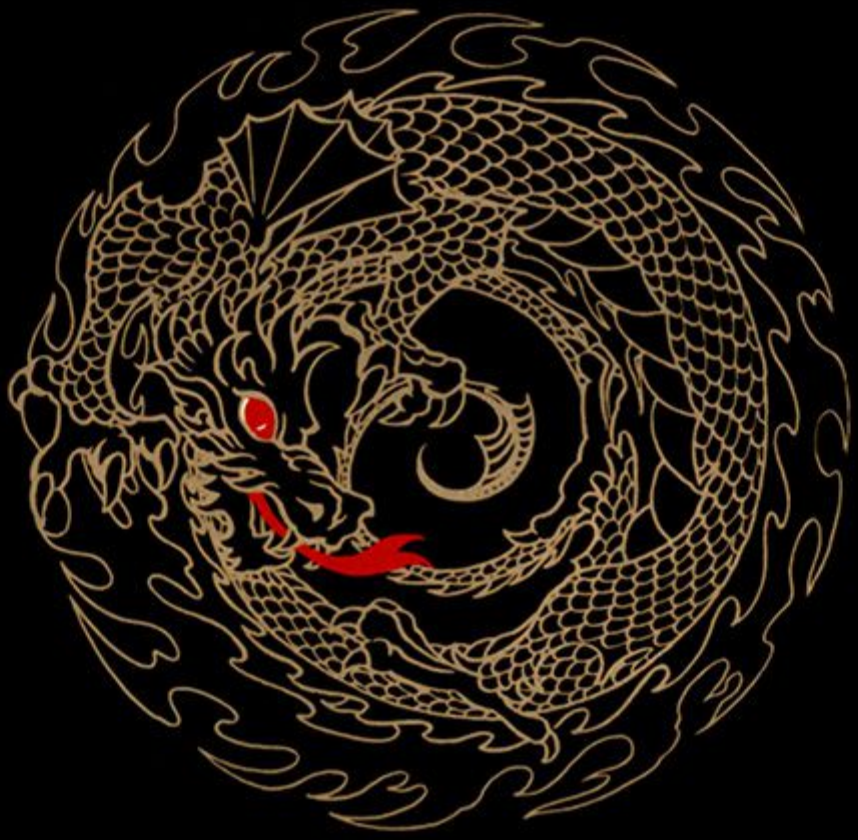
SNS-W5-USA

Wizardry VI®

HEART OF THE MAELSTROM



INSTRUCTION MANUAL

CAPCOM®

SUPER NINTENDO® ENTERTAINMENT SYSTEM

Wizardry V

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Heart Of The Maelstrom

You feel the effects of three days without food so you step into the dilapidated tavern for some refreshment. Before you even have a chance to take a bite the door swings open and a tall, thin man of indeterminable age steps in and glances at the faces in the room (especially at your table, where several others sit).

You do not know that this stranger is well-known here and comes to the tavern each night in a quest for strong people capable of teaming together to save the world. He asks to join you at your table, and you unknowingly invite him to spin a tale of wizardry.

"Welcome to our beautiful land of Llylgamyn," he begins. "I see you are all new here and have no idea how much the land, the people and the very air we breathe have changed for the worse. If you will allow me, I will entertain you with a tale of adventure, magic and bravery." Everyone at the table allows him to sit especially since he sets down several large bags of gold coins.

"Years ago, there was a hardy band of adventurers who began a quest to recover the magical orb of Llylgamyn from the awful dragon L'Kbreth. The Orb was needed for the health and prosperity of our land in ways we did not comprehend. Without it, earthquakes, plagues and chaos reigned. Fortunately the adventurers were victorious and returned the Orb to us. There was great rejoicing and once again peace and prosperity filled the land.

"As time passed, though, terrible events returned. Was not the magical Orb in our land, safeguarded by the mystical group we call the Brotherhood? The people of Llylgamyn turned to the High Council of Sages to find the answers.

"An emergency meeting of the Council was held, and weeks passed as the Sages sat behind closed doors testing their knowledge and magical powers. They tried to find the solution to this new danger threatening Llylgamyn. When they emerged, pale and haggard, unfortunately they had terrible news."

The stranger pauses, looks each person in the eye and takes a quick drink of fruit juice to rest his voice. A service boy refills his cup as the stranger continues.

"'An unnatural, magical vortex, the cause of all these disasters, has formed deep within the caves below the resting place of the Orb,' the Sages warned. 'The balance of the Four Elemental Forces was undone and the nexus of the forces lies in the Heart of the Maelstrom. It will grow and engulf not only our city and our country, but our entire world may be swallowed.'

"The Sages had only one recourse in this time of terrible danger. This was the Gatekeeper, an Arch-Mage whose responsibility is to watch and preserve the balance between the planes of magic and the natural world. This individual, once human and now much more, might help if he will listen to mortals at all. The Sages were confident that the grave danger would lead to an answer from the Gatekeeper but to their dismay he himself was held prisoner in the very vortex they wished him to destroy!"

"Terrified, the Sages turned to the Brotherhood, whose knowledge of the mystical and magical exceeded their own. They learned of a renegade Brother, named Sorn, who sought to end all order in the universe. She had discovered a means to create the vortex that now threatens our land. It was she who trapped the Gatekeeper and made him

prisoner. She must be stopped, lest we all perish with the very world in which we live."

The stranger falls into a deep silence, then lifts his head and says, "I am Fontzian, one of the Twelve Sages of the Council." The room darkens momentarily and the stranger disappears.

Before anyone has time to react, a hooded figure unwraps itself in the far corner of the room. You instinctively reach for your weapon unsure what more to expect from this strange land. A voice which you cannot distinguish as male or female booms "Do not be afraid, I am Yeldarb, the highest of the Council Sages of Llylgamyn."

"We need brave adventurers willing to descend into the deepest levels of the vortex. There you will face many dangers and your strength, courage and intellect will be tested. You must find the Gatekeeper and free him from the ever-growing vortex. However, you must first defeat the evil Sorn, a mighty magician in her own right.

