

---

# THE ULTIMATE Wizardry® ARCHIVES



## Manual Addendum

NOTE: The information contained in this addendum is intended to supercede, or in some cases complete, the appropriate sections of the printed manual.

The complete corrected manual is available in electronic format on your game disk.



## Fire Spells

- Energy Blast** Cost: 2 Caster: MAG Affects: 1 Creature  
A jolting spark of electric energy doing 1-7 hit points of damage per power level.
- Blinding Flash** Cost: 3 Caster: ALC Affects: 1 Creature plus power level  
A giant flash of light that may temporarily blind opponents.
- Fireball** Cost: 6 Caster: MAG Affects: 3 Creatures plus power level  
Blazing fireballs that burn opponents and can do 2-10 hit points of fire damage per power level.
- Fire Shield** Cost: 8 Caster: MAG Affects: Party  
Creates a barrier impervious to fire that protects the party from fire-type spells.
- Fire Bomb** Cost: 8 Caster: ALC Affects: 4 Creatures plus power level  
An exploding, incendiary spell that does 3-9 points of fire damage per power level.
- Lightning** Cost: 8 Caster: PRI Affects: 3 Creatures plus power level  
A bolt of electrical energy hurled at the opponents doing 1-10 hit points of electrical damage per power level.
- Prismic Missile** Cost: 9 Caster: MAG Affects: 3 Creatures plus power level  
Also known as Dancing Lights and Rainbow Rays, the various spectrums may affect creatures in many different ways.
- Firestorm** Cost: 12 Caster: MAG Affects: Cloud  
A sweeping cloud of fire that lasts for several rounds and burns all creatures within it. Creatures affected, duration, and damage done all depend on the spell's power level.
- Nuclear Blast** Cost: 16 Caster: MAG Affects: All Creatures  
A miniature fusion bomb. This spell burns all creatures and does 5-25 hit points of fire damage per power level.

## Water Spells

- Chilling Touch** Cost: 2 Caster: MAG Affects: 1 Creature  
A freezing blast of cold which does 1-6 hit points of cold damage per power level.
- Stamina** Cost: 2 Caster: PRI, ALC, PSI Affects: 1 Character  
Replenishes some of the character's stamina keeping the character awake or allowing him or her to go without sleep for a longer period of time. Amount of stamina replenished depends on the power level of the spell.
- Terror** Cost: 3 Caster: MAG, PSI Affects: 1 Group  
Evokes fear and terror in creatures and may reduce their ability to fight or cause them to flee.

**Weaken** Cost: 4 Caster: MAG, PSI Affects: 3 Creatures plus power level  
Physically drains the creatures, making them vulnerable to attack, causing them to fight and react poorly, and lowering their resistance to map spells.

**Slow** Cost: 4 Caster: PRI, PSI Affects: 3 Creatures plus power level  
Slows creatures down. They can't move as fast to hit you and are easier to hit themselves.

**Haste** Cost: 5 Caster: PRI, PSI Affects: Party  
Speeds up characters' movements by giving them extra energy. Also helpful to counteract a Slow spell.

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

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

**Ice Shield** Cost: 8 Caster: MAG Affects: Party  
A barricade which resists the effects of cold and protects the party from cold and cold-type spells. Strength and duration of the Ice Shield depends on the power level of the spell.

**Iceball** Cost: 8 Caster: MAG Affects: 4 Creatures plus power level  
A flurry of stinging ice balls which cause 3-12 hit points of ice damage per power level.

**Paralyze** Cost: 5 Caster: PRI, PSI Affects: 1 Creature  
Attempts to solidify all water in a creature's body. Duration and success depends on the power level of the spell relative to the power and amount of body water in the creature.

**Deepfreeze** Cost: 6 Caster: MAG Affects: 1 Creature  
Attempts to freeze a creature's bodily fluids solid doing 3-30 hit points of severe ice damage per power level.

## Air Spells

**Poison** Cost: 2 Caster: ALC Affects: 1 Creature  
Turns the air poisonous around the creature and causes 1-5 hit points of damage per power level plus poisoning. Strength of the poison is relative to the power level of the spell.

