If you see something you like, select it. If you have enough gold, the deal is complete. If you are short on cash, you may 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 would like to buy: the only character who can buy the item happens to be the one the NPC can't stand.

SELL: If you are out to make some money, selling your unwanted items is one of the best ways to do so. When you select the Sell option, you will be asked which item you wish to sell. Select the item, and if the NPC is interested, a price will be quoted. If it sounds good, accept the offer. Of course, you can politely decline, too. Before you can sell an item, you must unequip it. 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 are 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 are feeling generous or sorry for an NPC, you may be compelled to give it something. On the other hand, if you are 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 accidently part with your Turbo-Charged-Super-Maximum-Militant-Death Sword.

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Non-Player Character Options

Spell — Some spells, such as Charm and Mindread, can be particularly useful when you Truce or Talk with an NPC. During the second stage of negotiations, for example, cast a Charm spell to up the odds. A Mindread spell helps a magic user to read what's on an NPC's mind. 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 Magic Spells section of this manual.

Pool — When you are looking to purchase an expensive item or you are attempting to bribe an NPC, 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 all the party's gold.

Steal — Can't afford that sword? "No problem," says the character skilled in Legerdemain, the art of the pickpocket. Select Steal and choose a character to do the pilfering. The character will attempt to pilfer the NPC of some gold, or perhaps you might get that sword you wanted. Of course, you may not get away with it, and the NPC will no doubt think less of your group or possibly attack.

Fight — For whatever reason, your party decides a fight is in order, and selects the Fight option. As with regular encounters, combat options will appear. If you kill an NPC, he or she will be gone forever, along with any clues he or she may have given you.

Leave — Unless you defeated the NPC in combat, select Leave to end your meeting.

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The essence of Wizardry is adventuring. It's time to accept the challenge and venture into the unsafe, but potentially lucrative, world of *Crusaders of the Dark Savant*.

Successful adventures consist of at least eight stages:

1. Preparing a well-balanced party that becomes more experienced and powerful as they grow.
2. Exploring the world and searching for its many secrets.
3. Defeating hostile creatures who would otherwise thwart your quest.
4. Resting your party from time to time to recoup stamina and magic power.
5. Finding various objects you will need to assist you.
6. Meeting and learning from Non-Player Characters (NPCs) of Lost Guardia.
7. Making notes about what you see and hear and using this knowledge along with intuition and logic to help you complete your quest.
8. 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 might be advisable.

Where to Begin?

Once you have created a blend of characters that you believe can triumph the rigors of the world, it's time to form your party and head off to adventure. Depending on your progress, you will select one of the three routes below to get there.

* Starting a New Game with Level 1 Characters. From the Wizardry main menu, select Add Party Member. From the list of characters, select six to form a party. Then, select Start New Game. You only use this option when you are beginning a new game with new characters that you have created in *Crusaders of the Dark Savant*.
* Resuming a Saved Game. If you already have an expedition underway, select Load Savegame.
* Importing Characters. If you have a party from *Bane of the Cosmic Forge*, you can import them into *Dark Savant*. See your Quick Reference Card for further information.

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Ordering a Party For Adventure

Since your party walks in a parade formation, it's important to determine - before you meet any monsters - just what the order of that parade will be. Essentially, the strong, fighting characters or those with low armor classes should be toward the front. Spell casters and weak or injured characters with low hit points should be toward the rear. To move a character, click on his or her name and select another character to switch places with.

Generally, only the first three party members will be subject to a physical attack by the monsters. However, some monsters may be equipped with ranged weapons that allow them to attack further into your ranks. Other monsters can sneak up on your lowly Mage, who cowers in the sixth position, and scare the robes right off him. A Giant may step over some of your characters to get at the weaklings in the rear. Additionally, monsters may cast spells on any or all members of your party.

The Terrain

As you explore Lost Guardia, you will come across cities, outposts, rivers, streams and forests that are home to Lost Guardia's denizens. You may also find a good many gates, buttons, ladders and other landmarks that lead the way (or try to conceal the way) to these locales your party is eager to visit.

Gates

Whenever you come across a gate, you can be certain it was put there for a reason - to keep you out or something else inside. Should you come across a gate, and find your party at a standstill, try to use keys or items your party has come across or search the area for possible hidden fixtures.

Buttons

Your party enters a room, and your Detect Secret spell is in effect. Its eye starts to blink as you search a wall - and that's when you notice it. The button that's so small it nearly blends into the rock itself. Whenever your party comes across such a button, you can be certain, in most cases, that it will do something when pressed. Just what it will do is anybody's guess! To press the button, simply click on it or use the Search option.

Levers

Much like buttons, only more visible, levers generally activate something or another. When your party finds a lever and can't resist the temptation to touch it, click on it or select the Search option.



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Climbing Up Ladders & Into Pits

Leading the way to an upper floor or into the recesses of a dungeon, ladders are typically a most welcomed find. To climb up or down a ladder, click on it.

Ambling down a forest's path, you see a gaping hole in the ground. It's possible, of course, that something or someone could be down there. Should you decide to climb into its depth, click on the pit to climb down. Unlike climbing ladders, Climbing skill is essential as you scale the pit's sides.

Locked Doors

Locked doors are found throughout the Wizardry world. Perhaps the door leads the way to a Alchemist's chamber or even a king's cache. Wizardry will inform you that the door is "Locked," but don't be disheartened. It's possible for your characters to open such doors. For complete information on locked doors, see the Locked Doors section of this manual.

Treasure Chests

For gold, swords, shields and all sorts of riches, few things compare to a treasure chest. Of course, *findlng* a chest is only the half of it. Creatures often place traps on chests so their goods won't be easily lifted. For complete information on disarming chests, see the Treasure Chest section of the manual.

Abandoned Items

Your scout spots it almost immediately - a sword resting by a tree. One look at its golden hilt and the gleam of its blade draws your party toward it. Whenever you come across an abandoned item that you would like to have or at least check out, click on the item and select a character to receive the item. The item may be something your party or another has left behind. On the other hand, it could be a cursed item or a booby trap. Abandoned items always appear in the lowest right-hand corner of your screen.

Water

To beat the heat of a day's adventuring, there's nothing like wading in one of Lost Guardia's streams. Of course, her oceans and rivers are inviting, too. Before your party sets your sights on a dip, however, check your character's swimming skill. Characters with less than 10 skill will likely drown from fright before they're even in over their heads!

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Adventuring Options

To start Wizardry, follow the directions on your Quick Reference Card. In no time, you will see Wizardry's title screen, and then you will be at the Master Options menu.

The Master Options menu is the gateway to all Wizardry has to offer. It's also the place where all adventures begin. Just click anywhere on the screen to view the options available to you and your party.



Character Menu

If this is your first stay in *Crusaders of the Dark Savant*, you may need to visit the Character Menu. Here, you can create characters to lead you through your adventure. The Character Menu, along with all its options, is explained fully in the Creating a Character section of this manual.

Add Character

From the hopeful roster of characters you have created, use this option to pick those who will join you on your journey into Wizardry. The characters you select will form a party - a group of up to six adventurers gathered together to explore the world.

When you select the Add Character option, you will see the names, races and professions of all your characters. To add a character to the party, select his or her name and then select "OK." The member's icon will appear on the screen declaring him or her an official party member. You can add up to five more characters. Should you accidently select the wrong character, click Cancel or a more desirable character instead.

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Caution: Use Add Character only if you are beginning Wizardry or want to start over with a level 1 party. This option loads characters from a roster of level 1 characters. If you have already begun Wizardry, use the Load Savegame option instead.

Load Savegame

If your party has already explored some of Wizardry's world and you have saved your game, you can resume your adventure where you left off using the Load Savegame option. When you select this option, Wizardry will ask you to confirm the name and location of the save game. For specific information on loading your save game, refer to your Quick Reference Card.

Review Member

If you would like to spend a little time one-on-one with your characters, select the Review Member option; you may also select the character's portrait. The character's window will appear along with all his or her attributes; these attributes are explained fully in the Player Character section of the manual. When you have finished reviewing your character, select Exit to return to the Master Options menu.

Dismiss Member

To remove a character from your party, use this option. The character leaves the ranks and heads back to the barracks.

Start New Game

Once your party's ranks are filled, and you are certain the party you see before you is the one for you, it's time to head off into the world of Wizardry. Select Start New Game to do so. If you already have an expedition underway, use the Load Savegame option instead.

Configuration

Using this option, you can customize Wizardry to your computer's specifications. You will find complete information for your computer and setup on the Quick Reference Card.

Import Characters

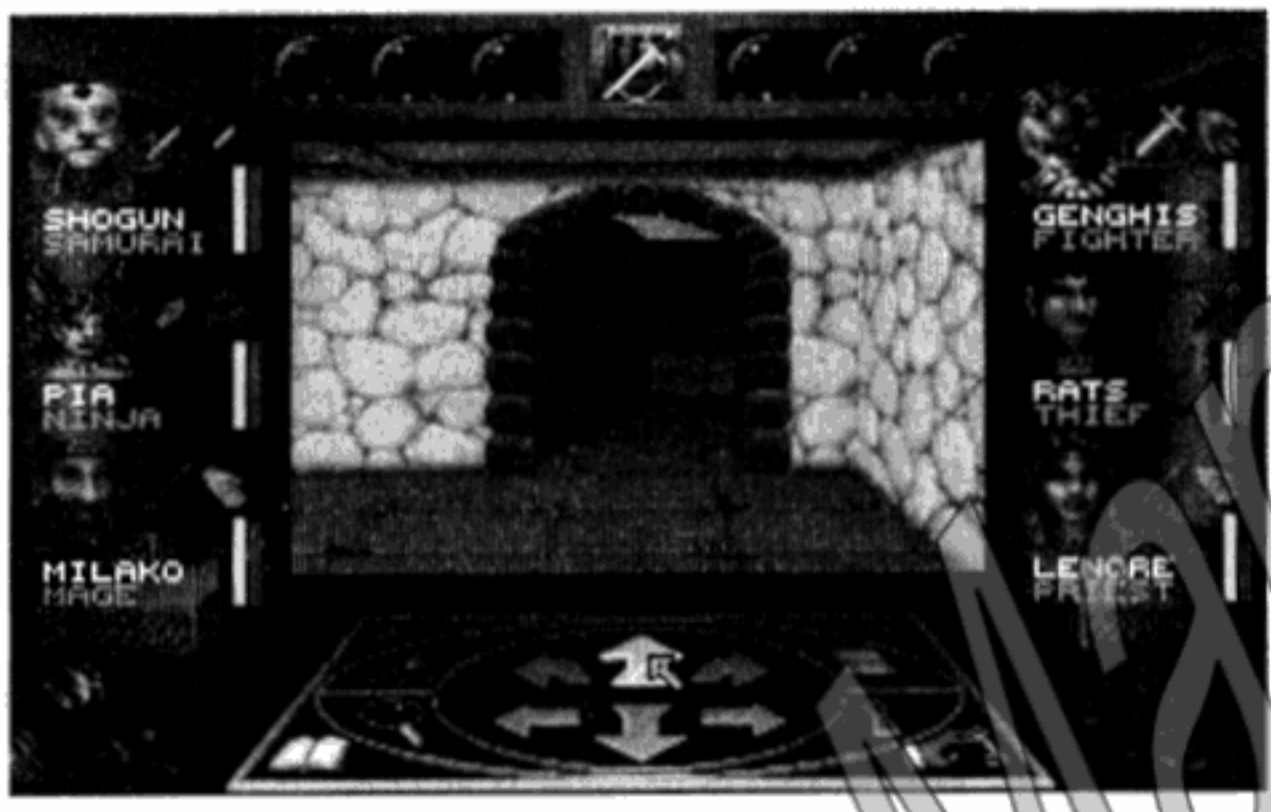
If you have played *Bane of the Cosmic Forge*, and have a party eager to continue their adventure, use this option to get them on their way. You will find complete information on party transfers on your Quick Reference Card.