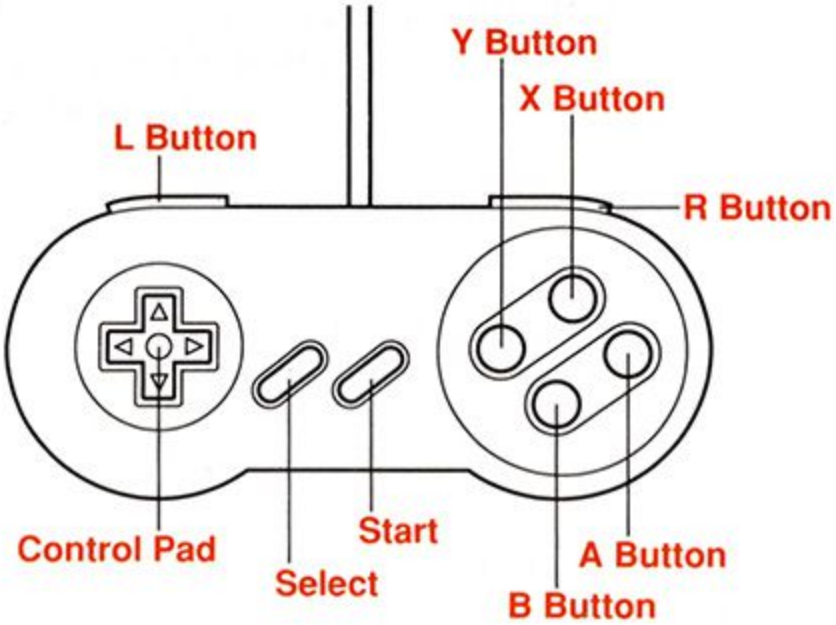
"To begin this journey, if you possess the courage to do so, seek out G'Bli Gedook, the Highest Brother, who guards the secrets of the magical Orb of Llylgamyn," Yeldarb continued. "He can be found in the upper level of the Maze just outside our city. He will tell you what he knows, but you should question him carefully to get all the information you require. Please seek his advice because only there can your adventure truly begin. Defeat the hazards Sorn conjures up to stand in your way. Free the Arch-Mage from the vortex and you will free the land of its pending doom!"

"Our wishes are with you. Go now and search for G'Bli Gedook, the Gatekeeper and inevitably the evil Sorn. May luck be with you." And with those final words, Yeldarb dissolves into darkness. Do you have the courage to challenge the Heart of the Maelstrom?

Journey To The Land Of Wizardry

Welcome to the land of Wizardry. Heart of the Maelstrom is the fifth scenario in the Wizardry series, and carries on the exalted tradition of its predecessors. Wizardry is not just a game to play and put away; it illustrates fantasy role-playing at its finest with years of adventuring ahead of you. Journey now into the Heart of the Maelstrom and let your imagination flow into a world of magic and bravery.

Using The Controller



In the Castle

A or X button	Select item
B or Y button	Cancel item

Journey To The Land Of Wizardry cont.

In the Maze

Control pad up	Step forward
Control pad down	Turn back
Control pad right	Turn right
Control pad left	Turn left
L button	Step left
R button	Step right
A button	Kick door and step forward
B button	Camp
X button	Menu for Secret Doors
Y button	Menu of commands
Select	Same as Y button
Start	Configure Party and Help windows

From the WIZARDRY V title screen, press any button to bring up the options "Start game" or "Select switch." Open "Select switch" and follow the on-screen directions to change basic parts of your game. MAZE allows you choose from solid, colorful maze walls or bare walls with only lines. You can also turn the music and sound effects on or off.

Once back at the title screen, select "Start game" and press the A, X or R button to enter the world of Wizardry. Press the B or Y button to automatically go the Edge of Town.

The Castle

The Wizardry world is controlled through the many locations in the Castle of Llylgamyn. The castle is a safe place where your adventurers can train, rest, buy goods or even cure fatal wounds. Inside the castle there are five locations which offer special services to you and your adventurers. These are Gilgamesh's Tavern, Boltac's Training Post, the Temple of Cant, the Adventurer's Inn and the Training Grounds, which is located at the Edge of Town.

At the **Edge of Town**, which is just a short walk through the Castle doors, your characters may visit the Training Grounds, enter the Maze, restart an "out" party (see Edge of Town, pg. 30) or return to the Castle.

Here are the Edge of Town options:

The Maze has been the inspiration and the end of many a character. Here, adventurers search for experience, loot and clues to assist them in their missions. They'll meet other adventurers, monsters, tricks and traps.

While novices, your characters can only spend short amounts of time in the Maze. One encounter could be their downfall! As they become more proficient and experienced, longer expeditions will occur.

The Training Grounds are located right outside the Castle. It is here that you create new, apprentice characters, and can inspect veteran characters.

CREATING A CHARACTER IN TRAINING GROUNDS

Here is how you commission characters to join your party:

There are 6 options in the Training Grounds:

CREATE a character

INSPECT a character

DELETE a character

CHANGE a character's **NAME**

CHANGE a character's **CLASS**

REORDER your character lineup

After you enter CREATE, name your character with the letters provided. Wizardry will ask if you want to create this character, so choose YES or NO depending on what you want to do. If you CREATE a character then change your mind you can always DELETE and re-enter it.

Race, Alignment, Statistics and Class

Now choose what type of character you want. You can choose from 5 different **races**, each with different strengths and weaknesses, most visibly reflected in the statistics for each race (see following page). The character's race also affects the ability to find secret doors and hidden items.

Humans excel at nothing, yet have no particular weaknesses.

Elves are intelligent but not very strong. They excel at intellectual pursuits and are excellent spell-casters.

Dwarfs are strong and hardy. They love fine weapons and armors and are delighted to have a good fight.

Gnomes are agile and due to their austerity they make excellent Clerics.

Hobbits are agile and very, very lucky. They are happy-go-lucky and with the right training can become superb Thieves.

