

WIZARDRY (tm) MAP SYMBOLS AND NOTES

| | |
|-----------------------------|--|
| | Regular Door--Both sides always visible and usable |
| | One-way Door--One side always visible and usable |
| | Hidden Door--Both sides always usable, visible only with Milwa or Lomilwa spells |
| | Hidden One-way Door--One side usable, visible only with Milwa or Lomilwa spells |
| | Panel--Can be used as a door in direction of arrow(s), never visible |
| | Stairs Going Up--Press (Y) to ascend, (N) to leave |
| | Stairs Going Down--Press (Y) to descend, (N) to leave |
| | Dark Area--Milwa and Lomilwa spells are removed |
| | No Magic Area--Entry removes ability to cast spells or use magic items and potions. Most human or humanoid monsters cannot use spells, but non-human monsters may be able to cast them. Party must be "cleansed" by going back to Elevator Corridor. |
| | Rotation--Party is turned in a random direction. |
| | Pit--Is just that, and costs 3-6 of your heroes 5-50 HP! |
| | Rock--If you land in these areas, your entire party will be killed! If your party is teleported and you are in camp at your destination, ALWAYS use the Dumapic spell to find out where you are before leaving. If your party is in Rock you may be able to save them by teleporting out with the Malor spell--if one of the party knows it! |
| | Note #--Found under "Notes" on each map. Read the note BEFORE you enter a square! |
| | Message #--Found under "Messages" on each map. (/) Slash indicates new information window. Notes and comments on a message are enclosed in [brackets]. |
| <u>PROVING GROUNDS ONLY</u> | |
| | Elevator--To levels 1 through 4. Note that elevator areas on levels 2-4 are marked with a diagonal line, since they are separated from the rest of the level. Buttons on the wall: (A)-Level 1; (B)-Level 2; (C)-Level 3; (D)-Level 4. |
| | Private Elevator--To levels 4 through 9. Usable by parties with the Blue Ribbon. Buttons on the wall: (A)-Level 4; (B)-Level 5; (C)-Level 6; (D)-Level 7; (E)-Level 8; (F)-Level 9. Reminders for both elevators are on the maps. |

TRAVELLING PAST MAP BOUNDARIES

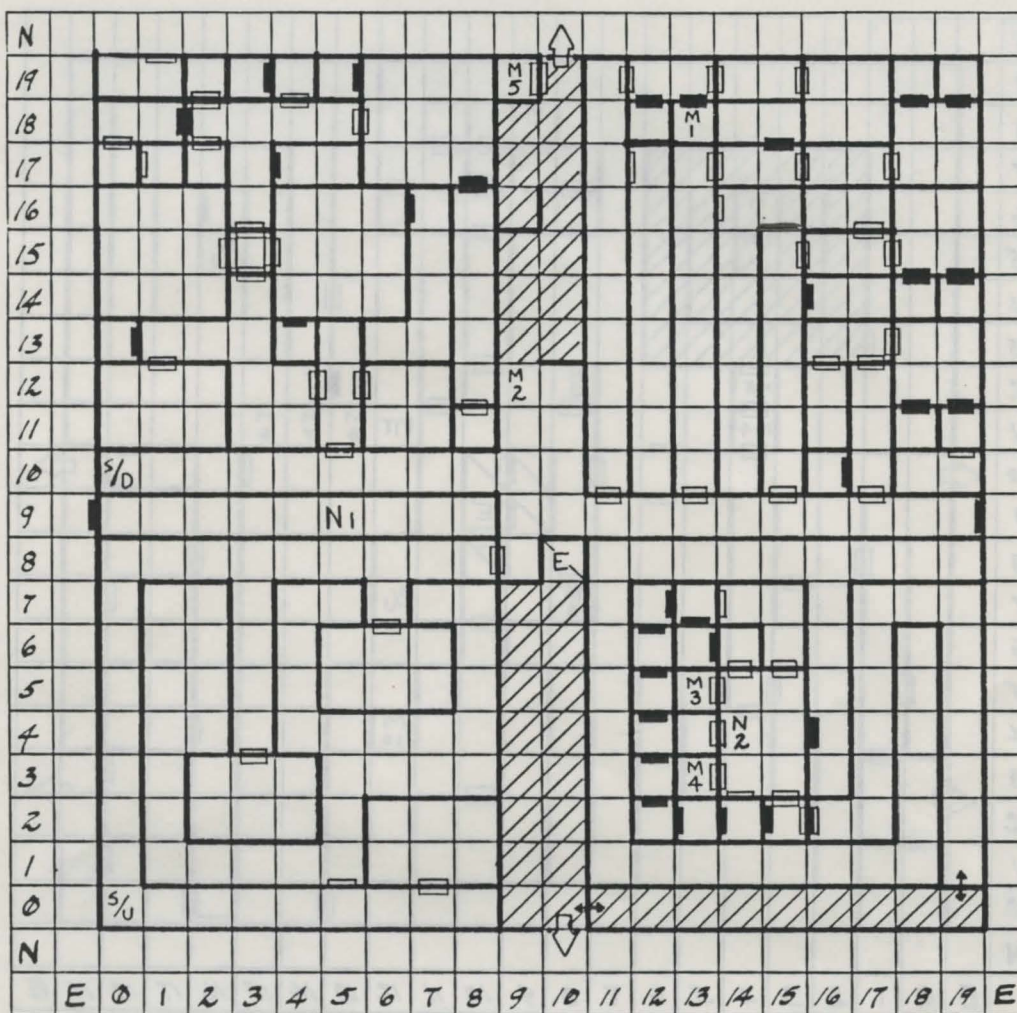
Each level occupies a square 20 blocks by 20 blocks in size. Travelling past the boundary on one side will teleport the party to the same coordinate on the opposite side. There is no indication on the screen that this teleporting has taken place--you MUST keep track of where you are on the map! For your convenience, boundaries without walls are marked with a dotted line, and arrows remind you that you will be teleported.

OFFSET MAP COORDINATES

Most map coordinates go from 0 to 19 East and 0 to 19 North. However, some maps would be very confusing to read with the standard coordinates, so they are offset by one or more blocks (you will notice no difference other than their being easier to use). USE GREAT CAUTION when teleporting with the Malor spell on levels with offset map coordinates. Always remember that entering Malor coordinates past 0 or 19 in any direction will land the party in Rock!

Wizardry

WIZARDRY (tm) -- SCENARIO I -- LEVEL 1



(M)ESSAGE 1--IN THIS ROOM IS A SILVER STATUE OF A BOAR WITH HORNS AND LONG FANGS. ON THE WALL BY THE STATUE IS A MESSAGE (PARTIALLY OBSCURED) THAT APPEARS TO / HAVE BEEN LEFT BY PASSING ELVES. IT IS HARDLY LEGIBLE, BUT SOME COMMENTS WARNING ABOUT GHOSTS AND DEMONS CAN STILL BE MADE OUT. SEARCH (Y/N)? (Y)SILVER KEY (N)MAY LEAVE

(M)ESSAGE 2--A LARGE SIGN ON THE WALL READS: ***CORRIDOR OUT OF LIMITS*** TURN BACK!

(M)ESSAGE 3--YOU SEE A LARGE STATUE OF A HOODED HUMANOID. THERE IS A GOLDEN LIGHT COMING FROM A HOLE IN THE HOOD. / THE STATUE IS BEJEWELLED WITH PRECIOUS AND SEMIPRECIOUS STONES. IN FRONT OF THE STATUE IS AN ALTAR, FROM WHICH FRESH INCENSE IS BURNING. SEARCH (Y/N)? (Y)MURPHY'S GHOSTS ATTACK (N)MAY LEAVE

(M)ESSAGE 4--WITHIN THE ROOM IS A STATUETTE OF A STRANGE BEAST WITH THE BODY OF A CHICKEN AND THE HEAD OF A CAT. THE STATUE IS MADE OF BRONZE, AND LIES ON AN ONYX PEDESTAL. THERE ARE UNUSUAL RUNES ON A PLAQUE THEREON./ SEARCH (Y/N)? (Y)BRONZE KEY (N)LEAVE

(M)ESSAGE 5--A STRANGE GLOW SEEMS TO EMANATE FROM THIS ROOM. IN THE CENTER, A SMALLISH MAN IN A LONG ROBE TURNS TOWARDS THE PARTY AND SHOUTS, "BEGONE, STRANGERS!" HE THEN BEGINS WAVING HIS HANDS, AND INTONES THE WORDS, "MAPIRO MAHAMA DIROMAT" [Party is teleported to the Castle.]

(N)OTE 1--TELEPORTS TO 15E, 4N

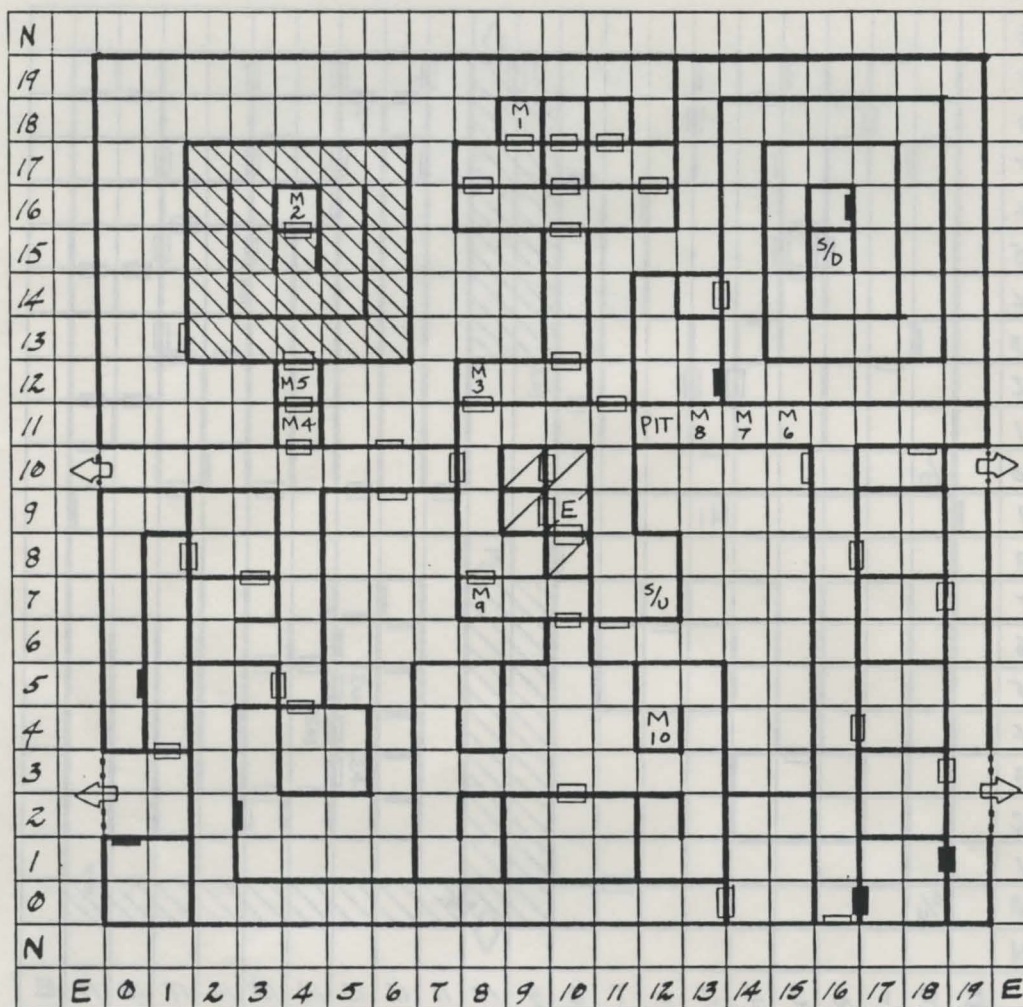
(N)OTE 2--AFTER PASSING THROUGH THIS DOOR, IT SLAMS. WHEN APPROACHED FROM 15E, 4N PARTY IS BUMPED BACK.

(E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH D. PRESS ONE (OR RETURN TO LEAVE THEM).

[NOTE:BUTTONS TAKE TO (E)LEVATORS: A--LEVEL 1 C--LEVEL 3 B--LEVEL 2 D--LEVEL 4]



WIZARDRY (tm) -- SCENARIO I -- LEVEL 2



(M)MESSAGE 1--THERE IS A STATUETTE OF A BEAR ON A SMALL PEDESTAL. BEHIND IT IS A SIGN READING, "I'VE GOT A MILLION OF 'EM." SEARCH (Y/N)? (Y) STATUETTE/BEAR (N) MAY LEAVE

(M)MESSAGE 2--WITHIN THE ROOM IS A STATUETTE OF A STRANGE BEAST WITH THE BODY OF A CHICKEN AND THE HEAD OF A CAT. THE STATUE IS MADE OF BRONZE, AND LIES ON / AN ONYX PEDESTAL. THERE ARE UNUSUAL RUNES ON A PLAQUE THEREON. SEARCH (Y/N)? (Y) GOLD KEY (N) MAY LEAVE

(M)MESSAGE 3--IF THE PARTY IS NOT CARRYING A SILVER KEY, THEY ARE TOLD: "AS THE PARTY ENTERS THIS ROOM, A SILVERY FOG DESCENDS FROM THE CEILING. SUDDENLY, IMAGES OF TERRIBLE DEMONS SEEM TO FORM ALL AROUND THEM. THE PARTY MEMBERS FLEE THE ROOM IN TERROR." [BUMPS BACK TO 8E, 11N.]

(M)MESSAGE 4--IF THE PARTY IS NOT CARRYING THE STATUETTE/BEAR, THEY ARE TOLD: "NO ONE IN THE PARTY IS STRONG ENOUGH TO KICK THE DOOR DOWN." [BUMPS BACK TO PREVIOUS SQUARE.]

(M)MESSAGE 5--IF THE PARTY IS NOT CARRYING THE STATUETTE/FROG, THEY ARE TOLD: "NO ONE IN THE PARTY IS STRONG ENOUGH TO KICK THE DOOR DOWN." [BUMPS BACK TO PREVIOUS SQUARE.]

(M)MESSAGE 6--A PLACARD NEAR THE GROUND READS: "A DUNGEON DARK..."

(M)MESSAGE 7--A PLACARD NEAR THE GROUND READS: "WHEN ITS NOT LIT..."

(M)MESSAGE 8--A PLACARD NEAR THE GROUND READS: "WATCH OUT, OR YOU'LL..." [NOTE:NEXT SQUARE IS...A PIT!]