**Missile Shield** Cost: 5 Caster: MAG Affects: Party  
Hardens the air around the party forming a shield that protects characters from missiles, arrows, hurled weapons, etc.

**Stink Bomb** Cost: 4 Caster: MAG, ALC Affects: 3 Creatures  
An odorous cloud of stinking fumes that can cause 1-6 hit points damage per power level and may make them feel nauseated.

**Air Pocket** Cost: 8 Caster: MAG, ALC Affects: Party  
Protects the party from air spells such as stinking clouds and suffocation by creating a pocket of fresh air around the party. Strength and Duration of the pocket are relative to the power level of the spell.



## Bane of the Cosmic Forge

**Silence** Cost: 4 Caster: PRI, PSI Affects: 3 Creatures plus power level  
Causes air around creatures to stop transmitting sounds, thus preventing them from casting spells. Strength and duration are relative to the power level of the spell.

**Poison Gas** Cost: 7 Caster: ALC Affects: Cloud  
Poisonous cloud that lasts several rounds and surrounds the creatures in the gas. Creatures inside the cloud suffer from poisoning and damage. The creatures affected, duration, and damage done all depend on the power level of the spell.

**Purify Air** Cost: 10 Caster: PRI, ALC Affects: Party  
Tries to clear the air of any dangerous clouds like Poison Gas and Firestorm. Success depends on the amount and strength of the clouds relative to the spell's strength.

**Deadly Poison** Cost: 8 Caster: ALC Affects: 1 Creature  
May kill a creature outright or does extremely heavy poisoning plus 3-15 damage points per power level.

**Levitate** Cost: 12 Caster: MAG Affects: Party  
Creates a 3-inch cushion of air underneath party helping to prevent or reduce damage in case they fall. Duration of the spell is relative to the power level of the spell.

**Toxic Vapors** Cost: 8 Caster: ALC Affects: Cloud  
A giant, stinking cloud of vapors that surrounds the creatures and causes 2-6 points of damage per power level of the spell.

**Noxious Fumes** Cost: 10 Caster: MAG, ALC Affects: 3 Creatures plus power level  
Horrid smelling torrents that blast the creatures' noses and cause 1-6 hit points damage per power level plus nausea.

**Asphyxiation** Cost: 12 Caster: MAG, ALC Affects: All Groups  
Swallows air around creatures leaving none to breathe. Chance of creatures' death depends on their ability and need to breathe, strength, and susceptibility relative to the strength of the spell.

**Deadly Air** Cost: 16 Caster: ALC Affects: All Creatures  
Makes air surrounding the creatures entirely unbreathable and causes 4-16 hit points damage per power level.

## Earth Spells

**Acid Splash** Cost: 2 Caster: ALC Affects: 1 Creature  
A rushing wave of bubbling acid that causes 1-7 hit points of damage per power level.

**Itching Skin** Cost: 2 Caster: ALC Affects: 2 Creatures plus power level  
A sprinkle of powder that causes the creatures' skin to itch. It also irritates the creatures and lessens their ability to attack and defend.

**Armor Shield** Cost: 2 Caster: MAG Affects: 1 Person  
Creates a magical shield in front of the person, lowering his or her armor class by one point per power level.

**Direction** Cost: 3 Caster: MAG Affects: Party

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

**Knock-Knock** Cost: 6 Caster: MAG, PSI Affects: Locked Doors and Treasure Chests  
Magically alters the lock on a door (jammed or not) or a chest in an attempt to unlock it. When used on a chest, there is a percent chance that it may set the trap off.

**Blades** Cost: 6 Caster: PRI, PSI Affects: 3 Creatures plus power level.  
Hurls slicing razor blades through the air doing 2-8 points of damage per power level without providing a nice clean shave.

**Armorplate** Cost: 6 Caster: PRI Affects: Party  
Creates a magic armor plating around the party, protecting them and lowering their armor class. Duration and strength depends on power level.

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

**Acid Bomb** Cost: 8 Caster: ALC Affects: Cloud  
A giant acid cloud that surrounds creatures and causes acid damage. The creatures affected, duration, and damage done all depend on the power level of the spell.