Now it's time to choose the association or **alignment** of your character. Alignment describes your character's ethical outlook and has an impact on the classes the character may enter. Again, just choose between these three:

Good characters are very good. They will go out of their way to help their mothers with the shopping.

Neutral characters take life as it comes. They will help their mothers shop only when they were at the store anyway.

Evil characters aren't as evil as the monsters they will face in the Maze. Yet they are self-centered and always want to know "what's in it for them." They will help their mothers shop only for a fee.

Journey To The Land Of Wizardry cont.

The next selection concerns **statistics** of your character. Statistics are basic measures of a character's abilities. The higher the statistic, the better the character performance.

Strength affects skill in combat.

I.Q. and **Devotion** influence ability to cast and resist spells.

Vitality affects ability to withstand damage.

Agility helps to avoid attacks and open treasure chests.

Luck comes to aid in many mysterious ways.

Your new character will qualify for admission into one or more of the eight **classes** (or professions) on the basis of the above statistics. Based upon your choice of race, a profile set of minimum statistic values will be displayed. You can influence the profession of your character by distributing bonus points among the categories. **BONUS** tells you how many points you have to work with. Put the arrow next to the category you would like to adjust, then press left or right on the control pad to increase or decrease the statistic score of that category.

You can change the statistics however you want, but you cannot go below a category's original value or above original value +10. As you make changes, class options will begin to show on the right side of the category. A character always belongs to one class, but under certain circumstances may change classes. In order to create and save a character, you need to have that character under a class.

The minimum statistic scores required and a description of the classes are as follows:

- Fighters need 11 strength.
- Mages need 11 I.Q.
- Clerics need 11 devotion and may not be of neutral alignment.
- Thieves need 11 agility and may not be good.
- Wizards need 12 I.Q. and 12 devotion and may not be neutral.
- Samurai need 15 strength, 11 I.Q., 10 devotion, 14 vitality and 10 agility, but cannot be evil.
- Lords need 15 strength, 12 I.Q., 12 devotion, 15 vitality, 14 agility and 15 luck. They must be good.
- Ninjas need 15 in strength, 17 in I.Q., 15 in devotion, 16 in vitality, 15 in agility and 16 in luck and can only be evil.

Four basic classes are:

Fighter:
Fighters have high hit points, can use almost any weapon or armor and relish their role as shock-troops. They may be of any alignment, but may not cast spells.

Mage:
The sorcerer. Mages have poor hit points, can only use a limited amount of weapons and can wear no armor except for robes! They can cast Mage spells, including the dreaded TILTOWAIT, the summoning SOCORDI and the unlocking DESTO.

Cleric:
Clerics have fairly high hit points, but cannot fight as well as Fighters, must use special weapons, such as maces and flails, and can wear only light body armor. They can cast Cleric spells including the life-saving KADORTO, the wishful IHALON and the monster-banishing MOGATO. Clerics may not be neutral.

Thief:
The artful-dodger. Thieves have average hit-points and are limited to using daggers, short swords and bows. They can wear leather armor and a shield. Thieves are very good at circumventing the treasure chest traps, and have a knack for opening many locked doors found in the Maze. Additionally, thieves may hide during battle and once hidden may ambush an unsuspecting monster in the following round! Thieves are specialists at pick-pocketing, but the bad example they set keeps them from being of good alignment.

Four elite classes are:

Wizards:
A combination of Mage and Cleric. They have average hit points, can wear chain armor and use Cleric weapons. They can cast both Mage and Cleric spells, and are capable of identifying unknown items the party finds in the Maze. Like Clerics, Wizards cannot be neutral.

Samurai:
Fantastic warriors. Samurai can use most Fighter weapons and armor. They start out with more hit points than Fighters, though in the long run a fighter will usually end up with more. At the fourth level of ability, Samurai slowly begin to learn Mage spells. The strict code of BUSHIDO prevents Samurai from being evil.

Lords:
A combination of Fighter and Cleric. They have the hit points and abilities of Fighters but at the fourth level of ability they gain Cleric spells and the ability to dispel. Lords must be good.

Ninja:
A super-human fighting machine. Ninjas can use the same weapons and armor as Samurai but work best without any! As long as they disdain armor, their great training gives them lower and lower armor class as they reach higher levels of ability. Ninjas earn hit points as does a Thief, and learn no spells. They may hide during combat, disarm traps and practice all other arts of a Thief. Also they must be evil.

Consider this: When you create your party increase your chances of avoiding disaster by having the full 6 members in your team. Any less can be dangerous. Also decide which alignment you prefer your party to have before you start generating characters. Evil cannot play with good, but neutrals can play with either. Some character types are only available to one alignment, so select the whole makeup of your team first to avoid disappointments such as finally building a fantastic Ninja, only to discover that he/she cannot join the rest of your good team!

Other Training Ground Options:

To INSPECT a character, press the A or X button to bring up the list of all characters. Then press the A or X button again to READ SPELLS. You have a choice of viewing either Mage spells or Cleric spells, depending on the class of the character. You may also INSPECT your character at Gilgamesh's Tavern.

The list will show the character's name, its current experience level, its alignment, class, race and status. If there is nothing listed for status, the character is O.K.

DELETE a character to make more room to CREATE other characters. Remember, once you DELETE a character, that character is gone for good.

To CHANGE NAME of a character select the character whose name you want to change, then press A or X to bring up the letter select screen. Spell the name of the character, then go to END to save the character.

To CHANGE CLASS of a character, move the arrow to the character whose class you want to change. You may only change the class of a character who is above Level 1. When you change class, you are entering the new class as a Level 1 character, which means:

- Your characters statistics drop to the minimum for the race.
- Your experience points drop to zero.
- All your items will become unequipped. Since you are changing class, some items may not be able to be used.
- You lose extra spell points although you will retain knowledge of any spells from the previous class. You may learn new spells and get new bonuses for being a member of your new class, but it is likely that, at least at first, you will have fewer spell points to work with.