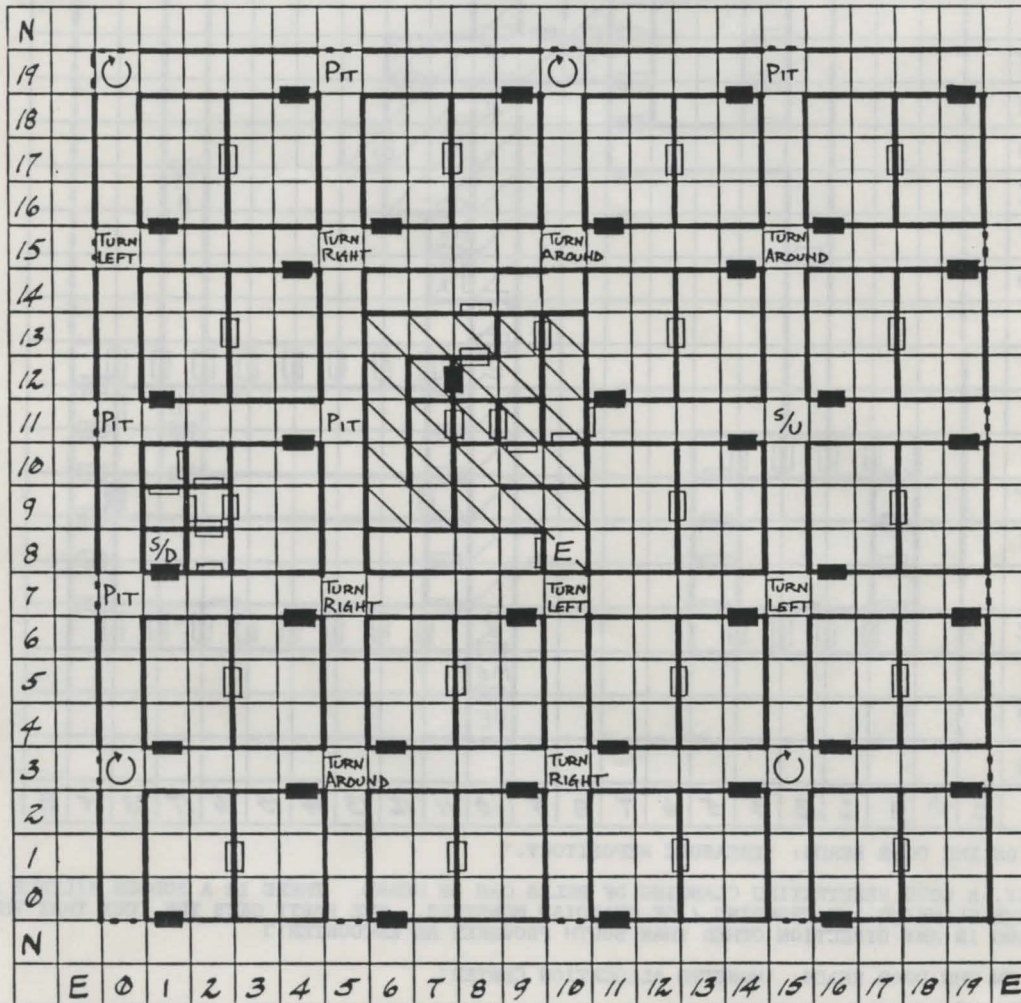
(M)MESSAGE 9--IF THE PARTY IS NOT CARRYING A BRONZE KEY, THEY ARE TOLD: "AS THE PARTY ENTERS THIS ROOM, A BRONZE-COLORED SMOKE FILLS IT. SUDDENLY, THE PARTY FEELS COMPELLED TO LEAVE THE ROOM THE WAY THEY CAME." [BUMPS BACK TO 8E 8N]

(M)MESSAGE 10--UPON A SMALL SILVERY DISK RESTS A STATUE OF A FROG WEARING A RED AND BLUE CAPE. ALTHOUGH MADE OF METAL, THE STATUE INEXPLICABLY SEEMS TO COME / TO LIFE, SHAKING ITS FORELEGS FROM SIDE TO SIDE, ACCOMPANIED BY A HIGH-PITCHED, "YEAH!!!!!!..." / SEARCH (Y/N)? (Y) STATUETTE/FROG (N) MAY LEAVE

(E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH D. PRESS ONE (OR RETURN TO LEAVE THEM). [NOTE:BUTTONS TAKE TO (E)LEVATORS: A--LEVEL 1 C--LEVEL 3 B--LEVEL 2 D--LEVEL 4]

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WIZARDRY (tm) -- SCENARIO I -- LEVEL 3



GENERAL NOTES

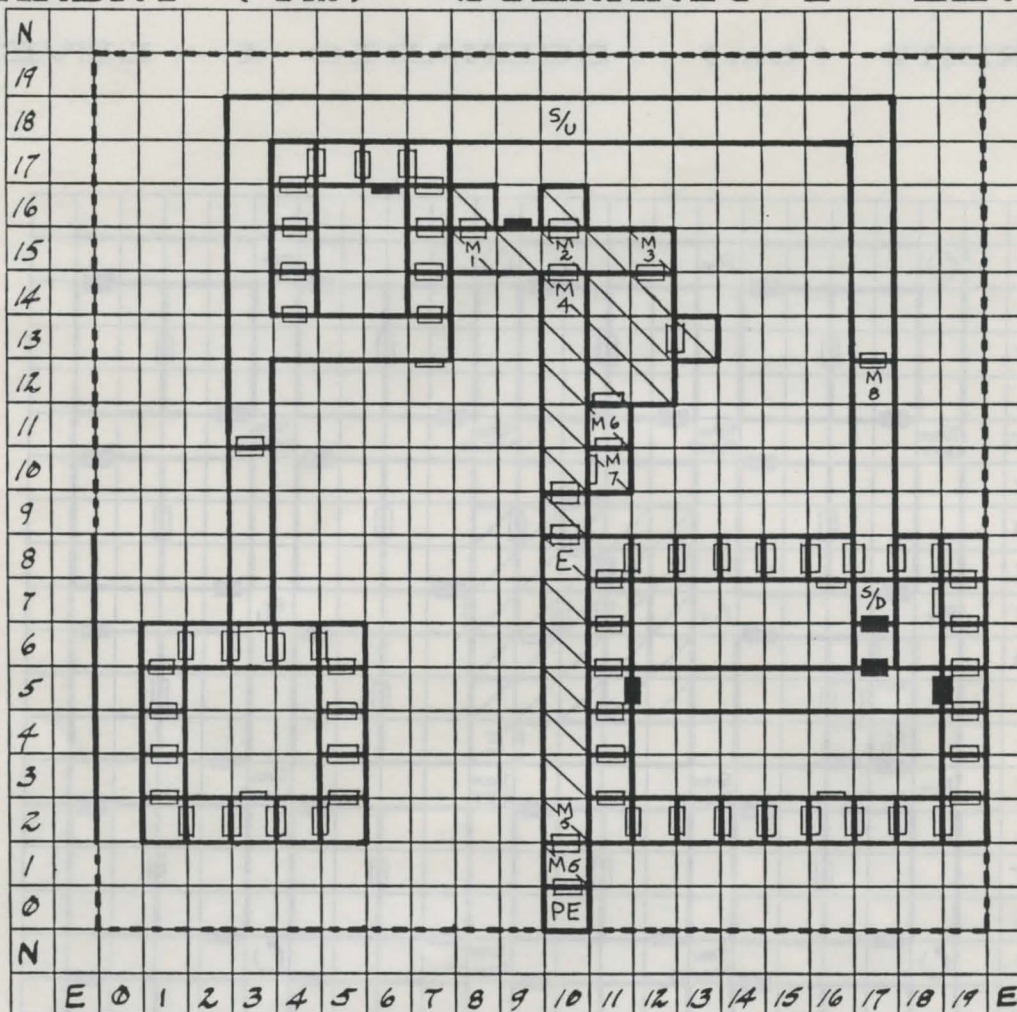
ROTATIONS ARE USUALLY CLOCKWISE, BUT MAY VARY. ALSO, ROTATIONS SOMETIMES TELEPORT, SO CHECK LOCATION AFTER ROTATING. BETTER YET--AVOID THEM ALTOGETHER!

THE SIGNS "TURN LEFT", "TURN RIGHT", AND "TURN AROUND" DON'T DO ANYTHING, AND ARE BEST IGNORED, UNLESS YOU USE THEM TO CHECK YOUR LOCATION.

PITS COST HIT POINTS--AVOID THEM!

(E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH D. PRESS ONE (OR RETURN TO LEAVE THEM).
 (NOTE: BUTTONS TAKE TO (E)LEVATORS: A--LEVEL 1 C--LEVEL 3 B--LEVEL 2 D--LEVEL 4)

WIZARDRY (tm) -- SCENARIO I -- LEVEL 4



(M)ESSAGE 1--A SIGN ON THE DOOR READS: "TREASURE REPOSITORY."

(MESSAGE 2--SUDDENLY, A LOUD PENETRATING CLANGING OF BELLS CAN BE HEARD. THERE IS A SUDDEN SILENCE AS THE BELLS STOP, FOLLOWED BY THE CLANKING AND TROMPING / OF GUARDIAN MONSTERS. THE PARTY GETS THE IDEA THAT THEY ARE IN BIG TROUBLE! [NOTE: GOING IN ANY DIRECTION OTHER THAN SOUTH PROVOKES AN ENCOUNTER.]

(M)ESSAGE 3--A SIGN ON THE DOOR READS: "MONSTER ALLOCATION CENTER"

(MESSAGE 4--A SIGN ON THE DOOR READS: ***TESTING GROUNDS CONTROL CENTER***. THIS AREA IS STRICTLY OFF-LIMITS. <<<DO NOT ENTER>>>)

(M)ESSAGE 5--A SIGN ON THE DOOR READS: PRIVATE ELEVATOR: AUTHORIZED USERS ONLY! [NOTE: IF THE PARTY DOES NOT CARRY A BLUE RIBBON WHEN THEY KICK THE DOOR, THEY ARE TOLD: "EVERYBODY IN THE PARTY PASSES OUT! / AFTER A TIME, THE PARTY COMES TO. FEELING THEMSELVES MUCH WEAKENED. THE PARTY FINDS THEMSELVES OUTSIDE THE DOOR THEY TRIED TO ENTER."]]

(M)ESSAGE 6--IN THIS 10 BY 10 ROOM, YOU NOTE A LARGE SEMI-CIRCULAR DESK. UPON IT ARE THE REMAINS OF WHAT MIGHT HAVE BEEN SCRYING GLASSES AND / AMULETS OF SUMMONING AND OTHER ARTIFACTS OF CONTROL AND KNOWLEDGE. UNFORTUNATELY, THEY ALL SEEM TO HAVE BEEN DESTROYED BEYOND REPAIR. AS THE / PARTY ENTERED THE ROOM, A SLIDING PANEL ON THE LEFT WALL SLAMMED SHUT. SHORTLY AFTER, IT GLOWED A PALE BLUE. NO MEMBER OF THE PARTY WAS ABLE TO PRY IT OPEN. THEN, THE DOOR ON THE OPPOSITE SIDE OF THE ROOM BEGINS TO GLOW A BRIGHT ORANGE, SEEMING TO BECKON TO / THE PARTY TO COME. AS THE PARTY TURNS ABOUT, THEY NOTICE THE DOOR WHICH THEY HAD USED HAS DISAPPEARED.

(MESSAGE 7--AS THE PARTY ENTERS THE ROOM, THE DOOR SLAMS SHUT, GLOWS BRIGHT ORANGE, AND DISAPPEARS. A DOOR APPEARS TO THE RIGHT. A VOICE, COMING FROM NO / APPARENT DIRECTION CAN BE HEARD. IT SAYS: "CONGRATULATIONS, MY LOYAL AND WORTHY SUBJECTS. TODAY YOU HAVE SERVED ME WELL AND TRULY PROVEN / YOURSELF WORTHY OF THE QUEST YOU ARE NOW TO UNDERTAKE. SEVERAL YEARS AGO, AN AMULET WAS STOLEN FROM THE TREASURY BY AN EVIL WIZARD WHO IS PURPORTED TO BE IN THE DUNGEON IMMEDIATELY BELOW WHERE YOU NOW STAND. THIS AMULET HAS POWERS WHICH WE ARE NOW IN DIRE NEED OF. IT / IS YOUR QUEST TO FIND THIS AMULET AND RETRIEVE IT FROM THIS WIZARD. IN RECOGNITION OF YOUR GREAT DEED TODAY, I WILL GIVE YOU A BLUE RIBBON, WHICH MAY BE USED TO ACCESS THE LEVEL TRANSPORTER ON THIS FLOOR. WITHOUT IT, THE PARTY WOULD BE UNABLE TO ENTER THE ROOM IN WHICH IT LIES. / GO NOW. AND GOD SPEED IN YOUR QUEST!" [GET BLUE RIBBON]

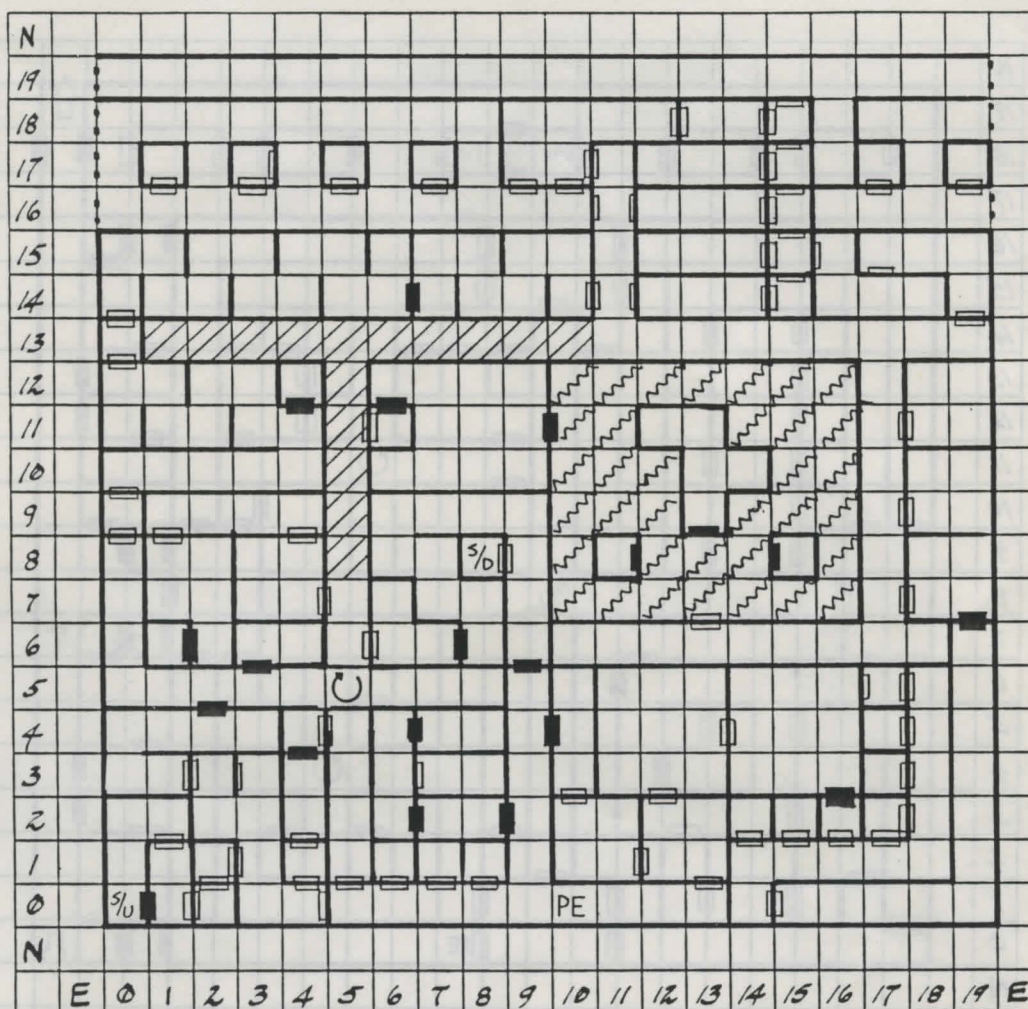
MESSAGE 8--IF THE PARTY IS NOT CARRYING A STATUETTE/BEAR, THEY ARE TOLD: "A LARGE SLIDING WALL WITH THE IMAGE OF A BEAR UPON IT BLOCKS THE PATH OF THE PARTY. THE WALL SLIDES TOWARDS THE PARTY, FORCING THEM OUTSIDE THE ROOM."