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Adventuring Options

It's a curious world full of creatures, places and treasures unlike any you have ever seen before. As your party adventures on Lost Guardia, you'll see a screen similar to the one below.



The screen you see before you is the stage for all the action that takes place within *Crusaders of the Dark Savant*. Each section of the screen will show you a part of this world, from your character's health to the weapons he or she holds in hand.

Across the top of the main play screen, you will see six crystal balls. It takes only a touch of magic to make them come alive, reminding the party of a spell in effect or otherwise helping them in their adventure. From left to right, each magic crystal does the following:

- 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 power or effectiveness of magical spells that come the party's way.
- Detect Secret: Magically detects the presence of hidden items, unseen passages and the like, and "blinks" when your party passes such mysteries.
- Direction: Gives the direction (north, south, east, west) the party is facing.
- Levitation: Lifts the party several inches off the ground and provides protection from falling into things such as pits (every little bit helps when you fall on your face). It also augments a character's climbing skill. Of course, Levitation will not save your party if they wander off the top of a mountain.

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Adventuring Options

Each time your magic user casts an adventuring spell, a crystal ball glows with its power. There are numerous spells you can cast to achieve this effect, and all are described in the Magic Spells section of this manual.

In the center of the Wizardry screen, you will see the action window. Absolutely everything that happens on, in and around Lost Guardia will happen within this window.

Character Icons

To the left and right of the action window are your characters' icons, complete with all of their vital statistics.



First, you will see your character's portrait and below it, his or her name and profession. To the right, Wizardry shows you the primary and secondary weapons currently equipped; a plain hand indicates the character is using his hand as a weapon, has no weapon at all, or is using a weapon that requires both hands.

Just beneath each character's weapons is his or her current condition. With any luck, your character will be OK, and therefore have no condition displayed. However, there are many maladies within Wizardry that can affect characters in one way or another; each is fully explained in the Player Character section of the manual. Should one of your characters become so afflicted, the malady's icon will appear.

The most important parts of your character's icon are the three bars that indicate his or her general well-being. Each bar represents a percentage of the total amount of health, stamina or magic power available to the character.

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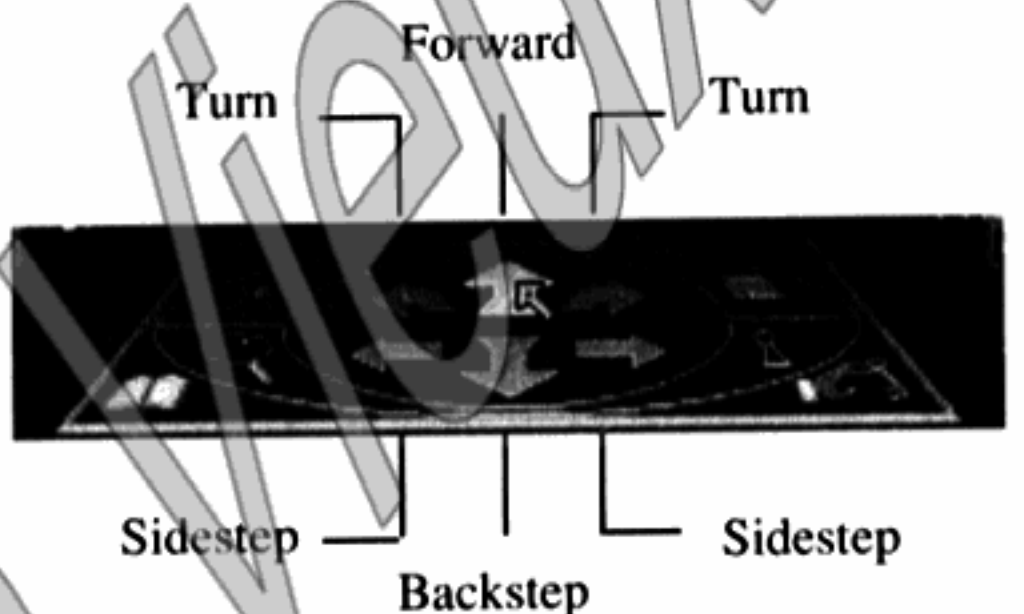
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- The left (or **red**) bar in your character's icon shows your character's current health or hit points remaining. If he or she gets hurt, the bar will drop. A quick healing spell can restore your condition.
- The middle (or **yellow**) bar reflects the character's current stamina. As a character becomes tired, the bar drops. A few hours sleep can generally fix him up.
- The right (or **blue**) bar rises and falls to show your character's current, overall magical power. As each spell is cast, the bar falls. An evening or two of sleep will help to rejuvenate his or her spell power. A character who possesses no magical power will always be at 100% - but, that's 100% of nothing.

Movement

Across the bottom of the screen is Wizardry's interface. Whether it be a simple step forward or a quick healing spell, all game commands are carried out through the this pentagram.

There are three methods of movement in *Crusaders of the Dark Savant*: Turn, Sidestep and Climb. Two of these methods, turn and sidestep, are available all the time and directly through the arrows. The third method, climb, is available only when you see a ladder you would like to climb up or a pit you would like to climb into.



TURN: The top three arrows represent Turn movement. Turn allows your party to turn in the direction of the arrow pressed or, for the arrow pointing upward, advances your party one step forward. If you turn to the right or to the left, you occupy the same space, but face in the corresponding direction.

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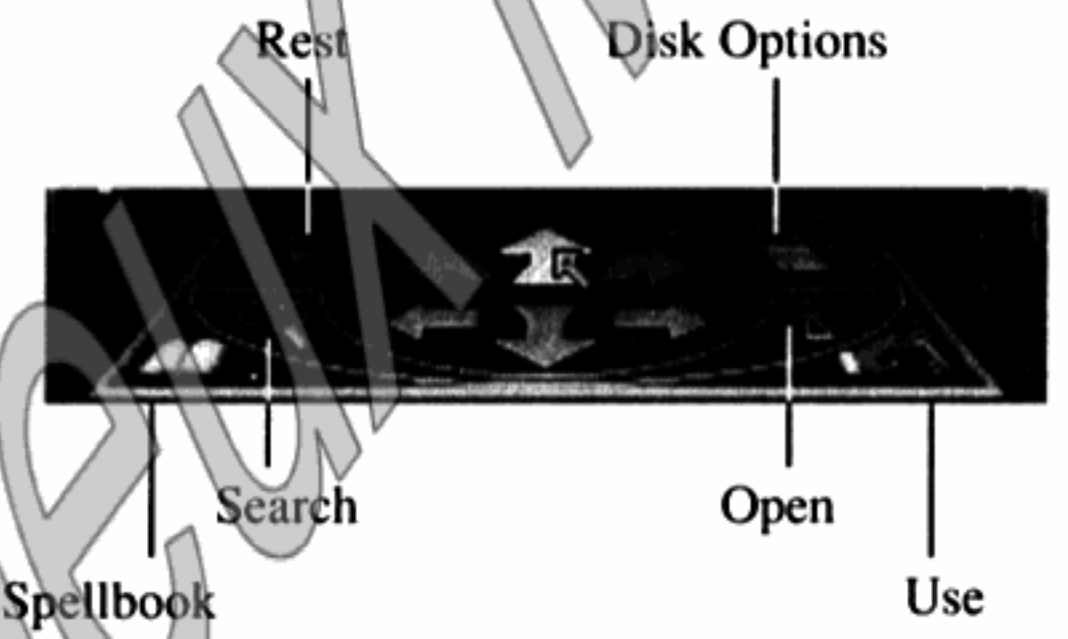
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SIDESTEP: The bottom three arrows represent Sidestep movement. Sidestep allows your party to move over one space or backward one space in the direction of the arrow pressed. Your party will still be facing in the same direction as you were before taking the step. For example, if your party is facing North, and you select the left arrow, your party would move one space to the left, but still face North. Sidestep is very helpful when you are searching long walls or dense forests for secret entrances.

CLIMB: A ladder or another object that can be climbed requires Climb movement. When you come across a pit, for example, click on it, and down your party goes. Be warned, however. Before you go down into pits that are home to who knows what, save your game.

Party Options

As you explore Lost Guardia, you will occasionally need to cast a spell, take a nap or use an item. Within the outer circle and two lower corners of the Wizardry interface, you will find icons for all these options.



Use

Just like Use in a character's review screen, this option allows you to put certain items, like keys and potions, into action. To use an item, select the option, and a character who has the item you would like to use. Wizardry will then ask you to select the item. If the item you select has no particular use at that time, then "No Effect" will be displayed. Other items, like books, can be used only when reviewing your character.