**Armormelt** Cost: 8 Caster: MAG, PSI Affects: 1 Group  
Softens the armor of creatures thus raising their armor class in proportion to the power level of the spell making it easier for your weapons to penetrate their armor.

**Create Life** Cost: 10 Caster: ALC Affects: Party  
Summons a group of organic creatures to come and fight for the party. The power and number of creatures summoned is relative to the power level of the spell.

**Cure Stone** Cost: 18 Caster: PRI, ALC Affects: 1 Character  
Attempts to restore a stoned character to normal flesh and bone. Success depends on the strength of the stone relative to the power level of the spell.

## Mental Spells

**Mental Attack** Cost: 3 Caster: PSI Affects: 1 Creature  
An invading pressure of thought swirling the creature's brain and causing 1-7 hit points of mental damage per power level and potential insanity.

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

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



## Bane of the Cosmic Forge

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

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

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

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

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

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

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

Permits the inspector of a treasure chest to determine the elements of the trap with great reliability by making the devices attached more readily apparent. The trap must, of course, be inspected after Divine Trap is cast for the spell to be useful. Success of the spell depends on the power and complexity of the trap relative to the spell's power.

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

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

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

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

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

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

**Mindread** Cost: 8 Caster: PSI Affects: Caster

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

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

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

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

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

## Bane of the Cosmic Forge

**Illusion** Cost: 10 Caster: PSI Affects: Party

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

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

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

#1: Just the floor.

#2: Obstructions with a 3 square radius.

#3: Full view with a 3 square radius.

#4: Floor only with a 5 square radius.

#5: Obstructions with a 5 square radius.

#6: Full view with a 5 square radius.

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

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

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

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

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

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

## Magic Spells

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

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

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

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

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

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

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

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

**Enchanted Blade** Cost: 4 Caster: PRI Affects: Party

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



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

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

**Magic Screen** Cost: 8 Caster: MAG Affects: Party

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## Alchemists' Spellbook

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



## Mages' Spellbook

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

## Priests' Spellbook

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



## Psionics' Spellbook

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

The information in the printed manual for the professions is incorrect. Here is the correct information.

## Appendix B: Character Professions

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

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

### Fighter



SPELLBOOKS: None

SKILL SELECTION

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

Physical: Scout

Academia: Artifacts, Mythology, Scribe

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

### Mage



SPELLBOOKS: Mage

SKILL SELECTION

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


Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, *Thaumaturgy*

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



## Priest

	STR	
	INT	
	PIE	12
	VIT	
	DEX	
	SPD	
	PER	8

SPELLBOOKS: Priest

## SKILL SELECTION

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

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, *Theology*

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

## Thief

	STR	
	INT	
	PIE	
	VIT	
	DEX	12
	SPD	8
	PER	

SPELLBOOKS: None

## SKILL SELECTION

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

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

Academia: Artifacts, Mythology, Scribe

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

## Ranger

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

SPELLBOOKS: Alchemist

## SKILL SELECTION

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

Physical: Scout

Academia: Artifacts, Mythology, Scribe, *Alchemy*

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

## Alchemist

	STR	
	INT	13
	PIE	
	VIT	
	DEX	13
	SPD	
	PER	

SPELLBOOKS: Alchemist

## SKILL SELECTION

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

Physical: Scout

Academia: Artifacts, Mythology, Scribe, *Alchemy*

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

## Bard

	STR	
	INT	10
	PIE	
	VIT	
	DEX	12
	SPD	8
	PER	12

SPELLBOOKS: Mage

## SKILL SELECTION

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

Physical: Scout, *Music*, Oratory, Legerdemain, *Skulduggery*Academia: Artifacts, Mythology, Scribe, *Thaumaturgy*