(E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH D. PRESS ONE (OR RETURN TO LEAVE THEM).
[NOTE: BUTTONS TAKE TO (E)LEVATORS: A--LEVEL 1 C--LEVEL 3 B--LEVEL 2 D--LEVEL 4]

(P)RIVATE (E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F. PRESS ONE (OR RETURN TO LEAVE THEM).
[NOTE:BUTTONS TAKE TO (P)ERSONAL (E)LEVATORS: A--LVL 4 B--LVL 5 C--LVL 6 D--LVL 7 E--LVL 8 F--LVL 9]

WIZARDRY

WIZARDRY (tm) -- SCENARIO I -- LEVEL 5

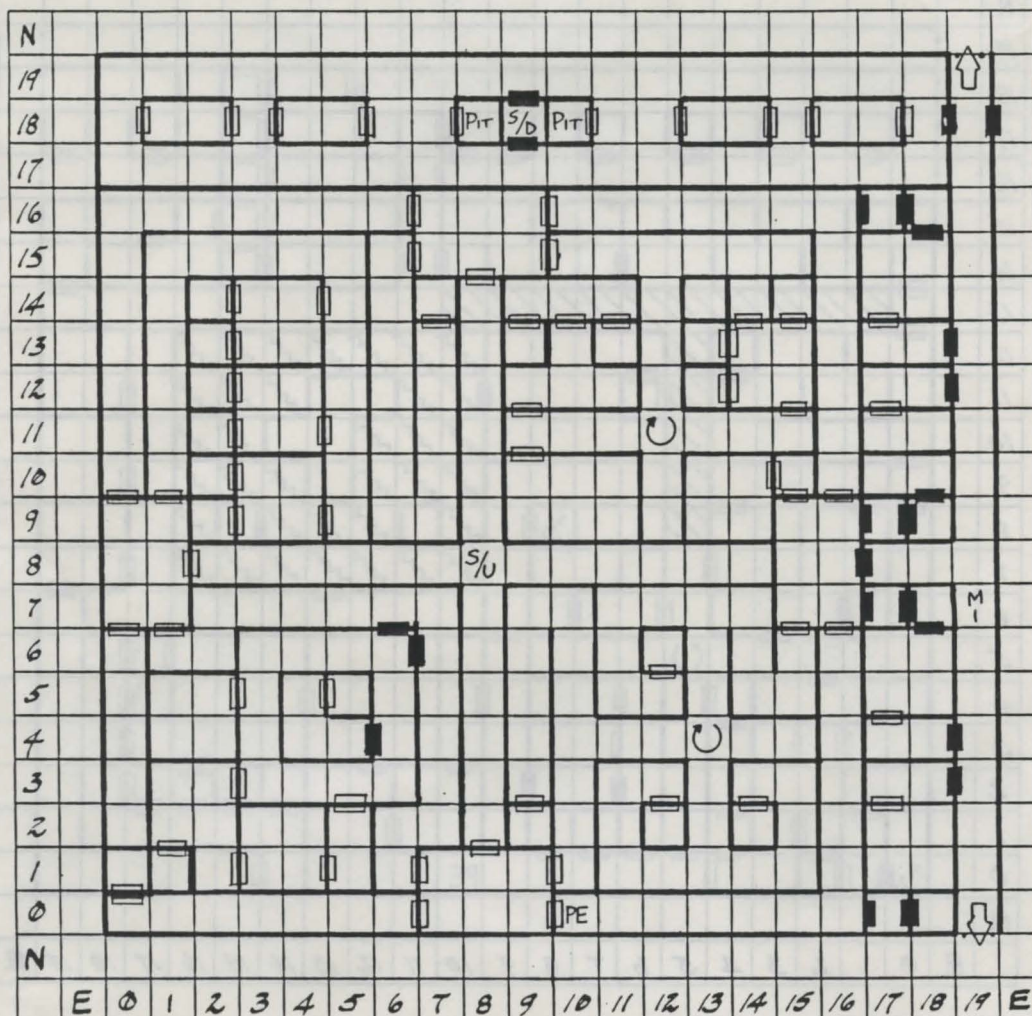


GENERAL NOTE:

ONCE YOU ENTER THE "NO MAGIC" AREA ALL YOUR SPELLS WILL FIZZLE OUT UNTIL YOU GO BACK TO THE "(P)RIVATE (E)LEVATOR" CORRIDOR. WHILE THE SPELLS OF MOST HUMAN MONSTERS WILL FIZZLE OUT TOO, THOSE OF MOST NON-HUMAN MONSTERS CAN STILL HARM YOU!

(P)RIVATE (E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F. PRESS ONE (OR RETURN TO LEAVE THEM).
 (NOTE: BUTTONS TAKE TO (P)RIVATE (E)LEVATORS: A--LVL 4 B--LVL 5 C--LVL 6 D--LVL 7 E--LVL 8 F--LVL 9)

WIZARDRY (tm) -- SCENARIO I -- LEVEL 6

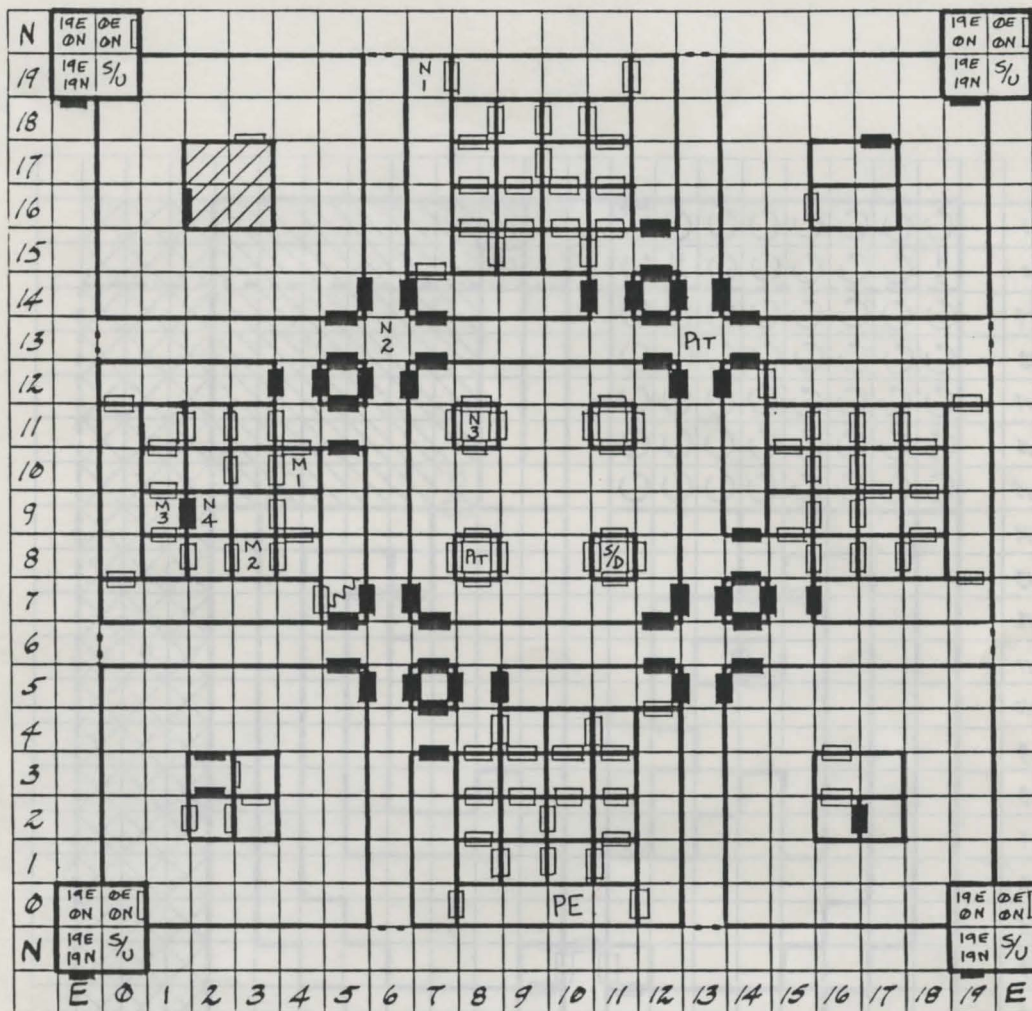


MESSAGE 1--SUDDENLY YOU SEE A GROUP OF 3 HUMANOIDS. ONE IS A BARBARIAN WITH A SWORD THAT GLOWS, ONE IS A SEXY FEMALE MAGE, AND THE THIRD LOOKS LIKE A HUGE OGRE! THE BARBARIAN POINTS TO THE END OF THE CORRIDOR AND YELLS "ARIEL..OOKLA..THIS WAY!!" AND THEY ALL RUN OFF. [NOTE: NOT ALL PARTIES RECEIVE THIS MESSAGE, ALTHOUGH ALL WILL HAVE TO WAIT FOR THE DISK DRIVE TO STOP GRINDING AT THIS POINT!]

(P)RIVATE (E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F. PRESS ONE (OR RETURN TO LEAVE THEM).
[NOTE:BUTTONS TAKE TO (P)RIVATE (E)LEVATORS: A--LVL 4 B--LVL 5 C--LVL 6 D--LVL 7 E--LVL 8 F--LVL 9]



WIZARDRY (tm) -- SCENARIO I -- LEVEL 7



(M)ESSAGE 1--IT'S GETTING WARM AROUND HERE!

(M)ESSAGE 2--IT'S GETTING REALLY HOT!

(M)ESSAGE 3--IT'S ALMOST TOO HOT TO BEAR!

GENERAL NOTES:

ONCE YOU ENTER THE "NO MAGIC" SQUARE (5E, 7N) ALL YOUR SPELLS WILL FIZZLE OUT UNTIL YOU GO BACK TO THE "(P)RIVATE (E)LEVATOR" CORRIDOR. WHILE THE SPELLS OF MOST HUMAN MONSTERS WILL FIZZLE OUT TOO, THOSE OF MOST NON-HUMAN MONSTERS CAN STILL HARM YOU!

COMPLETE ROOMS ARE INCLUDED IN THE CORNERS, SINCE THIS IS WHAT THEY LOOK LIKE WHEN YOU ENTER THEM.

(N)OTE 1--TELEPORTS TO 19E, 12N

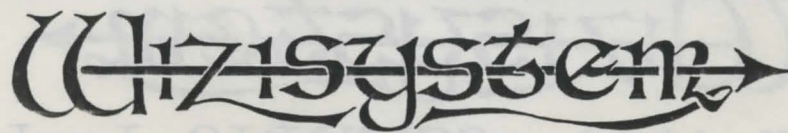
(N)OTE 2--TELEPORTS TO 13E, 6N

(N)OTE 3--TELEPORTS TO 19E, 0N

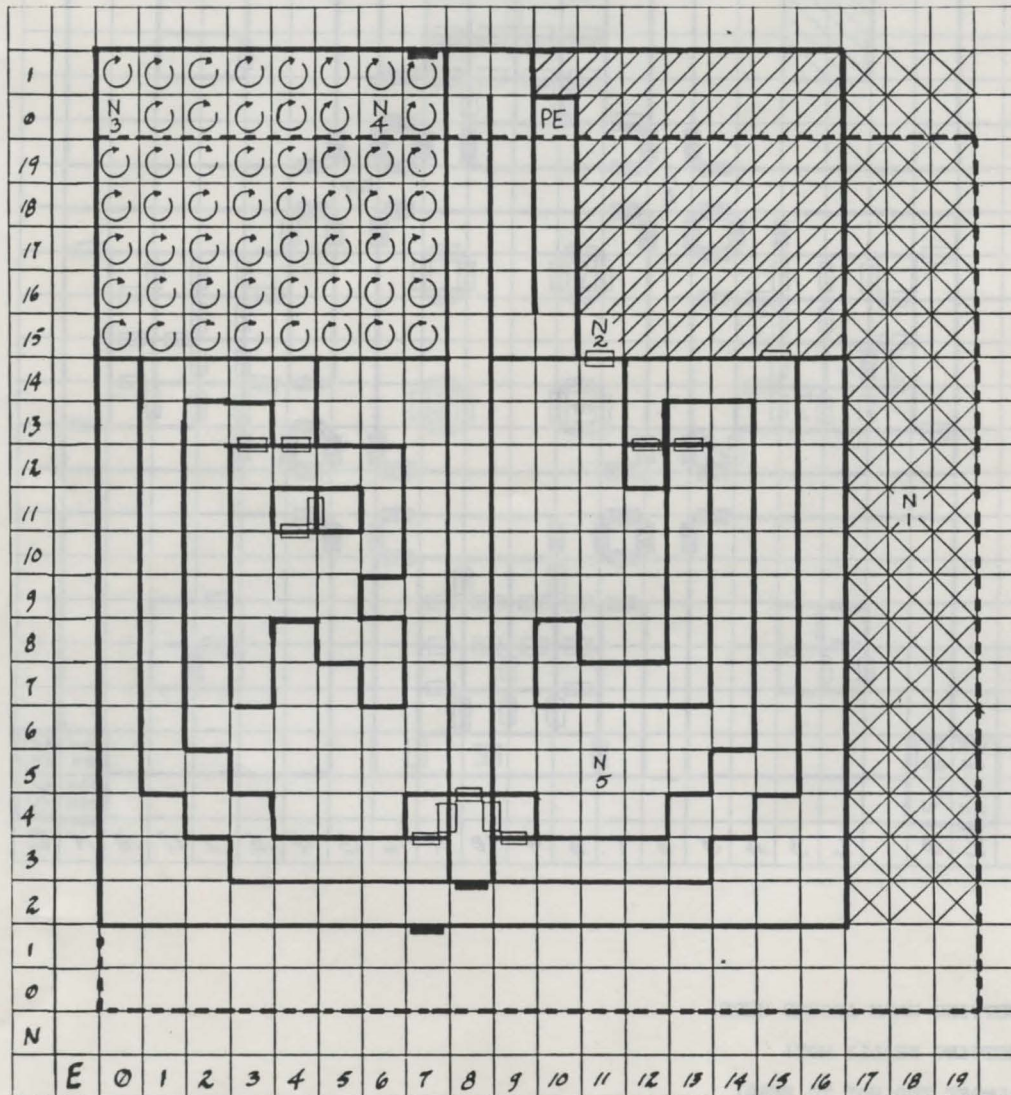
(N)OTE 4--SOMETIMES HAVE ENCOUNTERS HERE WITH MONSTERS LED BY FIRE DRAGONS.

(P)RIVATE (E)LEVATOR--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F. PRESS ONE (OR RETURN TO LEAVE THEM).

(NOTE:BUTTONS TAKE TO (P)RIVATE (E)LEVATORS: A--LVL 4 B--LVL 5 C--LVL 6 D--LVL 7 E--LVL 8 F--LVL 9)



WIZARDRY (tm) -- SCENARIO I -- LEVEL 8



GENERAL NOTES:

MAP COORDINATES HAVE BEEN SHIFTED TO MAKE READING EASIER. DOTTED LINES INDICATE ACTUAL BOUNDARIES.

THERE ARE NEITHER STAIRS UP TO LEVEL 7 NOR STAIRS DOWN TO LEVEL 9.

(NOTE 1)--ALTHOUGH THIS AREA IS OFFICIALLY ROCK, ENTRY BY MALOR SPELL OR A TELEPORTING CHEST USUALLY SENDS THE PARTY TO LEVEL 1 RATHER THAN KILLING THEM.

(NOTE 2)--TELEPORTS TO 14E, 19N

(NOTE 3)--ENTRY BY STAIRS FROM LEVEL 7 (ONE-WAY). NOTE THAT EVERY SQUARE IN THIS AREA WILL ROTATE YOUR PARTY IN A RANDOM DIRECTION.

