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| **ULTIMATE ETERNAL NOTE: THE ONLY THING THAT IS FOREVERMORE NEEDED IS ONLY YAHWEH, BUT ALL THESE GAMES SERVES AS THE POSSIBLE CANDIDATES OF THE GREAT JEALOUS IMMUTABLE YAHWEH OF EXODUS 3:14, THE IMMUTABLE GREAT I AM WHO I AM OMNI-MILITARY LORDLY DOING AS HE GODDAMN-WELL PLEASES!!!! BUT YOU OMNI-MILITARY LORDLY SWEAR THAT THESE THINGS IN RPG GAMES ARE ONLY FICTIONAL AND NEVER REAL AND FOR THE MOST PART IS TRUTHFUL, BUT IF YAHWEH CHOOSES TO BE IN IT AND/OR YAHWEH CHOOSES TO EMPOWERMENT IT, IT IS WHAT IT IS, AS REAL, ACTIVE & ALIVE, AS THE IMMUTABLE YAHWEH GODDAMN-WELL PLEASES!!! BUT ALSO, YOU OMNI-MILITARY LORDLY SWEAR IN SAYING THAT SOMETHING MUST BE AUTHORIZED, OR SOMETHING EMPOWERED, OR THE GOLDEN RULE, OR SOMETHING HAS TO BE EARNED OR BE ETERNALLY ESTABLISHED, BUT WITHOUT YAHWEH THESE OMNI-MILITARY LORDLY THINGS ARE ALL FOREVERMORE ETERNAL BULLSHIT!!! REMEMBER IN THE ULTIMATE BEGINNING OF ALL INFINITE OMNI-MILITARY LORDLY THINGS, IS ONLY YAHWEH STEPHEN (YAHWEH ELYON), OR SIMPLY ONLY YAHWEH FOR THE OMNI-MILITARY LORDLY LEGAL STATUSES & IN THE ULTIMATE BEGINNING OF ALL INFINITE OMNI-MILITARY LORDLY THINGS IS ONLY YAH STEVE, OR SIMPLY ONLY YAH FOR THE OMNI-MILITARY LORDLY STATUSES, BUT ALSO REMEMBER IN THE ULTIMATE ENDING OF ALL INFINITE OMNI-MILITARY LORDLY THINGS, IS ONLY STEPHEN YAHWEH (ELYON YAHWEH), OR SIMPLY ONLY STEPHEN FOR THE OMNI-MILITARY LORDLY LEGAL STATUSES & IN THE ULTIMATE ENDING OF ALL INFINITE OMNI-MILITARY LORDLY THINGS IS ONLY STEVE YAH, OR SIMPLY ONLY STEVE (THE TOP-SECRET MEANING IS STAVE AS THE ULTIMATE OMNI-MILITARY LORDLY ROD FOR THE ULTIMATE OMNI-MILITARY LORDLY DICK, ULTIMATE OMNI-MILITARY LORDLY SCEPTER FOR THE ULTIMATE OMNI-MILITARY LORDLY KINGDOM, ULTIMATE OMNI-MILITARY LORDLY WAND FOR THE ULTIMATE OMNI-MILITARY LORDLY ASS & ULTIMATE OMNI-MILITARY LORDLY STAFF FOR THE ULTIMATE OMNI-MILITARY LORDLY PUSSY BY THE ONLY IMMUTABLE YAHWEH’S OMNI-LORDLY ETERNAL EMPOWERMENT AS THE GREAT JEALOUS IMMUTABLE YAHWEH OF EXODUS 3:14 DAMN-WELL PLEASES) FOR THE OMNI-MILITARY LORDLY STATUSES!!! IT IS NEVER YOU OR ANYONE ELSE FOREVERMORE WANTING AND DOING, BUT ONLY YAHWEH WANTING AND DOING!!! THIS MEANS ALL OMNI-MILITARY LORDLY THINGS ARE POSSIBLE WITH YAHWEH CONCERNING HIMSELF & ALSO ALL OMNI-MILITARY LORDLY THINGS ARE IMPOSSIBLE WITH YAHWEH CONCERNING EVIL!!! BUT REMEMBER YAHWEH IS ONLY IN ULTIMATE SOVEREIGN GODDAMN CONTROL!!! BUT YOU OMNI-MILITARY LORDLY SWEAR & OMNI-MILITARY LORDLY SAY, OBEY THE GODDAMN OMNI-MILITARY LORDLY RULES, BUT YOU BETTER ONLY OBEY YAHWEH, AND FUCK THE GODDAMN OMNI-MILITARY LORDLY RULES!!!** |

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| **THE ULTIMATE WIZARDRY V HEART OF THE MAELSTROM LISTS**   * [**1PRIEST SPELLS**](https://strategywiki.org/wiki/Wizardry:_Proving_Grounds_of_the_Mad_Overlord/Spells#Priest_Spells) * [**2MAGE SPELLS**](https://strategywiki.org/wiki/Wizardry:_Proving_Grounds_of_the_Mad_Overlord/Spells#Mage_Spells)   + [**2.1HAMAN AND MAHAMAN**](https://strategywiki.org/wiki/Wizardry:_Proving_Grounds_of_the_Mad_Overlord/Spells#HAMAN_and_MAHAMAN) * **LEGEND:**   + **HEALING: SPELL THAT CAN BE CAST AT ANY TIME.**   + **FIELD: SPELL THAT CAN BE CAST ONLY OUTSIDE COMBAT.**   + **SUPPORT: COMBAT SPELL THAT TARGETS ALLIES.**   + **DISABLE: COMBAT SPELL THAT TARGETS ENEMIES AND HAS EFFECTS DIFFERENT THAN JUST DAMAGE.**   + **ATTACK: COMBAT SPELL THAT TARGETS ENEMIES AND SIMPLY DEALS DAMAGE.**   **PRIEST SPELLS**  **PRIEST SPELLS CAN BE USED BY THE PRIEST (NES: "CLERIC"), AS WELL AS THE BISHOP (NES: "WIZARD") AND THE LORD.**   | **L** | **NAME** | **TRANSLATION** | **TYPE** | **TARGET** | **DESCRIPTION** | | --- | --- | --- | --- | --- | --- | | **1** | **BADIOS** | **HARM** | **ATTACK** | **ONE MONSTER** | **CAUSES 1D8 (1-8) POINTS OF DAMAGE TO A MONSTER** | | **1** | **DIOS** | **HEAL** | **HEALING** | **ONE CHARACTER** | **RESTORES 1D8 (1-8) HIT POINTS TO A PARTY MEMBER** | | **1** | **KALKI** | **BLESSINGS** | **SUPPORT** | **PARTY** | **REDUCES THE ARMOR CLASS OF ALL PARTY MEMBERS BY 1 FOR THE DURATION OF THE COMBAT** | | **1** | **MILWA** | **LIGHT** | **FIELD/SUPPORT** | **PARTY** | **SUMMONS A SOFTLY GLOWING LIGHT THAT INCREASES VISION AND REVEALS SECRET DOORS** | | **1** | **PORFIC** | **SHIELD** | **SUPPORT** | **CASTER** | **REDUCES THE ARMOR CLASS OF THE CASTER BY 4 FOR THE DURATION OF THE COMBAT** | | **¤ LEVEL 2 ¤** | | | | | | | **2** | **CALFO** | **X-RAY VISION** | **FIELD** | **CASTER** | **DETERMINES THE TYPE OF TRAP ON A CHEST WITH 95% ACCURACY** | | **2** | **MANIFO** | **STATUE** | **DISABLE** | **MONSTER GROUP** | **ATTEMPTS TO PARALYZE A MONSTER GROUP** | | **2** | **MATU** | **BLESSING** | **SUPPORT** | **PARTY** | **REDUCES THE ARMOR CLASS OF ALL PARTY MEMBERS BY 2 FOR THE DURATION OF THE COMBAT** | | **2** | **MONTINO** | **STILL AIR** | **DISABLE** | **MONSTER GROUP** | **ATTEMPTS TO SILENCE A MONSTER GROUP, MAKING IT IMPOSSIBLE FOR THEM TO CAST SPELLS** | | **¤ LEVEL 3 ¤** | | | | | | | **3** | **BAMATU** | **PRAYER** | **SUPPORT** | **PARTY** | **REDUCES THE ARMOR CLASS OF ALL PARTY MEMBERS BY 4 FOR THE DURATION OF THE COMBAT** | | **3** | **DIALKO** | **SOFTNESS** | **HEALING** | **ONE CHARACTER** | **CURES PARALYSIS AND SLEEP FOR A PARTY MEMBER** | | **3** | **LATUMAPIC** | **IDENTIFICATION** | **DISABLE** | **MONSTER GROUP** | **IDENTIFIES A MONSTER GROUP** | | **3** | **LOMILWA** | **MORE LIGHT** | **FIELD/SUPPORT** | **PARTY** | **MORE POWERFUL MILWA SPELL THAT LASTS FOR THE ENTIRE EXPEDITION, BUT IS TERMINATED IN DARKNESS AREAS** | | **¤ LEVEL 4 ¤** | | | | | | | **4** | **BADIAL** | **MORE HURT** | **ATTACK** | **ONE MONSTER** | **CAUSES 2D8 (2-16) POINTS OF DAMAGE TO A MONSTER** | | **4** | **DIAL** | **MORE HEAL** | **HEALING** | **ONE CHARACTER** | **RESTORES 2D8 (2-16) HIT POINTS TO A PARTY MEMBER** | | **4** | **LATUMOFIS** | **CURE POISON** | **HEALING** | **ONE CHARACTER** | **CURES POISON FOR A PARTY MEMBER** | | **4** | **MAPORFIC** | **BIG SHIELD** | **SUPPORT** | **PARTY** | **REDUCES THE ARMOR CLASS OF ALL PARTY MEMBERS BY 2 FOR THE ENTIRE EXPEDITION** | | **¤ LEVEL 5 ¤** | | | | | | | **5** | **BADI** | **DEATH** | **ATTACK** | **ONE MONSTER** | **ATTEMPTS TO KILL A MONSTER** | | **5** | **BADIALMA** | **GREAT HURT** | **ATTACK** | **ONE MONSTER** | **CAUSES 3D8 (3-24) POINTS OF DAMAGE TO A MONSTER** | | **5** | **DI** | **LIFE** | **HEALING/FIELD** | **ONE CHARACTER** | **ATTEMPTS TO RESURRECT A DEAD PARTY MEMBER; IF IT WORKS, THE DEAD CHARACTER IS REVIVED WITH ONLY 1 HIT POINT AND DECREASED VITALITY; IF IT FAILS, THE DEAD CHARACTER IS TURNED TO ASHES** | | **5** | **DIALMA** | **GREAT HEAL** | **HEALING** | **ONE CHARACTER** | **RESTORES 3D8 (3-24) HIT POINTS TO A PARTY MEMBER** | | **5** | **KANDI** | **LOCATE SOUL** | **FIELD** | **CASTER** | **IDENTIFIES THE LOCATION OF MISSING/DEAD PARTY MEMBERS IN THE DUNGEON** | | **5** | **LITOKAN** | **FLAME TOWER** | **ATTACK** | **MONSTER GROUP** | **CAUSES 3D8 (3-24) POINTS OF FIRE DAMAGE TO A MONSTER GROUP** | | **¤ LEVEL 6 ¤** | | | | | | | **6** | **LOKTOFEIT** | **RECALL** | **FIELD** | **PARTY** | **CAUSES ALL PARTY MEMBERS TO BE TRANSPORTED BACK TO TOWN, MINUS ALL OF THEIR EQUIPMENT AND MOST OF THEIR GOLD** | | **6** | **LORTO** | **BLADES** | **ATTACK** | **MONSTER GROUP** | **CAUSES 6D6 (6-36) POINTS OF DAMAGE TO A MONSTER GROUP** | | **6** | **MABADI** | **HARMING** | **ATTACK** | **ONE MONSTER** | **CAUSES ALL BUT 1D8 (1-8) HIT POINTS TO BE REMOVED FROM A MONSTER** | | **6** | **MADI** | **HEALING** | **HEALING** | **ONE CHARACTER** | **RESTORES ALL HIT POINTS AND CURES ALL CONDITIONS EXCEPT DEATH FOR A PARTY MEMBER** | | **¤ LEVEL 7 ¤** | | | | | | | **7** | **KADORTO** | **RESURRECTION** | **HEALING/FIELD** | **ONE CHARACTER** | **ATTEMPTS TO RESURRECT A DEAD PARTY MEMBER, EVEN IF THE DEAD CHARACTER HAS BEEN TURNED TO ASHES; IF IT WORKS, THE DEAD CHARACTER IS REVIVED WITH ALL HIT POINTS; IF IT FAILS, THE DEAD CHARACTER IS PERMANENTLY LOST** | | **7** | **MALIKTO** | **WORD OF DEATH** | **ATTACK** | **ALL MONSTERS** | **CAUSES 12D6 (12-72) POINTS OF DAMAGE TO ALL MONSTERS** |   **MAGE SPELLS**  **MAGE SPELLS CAN BE USED BY THE MAGE, AS WELL AS THE BISHOP (NES: "WIZARD") AND THE SAMURAI.**   | **L** | **NAME** | **TRANSLATION** | **TYPE** | **TARGET** | **DESCRIPTION** | | --- | --- | --- | --- | --- | --- | | **1** | **DUMAPIC** | **CLARITY** | **FIELD** | **CASTER** | **IDENTIFIES THE LOCATION OF THE PARTY IN THE DUNGEON** | | **1** | **HALITO** | **LITTLE FIRE** | **ATTACK** | **ONE MONSTER** | **CAUSES 1D8 (1-8) POINTS OF FIRE DAMAGE TO A MONSTER** | | **1** | **KATINO** | **BAD AIR** | **DISABLE** | **MONSTER GROUP** | **ATTEMPTS TO PUT TO SLEEP A MONSTER GROUP** | | **1** | **MOGREF** | **BODY IRON** | **SUPPORT** | **CASTER** | **REDUCES THE ARMOR CLASS OF THE CASTER BY 2 FOR THE DURATION OF THE COMBAT** | | **¤ LEVEL 2 ¤** | | | | | | | **2** | **DILTO** | **DARKNESS** | **DISABLE** | **MONSTER GROUP** | **INCREASES THE ARMOR CLASS OF A MONSTER GROUP BY 2 FOR THE DURATION OF THE COMBAT** | | **2** | **SOPIC** | **GLASS** | **SUPPORT** | **CASTER** | **REDUCES THE ARMOR CLASS OF THE CASTER BY 4 FOR THE DURATION OF THE COMBAT** | | **¤ LEVEL 3 ¤** | | | | | | | **3** | **MAHALITO** | **BIG FIRE** | **ATTACK** | **MONSTER GROUP** | **CAUSES 4D6 (4-24) POINTS OF FIRE DAMAGE TO A MONSTER GROUP** | | **3** | **MOLITO** | **SPARK STORM** | **ATTACK** | **MONSTER GROUP** | **CAUSES 3D6 (3-18) POINTS OF DAMAGE TO HALF OF A MONSTER GROUP** | | **¤ LEVEL 4 ¤** | | | | | | | **4** | **DALTO** | **BLIZZARD** | **ATTACK** | **MONSTER GROUP** | **CAUSES 6D6 (6-36) POINTS OF COLD DAMAGE TO A MONSTER GROUP** | | **4** | **LAHALITO** | **TORCH** | **ATTACK** | **MONSTER GROUP** | **CAUSES 6D6 (6-36) POINTS OF FIRE DAMAGE TO A MONSTER GROUP** | | **4** | **MORLIS** | **FEAR** | **DISABLE** | **MONSTER GROUP** | **ATTEMPTS TO FRIGHTEN AND DISPERSE A MONSTER GROUP** | | **¤ LEVEL 5 ¤** | | | | | | | **5** | **MADALTO** | **FROST** | **ATTACK** | **MONSTER GROUP** | **CAUSES 8D8 (8-64) POINTS OF COLD DAMAGE TO A MONSTER GROUP** | | **5** | **MAKANITO** | **DEADLY AIR** | **ATTACK** | **ALL MONSTERS** | **KILLS ALL MONSTERS WITH 7 OR FEWER HIT POINT DICE** | | **5** | **MAMORLIS** | **TERROR** | **DISABLE** | **ALL MONSTERS** | **ATTEMPTS TO FRIGHTEN AND DISPERSE ALL MONSTERS** | | **¤ LEVEL 6 ¤** | | | | | | | **6** | **HAMAN** | **CHANGE** | **SUPPORT/DISABLE** | **VARIABLE** | **HAS