Wizardry Proving Grounds V3.1

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Additional Player's Guide v3.1 – 24 Mar 2024 by Snafaru

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Introduction

This guide complements the original Wizardry Proving Grounds of the Mad Overlord player's guide.

This guide has all that is necessary to get started using an Apple II emulator as well as tips, tables, lists.

Prologue

More than forty years after the last public release of Wizardry Proving Grounds of the Mad Overlord for the Apple II platform, Wizardry Proving Grounds v3.1 is released!

Wizardry was programmed using the Apple Pascal programming language. Fixes to code bugs and issues as well as enhancements have been done using that same language.

More than 100 fixes and enhancements have been done in Wizardry Proving Grounds v3.1.

Game Play Enhancements

Camp, Gilgamesh's, Boltac's, Adventurer's Inn :
- Pool and divide gold between party members.

Castle   - Removed password prompts.

Combat   - Display hit probabilities.

Combat   - Display spells cast by both monsters and players.

Combat   - Display silenced characters in the status window.

Combat   - No more spell casting during the surprise round for both monsters and players, monsters also cannot yell for help when surprised.

Combat   - Monsters drain your character only once per combat.

Inventory   - No more micro-managing inventory to make space for treasure drops.

Ninja   - The requirements to change class to ninja are now 15 in all attributes instead of 17.

Ninja   - Unarmed combat enhancements:
- Base bare hands damage increased from 2d4 to 2d8.
- Unarmed Armor Class improved from 1 point every 3 levels, to 1 point every level.
- Unarmed Combat Initiative Bonus of 1 point (10%) for every 3 levels.

Spells   - Haman and Mahaman now have 7 effects, see spells lists below. This is a bug fix.

Spells   - Kandi spell now gives a precise location, even for D)isbanded characters left behind.

Spells   - Latumapic now works.

Spells   - Loktofeit now has a similar success chance as in Wizardry III (65 + character level %).

Spells   - Manifo now works with similar success as Katino.

Maze   - Auto update of characters' hit points in status screen when poisoned.

Maze   - Easter egg and specials encounters re-enabled.

... and a ton more programming fixes and quality of life improvements.

Downloads

The main site for distribution of the disk images of this release as well as the lists of code and database fixes and enhancements is here:

https://www.zimlab.com/wizardry/proving-grounds-v3/

Email for help or feedback: snafaru@zimlab.com

Snafaru's Main Web Site: https://www.zimlab.com/wizardry/

Snafaru's GitHub: https://github.com/snafaru

Diskette Images

The very first Wizardry, Proving Grounds of the Mad Overlord, was on two physical 5-1/4" floppy diskettes for the Apple II microcomputer. Since it was programmed in Pascal, it must be booted from Slot 6. Wizardry PG v3.1 comes in diskette images as well as in a ProDOS version which opens up the possibilities for more disk options.

Fans all around the world have digitalized the contents of thousands of these diskettes into disk image files ending with the extension ".dsk". Think of each DSK file being a physical diskette.

These diskette images can be applied to real floppy diskettes to be played on vintage Apple II computers.

Here are the DSK image files you will be working with through an Apple II emulator:

Disk Title: Wizardry Proving grounds v3.1 Boot Disk

Disk Image File: Wizardry-Proving-Grounds-v3.1-Boot-dd-mmm-yyyy.dsk

- This is a 140K 5.25" disk image. Boot this disk to start Wizardry.

   o No need to make this file read-only anymore since the write-protect check is disabled in this version.

Disk Title: Wizardry Proving Grounds v3.1 Scenario Disk

Disk Image File: Wizardry-Proving-Grounds-v3.1-Scenario-dd-mmm-yyyy.dsk

- This is a 140K 5.25" disk image. Scenario side with the most recent fixes and enhancements.

Disk Title: Wizardry Proving Grounds v3.1 ProDOS Disk

Disk Image File: Wizardry-Proving-Grounds-v3.1-dd-mmm-yyyy.po

Boot this 800K 3.5" ProDOS disk image. The command to start Wizardry is: -WIZARDRY.PG

AppleWin – An Apple][Emulator

AppleWin is currently the most popular, and still developed, Apple II emulator that runs on the Windows operating system.

