

# Wizardry I Walkthrough

## Proving Grounds of the Mad Overlord



### Building a Party

The type of party you will aim for depends on what version you are playing. Good and Evil characters cannot travel together in the same party. This rule prohibits a Lord and a Ninja from being in the same party. However, some versions of Wizardry change your character alignments if you do not treat friendly groups of monsters according to your alignment. The Apple II version does not do this, but the Wizardry Archives version does. You can therefore change your party alignment back and forth (it may take several friendly groups to convert all characters) so as to include a Lord and a Ninja in your party. (I don't consider this a cheat, so much as a design flaw of some of the versions). See also the cheats section for instructions on traveling with Good and Evil characters.

#### Basic Character Classes



For your first six characters, I recommend starting with a Fighter (to become a Ninja), a Fighter (to become a Lord), a Samurai, a Priest, Bishop, and Mage. Keep rolling when you create a character for at least 20 extra points. Race attributes are more or less the same, so select one that fits your chosen names. In case you're really interested, though, below are the starting attribute points for each class.

Attribute	Human	Dwarf	Elf	Gnome	Hobbit
Strength	8	10	7	7	5
I.Q.	8	7	10	7	7
Piety	5	10	10	10	7
Vitality	8	10	6	8	6
Agility	8	5	9	10	10
Luck	9	6	6	7	12

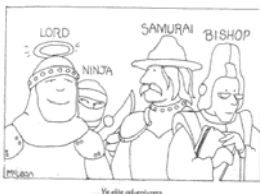
Your first upgrade character will be a Lord, so for now make the party all good. Once you upgrade the Lord, switch to Evil to get your Ninja. Then you can switch back if you don't like having to fight friendly monster groups. If you can't change alignments, decide beforehand if you want a Lord (extra healing for the party) or a Ninja (critical hit ability, especially important for you-know-who). Below are the required attributes for each character class.

Class	Strength	I.Q.	Piety	Vitality	Agility	Luck	Alignment
Fighter	11	-	-	-	-	-	Any
Mage	-	11	-	-	-	-	Any
Priest	-	-	11	-	-	-	Good or Evil
Thief	-	-	-	-	11	-	Neutral or Evil
Bishop	-	12	12	-	-	-	Good or Evil
Samurai	15	11	10	14	10	-	Good or Neutral
Lord	15	12	12	15	14	15	Good
Ninja	17	17	17	17	17	17	Evil

Take time to create your characters! If you get bad dice rolls for your extra points to spend, try and try again. This is especially important for your first three characters, but there's no reason all characters shouldn't be started with less than 20 free points. These will become valuable points as you progress levels over time. It takes progressively more experience and you earn fewer hit points as you go. Below are the experience points needed for each class to gain levels.

Level	Fighter	Mage	Priest	Thief	Bishop	Samurai	Lord	Ninja
1	1000	1100	1050	900	1200	1200	1300	1450
2	1724	1896	1810	1551	2105	2105	2280	2543
3	2972	3268	3120	2674	3677	3677	4000	4461
4	5124	5634	5379	4610	6477	6477	7017	7826
5	8834	9713	9274	7948	11363	11363	12310	13729
6	15231	16746	15989	13703	19935	19935	21596	24085
7	26260	28872	27567	23625	34973	34973	37887	42254
8	45275	49779	47529	40732	61356	61356	66468	74129
9	78060	85825	81946	70227	107642	107642	116610	130050
10	134586	147974	141286	121081	188845	188845	204578	228157
11	232044	255127	243596	208760	331307	331307	358908	400275
12	400075	439874	419993	359931	581240	581240	629663	702236
13+	+289709	+318529	+304132	+260639	+428479	+428479	+475008	+529756

If you're in for the long haul, consider swapping the classes of your Mage and Priest once they learn all of their spells. This will essentially turn them into bishops, and increase the total spell power of the party. Fighters, however, earn extra attacks with every 4 levels of experience, so don't switch them around other than to upgrade them to a Lord or a Ninja.



When you change classes, your virtue points are reset to the starting minimum for your race, so it will take some effort to regain your stats. You also gain seven years with each class change, which brings up another point...

Never pay at the Adventurers Inn. Always rest in the stables for free. Use priest spells to heal everyone, until you are fully refreshed. This also avoids excessive aging, which characters can actually die from. (Its not a pleasant experience!)