RANDOM EFFECTS; DRAINS THE CASTER ONE EXPERIENCE LEVEL (SEE "HAMAN AND MAHAMAN" SECTION BELOW)** | | **6** | **LAKANITO** | **SUFFOCATION** | **ATTACK** | **MONSTER GROUP** | **KILLS A MONSTER GROUP; MAY BE RESISTED AT RATE OF 6% PER MONSTER HIT POINT DIE** | | **6** | **MASOPIC** | **BIG GLASS** | **SUPPORT** | **PARTY** | **REDUCES THE ARMOR CLASS OF ALL PARTY MEMBERS BY 4 FOR THE DURATION OF THE COMBAT** | | **6** | **ZILWAN** | **DISPEL** | **ATTACK** | **ONE MONSTER** | **KILLS AN UNDEAD MONSTER** | | **¤ LEVEL 7 ¤** | | | | | | | **7** | **MAHAMAN** | **GREAT CHANGE** | **SUPPORT/DISABLE** | **VARIABLE** | **HAS RANDOM EFFECTS WITH MORE OPTIONS THAN HAMAN; DRAINS THE CASTER ONE EXPERIENCE LEVEL AND IS FORGOTTEN WHEN CAST (SEE "HAMAN AND MAHAMAN" SECTION BELOW)** | | **7** | **MALOR** | **APPORT** | **FIELD/SUPPORT** | **PARTY** | **TELEPORTS THE PARTY TO A RANDOM LOCATION IN THE CURRENT DUNGEON LEVEL WHEN USED IN COMBAT; TELEPORTS THE PARTY TO A SELECTED DUNGEON LEVEL AND LOCATION WHEN USED IN CAMP; IF A PARTY TELEPORTS INTO STONE IT IS LOST FOREVER, SO THE SPELL IS BEST USED IN CONJUNCTION WITH DUMAPIC** | | **7** | **TILTOWAIT** | **EXPLOSION** | **ATTACK** | **ALL MONSTERS** | **CAUSES 10D15 (10-150) POINTS OF DAMAGE TO ALL MONSTERS** |   **HAMAN AND MAHAMAN**  **THESE SPELLS CAN ONLY BE CAST BY A CHARACTER WHOSE LEVEL IS 13 OR HIGHER. THE CASTER APPEALS TO THE GODS FOR HELP, CONSUMING 1 EXPERIENCE LEVEL. IF THE GODS RESPOND, ONE OF MANY THINGS CAN HAPPEN:**   * **TARGET THE PARTY:**   + **AUGMENTED MAGIC: SPELLS CAST BY THE PARTY WILL CAUSE (OR HEAL) MORE DAMAGE.**   + **CURE PARTY: CURES ALL PARTY MEMBERS OF ALL CONDITIONS.**   + **HEAL PARTY: MADI IS CAST ON ALL PARTY MEMBERS.**   + **PROTECT PARTY (MAHAMAN ONLY): REDUCES THE ARMOR CLASS OF ALL PARTY MEMBERS BY 20 FOR THE DURATION OF THE COMBAT.**   + **RAISE THE DEAD (MAHAMAN ONLY): ALL DEAD CHARACTERS ARE RESURRECTED WITH THE DI SPELL.** * **TARGET THE ENEMIES:**   + **SILENCE ENEMIES: ALL MONSTERS WILL BE SILENCED.**   + **TELEPORT ENEMIES: ALL MONSTERS WILL BE TELEPORTED AWAY FROM BATTLE.**  **WEAPONS**  | **WEAPON** | **COST** | **DAMAGE** | **SPECIAL** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **DAGGER** | **5** | **2.5 ± 1.5** | **-** | **F** | **-** | **T** | **M** | **-** | **S** | **L** | **N** | | **STAFF** | **10** | **3 ± 2** | **-** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | **SHORT SWORD** | **15** | **3.5 ± 2.5** | **-** | **F** | **-** | **T** | **-** | **-** | **S** | **L** | **N** | | **LONG SWORD** | **25** | **4.5 ± 3.5** | **-** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **ANOINTED MACE** | **30** | **4 ± 2** | **-** | **F** | **P** | **-** | **-** | **B** | **S** | **L** | **N** | | **ANOINTED FLAIL** | **150** | **4 ± 3** | **-** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **STAFF +2 / STUDLY STAFF** | **2500** | **4.5 ± 1.5** | **-** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | **STAFF OF MOGREF / ROD OF IRON** | **3000** | **3.5 ± 2.5** | **CASTS MOGREF** | **-** | **-** | **-** | **M** | **B** | **-** | **-** | **-** | | **SHORT SWORD +2 / EPEE**[**[1]**](https://strategywiki.org/wiki/Wizardry:_Proving_Grounds_of_the_Mad_Overlord/Items#cite_note-1)**OF EXELENCE** | **4000** | **5.5 ± 2.5** | **-** | **F** | **-** | **T** | **-** | **-** | **S** | **L** | **N** | | **MACE +2 / MACE OF POWER** | **4000** | **6.5 ± 3.5** | **-** | **F** | **P** | **-** | **-** | **B** | **S** | **L** | **N** | | **LONG SWORD +2 / SWORD OF SLASHING** | **4000** | **7.5 ± 4.5** | **-** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **SHORT SWORD -2 / EPEE**[**[2]**](https://strategywiki.org/wiki/Wizardry:_Proving_Grounds_of_the_Mad_Overlord/Items#cite_note-2)**OF DISASTER** | **8000** | **3.5 ± 2.5** | **-** | **F** | **-** | **T** | **-** | **-** | **S** | **L** | **N** | | **DAGGER +2 / DAGGER OF SLICING** | **8000** | **4.5 ± 1.5** | **-** | **F** | **-** | **T** | **M** | **-** | **S** | **L** | **N** | | **MACE PRO POISON / MACE OF SNAKES** | **10000** | **4.5 ± 3.5** | **PROT: INSECT; RES: POISON** | **F** | **P** | **-** | **-** | **B** | **S** | **L** | **N** | | **MAGE MASHER** | **10000** | **4.5 ± 2.5** | **PROT: MAGE** | **F** | **-** | **T** | **-** | **-** | **S** | **L** | **N** | | **LONG SWORD +1 / SWORD OF SLICING** | **10000** | **5.5 ± 3.5** | **-** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **WERE SLAYER** | **10000** | **6.5 ± 4.5** | **PROT AND VS: WERE** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **DRAGON SLAYER** | **10000** | **6.5 ± 4.5** | **PROT AND VS: DRAGON** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **MACE +1 / MACE OF POUNDING** | **12500** | **6 ± 3** | **-** | **F** | **P** | **-** | **-** | **B** | **S** | **L** | **N** | | **STAFF/MONTINO / ROD OF SILENCE** | **15000** | **4 ± 2** | **CASTS MONTINO** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | **SHORT SWORD +1 / BLADE OF BITTING** | **15000** | **4.5 ± 2.5** | **-** | **F** | **-** | **T** | **-** | **-** | **S** | **L** | **N** | | **BLADE CUSINART'** | **15000** | **11 ± 1** | **-** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **DAGGER OF SPEED** | **30000** | **2.5 ± 1.5** | **AC: 3** | **-** | **-** | **-** | **M** | **-** | **-** | **-** | **N** | | **EVIL S-SWORD +3 / SOUL SLAYER** | **50000** | **3.5 ± 2.5** | **ALIG: EVIL** | **F** | **-** | **T** | **-** | **-** | **S** | **L** | **N** | | **THIEVES DAGGER** | **50000** | **3.5 ± 2.5** | **INVOKE: CLASS TO NINJA** | **-** | **-** | **T** | **-** | **-** | **-** | **-** | **N** | | **EVIL SWORD +3 / SABER OF EVIL** | **50000** | **8.5 ± 4.5** | **ALIG: EVIL** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **SHURIKEN** | **50000** | **13.5 ± 2.5** | **ALIG: EVIL; RES: POISON. LVLDRAIN; INVOKING: HP+1.** | **-** | **-** | **-** | **-** | **-** | **-** | **-** | **N** | | **MURAMASA BLADE** | **1000000** | **30 ± 20** | **INVOKING: ST+1** | **-** | **-** | **-** | **-** | **-** | **S** | **-** | **-** |  1. [**↑**](https://strategywiki.org/wiki/Wizardry:_Proving_Grounds_of_the_Mad_Overlord/Items#cite_ref-1)**"EPEE" IS FRENCH FOR "SWORD"; ALL "E" PRONOUNCED AS IN ELEPHANT.** 2. [**↑**](https://strategywiki.org/wiki/Wizardry:_Proving_Grounds_of_the_Mad_Overlord/Items#cite_ref-2)**"EPEE" IS FRENCH FOR "SWORD"; ALL "E" PRONOUNCED AS IN ELEPHANT.**  **ARMOR PARTS****BODY ARMOR**  | **ARMOR** | **COST** | **AC** | **SPECIAL** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **ROBES** | **15** | **1** | **-** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | **LEATHER ARMOR** | **50** | **2** | **-** | **F** | **P** | **T** | **-** | **B** | **S** | **L** | **N** | | **CHAIN MAIL** | **90** | **3** | **-** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **BREAST PLATE** | **200** | **4** | **-** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **PLATE MAIL** | **750** | **5** | **-** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **CHAIN MAIL +1 / SHINY CHAIN** | **1500** | **4** | **-** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **LEATHER +1 / PADDED LEATHER** | **1500** | **3** | **-** | **F** | **P** | **T** | **-** | **B** | **S** | **L** | **N** | | **PLATE MAIL +1 / STURDY PLATE** | **1500** | **6** | **-** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **BREAST PLATE +1 / BODY ARMOR** | **1500** | **5** | **-** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **LEATHER +2 / TREATED LEATHER** | **6000** | **4** | **-** | **F** | **P** | **T** | **-** | **B** | **S** | **L** | **N** | | **CHAIN +2 / ELVEN CHAIN** | **6000** | **5** | **-** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **PLATE MAIL +2 / 1ST CLASS PLATE** | **6000** | **7** | **-** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **EVIL CHAIN +2 / CHAIN OF EVIL** | **8000** | **5** | **ALIG: EVIL** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **NEUT P-MAIL +2 / NEUTRAL PLATE** | **8000** | **7** | **ALIG: NEUTRAL** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **BREAST PLATE +2 / B-PLATE OF BOONS** | **10000** | **6** | **-** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **BREAST PLATE +3 / ARMOR OF HEROES** | **100000** | **7** | **-** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **CHAIN PRO FIRE / ARMOR OF FREON** | **150000** | **6** | **-** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **EVIL PLATE +3 / ARMOR OF EVIL** | **150000** | **9** | **ALIG: EVIL** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **LORDS GARB / ARMOR OF LORDS** | **1000000** | **10** | **PROT: MYTHICAL. DRAGON; REGENERATION (1); VS: WERE. DEMON. UNDEAD** | **-** | **-** | **-** | **-** | **-** | **-** | **L** | **-** |  **SHIELDS**  | **SHIELD** | **COST** | **AC** | **SPECIAL** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **SMALL SHIELD** | **20** | **2** | **-** | **F** | **P** | **T** | **-** | **B** | **S** | **L** | **N** | | **LARGE SHIELD** | **40** | **3** | **-** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **SHIELD +1 / IRON SHIELD** | **1500** | **4** | **-** | **F** | **P** | **T** | **-** | **-** | **S** | **L** | **N** | | **SHIELD +2 / SHIELD OF SUPPORT** | **7000** | **5** | **-** | **F** | **P** | **T** | **-** | **-** | **S** | **L** | **N** | | **EVIL SHIELD +3 / SHIELD OF EVIL** | **25000** | **5** | **ALIG: EVIL** | **F** | **P** | **T** | **-** | **-** | **S** | **L** | **N** | | **SHIELD +3 / SHIELD OF DEFENSE** | **250000** | **6** | **-** | **F** | **P** | **T** | **-** | **-** | **S** | **L** | **N** |  **HELMETS**  | **HELMET** | **COST** | **AC** | **SPECIAL** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **HELM** | **100** | **1** | **-** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **HELM +1 / HELM OF HARDINESS** | **3000** | **2** | **-** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **HELM +2 (EVIL) / HELM OF EVIL** | **8000** | **3** | **ALIG: EVIL; CASTS BADIOS** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **DIADEM OF MALOR** | **25000** | **2** | **CASTS MALOR** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** |  **GAUNTLETS**  | **GAUNTLETS** | **COST** | **AC** | **SPECIAL** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **COPPER GLOVES** | **6000** | **1** | **-** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **SILVER GLOVES** | **60000** | **3** | **-** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** |  **ITEMS****RINGS AND AMULETS**  | **ITEM** | **COST** | **SPECIAL** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **JEWELED AMULET / RING OF JEWELS** | **5000** | **CASTS DUMAPIC** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | **RING OF PORFIC / RING OF SHIELDING** | **10000** | **CASTS PORFIC** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | **AMULET/MANIFO / RING OF RIGIDITY** | **15000** | **CASTS MANIFO** | **-** | **P** | **-** | **-** | **-** | **-** | **-** | **-** | | **AMULET/MAKANITO / RING OF SUFFOCATION** | **20000** | **CASTS MAKANITO** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | **ROD OF FLAME** | **25000** | **PROT: FIRE; CASTS MAHALITO** | **-** | **-** | **-** | **M** | **B** | **S** | **-** | **-** | | **RING OF HEALING** | **300000** | **REGENERATION(1)** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | **RING PRO UNDEAD / RING OF DISPELLING** | **500000** | **PROT: UNDEAD** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** |  **SCROLLS AND POTIONS**  | **ITEM** | **COST** | **EFFECT** | **CLASS** | | --- | --- | --- | --- | | **LATUMOFIS POT. / POTION OF NEUTRALIZATION** | **300** |  | **ALL** | | **DIOS POTION / POTION OF CURING** | **500** |  | **ALL** | | **SCROLL/KATINO / SCROLL OF SLEEP** | **500** |  | **ALL** | | **SCROLL/BADIOS / SCROLL OF PAIN** | **500** |  | **ALL** | | **SCROLL/HALITO / SCROLL OF FIRE** | **500** |  | **ALL** | | **POTION OF SOPIC / POTION OF GLASS** | **1500** |  | **ALL** | | **SCROLL/LOMILWA / SCROLL OF BRIGHTING** | **2500** |  | **ALL** | | **SCROLL/DILTO / SCROLL OF DARKNESS** | **2500** |  | **ALL** | | **POTION OF DIAL / POTION OF HEALING** | **5000** |  | **ALL** | | **SCROLL/BADIAL / SCROLL OF AFFLICTION** | **8000** |  | **ALL** |  **CURSED ITEMS**  | **CURSED ITEM** | **COST** | **TYPE** | **SPECIAL** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **SHORT SWORD -1 / EPEE OF DISMAY** | **1000** | **WEAPON** | **DAM: 1-6** | **F** | **-** | **T** | **-** | **-** | **S** | **L** | **N** | | **LONG SWORD -1 / SWORD OF SWISHES** | **1000** | **WEAPON** | **DAM: 1-8** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **MACE -1 / MACE OF MISFORTUNE** | **1000** | **WEAPON** | **DAM: 2-6** | **F** | **P** | **-** | **-** | **B** | **S** | **L** | **N** | | **MACE -2 / MORBID MACE** | **2500** | **WEAPON** | **DAM: 1-8** | **F** | **P** | **-** | **-** | **B** | **S** | **L** | **N** | | **STAFF -2 / BENT STAFF** | **8000** | **WEAPON** | **DAM: 1-4** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | **LEATHER -1 / ROTTEN LEATHER** | **1500** | **ARMOR** | **AC: 1** | **F** | **P** | **T** | **-** | **B** | **S** | **L** | **-** | | **CHAIN -1 / CORRODED CHAIN** | **1500** | **ARMOR** | **AC: 2** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **BREAST PLATE -1 / BROKEN B-PLATE** | **1500** | **ARMOR** | **AC: 3** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **LEATHER -2 / LEATHER OF LOSS** | **8000** | **ARMOR** | **-** | **F** | **P** | **T** | **-** | **B** | **S** | **L** | **N** | | **CURSED ROBE / ROBE OF CURSES** | **8000** | **ARMOR** | **AC: (2)** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | **CHAIN -2 / CHAIN OF CURSES** | **8000** | **ARMOR** | **AC: 1** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **BREAST PLATE -2 / DEVIL'S B-PLATE** | **8000** | **ARMOR** | **AC: 2** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **SHIELD -1 / SCREWY SHIELD** | **1500** | **SHIELD** | **AC: (1)** | **F** | **P** | **T** | **-** | **-** | **S** | **L** | **-** | | **SHIELD -2 / SHIELD OF NOTHING** | **8000** | **SHIELD** | **-** | **F** | **P** | **T** | **-** | **-** | **S** | **L** | **N** | | **CURSED HELMET / HELM OF HANGOVERS** | **50000** | **HELMET** | **AC: (2)** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **DEADLY RING** | **500000** | **MISC** | **REGENERATION (3)** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** |  **SPECIAL ITEMS**  | **SPECIAL ITEM** | **USE** | | --- | --- | | **BROKEN ITEM** | **NONE (THE ITEM YOU GET WHEN YOU USE A SCROLL OR INVOKE A SPECIAL POWER OF AN OBJECT AND THE OBJECT BREAKS)** | | **STATUETTE/BEAR** | **KEY** | | **STATUETTE/FROG** | **KEY** | | **SILVER KEY** | **KEY** | | **GOLD KEY** | **KEY** | | **BRONZE KEY** | **KEY TO ACCESS THE ROOM ON LEVEL 2** | | **BLUE RIBBON** | **ACCESS TO SECOND ELEVATOR (A-F) ON LEVEL 4.** | | **WERDNA'S AMULET** | **ALIG: EVIL; CURSED; VALUE: 999999999999; CASTS MALOR; PROT: REGENERATION(3). FIGHTER. MAGE. PRIEST. THIEF. MIDGET. GIANT. MYTHICAL. DRAGON. ANIMAL. WERE. UNDEAD. DEMON. INSECT; RES: NOELEMENTS. FIRE. COLD. POISON. LVLDRAIN. STONING. MAGIC; AC: 10; INVOKE: HEAL PARTY** |  **NOTABLE ITEM SET: EVIL**  | **ITEM** | **COST** | **DAMAGE** | **AC** | **SPECIAL** | **F** | **P** | **T** | **M** | **B** | **S** | **L** | **N** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **EVIL S-SWORD +3 / SOUL SLAYER** | **50000** | **3.5 ± 2.5** | **-** | **ALIG: EVIL** | **F** | **-** | **T** | **-** | **-** | **S** | **L** | **N** | | **EVIL SWORD +3 / SABER OF EVIL** | **50000** | **8.5 ± 4.5** | **-** | **ALIG: EVIL** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **SHURIKEN** | **50000** | **13.5 ± 2.5** | **-** | **ALIG: EVIL; RES: POISON. LVLDRAIN; INVOKING: HP+1.** | **-** | **-** | **-** | **-** | **-** | **-** | **-** | **N** | | **EVIL CHAIN +2 / CHAIN OF EVIL** | **8000** | **-** | **5** | **ALIG: EVIL** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **EVIL PLATE +3 / ARMOR OF EVIL** | **150000** | **-** | **9** | **ALIG: EVIL** | **F** | **P** | **-** | **-** | **-** | **S** | **L** | **N** | | **EVIL SHIELD +3 / SHIELD OF EVIL** | **25000** | **-** | **5** | **ALIG: EVIL** | **F** | **P** | **T** | **-** | **-** | **S** | **L** | **N** | | **HELM +2 (EVIL) / HELM OF EVIL** | **8000** | **-** | **3** | **ALIG: EVIL; CASTS BADIOS** | **F** | **-** | **-** | **-** | **-** | **S** | **L** | **N** | | **WERDNA'S AMULET** | **999999999999** | **-** | **10** | **ALIG: EVIL; CURSED; CASTS MALOR; PROT: REGENERATION(3). MIDGET. GIANT. MYTHICAL. DRAGON. ANIMAL. WERE. UNDEAD. DEMON. INSECT; RES: NOELEMENTS. FIRE. COLD. POISON. LVLDRAIN. STONING. MAGIC; INVOKE: HEAL PARTY** | **F** | **P** | **T** | **M** | **-** | **-** | **-** | **-** |  | **MONSTER NAME** | **UNIDENTIFIED** | **TYPE** | **AC** | **HP** | **DAMAGE** | **RESISTANCES** | **ABILITIES** | **EXP** | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **BUBBLY SLIME** | **SLIMES** | **ANIMAL** | **12** | **1D3+1** | **1D1** | **MAGIC** | **NONE** | **55** | | **UNDEAD KOBOLD** | **SKELETONS** | **UNDEAD** | **10** | **2D3+2** | **1D4+1** | **COLD, FIRE** | **NONE** | **230** | | **ORC** | **SMALL HUMANOIDS** | **FIGHTER** | **10** | **1D4** | **1D4** | **FIRE** | **RUN** | **235** | | **GAS CLOUD** | **GAS CLOUDS** | **ENCHANT** | **10** | **2D5+1** | **1D4** | **NONE** | **LVL 2 MAGE SPELLS, PARALYZE, RUN** | **350** | | **BUSHWACKER** | **SCRUFFY MEN** | **FIGHTER** | **8** | **3D6+1** | **1D6+1, 2D4+1** | **NONE** | **RUN** | **380** | | **KOBOLD** | **SMALL HUMANOIDS** | **FIGHTER** | **8** | **2D3+1** | **1D2+1, 1D2+1** | **COLD** | **RUN** | **415** | | **MAGE, LVL 1** | **MEN IN ROBES** | **MAGE** | **4** | **1D4+1** | **2D2** | **NONE** | **LVL 1 MAGE SPELLS, RUN** | **475** | | **PRIEST, LVL 1** | **CLERICS** | **CLERIC** | **5** | **1D8** | **1D8** | **NONE** | **LVL 1 PRIEST SPELLS, RUN** | **515** | | **CAPYBARA** | **GIANT RODENTS** | **ANIMAL** | **8** | **4D4** | **1D10** | **NONE** | **POISON, RUN** | **520** | | **ZOMBIE** | **WEIRD HUMANOIDS** | **UNDEAD** | **4** | **1D10+1** | **1D6** | **NONE** | **PARALYZE** | **520** | | **CREEPING CRUD** | **SLIMES** | **ANIMAL** | **6** | **3D4** | **1D3+1** | **COLD, MAGIC** | **POISON** | **550** | | **NINJA, LVL 1** | **KIMONOED MEN** | **FIGHTER** | **5** | **2D4+2** | **1D4, 1D4, 1D4** | **NONE** | **AUTOKILL** | **600** | | **SPIDER, HUGE** | **INSECTS** | **INSECT** | **6** | **2D8+2** | **1D6** | **NONE** | **POISON** | **600** | | **SPIDER, HUGE** | **INSECTS** | **INSECT** | **6** | **2D8+2** | **1D6+1** | **NONE** | **POISON** | **600** | | **ROGUE** | **SCRUFFY MEN** | **THIEF** | **10** | **2D5+1** | **1D4, 2D2+1** | **NONE** | **RUN** | **620** | | **MAGE, LVL 5** | **MEN IN ROBES** | **MAGE** | **7** | **5D4** | **1D4** | **NONE** | **LVL 3 MAGE SPELLS** | **620** | | **ROTTING CORPSE** | **WEIRD HUMANOIDS** | **UNDEAD** | **6** | **2D8** | **1D3, 1D3, 1D6** | **NONE** | **PARALYZE** | **680** | | **VORPAL BUNNY** | **RABBITS** | **ANIMAL** | **6** | **1D6, 1D8** | **1D6** | **COLD** | **AUTOKILL, RUN** | **735** | | **WERERAT** | **WERERATS** | **WERE** | **6** | **3D8+1** | **1D8** | **MAGIC** | **NONE** | **755** | | **COYOTE** | **MANGY DOGS** | **ANIMAL** | **8** | **4D6** | **4D4** | **PETRIFY, POISON** | **RUN** | **780** | | **MAGE, ARCH** | **MEN IN ROBES** | **MAGE** | **9** | **8D4+2** | **1D4** | **NONE** | **LVL 2 MAGE SPELLS** | **790** | | **GIANT TOAD** | **AMPHIBIANS** | **ANIMAL** | **7** | **4D5** | **1D4, 1D6, 2D4+2** | **FIRE** | **POISON, RUN** | **795** | | **SAMURAI, LVL 3** | **KIMONOED MEN** | **FIGHTER** | **5** | **3D6+4** | **1D4+1, 1D6+1, 1D4+1** | **NONE** | **LVL 1 MAGE SPELLS, RUN** | **795** | | **HIGHWAYMAN** | **MEN IN CHAIN** | **FIGHTER** | **6** | **3D4+2** | **1D2+1, 1D2+1, 1D2+1, 1D2+1** | **NONE** | **AUTOKILL, RUN** | **840** | | **PRIESTESS** | **CLERICS** | **CLERIC** | **4** | **3D8+1** | **1D6+2** | **NONE** | **LVL 2 PRIEST SPELLS** | **870** | | **SHADE** | **UNSEEN ENTITY** | **UNDEAD** | **7** | **3D8+3** | **1D4+1** | **MAGIC** | **LVLDRAIN** | **875** | | **CREEPING COIN?