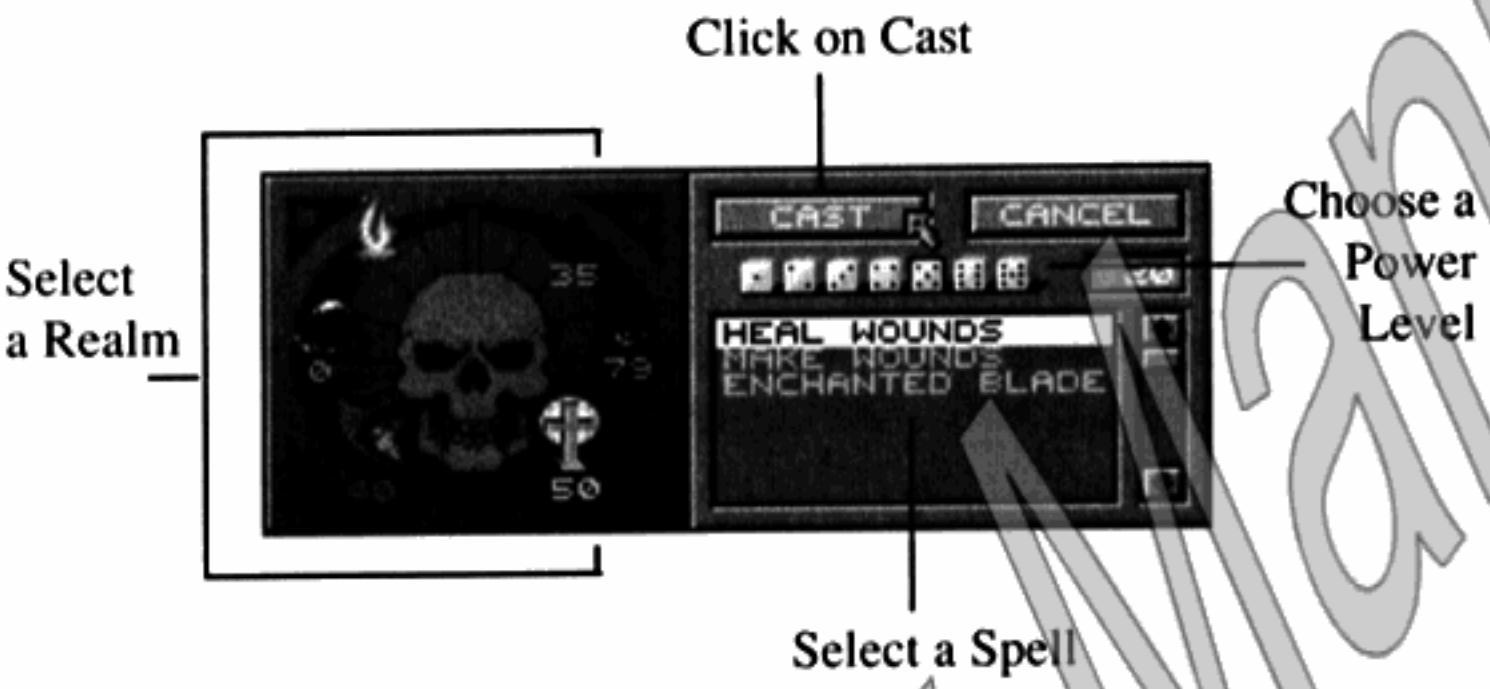
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Adventuring Options

Spellbook

Shortly after your party stumbles through a batch of thorny roses, you might need to cast a healing spell or two. Select the spellbook to do so. Of course, you may select the spellbook to cast any spell - adventuring, healing or even damage spells (if you want to fireball a tree, but it's not recommended). For more information on the spells available and casting of spells, see the Magic Spells section of this manual.



Search

You are walking down a pleasant path when you notice what appears to be recent excavation - your Ranger tells you something is buried in the ground below. Whenever you feel so inclined, select Search to check the party's immediate area: the wall or tree you are facing, the floor you are standing on and the dirt below.

Sometimes you will find your bounty purely by intuition. However, unless you are a psychic (you found Elvis), a character skilled in scouting is a great help. Magic users also offer assistance in the form of the Detect Secret spell. Like a magical scout, Detect Secret scans the party's area and looks for anything out of the ordinary. When your magic user casts Detect Secret, one of the crystal balls along the top of your screen will begin to glow with a knowing eye. When the eye twinkles, search the area right away. Although you may not necessarily find an item, a twinkle definitely means something is up.

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Adventuring Options

Open

Whenever your characters come across a locked door or a secured treasure chest, select the Open option to get into its goodies. Depending on what you are trying to open, your characters will have several options. See the Locked Doors or Treasure Chests section of this manual.

Rest

After a hard day's adventuring there's nothing quite like a quiet campfire to soothe the soul. Whenever you select the Campfire icon, your characters bed down for the night. As they rest, they replenish some of their stamina, cure their wounds, recoup some from nasty conditions and replenish a portion of their magical power. Each occasion your characters are able to fully rest, they receive approximately eight hours of sleep along with all its benefits. You may wake your characters early by clicking the mouse.

Of course, resting isn't always a wonderfully peaceful occasion. Occasionally, just when your characters are getting comfortable, a group of monsters may notice them. Before you know it, they're kicking up the bed sheets and combat begins. With all the rustle, some members of your party may wake up to participate in combat. However, other characters, the really sound sleepers, may remain asleep. Your magician might be able to help in such situations by casting the Watchbells spell.

Warning: If you have a poisoned, diseased or cursed character in your party, try to cure the character before you rest. Some poisons, diseases and curses are so strong that they will kill the character before the neutralizing effects of sleep have a chance to work.

Caution: As your party sleeps and dreams of sugarplums, other creatures may be on the move. If you are hot on the trail of an important item or lead, you may want to stay awake. You can do so with food or Stamina, Restfull, Heal Wounds or Healfull spells.

Moving Characters

Sometimes, a member of the front line becomes injured or incapacitated, and you will want to move him or her to the rear to recuperate. To do so, just select the character's name. Next, Wizardry will ask you to select another character. When you do, the two will change places.

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Adventuring Options

Disk Options

For all those non-fantasy activities, select the Disk option. Here, you can save your game, change the configuration of Wizardry or perform other disk options.

- RESUME PLAY: Takes you back to game play without saving the game or making any other changes.
- CONFIGURATION: Allows you to customize Wizardry to your computer and your exact likings. See your Quick Reference Card for further information.
- SAVE GAME & RESUME: Saves your characters' progress to disk, and brings you back to game play. As all Wizardry veterans know, saving your game is an essential part of a good gaming strategy. Just in case your party dies or falls into a deep pit, you will have your save game to rely on. Each time you save your game, Wizardry will allow you to give your save game a file name (or to keep the same name) and a folder or directory. Refer to your Quick Reference Card for further information.

> Warning: When Wizardry saves your game, it overwrites any previous save games with the same name. You may want to use different file names or different disks to preserve older save games.

- SAVE GAME & QUIT: Saves your characters' progress and returns you to the introductory Master Options menu. From there, you can quit the game or select Load Savegame to begin play again. Just like the Save option above, you can tell Wizardry where to save your game and what to name the file. Refer to your Quick Reference Card for further information. If you save your game to a floppy disk, it must be formatted ahead of time.
- QUIT - NOSAVE: For those dreaded times when your party meets something that's just too much to handle, select this option. Wizardry will return you to the Master Options menu and forget about whatever happened.

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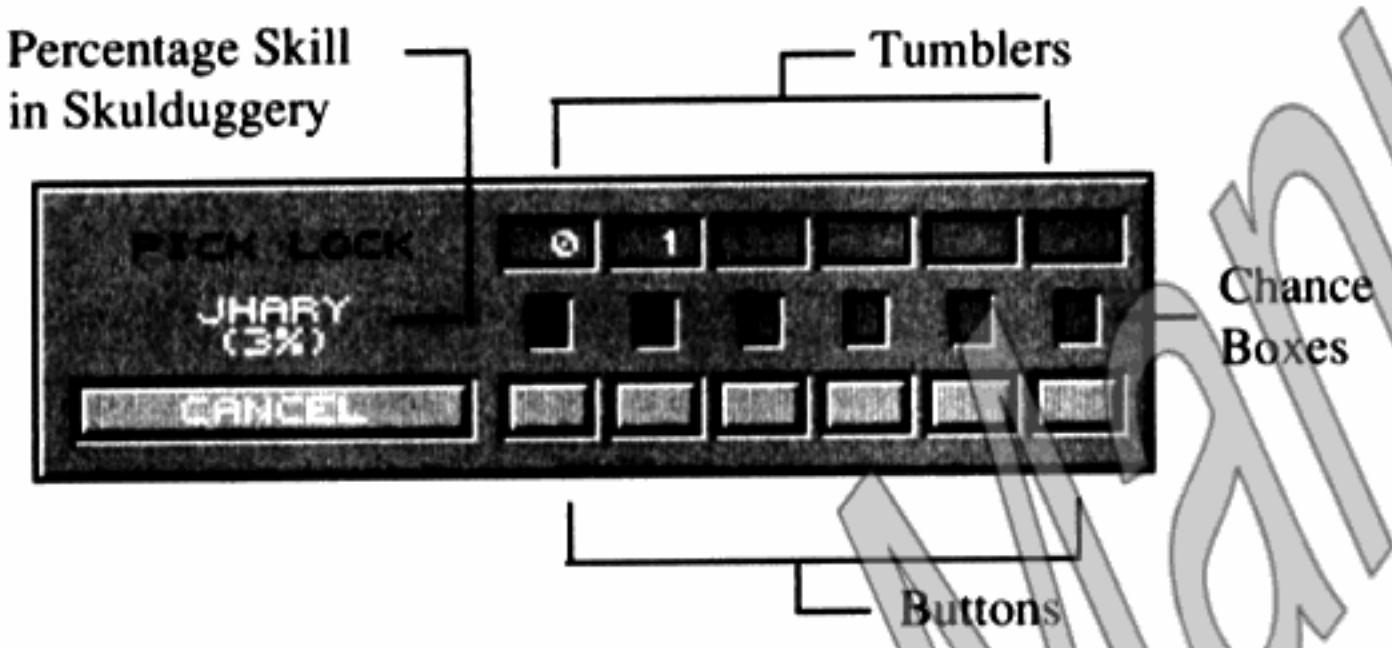
Locked Doors & Treasure Chests



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Your thief, or any character skilled in skulduggery, pulls a bundle of tools from his backpack, sets them beside the door, and begins to shuffle the lock's tumblers. Across the top of the Pick Lock window, you will see these tumblers shifting, falling into and out of place. Depending on the complexity of the lock, it may have one or more tumblers.



As the tumblers shift, the chance boxes below change color to reflect the current position of each tumbler. When a chance box is green, the tumbler is in the proper place - press its button to keep it that way! Once you have successfully calibrated each tumbler, the door will open allowing your party to get into the goods.

Occasionally, however, you may flip a tumbler when it's yellow and slightly out of whack. In most cases, the tumbler will begin to shift again, allowing your thief another chance. On the other hand, if the tumbler is red and totally out of place, you will likely fail in your attempt; there's also a chance the tumbler may jam in the lock! If that happens, you won't be able to pick the lock, and without the strength of tyrannosaurus rex, it will be hard to force it open. Of course, magicians can provide assistance if they have learned the Knock-Knock spell, or one of your characters may have a key to let you in.

Keys & Other Goodies

Sometimes you will need a special item or a key to open a door. If you happen across such a door, and you think you have a key or a special item handy, select the Use option to open it. Wizardry will ask you to select the character with the item followed by the item itself. If you are successful, the door will open.

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Locked Doors

Forcing a Door Open

Stepping toward the door, your party prepares to smash it from its very hinges. As soon as you press against the door, you will see the combined strength of your party against that of the door. Green (light) shows the measure of your party's strength. As the party presses against the door, their strength grows and occasionally slips as the struggle continues. Red (dark) indicates the strength of the door, its lock and the hinges that hold it in place. When the party's strength exceeds that of the door, click Heave to give it that final shove. You're in! Eventually, if your characters strain long enough, they will slump to the floor, entirely exhausted.

Of course, there's always a chance that your final heave may be less than you expected it to be. Unlike picking locks, if you fail to force the door open, it will not jam.