You're now ready to venture into the Maze. At first you will dash in an out to gain the first few precarious levels. Then, to gain a lot of experience on Level 1, head down the hallway you start facing, then take a right. Continue until you pass a door, then turn left, go north one, turn right, then head straight until you reach the end of a corridor. Kick and you will go through it. Continue and search each of the rooms until you find Murphy's Ghost (5N, 13E). These guys aren't too dangerous but have a ton on hit points. For killing two ghosts with a party of six, everyone gets 1463 experience points!

Eventually your party will want to start mapping the rest of the dungeon and collecting items. As you grow stronger it will come time to face the Archmage Werdna and win the game. New characters would not survive in the second scenario, so you will need to transfer your party to Wizardry II once you have finished Wizardry I.

## Setp By Step

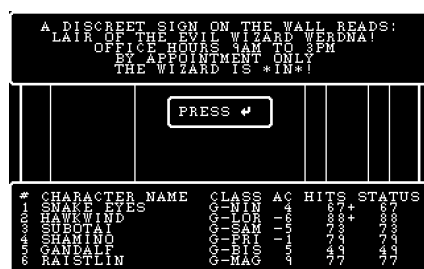
See the Building a Party section on how to create and build up your party. Along with experience points, you'll want to obtain the premium items (those not stocked at Boltac's) for your characters. To do this you'll need to watch out for chest traps, by either inspecting the chests or just casting Calfo:

Chest Traps	Effect when Triggered
Poison Needle	Poisons the opener
Gas Bomb	Poisons various party members
Exploding Box	Direct hits damage
Anti-Mage or Mage Masher	Paralyzes all Mages and Bishops
Anti-Priest or Priest Masher	Paralyzes all Priests and Bishops

Blades	Hits damage to party members
Teleporter	Teleports the party within current floor
Alarm	Encounter another monster group
Crossbow Bolt	Hits damage to opener
Splinters	Random damage to party members

The first Right of Passage is on level four. Take the elevator (A-D) at (LVL1 10E 8N) down to level 4(D) and head towards the Monster Allocation Center. You'll eventually fight a junior version of your final battle (12E 12N), beyond which you will be rewarded with a Blue Ribbon. Carrying this permits you access to the second elevator (A-F) at (LVL4 10E 0N). Once you are pumped up enough, head down to level nine (F) and take the chute at (LVL9 8E 2N) into Werdna's Domain (Level 10).

Read Werdna's warning. "Trebor Sux" doesn't mean much, but it does, however, come up much, much, later. Werdna and Trebor, by the way, are the two game creators first names spelled backwards. "Contra Dextra Avenue" means don't take the right passage. Following this advice, you'll soon come to Werdna's office:



Werdna's got some Vampire friends over, and he can cast Tiltowait as well. Try for the critical hit if you have a Ninja, and throw all of your Tiltowait and Malikto spells at them, you may get lucky and actually have once of the spells get through. If you can afford it, consider casting Mahaman.

Once you win, equip and invoke Werdna's Amulet. Use it the next encounter, and head back to the castle. You will be rewarded 250,000 experience points, and most importantly, a Chevron on your character stats to take to Wizardry II. When you return with the Amulet, you lose all your items. One version of the game allows you to go down and beat Werdna again and again, while another shows the Wizard as being \*OUT\* after you win. The Wizardry Archives only gives you 50,000 exp and gold upon completion, but you get to keep your items, and Werdna is always \*IN\*.

## Cheats

Your bishop is the key to the biggest cheats in the game. Instead of identifying items 1-8, try some other keys to obtain near immortality:

- \* Identify 9: The bishop gains 100,000,000 exp
- \* Identify J: The player below the bishop gains 100,000,000 gold
- \* Identify S: The player below the bishop gains 100,000,000 exp

However, this trick does not work in all versions! In the Wizardry Archives, it does not.

The other most useful cheat is Recover. If something bad happens, such as a level drain or a visit to the cemetery, you can take advantage of the power-outage utility (R)ecover. Exit the game, go the utilities (either at start up or the edge of town) and recover your "Out" characters. They will be restored to their last saved status. If you are playing the Wizardry Archives, it is also just as easy to make backup copies of your scenario file. These backups are particularly useful in ensuring your characters enjoy profitable level gains.