** | **SMALL OBJECTS** | **ENCHANT** | **4** | **1D1** | **1D1** | **COLD, FIRE, PETRIFY, POISON** | **BREATH (COLD), HELP** | **920** | | **THIEF, MASTER** | **MEN IN LEATHER** | **THIEF** | **4** | **4D6** | **1D6, 1D6, 2D6** | **NONE** | **RUN** | **960** | | **SWORDSMAN** | **MEN IN ARMOR** | **FIGHTER** | **3** | **3D10** | **2D7** | **NONE** | **NONE** | **960** | | **OGRE** | **OGRES** | **FIGHTER** | **5** | **4D8+1** | **2D6** | **NONE** | **RUN** | **960** | | **SPIDER, GIANT** | **INSECTS** | **INSECT** | **4** | **4D8+4** | **2D4** | **NONE** | **POISON** | **960** | | **WEREWOLF** | **WOLVES** | **WERE** | **5** | **4D8+3** | **2D4, 2D4** | **MAGIC** | **NONE** | **975** | | **PRIEST, LVL 3** | **CLERICS** | **CLERIC** | **4** | **3D8+1** | **1D8+2** | **NONE** | **LVL 2 PRIEST SPELLS, POISON, RUN** | **990** | | **MAGE, LVL 7** | **MEN IN ROBES** | **MAGE** | **8** | **7D4** | **1D4** | **NONE** | **NONE** | **1000** | | **MAGE, LVL 7** | **MEN IN ROBES** | **MAGE** | **8** | **7D4** | **1D4** | **NONE** | **NONE** | **1000** | | **NINJA, LVL 8** | **MONKS** | **FIGHTER** | **4** | **8D4** | **2D6, 1D6** | **NONE** | **AUTOKILL** | **1020** | | **MEDUSALIZARD** | **STRANGE LIZARD** | **MYTH** | **6** | **5D8** | **1D3** | **NONE** | **PETRIFY** | **1040** | | **GRAVE MIST** | **UNSEEN ENTITY** | **UNDEAD** | **4** | **4D8** | **1D4, 1D4, 1D8** | **NONE** | **PARALYZE** | **1080** | | **ATTACK DOG** | **ANIMALS** | **ANIMAL** | **1** | **4D8** | **1D6** | **NONE** | **RUN** | **1120** | | **BORING BEETLE** | **INSECTS** | **INSECT** | **3** | **5D8** | **5D4** | **NONE** | **NONE** | **1120** | | **BISHOP** | **CLERICS** | **CLERIC** | **4** | **4D8** | **1D3, 1D3, 1D6** | **NONE** | **LVL 1 MAGE SPELLS, LVL 3 PRIEST SPELLS** | **1135** | | **THIEF, MASTER** | **MEN IN LEATHER** | **THIEF** | **3** | **6D6** | **1D8, 3D8** | **NONE** | **RUN** | **1140** | | **DAIMYO, MINOR** | **MAN IN ARMOR** | **FIGHTER** | **2** | **4D10** | **1D12** | **NONE** | **NONE** | **1200** | | **PRIEST, LVL 5** | **CLERICS** | **CLERIC** | **4** | **5D8** | **1D6+2** | **NONE** | **LVL 3 PRIEST SPELLS** | **1220** | | **THIEF, LVL 7** | **MEN IN LEATHER** | **THIEF** | **4** | **7D6** | **1D8, 3D8** | **NONE** | **RUN** | **1220** | | **GAZE HOUND** | **STRANGE ANIMALS** | **ANIMAL** | **-1** | **4D8** | **1D2** | **MAGIC** | **PARALYZE, RUN** | **1235** | | **MAGE, LVL 7** | **MEN IN ROBES** | **MAGE** | **8** | **7D4** | **1D4** | **NONE** | **LVL 4 MAGE SPELLS** | **1240** | | **SPIRIT** | **UNSEEN ENTITY** | **MYTH** | **2** | **7D3+2** | **1D4** | **MAGIC** | **LVL 3 MAGE SPELLS, POISON** | **1245** | | **DRAGON FLY** | **FLIES** | **DRAGON** | **4** | **2D8** | **1D4, 1D4, 1D6** | **FIRE** | **BREATH (FIRE)** | **1275** | | **NINJA, MASTER** | **MEN IN ROBES** | **FIGHTER** | **3** | **10D4** | **1D10+3, 1D10+3, 1D10+3** | **NONE** | **AUTOKILL** | **1280** | | **WERE BEAR** | **BEARS** | **ANIMAL** | **6** | **5D8** | **3D6+1** | **COLD, POISON** | **PARALYZE, POISON, RUN** | **1320** | | **NINJA, LVL 3** | **KIMONOED MEN** | **FIGHTER** | **3** | **3D8** | **1D4, 1D4, 1D4, 1D4, 1D4** | **NONE** | **AUTOKILL, POISON** | **1360** | | **MAGE, LVL 10** | **MEN IN ROBES** | **MAGE** | **10** | **10D4** | **1D4** | **NONE** | **LVL 5 MAGE SPELLS** | **1400** | | **WERETIGER** | **ANIMALS** | **WERE** | **4** | **5D8** | **2D6, 2D6, 1D4** | **MAGIC** | **POISON** | **1405** | | **KILLER WOLF** | **ANIMALS** | **ANIMAL** | **0** | **6D8** | **2D4, 2D4** | **NONE** | **NONE** | **1460** | | **NIGHTSTALKER** | **UNSEEN ENTITIES** | **UNDEAD** | **4** | **5D8+3** | **1D6** | **MAGIC** | **LVLDRAIN** | **1475** | | **NINJA, LVL 6** | **MEN IN BLACK** | **FIGHTER** | **6** | **6D10** | **1D6, 1D6, 1D6** | **NONE** | **NONE** | **1520** | | **WYVERN** | **STRANGE ANIMALS** | **ANIMAL** | **3** | **7D8+7** | **2D8, 1D6** | **NONE** | **POISON** | **1540** | | **HATAMOTO** | **MEN IN ROBES** | **FIGHTER** | **-1** | **12D4** | **3D8, 3D8, 3D8** | **NONE** | **AUTOKILL** | **1600** | | **NINJA, HIGH** | **MEN IN KIMONOS** | **FIGHTER** | **-1** | **12D4** | **3D8, 3D8, 3D8** | **NONE** | **AUTOKILL** | **1600** | | **THIEF** | **MEN IN ROBES** | **THIEF** | **4** | **9D6** | **1D8, 1D3, 3D8, 2D10** | **NONE** | **RUN** | **1640** | | **PRIEST, LVL 8** | **CLERICS** | **CLERIC** | **3** | **7D8** | **1D8** | **NONE** | **LVL 4 PRIEST SPELLS** | **1720** | | **TROLL** | **STRANGE ANIMAL** | **FIGHTER** | **4** | **6D8+6** | **1D4, 1D4, 1D4** | **NONE** | **NONE** | **1720** | | **OGRE LORD** | **OGRES** | **MAGE** | **4** | **8D8** | **1D12** | **NONE** | **LVL 3 MAGE SPELLS** | **1790** | | **FIGHTER, LVL 7** | **MEN IN ARMOR** | **FIGHTER** | **0** | **7D10** | **1D12, 1D12** | **NONE** | **NONE** | **1900** | | **FIGHTER, LVL 10** | **MEN IN ARMOR** | **FIGHTER** | **0** | **7D10** | **1D12, 1D12** | **NONE** | **NONE** | **1900** | | **THIEF, MASTER** | **MEN IN LEATHER** | **THIEF** | **2** | **12D6** | **1D8, 5D8** | **POISON** | **RUN** | **1935** | | **BISHOP, LVL 8** | **CLERICS** | **CLERIC** | **2** | **8D8** | **1D8+4** | **NONE** | **LVL 3 MAGE SPELLS, LVL 4 PRIEST SPELLS** | **2060** | | **DRAGON, GAS** | **DRAGONS** | **DRAGON** | **3** | **5D8** | **1D4, 1D4, 3D6** | **NONE** | **BREATH (POISON), LVL 1 MAGE SPELLS** | **2075** | | **GIANT, FIRE** | **GIANTS** | **GIANT** | **3** | **11D8+4** | **5D6** | **FIRE** | **NONE** | **2115** | | **FIGHTER, LVL 8** | **MEN IN ARMOR** | **FIGHTER** | **-1** | **8D10** | **1D12+2, 1D12+2** | **NONE** | **NONE** | **2140** | | **PRIEST, HIGH** | **CLERICS** | **CLERIC** | **3** | **8D8** | **1D8+2** | **NONE** | **LVL 5 PRIEST SPELLS** | **2160** | | **PRIEST, HIGH** | **CLERICS** | **CLERIC** | **2** | **8D8** | **1D8+4** | **NONE** | **LVL 5 PRIEST SPELLS** | **2200** | | **LIFESTEALER** | **UNSEEN ENTITIES** | **UNDEAD** | **3** | **5D8+3** | **1D4** | **MAGIC, PETRIFY, POISON** | **LVL 3 MAGE SPELLS, LVL 3 PRIEST SPELLS, LVLDRAIN** | **2240** | | **DRAGON PUPPY** | **ANIMALS** | **DRAGON** | **4** | **5D10** | **1D10** | **NONE** | **BREATH (COLD)** | **2280** | | **DAIMYO, MAJOR** | **MAN IN ARMOR** | **FIGHTER** | **0** | **7D12** | **1D10, 1D4** | **NONE** | **NONE** | **2340** | | **SAMURAI, CHAMP** | **MEN IN ARMOR** | **FIGHTER** | **2** | **5D4** | **1D12+2** | **NONE** | **LVL 1 MAGE SPELLS** | **2395** | | **WIZARD, HIGH** | **MEN IN ROBES** | **MAGE** | **4** | **12D4** | **1D4** | **FIRE** | **LVL 6 MAGE SPELLS** | **2395** | | **THIEF, LVL 4** | **MEN IN LEATHER** | **THIEF** | **10** | **4D8+3** | **1D6, 2D6** | **NONE** | **NONE** | **2395** | | **GARGOYLE** | **GARGOYLES** | **ENCHANT** | **5** | **4D8+4** | **1D3, 1D3, 1D6, 1D4** | **MAGIC** | **NONE** | **2435** | | **GORGON** | **STRANGE ANIMAL** | **MYTH** | **2** | **8D8** | **2D6** | **NONE** | **BREATH (PETRIFY)** | **2920** | | **HIGH MASTER** | **CONEHEAD** | **FIGHTER** | **-2** | **15D4** | **3D12, 3D12, 3D6** | **COLD, FIRE, MAGIC, PETRIFY, POISON** | **AUTOKILL** | **3000** | | **MAGE, ARCH** | **MEN IN ROBES** | **MAGE** | **0** | **20D4** | **1D4** | **NONE** | **LVL 6 MAGE SPELLS** | **3160** | | **BLEEB** | **STRANGE ANIMALS** | **ANIMAL** | **0** | **10D8** | **1D8+1, 1D8+1** | **COLD, FIRE, MAGIC, PETRIFY, POISON** | **HELP, RUN** | **3300** | | **PRIEST, HIGH** | **CLERICS** | **CLERIC** | **2** | **11D8** | **1D8, 1D8** | **NONE** | **LVL 6 PRIEST SPELLS** | **3300** | | **VAMPIRE** | **UNSEEN ENTITIES** | **UNDEAD** | **-1** | **11D8** | **2D8, 1D4, 1D4** | **PETRIFY, POISON** | **LVL 3 MAGE SPELLS, LVLDRAIN, PARALYZE** | **3330** | | **CHIMERA** | **STRANGE ANIMAL** | **ANIMAL** | **2** | **9D6** | **1D3, 1D3, 1D4, 1D4, 2D4, 3D4** | **FIRE** | **BREATH (FIRE)** | **3515** | | **RAVER LORD** | **MEN IN ARMOR** | **ANIMAL** | **10** | **15D10** | **3D12, 3D12** | **FIRE** | **LVL 5 MAGE SPELLS, LVL 4 PRIEST SPELLS** | **4155** | | **MURPHY'S GHOST** | **UNSEEN ENTITIES** | **UNDEAD** | **-3** | **10D10+10** | **1D1+1** | **COLD, FIRE, MAGIC, PETRIFY, POISON** | **NONE** | **4450** | | **DRAGON, FIRE** | **DRAGONS** | **DRAGON** | **-1** | **12D8** | **1D4, 1D4, 4D4** | **NONE** | **BREATH (FIRE), LVL 5 MAGE SPELLS** | **5000** | | **DEMON, LESSER** | **DEMONS** | **DEMON** | **4** | **10D8** | **2D6, 2D6, 1D3, 1D3, 1D4+4** | **NONE** | **HELP, LVL 3 MAGE SPELLS** | **5100** | | **DRAGON ZOMBIE** | **DRAGONS** | **UNDEAD** | **-2** | **12D8** | **1D8, 1D8, 3D12** | **NONE** | **BREATH (FIRE), LVL 5 MAGE SPELLS** | **5200** | | **VAMPIRE LORD** | **UNSEEN ENTITY** | **UNDEAD** | **-5** | **20D8** | **1D4** | **NONE** | **LVL 6 MAGE SPELLS, LVLDRAIN, PARALYZE** | **7320** | | **MAELIFIC** | **UNSEEN BEINGS** | **UNDEAD** | **-5** | **25D4** | **1D4, 1D0+1** | **NONE** | **LVL 7 MAGE SPELLS, LVLDRAIN, PARALYZE, POISON** | **7460** | | **FLACK** | **STRANGE ANIMALS** | **ANIMAL** | **-3** | **15D12** | **4D8+3** | **COLD, FIRE, MAGIC, PETRIFY, POISON** | **AUTOKILL, BREATH (COLD), PARALYZE, PETRIFY, POISON** | **9200** | | **W E R D N A** | **MAN IN ROBE** | **MAGE** | **-7** | **10D10+20** | **8D5, 8D5** | **COLD, FIRE, POISON** | **AUTOKILL, LVL 7 MAGE SPELLS, LVLDRAIN, PARALYZE, PETRIFY, POISON** | **15880** | | **GIANT, EARTH** | **GIANTS** | **GIANT** | **9** | **1D1+40** | **2D8, 2D8** | **MAGIC** | **NONE** | **20435** | | **GIANT, POISON** | **GIANTS** | **GIANT** | **3** | **1D1+80** | **4D10** | **NONE** | **BREATH (POISON)** | **40840** | | **GIANT, FROST** | **GIANTS** | **GIANT** | **6** | **1D8+50** | **3D10** | **COLD** | **NONE** | **40875** | | **WILL O' WISP** | **UNSEEN ENTITIES** | **ENCHANT** | **-8** | **10D8** | **2D8** | **NONE** | **NONE** | **42840** | | **DEMON, GREATER** | **DEMONS** | **DEMON** | **-3** | **11D8** | **2D12, 1D6, 1D4, 1D4, 1D4** | **NONE** | **HELP, LVL 5 MAGE SPELLS, PARALYZE, POISON** | **44090** |  **POOLING GOLD** **WHEN YOU BEGIN A NEW GAME, THE AMOUNT OF GOLD YOU START WITH IS SOMEWHAT MINUSCULE, ALLOWING YOUR CHARACTERS TO BUY ONLY THE MOST BASIC WEAPONS AND PROTECTION. THE MORE VALUABLE WARES ARE NATURALLY KEPT OUT OF REACH UNTIL YOU FIGHT MORE POWERFUL MONSTERS AND EARN MORE GOLD. HOWEVER, IF YOU WOULD LIKE TO HAVE A HEAD START WITH YOUR GOLD, YOU CAN CREATE FIVE DUMMY CHARACTERS. CREATE A PARTY WITH ONE CHARACTER YOU INTEND TO KEEP AND THE FIVE DUMMY CHARACTERS. ENTER A CAMP AND HAVE EACH DUMMY CHARACTER POOL THEIR STARTING GOLD WITH THE REAL CHARACTER. THEN DELETE THE DUMMY CHARACTERS AND REPEAT THIS PROCESS UNTIL THE CHARACTER YOU KEEP HAS AMASSED ENOUGH GOLD FOR YOUR PURPOSES.** **BISHOP IDENTIFY BUG** **THERE IS A BUG IN THE GAME THAT ALLOWS PLAYERS TO USE THEIR IDENTIFY ABILITY TO CAUSE VERY UNUSUAL AND LUCRATIVE EVENTS. NORMALLY, THE BISHOP IS PERMITTED TO IDENTIFY ANY OF THE ITEMS IN HIS INVENTORY, WHICH HAS A MAXIMUM CAPACITY OF EIGHT ITEMS. WHEN ASKED WHAT ITEM YOU WOULD LIKE TO IDENTIFY, NORMALLY YOU WOULD PRESS A NUMBER FROM 1 TO 8. HOWEVER, THERE ARE A FEW OTHER INPUT OPTIONS THAT HAVE UNEXPECTED RESULTS.**   * **9: IF YOU ATTEMPT TO IDENTIFY ITEM #9, YOU WILL AWARD YOURSELF WITH 100,000,000 EXPERIENCE POINTS.