Knock-Knockin' on the Door

If you can't seem to find the right item, the door is jammed or your thief isn't doing so well, there's still a chance that you can open a locked door. Select the Spellbook 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 are 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.

Knock-Knock also works to open 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 have encountered a magically jammed door, against which Knock-Knock is powerless. You will need a special item to open it - or you may never get in.

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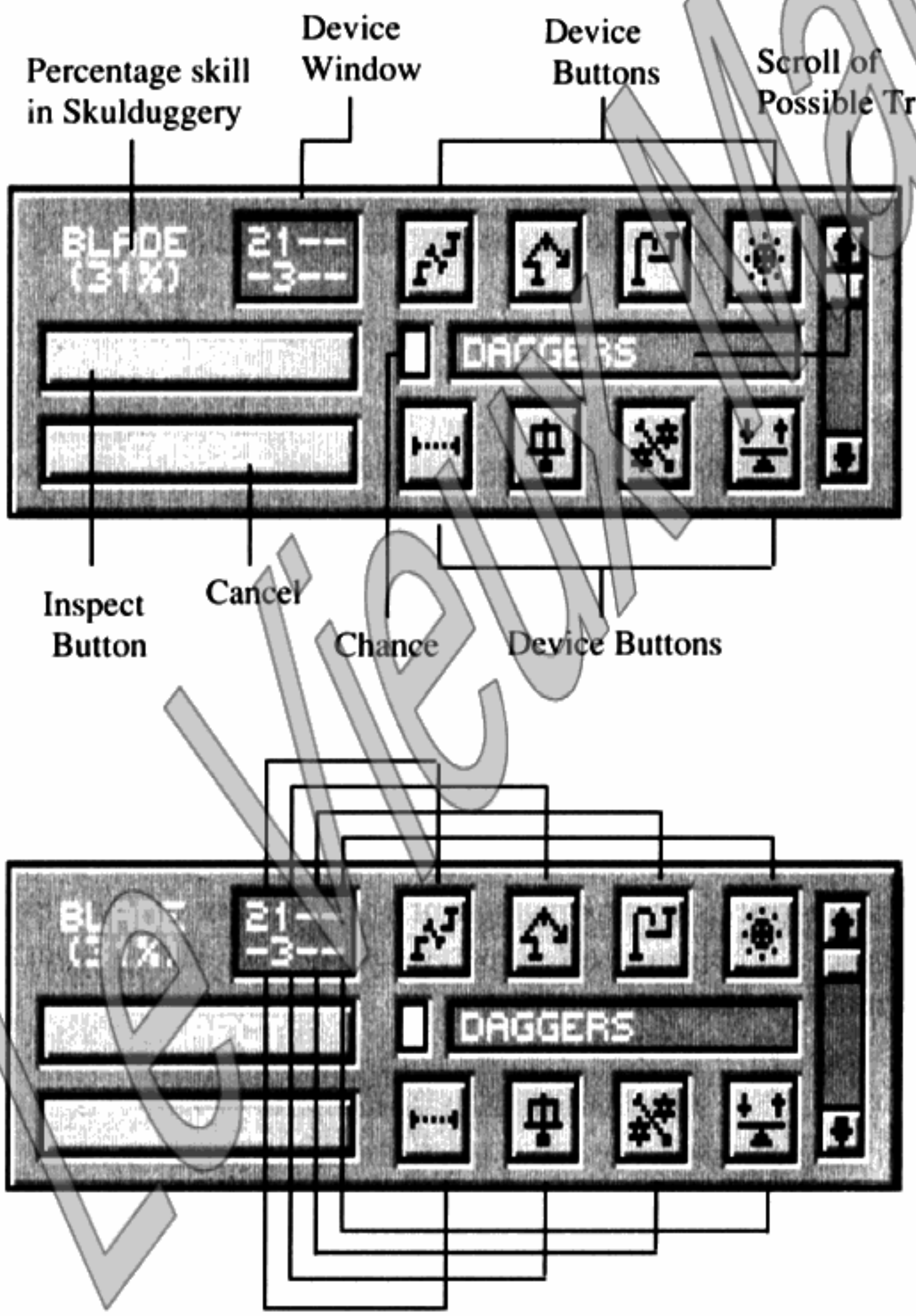
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Treasure Chests

The Nature of a Trap

Traps on Lost Guardia are a tricky lot. However, through magic or skill, these devices can be manipulated allowing the party to get into the chest without pesky complications.

For the most part, traps on treasure chests consist of several devices. These devices are rigged in such an order that, well, when an unsuspecting creature opens it - BLAM! Those studied in Skulduggery, however, can recognize the trap, how it's assembled, and ultimately, how to disassemble it.



Each symbol in the Device Window corresponds to a particular device button.

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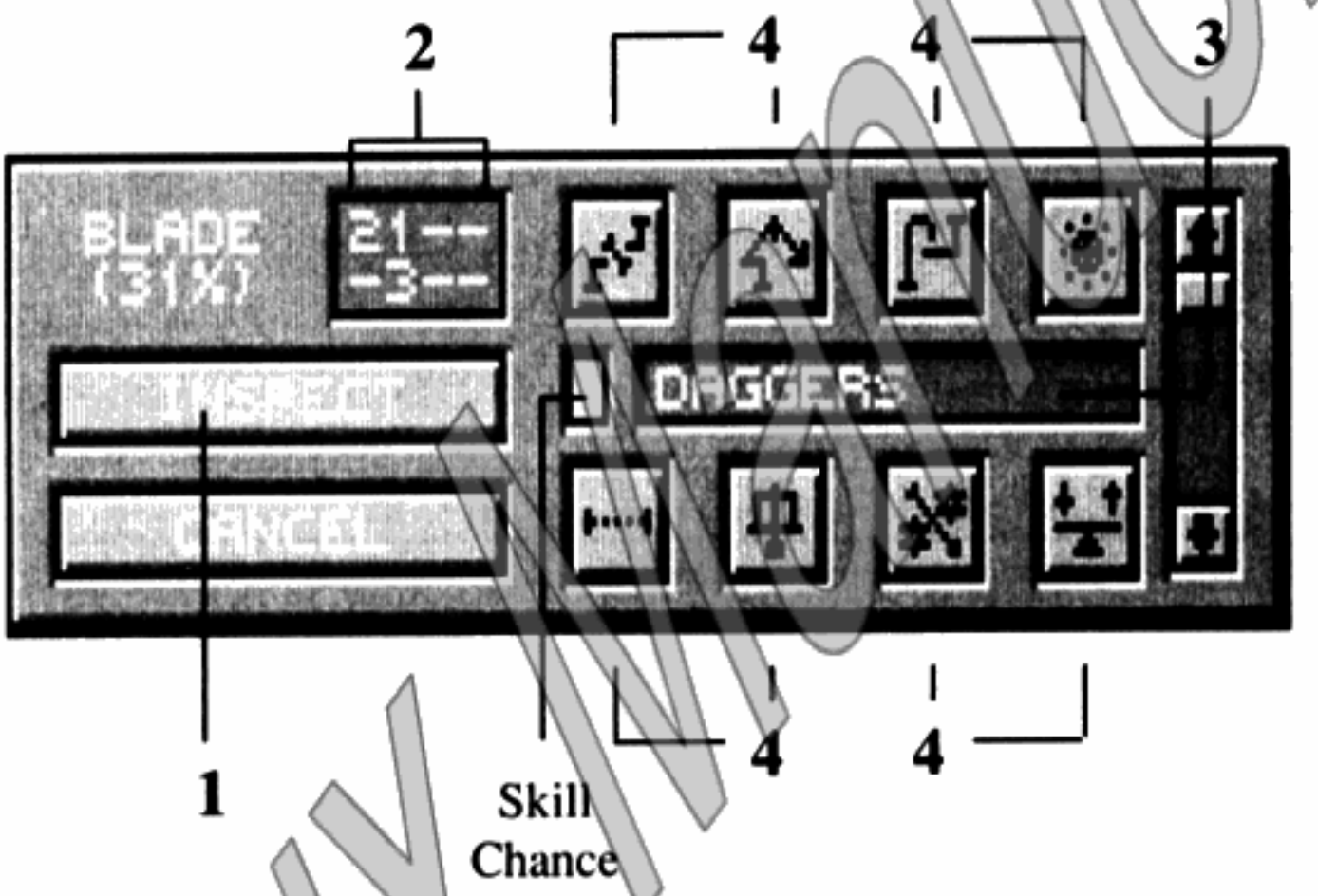
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Treasure Chests

Step By Step

For a well-trained looter, the Disarm option is the gateway to a chest's bounty. When you select Disarm and a character to do the pilfering, you will see the Disarm box below.

Each numbered step on the picture corresponds with its numbered paragraph



1. Click Inspect *and hold the mouse button down*. While you do, your thief looks at the trap, checking its devices and their arrangement. Skill plays a part in an inspection, too. You will see the colored box change showing a reflection of your thief's skill:

   GREEN & YELLOW: You will do as well as your skill level allows.
   RED: You will set the trap off!

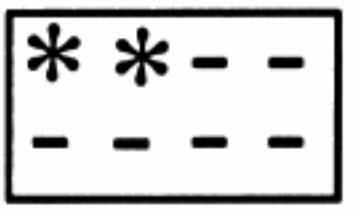
2. With Inspect still down, look at the contents of the device window. It helps to write down what you see. Here's what the symbols mean:

Symbol	Means
*	Part of the trap
-	Not part of trap
?	May be part of trap

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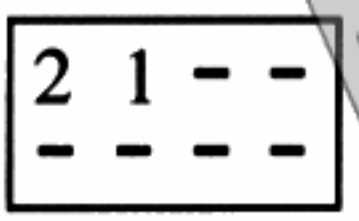
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3. With information in hand, scroll through the list of possible traps to see which one is closest to your thief's inspection pattern. For example, if your thief's Inspect revealed this:



. . . It shows that he believed the first two devices were attached, and that he was certain the rest were not involved. So, scrolling through the list, look for a trap pattern in the device window that matches (or at least comes close) . . .

The first two devices are attached —



Remember, when you're trying to match the inspection to a trap's pattern, play elimination. First, rule out those that don't have the attached devices you are looking for. Then, rule out those that have devices you're not looking for. Check the "?" (may or may not be there from the inspection) last.

4. Using the device window as a guide, follow the numbers to disarm the trap. For example, if the device window shows a "1" for the second device in the top row, press that button first, then the button marked "2" and so on. Of course, just like an inspection, luck and skill play a part. You will see their combination in the color box:

GREEN: You will deactivate the device successfully.
YELLOW: You will not deactivate the device, but won't set it off either.
RED: You will set the trap off!

If your character is successful in deactivating each of the trap's devices, the chest will no longer pose a danger and will open.

Preview Manuel

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On the other hand, if your character bungled the disarming, or if the trap wasn't what you suspected, 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 are feeling really adventurous, you can just yank it open. If there is a trap present, however, it will most certainly blow up! So, you should always select Disarm and Inspect a chest for traps first.