REORDER allows you to change the order of your party for traveling and for strategy in battle.

Llylgamyn Locations

Here is a description of each location within the Castle, and how to perform the functions of each location:

GILGAMESH'S TAVERN

Tavern Functions

The tavern is where you assemble your party. Gilgamesh's menu provides you with several options. They are:

Add

Remove

Inspect

Divvy Gold

ADD allows you to recruit characters from the tavern to join your traveling party.

REMOVE lets you demote a character and send them from your traveling party back to the tavern.

DIVVY GOLD will take all the gold in the party and evenly divide it among the members.

Inspecting a Character

INSPECT allows you to look at the qualifications of a character in your traveling party. Choose which character you would like to INSPECT, then there are 5 functions you can perform. They are:

Equip	Read
Trade	Drop
Pool Gold	

These functions refer to any items held by the character. EQUIP allows you to get a weapon, armor, shield, helmet, gauntlets or special items ready for use. TRADE lets you trade items between characters.

POOL GOLD takes all the gold from each character and gives it to one character. READ allows you to view the character's spells. DROP will drop any items you no longer require.

STATISTICAL CATEGORIES

The profile of each character has several other statistical categories not previously mentioned. These are:

Levels:

This represents the total experiences within the Dungeons. When your character gathers enough experience points, they will gain a level. It's basically a growing process. The current level appears after the character's name.

Gold:

As your character explores the Maze, great riches in gold can be found (or stolen).

Swimming Ability (Swim):

This represents your character's ability to swim. The higher the ability, the deeper your character can swim. With low ability, sometimes characters may drown if they dive too deeply.

Experience Points (E.P.):

The numerical expression of your character's past performance is noted here. When your characters defeat a troop of monsters in the Maze, they will be awarded experience points. As points build, your characters gain levels.

Age:

This tells how old your character is. As your characters become older, they grow feeble...this happens around 50.

Marks:

This represents the number of monsters your character has defeated.

RIP:

This stands for "Rest In Peace" and refers to the number of times your character's life has been taken by a monster in the Maze.

Armor Class (AC):

This measures how well protected your character is. The lower your character's armor class, the better. For example, bare skin is AC 10. A Sherman tank is about AC -10 (minus 10). Eventually, as your character finds or buys better equipment, the armor class will decrease.

Status:

Status describes what physical state your character is in. Most of the time your characters will be O.K., however, they may be Asleep, Afraid, Paralyzed, Poisoned, Petrified, Out, Doomed, Ashes or Lost forever, to name a few. Characters who are marked Out are lost somewhere in the Maze! Their status may become Out due to any of three causes: Obliteration (everyone's life taken), Starvation (Power failure or turning off the system) or Vacation (using the QUIT PARTY option while in the Maze). Characters who are "out" may be retrieved through the "Restart an Out Party" option, explained on pg. 31, or you may send a rescue party to search for the character.

Hit Points (HP):

HP shows the amount of damage your character can endure before losing life.

CASTING SPELLS

Mage or Cleric Spells

You'll see a series of seven zeros for both the Mage and Cleric spell categories on your screen. Your character may have

higher or lower numbers depending on his or her level and class. Spells are magical formulas that allow the caster to bend the physical laws of the universe. Characters of the magical variety must learn these spells through constant study and experience, and will harvest spells as they gain levels.

Within each spell category, there are 7 levels, from weak level 1 to the powerful level 7. To cast a spell, you must have the spell in that character's spell book, plus a spell point with which to cast it. Each number represents the amount of spell points a character has in that level and the number of spells the character may cast.

For example, to cast a *HALITO*, the spell must be in the spell book, and there must be a spell point available. Once the spell is cast, the character loses a spell point from the appropriate category and level. To regain the spell points, you must seek rest in the ADVENTURER'S INN or find a magical pool that can replenish some of the spell points with a quick swim. Each spell you know grants you one spell point with which to cast it. You may gain extra points based upon the experience level you have attained, but you may not exceed 9 points in any level or category. If you know 3 spells of a certain category and level, and have 3 points of that category and level, you could cast one spell three times, or each of the spells once, or any other combination.

EQUIPMENT GUIDELINES

Equipment, or items, refers to helms, armor, swords and the like owned by your characters. You start with petty weapons and armor provided by training but you will gather and

acquire better items along the way. The different equipment you can use may seem bewildering at first, but here are some basic guidelines:

First, not all items may be used by every character. Some items may be used only by specific character classes. You will learn what works with practice and experience.

Also, some items have alignment just as your characters do. If a character equips an item that has a different alignment, the item may seriously impair him or her. In addition it will become cursed.

A cursed item is an item that cannot be voluntarily unequipped. If you equip such an item, you will be "cursed to wear it."

- Cursed items are not always bad. Some of the better items in the game like to "stick around."

- One safe way to rid a character of a cursed item is to pay to have it removed at BOLTAC'S TRADING POST.

Some items may be used to cast spells, but they may break. Items may affect a character even though they are not equipped; for example, an item might offer a player spell resistance, or a clove of garlic may fend off vampires in the maze.

Lastly, certain magic items have special powers which you can **invoke**. Whenever you equip a player who is carrying an item of this type, you will be asked if you wish to invoke its power. You do not need to invoke the item to equip it.

You will need to repeat the equipping process for each character. You may equip each individually while inspecting them, or equip the entire party when in Camp by selecting the Equip option. When you finish equipping an item, you will notice one of the following next to the item in the INSPECT list:

No symbol (a blank space) means the item is not equipped.

* indicates the item is equipped.

\# reminds you that the item cannot be equipped by that class of character.

? tells you that the item is not identified.

\- warns you that the item is cursed.

ADVENTURER'S INN

Staying at the Inn

The Inn is where characters recover lost hit points and learn whether they have made the next level of experience. Enter the Inn from the main Castle menu and then select a character who requires rest. Once you've checked a character into the Inn, you'll be able to look over the types of rooms available. The more expensive rooms allow faster, but less economical, healing of wounds.