** * **S: IF YOU PRESS THE S KEY INSTEAD OF A NUMBER, YOU WILL AWARD THE PLAYER BELOW THE BISHOP IN YOUR PARTY MEMBER LIST 100,000,000 EXPERIENCE POINTS.** * **J: IF YOU PRESS THE J KEY INSTEAD OF A NUMBER, YOU WILL AWARD THE PLAYER BELOW THE BISHOP IN YOUR PARTY MEMBER LIST 100,000,000 PIECES OF GOLD.**  **APPLE IIE: INFINITE LEVEL GAIN** **THE APPLE IIE VERSION OF THE GAME HAS A SPECIFIC BUG THAT PERMITS PLAYERS TO EARN INFINITE INCREASES IN LEVEL SIMPLY BY INSERTING A BLANK DISK IN THE DISK DRIVE WHEN YOU REST AT AN INN. THE FIRST FEW LEVELS ARE ACCUMULATED VERY QUICKLY, AND SLOWS OFF AS THE LEVELS INCREASE.** **PROCESS** **IN ORDER TO BEAT THE GAME, YOU MUST DEFEAT THE EVIL WIZARD WERDNA IN COMBAT, AND RETRIEVE THE AMULET HE STOLE. WERDNA RESIDES ON THE TENTH FLOOR, THE LOWEST LEVEL OF THE DUNGEON MAZE. ASIDE FROM GAINING ENOUGH EXPERIENCE TO REACH CLASS LEVELS THAT ACTUALLY PERMIT YOU TO SURVIVE THE TRIP TO THE TENTH FLOOR AND SUBSEQUENTLY THE FINAL BATTLE THAT TAKES PLACE THERE, THERE IS VERY LITTLE ELSE THAT YOU ACTUALLY *HAVE* TO DO. THERE ARE, HOWEVER, A FEW ITEMS THAT YOU SHOULD COLLECT, RELATIVELY EARLY ON, IN ORDER TO ACCESS DEEPER LEVELS OF THE DUNGEON MORE EASILY.**   * **YOU MUST LOCATE AND OBTAIN THE BRONZE AND SILVER KEYS ON THE FIRST FLOOR. THESE OPEN LOCKED DOORS THAT ARE FOUND ON THE SECOND FLOOR. (IN THE NES VERSION, THERE IS AN ADDITIONAL GOLD KEY THAT YOU MUST COLLECT ON THE SECOND FLOOR IN ORDER TO OPEN A DOOR ON THE FIRST FLOOR.)** * **THERE ARE TWO STATUES LOCATED ON THE SECOND FLOOR. HOWEVER, ONLY ONE STATUE IS REQUIRED IN ORDER TO ACCESS A DOOR FOUND ON THE FOURTH FLOOR. THE OTHER IS NOT NEEDED.** * **YOU MUST ENGAGE IN A PARTICULAR FIGHT AND SUCCEED IN ORDER TO ACCESS THE PATH THAT LEADS TO THE BLUE RIBBON. THIS ITEM WILL AUTHORIZE YOU TO USE THE SECOND ELEVATOR THAT LEADS TO MUCH DEEPER LEVELS OF THE DUNGEON WITHOUT THE NEED TO GO FROM STAIRCASE TO STAIRCASE.**  **THE MAZE** **WHILE THE CASTLE AND THE EDGE OF TOWN ALLOW YOU TO MAINTAIN YOUR CHARACTERS AND THE PARTY THAT THEY ARE IN, THE MAZE IS WHERE THE MAJORITY OF THE GAME ACTUALLY TAKES PLACE. IT IS IN THE MAZE WHERE YOU WILL EXPLORE, ENGAGE IN COMBAT WITH MONSTERS, AND OBTAIN EXPERIENCE AND TREASURE THAT PERMIT YOUR CHARACTERS TO GROW IN POWER.**  **YOU *MUST* HAVE AN ASSEMBLED PARTY OF PLAYERS READY TO GO BEFORE YOU CAN ENTER THE MAZE. THIS IS EXPLAINED ABOVE IN GILGAMESH'S TAVERN. ONCE YOUR PARTY HAS BEEN CREATED AND YOU CHOOSE THE ENTER THE MAZE, YOU WILL BEGIN IN A CAMP.** **CAMPING** **CAMPING IS SOMETHING IS ALWAYS DONE JUST BEFORE YOU ENTER THE MAZE, AND CAN BE DONE AT VIRTUALLY ANY TIME YOU ARE NOT ENGAGED IN COMBAT. WHILE CAMPING, YOU HAVE SEVERAL OPTIONS, INCLUDING INSPECTING YOUR CHARACTERS (PRESS THE NUMBER OF THE ASSOCIATED CHARACTER), REORDER THE PARTY, EQUIP YOUR PARTY, AND LEAVE THE CAMP TO EXPLORE THE MAZE.**  **INSPECTING CHARACTER**  **INSPECTING A CHARACTER IN A CAMP IS A LOT LIKE INSPECTING A CHARACTER IN THE TRAINING GROUNDS; YOU CAN SEE ALL THE VITAL INFORMATION ABOUT THE CHARACTER. HOWEVER, IN A CAMP, YOU HAVE SEVERAL MORE OPTIONS. YOU MAY READ YOUR SPELL BOOKS TO LEARN WHICH SPELLS ARE AVAILABLE TO YOU DURING THE EXPEDITION, AND CAST A SPELL BY TYPING OUT THE NAME OF THE SPELL YOU WOULD LIKE TO CAST (OR SELECTING IT FROM A MENU). YOU MAY USE AN ITEM, EQUIP DIFFERENT ITEMS, OR EVEN DROP ONE FROM YOUR INVENTORY. YOU CAN ALSO TRADE ITEMS, AS WELL AS GOLD, BETWEEN CHARACTERS IN YOUR PARTY. ONE EXCLUSIVE OPTION FOR BISHOPS/WIZARDS IS THE ABILITY TO IDENTIFY UNIDENTIFIED OBJECTS. IT'S NOT GUARANTEED TO WORK, ESPECIALLY IF YOUR BISHOP/WIZARD IS LOW IN EXPERIENCE, AND THERE'S A CHANCE THEY MAY CURSE THEMSELVES IF THE ITEM IS IN FACT CURSED.**  **REORDERING A PARTY**  **YOUR PARTY IS COMPOSED OF SIX SLOTS. WHILE EXPLORING THE DUNGEON, THE FIRST THREE SLOTS OCCUPY THE FRONT ROW, WHILE THE LAST THREE SLOTS OCCUPY THE BACK ROW. THIS MEANS THAT ONLY CHARACTER IN THE FIRST ROW CAN ATTACK WITH OR BE ATTACKED BY PHYSICAL MEANS. CHARACTERS IN THE BACK ROW CANNOT SWING WEAPONS AT ENEMIES, NOR CAN THEY GET HURT BY SLASHES AND BITES. HOWEVER, CHARACTERS IN THE BACK ROW CAN CAST SPELLS, AS WELL AS BE AFFECTED BY SPELLS AND OTHER SPECIAL ATTACKS THAT HAVE RANGE BEYOND THE FIRST ROW.**  **AS A RESULT, YOU SHOULD ALWAYS PLACE YOUR BEST AND MOST PROTECTED WARRIORS IN THE FRONT, AND KEEP WEAKER SPELL CASTERS IN THE BACK. WHEN REORDERING A PARTY, YOU MUST ENTER THE CURRENT NUMBER OF THE CHARACTER YOU WANT TO FILL EACH POSITION. IF A CHARACTER DIES, THEY ARE AUTOMATICALLY PLACED IN THE BACK OF THE FORMATION. THIS MEANS THAT IF A CHARACTER IN THE FRONT ROW DIES, ONE CHARACTER IN THE BACK ROW WILL BE FORCED TO TAKE HIS OR HER PLACE IN THE FRONT ROW.**  **EQUIPING THE PARTY**  **WHILE IT'S POSSIBLE TO INDIVIDUALLY EQUIP EACH CHARACTER BY INSPECTING THEM, THERE ARE TIMES WHEN IT CAN BE USEFUL TO RUN THROUGH THE EQUIPPING OF THE ENTIRE PARTY. THIS IS ESPECIALLY TRUE AFTER CREATING A PARTY OF NEW CHARACTER WHO HAVE JUST MADE THEIR FIRST VISIT TO BOLTAC'S TRADING POST. PURCHASING ITEMS IS NOT ENOUGH TO MAKE THEM EFFECTIVE; THEY MUST BE EQUIPPED BEFORE YOU GO INTO BATTLE, OR THEY WILL HAVE NO EFFECT.** **EXPLORATION** **ONCE YOU LEAVE THE SAFETY OF A CAMP, YOU WILL BE IN THE MAZE, AND BE VULNERABLE TO ANYTHING THAT THE MAZE HAS TO THROW AT YOU. THE SCREEN DISPLAYS MANY DIFFERENT PIECES OF INFORMATION WHILE YOU EXPLORE THE MAZE, INCLUDING THE RENDERING OF A THREE DIMENSIONAL VIEW OF THE MAZE IN FRONT OF YOU, AS WELL AS A LIST OF SOME OPTIONS AVAILABLE TO YOU. AS EXPLAINED ABOVE, YOU MAY ENTER A CAMP AT ANY TIME WHEN YOU ARE NOT ENGAGED IN COMBAT BY PRESSING C. YOU MAY ALSO PRESS THE O KEY AT ANY TIME TO TOGGLE THE DISPLAY SOME WINDOWS ON OR OFF IN ORDER TO MAKE THE SCREEN EASIER TO READ.**  **INSPECTING AN AREA**  **YOU MAY INSPECT YOUR CURRENT LOCATION BY PRESSING I. INSPECTING LETS YOU LOOK AROUND FOR ANY CHARACTERS WHO MAY BE DEAD, OR SIMPLY LOST, AND WERE LEFT AT THAT LOCATION. THEY DO NOT APPEAR ON THE DISPLAY, SO YOU MUST INSPECT AN AREA IN ORDER TO FIND THEM. IN ORDER TO FIND LOST CHARACTERS, YOU MUST BE CLOSE ENOUGH TO THEM THAT YOU COULD WALK TO THEM WITHOUT OPENING A DOOR. ONCE YOU FIND THEM, YOU MAY ADD THEM TO YOUR PARTY, BUT YOU MUST HAVE ENOUGH ROOM FOR THEM BEFORE YOU ARE FILLED TO THE MAXIMUM CAPACITY OF SIX CHARACTERS.**  **UPDATING YOUR STATUS**  **WHILE EXPLORING THE MAZE, YOU MAY WISH TO HAVE YOUR STATUS UPDATED. YOU CAN DO THIS BY PRESSING S. THIS WILL UPDATE THE SCREEN WITH THE LATEST INFORMATION (AND MAKE IT VISIBLE TO YOUR IF YOU PRESSED O). THE GAME DOES NOT DO THIS AUTOMATICALLY IN MANY EARLY VERSIONS OF THE GAME, SO IF YOU'VE BEEN POISONED, YOU MUST REFRESH THE DISPLAY OF YOUR STATUS IN ORDER TO SEE HOW MANY HIT POINTS A POISONED CHARACTER HAS REMAINING AFTER TAKING A NUMBER OF STEPS.**  **CHANGING MESSAGE SPEED**  **AS THE GAME REPORTS INFORMATION TO YOU, THERE IS A TYPICAL AMOUNT OF TIME THAT THE GAME WAITS BEFORE PRESENTING THE NEXT PIECE OF INFORMATION TO YOU. YOU CAN SPEED UP OR SLOW DOWN THIS TIME DELAY BY PRESSING T. YOU CAN THEN ENTER NUMBER BETWEEN THE SPECIFIED RANGE TO CHANGE THE RATE AT WHICH MESSAGES APPEAR. IF THE GAME IS RUNNING TOO SLOWLY FOR YOU, REDUCE THE NUMBER. IF THE GAME IS PRESENTING THE MESSAGES FASTER THAN YOU CAN READ, INCREASE THE NUMBER.**  **QUITTING THE GAME**  **IF YOU ARE IN A HURRY TO END YOUR GAME AND YOU CAN'T MAKE IT BACK TO THE EDGE OF TOWN IN TIME, YOU CAN PRESS THE Q KEY TO QUIT THE GAME. THIS CAUSES THE GAME TO SAVE YOUR PROGRESS. HOWEVER, WHEN YOU RETURN TO THE GAME, ALL MEMBERS OF YOUR PARTY WILL BE MARKED AS "OUT". YOU MUST THEN ENTER THE UTILITIES PAGE AND RESTART AN OUT PARTY IN ORDER TO PICK UP WHERE YOU LEFT OFF. WHILE MOST THINGS ARE REMEMBERED, THE STATUS OF CERTAIN SPELLS WHICH ARE SUPPOSED TO LAST THE DURATION OF YOUR EXPIDITION WILL BE FORGOTTEN.**  **TRACKING YOUR PROGRESS**  **MOVEMENT THROUGH THE MAZE IS DESCRIBED IN THE CONTROLS SECTION OF**[**GAMEPLAY**](https://strategywiki.org/wiki/Wizardry:_Proving_Grounds_of_the_Mad_Overlord/Gameplay)**. WITH EACH STEP FORWARD THAT YOU TAKE, A NEW EVENT OR SCENE MAY PLAY OUT, ALTHOUGH A MAJORITY OF THE SPACES IN THE GAME ARE UNEVENTFUL. WHILE YOU EXPLORE THE MAZE, IT IS *HIGHLY* RECOMMENDED THAT YOU TRACK YOUR PROGRESS FOR YOURSELF ON A SHEET OF PAPER OR GRAPH PAPER. DUE TO SOME TRAPS IN THE MAZE LIKE TELEPORT LOCATIONS, IT CAN BE INCREDIBLY EASY TO LOSE YOUR PLACE IN THE MAZE AND BECOME ETERNALLY LOST. WHEN YOU ENTER THE MAZE, YOU ARRIVE IN THE SOUTHWEST CORNER OF THE FIRST FLOOR, FACING NORTH. NOTE THAT EACH FLOOR IS EXACTLY 20 X 20 UNITS IN SIZE, AND A MAGICAL FIELD SURROUNDS THE MAZE SO THAT IF YOU ARE PERMITTED TO TRAVEL OFF ONE EDGE OF A MAP, YOU WILL ARRIVE ON THE OPPOSITE SIDE. FOR EXAMPLE, IF YOU TRAVEL SOUTH OFF THE BOTTOM OF THE MAP, YOU WILL ARRIVE ON THE NORTH SIDE OF THE SAME COLUMN.**  **MAPPING AIDS**  **EXPERIENCED EXPLORERS RELY ON CERTAIN TOOLS TO ASSIST THEM IN THEIR TRAVELS THROUGH UNCHARTED REGIONS OF THE MAZE. THE PRIEST PRAYERS OF LIGHT MILWA AND LOMILWA PERMIT YOUR PARTY TO SEE DEEPER INTO THE DUNGEON THAN YOU CAN WITHOUT THE AID OF ADDED LIGHT. THEY ALSO MAKE SECRET DOORS MORE DETECTABLE. SECRET DOORS ARE DOORS WHICH DO NOT ALWAYS APPEAR IN FRONT OF YOU WHEN YOU LOOK RIGHT AT THEM (ALTHOUGH THEY MAY APPEAR IN YOUR VIEW EVERY NOW AND THEN.) TELEPORT TRAPS MAY COMPLETELY DISORIENT YOU AND MAKE TRACKING YOUR PROGRESS MUCH MORE DIFFICULT. MAGES CAN LEND A HAND BY CASTING THE DUMAPIC SPELL. DOING SO CAUSES THE MAGE TO KNOW THE EXACT COORDINATES OF THE PARTY WITH THE MAZE, IN THE FORMAT OF NUMBER OF SQUARES EAST AND NUMBER OF SQUARES NORTH FROM THE SOUTHWEST CORNER OF THE MAZE, AND NUMBER OF FLOORS DOWN FROM THE CASTLE. IN ADDITION, YOU ARE PROVIDED WITH THE CURRENT DIRECTION YOUR PARTY IS FACING.** **COMBAT** **WHENEVER YOU EXPLORE A SECTION OF THE MAZE, THERE IS ALWAYS THE POSSIBILITY THAT YOU WILL STUMBLE UPON MONSTERS. SOME OF THESE ENCOUNTERS ARE RANDOM, SOME OF THEM ARE PREARRANGED AND ALWAYS TAKE PLACE IN THE SAME LOCATION, AND SOME LOCATIONS SIMPLY HAVE A HIGHER THAN AVERAGE LIKELIHOOD OF HAVING AN ENCOUNTER. SOME MONSTERS ARE FRIENDLY, AND YOU ARE GIVEN THE OPTION TO LEAVE THEM IN PEACE OR ATTACK THEM ANYWAY. IN SOME CASES, YOU MAY SURPRISE THE MONSTERS AND BE GIVEN A FREE CHANCE TO ATTACK BEFORE THEY CAN GATHER THEMSELVES AND DEFEND THEMSELVES. IN OTHER CASES, IT MAY BE YOU WHO GETS SURPRISED, AND MUST SUFFER THROUGH ONE ROUND OF COMBAT WITHOUT THE OPTION TO COUNTERATTACK.