Spell

As with many things, magic comes in handy when you are dealing with a treasure chest. Divine Trap, a magical mental probe of the trap's gizmos, greatly enhances everyone's ability to inspect the trap and to determine what's active inside. Select the Spellbook, a character with this spell, and then choose Divine Trap and its power level. After Divine Trap is cast, subsequent inspections will reveal more about the trap.

Knock-Knock also allows you to get to the goodies inside a chest, but a bit differently than Divine Trap. By magically altering 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 and set off the trap in the process.

Use

Some items within Wizardry allow you to open a chest without the hassle and potential danger of disarming its lock. If you believe you have such an item, select Use. Next, select the character with the item followed by the item itself. If the item is successful in its attempt, the chest will open.

Divvying Your Loot

After you have opened a treasure chest (for better or for worse), each member of your party may receive a portion of its bounty. Select any item you are interested in, and character to receive the item. If there is more than one item in a chest, simply repeat the process. Of course, if you want to leave an item behind, you may select "Leave" at any time to drop the item to the ground.

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Combat

Your party leisurely wades at the bank of a river, resting some from the day's activities. It is shortly thereafter that your thief screams as he's pulled deeper and deeper into the clouded waters. Welcome to combat.

Well before your party wandered to *Lost Guardia*, 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.

Identifying Your Opponent

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. Characters who have studied mythology have the best chance of identifying the monsters' true identity.

The Course of Action

Combat proceeds in rounds. Each round, both you and the monsters select a course of action and Wizardry 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 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.

Selecting Your Opponent

Sometimes, you will encounter only a single group of monsters. Other times, you will think you have walked into their family reunion!

When you encounter more than one group of monsters, select your opponents by clicking on their group in the monster listing. Until the opponent runs away or dies, the group you select will be your "default" target. Of course, you can always select another group. Depending on the character's position in your party and the length of his or her weapon, some monsters may be out of reach.

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Fight

Swords are drawn and shields are readied. The Fight option pits your characters against the monsters in hand to hand, armed combat. Their weapons, strengths and weaknesses come into play. Of course, skills and hundreds of other factors also play a part in the attack.

When your character opts to fight and swing her weapon at a monster, three different questions are raised:

1. Did she hit the monster? Her chances of hitting a monster are generally known as "To Hit."
2. If she hit the monster, did she penetrate its armor or skin? Her chances of cutting through these layers is known as "To Penetrate."
3. If she penetrated its armor or skin, was any physical damage done? Known as just plain "damage," it's the bottom line.

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.) Each mode has its own strengths and weaknesses, and relies heavily on the Weaponry skill of its user.

The basic mode 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: The likelihood characters will hit a monster with their weapon. For example, if characters select melee, they swing wildly hoping to hit something. Obviously the odds to hit are down when you are not really looking where your weapon is going. Yet, a Swing, covering a wide arc and with direction has a good chance of a hit.

To Penetrate: The likelihood your character will penetrate the monster's armor after a successful hit has connected. For example, a direct Thrust into a monster's leather armor has a better chance of penetrating it than a glancing Swing.

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" attack, if you connect, Melee does double damage!



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As compared to Swing	To Hit	To Penetrate	Damage
Thrust	-2	+2	+1
Bash	Same	-1	*
Melee	-4	-4	Double
Throw	-1	+1	Same
Punch	+1	-1	Same
Kick	-2	Same	+2*
Lash	+2	-2	Same
Shoot	Same	+2	Same

* Damage inflicted is directly affected by character's strength.

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.

Ranged Weapons

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

Certain weapons allow characters to fight monsters far away (long range); other weapons require close contact (short range). Wizardry will allow you to select any monster group. However, you will only have the Fight option available if they are within the range of your weapon (see the chart below). Monsters' weapons have their own ranges, too.

Range allows	Members to attack	Groups
Short (S)	1-3	1-2
Extended (E)	All	1-2
Thrown (T)	All	1-3
Long (L)	All	All

Multiple Attacks and Strikes

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

MULTIPLE ATTACKS: After attacking a monster with a primary weapon (the primary attack), a character with speed or experience and skilled in Weaponry may have a secondary attack. Your character would

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have two separate attacks in a round! Well-trained warriors can have up to 4 attacks in a single round, 2 primary and 2 secondary. If characters hold a two-handed weapon or a shield, then they can have, at most, 2 primary attacks; there's no hand left to hold a secondary weapon. Without a secondary weapon, the secondary attack is forfeited.

MULTIPLE STRIKE: Dexterous characters, or those that are experienced, may be able to swing more than once during an attack. When characters get a multiple strike, you will hear the swing of the weapon more than once testifying to your character's finesse.

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.

BLOCK: Allows characters to use their shield skill to protect against attacks. Block is useful for characters whose weapons are not within a monster's range. To select this option, the character must have a shield equipped (without a shield, this option will not appear). The effectiveness and success of a block, however, depends on the character's shield skill. 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. When a character is on guard, his or her armor class stays the same.

REST: Catching your breath. A resting character will recoup some stamina, but he or she will be much more vulnerable to attack while resting. 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 typically for a while. Rest them before they collapse, and they'll definitely have enough stamina to get through the next round.

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Hide

Characters with the Ninjutsu skill can attempt to hide from monsters during combat. If they successfully hide, they can remain hidden or ambush the monsters. Since the monsters weren't expecting an attack, they are easier to hit, and if hit, they incur quite a bit of damage. Characters may remain hidden even after they launch a surprise attack especially if they're able to kill an opponent before it screams to its companions.

Spell

You are hoping to heal a character of a pesky poison, or perhaps you are determined to turn a ferocious giant into dust. When you select Spell, you will see your character's spellbooks. Choose the realm, the spell, its power level and it will be cast against the party you are currently targeting. For healing spells, you will need to select a character. The spell will be cast sometime during the round of combat. Remember, some spells attack only one monster within a group while others attack several groups. Check out the Magic Spells section of this manual for further information.

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Use

Certain items within Wizardry have the power to cast spells or perform magical feats 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 reasonable level of skill as well. The Scribe skill, for instance, comes into play when using scrolls. The Artifacts skill is used for invoking the powers of magically charged items. The Music skill is used by the Bard whenever he or she plays an enchanted instrument.

When you opt to use an item, a list of your character's possessions will appear. Select the item you wish to use. Depending on your character's Scribe, Music or Artifact skill, there is also a chance the item's power could fizzle out or backfire on your party.

Breath

Dracons, because of their genetic make up, are able to breathe acid upon their opponents. Select this option to invoke the Dracon's inborn ability. Breath attacks require a lot of stamina, so be careful not to exhaust the Dracon.

Run

On occasion, you may encounter something that's just too tough for your party to handle. When you do, 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. Even if one character selects Run, the whole party will follow. Characters who are running have their backs turned to the monsters, so it's easier for the monsters to hit them, and if hit, characters may take extra damage. Monsters may also block your character's escape route, and the party will have to continue combat or attempt another getaway. Even if your party escapes, there's a chance that they may run into another group of monsters.

A good strategy for potential sprinters - keep your fighting characters fighting while those in the rear run. As they do, the fighters defend their backs, and may save you and your group lots of potential damage.



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Move

Occasionally, characters may become hurt or fall asleep, and because of their malady, they are unable to fight or protect themselves. The Move option allows you to put a strong and healthy character in front of an injured one to protect him or her. You may also move a strong character from the back ranks to the front to deliver a deadly blow. When characters move, they may move to any position. If they advance, all of the characters behind their 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.

Equip

You have accidently equipped your prize warrior with a toothpick, and it is his primary weapon. Obviously, you will need to do something - equip a better weapon! In cases such as this, select the Equip option. Wizardry takes you to your character's review screen where you can change equipment, drop equipment, Assay items or take something out of, or put something into, the Swag Bag. Since you are juggling all your equipment in the heat of combat, you are using up valuable stamina and are more susceptible to attack.

Equip is also used by characters who need to reload their firearms during combat. Since the character must first Merge the firearm and its ammunition, reloading firearms occupies an entire round.

While you are equipping, you may view your character's spells, but you may not cast them (use Spell instead). Of course, you can also use Equip to look over your character's statistics and other attributes while in combat.

Cancel & Backup

If you are 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.

Terminate Game

Strolling down a forest's path, your level 2 characters are greeted by what appears to be the compilation of all your worst nightmares. In one round (or maybe it was one swing, you couldn't be sure), he knocked out your first three characters.

At times such as this, the Terminate Game option is your only recourse. When you select this option, the game ends, and you return to the main menu. Wizardry forgets whatever has happened, and allows you to pick up where you last saved your game.

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Combat Modifiers

Occasionally, your character may become afflicted by one or more maladies. Without question, these conditions can affect a character's performance in combat. For example, a sleeping character can't attack monsters or defend himself - neither can a character who is carrying seven suits of plate mail. These conditions are generally known as modifiers.

Illnesses

The illnesses that inflict your characters as they travel on Lost Guardia can affect their performance in combat. Some illnesses can also make them very prone and open to attack. All of Wizardry's maladies and their effects are fully covered in the Player Character section of the manual.

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 Used of Carrying Capacity	Chance to Hit	Increase in Natural AC*
0% to 49% (gray)	None	None
50% to 66% (gray)	-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.

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. Your characters' strength, intelligence, dexterity and speed as compared to that of the monsters they're battling, may improve their odds, or lower them which somewhat hinders their success.

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Magical Modifiers

Thanks to genetics, some characters are naturally resistant to certain types of spells. As characters progress, they develop certain resistances and immunities as well. When hit by such a spell, the character may fully resist its effects or may take less damage than the rest of the party. To see which character races offer such resistances, check Appendix A: Character Races.

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Magic Spells

Within the Wizardry world, there are few who do not revere the powers of magic. Some are so taken by its mystery that they devote their lives' study to its ways: the Psionic, Alchemist, Priest and Mage.

Realms

There is a total of 96 spells, divided into six different realms that represent the substance of the magical universe: Fire, Water, Air, Earth, Mental and Divine. Each of these realms gets its power from the "element," such as fire or water, over which it presides. Within the Water realm, for 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 opponents. A listing of spells by realm and power follows this section.



Spellbooks

From the six realms of spells, four different schools of magic were formed, each complete with its own spellbook.

* The Alchemist sought to use the natural powers of the elements, and learned to mix them together for their healing and combat use. Alchemists spells cannot be silenced. The Ninja and Ranger also practice this form of magic.
* The Priest gathered the elemental powers of the divine, and developed spells to heal his fellow man and protect him from enemies. The Bishop, Lord and Valkyrie also practice this form of magic.
* The Mage channeled the elemental forces for their wrath and collected an assemblage of spells which brought the fury of the elements upon his opponents. The Samurai, Bard and Bishop also practice this form of magic.
* The Psionic fathomed the powers of the mind, and learned to use its wonder for both healing and damaging means. The devout Monk also practices this mental art.

An individual listing of each spellbook follows the realm listing. Each spellbook has been alphabetized for easy lookup and use.