> **Note**: Age is important in Wizardry V. Beyond the age of 50, you will become more and more feeble until eventually you will not be of much good to the party. Therefore, you do not want to spend many weeks in bed.

As you'll soon discover, certain spells can be thrown on your characters which will restore hit points without the trouble and expense of a visit to the Inn.

All rooms at the Inn except the Stables restore hit points, for a weekly fee. Remember, if you need more funds you can also POOL GOLD from your party, which will give one character all the party's gold. Once you have chosen a room, you will stay there until you are either fully healed or have run out of gold. A display will count up your hit points and count down your gold balance.

Moving up a Level

After any stay at the Inn, you'll see a declaration that you have attained the next level of experience should you qualify. Also, you will get the lowdown about any changes to your

character's statistics; spell-casting characters may learn new spells. At the end of this sequence, you'll learn how many experience points are needed to reach the next experience level.

BOLTAC'S TRADING POST

Boltac's is the Castle shop. Once you enter the establishment, Boltac will ask which of your characters wishes to be served. Once you have selected a character, the shopping display will appear. You can:

Buy	Uncurse items
Sell	Identify items

Pool Gold

Your newly created characters do not have a single gold piece, so Boltac will only allow you to look at his wares. If you have enough gold to buy an item, Boltac has an enviable inventory yet he does occasionally run out of an item.

Buying Items

Once you choose one of the above options, a new menu will appear for each option. Once you start browsing and find the item you want to buy, you'll be told how much it costs and whether you can use it. Weapons have information concerning range just to the right of the item's price. Close (C), Short (S), Medium (M) and Long (L) are the four ranges

possible. Range weapons are described in more detail in the Combat section (pg. 37)

Selling Items, Removing Curses

Selling off excess equipment is a good way to raise gold for expeditions. Be aware, however, that all shopkeepers must make profit on every transaction to stay in business, so Boltac won't buy items back at the same price you originally paid for it.

The price Boltac will pay for each item appears at the right of the item, but the equipment you start with is virtually worthless to Boltac. You cannot sell an item that is cursed or which needs to be identified. If you attempt to sell an item that is equipped (refer to the icon at the left of the item) you will be asked if that's what you really want to do.

Removing curses is another function Boltac offers. Cursed items picked up in the Maze are very uncooperative and stick like glue to anyone who equips them. If you manage to return to the Trading Post in one piece carrying such an item, you will see a display similar to the one you used to sell an item. Select the cursed item, and if you have the gold Boltac will take it off your hands. **Note**: Boltac will *take away* the item; you will not be left with an uncursed version of it.

Identify Items

Some items you find in the Maze will be unidentified, and its name only describes its appearance. Whenever possible, have such items identified before you equip yourself with it in case it turns out to be cursed.

One of the special powers of the Wizard is the ability to identify items. However, if the Wizard is not very careful he or she may touch the item by accident. This will cause the item to be equipped, and if it's cursed, the hapless Wizard will be forced to use it. For this reason, Boltac has begun to perform such inspections himself.

Pooling gold can also been done at Boltac's, which gives all the party's gold to one character so he or she can afford more expensive items.

TEMPLE OF CANT

Whenever a party brings back characters who have lost their lives, are paralyzed, afraid or similarly distressed, they can be carried to the Temple of Cant. If you're just beginning your adventure (no one has entered the Maze yet) you can view the establishment but no services will be offered since no character is "distressed."

Select the distraught character and the Temple Clerics will inform you of their required fee. Choose which character in the party will pay the fee, but should that character not have enough gold the party's gold will be kicked into the fund. Unfortunately, if the distraught character is blown to ashes or has lost his or her life, there is no guarantee the Temple practitioners will be successful. Characters who have lost their lives and cannot be resurrected will be reduced to ashes. However, there is still hope. For a larger fee, it is sometimes

possible to resurrect a person even from an ashen mess—but if this attempt fails, the character is lost forever and cannot be restored by any means!

A character with good vitality rating has a good chance of being helped, but old, infirm characters may be in trouble. Any character resurrected will have but a single hit point so quickly take that character to the ADVENTURER'S INN. Those resurrected from their ashes will have all their hit points restored. The Temple also provides resurrection services for Non-Player characters (creatures you meet in the Maze) that you have destroyed.

EDGE OF TOWN

The Edge of Town lets you perform functions outside the central Castle. These are:

Maze

Training Grounds

Restart an "Out" party

Leave Game

Castle

Once you enter the Maze, Wizardry will identify the stairs leading out of the Maze back to the Edge of Town. To continue in the Maze, select "No" when it asks if you want to enter the stairs.

Options of the Training Grounds are outlined on page 11.

Restarting an "Out" Party

When a character or a party is "Out" on an expedition, you may join them in the Maze. You will see a list of characters who are currently waiting for you in the Maze. Select a character that is in the "Out" party, and this character will become your leader. Wizardry will then show you a list of characters at the same location as your leader. Select the other members in the order you wish them to appear. You will begin at the same spot where you left off. This option is usually used when you quit a game while still in the Maze. Quit options are outlined in the next section.

ADVENTURING

The essence of Wizardry is adventuring. It's time to leave the safe confines of the Castle and venture out into the unsafe, but potentially lucrative, corridors of the Maze. It is possible to get lost in the maze so take your time, take notes on your location and do not get distressed.

Successful adventures consist of seven stages:

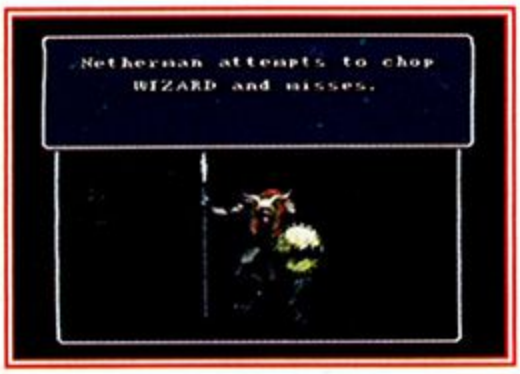
1. Preparing the party for adventure
2. Touring and mapping the Maze
3. Fighting the monsters
4. Talking, bartering and giving to Non-Player Characters
5. Taking good notes about all you see and hear
6. Using all knowledge and skills to complete your quest.
7. Get back alive!!!