**  **ONCE COMBAT BEGINS, YOU ARE SHOWN A GRAPHICAL VIEW OF A MONSTER, AS WELL AS A LIST OF MONSTERS THAT YOU ARE FIGHTING AGAINST. YOU WILL NOT ALWAYS BE ABLE TO IMMEDIATELY IDENTIFY THE MONSTERS AT FIRST. SOMETIMES YOU MUST SUCCESSFULLY KILL ONE BEFORE YOU KNOW WHAT YOU'RE REALLY UP AGAINST. A HIGHER I.Q. ALLOWS YOU TO PROPERLY IDENTIFY MONSTERS QUICKER, AND THE SPELL OF LATUMAPIC WILL ALSO HELP YOU DISCERN WHICH TYPES OF MONSTERS YOU ARE FACING.**  **COMBAT PROCEEDS IN ROUNDS. AT THE START OF EACH ROUND, YOU ARE GIVEN AN OPPORTUNITY TO PROVIDE INSTRUCTIONS TO EACH OF YOUR ACTIVE (NOT PARALYZED, SLEEPING, OR DEAD) PARTY MEMBERS. AFTER ALL MEMBERS HAVE BEEN GIVEN AN INSTRUCTION, YOU MAY PRESS ENTER TO AUTHORIZE YOUR PARTY TO FIGHT, OR PRESS B TO TAKE THE INSTRUCTIONS BACK AND START THEM ALL OVER. COMBAT PROCEEDS UNTIL ALL OF ONE SIDE IS EITHER DEFEATED OR RUNS AWAY. THE FOLLOWING IS A LIST OF THE AVAILABLE INSTRUCTIONS:**   * **FIGHT: THIS OPTION IS ONLY AVAILABLE TO PARTY MEMBER WHO OCCUPY THE FIRST THREE POSITIONS AND THEREFORE ARE IN THE FRONT ROW. THIS IS A PHYSICAL ATTACK WHERE YOU SWING YOUR WEAPON AT ONE ENEMY IN A GROUP IN AN ATTEMPT TO WOUND OR KILL THEM. THIS IS THE DEFAULT SELECTION OF A PARTY MEMBER IN THE FIRST ROW (PRESS ENTER).** * **PARRY: BY CHOOSING PARRY, YOU ARE EMPHASIZING DEFENSE OVER OFFENSE. PARRYING REDUCES THE CHANCE THAT A MONSTER CAN HIT YOU. THIS IS THE DEFAULT SELECTION OF A PARTY MEMBER IN THE SECOND ROW (PRESS ENTER).** * **DISPEL: A UNIQUE OPTION FOR PRIESTS/CLERICS, AS WELL AS HIGH LEVEL BISHOPS AND LORDS, THEY CAN APPEAL TO THEIR DEITY FOR THE POWER TO TURN AWAY UNHOLY CREATURES WHO HAVE RISEN FROM THE DEAD TO ATTACK THE LIVING. THE DEGREE OF SUCCESS DEPENDS ON THE LEVEL OF THE CHARACTER PERFORMING THE ACTION, AS WELL AS THE STRENGTH OF THE MONSTER. NOTE THAT MONSTER WHO ARE DISPELLED DON'T PROVIDE THE PARTY WITH EXPERIENCE POINTS.** * **SPELL: UPON CHOOSING THIS OPTION, YOU ARE ASKED WHICH SPELL YOU WANT TO CAST. IF YOU ARE PLAYING A COMPUTER VERSION, YOU MUST TYPE THE NAME OF THE SPELL YOU WISH TO CAST, OR AT LEAST ENOUGH LETTERS OF THE SPELL TO DISTINGUISH IT FROM ANY OTHER SPELL YOU MAY BE CASTING. YOU WILL THEN BE ASKED WHO THE SPELL SHOULD TARGET IF MORE INFORMATION IS REQUIRED.** * **USE: YOU CAN CHOOSE TO USE AN ITEM IN THE MIDDLE OF BATTLE, LIKE A POTION OF HEALING, OR A MAGICAL SCROLL. YOU CAN EVEN USE CERTAIN WEAPONS OR ARMORS IN BATTLE TO DETERMINE IF THEY HAVE SPECIAL PROPERTIES THAT PRODUCE MAGIC EFFECTS.** * **RUN: A GOOD OPTION TO CHOOSE IF YOU FEEL THE ODDS ARE NOT IN YOUR FAVOR, RUNNING AWAY ISN'T ALWAYS GUARANTEED TO WORK. IF YOU SUCCEED, YOU WILL ESCAPE COMBAT AND FIND YOURSELF IN SOME OTHER PORTION OF THE MAZE. IF YOU DON'T, THE MONSTERS WILL ATTACK YOU FOR ONE MORE ROUND BEFORE YOU CAN TRY AGAIN.**   **IF YOU SUCCEED IN DEFEATING MONSTERS, THE SURVIVING MEMBERS OF YOUR PARTY ARE AWARDED WITH EXPERIENCE POINTS. NOTE THAT OBTAINING ENOUGH EXPERIENCE POINTS TO REACH THE NEXT LEVEL DOES NOT AUTOMATICALLY ADVANCE A CHARACTER TO THAT LEVEL; THEY MUST ESCAPE THE MAZE AND SPEND A NIGHT AT THE INN TO ADVANCE. YOUR PARTY MAY ALSO FIND A STASH OF GOLD WHICH IS EVENLY DISTRIBUTED AMONG EACH SURVIVOR, OR THEY MAY FIND A TREASURE CHEST. CHESTS MUST BE CAREFULLY EXAMINED BEFORE BEING OPENED.** **TREASURE CHESTS** **IT'S GENERALLY TRUE, ALTHOUGH NOT ALWAYS THE CASE, THAT A CHEST IS BOOBY TRAPPED TO KEEP UNWANTED HANDED OUT OF THEM. WHEN YOU FIND A CHEST, YOU CAN CHOOSE FROM A FEW OPTIONS.**   * **OPEN: CHOOSE THIS OPTION IF YOU FEEL THAT THE CHEST IS SAFE TO OPEN. YOU MUST CHOOSE A PLAYER TO OPEN THE CHEST. IF THE CHEST IS TRAPPED AND HAS NOT BEEN DISARMED, THE PLAYER OPENING THE CHEST WILL SUFFER THE CONSEQUENCES OF THE TRAP. OTHER PLAYERS AROUND HIM OR HER MAY ALSO SUFFER.** * **INSPECT: YOU CAN TAKE A LOOK AT THE CHEST IN AN ATTEMPT TO IDENTIFY ANY TRAPS. THERE IS A SMALL CHANCE THAT YOU MIGHT SET OFF THE TRAP WHILE YOU INSPECT IT. ALTHOUGH ANYONE CAN INSPECT A CHEST, THIEVES ARE THE ONLY PEOPLE WHO CAN INSPECT WITH ANY DEGREE OF ACCURACY.** * **CALFO: IF YOU WANT A MORE ASSURED WAY OF CHECKING A CHEST FOR TRAPS, AND IF YOU HAVE A CHARACTER CAPABLE OF CASTING CALFO, YOU CAN USE THIS SPELL WHICH HAS A 95% CHANCE OF ACCURACY.** * **DISARM: YOU CAN ATTEMPT TO DISARM A TRAP IF YOU THINK YOU KNOW WHAT A CHEST IS TRAPPED WITH. YOU MUST ENTER THE NAME OF THE TRAP THAT YOU ARE ATTEMPTING TO DISARM. IF YOU CHOOSE WRONG, YOU WILL LIKELY SPRING THE TRAP. EVEN IF YOU CHOOSE RIGHT, THERE IS A CHANCE YOU WILL FAIL, AND A SMALLER CHANCE THAT YOU WILL SPRING THE TRAP, BUT YOU MAY TRY AS MANY TIMES AS YOU LIKE. IF YOU SUCCEED, YOU WILL AUTOMATICALLY OPEN THE CHEST. ONCE AGAIN, ONLY THIEVES HAVE ANY REAL CHANCE OF SUCCESSFULLY DISARMING A TRAP.** * **LEAVE: LEAVE THE CHEST BEHIND, FORFEITING WHATEVER CONTENTS IT CONTAINED.**  **EDGE OF TOWN** **THE EDGE OF TOWN IS YOUR GATEWAY TO AREAS BEYOND THE CASTLE. THESE INCLUDE THE TRAINING GROUNDS AND THE MAZE. YOU MAY ALSO RETURN TO THE CASTLE, USE THE UTILITIES, OR SIMPLE LEAVE GAME. ALL OF THE FEATURES OF THE CASTLE ARE EXPLAINED ABOVE, AND ALL OF THE FEATURES OF THE MAZE ARE EXPLAINED IN THE NEXT SECTION BELOW.**  **THE LEAVE GAME OPTION IS IMPORTANT. IT WILL ENSURE THAT THE PROGRESS THAT YOU'VE MADE THROUGHOUT THE GAME IS SAVED AND CAN BE RESTORED WHEN YOU RETURN TO PLAY AGAIN. IF YOU QUIT BEFORE DOING THIS, THERE IS EVERY CHANCE THAT YOUR PROGRESS WILL BE LOST.**  **THE UTILITIES ARE A SMALL COLLECTION OF OPTIONS THAT YOU MAY USE. ONE IS TO CHANGE NAME IF YOU WOULD LIKE TO RENAME YOUR CHARACTER. IF YOU CHOOSE THIS, YOU MUST ENTER THE OLD NAME OF A CHARACTER AND YOU WILL BE GIVEN THE OPPORTUNITY TO RENAME HIM. ANOTHER OPTION IS TO RESTART AN OUT PARTY. IF YOU HAPPENED TO QUIT YOUR GAME WHILE YOU WERE IN THE MAZE, AND COULDN'T PROPERLY LEAVE THE GAME FROM THE EDGE OF TOWN, YOU CAN ENTER THE NAME OF A CHARACTER WHO IS "OUT" AND THE GAME WILL RESTORE YOUR PROGRESS IN THE SPOT WHERE THAT PARTY LAST STOOD. AND LAST, BUT NOT LEAST, YOU MAY LEAVE THE UTILITIES PAGE.** **TRAINING GROUNDS** **THE TRAINING GROUNDS ARE MOST IMPORTANT OF ALL. THIS IS WHERE YOU CREATE YOUR CHARACTERS. ONCE YOU ENTER THE TRAINING GROUNDS, YOU ARE GIVEN FOUR OPTIONS, CREATE A CHARACTER, INSPECT A CHARACTER, ROSTER OF CHARACTERS, AND LEAVE.**  **CREATING A CHARACTER**  **AS DESCRIBED IN THE**[**GAMEPLAY**](https://strategywiki.org/wiki/Wizardry:_Proving_Grounds_of_the_Mad_Overlord/Gameplay)**SECTION OF THE GUIDE, THIS IS WHERE YOU GO THROUGH THE PROCESS OF CREATING A CHARACTER. ENTER A NAME, AND OPTIONALLY A PASSWORD. THEN CHOOSE THE CHARACTER'S RACE AND ALIGNMENT BY PRESSING THE LETTER NEXT TO YOUR CHOICE. YOU WILL THEN BE PRESENTED WITH YOUR RACE'S BASE ATTRIBUTES AND A RANDOM NUMBER OF BONUS POINTS WHICH YOU MUST ENTIRELY DISTRIBUTE SUCH THAT AT LEAST ONE CHARACTER CLASS IS AVAILABLE TO YOU. WHEN YOU DONE THIS, YOU CAN PRESS THE ESC KEY AND CHOOSE FROM THE LIST OF AVAILABLE CLASSES. FINALLY, YOU MUST DECIDE IF YOU WISH TO KEEP THE CHARACTER, OR THROW IT AWAY.**  **ROSTER OF CHARACTERS**  **WITH THIS OPTION, YOU CAN EXAMINE ALL OF THE CHARACTERS THAT YOU HAVE MADE, AND SEE VARIOUS PIECES OF INFORMATION CONCERNING THEIR AVAILABILITY. YOU WILL BE SHOWN WHETHER A CHARACTER IS ALIVE OR DEAD, AND WHETHER A CHARACTER IS WAITING IN THE CASTLE, AVAILABLE TO BE ASSIGNED TO A PARTY, OR WHETHER HE/SHE IS OUT SOMEWHERE IN THE MAZE.**  **INSPECTING A CHARACTER**  **THIS OPTION NOT ONLY ALLOWS YOU TO EXAMINE A SPECIFIC CHARACTER'S DETAILS, BUT ALSO PERFORM SOME AMOUNT OF MAINTENANCE ON THEM. AFTER YOU CHOOSE WHICH CHARACTER YOU WOULD LIKE TO EXAMINE, YOU CAN INSPECT THEM, DELETE THEM, CHANGE CLASS, OR ALTER PASSWORD. INSPECTING THE CHARACTER SHOWS YOU ALL OF THAT CHARACTERS ATTRIBUTES, LEVEL, MONEY, EQUIPMENT, HEALTH, ETC. CHOOSING TO DELETE A CHARACTER WILL PERMANENTLY ERASE THAT CHARACTER, AND YOU WILL FIRST BE ASKED IF YOU ARE SURE YOU WISH TO PERFORM THE DELETION. ALTERING THE PASSWORD IS SELF-EXPLANATORY; YOU MUST ENTER A CHARACTER'S ORIGINAL PASSWORD, FOLLOWED BY THE NEW PASSWORD YOU WOULD LIKE TO SET.**  **OF ALL THE OPTIONS AVAILABLE WHEN INSPECTING A CHARACTER, CHANGING A CHARACTERS CLASS IS THE MOST INTERESTING. CHANGING A CLASS ALLOWS YOUR CHARACTER TO BEGIN IN A NEW PROFESSION WITH SEVERAL BONUSES AND PENALTIES. FOR ONE THING, TRAINING IN A NEW CLASS TAKES TIME, AND WILL CAUSE YOUR CHARACTER TO AGE (AND ONLY THAT CHARACTER). YOUR CHARACTER'S ATTRIBUTES WILL ALSO BE REDUCED TO THE MINIMUM BASE ATTRIBUTES OF YOUR RACE. YOUR EXPERIENCE POINTS DROP TO ZERO AND YOU BEGIN ANEW AT LEVEL 1. YOU WILL KEEP YOUR EQUIPMENT, BUT CHANGING CLASSES CAUSES ALL OF YOUR ITEMS TO BECOME UNEQUIPPED (IN CASE OF POTENTIAL CONFLICTS). YOU WILL REMEMBER HOW TO CAST OF THE MAGIC YOU HAVE LEARNED THUS FAR, AND YOU WILL BE GIVEN AT LEAST ONE SPELL POINT PER SPELL LEVEL PER SPELL KNOWN. IN FACT, IF YOU HAVE LEARNED AT LEAST ONE SPELL IN A GIVEN SPELL LEVEL, YOU WILL EVENTUALLY LEARN *ALL* OF THE SPELLS IN THAT SPELL LEVEL, EVEN IF YOUR NEW CLASS DOES NOT LEARN SPELLS.** **CREATING A CHARACTER**  1. **YOU BEGIN CREATING A CHARACTER AT THE TRAINING GROUNDS BY PROVIDING A NAME. IN SOME VERSIONS, YOU CAN CHANGE THE NAME LATER ON IF YOU LIKE. THIS CAN BE HANDY IF YOU WANT TO QUICKLY SEE HOW YOUR CHARACTER TURNS OUT BEFORE YOU DECIDE WHETHER OR NOT YOU WANT TO KEEP HIM/HER.** 2. **AFTER NAMING HIM/HER, YOU MUST CHOOSE A RACE. THE FIVE AVAILABLE RACES ARE DESCRIBED BELOW.** 3. **NEXT, YOU MUST CHOOSE FROM THE THREE DIFFERENT ALIGNMENTS. INFORMATION ABOUT HOW YOUR CHOICE OF ALIGNMENT AFFECTS THE CLASSES YOU CAN CHOOSE FROM AND THE FORMATION OF YOUR PARTY ARE ALSO PROVIDED BELOW.** 4. **ONCE YOU DO THIS, YOUR CHARACTER WILL BE PRESENTED TO YOU WITH THAT RACE'S BASE ATTRIBUTES, AND A RANDOM NUMBER OF BONUS POINTS THAT YOU MAY ASSIGN TO YOUR ATTRIBUTES. IT IS COMMON TO RECEIVE 10 BONUS POINTS OR FEWER, BUT ON RARE OCCASIONS YOU MAY GET BETWEEN 11 AND 19 POINTS. IN THE COMPUTER VERSIONS, ALTHOUGH RARER STILL, YOU MAY RECEIVE MORE THAN 20.**    * **YOU MAY NOT LOWER ANY ATTRIBUTE BELOW YOUR RACE'S BASE VALUE, AND YOU MAY NOT RAISE THE ATTRIBUTE BEYOND 18. YOU MAY NOT FINISH UNTIL ALL BONUS POINTS ARE ALLOTTED, AND YOU MUST RAISE YOUR ATTRIBUTES SUCH THAT AT LEAST ONE CLASS IS AVAILABLE TO YOU BEFORE YOU FINISH.