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Magic Spells

Learning Spell Levels

Each realm is broken down into seven spell levels (level 1 Earth spells, 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. Generally, a spell's level represents its complexity, overall power and difficulty to cast. The more skilled your magic user in his or her area of interest, the higher the level of spells they can learn.

Casting Power Levels

Each spell has seven different power levels that are used when casting the spell. In general, the higher the power level, the more powerful the spell and the more skill required to cast it (Oratory). 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.

Spell Power 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, he or she must have enough spell points available to fire it off. As a spell increases in power, it also increases in cost and requires more Oratory to intone. 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 & 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. Some monsters may not be affected or only partially affected by a spell. If it's an "all-or-nothing" type spell, there may be no effect at all. Lastly, just like your characters, some creatures are resistant to certain types of spells. For example, an Ice Giant probably wouldn't be affected by an Iceball spell (unless the laughing did him in).

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Magic Spells

Summoning Spells

Your lead fighter has two hit points left, your mage has fallen asleep, and your priest is too insane to do much about it. With the last bit of power he can muster, your Psionic fires off an Illusion spell. And . . . voila, a Greater Demon appears - at your service! With a flick of his giant, fiery hand, your enemies are but a bad memory.

For just such reasons, summoning spells are a favorite among Lost Guardia's magic users. These spells allow you to summon a monster from another plane to fight for your party. Once you have summoned one group of monsters, however, you may not summon another group until the first group dies or the encounter ends.

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

Oratory

One of the most important skills of the spell caster, Oratory is the practice of successfully reciting a spell while under the duress of combat. A character proficient in oratory should be able to zip off a deadly spell while simultaneously dodging a sword's blow.

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.

Casting A Spell

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

1. Select the "Spellbook" option
2. Choose a realm
3. Select a spell
4. Set the power level
5. Select Cast
6. Give the spell a target (a character, a monster, a group, an item, etc.)

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.

Review



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Fire Spells

Energy Blast
Cost: 2
Caster: MAG
Affects: 1 Creature
A jolting spark of electric energy doing 1-7 hit point of damage per power level.

Blinding Flash
Cost: 2
Caster: ALC
Affects: 1 Creature plus power level
A giant flash of light that may temporarily blind opponents.

Psionic Fire
Cost: 4
Caster: PSI
Affects: 2 Creatures plus power level
A fiery burst of mental power doing 1-8 points of fire damage per power level.

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.

Dazzling Lights
Cost: 6
Caster: PSI
Affects: 1 Creature plus power level
A spectacular display of various luminous effects causing victims to suffer one or more maladies.

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.

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.

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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 magic 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 affects 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.

Restfull — Cost: 8
Caster: PRI
Affects: Party
A gentle spell that restores a portion of stamina to every member of the party. Stamina recouped is relative to the power level of the spell.

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.

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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.

Superman
Cost: 7

Caster: PRI
Affects: 1 Character
Empowers a party member with a heroic boost of energy allowing him or her to fight with the power and finesse of a hero.

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.

Draining Cloud
Cost: 8

Caster: ALC
Affects: Cloud
Surrounds creatures in a mystical cloud that attempts to drain their lifeforce every round they remain inside the cloud. Duration and power of the cloud are relative to the spell's power level.

Cure Disease
Cost: 12

Caster: PRI, ALC
Affects: 1 Character
Attempts to cure someone of disease and its effects. Success depends on the strength of the disease relative to the spell's strength.



Vieux Manuel

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Air Spells

Poison
Cost: 2
Caster: ALC
Affects: 1 Creature
Turns the air poisonous around the creature, and causes 1-5 hit points 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.

Shrill Sound
Cost: 4
Caster: MAG, PSI
Affects: 1 Group
Whips the air creating a high frequency pressure wave that blasts the creatures with 1-5 damage per power level.

Stink Bomb
Cost: 8
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 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 sound, thus preventing them from casting spells. Strength and duration 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.

Cure Poison
Cost: 8
Caster: PRI, ALC
Affects: 1 Character
Attempts to cure one character of poisoning. Success depends on the strength of the poison relative to the strength of the spell.

Whirlwind
Cost: 8
Caster: PRI
Affects: 3 Creatures plus power level
A swirling tornado whipping around the creatures and blasting them with 1-7 hit points damage per power level.

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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.

Toxic Vapors
Cost: 8
Caster: ALC
Affects: Cloud
A giant, stinking cloud of vapors that surrounds the creatures and causes 2-6 hit points 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.

Death Cloud
Cost: 20
Caster: ALC
Affects: Cloud
Black vapors that engulf a group of creatures and attempt to kill them outright. Every round creatures remain in the cloud, there is a chance they will die.

Manuel Web



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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: 2
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 hit points 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 depend on power level.

Web — Cost: 7
Caster: MAG, PRI
Affects: 1 Creature
Attempts to capture 1 creature in a stidky web slowing or halting its movements or attacks. Success depends on the strength of the creature relative to the power level of the spell.

Whipping Rocks — Cost: 7
Caster: MAG, ALC
Affects: 1 Group
A vortex of rocks sailing toward a group of creatures doing 1-6 damage per power level.

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.

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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.

Crush
Cost: 9
Caster: MAG, ALC
Affects: 1 Creature
Creates a gigantic stone that attempts to crush a creature doing up to 200 points of damage! Ouch!

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.

Le vieux manuel

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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 of 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, 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: Treasure Chest
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, 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.

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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.

Confusion Cost: 6
Caster: ALC, PSI
Affects: 1 Group
A blast of mental energy that attempts to scramble the creatures' thinking causing them to run away, attack themselves, cower in fear, whip up a batch of fondue or otherwise act crazy.

Watchbells Cost: 5
Caster: MAG, PSI
Affects: Party
A psychic bell cast in an attempt to wake other party members if they are asleep or unconscious when attacked by creatures. Success depends on the length of time the party has slept, how tired the party members are and how solidly they sleep.

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 can 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 and detail of the area seen depends on the power level of the spell.



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Spooks
Cost: 7
Caster: MAG, PSI
Affects: All Creatures
Conjures an illusion that is so terrifying it may scare creatures away, causing them to cower in fear or otherwise reducing their capacity to fight well.

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.

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.

Find Person
Cost: 16
Caster: PRI, PSI
Affects: Caster
Tries to locate someone you're looking for, and may reveal all parties within a certain range. Success depends on the spell's power level versus to the location and stealth of the one sought.



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Divine 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 inflicts 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 out and in 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.

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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.

Healfull Cost: 12

Caster: PRI
Affects: Party
A super-charged healing spell that attempts to restore hit points and health to all members of the party. The amount of hit points restored is relative to the spell's power level.

Lifesteal Cost: 12

Caster: PRI, PSI
Affects: 1 Creature and 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.

Zap Undead Cost: 15

Caster: MAG
Affects: 1 Creature
A tirade of magical power that tries to destroy one creature of the undead variety with up to 1000 points of damage.

Recharge Cost: 15

Caster: MAG, PRI
Affects: Item
Attempts to restore a magically enchanted item's charges. The item must be in the castor's possession, and must have at least one charge left to duplicate. There is a chance the item could be destroyed. Success depends on the item's complexity relative to the spell's power level.

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.

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Alchemist's Spellbook

Spell Name	Realm	Cost	Affects	Description	Pg
Acid Bomb	E	8	Cloud	Acid damage every round!	76
Acid Splash	E	2	1 Creature	1-7 hp of acid damage ppl	76
Air Pocket	A	8	Party	Protects from air spells/clouds	74
Asphyxiation	A	12	All Groups	Tries to kill breathing creatures	75
Blinding Flash	F	2	1 Creature +PL	Flash that may blind monsters	71
Charm	M	5	1 Creature or NPC	Tries to sway creatures' thoughts	78
Confusion	M	6	1 Group	Scrambles brains! No control!	79
Create Life	E	10	Party	Calls elementals to fight for party	77
Crush	E	9	1 Creature	Squish! Up to 200 hp damage!	77
Cure Lesser Cnd	M	4	1 Character	Attempts to cure of lesser ills	78
Cure Stone	E	18	1 Character	Attempts to cure stoning	77
Cure Disease	W	12	1 Character	Attempts to cure disease	73
Cure Paralysis	W	6	1 Character	Attempts to cure paralysis	72
Cure Poison	A	8	1 Character	Attempts to cure poisoning	74
Deadly Air	A	16	All Creatures	No air! 4-16 hp damage ppl!	75
Deadly Poison	A	8	1 Creature	Kills! Or 3-15 hp ppl & poisoning	75
Death Cloud	A	20	Cloud	Tries to kill outright every round!	75
Draining Cloud	W	8	Cloud	Drains lifeforce from creatures	73
Fire Bomb	F	8	4 Creatures + PL	3-9 hp of fire damage ppl	71
Heal Wounds	D	4	1 Character	Heals 1-8 hp ppl to character.	81
Itching Skin	E	2	2 Creatures + PL	Irritates creatures/reduces actions	76
Noxious Fumes	A	10	3 Creatures + PL	1-6 hp ppl & nausea	75
Poison	A	2	1 Creature	1-5 hp ppl & potential poisoning	74
Poison Gas	A	7	Cloud	Delivers damage and poisoning!	74
Purify Air	A	10	Party	Tries to clean air of nasty clouds	75
Sleep	M	3	3 Creatures + PL	Creatures may fall asleep	78
Stamina	W	2	1 Character	Restores a potion of stamina	72
Stink Bomb	A	8	3 Creatures	1-6 hp ppl & potential nausea	74
Toxic Vapors	A	8	Cloud	2-6 hp of sinking damage ppl	75
Whipping Rocks	E	7	1 Group	1-6 hp rock damage ppl	76

F = Fire
W = Water
A = Air
E = Earth
M = Mental
D= Divine
PL = power level
ppl = per power level
hp = hit points
ppl = per power level
AC = armor class