The latest AppleWin version can be downloaded here: https://github.com/AppleWin/AppleWin/releases

For Mac users, the most popular Apple II emulator is Virtual][from: https://www.virtualii.com/

AppleWin Installation

First, create a directory of your choice such as C:\Wizardry where you will put all the Apple II emulator files, the Wizardry disk image files, as well as companion files.

You can use Windows' file manager itself (Right click the .zip file > Extract All…) or any other popular zip file utility to unzip the emulator, disk image files, and companion files. For ease of use, you can unzip everything in the same folder.

How to start the emulator

From Windows, **run the "Applewin.exe" program to start the emulator**, or create a shortcut icon of it on your desktop and double-click it in order to start the emulator.

In the AppleWin emulator, click the "Joystick/Speaker" button and do the following configuration. Note: 50% scan lines is UNCHECKED. Note: CTRL-F6 switches between 1x size and 2x size the emulator window size is (2x size is best).

How to use the Emulator

The [button image] button resizes the emulator to full screen, 1x size, 2x size. BUT… you will probably want to **use CTRL-F6 instead** to resize the emulator to 2x window size, which will work better with today's high-resolution monitors.

Use the [button image] button to set the speed. You probably want maximum speed if/when modding. The original speed is 1 Mhz. Bumping the speed up to 2Mhz gives you a smoother experience when playing.

Use the [button image] button to select the disk image to load in diskette drive 1. The computer always starts with this diskette drive.

Use the [button image] button to Start/Run/Reboot/Reset the computer.

F1 -- Help:
Displays the help file that you are currently reading.

F2 -- Run/Reboot:
Starts the emulated machine if it is not currently running, or reboots (power-cycles) it if it is currently running. (Use Ctrl+F2 or Ctrl+Break to simulate Ctrl+Reset.)

F3 -- Drive 1:
Selects a disk image file for drive 1.
Use the right mouse button for a context menu to "Eject", "Read / Write", "Read only" or "Send to CiderPress".

F4 -- Drive 2:
Selects a disk image file for drive 2.
Use the right mouse button for a context menu to "Eject", "Read / Write", "Read only" or "Send to CiderPress".
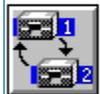
F5 -- Swap Disks:
Swap the disks in drives 1 and 2.

F6 -- Window Size/Full Screen:
Toggle between windowed and full screen video modes. (Use Ctrl+F6 to toggle between 1x and 2x window sizes.)

F7 -- Debug:
Displays the actual assembly language instructions that the emulated machine is executing.

F8 -- Configure:
Allows you to customize the emulated machine, and the way the Apple's input and output devices are mapped onto your PC's input and output devices.

Early Survival Tips

Surviving until your characters reach character level 2 or 3 can be somewhat difficult.

To make it easier, use the Katino spell a lot on non-undead monsters.

Do not hesitate to Dispel undead monsters.

Fighters starting with 18 strength makes a big difference.

Backup your scenario often when you make progress, a simple copy/paste of the scenario disk image will do. This way, if your party gets slaughtered, you can restart from your backup.

Start the Game

Once you have started the emulator, load your diskette image files this way:

1. Click the Diskette Drive 1 button on the toolbar and select the disk image file, for example to run the Wizardry game: **Wizardry-Proving-Grounds-v3.1-Boot.dsk** (Remember that file's attribute must be set to read-only). For the ProDOS version, attach its disk image to slot 7.
2. Click the Run/Reset/Boot button (that is the button representing an Apple) on the toolbar to boot that disk.
3. Press the space bar to end the splash introductory graphics screen and press S)TART.
4. The emulator then asks: SCENARIO MASTER IN DRV 1, PRESS [RET]. Click the Diskette Drive 1 button on the toolbar and select they disk image file **Wizardry-Proving-Grounds-v3.1-Scenario.dsk** and press the Enter/Return key.
5. The emulator then asks: MASTER/DUPLICATE IN DRV 1, PRESS [RET]. Press the Enter/Return key once more without changing disks.
6. The game starts at the C)astle:
   - Go to E)dge of Town, then T)raining Grounds to created character.
   - Go to G)ilgamesh' Tavern to pick up your characters for your party of 6.
   - Go to E)dge of Town, then M)aze to start adventuring.
7. You can adjust the speed of the emulator by clicking the button representing a joystick and speaker, the original speed is 1.0 MHz. Suggest start at least at 1.2 Mhz. The game runs quite smoothly at 2.0 Mhz.