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

## Psionic

	STR	10
	INT	14
	PIE	
	VIT	14
	DEX	
	SPD	
	PER	10

SPELLBOOKS: Psionic

## SKILL SELECTION

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

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, *Theosophy*

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



## Valkyrie

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

SPELLBOOKS: Priest

SKILL SELECTION

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

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, Theology

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

## Bishop

	STR	
	INT	15
	PIE	15
	VIT	
	DEX	
	SPD	
	PER	8

SPELLBOOKS: Priest, Mage

SKILL SELECTION


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

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, Theology, Thaumaturgy

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

## Lord

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

SPELLBOOKS: Priest

SKILL SELECTION

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

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, Theology

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

## Samurai

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

SPELLBOOKS: Mage

SKILL SELECTION

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

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, Thaumaturgy, Kirijutsu

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

## Monk

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

SPELLBOOKS: Psionic

SKILL SELECTION

Weaponry: Wand &amp; Dagger, Mace &amp; Flail, Pole &amp; Staff, Throw, Sling, Bow, Shield, Hand &amp; Feet

Physical: Scout, Oratory

Academia: Artifacts, Mythology, Scribe, Theosophy, Kirijutsu

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

## Ninja

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

SPELLBOOKS: Alchemist

SKILL SELECTION

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

Physical: Scout, Legerdemain, Skulduggery, Ninjutsu

Academia: Artifacts, Mythology, Scribe, Alchemy, Kirijutsu

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



The Mental Spell description section for Crusaders of the Dark Savant was erroneously split by the words Cure Lesser. The correct text appears below.

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

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

### Appendix A: Character Races

Please refer to page 165 for character races.

### Appendix B: Character Professions

Please refer to page 168 for the description, weaponry, primary skill (*italicized words*), spell books, etc. for each profession.

Below you will find the basic starting equipment for each profession.

**Fighter:** Long Sword, Leather Cuirass, Fur Leggings, Sandals, Buckler Shield  
**Mage:** Staff, Robes (U), Robes (L), Sandals, 1 Magic Missile scroll  
**Priest:** Quarterstaff, Robes (U), Robes (L), Sandals, 3 Lt. Heal potions  
**Thief:** Cutlass, Cloth Shirt, Cloth Pants, Buskins, 6 Bite Daggers  
**Ranger:** Short Bow, 100 Willow Arrows, Suede Doublet, Suede Pants, Buskins  
**Alchemist:** Staff, Robes (U), Robes (L), Sandals, 1 Cherry Bomb potion  
**Bard:** Sling, Bullet Stone (25), Cloth Shirt, Cloth Pants, Poet's Lute  
**Psionic:** Dagger, Robes (U), Robes (L), Sandals, Shadow Cloak  
**Valkyrie:** Spear, Fur Halter, Chamois Skirt, Sandals, Leather Helm  
**Bishop:** Quarterstaff, Robes (U), Robes (L), Sandals, Mitre  
**Lord:** Broadsword, Quilt Tunic, Quilt Leggings, Buskins, Steel Helm  
**Samurai:** Katana, Wakazashi, Robes (U), Robes (L), Sandals  
**Monk:** Bow, 15 Shurikens, Robes (U), Robes (L), Sandals  
**Ninja:** 15 Shurikens, Ninja Cowl, Ninja Garb (U), Ninja Garb (L), Tabi Boots



**ULTIMATE WIZARDRY ARCHIVES:** Proving Grounds of the Mad Overlord, Knight of Diamonds, Legacy of Lylgamyn, and The Return of Werdna copyright © 1981 - 1998 Robert J. Woodhead, Andrew Greenberg, Inc. and Sir-tech Software, Inc. Heart of the Maelstrom copyright 1988 - 1998 Robert J. Woodhead and Sir-tech Software, Inc. Bane of the Cosmic Forge, Crusaders of the Dark Savant and Wizardry Gold copyright 1990 - 1998 1259190 Ontario Inc. All rights reserved. Wizardry is a registered trademark of 1259190 Ontario Inc. All Rights Reserved. Interplay, Interplay Productions, the Interplay logo, and "By Gamers. For Gamers" are trademarks of Interplay Productions. All Rights Reserved. Windows 95 and Windows 98 are trademarks or registered trademarks of Microsoft Corporation. All other trademarks and copyrights are properties of their respective owners.

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

Other trademarked names are the property of their individual owners and use of such names without mention of trademark status is not a challenge to their status.