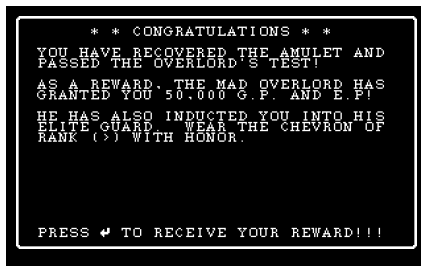
Another utility that can be taken advantage of is Transfer. By making copies of scenario disks, you can quickly double any character, gold, and items you want. The only thing to remember is to change the duplicate character's name, so they can be transferred into the new scenario. The Wizardry Archives, however, do not permit this trick: no transfers are allowed between scenarios of the same number, and characters can only be transferred up in scenario numbers (1 to 2 is allowed, but not 2 to 1; plus even then all items are deleted upon transfer).

Can Good and Evil characters travel together? Yes! You can use a party in Wizardry made up of Good and Evil characters by following these steps:

1. Divide your mixed party into a Good and Evil group, with Neutral characters in either group.
2. Add one group and go to the first square of the dungeon.
3. Quit/Disband the expedition.
4. Now add the other group of characters.
5. Go to the first square of the dungeon and Inspect.
6. You can now add and then explore with your mixed party.

Lastly, all newly created characters come with some gold, so you can create twenty characters, pool their gold to one character, and delete all but your cashbag. This process can be repeated as desired. Between not paying at the Inn and getting most of your items in the dungeon, you'll find that money becomes not too important in the game. Adding a few better items to you newly created characters doesn't increase their small survival chances that much anyway. It is a good idea, however, to hang onto the gold you have, just in case you need to visit the temple (more reliable than your own spells and doesn't decrease the character's vitality).

## The End



# Wizardry II Walkthrough

## The Knight of Diamonds



Much of this information is in addition to the Wizardry I Walkthrough, so please see that page for supplementary information (such as chest traps, cheats, and building a party).

New characters would not survive in the second scenario, so you will need to transfer your party to Wizardry II once you have finished Wizardry I.

### Monsters

The Wizardry II monsters are tougher. Some of the monsters are the same, in other cases they are upgraded (for example Creeping Coins are replaced by No-See-Um Swarms, and High Priests are more powerful). Fuzzballs are worth no experience points and can call for help, a real pain. A Dink (Little Old Man) is another comical figure, but who knows, maybe he'll find a special purpose someday. Each of KOD's five items are also monsters! They must be vanquished to obtain the item.

### Transferring Characters

When you transfer your characters to Wizardry II, you have to get rid of scenario-specific items, such as the Blue Ribbon. Don't worry, there's better items to be had from the Knight of Diamonds. In the Wizardry Archives, all of your character's items are deleted as you transfer from scenario 1 to 2.

### Step By Step

There's not much to winning the Knight of Diamonds. At the end of each level, right before the stairs, you will fight one of KOD's items. Sometimes you need to do something special to get to these items (in level 1, cast MALOR; in level 2, answer "Shield" to a riddle). A MAHAMAN spell is useful for surviving these encounters. Once you have all five items, return to Gnilda's temple at the middle of level 1 with one character and all five items. The answer to the riddle is the name of the game ("The Knight of Diamonds"):



Return to the castle with the staff, and another Chevron is yours!

## The End

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* * CONGRATULATIONS * *
YOU HAVE RETRIEVED THE STAFF OF
GNILDA, AND THE CITY IS AGAIN
SAFE FROM THE EVILS OF WAR.
AS A TOKEN OF OUR GRATITUDE, WE
BESTOW UPON YOU THE HIGHEST
HONOR IT IS IN OUR POWER TO
PRESENT, THE MARK OF GNILDA.
OF COURSE, WE REALIZE THAT YOU
WERE AIDED BY OTHER BRAVE AND
WISLE WARRIORS. TO THESE WE
BESTOW THE ORDER OF KNIGHT OF
THE CITY.
PRESS ↵ TO SELECT YOUR KNIGHTS!
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# Wizardry III Walkthrough

## Legacy of Llylgamyn



Much of this information is in addition to the Wizardry I Walkthrough and the Wizardry II Walkthrough, so please see those pages for supplementary information (such as chest traps, cheats, and building a party).