The game starts at the Castle. To create your characters, choose option E)dge of Town, and then T)raining Grounds. There are sample characters available for a quick start.

You will need to create a party of at least 6 characters to begin with. Note that only the first three characters of your party can fight hand to hand. If characters die, then they are placed at the end of the party for the remainder of your trip in the maze and others move ahead one spot. The last three characters in you party are usually of the magic using types. You can replace characters at will at the Gilgamesh's Tavern in the Castle. You can create a maximum of 20 characters per scenario disk.

There are 5 races to choose from:

Race	Beginning characteristics						
	Strength	I.Q.	Piety	Vitality	Agility	Luck	Total
Human	8	8	5	8	8	9	46
Elf	7	10	10	6	9	6	48
Dwarf	10	7	10	10	5	6	48
Gnome	7	7	10	8	10	7	49
Hobbit	5	7	7	6	10	15	50

Characteristic increase when leveling up at the Adventurer's Inn.

There are 8 classes to choose from:

Classes	Alignment
Fighter	Any
Mage	Any
Priest	Good or Evil
Thief	Neutral or Evil
Bishop	Good or Evil
Samurai	Good or Neutral
Lord	Good
Ninja	Evil

Good and Evil characters cannot be in the same party.

Here are the classes' minimum characteristics:

Classes	Abilities	Minimum characteristics
Fighter	Fighter	Strength: 11
Mage	Mage spells	I.Q.: 11
Priest	Priest spells, dispel	Piety: 11
Thief	Fighter, identify/disarm chests	Agility: 11
Bishop	Mage and priest spells, dispel, id items	I.Q.: 12, Piety: 12
Samurai	Fighter, mage spells (begin at level 3)	S: 15, I: 11, P: 10, V: 14, A: 10
Lord	Fighter, priest spells (begin at lvl 3), dispel	S: 15, I: 12, P: 12, V: 15, A: 14, L: 15
Ninja	Fighter, id/disarm chests, natural armor	All 15 (new enhancement!)

Tip: The Elf, Dwarf, Gnome, are the easiest to make a starting Samurai. They require only 18 random points to assign while creating it. You cannot create a starting Lord. You can switch classes at the Training Grounds whenever you reach the necessary minimum requirements for a particular class.

What If...

What if you are having a hard time beating some monsters.

1. A balanced party makes a big difference. For example, a party of 2 fighters, a thief, a priest, a bishop, and a Mage make a strong starting party. The bishop can be swapped for another character at level 7 since it can identify items as needed and it costs just too much experience points to level it up more. Use the Katino spell often in the beginning to slow down the competition, and do not be afraid of using the Dispel ability onto undead monsters. Level 1 fighter-type classes with 18 strength help a lot when starting the game.

2. Maybe your party is not strong enough yet to take on those monsters. Take on easier monsters for a while to gain experience points and make a few levels then try those tough monsters again.

3. Try a different strategy, some spells work better against some monsters than others. In addition, some weapons do double damage against certain types of monsters, equip your party accordingly.

4. The deeper you go in the maze, the stronger the monsters. Encounters are random and you are bound to run into a very strong bunch of baddies from time to time. Also, it will happen that your characters will be at the wrong place at the wrong time and will get into big trouble. Backup the scenario disk image often to recover.

What to do if your entire party is slaughtered in the maze.

1. Backup the file scenario .dsk file often so that you can start over from where you last backed up.

2. Or, if you want to do it like in the old days, during a losing battle click the Apple button on the toolbar to reset the computer before you see the cemetery. This would be like hitting the famous RESET button on the original Apple II keyboard. After that you can insert and start the boot disk and go to the U)tilities, and then R)ecover your characters. A word of caution: if you click the button at the exact same time the cemetery is drawn there is a small chance to destroy the data on the disk image and you'll have to revert to 1. above.