Preparing a Party

You can have up to 6 characters in your party, and it is recommended that you use all 6. Balance your party so its chances of success will increase. When you first start out, you'll want some characters of the fighting variety (Samurai, Fighter), some spell casters (Mage, Cleric) and a Thief. Of course this may change as your party becomes more experienced.

Touring and Mapping the Maze

The Maze window displays a 3-D view of the Maze passageways directly in front of you. Before you enter the Maze it is a good idea to check the vital statistics of each character in your party. Make sure you have equipped the items you want equipped before doing battle.



Once inside the Maze, press the START button to configure your Party and Help windows so you can monitor progress. Press the X button to see the menu about Secret Doors or Y button to bring up the menu to:

INSPECT FOR SECRET DOORS:

When you search for a secret door, you have the option of doing a manual search where everyone searches the wall facing the party. Character class, level and race play an important part. You may also let someone cast the Mage spell CALIFIC, which will always reveal a secret door, if one is present.

INSPECT FOR HIDDEN ITEMS:

Everyone will search for items on only the square the party occupies. The chances of finding something hidden are dependent upon class, race, level and abilities. This option is very important, as nothing may be particularly obvious to let you know a Magic Staff is buried beneath the ground you stand on.

INSPECT FOR MEMBERS:

This will inspect the current area for other adventurers. If a party of Adventurers gets left in the Maze or is stripped of life, Wizardry remembers where they are. Of course, monsters may drag them off into other areas, but usually they get tired from lugging their prey very far. If you start another expedition, go down to where they are and inspect the area.

If you find the soul you're looking for, add him or her to the party. If you can't find them, the Cleric spell KANDI may come in handy.

PICK A LOCK:

While anyone may attempt to pick the lock, usually a Thief or Ninja has a reliable chance of successfully doing so, dependent upon the character's level and abilities. Additionally, the Mage spell DESTO may provide some assistance with locked doors. Failure to pick a lock means that you may have to try again. But wait awhile before you do. This doesn't apply to DESTO, which can be cast as many times as necessary until the door unlocks or you

decide the lock is too difficult to Pick at this time. Some doors also are magically locked, and can only be opened with a special item. If this is the case, all attempts to Pick the lock or cast DESTO will fail.

CAMPING OUT

To guard against the constant attacks of monsters in the Maze, you may CAMP at any time by pressing the B button. While in CAMP, you may:

Inspect a member of the party.

Save an expedition so you may return later by Restarting an "Out" Party

Reorder which characters travel where within the party.

Remember: take into consideration the range of each character's weapons.

MEMO will show you all the comments made by NPC's you have met. You can review these comments by using the MEMO option and pressing the control pad up or down.

SWIMMING

When you come across a magical pool, you must first choose a character. You will then be told how many depth levels the pool has. Select the level your character will swim to, and off he or she will go. Inexperienced swimmers have an excellent chance of drowning, so do not throw a first level character to the bottom of the pool.

Pools may contain many magical benefits that the party may have need for from time to time. All pools are different, and some will have effects that others do not. Whether the effects are good or bad is merely a matter of luck...the first time you dive. Also many items you may find in pools are not of the floating kind.

TREASURE CHESTS

Chests usually have traps on them. When you are confronted with a chest, you have the following options:

OPEN the chest, blindly hoping that there is no trap.

INSPECT for a trap, praying you don't set off the trap in the process.

CALFO performs a magical Cleric spell which inspects the trap.

DISARM the trap, assuming you think you know what it is.

LEAVE the chest alone and give up on its goodies.

For each option you must signify which character is to perform the operation. Normally this will be your Thief (or Cleric in case of *CALFO*). After identifying the trap, choose the trap from the list to DISARM. Your Thief or Ninja is much better at inspecting and disarming than anyone else. Even so, when just a novice, things may blow up in his or her face fairly often. Fortunately, most traps on the first level won't destroy characters outright unless they are already hurt.

MAPPING

In order to survive in the Maze, you must know with reasonable certainty where you are and how you got there. The only way to know these things is to make accurate maps and refine them every chance you get.

Mapping is not all that difficult, but it does take patience. Use graph paper to chart your progress in the Maze. Be wary of nasty tricks designed to mislead you, and don't expect the map to conform to any preconceived ideas about mazes in video games.

The fundamental way to map is to stand on a square, look north, map what you see. Do the same for the south and west and east. Only after you have mapped these four directions should you move to another square. If you see a door, a dark area or stairs, be careful when going through, up or down them. Make sure you can return to your previous location before entering.

Here are some mapping tips to help you out. Important items are the light spells MILWA and LOMILWA, which extend your vision several squares ahead. You may also purchase lanterns and torches from Boltac, which serve the same purpose.

Should you become lost, which will occur frequently, help is available through your Mage. A Mage can cast the DUMAPIC spell, which will show you a map of the path your party has taken. Use DUMAPIC to help your party get your bearings.

COMBAT

Without some sort of challenge, Wizardry V would be just a mapping game. Mastering the fighting techniques described here will make the quest into the Heart of the Maelstrom worthwhile.

When you encounter hostile monsters, two windows will automatically appear. One shows you the names and number of the monsters you are facing, and the other will be used to gather instructions and report on the progress of combat. You will also see a picture of the monster you are trying to overcome. Once the battle is underway, only the narration window is shown. There you'll see a description of the combat, your character's actions and the monster's actions.

Combat proceeds in rounds. Each round, both you and the monsters decide what actions to take, then Wizardry V mediates the combat. Combat is over when either side runs away or is totally defeated.

Each active character in your party will be presented with a list of options each round, which are:

Fight

To Fight, the character must normally be in the first, second or third position in the party. However, certain weapons permit the party member

equipped with that weapon to fight farther back in the ranks.