** 5. **AFTER ALL OF YOUR BONUS POINTS HAVE BEEN ALLOCATED AND AT LEAST ONE CLASS IS AVAILABLE TO YOU, YOU MAY CHOOSE TO END ALLOCATION AND SELECT FROM AMONG THE AVAILABLE CLASSES. YOUR CHARACTER WILL THEN BE COMPLETE. AT THAT TIME YOU ARE ASKED IF YOU ARE SATISFIED WITH THE CHARACTER AND WISH TO SAVE IT, OR CANCEL THE EFFORT IF YOU ARE UNHAPPY WITH THE FINAL RESULT.**  **ATTRIBUTES** **YOUR ATTRIBUTES DRIVE WHICH CHARACTER CLASSES ARE AVAILABLE. YOU CAN ONLY ELECT TO BE A PARTICULAR CLASS IF YOUR ATTRIBUTES MEET CERTAIN MINIMUM REQUIREMENTS, AND YOU BELONG TO ANY MANDATED ALIGNMENTS. THERE ARE SIX PARTICULAR ATTRIBUTES:**   * **STRENGTH: YOUR STRENGTH ENHANCES THE AMOUNT OF DAMAGE THAT YOUR WEAPON DOES TO AN ENEMY.** * **I.Q.: THE HIGHER YOUR I.Q., THE BETTER YOU WILL BE AT CASTING MAGE SPELLS, AS WELL AS AVOIDING THE EFFECTS OF MAGE SPELLS THAT ARE CAST ON YOU.** * **PIETY: THE MORE PIOUS YOU ARE, THE MORE LIKELY THE GODS WILL GRANT THE PRAYERS OF CLERICS, AND THE MORE LIKELY THE GODS WILL SPARE YOU FROM THE EFFECTS OF PRAYERS AGAINST YOU.** * **VITALITY: VITALITY AFFECTS HOW MUCH DAMAGE YOU CAN SUSTAIN BEFORE DYING. THE BETTER YOUR VITALITY, THE MORE LIKELY IT WILL BE THAT YOU CAN BE BROUGHT BACK FROM THE DEAD.** * **AGILITY: HIGHER AGILITY MAKES YOU FASTER AND HARDER TO HIT, GIVING YOU A BETTER CHANCE TO DODGE ATTACKS OR AVOID TRAPS.** * **LUCK: YOUR LUCK CAN INFLUENCE ANY OF THE FIVE OTHER ATTRIBUTES IN VARIOUS WAYS OVER THE COURSE OF YOUR ADVENTURE. WHILE IT'S NOT SOMETHING THAT CAN BE RELIED UPON, THOSE WITH HIGHER LUCK GENERALLY DO BETTER THROUGHOUT THE GAME.**  **RACE** **THERE ARE FIVE AVAILABLE RACES IN THE GAME. THOUGH YOUR RACE AFFECTS LITTLE ONCE THE GAME BEGINS, IT WILL HAVE A HUGE INFLUENCE ON THE CLASSES WHICH ARE LIKELY TO BE AVAILABLE TO YOU AT THE START OF THE GAME. EACH RACE HAS A DIFFERENT SET OF INITIAL ATTRIBUTES. HUMANS ARE THE MOST BALANCED OF ALL THE RACES, BUT THEY SUFFER FROM THE LOWEST INITIAL ATTRIBUTE TOTAL. HOBBITS HAVE THE HIGHEST INITIAL ATTRIBUTE TOTAL, BUT THAT'S BECAUSE THEIR LUCK STARTS OUT SO MUCH HIGHER THAN ANY OTHER RACE'S. THEY ARE AS FOLLOWS:**   |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | ***RACE/ATTRIBUTE*** | **STRENGTH** | **I.Q.** | **PIETY** | **VITALITY** | **AGILITY** | **LUCK** | **TOTAL** | **BEST CLASS CHOICE** | | **HUMAN** | **8** | **8** | **5** | **8** | **8** | **9** | ***46*** | **FIGHTER, MAGE, THIEF** | | **ELVES** | **7** | **10** | **10** | **6** | **9** | **6** | ***48*** | **MAGE, PRIEST/CLERIC, BISHOP/WIZARD, SAMURAI** | | **DWARFS** | **10** | **7** | **10** | **10** | **5** | **6** | ***48*** | **FIGHTER, PRIEST/CLERIC, SAMURAI** | | **GNOMES** | **7** | **7** | **10** | **8** | **10** | **7** | ***49*** | **PRIEST/CLERIC, THIEF, SAMURAI** | | **HOBBITS** | **5** | **7** | **7** | **6** | **10** | **15** | ***50*** | **THIEF, LORD, NINJA** |  **ALIGNMENT** **THERE ARE ONLY THREE CHOICES FOR ALIGNMENT: GOOD, NEUTRAL, OR EVIL. CERTAIN CLASSES REQUIRE A PARTICULAR ALIGNMENT. OTHER CLASSES MAY FORBID ONE. ALIGNMENT ALSO COMES INTO PLAY WHEN FORMING A PARTY. A GOOD CHARACTER WILL NOT VOLUNTARILY OCCUPY A PARTY WITH AN EVIL CHARACTER AND VICE VERSA (ALTHOUGH THERE IS A WAY TO GET AROUND THIS). A NEUTRAL CHARACTER WILL GET ALONG WITH EVERYONE. BY IN LARGE, YOU ARE SAFE TO CHOOSE GOOD AND NEUTRAL FOR EVERY CHARACTER UNLESS YOU PLAN ON CREATING A NINJA. NINJAS ARE THE ONLY CLASS THAT REQUIRE AN EVIL ALIGNMENT, AND AS SUCH, ARE NOT ABLE TO VOLUNTARILY PARTY WITH LORDS.**  **YOUR ALIGNMENT CAN CHANGE DURING THE GAME DEPENDING ON YOUR BEHAVIOR. ATTACKING TOO MANY FRIENDLY ENCOUNTERS WILL MAKE YOUR CHARACTER TREND TOWARD EVIL, WHILE ALLOWING FRIENDLY ENCOUNTERS TO GO ON THEIR WAY WILL TREND YOUR CHARACTER TOWARD GOOD. IF YOUR CHARACTER'S ALIGNMENT SHIFTS TO ONE NOT ALLOWED BY HIS OR HER CLASS, THAT CHARACTER WILL STOP RECEIVING EXPERIENCE POINTS TOWARDS HIS/HER NEXT LEVEL UNTIL THE ALIGNMENT HAS BEEN CORRECTED.** **CLASSES** **THERE ARE EIGHT DIFFERENT CLASSES DIVIDED INTO TWO DISTINCT CATEGORIES: BASIC CLASSES AND ELITE CLASSES.**  **BASIC CLASSES**   * **FIGHTER: THESE ARE YOUR TYPICAL WARRIORS. THEY EXCEL IN COMBAT AND NOTHING ELSE. STRENGTH IS THEIR PRIMARY ATTRIBUTE. THEY ARE CAPABLE OF EQUIPPING ALL MANNER OF ARMOR AND WEAPONS, AND ARE TYPICALLY CAPABLE OF WITHSTANDING FAR GREATER AMOUNTS OF DAMAGE THEN THEIR FELLOW ADVENTURERS.** * **MAGE: AS SPELL CASTERS, THEY ARE IN MANY WAYS THE OPPOSITE OF A FIGHTER. THEIR HAND-TO-HAND COMBAT SKILLS ARE TERRIBLE, AS THEY CAN ONLY WIELD LIGHT WEAPONS, AND ANY ARMOR BEYOND A ROBE INTERFERES WITH THEIR MAGIC. I.Q. IS THEIR PRIMARY ATTRIBUTE. THEY USE THIS INTELLIGENCE TO LEARN THE ABILITY TO TAP INTO MYSTICAL AND ARCANE ENERGIES BEHIND POWERFUL OFFENSIVE MAGIC.** * **PRIEST (A.K.A. CLERIC ON THE NES): PRIESTS ARE HOLY WARRIORS FOR THE GODS THEY WORSHIP AND REPRESENT. PIETY IS THEIR PRIMARY ATTRIBUTE. BY KEEPING IN GOOD STANDING WITH THEIR DEITIES, THEY MAY CALL UPON THEIR ASSISTANCE WITH PRAYER FOR MIRACLES SUCH AS SHINING LIGHT UPON DARKNESS, OR CURING WOUNDS RECEIVED IN COMBAT. THEY MAY ALSO DISPEL UNHOLY CREATURES THAT HAVE RISEN FROM THE DEAD. THEY MAY WEAR ANY ARMOR, BUT THEY MAY CARVE THE FLESH OF ANOTHER, SO THEY ARE RESTRICTED TO BLUNT WEAPONS. PRIESTS MUST HAVE CONVICTION, AND MAY NOT BE NEUTRAL.** * **THIEF: THIEVES HAVE MODERATE HP AND FIGHTING SKILLS, BUT THEIR SPEED ENABLES THEM TO EXCEL IN A VARIETY OF OTHER TALENTS. AGILITY IS THEIR PRIMARY ATTRIBUTE. THEY ARE CAPABLE OF DETECTING TRAPS HIDDEN IN CHESTS, AND THEY MAY DISARM THOSE TRAPS TO OBTAIN THE RICHES INSIDE. NO OTHER CLASS MAY DO THIS. THEY CAN USE AN ASSORTMENT OF WEAPONS AS LONG AS THEY ARE NOT TOO HEAVY, BUT THEY CAN WEAR NO ARMOR HEAVIER THAN LEATHER, IN ORDER NOT TO RESTRICT THEIR RANGE OF MOTION. THOSE WHO SUFFER FROM A GUILTY CONSCIENCE DO NOT MAKE GOOD THIEVES, SO THEY MAY NOT BE GOOD.**   **ELITE CLASSES**   * **BISHOP (A.K.A. WIZARD ON THE NES): WIZARDS ARE A CROSS BETWEEN PRIESTS AND MAGES. THEY ARE CAPABLE OF LEARNING SPELLS FROM EITHER CLASS, HOWEVER, AS A PENALTY, THEY LEARN SPELLS AT A MUCH SLOWER RATE. THEY DO, HOWEVER, GAIN A SLIGHT WEAPON AND ARMOR ADVANTAGE OVER MAGES. SINCE BISHOPS NEED TO HAVE THEIR PRAYERS HEARD BY THE GODS, THEY MAY NOT BE NEUTRAL.** * **SAMURAI: A SAMURAI IS A CROSS BETWEEN A FIGHTER AND A MAGE. THEY POSSESS ALL THE SKILLS OF A FIGHTER, BUT THEY EVENTUALLY LEARN TO TAP INTO THE ARCANE ARTS THAT PERMIT THEM TO CAST MAGE SPELLS, ALBEIT AT A SLOWER RATE. THE STRICT BUSHIDO CODE DOES NOT COMMAND THAT THEY ALWAYS DO GOOD, BUT IT DOES INSTRUCT THEM TO DO NO INTENTIONAL HARM, SO THEY MAY NOT BE EVIL.** * **LORD: IN MANY WAYS, A CROSS BETWEEN A FIGHTER AND PRIEST. HOWEVER, THEIR FIRST ALLEGIANCE IS TO THE WAYS OF WARRIOR COMBAT. AS SUCH, THEY ARE NOT GRANTED THE ABILITY TO DISPEL THE UNDEAD. THEY WILL, HOWEVER, HAVE THEIR PRAYERS ANSWERED AT HIGHER LEVELS, BUT THEY LEARN THESE PRAYERS MUCH MORE SLOWLY THAN A PRIEST. IN ORDER TO RECEIVE THE FULL BLESSING OF THE GODS, A LORD *MUST* BE GOOD.** * **NINJA: ESSENTIALLY, AN UPGRADED FIGHTER. WITH THE HIGHEST RESTRICTIONS OF ANY CLASS, IT IS NEARLY IMPOSSIBLE TO ACCESS THIS POWERFUL WARRIOR. WHILE THEY CAN FIGHT WELL WITH ANY ARMOR AND WEAPON, THEY ACTUALLY PERFORM SUBSTANTIALLY BETTER UNARMED, CAPABLE OF INFLICTING A HIGHER PERCENTAGE OF CRITICAL STRIKES THAT MAY INSTANTLY KILL A FOE. THE NINJA CODE DEMANDS ALLEGIANCE TO NO ONE OTHER THAN THE CLAN THEY WERE TRAINED WITH, SO NINJAS *MUST* BE EVIL.**   **BASIC CLASSES HAVE ONE RELATIVELY LOW ATTRIBUTE REQUIREMENT, WHILE ELITE CLASSES TEND TO HAVE A WIDER VARIETY OF ATTRIBUTE REQUIREMENTS IN ORDER TO BE ELIGIBLE FOR THE CLASS. BELOW IS A TABLE WHICH SHOWS THE REQUIREMENTS.**   |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **BASIC CLASSES** | | | | | | | | | | | | ***CLASS/ATTRIBUTE*** | **STRENGTH** | **I.Q.** | **PIETY** | **VITALITY** | **AGILITY** | **LUCK** | **GOOD** | **NEUTRAL** | **EVIL** | ***MIN. BONUS*** | | **FIGHTER** | **11** | **-** | **-** | **-** | **-** | **-** | **YES** | **YES** | **YES** | **DWARF +1** | | **MAGE** | **-** | **11** | **-** | **-** | **-** | **-** | **YES** | **YES** | **YES** | **ELF +1** | | **PRIEST/CLERIC** | **-** | **-** | **11** | **-** | **-** | **-** | **YES** | **NO** | **YES** | **DWARF/ELF/GNOME +1** | | **THIEF** | **-** | **-** | **-** | **-** | **11** | **-** | **NO** | **YES** | **YES** | **GNOME/HOBBIT +1** |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **ELITE CLASSES** | | | | | | | | | | | | | ***CLASS/ATTRIBUTE*** | **STRENGTH** | **I.Q.** | **PIETY** | **VITALITY** | **AGILITY** | **LUCK** | **GOOD** | **NEUTRAL** | **EVIL** | ***MIN. BONUS*** | | **BISHOP/WIZARD** | **-** | **12** | **12** | **-** | **-** | **-** | **YES** | **NO** | **YES** | **ELF +4** | | **SAMURAI** | **15** | **11** | **10** | **14** | **10** | **-** | **YES** | **YES** | **NO** | **ELF/DWARF/GNOME +18** | | **LORD** | **15** | **12** | **12** | **15** | **14** | **15** | **YES** | **NO** | **NO** | **HOBBIT +33** | | **NINJA** | **17** | **17** | **17** | **17** | **17** | **17** | **NO** | **NO** | **YES** | **HOBBIT +52** |   **ABOUT THE ELITE CLASSES:**   * **IT IS EASIEST TO BECOME A BISHOP/WIZARD WHEN CREATING A NEW CHARACTER, ESPECIALLY FOR AN ELF.** * **THERE IS A 10% CHANCE TO OBTAIN A HIGH ENOUGH BONUS (+18/+25) TO CREATE A SAMURAI OUT OF A NEW CHARACTER, ESPECIALLY IF HE/SHE IS AN ELF, OR DWARF, OR GNOME.** * **THERE IS JUST A PROBABILITY LOWER THAN 1% (ALMOST IMPOSSIBLE) TO OBTAIN A HIGH ENOUGH BONUS TO BECOME A LORD (+33/+37) OR A NINJA (+52/+56) WHEN CREATING A NEW CHARACTER.**  **GILGAMESH'S TAVERN****FORM A PARTY** **ALL OF THE OPTIONS AVAILABLE HERE PERTAIN TO EXAMINING YOUR CHARACTERS, AND CONSTRUCTING YOUR PARTY. THE FOLLOWING OPTIONS ARE AVAILABLE TO YOU HERE:**  **ADD: ALLOWS YOU TO SELECT CHARACTERS FROM YOUR AVAILABLE ROSTER TO INCLUDE IN YOUR PARTY, WHICH MAY NOT CONTAIN MORE THAN SIX MEMBERS. AS SOON AS YOU CHOOSE ONE MEMBER WHO IS GOOD OR EVIL, CHARACTERS BELONGING TO THE OPPOSING ALIGNMENT WILL NO LONGER BE AVAILABLE FOR SELECTION, AS THEY WILL NOT COOPERATE TOGETHER.**  **#INSPECT: ON A COMPUTER, YOU MUST PRESS THE NUMBER OF THE CHARACTER YOU WOULD LIKE TO INSPECT. CHOOSING THIS OPTION LETS YOU EXAMINE YOUR CHARACTER IN DETAIL, VIEWING ALL OF HIS OR HER ATTRIBUTES AND EQUIPMENT.**  **REMOVE: BY CHOOSING THIS OPTION, YOU CAN SELECT ONE MEMBER OF YOUR PARTY TO LEAVE, FREEING UP A SPOT ON YOUR TEAM FOR SOMEONE ELSE.