3. Send the scenario to me at snafaru@zimlab.com and I will fix your characters. Or, use one of the Wizardry editors yourself to recover your characters.

In-game Opportunities

Spoiler Alert!

There are a few places in the game that gives the player the opportunity for better loot and farming.

- On Level 1, North 5, East 13. You can enter the room as much as you want to farm the Murphy's Ghosts for a decent amount of experience points.

- On Level 1, North 19, East9. Entering this room teleports you directly to the Castle.

- On Level 3, North 17, East 13. There is a special encounter with slightly stronger monsters for better loot. This special encounter occurs only 5 times.

- On Level 4, North 16, East 10. You can enter the room as much as you want to farm monsters which incidentally also give some loot.

- On Level 6, there is an Easter Egg to be found. It was disabled by mistake on the original 2.1 release.

- On Level 7, North 9, East 2. There is a special encounter with Fire Dragons for better loot. This special encounter occurs only 4 times.

Game Tips and Calculations

The Bishop has the ability to identity correctly items found in the maze. The alternative is to pay for this service at Boltac's.

The Temple of C)ant at the Castle helps revive dead or incapacitated characters. See important notes about resurrection at the end of the Priest spells list.

Fighter, Samurai, and Lord get 1 extra attack for every 5 levels, the Ninja has one extra swing on top of that which means a Level 1 Ninja starts with 2 swings.

Fighter, Priest, Samurai, Lord, and Ninja have a naturally higher hit probability than other classes.

If unarmed, the Ninja's AC (Amour Class) = 10 - Ninja Level. The lower, the better. This is a Wizardry PG v3.1 enhancement!

If a Ninja hits with damage, then the Ninja has (10 * Level) % chance with a maximum of 50% chance to score a Critical Hit, then the monster has ((Monster Level + 10) / 35) % chance to avoid it, which means a monster over Level 25 cannot be Critically Hit.

The younger you are the more chances you will gain attributes when leveling up (ex: 86% at age 18).

Your characters' Strength has effect on the hit chance probability and damage per swing:
Strength 3:   -15% chance to hit, -3 damage per swing
Strength 4:   -10% chance to hit, -2 damage per swing
Strength 5:   -5% chance to hit, -1 damage per swing
Strength 16:   +5% chance to hit, +1 damage per swing
Strength 17:   +10% chance to hit, +2 damage per swing
Strength 18:   +15% chance to hit, +3 damage per swing
So, for example, your Level 10 Ninja with a Strength of 18 can do up to 12 free damage points per attack with his 4 swings, all of it with 15% more chance to hit, this is significant.

The higher you I.Q. (Mage Spells) and Piety (Priest Spells), the faster you learn much needed spells. It really is great to get two Malor (teleport) spells at level 13 for a Mage for example.

Fighter, Lord gain 1 to 10 hit points per level on average.
Priest, Samurai gain 1 to 8 hit points per level on average.
Thief, Bishop, Ninja gain 1 to 6 hit points per level on average.
Mage gain 1 to 4 hit points per level on average.

Your characters' Vitality has an effect on how many hit points are gained per level up:

Vitality 3:   -2 hit points per level
Vitality 4,5:   -1 hit points per level
Vitality 16:   +1 hit points per level
Vitality 17:   +2 hit points per level
Vitality 18:   +3 hit points per level

This is the most important stat of your character, no doubt. Also, the higher your Vitality the higher the chances you will survive a resurrection attempt.

Initiative, or if you prefer who goes first in a battle, is a random number of 1 to 9 with 1 being the lowest and is modified by your character's Agility:

Agility 3:   +3
Agility 4,5:   +2
Agility 6,7:   +1
Agility 15:   -1
Agility 16:   -2
Agility 17:   -3
Agility 18:   -4

By the way, the monsters' initiative is a random number of ((0 to 7) + 2).

While fighting unarmed, the Ninja gains a Combat Initiative Bonus of 1 point (10%) for every 3 levels, this is a Wizardry PG v3.1 enhancement!