Close-range weapons allow party slots 1-3 to attack monster groups 1-2.

Short-range weapons permit party slots 1-3 to attack monster groups 1-3, or party slots 4-6 to attack monster groups 1-2.

Medium-range weapons permit party slots 1-3 to attack all monster groups, and party slot 4-6 to attack monster groups 1-3.

Long-range weapons permit all members of a party to attack all monster groups.

Parry

Parry means to stand on guard. This reduces the chance that the monsters will be able to hit the character.

Dispel

Some monsters in the Maze are animated only through the power of great evil. If successful, dispel forces these monsters to return to the abyss from where they came. Clerics, high level Wizards and Lords have the ability to dispel monsters. You don't get any experience points for monsters you dispel.

Spell

You will be asked which spell you want to cast. If the spell requires a target, a certain group of monsters or a character, you need to signify that as well.

Use A list of items you can use will appear; then choose which will be used. If no items appear, the character has no usable items.

Run If you succeed, then the combat is over. If you don't, the monsters get a free round of attacks.

Hide Thieves and Ninjas may attempt to hide in the shadows, making them invisible to the monsters and not subject to attacks. Of course it is possible for a monster to spot a hidden character then attack.

Ambush If a Thief or Ninja successfully hides, during the next combat round this option will appear. The character may launch a surprise attack on some monster, increasing the chances to hit and do up to two times the normal damage. Yet after an ambush the position of the Thief or Ninja is revealed, and they will be subject to further attack, regardless of their position in the party. The better the Thief or Ninja, the less chance of becoming exposed.

Should a Thief or Ninja be Hidden and be in one of the first three player positions, the Ambush option will override the Fight option. If you prefer to have your character Fight normally, do not select the Hide option. Additionally, if you prefer your character to remain Hidden, select Parry.

Remember any magic spell cast by a monster that affects an entire party will affect a Hidden character as well.

Take Back This allows you to return to the start of the Combat option selection in case you made an error.

NON-PLAYER CHARACTER INTERACTION

You will find that not all monsters attack immediately, and certain monsters can be very friendly. These monsters are called NPC, or Non-Player Characters. When encountering an NPC, the party has several options:

Talk This option is incredibly useful for gathering information.

Barter You may attempt to trade, or barter, with the NPC. Often creatures carry items they are willing to sell to the party, or they may buy something from you.

Give Sometimes an NPC is not interested in trading, or has no gold with which to buy. In this case, it may be necessary to give it something, should you feel it wise to put the object in question in its

hands. Of course, the creature will usually keep the object so don't give it everything you own!

Steal Here, we finally see our Thief or Ninja at his or her best, attempting to relieve a creature of any interesting items or gold. Of course, if your character gets caught, the monster will usually attack and will view the party in unfavorable light. It is best to be careful from just whom one steals. Then again, some monsters have been known to get caught dipping their fingers into a party member's purse as well.

KATU *KATU* casts the Cleric spell of Charm. Depending on the level of the caster, *KATU* will attempt to soothe the savage beast. If it works, the monster will at least regard the party in a neutral light, if not a favorable one.

MAGIC

Magic items range from potions and scrolls with limited effects to artifacts. Some can actually be purchased in the Trading Post, but most of the really important ones are found only after many hair-raising adventures in the depths of the Maze. Magic items may do one or more of the following:

- Cast a spell or have magical abilities you may invoke.
- Alter Armor Class.
- Change fighting ability-Protect against certain monsters or be helpful in killing them.
- Be usable only by certain character classes.
- Increase the character's resistance to magic spells.

When magical items are first discovered in the Maze, their true nature is not known. Only Wizards and Boltac's Trading Post can identify them. Even so, some items may have hidden qualities that you'll have to discover for yourself.

Using Spells

There are a total of 63 spells divided into Mage and Cleric categories. Each category is divided into seven levels, with the most potent spells at the higher levels.

All monsters and players have a chance to dodge effects of a spell. If the spell is a damage spell, then the damage might be cut in half or quartered; if an "all-or-nothing" spell, then it may have no effect at all!

Monsters may also be naturally resistant to a particular type of spell. For example, throwing balls of fire (*MAHALITO*, for example) at Fire Giants is not likely to impress them, and they may even laugh at you! A few monsters have the ability to occasionally avoid the effects of a spell completely.

Magic Resistance Spells

Magic Screens (*CORTU*) and Fizzle Fields (*BACORTU*) protect the party from spells and may reduce the monster's defenses.

Both Magic Screens and Fizzle Fields have a relative strength, based upon the level of the person casting it. They deteriorate with every round of combat as the opponents' spells bash off of them. If you want to keep up your defenses, you will have to replenish the fields and screens by casting the spells again.

Also, the Anti-Magic spell PALIOS can help the party should it find itself the victim of a Fizzle Field, or it can reduce magic screens erected by the monsters.

Magic Spell List

	Name	Translation	When to cast	Who affects	Notes
MAGE SPELLS, Level 1	HALITO	LITTLE FIRE	Combat	1 Monster	Inflicts 1-8 pts. damage
	MOGREF	BODY IRON	Combat	Caster	Reduces AC by 2 pts.
	KATINO	BAD AIR	Combat	1 Group	Causes monsters to sleep
	DUMAPIC	CLARITY	Camp	Entire party	Grants insight to party's location
MAGE SPELLS, Level 2	PONTI	SPEED	Combat	1 Person	Increases speed, allows more attacks per round, reduces AC by 1
	MELITO	LITTLE SPARKS	Combat	1 Group	Inflicts 1 to 8 pts. damage
	DESTO	UNLOCK	Exploring	Caster	Attempts to unlock door
	MORLIS	FEAR	Combat	1 Group	Makes monsters fear the party, raises monster AC
	BOLATU	HEART OF STONE	Combat	1 Monster	Attempts to solidify in stone one monster
MAGE SPELLS, Level 3	CALIFIC	REVEAL	Exploring	Caster	Reveals secret doors
	MAHALITO	BIG FIRE	Combat	1 Group	Inflicts 4-24 pts. damage
	CORTU	MAGIC SCREEN	Combat	Entire Party	Prevents magic spells against party, protects against "breathing" monsters