(NOTE 4)--TELEPORTS TO 5E, 5N

(NOTE 5)--TELEPORTS TO 3E, 18N

(PRIVATE) (ELEVATOR)--THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F. PRESS ONE (OR RETURN TO LEAVE THEM).
(NOTE: BUTTONS TAKE TO (PRIVATE) (ELEVATORS: A--LVL 4 B--LVL 5 C--LVL 6 D--LVL 7 E--LVL 8 F--LVL 9)

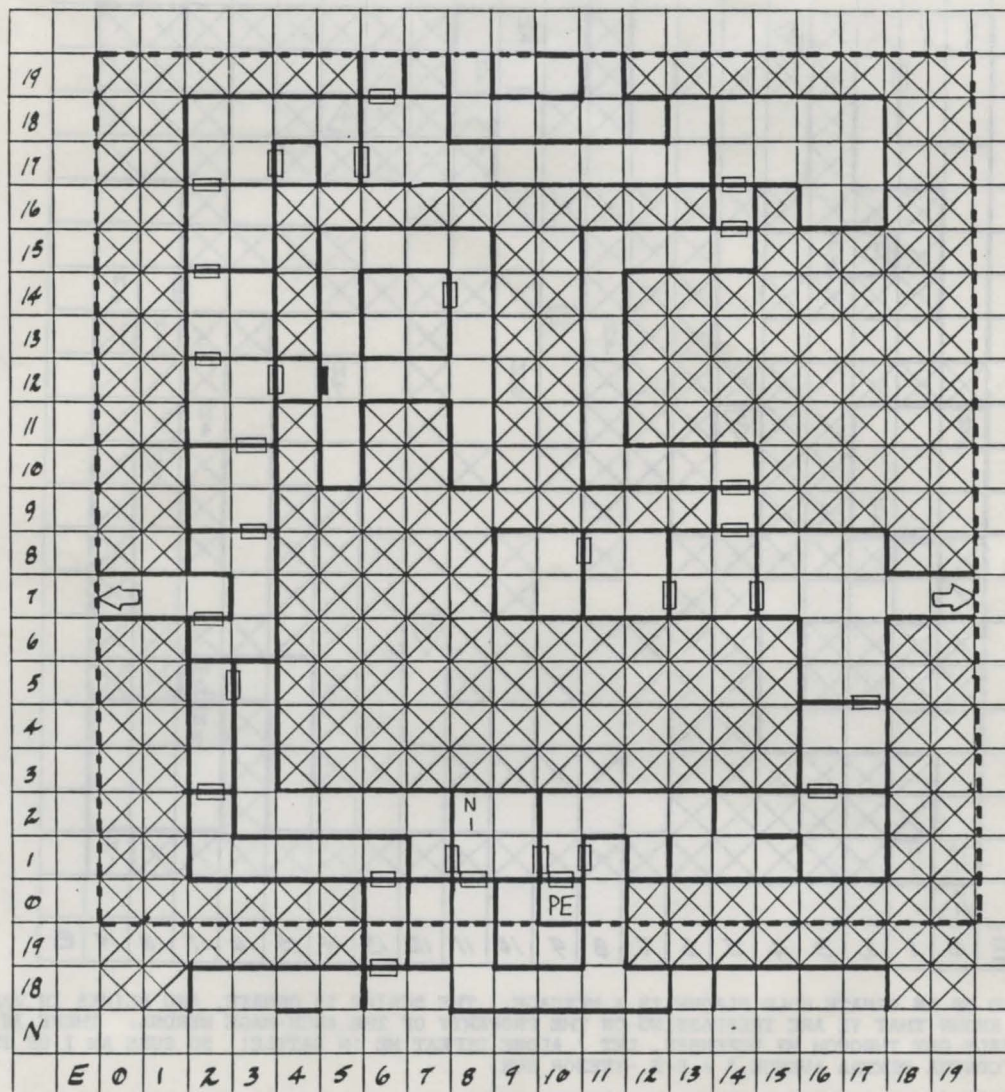
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Wizsystem

WIZARDRY (tm) -- SCENARIO I -- LEVEL 9



GENERAL NOTES:

SHORT HALLWAYS AT THE TOP OF THE MAP HAVE BEEN EXTENDED PAST THE BOUNDARIES AND DUPLICATED AT THE BOTTOM TO MAKE READING EASIER.

AS IN LEVEL 8, THIS AREA IS OFFICIALLY ROCK. ENTRY BY MALOR SPELL OR A TELEPORTING CHEST USUALLY SENDS THE PARTY TO LEVEL 1 RATHER THAN KILLING THEM.

AREAS WITH NO ENTRY DOORS REQUIRE MALOR SPELL TO ENTER.

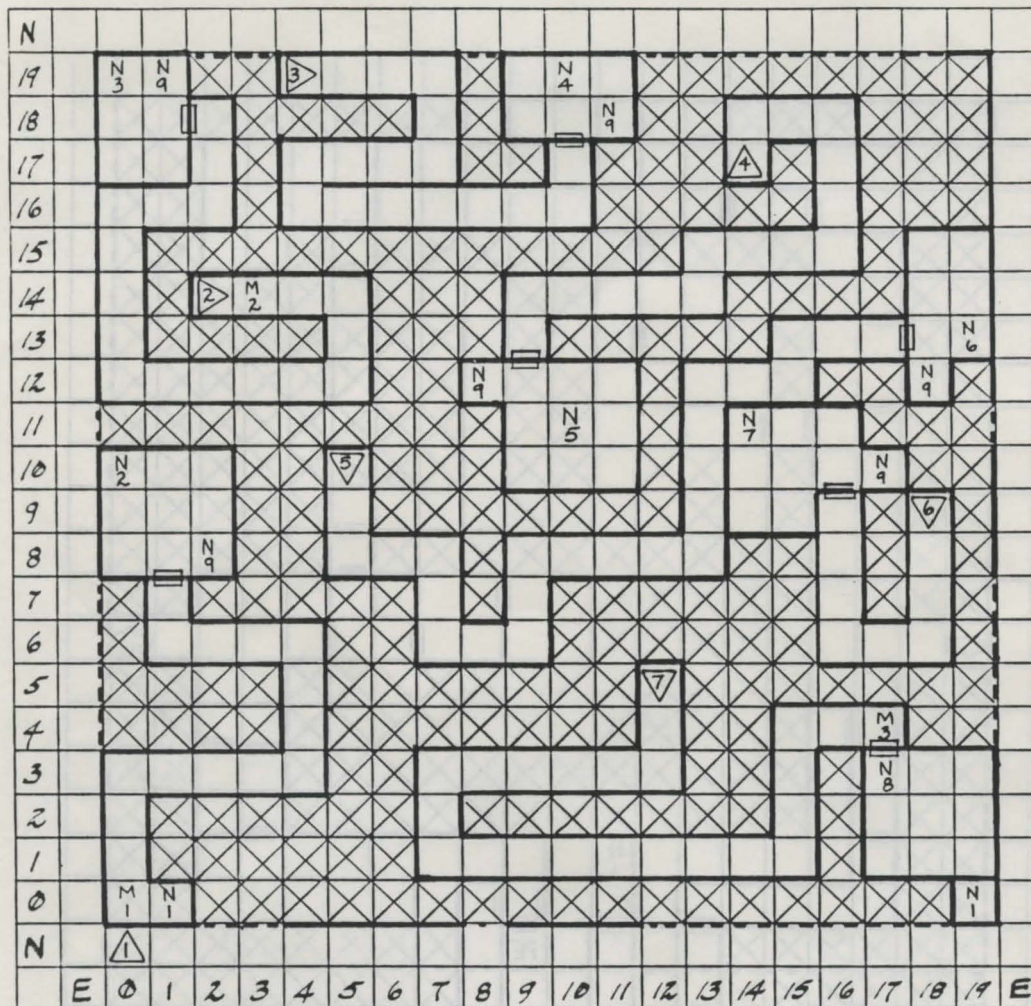
THERE ARE NO STAIRS TO OR FROM LEVEL 8, AND ENTRY TO LEVEL 10 IS BY CHUTE.

(NOTE 1) -- CHUTE TO LEVEL 10.

(P)RIVATE (E)LEVATOR -- THERE ARE BUTTONS ON THE WALL MARKED A THROUGH F. PRESS ONE (OR RETURN TO LEAVE THEM).
(NOTE: BUTTONS TAKE TO (P)RIVATE (E)LEVATORS: A -- LVL 4 B -- LVL 5 C -- LVL 6 D -- LVL 7 E -- LVL 8 F -- LVL 9]



WIZARDRY (tm) -- SCENARIO I -- LEVEL 10



(M)ESSAGE 1--INSCRIBED ON AN ORNATE GOLD PLAQUE IS A MESSAGE. THE SCRIPT IS ORNATE, AND BLINKS IN VARIOUS BRIGHT HUES: / BE IT KNOWN THAT YE ARE TRESPASSING ON THE PROPERTY OF THE ARCH-MAGE WERDNA. THERE IS NO POSSIBLE WAY THAT YE CAN POSSIBLY GET THROUGH MY DEFENSES, LET / ALONE DEFEAT ME IN BATTLE! SO SURE AM I OF THIS THAT I CAN GIVE YOU THIS CLUE, "CONTRA-DEXTRA AVENUE." / P.S.-TREBOR SUX

(M)ESSAGE 2--ONE GROUP OF GUARDIANS YE HAVE BEATEN BUT MANY MORE AWAIT YE! TURN BACK WHILE YOU STILL CAN, MORTALS!

(M)ESSAGE 3--"LAIR OF THE EVIL WIZARD WERDNA" THE WIZARD IS **IN**

GENERAL NOTES:

ENTRANCES TO EACH "HALL" ARE MARKED WITH A CONSECUTIVELY NUMBERED TRIANGLE FOR YOUR CONVENIENCE
 SPELLS--1) NO DUMAPIC SPELLS, DUE TO ENCHANTMENT, 2) CANNOT USE MALOR SPELL TO ENTER--BOUNCE BACK, 3) MALOR TO EXIT WORKS ONLY IN COMBAT OR IN WERDNA'S LAIR.

IN CASE OF TROUBLE--NOTE THAT MOST ROOMS ALLOW YOU TO TELEPORT TO 0E, ON (N9) WHERE YOU CAN GO TO 1E, ON (N1), WHICH TELEPORTS THE PARTY DIRECTLY TO CASTLE.

MONSTERS--IF YOU HAVE AN ENCOUNTER WITH LARGE GROUPS OF GREATER DEMONS, TRY TO GET AVOID FIGHTING THEM--THEY'RE MURDER!

HOW TO GET OUT OF WERDNA'S LAIR--THE ONLY WAY OUT OF WERDNA'S LAIR IS BY MALOR SPELL. IF ONE OF YOUR PARTY DOES NOT HAVE ONE, YOU CAN (U)SE WERDNA'S AMULET!

(N)OTE 1--TELEPORTS TO CASTLE

(N)OTE 2--TELEPORTS TO 2E, 14N (ENTRANCE OF HALL 2)

(N)OTE 3--TELEPORTS TO 4E, 19N (ENTRANCE OF HALL 3)

(N)OTE 4--TELEPORTS TO 14E, 17N (ENTRANCE OF HALL 4)

(N)OTE 5--TELEPORTS TO 5E, 10N (ENTRANCE OF HALL 5)

(N)OTE 6--TELEPORTS TO 18E, 9N (ENTRANCE TO HALL 6)

(N)OTE 7--TELEPORTS TO 12E, 5N (ENTRANCE TO HALL 7)

(N)OTE 8--SPECIAL ENCOUNTER WITH MONSTER GROUPS LED BY WERDNA!

(N)OTE 9--TELEPORTS TO 0E, 0N (ENTRANCE TO HALL 1)

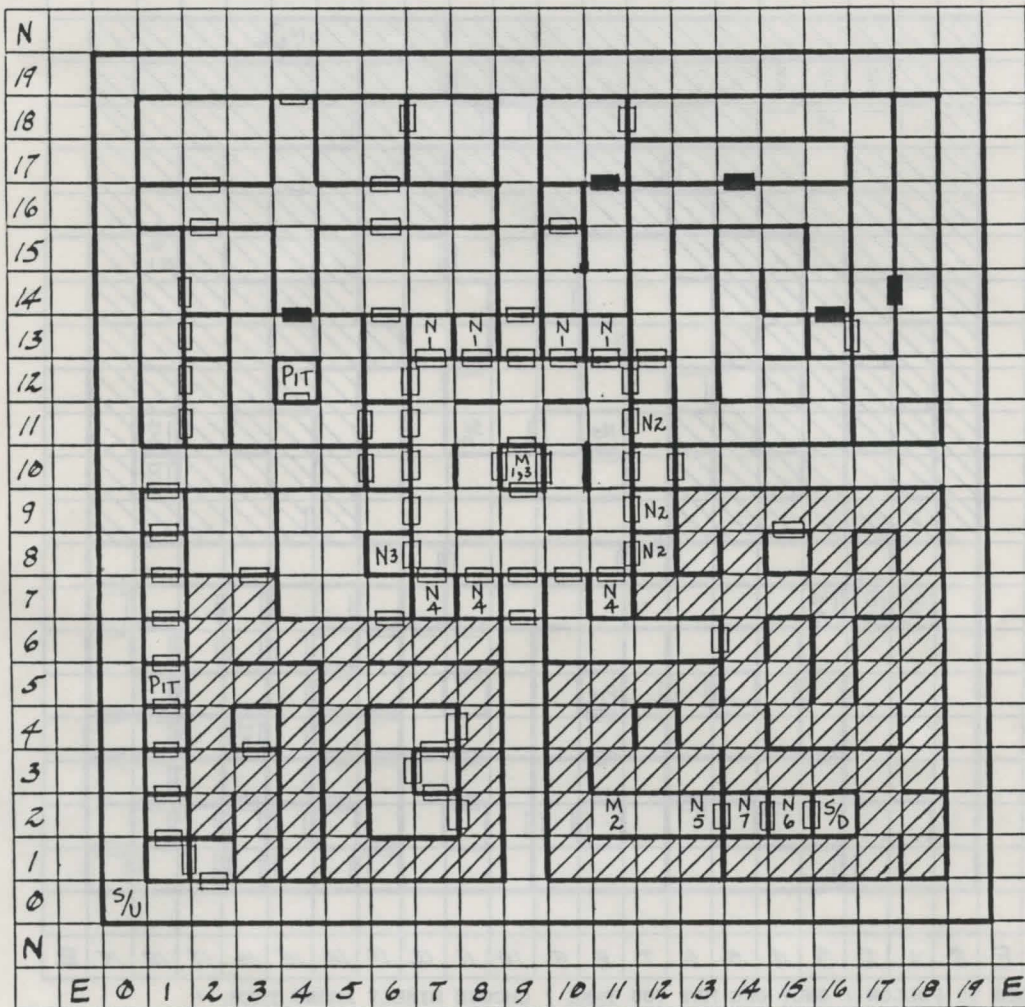
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WIZARDRY

WIZARDRY (tm) -- SCENARIO II -- LEVEL 1



MESSAGE 1--AS YOU ENTER, AN EERIE GLOW FILLS THE ROOM. WITH A BRILLIANT FLASH, A TOWERING APPARITION APPEARS BEFORE YOU. SHE SPEAKS: / "HEAR THESE, THE WORDS OF GNILDA. THE CITY OF LLYLGAMN HAVING SHOWN ITS UNWORTHINESS, I CHOSE TO RECLAIM THE SYMBOLS OF MY FAVOR. / ONLY HERE, IN MY TEMPLE, MAY ONE WORTHY ENOUGH REGAIN THOSE SYMBOLS AND RETURN. BUT WOE TO THOSE UNDESERVING WHO MAY TRY. / TO OBTAIN MY STAFF, ONE MUST ACQUIRE THE FIVE. THESE ARE THE TESTS, AND SHALL BE THE PROOF BEFORE ME PRESENTED. / THIS IS THE WILL OF GNILDA." THE APPARITION SLOWLY FADES. [NOTE: GNILDA SPEAKS AT OTHER TIMES AND OTHER PLACES. LISTEN CAREFULLY AND FOLLOW HER INSTRUCTIONS EXACTLY.]