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The Thief has ((RANDOM 0 to 99) < (6 * Agility)) chance to identify a trap, the
Ninja has ((RANDOM 0 to 99) < (4 * Agility)) chance, both up to a maximum of 95%.
Other classes have ((RANDOM 0 to 99) < (1 * Agility)) chance. Calfo has 95%
chance.
```

```
If your character fails to identify a trap there is a ((RANDOM 0 to 19) >
Agility) chance they will activate the trap, if not, then a random trap
identification is displayed.
```

```
The Thief or Ninja's chance to disarm a trap is ((RANDOM 0 to 69) < (Character
Level - Maze Level + 50)). Other classes have ((RANDOM 0 to 69) < (Character
Level - Maze Level)).
```

```
If your character fails to disarm a trap there is a (Agility < (RANDOM 0 to 19))
chance they will be given another opportunity to disarm it, otherwise, they have
just set it off!
```

The higher your Luck the greater the chance (5% at 6, 10% at 12, 15% at 18) you will avoid being Poisoned, Stoned, Paralyzed or Auto-Killed (Critically Hit), or reduce Breath attack damage by half, as well as escape Anti-Mage, Anti-Priest, and Poison Gas traps.

On top of Luck, you have a character's (Level * 2) % chance up to a maximum of 50 % to avoid being Critically Hit.

Resistances bonuses:
- vs. Poison & Paralysis: Fighter 15%, Samurai 10%, Lord 10%, Ninja 15%, and if race is Human 5%.
- vs. Stoning: Priest 15%, Bishop 10%, Lord 10%, Ninja 10%, and if race is Gnome 10%.
- vs. Breath Attacks: Thief 15%, Ninja 15%, and if race is Dwarf 20% to reduce the Breath damage by half.
- vs. Poison Gas chest trap: Thief 15%, Ninja 15%, and if race is Dwarf 20%.
- vs. Anti-Mage and Anti-Priest chest trap: Mage 15%, Bishop 10%, Samurai 10%, Ninja 10%, Hobbit 15%
- vs. all of the above: 5% for every 5 Levels of your character.

You will encounter a maximum of 2 monster groups on level 1, a maximum of 3 on level 2, and up to 4 beyond.

You will encounter a maximum of 5 monsters per monster group on level 1, 6 on level 2, 7 on level 3, 8 on level 4, and 9 beyond.

Each party member has (IQ + Piety + Level) % chance to identify correctly monsters.

The way the monster's magic resistance works is in two main steps:
- First, a % saving thrown against their natural Magic Resistance, which is for most a low number.
- Second, all other magic calculations depend on your and their: Level, resistances (Fire, Cold, Etc.), properties (Stone, Paralyze, Etc.), class (Fighter, Dragon, Undead, Etc.), Luck, condition (Asleep, Held, Silenced, etc.), and base, minimum, and maximum chances.

When you hit a sleeping or held monster you do double damage!

Your character's chance to recuperate from Katino is (10 * Character Level) % up to a maximum of 50%.

Monsters of Level 6 or lower have less chance to recuperate from Manifo than from Katino, after Level 6 it is the same.

Montino has a 10% better chance to work than Manifo.

A monster has (6 * monster Level) % chance to resist Lakanito.

There is a minimum 5% chance to resist Katino, Manifo, Montino.

A monster has a minimum 25% chance to resist Badi.

The Priest has the ability to dispel undead creatures back to their plane! The Bishop (beginning at level 4 but with 20% less chance) and Lord (beginning at level 9 but with 40% less chance) have the same dispel ability. Although you do not get experience points for dispelling undeads, it may save your life!

More game code calculations and formulas about characters, combat, spells, monsters, experience, treasures and traps are available here: https://www.zimlab.com/wizardry/walk/wizardry-123-game-calculations.htm

Addendum I – Game Commands

The places to go at the Castle (this is where you begin):

A)dventurer's Inn	To rest and cure hit points lost as well as increase rank (level up).