You cannot create new characters in Wizardry III. You must transfer existing characters from either Wizardry I or Wizardry II. However, because the special items in Wizardry II can be used to build very high-level characters, in order to create the challenge of a new game, all transferred characters are reset to level 1! In addition, hit points are lowered to a level 1 amount (such as 8), all items are deleted, and only 500 gold can be transferred. Spells are reset to level 1, only in the current class; learned spells in old classes are forgotten. Virtue points are also trimmed. See also below about alignment adjustments.

### Alignments

The Legacy process at the Training Grounds accomplishes this after your characters are transferred. One effect of the Legacy process is that you can select a new alignment for your characters (among allowed alignments for your class). Unfortunately, this means that your Good Ninja or Evil Lord is reset to their normal alignment. You will also find that certain levels of the dungeon are accessible to only Evil or non-Evil character parties. Also note that at least one non-Neutral party member is required (see below). It would be a waste of time to create two character parties in order to meet these requirements. Instead, please see the Building a Party and Cheats sections of the Wizardry I Walkthrough for instructions on changing alignments and traveling with mixed parties.

### Step By Step

After you have transferred you characters and completed the legacy process (see above), you are ready to build experience in the dungeon. This is best accomplished by working your way more and more towards the stairs to levels 2 and 3. Levels 3 and 5 are only accessible by an Evil party, while levels 2 and 4 are only accessible to a non-Evil party. If you try to go to a level that your party is prohibited from, you are teleported to the castle. This can be used for a quick trip home.

Note that you can both change alignments and travel with mixed alignment parties by following the instructions in the Wizardry I Walkthrough. It is recommended to start with a Good party because levels 2 and 4 are easier than levels 3 and 5. Once you are strong enough to travel safely through level 1 past the Moat Monsters and through the High Corsair to the stairs, proceed to level 2. You can then proceed through half of level 2, answer a riddle ("Air"), and climb to level 4. You will then work through level 4 to a chute back down to level 2. It takes some time to build up a party that can make it to the chute.

Back on level 2 you need to answer another riddle ("Abdul sent you"). You can then explore and find the Staff of Earth and the Amulet of Air (by defeating Po'le). Once you have these two items you are finished with level 2. Once you have obtained the item Ship in Bottle, you can travel through the lake on level 1 to the stairs that lead directly to levels 4 and 5. On level 4 you will need to get the Crystal of Evil by defeating Delf and his minions. At this point you are finished with levels 2 and 4, so you can convert your party to Evil in order to access levels 3 and 5.

On level 3 you can trade a Broadsword for a Gold Medallion, which is next traded for Holy Water. You are then done with level 3. On level 5 you need to get the Crystal of Good by defeating some crusaders. You also need the Rod of Fire. The Rod of Fire is within the Temple of Fung, whose inhabitants are perhaps the toughest stretch of opponents in the game.

You are now ready for level 6, which is accessed by answering a riddle on either level 4 ("Fire") or level 5 ("Chariot"). Have the same character, holding both the Evil and Good Crystals, equip and invoke their powers (this character cannot be Neutral). This will create the Neutral Crystal. On level 6 you need the Neutral Crystal to pass the dragon L'Kbreth:

I AM L'KBRETH, THE GUARDIAN OF THE BALANCE GO FORWARD IN PEACE, WORTHY ONES!					
#	CHARACTER NAME	CLASS	AC	HITS	STATUS
1	SHAKE EYES	E-WIN	1	21	1
2	HAKLEWIND	E-LOR	1	30	1
3	GUBBOTAI	E-SAM	1	33	1
4	SHAMINO	E-PRI	1	40	1
5	GANDALF	E-DR	1	7	1
6	RAISTLIN	E-MAG	0	4	2

You can then answer the riddle (at LVL6 19E 17N) in front of the orb ("Death"), and trade the Neutral Crystal for the orb. Take the orb back to the castle and you have won the game!

The End

* * THE GODS BE PRAISED * *	
WITH THE ORB OF PARITHIN, THE SAGES OF LLYLGAMYN WILL BE ABLE TO FIND OUT WHAT IS CAUSING THE DISASTERS THAT THREATEN US! IN APPRECIATION OF YOUR VALOR, I, QUEEN SDIL, GREAT GRAND-DAUGHTER OF QUEEN MARGDA, GIVE YOUR PARTY THE STAR OF LLYLGAMYN AND INVITE YOU TO SELECT 8 OTHERS WHO ALSO DESERVE THIS AUGUST AWARD!!	
PRESS * TO ASSIGN YOUR STARS!	