	Name	Translation	When to cast	Who affects	Notes
	KANTIOS	DISRUPTION	Combat	1 Group	Disrupts actions of 1 monster group
MAGE SPELLS, Level 4	TZALIK	FIST	Combat	1 Monster	Inflicts 20-60 pts. damage
	LAHALITO	TORCH	Combat	1 Group	Inflicts 6-36 pts. damage
	LITOFEITO	LEVITATE	Any time	Entire Party	Levitates party to avoid pits or tripping on traps
	ROKDO	STUN	Combat	1 Group	Like KATINO, yet harder to recover
MAGE SPELLS, Level 5	SOCORDI	CONJURING	Combat	1 Group	Conjures a group of monsters to come & fight for the party
	MADALTO	FROST KING	Combat	1 Group	Causes 8-64 pts. snowy, icy damage
	BACORTU	FIZZLE FIELD	Combat	1 Group	Effective way to prevent monsters from burning party with spell
	PALIOS	ANTI-MAGIC	Combat	All monsters	Reduces monster's magic screens, dispels fizzle fields around party
	VASKYRE	RAINBOW RAYS	Combat	1 Group	Effects are random, but effective
MAGE SPELLS, Level 6	MAMOGREF	WALL OF FORCE	Combat1	Person	Creates impregnable AC -10 wall of force

	Name	Translation	When to cast	Who affects	Notes
	ZILWAN	DISPEL	Combat	1 Monster	Inflicts 500-1000 pts. damage
	LOKARA	EARTH FEAST	Combat	All monsters	Earth will open up and engulf some monster types
	LADALTO	ICE STORM	Combat	1 Group	High-powered MADALTO, 10-100 pts. damage
MAGE SPELLS, Level 7	MALOR	TELEPORT	Any time	Entire Party	When cast in combat, teleports party to random location
	MAHAMAN	BESEECH	Combat	Variable	Caster must be Level 13, performs a great favor
	TILTOWAIT	KA-BLAM!	Combat	All monsters	Inflicts 10-150 pts. damage
	MAWXIWTZ	MADHOUSE	Combat	All monsters	Super-charged VASKYRE
	ABRIEL	DIVINE MAGIC	Combat	Unknown	Unknown
CLERIC SPELLS, Level 1	DIOS	HEAL	Any time	1 Person	Restores 1-8 pts.
	BADIOS	HARM	Combat	1 Monster	Inflicts 1-8 pts. damage
	MILWA	LIGHT	Any time	Entire Party	Illuminates more of maze
	KALKI	BLESSINGS	Combat	Entire Party	Reduces AC by 1 pt.
	PORFIC	SHIELD	Combat	Caster	Lowers AC by 4 pts.
CLERIC SPELLS, Level 2	KATU	CHARM	Encounter	1 NPC/1 Group	Charms monster, makes easier to hit

	Name	Translation	When to cast	Who affects	Notes
	CALFO	X-RAY	Looting	Caster	Determines nature of trap on chest
	MONTINO	STILL AIR	Combat	1 Group	Prevents monsters from casting spells
	KANDI	LOCATE BODY	Camp	Caster	Gives direction of person to be located
CLERIC SPELLS, Level 3	LATUMAPIC	IDENTIFY	Any time	Entire Party	Reveals true names of monsters
	DIALKO	SOFTNESS	Any time	1 Person	Cures paralysis, awakens sleeper
	BAMATU	PEACE	Combat	Entire Party	Reduces AC by 3 pts. for duration of combat
	LOMILWA	SUNBEAM	Any time	Entire Party	Same as MILWA, lasts longer
	HAKANIDO	MAGIC DRAIN	Combat	1 Monster	Drains monster of high level, reducing ability to cast spells
CLERIC SPELLS, Level 4	DIAL	CURE	Any time	1 Person	Restores 2-16 pts.
	BADIAL	WOUND	Combat	1 Monster	Inflicts 6-30 pts. damage
	LATUMOFIS	CLEANSE	Any time	1 Person	Removes effects of poison.
	MAPORFIC	BIG SHIELD	Any time	Entire Party	Best overall defensive spell
	BARIKO	RAZOR WIND	Combat	1 Group	Causes 5-15 pts. damage

	Name	Translation	When to cast	Who affects	Notes
CLERIC SPELLS, Level 5	DIALMA	BIG CURE	Any time	1 Person	Restores 3-24 pts.
	DI	LIFE	Camp	1 Person	Attempts to resurrect
	BAMORDI	SUMMONING	Combat	Entire Party	Attempts to summon one group of monsters to fight for party
	MOGATO	ASTRAL GATE	Combat	1 Monster	Attempts to banish back from where it came
	BADI	LOSS OF LIFE	Combat	1 Monster	Attempts to take monster's life
CLERIC SPELLS, Level 6	LOKTOFEIT	RECALL	Any time	Entire Party	Teleports party back to Castle, but caster loses ability after use
	MADI	RESTORE	Any time	1 Person	Restores perfect health, as long as person is not injured or lifeless
	LABADI	LIFE STEAL	Combat	1 Monster	Drains all but 1-8 pts., replaces in caster
	KAKAMEN	FIRE WIND	Combat	1 Group	Inflicts 7-49 pts. damage
CLERIC SPELLS, Level 7	MABARIKO	METEOR WINDS	Combat	All Monsters	Pelts monsters with boulders, inflicting 12-72 pts. damage
	IHALON	BLESSED FAVOR	Camp	1 Person	Grants special favor to 1 Person
	BAKADI	DEATH WIND	Combat	1 Group	Attempts to slay outright all monsters in a group
	KADORTO	REBIRTH	Camp	1 Person	Restores lifeless characters, including those reduced to ashes

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