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Mage's Spellbook

Spell Name	Realm	Cost	Affects	Description	Pg
Air Pocket	A	8	Party	Protects from air spells/clouds	74
Anti-Magic	D	7	1 Group	Their spells may fizzle/backfire	81
Armor Shield	E	2	1 Person	Lowers AC by 1 ppl	76
Armormelt	E	8	1 Group	Raises creatures' AC by 1 ppl	77
Asphyxiation	A	12	All Groups	Tries to kill breathing creatures	75
Astral Gate	D	8	1 Creature PPL	Tries to banish a demon creature	82
Blink	D	7	Caster	Allows caster to "blink" out/in	81
Chilling Touch	W	2	1 Creature	1-6 hp cold damage ppl	72
Conjuration	D	10	Party	Calls creatures to fight for party	81
Crush	E	9	1 Creature	Squish! Up to 200 hp damage!	77
Deep Freeze	W	6	1 Creature	3-30 hp of ice damage ppl	73
Detect Secret	M	5	Caster	Caster may see hidden objects	78
Direction	E	3	Party	Shows direction (N,S,E,W)	76
Energy Blast	F	2	1 Creature	1-7 hp electric damage ppl	71
Fire Shield	F	8	Party	Protects from fire spells	71
Fireball	F	6	3 Creatures + PL	2-10 hp fire damage ppl	71
Firestorm	F	12	Cloud	Lasting, burning cloud	71
Ice Shield	W	8	Party	Protects from ice spells and cold.	72
Iceball	W	8	4 Creatures + PL	3-12 hp of ice damage ppl	72
Knock-Knock	E	6	Doors & Chests	Attempts to open door or chest	76
Levitate	A	12	Party	Lifts party inches off floor	75
Magic Missile	D	4	1 Creature + PL	1-7 hp magic damage ppl	81
Magic Screen	D	8	Party	Protects from magical spells	81
Missile Shield	A	5	Party	Protects from hurled objects	74
Noxious Fumes	A	10	3 Creatures + PL	1-6 hp ppl & nausea	75
Nuclear Blast	F	16	All Creatures	5-25 hp bomb damage ppl	71
Prismic Missile	F	9	3 Creatures + PL	Random rays causing illness	71
Recharge	D	15	Item	Restore charges to an item	82
Resurrection	D	20	1 Character	Tries to revive dead character	82
Shrill Sound	A	4	1 Group	1-5 hp of pressure damage ppl	74
Sleep	M	3	3 Creatures + PL	Creatures may fall asleep	78
Spooks	M	7	All Creatures	Terrifies creatures! May run	80
Stink Bomb	A	8	3 Creatures	1-6 hp ppl & potential nausea	74
Terror	W	3	1 Group	Easier to hit creatures/may run	72
Watchbells	M	5	Party	May wake sleeping members	79
Weaken	W	4	3 Creatures + PL	Creatures fight and react poorly	72
Web	E	7	1 Creature	Tries to halt a creature's actions	76
Whipping Rocks	E	7	1 Group	1-6 hp rock damage ppl	76
Wizard's Eye	M	10	Caster	Allows caster to see "map"	79
Zap Undead	D	15	1 Creature	Dispell! Up to 1000 hp damage	82

F = Fire
W = Water
A = Air
E = Earth
M = Mental
D= Divine
PL = power level
ppl = per power level
hp = hit points
ppl = per power level
AC = armor class

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Psionic's Spellbook

Spell Name	Realm	Cost	Affects	Description	Pg
Armormelt	E	8	1 Group	Raises creatures AC by 1 ppl	77
Blades	E	6	3 Creatures + PL	2-8 hp slicing razor damage ppl	76
Bless	M	4	Party	Lowers AC/Enhances hit chance	78
Blink	D	7	Caster	Allows caster to "blink" out/in	81
Charm	M	5	1 Creature or NPC	Tries to sway creatures' thoughts	78
Confusion	M	6	1 Group	Scrambles brains! No control!	79
Cure Lesser Cnd	M	4	1 Character	Attempts to cure of lesser ills	78
Cure Paralysis	W	6	1 Character	Attempts to cure paralysis	72
Dazzling Lights	F	6	1 Creatures + PL	Various mental assaults!	71
Death	M	10	1 Creature	Attempts to kill outright	80
Detect Secret	M	5	Caster	Caster may see hidden objects	78
Divine Trap	M	4	Caster & Chest	Makes chest's devices apparent	78
Find Person	M	16	Caster	Tries to locate someone or party	80
Haste	W	5	Party	Speeds up members' movements	72
Heal Wounds	D	4	1 Character	Heals 1-8 hp ppl to character	81
Hold Monsters	M	6	3 Creatures + PL	Creatures think they're paralyzed	79
Identify	M	8	1 Creature/Item	Reveals item/creature's true name	79
Illusion	M	10	Party	Calls illusion to fight for party	79
Knock-Knock	E	6	Doors & Chests	Attempts to open door or chest	76
Lifesteal	D	12	1 Creature/Caster	(4-16 hp ppl) x PL damage/heal	82
Locate Object	M	8	Caster	Tries to find location of object	80
Mental Attack	E	3	1 Creature	1-7 hp ppl & potential insanity	78
Mind Flay	M	18	All Creatures	4-16 hp ppl & potential insanity	80
Mindread	M	8	Caster	Determines what's on NPC's mind	79
Paralyze	W	5	1 Creature	Try to solidify all liquids in body	73
Psionic Blast	M	8	3 Creatures + PL	1-7 hp ppl & potential insanity	79
Psionic Fire	F	4	2 Creatures + PL	1-8 hp of fire damage ppl	71
Resurrection	D	20	1 Character	Tries to revive dead character	82
Sane Mind	M	10	1 Character	Returns sanity to insane member	79
Shrill Sound	A	4	1 Group	1-5 hp of pressure damage ppl	74
Silence	A	4	3 Creatures + PL	Tries to silence monster spells	74
Sleep	M	3	3 Creatures + PL	Creatures may fall asleep	78
Slow	W	4	3 Creatures + PL	Slows down creatures movements	72
Spooks	M	7	All Creatures	Terrifies creatures! May run	80
Stamina	W	2	1 Character	Restores a portion of stamina	72
Terror	W	3	1 Group	Easier to hit creatures/may run	72
Watchbells	M	5	Party	May wake sleeping members	79
Weaken	W	4	3 Creatures + PL	Creatures fight and react poorly	72
Wizard's Eye	M	10	Caster	Allows caster to see "map"	79

F = Fire, E = Earth, PL = power level, ppl = per power level
W = Water, M = Mental, ppl = per power level, AC = armor class
A = Air, D= Divine, hp = hit points

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Priest's Spellbook

Spell Name	Realm	Cost	Affects	Description	Pg
Armorplate	E	6	Party	Magical armor plating lowers AC	76
Astral Gate	D	8	1 Creature ppl	Tries to banish a demon creature	82
Blades	E	6	3 Creatures + PL	2-8 hp slicing razor damage ppl	76
Bless	M	4	Party	Lowers AC/Enhances hit chance	78
Charm	M	5	1 Creature or NPC	Tries to sway creatures' thoughts	78
Conjuration	D	10	Party	Calls creatures to fight for party	81
Cure Disease	W	12	1 Character	Attempts to cure disease	73
Cure Lesser Cnd	M	4	1 Character	Attempts to cure of lesser ills	78
Cure Paralysis	W	6	1 Character	Attempts to cure paralysis	72
Cure Poison	A	8	1 Character	Attempts to Cure poisoning	74
Cure Stone	E	18	1 Character	Attempts to cure stoning	77
Death	M	10	1 Creature	Attempts to kill outright	80
Death Wish	D	20	All Creatures	Attempts to kill all outright	82
Dispell Undead	D	7	1 Creature + PL	Tries to dispell animated creature	81
Divine Trap	M	4	Caster & Chest	Makes chest's devices apparent	78
Enchanted Blade	D	4	Party	Give weapons extra power	81
Find Person	M	16	Caster	Tries to locate someone or party	80
Haste	W	5	Party	Speeds up members' movements	72
Heal Wounds	D	4	1 Character	Heals 1-8 hp ppl to character	81
Healfull	D	12	Party	Super heal spell for whole party	82
Hold Monsters	M	6	3 Creatures + PL	Creatures think they're paralyzed	79
Identify	M	8	1 Creature/Item	Reveals item/creature's true name	79
Lifesteal	D	12	1 Creature/Caster	(4-16 hp ppl) x PL damage/heal	82
Lightning	F	8	3 Creatures + PL	1-10 hp electric damage ppl	71
Locate Object	M	8	Caster	Tries to find location of object	80
Make Wounds	D	3	1 Creature	1-8 hp of magic damage ppl	81
Paralyze	W	5	1 Creature	Try to solidify all liquids in body	73
Purify Air	A	10	Party	Tries to clean air of nasty clouds	75
Recharge	D	15	Item	Restores charges to an item	82
Remove Curse	D	4	1 Person	Tries to lift cursed item	82
Restfull	W	8	Party	Restores stamina to all members	72
Resurrection	D	20	1 Character	Tries to revive dead character	82
Sane Mind	M	10	1 Character	Returns sanity to insane member	79
Silence	A	4	3 Creatures + PL	Tries to silence monster spells	74
Slow	W	4	3 Creatures + PL	Slows down creatures movements	72
Stamina	W	2	1 Character	Restores a portion of stamina	72
Superman	W	7	1 Character	Super boost of power to fight!	73
Web	E	7	1 Creature	Tries to halt a creature's actions	76
Whirlwind	A	8	3 Creatures + PL	1-7 hp of whipping damage ppl	74
Word of Death	D	18	All Creatures	4-16 hp magic damage ppl	82

F = Fire
W = Water
A = Air
E = Earth
M = Mental
D= Divine
PL = power level
ppl = per power level
hp = hit points
ppl = per power level
AC = armor class

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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 weaknesses, 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.

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Appendix A: Character Races

Dwarf



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

RESISTANCES: The Dwarves' robust body provides poison resistance, while its heredity provides for magic spell protection.

Coming from a long line of forest and cave-dwelling folk, Dwarfs 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, Dwarfs make great Priests.

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.

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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.

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!

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Appendix A: Character Races

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.

Rawulf's 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 to 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.

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Appendix B: Character Professions

A total of fourteen traditional fields of study are available to your character, and each of these professions follows. By meeting the minimum qualifications of a profession, characters can begin to train in the profession's skills, magic and conduct. Along with a description of the profession, you will see its spellbooks, primary skills and basic equipment:

- Spellbooks: If the profession has the ability to learn magic, the spellbook will be listed here. Further information on magic and the spellbook itself is in the Magical spells section of this manual.
- Primary Skills: Fresh out of training, your characters have become somewhat proficient in certain aspects of their profession. The primary skills reflect this training.
- Basic Equipment: it would be pretty unkind, not to mention rude, to send your characters into the world naked, without weapons or shoes on their feet. Listed here is your character's basic, beginning inventory.

Fighter



STR	12
INT	
PIE	
VIT	
DEX	
SPD	
PER	

SPELLBOOKS: None
PRIMARY SKILLS: None
BASIC EQUIPMENT: Long Sword, Leather Cuirass, Fur Legging, Sandals, Buckler Shield.

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. Fighters can wear almost all armor and use most weapons.

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Appendix B: Character Professions



STR	
INT	12
PIE	
VIT	
DEX	
SPD	
PER	

SPELLBOOKS: Mage
PRIMARY SKILLS: Thaumaturgy
BASIC EQUIPMENT: Staff, Robes (U), Robes (L), Sandals, 1 Magic Missile scroll.

The creators of the powerful Mage spells continue, to this day, to devote a life's work to their study. Because they practice only the 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.



STR	
INT	
PIE	12
VIT	
DEX	
SPD	
PER	8

SPELLBOOKS: Priest
PRIMARY SKILLS: Theology
BASIC EQUIPMENT: Quarterstaff, Robes (U), Robes (L), Sandals, 3 Lt. Heal potions.