MESSAGE 2--"THE ARMOR YOU SEEK / TO BRING TO THE FRAY / LIES FOUR STEPS AHEAD / BUT THREE STEPS AWAY."

MESSAGE 3--A FIERY FACE APPEARS BEFORE YOU AND DEMANDS, "WHAT IS THE ANSWER TO THE RIDDLE OF THE SPHINX?" THE IMAGE DISAPPEARS. / ANSWER? [NOTE: YOU'LL HAVE TO DISCOVER THIS YOURSELF!]

NOTE 1--TELEPORTS TO 9E, 7N

NOTE 2--TELEPORTS TO 6E, 10N

NOTE 3--TELEPORTS TO 12E, 10N

NOTE 4--TELEPORTS TO 9E, 13N

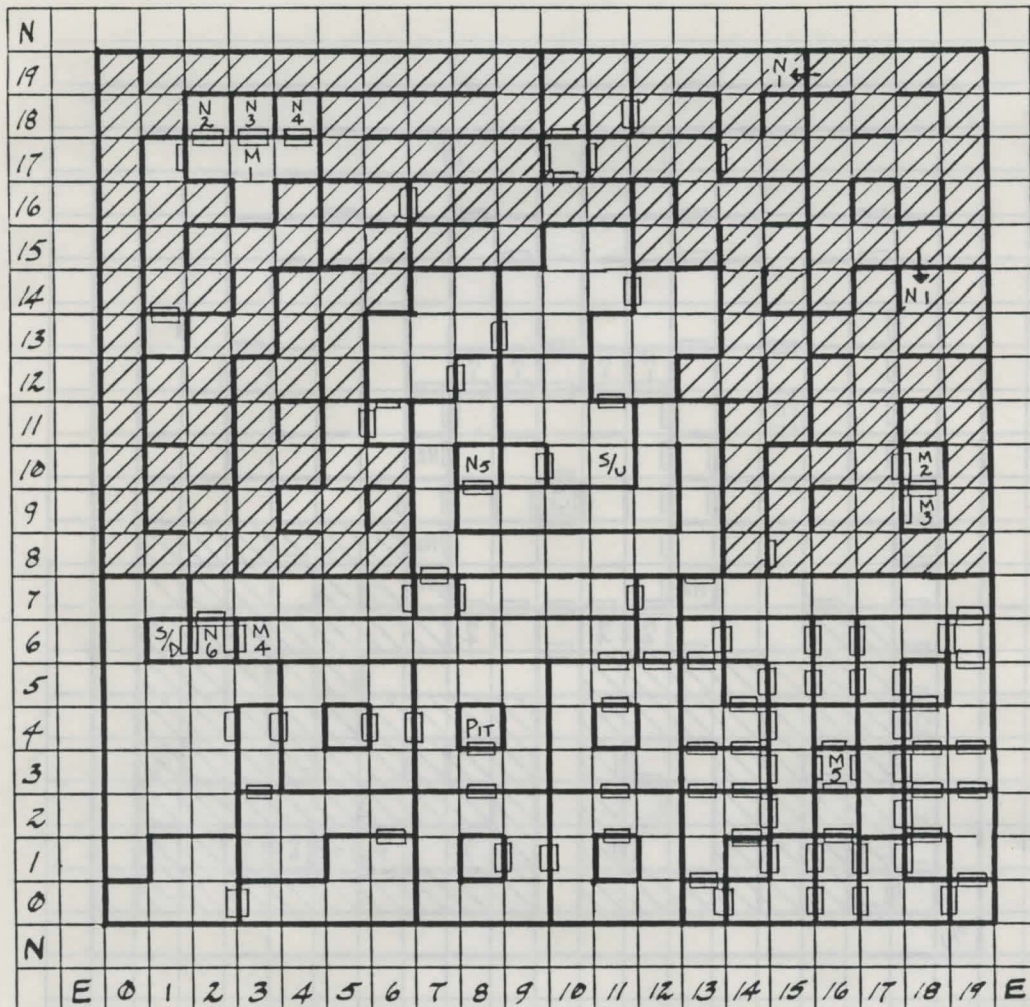
NOTE 5--TELEPORTS BACK ONE STEP TO 12E NO MATTER HOW MANY TIMES YOU TRY! SEE NOTE 7.

NOTE 6--LOCATION OF MAGIC ITEM. YOUR PARTY MUST GO DOWN TO LEVEL 2, THEN COME BACK UP TO GET IT.

NOTE 7--THE THREE ROOMS AT 14, 15 AND 16 EAST (INCLUDING THE STAIRS) CAN BE REACHED ONLY WITH THE MALOR SPELL!

WIZARDRY

WIZARDRY (tm) -- SCENARIO II -- LEVEL 2



MESSAGE 1--"THREE ROADS TO FOLLOW / ONLY ONE MAY YOU TAKE / CHOOSE WISELY AMONG THEM, / LEST THE QUEST YOU FORSAKE!"

MESSAGE 2--A WIZENED SAGE, SITTING IN A LARGE PILE OF DUSTY, MYSTERIOUS BOOKS, TURNS TO YOU AND SAYS: "FOR BUT 100,000 GOLD, MANY THINGS WILL YOU BE TOLD. / PAY FEE? (Y) PARTY MAY ENTER NEXT ROOM. (N) TELEPORTS TO 17E, 10N.

MESSAGE 3--THE SAGE USHERS YOU INTO A LAVISHLY DECORATED STUDY, TAKES A HUGE TOME OFF ONE OVERLOADED BOOKSHELF, SITS DOWN BEHIND A LARGE DESK, AND SPEAKS: / "MY STUDIES HAVE SHOWN THE STARS COME INTO A NEW CONFIGURATION FAVORABLE TO MANY THINGS. MUCH HAS CHANGED, AND THE WISE MAY PROFIT FROM SUCH CHANGES. / SEVERAL SPELLS ARE NOT WHAT THEY SEEM TO BE. SILENCE WILL REIGN, SLEEP GO ON UNDISTURBED, AND YOUR ENEMIES WILL BE HELD BACK BEFORE YOU. / NEITHER HAS LATUMAPIC GONE UNCHANGED; EVEN THE GREAT WORD MAHAMAN HAS FOUND A FAVORABLE CHOICE IN THE STARS." [NOTE: CERTAIN SPELLS ARE CHANGED, BUT ONLY AFTER THE PARTY HAS PAID THE OLD MAN!]

MESSAGE 4--I AM A LONELY BEING, SCARRED BY SWORDS, WOUNDED BY IRON, SATED WITH BATTLE-DEEDS, WEARIED BY BLADES OFTEN / I WITNESS WAR, PERILOUS FIGHT, NOR HOPE FOR CONSOLATION, THAT ANY HELP MAY RESCUE ME FROM / STRIFE BEFORE I PERISH AMONG FIGHTING MEN. BUT HAMMERED SWORDS, HARDEDGED AND GRIMLY SHARP, BATTER ME, AND THE HANDWORK / OF THE SMITH BITES IN THE CASTLES; I MUST EVER WAIT A CONTEST YET MORE CRUEL. I COULD EVER / IN ANY HABITATION FIND THE SORT OF DOCTOR WHO COULD HEAL MY WOUNDS WITH HERBS BUT CUTS FROM SWORDS / EVER INCREASE ON ME THROUGH DEADLY CONTEST, BOTH DAY AND NIGHT. / WHAT AM I? / ANSWER? [NOTE: CORRECT ANSWER ALLOWS ENTRY TO NEXT ROOM WITH MAGIC ITEM.]

MESSAGE 5--FROM ALL DIRECTIONS CAN BE HEARD THE OMINOUS SOUNDS OF HUNGRY, WILD BEASTS OF EVERY DESCRIPTION.

GENERAL NOTES--THE MAJOR SPELL CANNOT BE USED TO TELEPORT INTO OR OUT OF THIS LEVEL EXCEPT IN COMBAT, AND THAT WILL TAKE YOU TO LEVEL 6!

NOTE 1--PANEL SLAMS SHUT BEHIND YOU!

NOTE 2--TELEPORTS TO 16E, 4N

NOTE 3--TELEPORTS TO 19E, 19N

NOTE 4--TELEPORTS TO 0E, 0N

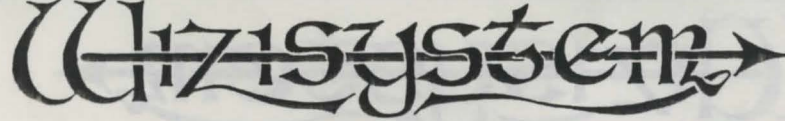
NOTE 5--TELEPORTS TO 3E, 16N. THIS IS THE ONLY WAY TO GET TO THE PORTIONS OF THE MAZE OUTSIDE THE MAIN CORRIDORS.

NOTE 6--MAGIC ITEM. MUST BE CONQUERED BEFORE YOU CAN USE THE STAIRS!

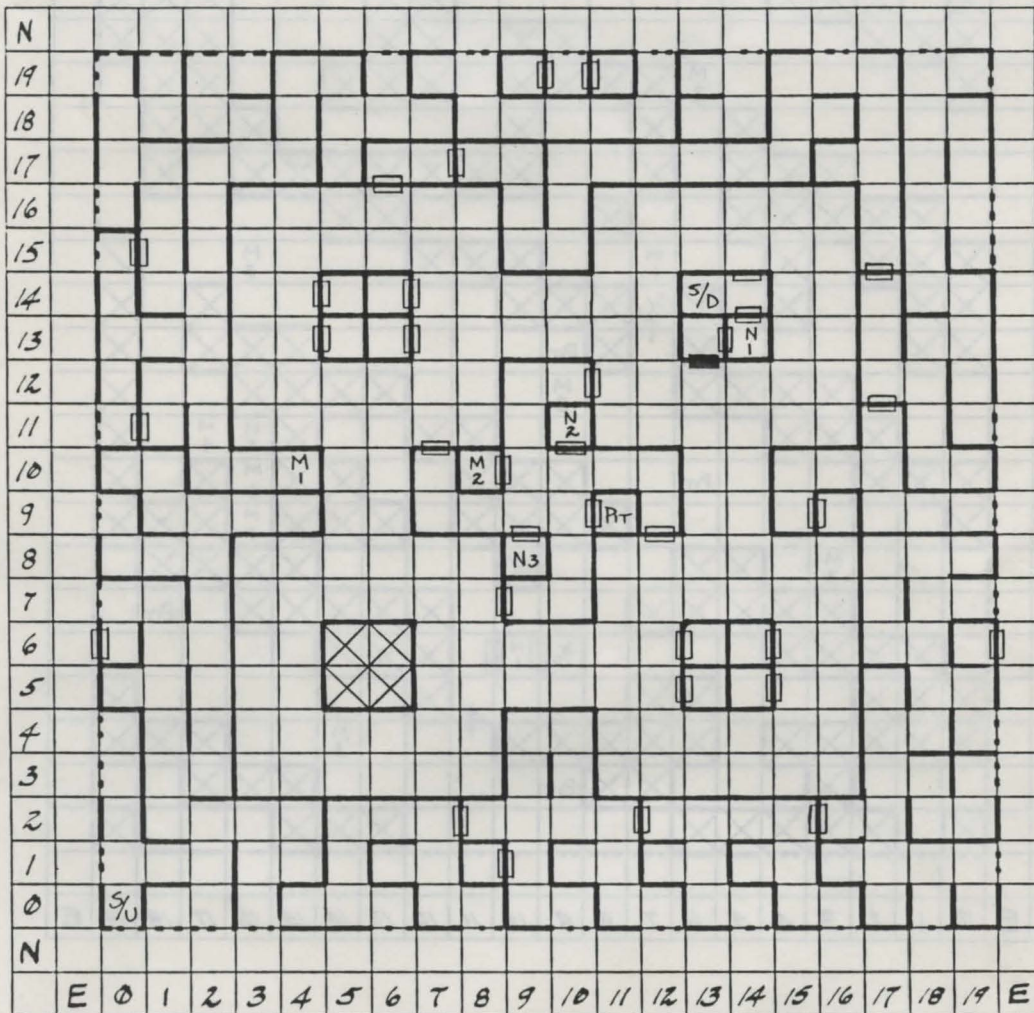
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WIZARDRY (tm) -- SCENARIO II -- LEVEL 3



MESSAGE 1--EVER CONSIDERED ANOTHER LINE OF WORK?

MESSAGE 2--AS YOU ENTER THE ROOM, YOU SEE A FAMILIAR FIGURE RISE, WAVE HIS ARMS AND SHOUT, / "MAPIRO MAHAMA DIROMATI" (NOTE: TELEPORTS THE PARTY DIRECTLY TO THE CASTLE.)

GENERAL NOTES--STEPPING PAST THE DOTTED BOUNDARIES TELEPORTS THE PARTY TO THE OPPOSITE SIDE OF THE MAZE AT THE SAME COORDINATE.

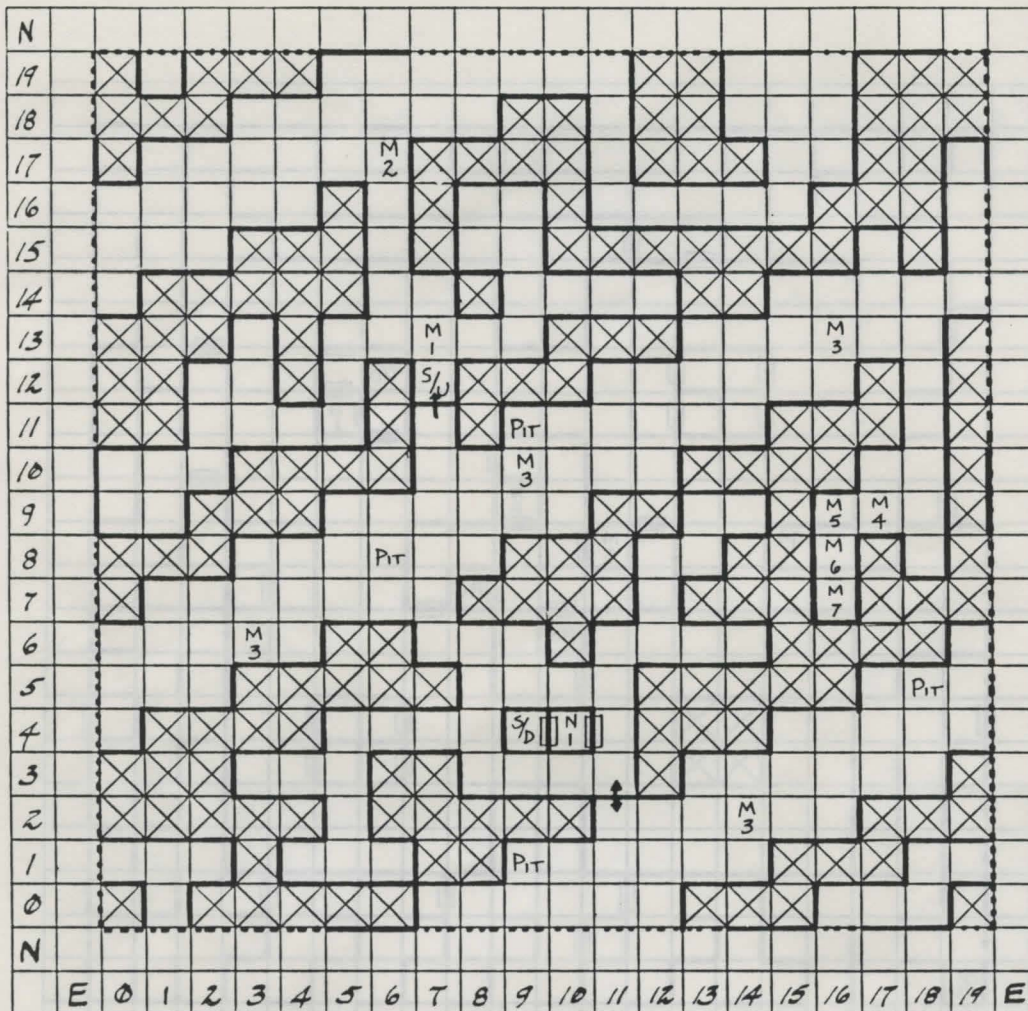
NOTE 1--MAGIC ITEM IS FOUND HERE. TO OBTAIN IT, YOUR PARTY MUST FIRST GO DOWN TO LEVEL 4, THEN COME BACK UP.