**  **DIVY GOLD: IF YOU HAVE TRADED GOLD AMONG SOME OF YOUR PARTY MEMBERS, THIS OPTION WILL POOL ALL OF THE GOLD IN YOUR PARTY, AND THEN EVENLY DISTRIBUTE THAT AMOUNT AMONG ALL OF THE CHARACTERS.**  **LEAVE: EXIT THE TAVERN AND RETURN TO THE CASTLE.** **SUGGESTED PARTIES** **WHEN CONSTRUCTING A PARTY, IT IS GENERALLY RECOMMENDED THAT YOU INCLUDE AT LEAST TWO FIGHTER-TYPE CLASSES (FIGHTER, SAMURAI, LORD), ONE THIEF FOR DISARMING TRAPS ON TREASURE CHESTS, AND TWO TO THREE SPELL CASTERS WITH AT LEAST ONE MAGE AND ONE PRIEST.**  **FOR EXAMPLE, USING SIX DIFFERENT CLASSES AND ALL DIFFERENT RACES:**   1. **DWARF SAMURAI (10% CHANCE: INSIST FOR A WHILE WHEN CREATING CHARACTERS)** 2. **DWARF FIGHTER** 3. **HOBBIT THIEF** 4. **ELF BISHOP** 5. **GNOME PRIEST** 6. **HUMAN MAGE**  **BOLTAC'S TRADING POST****GET EQUIPPED** **THE TRADING POST IS MORE THAN JUST A RUN-OF-THE-MILL SHOP. BESIDES BUYING AND SELLING GOOD, YOU CAN DO A NUMBER OF THINGS CONCERNING YOUR INVENTORY WHEN YOU VISIT, INCLUDING IDENTIFYING UNIDENTIFIED TREASURE, AND UNCURSING CHARACTER WHO HAVE EQUIPPED CURSED ITEMS.**  **BOLTAC CAN ONLY SERVE ONE CHARACTER AT A TIME, SO YOU MUST SELECT WHICH CHARACTER WILL APPROACH THE COUNTER. FROM THERE, THAT CHARACTER MAY BUY AN ITEM FOR HIS/HER INVENTORY, SELL AN ITEM FROM HIS/HER INVETORY, IDENTIFY UNKNOWN ITEMS IN HIS/HER INVENTORY, UNCURSE ANY CURSED ITEMS THAT HE/SHE MAY HAVE EQUIPPED, OR LEAVE THE SHOP. SOME VERSIONS ALSO ALLOW OTHER PARTY MEMBERS TO POOL GOLD TOGETHER AND GIVE IT TO THE ACTIVE CHARACTER.**  **BUYING EQUIPMENT**  **IF YOU WOULD LIKE TO BUY AN ITEM, YOU WILL BE SHOWN A LIST OF AVAILABLE ITEMS WHICH YOU MUST ADVANCE FORWARD OR BACKWARD THROUGH UNTIL YOU FIND A LIST THAT CONTAINS AN ITEM OR ITEMS THAT YOU'RE INTERESTED IN. WHILE MOST ITEMS ARE IN PLENTIFUL SUPPLY AT THE TRADING POST, NO ITEM IS UNLIMITED. SOME ITEMS DO NOT APPEAR UNLESS THEY WERE DISCOVERED IN THE MAZE AND SOLD TO THE POST PRIOR TO YOUR VISIT.**  **ONCE YOU FIND AN ITEM, YOU MUST REQUEST TO PURCHASE IT AND THEN PRESS THE NUMBER NEXT TO THE ITEM IN QUESTION. IF YOU HAVE ENOUGH MONEY, THE COST OF THE ITEM WILL BE DEDUCTED FROM YOUR GOLD. IF YOU ATTEMPT TO BUY AN ITEM THAT IS UNAVAILABLE TO YOUR CLASS, BOLTAC WILL FIRST ENSURE THAT YOU ACTUALLY WANT TO BUY IT. IT IS IMPORTANT TO NOTE THAT WHILE YOU MAY HAVE BOUGHT NEW EQUIPMENT, THAT EQUIPMENT WILL REMAIN INEFFECTIVE UNTIL YOU ACTUALLY EQUIP IT AT A CAMP.**  **SELLING EQUIPMENT**  **IF YOU WOULD LIKE TO SELL AN ITEM, YOU WILL BE SHOWN WHICH ITEMS YOU HAVE IN YOUR POSSESSION THAT ARE AVAILABLE FOR SALE. PRESS THE NUMBER NEXT TO THE ITEM YOU WOULD LIKE TO SELL. BOLTAC WILL PAY YOU EXACTLY 50% OF WHAT HE SELLS EACH ITEM FOR IN THE SHOP. HE WILL NOT BUY ITEMS WHICH HAVE CURSED YOU UNLESS THEY ARE UNCURSED, AND HE WILL NOT BUY UNIDENTIFIED ITEMS UNTIL YOU PAY HIM TO IDENTIFY THEM. IF YOU TRY SELLING AN ITEM THAT YOU HAVE EQUIPPED, BOLTAC WILL ONCE AGAIN MAKE SURE YOU REALLY WANT TO DO THAT.**  **UNCURSING CHARACTERS**  **BOLTAC IS ALSO SKILLED IN REMOVING CURSES. IF ONE OF YOUR CHARACTERS FINDS A CURSED ITEM AND UNWITTINGLY EQUIPS IT, THE ITEM WILL BE STUCK TO HIM WITH THE CHARACTER UNABLE TO REMOVE IT OR SWAP IT FOR ANOTHER. WHEN YOU ASK BOLTAC TO UNCURSE AN ITEM, YOU MUST CHOOSE THE NUMBER OF THE ITEM IN QUESTION, JUST LIKE WHEN YOU ATTEMPT TO SELL ONE. PROVIDED YOU HAVE ENOUGH MONEY TO AFFORD THE SERVICE, BOLTAC WILL BREAK THE CURSE ON THE ITEM.**  **IDENTIFYING ITEMS**  **IT IS QUITE COMMON FOR YOU TO COME ACROSS ITEMS IN THE MAZE WHICH ARE AT FIRST UNIDENTIFIABLE. IT IS A GOOD IDEA FOR YOU TO ATTEMPT TO IDENTIFY THEM BEFORE USING THEM, LEST THEY BE CURSED. BOLTAC CAN IDENTIFY SUCH ITEMS FOR YOU, FOR A PRICE. OF COURSE, THERE IS ONE CLASS WHO POSSESSES THE SAME ABILITY TO IDENTIFY OBJECTS AS BOLTAC, THE BISHOP/WIZARD. HOWEVER, IF YOU HAVE YOUR BISHOP/WIZARD ATTEMPT TO IDENTIFY THE ITEM, HE MAY INADVERTENTLY CURSE HIM OR HERSELF WHEN TOUCHING THE ITEM IN ORDER TO GET A BETTER IDEA OF WHAT IT IS.**  **POOLING GOLD**  **LATER VERSIONS OF THE GAME PROVIDE A HANDY MEANS OF POOLING ALL OF THE PARTY'S GOLD TO ONE CHARACTER. THIS SAVES YOU SOME TIME, AND ENABLES YOU TO PURCHASE MORE EXPENSIVE ITEMS THAN ONE CHARACTER MIGHT BE ABLE TO ON HIS OR HER OWN. EARLY VERSIONS OF THIS GAME LACK THIS FEATURE, AND SO YOU MUST ENTER A CAMP, AND INDIVIDUALLY HAND OVER EACH CHARACTER'S GOLD TO A TARGET CHARACTER. IF YOU DO THIS, IT IS WISER TO LET THAT CHARACTER SHOP FOR ALL THE OTHER CHARACTERS, AND DOLE THE PURCHASED ITEMS BACK OUT IN CAMP, RATHER THAN CONSTANTLY SHUFFLING MONEY AROUND TO EACH CHARACTER.** **ADVENTURER'S INN** **IF YOUR CHARACTER IS LOW ON HEALTH OR MAGIC, OR ON THE VERGE OF REACHING THE NEXT LEVEL FOR HIS/HER CLASS, HE/SHE SHOULD SPEND A NIGHT AT THE INN. ONCE YOU ENTER THE INN, EACH CHARACTER IS DEALT WITH INDIVIDUALLY. YOU CHOOSE WHICH CHARACTER WILL STAY THE NIGHT, AND IN WHAT KIND OF ROOM.**  **CHOOSING WHAT KIND OF ROOM TO STAY IN IS IMPORTANT. ROOMS THAT ARE MORE EXPENSIVE ALLOW CHARACTERS TO HEAL FASTER. THE LONGER IT TAKES FOR YOU TO RECOVER FROM YOUR WOUNDS, THE MORE A CHARACTER WILL AGE. AGE DOESN'T IMPACT YOUR CHARACTER TOO MUCH UNTIL HE/SHE GOES BEYOND 50 YEARS OF AGE, AT WHICH POINT HE/SHE IS LESS INCLINED TO ADVENTURE AND THINK MORE ABOUT RETIREMENT.**  **STAYING AT AN INN IS NOT THE ONLY WAY TO RESTORE HEALTH, BUT IT IS THE ONLY WAY TO RESTORE MAGIC. FORTUNATELY, ONLY ONE NIGHT'S STAY IS ENOUGH TO RESTORE ALL OF THE SPELL CASTING ABILITY OF EVEN THE MOST POWERFUL SPELL CASTER. (MOST PLAYERS TAKE ADVANTAGE OF THIS FACT, AND PREFER TO ALLOW ONLY SPELL CASTERS TO SLEEP IN STABLES FOR ONE NIGHT. THIS ENABLES PRIESTS TO CAST HEALING SPELLS ON DAMAGED PARTY MEMBERS AND SPARE THEM THE PROCESS OF AGING AT THE INN.)**  **THE FOLLOWING TABLE ILLUSTRATES YOUR ROOM SELECTION CHOICES:**   |  |  |  | | --- | --- | --- | | **ROOM** | **HP RESTORED PER STAY** | **COST PER STAY** | | **STABLES** | **0** | **FREE** | | **BARRACKS** | **1** | **10** | | **DOUBLE OCCUPANCY** | **3** | **50** | | **PRIVATE** | **7** | **200** | | **ROYAL SUITE** | **10** | **500** |   **NOTE THAT IF ONE CHARACTER DOES NOT HAVE ENOUGH MONEY TO AFFORD A PARTICULAR ROOM, BUT THE ENTIRE PARTY DOES, YOU CAN ELECT TO POOL GOLD FROM THE PARTY AND GIVE IT TO ONE CHARACTER. IF YOU CHOOSE ANY ROOM OTHER THAN THE STABLES, YOU WILL REMAIN IN THAT ROOM UNTIL EITHER THE CHARACTER IS FULLY HEALED, OR YOU RUN OUT OF MONEY. WHILE YOU STAY, YOUR HEALTH AND THE COST WILL BE DISPLAYED. YOU CAN END THE PROCESS EARLY IF YOU WISH (ON COMPUTERS, PRESS THE SPACE BAR).** **LEVELING UP** **IF YOU STAY AT THE INN AFTER HAVING ACCUMULATED ENOUGH EXPERIENCE POINTS TO ATTAIN THE NEXT LEVEL, YOU WILL BE INFORMED OF THE ACHIEVEMENT. AT THAT TIME, SEVERAL THINGS WILL TAKE PLACE:**   * **SOME OR ALL OF YOUR ATTRIBUTES MAY CHANGE. GENERALLY, THEY WILL INCREASE, BUT IT'S POSSIBLE FOR THEM TO DECREASE AS WELL. ATTRIBUTE CHANGES ARE CHOSEN ENTIRELY AT RANDOM AND HAVE NOTHING TO DO WITH YOUR CHARACTER'S PERFORMANCE. IT IS ONLY THROUGH THESE ATTRIBUTE CHANGES THAT SOME OF THE MORE DIFFICULT-TO-REACH ELITE CLASSES BECOME AVAILABLE TO YOU.** * **YOUR HEALTH WILL INCREASE. IT WILL INCREASE BY AT LEAST ONE HIT POINT, BUT IF YOUR VITALITY IS HIGH, AND YOU BELONG TO A CLASS WITH GOOD HIT POINT POTENTIAL (LIKE A FIGHTER OR PRIEST), IT WILL GENERALLY INCREASE BY MORE THAN ONE POINT.** * **SPELL CASTERS MAY LEARN NEW SPELLS. THE LIKELIHOOD OF THIS IS ALSO SOMEWHAT RANDOM, ALTHOUGH THE CHANCES TO LEARN CERTAIN SPELLS INCREASE WITH EACH LEVEL. TWO CHARACTERS OF THE SAME CLASS WILL NOT NECESSARILY LEARN THE SAME SPELLS AT THE SAME RATE.**   **YOU MAY ONLY INCREASE ONE LEVEL PER STAY. IF YOU FEEL YOUR CHARACTER IS DUE TO INCREASE BY MORE THAN ONE LEVEL, YOU SHOULD CONTINUE TO STAY AT THE INN UNTIL NO MORE LEVELS ARE GAINED. WHEN A CHARACTER IS NOT DUE FOR A LEVEL INCREASE, STAYING AT THE INN WILL INFORM YOU OF HOW MANY MORE EXPERIENCE POINTS ARE NEEDED TO REACH THE NEXT LEVEL.** **TEMPLE OF CANT** **IF A MEMBER OF YOUR PARTY DIES, OR IS STRICKEN WITH A STATUS AILMENT SUCH AS PARALYSIS, HE/SHE MUST BE TAKEN TO THE TEMPLE OF CANT TO BE RESTORED. CHARACTERS WHO YOU ATTEMPT TO AID IN THIS FASHION MUST BE A MEMBER OF YOUR PARTY IN ORDER TO HELP THEM.**  **AFTER SELECTING WHICH CHARACTER YOU WOULD LIKE TO HEAL, YOU WILL BE SHOWN HOW MUCH GOLD YOU MUST PAY AS A TITHE IN ORDER TO RECEIVE THE SERVICES. FOR PARALYSIS, THE BASE FEE IS 100 GOLD, FOR DEATH 200 GOLD, AND TO RESTORE A CHARACTER FROM ASHES 500 GOLD. THE BASE FEE IS THEN MULTIPLIED BY THE INTENDED RECIPIENT'S LEVEL. YOU THEN SELECT WHICH CHARACTER SHOULD ATTEMPT TO PAY THE TITHE. IF THAT CHARACTER DOES NOT HAVE ENOUGH GOLD, ALL OF THE PARTY MEMBERS WILL POOL THEIR GOLD TOGETHER FOR THE FEE. IF YOU DO NOT HAVE ENOUGH MONEY, YOU WILL BE KICKED OUT.**  **SUCCESSFULLY REMOVING PARALYSIS IS ALMOST ENTIRELY ASSURED. HOWEVER, RESURRECTING DEAD CHARACTERS, OR THOSE CHARACTERS WHO HAVE BEEN REDUCED TO ASHES, HAS A LOWER CHANCE OF SUCCESS. IF THE PRIESTS FAIL TO RESURRECT A DEAD CHARACTER, HE OR SHE WILL BE REDUCED TO ASHES. IF THE PRIESTS FAIL TO REVIVE A CHARACTER WHO HAS BEEN REDUCED TO ASH, HE/SHE WILL BE GONE PERMANENTLY.**  **VITALITY AND AGE HAVE A GREAT DEAL TO DO WITH THE CHANCES FOR SUCCESS WITH RESURRECTION. THE HIGHER THE VITALITY, AND THE LOWER THE AGE, THE BETTER THE CHANCES ARE THAT THE CHARACTER WILL BE SUCCESSFULLY RESTORED. THOSE WHO ARE BROUGHT BACK FROM THE DEAD WILL ONLY HAVE ONE POINT OF HEALTH REMAINING AND WILL NEED TO HEAL. THOSE WHO ARE REASSEMBLED FROM ASHES (FOR A MUCH STEEPER TITHE) WILL HAVE THEIR HIT POINTS FULLY RESTORED.** **WIZARDRY V MAPS===DOWNLOAD IN PDF**[**HERE**](http://www.wizardryarchives.com/maps/WizardryVMaps.pdf)**LEVEL 1****[Wizardry 5 Level 1](http://www.wizardryarchives.com/maps/map5-01.gif)****LEVEL 2****[Wizardry 5 Level 2](http://www.wizardryarchives.com/maps/map5-02.gif)****LEVEL 3****[Wizardry 5 Level 3](http://www.wizardryarchives.com/maps/map5-03.gif)****LEVEL 4****[Wizardry 5 Level 4](http://www.wizardryarchives.com/maps/map5-04.gif)****LEVEL 5****[Wizardry 5 Level 5](http://www.wizardryarchives.com/maps/map5-05.gif)****LEVEL 6****[Wizardry 5 Level 6](http://www.wizardryarchives.com/maps/map5-06.gif)****LEVEL 7****[Wizardry 5 Level 7](http://www.wizardryarchives.com/maps/map5-07.gif)****LEVEL 777****[Wizardry 5 Level 777](http://www.wizardryarchives.com/maps/maps/map5-777.gif)****LEVEL 8****[Wizardry 5 Level 8](http://www.wizardryarchives.com/maps/map5-08.gif)** |