G)ilgamesh's Tavern	To pick-up your characters for your party of up to 6 adventurers.
B)oltac's Trading Post	To buy weapons, armors, and magic stuff.
C)ant, The Temple of	To help someone in distress like stoned, dead, etc.
E)dge of Town	At the edge of town you have 4 options:

M)aze	To go on to the dungeon and your quest.
T)raining Grounds	To create your characters.
C)astle	To go back to the Castle.
L)eave the game	To quit playing.

The movement and other keys in the maze are (this is where you quest takes place):

Key	Movement
A (recommended) or L	Turn left.
W (recommended) or F	Move forward.
D (recommended) or R	Turn right.
K	Kick door open.
C	Setup a camp.
Q	Quick Plot (On/Off). Less sight distance for faster maze drawing.
T	Set time delay for messages (1-5000). The default is 2000.
I	Inspect current location for dead or disbanded characters.
S	Refresh characters' status while travelling.
Pause	To stop the action in order to give you time to read the screen.

The camp options are (when your characters need to take a break in the maze):

Key	Option
R	Reorder your party members.
E	Equip all party members.
D	Disbands you party. Your party set up a camp in the maze and waits for other adventurers to pick them up. This is a useful option when you feel that you party is too weak to make it back to the castle.
# 1 through 6	To inspect one your characters and give you a chance to safely cast healing spells and prepare to go on to your adventure.
L	Leave the camp.

Addendum II - Mage Spells Quick Reference Chart (Mage, Bishop, Samurai)

Spell	Lvl	Use When	Affects	Description
Dumapic	1	Camp	Party	Location in Maze
Halito		Combat	1 Monster	1-8 points of damage
Katino		Combat	1 Group	Monsters may fall asleep
Mogref		Combat	Caster	AC=AC-2
Dilto	2	Combat	1 Group	Monsters easier to hit (their AC=AC+2)
Sopic		Combat	Caster	AC=AC-4
Mahalito	3	Combat	1 Group	4-24 points of fire damage, less to fire-resist monsters
Molito		Combat	1 Group	3-18 points of lightning damage
Dalto	4	Combat	1 Group	6-36 points of cold damage, less to cold-res. monsters
Lahalito		Combat	1 Group	6-36 points of fire damage, less for fire-resist monsters
Morlis		Combat	1 Group	Monsters much easier to hit (their AC=AC+3)
Madalto	5	Combat	1 Group	8-64 points of cold damage, less to cold-res. monsters
Makanito		Combat	All Monsters	All monsters below level 8 die, undead are unaffected
Mamorlis		Combat	All Monsters	Monsters much easier to hit (their AC=AC+3)
Haman	6	Combat	Variable	See Note 1
Lakanito		Combat	1 Group	May kill monsters
Masopic		Combat	Party	AC=AC-4
Zilwan		Combat	1 Monster	Dispel one undead monster for 10-2000 damage
Malor	7	Any Time	Party	Teleport (to random location if cast during combat)
Mahaman		Combat	Variable	Improved Haman, see Note 1
Tiltowait		Combat	All Monsters	10-150 points of damage

Note 1: The effects of these spells are random, but usually helpful. The caster must be 13th level or higher and loses 1 level of experience after casting it. There is a small chance ((RANDOM 0 to Character Level) = 5) casting it will make you unlearn some spells with the following message displayed "But his spell books are mangled!".

Haman and Mahaman have 7 possible effects. Mahaman has more % chance of effects 3, 4, 5, and 7.
1. "Dialko's Party 3 Times" - Cures Afraid, Asleep, Paralysis, Stoning, Silence, and Heals each character for (9 * ((RANDOM 0 to 7) +1)) Hit Points.
2. "Silences Monsters!" - Silences all monster monsters for ((5 + (RANDOM 0 to 4)) rounds.
3. "Zaps Monster Magic Resistance!" - The first 3 groups of monsters become non-resistant against damaging magic (0% chance saving throw against magic) and they are thereafter treated as being Level 1 for other calculations regarding the effects of spells.