NOTE 2--TELEPORTS TO 13E, 13N

NOTE 3--TELEPORTS TO 0E, 0N

Wizsystem

WIZARDRY (tm) -- SCENARIO II -- LEVEL 4



MESSAGE 1--YOU STAND AT THE ENTRANCE OF WHAT SEEMS TO BE A HUGE CAVERN. THE FLOOR AND WALLS ARE COVERED WITH MOISTURE; THE AIR IS COOL AND DANK. / FROM THE VAULTED CEILING HANG GREAT STALACTITES, AND UNKNOWN SMALL ANIMALS SQUEAK AND SCURRY IN THE DARKNESS.

MESSAGE 2--BEFORE YOU IS A PILE OF SHATTERED STONE WHICH APPEARS TO BE THE RESULT OF A CAVE-IN. / BENEATH THE ROCKS, YOU DISCOVER SHARDS OF BROKEN BONE AND BITS OF SMASHED, RUSTED ARMOR.

MESSAGE 3--OUCH! [NOTE: THIS IS AN UNNAMED PERIL THAT COSTS 2-6 MEMBERS OF THE PARTY FROM 15-40 HIT POINTS EACH.]

MESSAGE 4--A SIGN NEAR THE GROUND READS: "A CAVERN'S DARK..."

MESSAGE 5--"AS THE INSIDE OF A MOUNTAIN..."

MESSAGE 6--"DOWN THE HALL..."

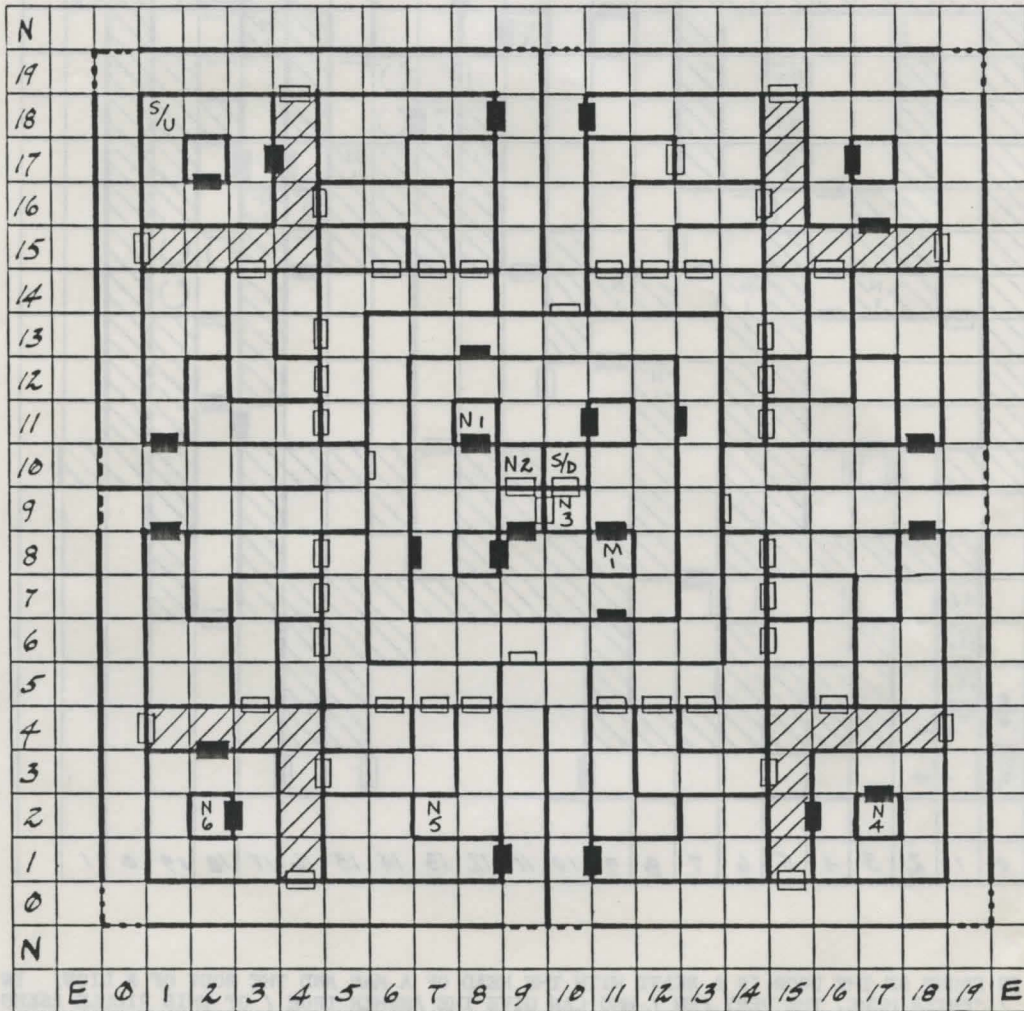
MESSAGE 7--"...A CLEAR BLUE FOUNTAIN." BURMA SHAVE (TM) / WHO (#) WILL WADE? (RET EXITS) [NOTE: WADING HAS VARIED RESULTS, FROM BENEFICIAL TO DISASTROUS.]

GENERAL NOTES--STEPPING PAST THE DOTTED BOUNDARIES TELEPORTS THE PARTY TO THE OPPOSITE SIDE OF THE MAZE AT THE SAME COORDINATE.

NOTE 1--MAGIC ITEM IS FOUND HERE. YOU MUST CONQUER THIS ITEM BEFORE YOU CAN GET TO THE STAIRS!

WIZISystem

WIZARDRY (tm) -- SCENARIO II -- LEVEL 5



MESSAGE 1--IN THE CENTER OF THE ROOM STANDS A BRICK-WALLED WELL. BESIDE IT IS A SIGN READING: "WISHES: 5000GP / WIZICORP." / FEE IS 5000. PAY? (Y) PARTY IS TELEPORTED DIRECTLY TO CASTLE. (N) PARTY MAY LEAVE.

GENERAL NOTES--STEPPING PAST THE DOTTED BOUNDARIES TELEPORTS THE PARTY TO THE OPPOSITE SIDE OF THE MAZE AT THE SAME COORDINATE.

NOTE 1--CHUTE DROPS PARTY TO LEVEL 6 AT 7E, 16N, USUALLY FACING WEST.

NOTE 2--TELEPORTS TO 9E, 8N

NOTE 3--MAGIC ITEMS FOUND HERE. PARTY MUST DESCEND STAIRS THEN COME BACK UP IN ORDER TO OBTAIN THEM.

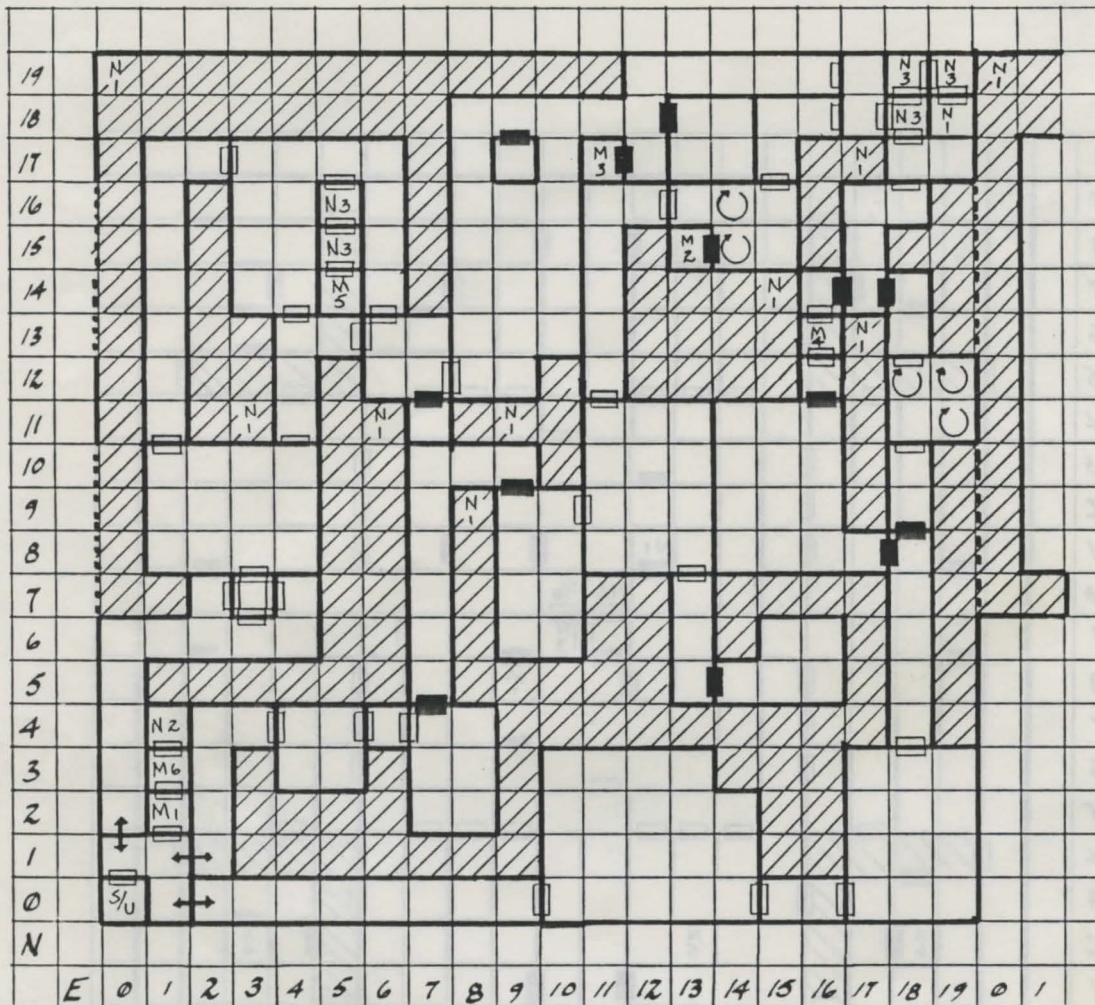
NOTE 4--CHUTE DROPS PARTY TO LEVEL 6 AT 5E, 1N, USUALLY FACING NORTH.

NOTE 5--CHUTE DROPS PARTY TO LEVEL 6 AT 12E, 15N, USUALLY FACING WEST.

NOTE 6--CHUTE TO 17E, 17N.



WIZARDRY (tm) -- SCENARIO II -- LEVEL 6



MESSAGE 1--LYING IN FRONT OF THE DOOR IS A BEAST WITH THE HEAD OF A MAN AND THE BODY OF A LION. IN A HYPNOTIC VOICE IT INTONES: / "ENTER HERE, THE VERY FEW / WHO CAN GIVE THE ANSWER TRUE / OF THIS RIDDLE ASKED OF YOU. SEARCH THIS LEVEL, IF YOU DARE / SEARCH EACH DEN AND MONSTER LAIR. / THREE CLUES HAVE I HIDDEN THERE. SEARCH EACH PASSAGE AND EACH ROOM / FOR A KING WITHIN HIS TOMB / FOR THE ANSWER WAS HIS DOOM. IF YOU LIVE, YOU SHOULD NOT LOSE / FOR THE ANSWER TO THIS RUSE / LIES CONFUSED AMONG THE CLUES.

MESSAGE 2--(CLUE I) THAT KING, THE KING WHO WORSHIPS GOLD, / WILL NO MORE SEE HIS TREASURE ROOM.

MESSAGE 3--(CLUE II) THAT KING, THE KING WHO WORSHIPS POWER / WILL HAVE NONE WITHIN HIS TOMB.

MESSAGE 4--(CLUE III) THAT KING, THE KING WHO WORSHIPS THESE / THAT KING, HE FINDS DOOM!

MESSAGE 5--A STATUE OF THE EARTH-GOD, GNILDA. SEARCH (Y/N)?

MESSAGE 6--THE APPARITION REAPPEARS AND INTONES: "ONE ALONE."

GENERAL NOTES--STEPPING PAST THE DOTTED BOUNDARIES TELEPORTS THE PARTY TO THE OPPOSITE SIDE OF THE MAZE AT THE SAME COORDINATE. THE MAP HAS BEEN CARRIED PAST THE BOUNDARIES TO THE EAST TO MAKE READING EASIER.

YOU CANNOT USE MALOR SPELL TO ENTER OR TO TRAVEL WITHIN LEVEL 6, BUT YOU MAY TELEPORT OUT WITH THIS SPELL.

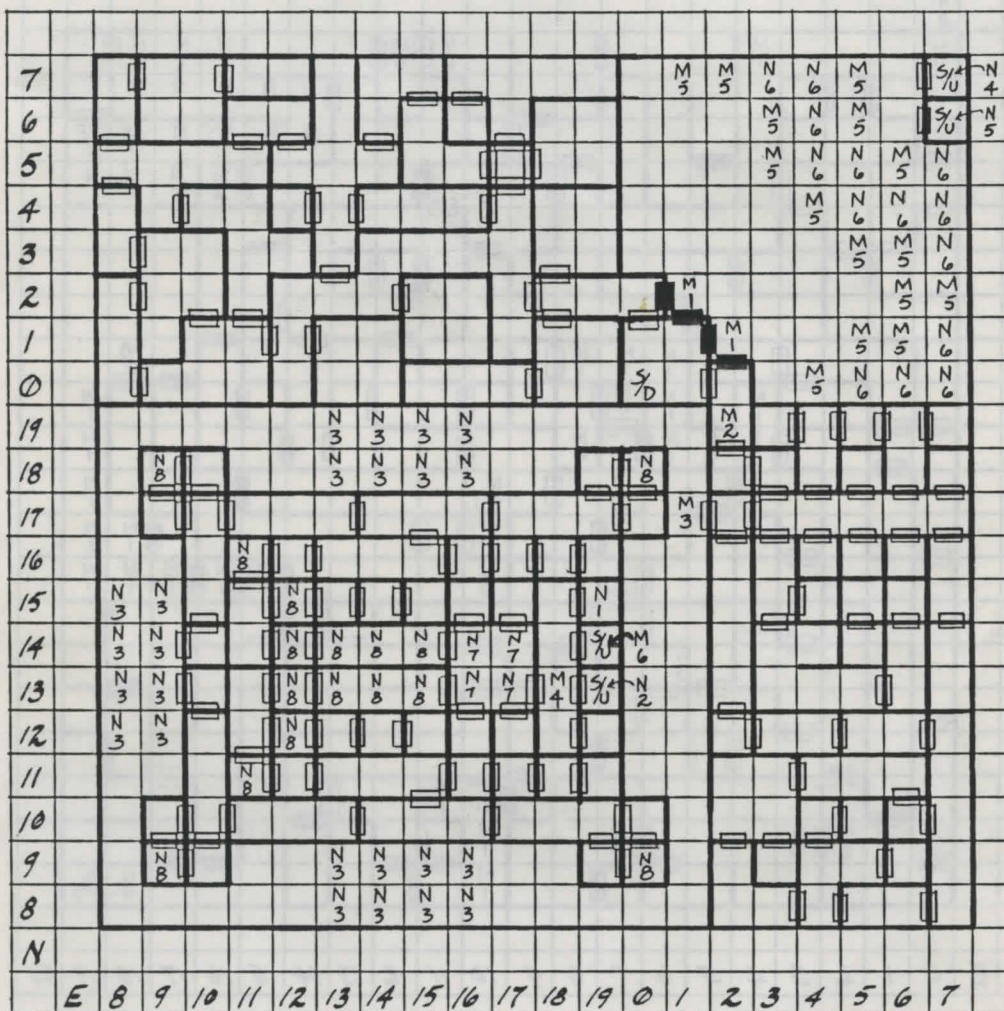
NOTE 1--TELEPORTS TO 0E, 0N

NOTE 2--TELEPORTS TO 9E, 9N, LEVEL 1

NOTE 3--PARTY WILL OFTEN HAVE ENCOUNTERS WITH MONSTERS LED BY HIGH PRIESTS IN THESE PLACES.