Long known for their healing powers, Priests are useful to any party hoping to live for more than a day in Lost Guardia. 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 are also skilled diplomats, able to negotiate with NPCs. Priests have fairly high hit points, must use specially consecrated weapons, and can wear light armor.

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Thief



STR	
INT	
PIE	
VIT	
DEX	12
SPD	8
PER	

SPELLBOOKS: None
PRIMARY SKILLS: Skulduggery
BASIC EQUIPMENT: Cutlass, Cloth Shirt, Cloth Pants, Buskins, 6 Bite Daggers

For those who just couldn't resist a good temptation, thieving might just be the perfect career. Thieves are very good as circumventing the noxious treasure chest 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 pickpocket. 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
PRIMARY SKILLS: Scout, Bow
BASIC EQUIPMENT: Short Bow, 100 Willow Arrows, Suede Doublet, Suede Pants, Buskins.

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. They receive a bonus when using all projectile weapons including a chance to score a critical hit. Around the third level of experience, Rangers slowly begin to learn Alchemists' spells. They also have fairly high hit points, and can hide during combat.

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Appendix B: Character Professions

Alchemists



STR	
INT	13
PIE	
VIT	
DEX	13
SPD	
PER	

SPELLBOOKS: Alchemist
PRIMARY SKILLS: Alchemy
BASIC EQUIPMENT: Staff, Robes (U), Robes (L), Sandals, 1 Cherry Bomb potion

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
PRIMARY SKILLS: Music
BASIC EQUIPMENT: Sling, Bullet Stone (25), Cloth Shirt, Cloth Pants, Poet's Lute

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. Bards have been known to pick a pocket or two as well, and learn in the ways of the thief, allowing them to pick locks, disarm traps and hide during combat.

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Psionic



STR	10
INT	14
PIE	
VIT	14
DEX	
SPD	
PER	10

SPELLBOOKS: Psionic
PRIMARY SKILLS: Theosophy
BASIC EQUIPMENT: Dagger, Robes (U), Robes (L), Sandals, Shadow Cloak

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.

Valkyrie



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

SPELLBOOKS: Priest
PRIMARY SKILLS: Pole & Staff
BASIC EQUIPMENT: Spear, Fur Halter, Chamois Skirt, Sandals, Leather Helm

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.

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Bishop



STR	
INT	15
PIE	15
VIT	
DEX	
SPD	
PER	8

SPELLBOOKS: Priest, Mage
PRIMARY SKILLS: Theology, Thaumaturgy
BASIC EQUIPMENT: Quarterstaff, Robes (U), Robes (L), Sandals, Mitre

Extremely intelligent and pious individuals, Bishops devote a major portion of their time to the ancient studies. Pooling the knowledge of the Mage and 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 spells more slowly that the Mage or Priest. Bishops, because of their great wisdom, are skilled in the political art of diplomacy.

Lord



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

SPELLBOOKS: Priest
PRIMARY SKILLS: Diplomacy
BASIC EQUIPMENT: Broadsword, Quilt Tunic, Quilt Legging, Buskins, Steel Helm

Both an excellent fighter, diplomat 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 develops 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 or negotiating it, Lords are a great addition to any party.

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Samurai



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

SPELLBOOKS: Mage
PRIMARY SKILLS: Sword
BASIC EQUIPMENT: Katana, Wakazashi, Robes (U), Robes (L), Sandals

The true swordsman of Wizardry, the Samurai has dedicated his or her life to the study of the sword. Their lighting speed combined with their sword's accuracy help them to 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
PRIMARY SKILLS: Hand & Feet, Theosophy
BASIC EQUIPMENT: Bo, 15 Shurikens, Robes (U), Robes (L), Sandals

A wandering person in search of inner and outer development, the Monk is a talented warrior, fighting most 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. He or she may also hide in combat.

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Appendix B: Character Professions



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

SPELLBOOKS: Alchemist
PRIMARY SKILLS: Hand & Feet, Ninjutsu
BASIC EQUIPMENT: 15 Shurikens, Ninja Cowl, Ninja Garb (U), Ninja Garb (L), Tabi Boots

Ninja

The ultimate assassin, the Ninja is a silent and devout killer with skills and talents admired, but known little about, by all. They commonly fight 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.

Le vieux Marcel

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Appendix C: Character Skills

As your characters travel through forests and encounter NPCs and monsters, they will develop, learn and hone the skills that are necessary for survival and success in Wizardry. There are four categories of skills: Weaponry, Physical, Academia and Personal. Within each of these categories, there are many individual skills, all of which are listed in this section. Depending on your character's profession, you may not see every possible skill while reviewing your character

Weaponry Skills

In general, Weaponry skills affect a character's ability to handle his or her weapon. As your character practices these skills (equipping and using a weapon in combat, blocking a blow, etc.), points will be added to the skill to reflect your training. At their best, all skills reach a maximum of 100 points.

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.
Pole & Staff: The mastery of any pole & staff, such as the 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, darts, potions and weapons that are thrown accidently.
Sling: The ability to use any weapon which consists of a leather strap and two cords which, when whirled and released, hurls stones and other like objects 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 opponents blow while fighting or parrying.
Hands & Feet: The talent of using one's hands and feet as lethal weapons to strike and hopefully kill and opponent.

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Appendix C: Character Skills

Physical Skills

Physical skills generally affect a character's ability to do things which require talents of the body or voice. For instance, a character skilled in Scout will keenly perceive a piece of straw that looks out of place in a giant hay pile. The unskilled scouting character, on the other hand, will blindly walk down the hall, oblivious to the giant red sign that says, "Secret Door Here!" As with most skills, Physical skills grow stronger as your characters practice them. Physical skills reach a maximum of 100 points

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 enchanted musical instruments and bringing forth from them different magical spells.

Oratory: The vocal discipline required to properly recite a magical spell in combat. Without good oratory, spells meant for 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 that allows characters to hide themselves from their opponents. For the Ninja and Monk, proficiency in Ninjutsu helps to lower their armor class rating.

Swimming: A measurement of your character's ability to swim across deep water. Characters with fewer than 10 skill points may drown from entering deep water.

Climbing: The knack of taking falls, climbing into pits, and scaling the sides of walls without taking damage.

Le Web Abandonware

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Appendix C: Character Skills

Academia Skills

Academia skills affect a character's ability to learn and understand matters intellectual. These skills also affect the magic users' ability to learn and understand spells. While Academia skills may eventually increase automatically, magical study skills must be advanced manually be adding skill points whenever a character gains a level; these are *studied* skills, not practiced. Without study, the magician will never learn spells beyond the basic. As with all the skills, the highest amount a particular skill can reach is 100 points.

Artifacts: The ability to effectively use and invoke magical items depends on this skill. Without a developed Artifact skill, there is a chance the item's power will fizzle or backfire. This skill also affects a character's ability to successfully assay an item to determine its intricacies.

Mythology: The ability to recognize, while in combat, the true identities 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: The pursuit of the 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 by the Mage and those who follow him to learn Mage spells.

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

Mapping: The ability to transcribe an accurate record of the party's adventure. The higher the skill, the more detail (door, stairs, trees, gates, etc.) included. This skill requires a mapping kit to be effective.

Diplomacy: The art of negotiation and creation of mutual pacts and trust between the party and another group. Allows the negotiator to truce well and form alliances with NPCs.



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Appendix C: Character Skills

Personal Skills

Lost Guardia is a world unlike any your characters have ever known. Although they come prepared with a great selection of skills, there are still some things they might pick up along the way.

Firearms: The use of small firearms, like muskets. This skill determines your character's ability to load and accurately fire such a weapon.

Reflextion: The ability to take small jumps so quickly - faster than the eye - that a double image is created. This skill's most effective use is in a character's ability to avoid an attack. The "after image" is usually the target.

Snake Speed: Allows characters to move with lightning reflexes, increasing speed in all aspects where it is a factor.

Eagle Eye: The ability to target a creature with a weapon or spell and strike with an amazing degree of accuracy.

Power Strike: An ability to strike a blow that does maximum damage - and sometimes yields more than that!

Mind Control: Those adept in this skill can master control of their own minds. This extra willpower helps them to fend off sleep or Psionic spells and to retain control of their own mind.



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As you play *Crusaders of the Dark Savant* and read its manual, you may think of ways we can improve our products. If you do, we want to hear from you. It's no secret that we're out to beat the fur leggings off other computer games, and with your help and ideas we can. Send your comments, compliments, criticisms and suggestions to:

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P.O. Box 245, Ogdensburg, NY 13669

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Appendix E: Hints & Tips

1. **Where's the Start New Game option?** Before you can start a new game, you need to create a party in the Character Menu. Once you have created six characters, return to the Main Menu. There, use the Add Member option. Once you have added at least one character to the party, the Start New Game option will appear.
2. **To new Wizardry players, Dracons and Bards** are valuable in combat (they're good for experienced players, too). A Dracon's breath attack is highly consistent, and typically scores damage to opponents. By creating a Dracon magic user or thief, the character will not become "inactive" in the middle of combat - after casting spells, the Dracon may have enough stamina left for a breath attack. The Bard, on the other hand, carries an instrument that provides endless Sleep spells! Needless to say, such an item makes combat much easier.
3. **Diplomacy is everything. Well, almost.** When you meet up with a group of NPCs, cast a Charm spell, if you have one. Then, try negotiations. The better a character's diplomacy, the better negotiations may go. Additionally, remember that it might not be in your best interest to talk with every NPC in the village. If word gets back to your other friends, why, what would they think?
4. **Be careful who you expose yourself to.** When you offer to trade Lore with another party by selecting the Lore option, you may learn all they know about the area and their quest. However, you tell them everything you know in return!
5. **Good notes are important** as extra insurance. You can refer to them to see if you've missed something or to recall certain information you might need.
6. **If you're relatively safe** in an encounter, let as many characters as possible rest to regain some stamina.
7. **Spells that incapacitate monsters (such as Sleep) are great to use.** While the monsters are sleeping, you can rest your characters up, too. Also, you'll get some great swings in on them.
8. **Some places on Lost Guardia seem safer to rest** than others. Monsters are more likely to find your party if they're camped out in the center of a great hall versus a small, enclosed room.
9. **Avoid killing NPCs** until you're sure they don't have something you need. Once you kill and NPC, he or she is gone for good.

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10. **When you encounter a new monster,** don't hold back, and don't assume it's easy to kill. Later, when you know what spells work on it and what it can do to you, you can relax a little.
11. **Be thorough.** Read messages carefully. You never know where you might be able to find or use something.
12. **If you're dealing with more than one group,** you may want to kill off groups with single monsters first. In this way, the tough monsters with lots of spells can't retreat to the rear out of your fighters' range. Sometimes, however, the reverse may be desirable.
13. **Have fun.** Even when the going gets tough, and you feel hopelessly stuck. There is a way out. Check all the walls around you. Remember messages you've read or check your notes. Or call us Monday to Friday, 4 p.m. to 8 p.m. and weekends, 12 noon to 6 p.m. We'll get you out.

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