WIZARDRY

WIZARDRY (tm) -- SCENARIO III -- LEVEL 1



MESSAGE 1--YOU STAND ON A BEACH. BEYOND IT LIES A DARK LAKE, IN WHICH IS A SMALL ISLAND.

MESSAGE 2--A SIGN ON THE DOOR READS: "BARRACKS"

MESSAGE 3--BEFORE YOU STANDS A GREAT FORTRESS. BETWEEN ITS PARAPETS LIES A DEEP MOAT, AND A SIGN BY THE MOAT READS: "BEWARE OF MOAT MONSTERS!!!"

MESSAGE 4--HEAR YE THE WORDS OF L'KBRETH: TO ALL WHO TRESPASS HERE, GOOD OR EVIL I GIVE MY WARNING: NEITHER GOOD NOR EVIL ALONE CAN TRIUMPH HERE.

MESSAGE 5--YOU ARE AT THE WATER'S EDGE. IF YOU GO ANY FURTHER, YOU'LL DROWN! [PARTY CANNOT GO FURTHER WITHOUT BEING BUMPED BACK TO PREVIOUS SQUARE.]

MESSAGE 6--PARTIES OF THE WRONG ALIGNMENT ARE TOLD, "YE ARE FORBIDDEN TO ENTER HERE! BEGONE!" AND ARE TELEPORTED TO THE CASTLE. OTHERS MAY USE STAIRS TO LEVEL 3, 2E 2N, FACING EAST.

GENERAL NOTE--EAST AND NORTH COORDINATES ARE DISPLACED FOR EASE OF READING. BE CAREFUL WHEN USING THE MALOR SPELL NOT TO GO PAST THE 0 AND 19 COORDINATES OR YOU'LL END UP IN ROCK!

NOTE 1--TELEPORTS TO CASTLE

NOTE 2--STAIRS TO LEVEL 2, 19E 0N, FACING EAST. OPEN TO PARTIES OF THE CORRECT ALIGNMENT.

NOTE 3--MOAT MONSTERS ATTACK HERE (ONLY ONCE PER CROSSING OF THE AREA).

NOTE 4--STAIRS TO LEVEL 4, 7E 1N, FACING EAST. OPEN TO PARTIES OF THE CORRECT ALIGNMENT.

NOTE 5--STAIRS TO LEVEL 5, 18E 0N FACING EAST. OPEN TO PARTIES OF THE CORRECT ALIGNMENT.

NOTE 6--WATER! WILL DROWN THE PARTY UNLESS THEY HAVE SPECIAL ITEM.

NOTE 7--PARTY WILL OFTEN HAVE ENCOUNTERS WITH MONSTER GROUPS LED BY CORSAIRS IN THESE AREAS.

NOTE 8--PARTY WILL OFTEN HAVE ENCOUNTERS WITH MONSTER GROUPS LED BY GARIAN GUARDS IN THESE AREAS.

WIZARDRY (tm) -- SCENARIO III -- LEVEL 2

[illegible]

MESSAGE 1--I AM AROUND YOU ALWAYS, BUT YOU HAVE NEVER SEEN ME. YOU WOULD NEVER LEAVE ME, BUT WERE I GONE, YOU WOULD NOT CRY OUT FOR ME. WHAT AM I?

MESSAGE 2--A GLOWING MESSAGE APPEARS IN MID-AIR: S.E.G. PO'LE, GRAND WIZARD. THE WIZARD IS *OUT* DO NOT ENTER!

MESSAGE 3--A LARGE, DUSTY DESK STANDS AGAINST THE FAR WALL. ITS DRAWERS ARE OVERFLOWING WITH BOOKS AND PAPERS. INLAID IN THE DESKTOP IS AN ORNATE LETTER 'P'. SEARCH (Y/N)?

MESSAGE 4--AN ELEGANTLY DRESSED WOMAN WITH A WHIP DEMANDS, "WHAT'S THE PASSWORD, BOYS?" ANSWER?

MESSAGE 5--THIS IS THE GRAND DINING ROOM OF THE GRAND WIZARD. TO THE NORTH IS A LARGE KITCHEN AREA. TO THE SOUTH IS THE WIZARD'S OPULENT BOUDOIR.

MESSAGE 6--A SIGN ON THE DOOR READS "WINE CELLAR"

NOTE 1--REMOVES MILWA, LOMILWA SPELLS, BUT IS NOT DARK.

NOTE 2--TELEPORTS TO 3E 18N

NOTE 3--SOMETIMES APPEARS TO BE A SINGLE SQUARE ROOM WITH NO EXIT. GO BACK TO OE ON AND REENTER FOR HALLWAY.

NOTE 4--TELEPORTS TO 11E 9N

NOTE 5--TELEPORTS TO 9E 12N

NOTE 6--ENCOUNTER WITH PO'LES (CONCEALED AS SKELETAL FIGURES).

NOTE 7--STAIRS TO LEVEL 4, 13E 13N. OPEN TO PARTIES OF CORRECT ALIGNMENT.

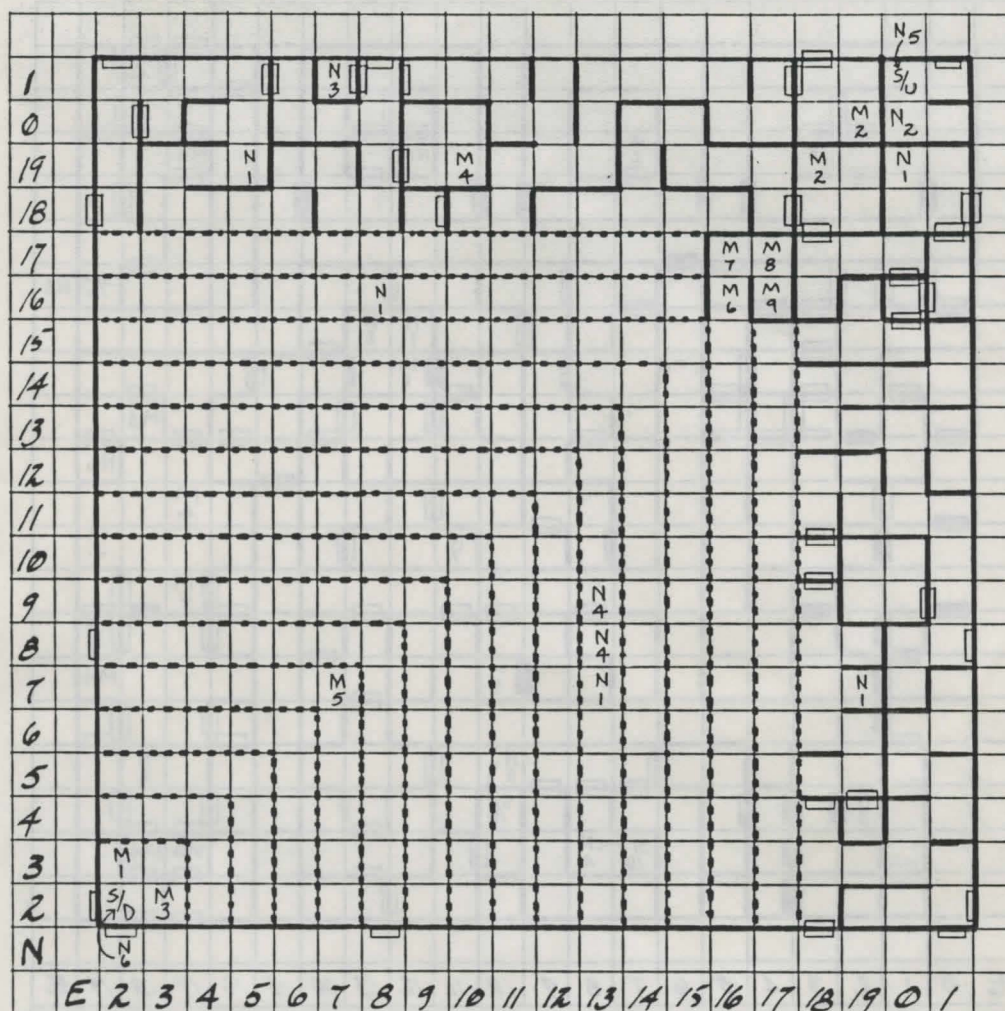
NOTE 8--STAIRS TO LEVEL 4, 10E 2N, FACING WEST. OPEN TO PARTIES OF CORRECT ALIGNMENT.

NOTE 9--STAIRS TO LEVEL 1, 19E 13N. USUALLY OPEN TO ALL.

NOTE 10--PARTY OFTEN HAS AN ENCOUNTER WITH MONSTERS LED BY FIENDS IN THIS LOCATION.

WIZARDRY

WIZARDRY (tm) -- SCENARIO III -- LEVEL 3



MESSAGE 1--I'D TURN BACK IF I WERE YOU.

MESSAGE 2--ABDUL'S ETHEREAL TAXI SERVICE. 2500 GP ONE WAY. FEE IS 2500. PAY (Y/N)? [YES RETURNS TO CASTLE]

MESSAGE 3--HAVE YOU CONSIDERED ANOTHER DIRECTION?

MESSAGE 4--AN APPARITION BECKONS TO YOU FROM ABOVE A MURKY POOL. OMINOUS SHADOWS CAN BE SEEN MOVING IN THE DEPTHS. SEARCH (Y/N)? [IF YOU CARRY THE RIGHT ITEM, YOU CAN TRADE, OTHERWISE YOU ARE TOLD, "NOT WITHOUT PAYMENT"]

MESSAGE 5--AN AGED MONK APPEARS BEFORE YOU. "IN EXCHANGE FOR YOUR SOUL, YOU MAY HAVE WHAT YOU FIND IN THIS CHEST." SEARCH (Y/N)? [IF YOU CARRY THE RIGHT ITEM, YOU CAN TRADE, OTHERWISE YOU ARE TOLD, "NOT WITHOUT PAYMENT"]

MESSAGE 6--"A GRAVEYARD'S DARK..."

MESSAGE 7--"AND THIS TRAP'S A CROCK..."

MESSAGE 8--"DON'T GO ANY FURTHER, OR..."

MESSAGE 9--YOU ARE IN ROCK! [PARTY IS KILLED.]

GENERAL NOTES--TRAVEL IN THE AREAS WITH DOTTED LINES CAN BE ONLY TOWARD THE EAST OR NORTH. PASSING THROUGH ONE OF THE DOTTED LINES MAKES IT INTO A SOLID WALL THAT ALLOWS NO RETURN. IN OTHER WORDS, THE DOTTED LINES REPRESENT WALLS THAT ARE TRANSPARENT GOING EAST OR NORTH, BUT SOLID GOING WEST OR SOUTH!

EAST AND NORTH COORDINATES ARE DISPLACED FOR EASE OF READING. BE CAREFUL WHEN USING THE MALOR SPELL NOT TO GO PAST THE 0 AND 19 COORDINATES OR YOU'LL END UP IN ROCK!

NOTE 1--TELEPORTS TO 3E 3N.

NOTE 2--TELEPORTS TO 2E 2N.

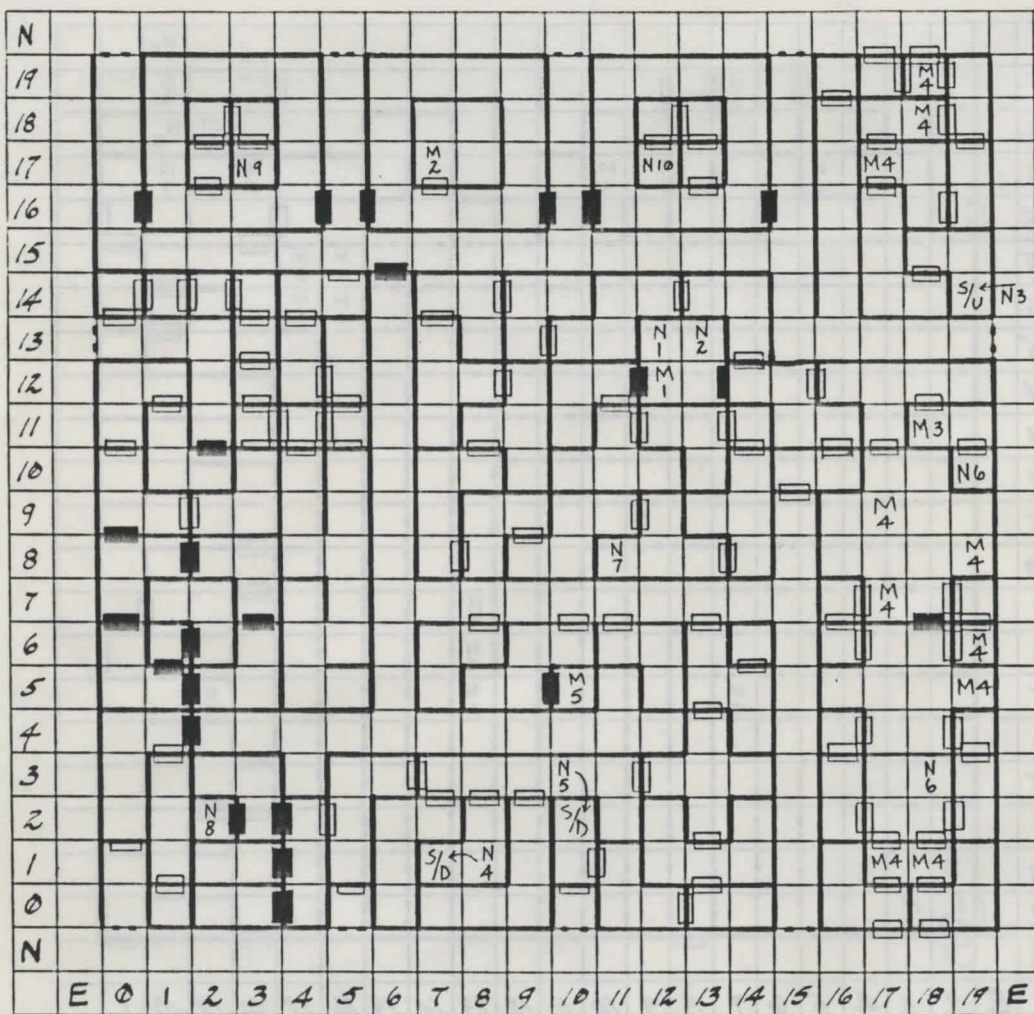
NOTE 3--TELEPORTS TO 1E 0N.

NOTE 4--WHEN FACING SOUTH, LOOKS INTO TELEPORT AREA OF NOTE 1 (3E 3N).

NOTE 5--STAIRS TO LEVEL 5, 11E 0N. OPEN TO PARTIES OF CORRECT ALIGNMENT.

NOTE 6--STAIRS TO LEVEL 1, 19E 14N. USUALLY OPEN TO ALL.

WIZARDRY (tm) -- SCENARIO III -- LEVEL 4



MESSAGE 1--A SHORT, SWARTHY MAN IN A TURBAN SIDLES UP TO YOU AND WHISPERS: "TELL THEM ABDUL SENT YOU."

MESSAGE 2--PARTIES WITH EVIL CHARACTERS WILL BE TOLD, "YE ARE FORBIDDEN TO ENTER HERE! BEGONE!" AND WILL BE TELEPORTED TO THE CASTLE

MESSAGE 3--OURS IS AN UNEASY FRIENDSHIP. YOUR FATHERS TOILED LONG TO TAME ME, BUT EVEN NOW I WILL GO MY OWN WAY
IF YOU DO NOT TEND ME WELL. I AM A POWERFUL DESTROYER, YET MY FRAILTY IS GREAT. WHAT AM I? [WRONG ANSWER
TELEPORTS TO 18E 10N]

MESSAGE 4--LOOK OUT! [PRECEDES AN ENCOUNTER ON THE NEXT STEP IN ANY DIRECTION]

MESSAGE 5--AN OILY BLACK LIQUID DROPS FROM THE CEILING, FORMING A POOL ON THE FLOOR. WHO WILL WADE?

NOTE 1--CHUTE TO LEVEL 2, 2E 11N

NOTE 2--STAIRS FROM LEVEL 2, 10E 8N. ONE-WAY.

NOTE 3--STAIRS TO LEVEL 6, 5E ON. PARTY MUST BE OF CORRECT ALIGNMENT AND CARRY THE RIGHT STUFF

NOTE 4--STAIRS TO LEVEL 1 ISLAND, 7E 7N. USUALLY OPEN TO ALL.

NOTE 5--STAIRS TO LEVEL 2, 0E 19N. OPEN TO PARTIES OF THE CORRECT ALIGNMENT.

NOTE 6--TELEPORTS TO 17E 15N, FACING SOUTH.

NOTE 7--CHUTE TO 1E 7N, FACING WEST. ONE-WAY.

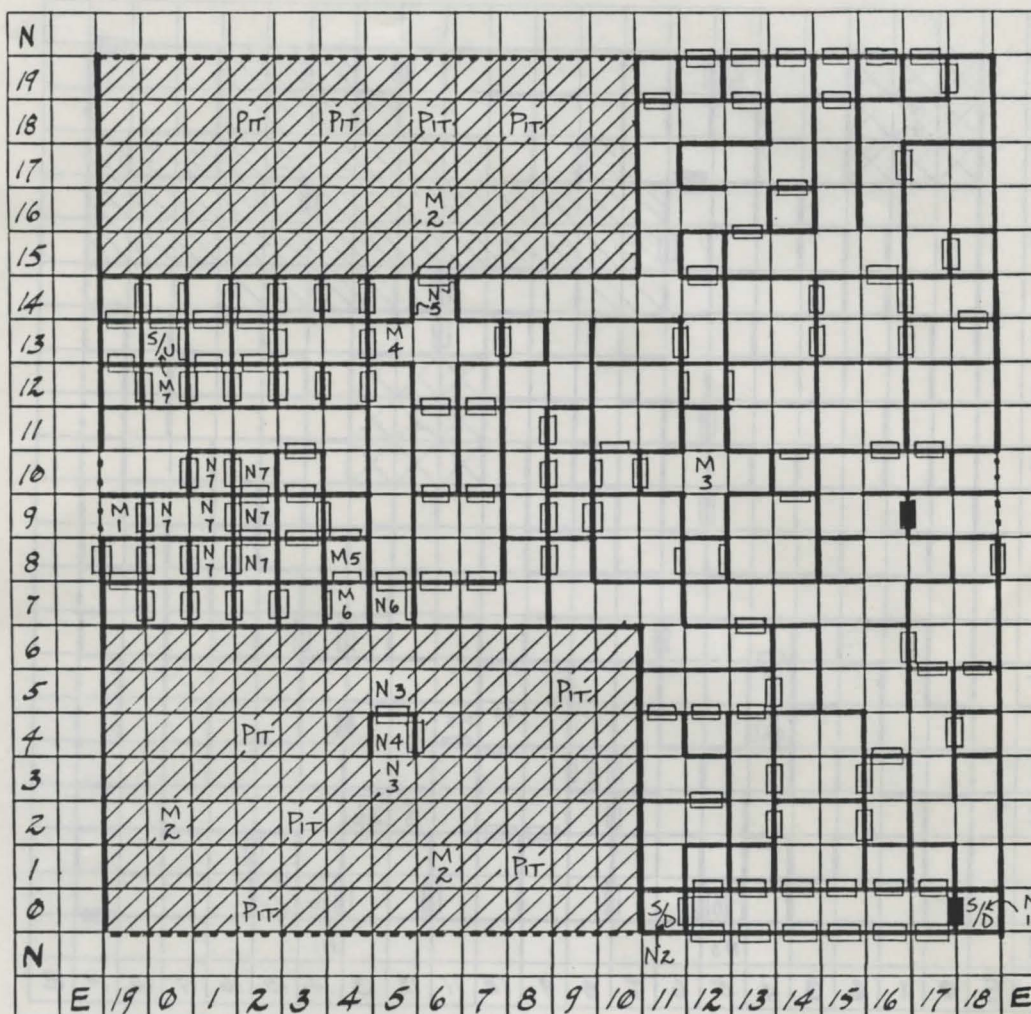
NOTE 8--TELEPORTS TO 1E 6N.

NOTE 9--TELEPORTS TO 14E 6N, FACING SOUTH.

NOTE 10--PARTY OFTEN WILL ENCOUNTER MONSTERS LED BY DELF'S MINIONS.



WIZARDRY (tm) -- SCENARIO III -- LEVEL 5



MESSAGE 1--AN INSCRIPTION ON THE DOOR READS: TEMPLE OF THE IRASCIBLE FUNG. PRIVATE!! NO TRESPASSING!!

MESSAGE 2--ABDUL'S ETHEREAL TAXI SERVICE...GIVE UP YET? STILL ONLY 5000 GP! / FEE IS 5000 GP. PAY (Y/N)? ["YES" TELEPORTS TO CASTLE IF YOU HAVE THE FEE.]

MESSAGE 3--PARTIES WITH GOOD MEMBERS ARE TOLD, "YE ARE FORBIDDEN TO ENTER HERE! BEGONE!" AND ARE TELEPORTED TO THE CASTLE--OTHERS ARE IN FOR A FIGHT!

MESSAGE 4--I AM ONE OF A DECK OF SEVENTY-EIGHT, AND VICTORY I FORETELL. TWO BOLD STEEDS DRAW ME FORTH, AND STARS SHINE FROM MY CROWN. WHAT CARD AM I?

MESSAGE 5--A SHORT, SWARTHY MAN IN A TURBAN GREET'S YOU, "MAY THE WINDS OF THE DESERT BE AT YOUR BACK AND THE SUN LEAVE YOU ALWAYS IN SHADE! MY FRIENDS, I HAVE JUST THING FOR YOU. A POWERFUL MAGIC CRYSTAL; A GEM CONTAINING THE FIRE OF THE GODS! AND FOR YOU, MY GOOD FRIENDS, A BARGAIN...ONLY 25000 PIECES GOLD!" PAY (Y/N)? ["YES" PERMITS ENTRY INTO THE NEXT ROOM. "NO" BUMPS BACK TO 4E 9N.]

MESSAGE 6--ABDUL OPENS A JEWEL ENCRUSTED COFFER, AND MOTIONS FOR YOU TO LOOK INSIDE. WITH A LOW CHUCKLE, HE DISAPPEARS.

MESSAGE 7--PARTIES OF THE INCORRECT ALIGNMENT OR WHO ARE NOT CARRYING THE RIGHT STUFF ARE TOLD, "YOU ARE FORBIDDEN TO ENTER HERE! BEGONE!" AND ARE TELEPORTED TO THE CASTLE.

GENERAL NOTES--EAST COORDINATES ARE DISPLACED FOR EASE OF READING. EXERCISE CAUTION WHEN USING THE MALOR SPELL. SOME VERSIONS MAY HAVE A DIFFERENT NUMBER OF PIT'S THAN ARE ON THIS MAP.

NOTE 1--STAIRS TO LEVEL 1 ISLAND, 7E 6N

NOTE 2--STAIRS TO LEVEL 3, 0E 1N.

NOTE 3--WALLS AND DOORS IN 5E 4N ARE VISIBLE FROM HERE. VIEWED FROM THE SOUTH, BOTH DOORS ARE VISIBLE AND USABLE; FROM THE NORTH ONLY THE EAST DOOR IS VISIBLE AND USABLE.

NOTE 4--NORTH DOOR TELEPORTS TO 5E 8N, FACING NORTH. EAST DOOR TELEPORTS TO 5E 7N, FACING EAST.

NOTE 5--ON THIS SQUARE ALL MAGIC SPELLS ARE REMOVED, INCLUDING THOSE CAST BY ITEMS YOU CARRY. SOME MONSTERS ARE AFFECTED AS WELL, EXCEPTIONS ARE MOSTLY THOSE THAT "BREATHE". MUST LEAVE THE ENTIRE LEVEL FOR MAGIC TO BE RESTORED.

NOTE 6--LOMILWA AND MILWA SPELLS ARE REMOVED IN THIS SQUARE, EVEN THOUGH IT IS NOT DARK.

NOTE 7--ENCOUNTERS WITH MONSTER GROUPS LED BY PRIESTS OF FUNG.

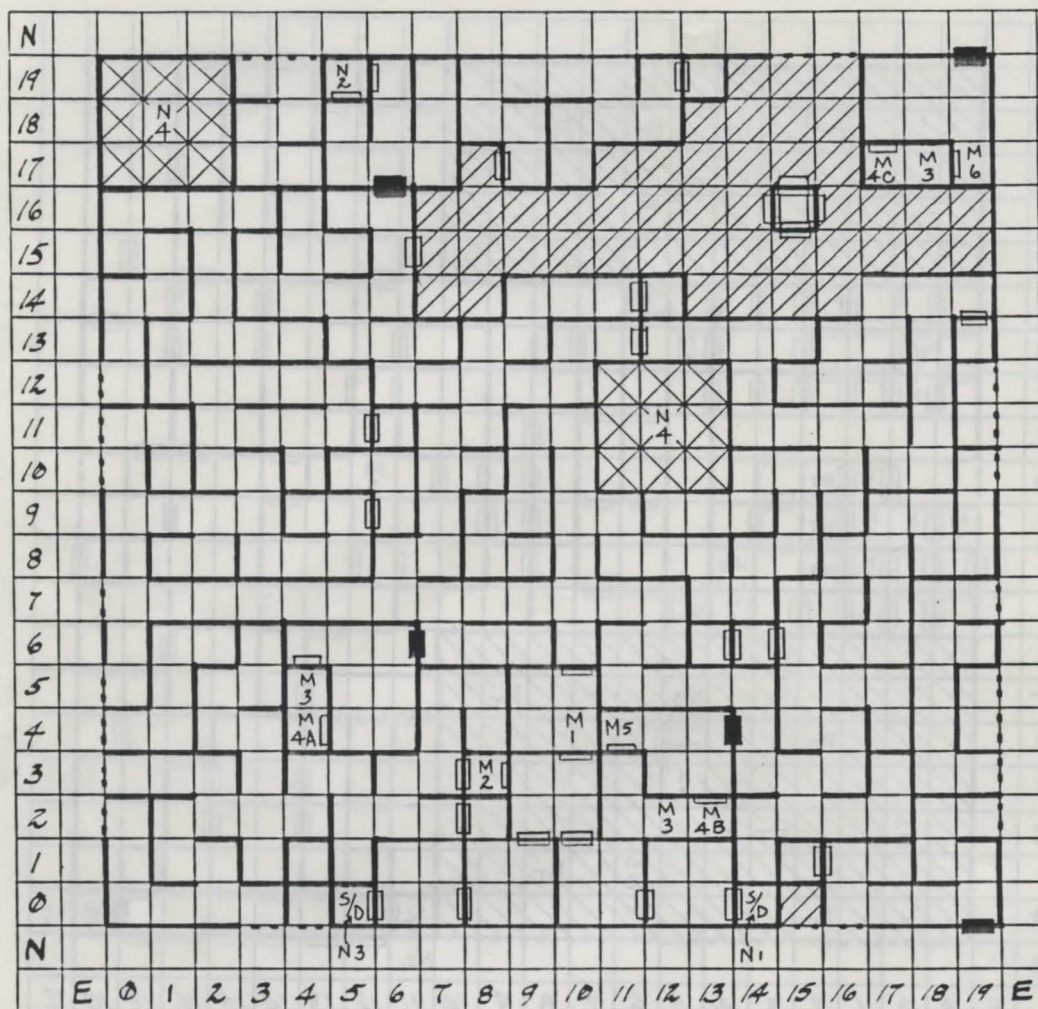
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WIZARDRY

WIZARDRY (tm) -- SCENARIO III -- LEVEL 6



MESSAGE 1--"I AM L'KBRETH, GUARDIAN OF THE BALANCE. GO FORWARD IN PEACE, WORTHY ONES!" [HE IS FRIENDLY ONLY TO PARTIES OF THE CORRECT ALIGNMENTS AND CARRYING THE RIGHT STUFF--AND THEN ONLY ON THE FIRST TIME THEY VENTURE INTO THE LEVEL. BEWARE IF YOU DON'T MEET THE REQUIREMENTS, OR IF YOU DON'T GET YOUR BUSINESS DONE ON THE FIRST TRIP!]

MESSAGE 2--"FAREWELL. MAY YOUR WAY BE EASY." TOLD L'KBRETH AGAIN. THIS TIME HE DOESN'T SEEM TO CARE WHO YOU ARE OR WHAT YOU'VE GOT.]

MESSAGE 3--A RADIANT STATUE STANDS BEFORE YOU, ITS HANDS OUTSTRETCHED. IN ONE HAND IT HOLDS A SHINING CRYSTAL SPHERE. THE OTHER HAND IS EMPTY.

MESSAGE 4A,B,C--YOU HAVE REACHED THE STATUE. SEARCH (Y/N)? [A,B AND C EACH HAVE DIFFERENT RESULTS UPON SEARCHING. THEY WILL TRADE IF YOU HAVE THE ITEM THEY WANT, OTHERWISE YOU GET A "NOT WITHOUT PAYMENT" MESSAGE.]

MESSAGE 5--ON MY ROLL, YOU MOVE FORWARD; MY TURN IS YOUR TURN. WHAT AM I?

MESSAGE 6--BLACK FIGURE ON A BLACK HORSE, HE CARRIES THE WHITE ROSE. THE RISING SUN--CHANGE WILL COME. IT FOLLOWS WHEREVER HE GOES. WHAT CARD AM I?

NOTE 1--STAIRS FROM LEVEL 5, OE 13 N. PARTY MUST HAVE CORRECT ALIGNMENT AND BE CARRYING THE RIGHT STUFF.

NOTE 2--TELEPORTS TO LEVEL 1, OE ON.

NOTE 3--STAIRS TO LEVEL 4, 19E 14N. OPEN TO PARTIES WITH CORRECT ALIGNMENT ONLY.

NOTE 4--ROCK! SOMETIMES CHESTS TELEPORT YOU INTO THESE AREAS--IF YOU ARE LUCKY, YOU WILL LAND IN CAMP. ALWAYS USE DUMAPIC TO CHECK YOUR LOCATION BEFORE LEAVING CAMP. SHOULD YOU BE IN THE ROCK AREAS, YOU USUALLY CAN SAVE YOUR PARTY BY USING THE MALOR SPELL TO TELEPORT OUT.