4. "Destroys Monsters!" - All monsters' Status=Dead and Hit Points=0.
5. "Heals Party!" - Cures Afraid, Asleep, Paralysis, Stoning, Silence, and restores all Hit Points, except for those that are Dead or into Ashes.
6. "Shields Party" - Each character's AC=-10 (meaning minus 10), unless it is even better (lower).
7. "Resurrects and Heals Party!" - Cures Afraid, Asleep, Paralysis, Stoning, Death, and Ashes conditions, as well as restores all Hit Points of all characters.

Addendum III - Priest Spells Quick Reference Chart (Priest, Bishop, Lord)

Spell	Lvl	Use When	Affects	Description
Badios	1	Combat	1 Monster	1-8 points of damage
Dios		Any Time	1 Person	Cure 1-8 hit points
Kalki		Combat	Party	AC=AC-1
Milwa		Any Time	Party	Brief magical light
Porfic		Combat	Caster	AC=AC-4
Calfo	2	Looting	Caster	Identify trap on chests
Manifo		Combat	1 Group	Paralyze monsters
Matu		Combat	Party	AC=AC-2
Montino		Combat	1 Group	Silence monsters
Bamatu	3	Combat	Party	AC=AC-4
Dialko		Any Time	1 Person	Cure paralysis & sleep
Latumapic		Combat	Party	Identify monsters
Lomilwa		Any Time	Party	Enduring magical light (note1)
Badial	4	Combat	1 Monster	2-16 points of damage
Dial		Any Time	1 Person	Cure 2-16 hit points
Latumofis		Any Time	1 Person	Cure poison
Maporfic		Any Time	Party	AC=AC-2 (note 1)
Badi	5	Combat	1 Monster	May kill monster
Badialma		Combat	1 Monster	3-24 points of damage
Di		Camp	1 Person	Restore life (note 2)
Dialma		Any Time	1 Person	Cure 3-24 points of damage
Kandi		Camp	Caster	Locate person or body in the maze
Litokan		Combat	1 Group	3-24 points of fire damage, less to fire-resist monsters
Loktofeit	6	Combat	Party	Recall to castle (lose all items and most gold)
Lorto		Combat	1 Group	6-36 points of damage
Mabadi		Combat	1 Monster	Drains most hit points of monster
Madi		Any Time	1 Person	Cure all hit points and conditions except death
Kadorto	7	Camp	1 Person	Resurrect and cure all hit points (note 2)
Malikto		Combat	All Monsters	12-72 points of damage

Note 1: Effects last for the entire expedition.
Note 2: To resurrect with Di or Kadorto, the % success chance is (4 x Vitality)% of the recipient, and the recipient loses 1 Vitality. With the Temple of Cant, which is much more reliable, the % chance is (50 + 3 x Vitality)% if the character is Dead or (40 + 3 x Vitality)% if the character is in Ashes, and the character Ages by 1 to 52 weeks.

Global Note: Many spells were not working properly, or not working at all, in the original Wizardry version. Now all spells are working, including several effects of Haman and Mahaman.
See https://www.zimlab.com/wizardry/proving-grounds-v3 for details.

Addendum IV – Equipment and Items

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Wizardry #1 - Proving Grounds of the Mad Overlord

Items list - Apple Version

Version 24 Mar 2024 - By Snafaru

Email - snafaru@zimlab.com

Web Site – https://www.zimlab.com/wizardry

-------------------------------------------------------------------------------
#          - Item number.
Value      - In gold pieces.
Class      - (f)ighter, (m)age, (p)riest, (t)hief
             (b)ishop, (s)amurai, (l)ord, (n)inja.
AC         - Armor class. The bigger the number the more protection it gives.
To Hit +   - Bonus or penalty for an attack to hit its target.
Damage     - Damages in hit points. Ex: d4 = 4 sided die.
             Ex: 2d4+1 = (1 to 4) + (1 to 4) + 1 = 3 to 9 damages per attack.
             Ex: 1d10+2 = (1 to 10) + 2 = 3 to 12 damages per attack.
# Swings   - The inherent number of attacks that the weapon does per round.
Special    - Permanent effects. As well as special effects, or spell, with a
             breaking probability (decay%) when the item's special is used.
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  # Weapon            Value   Class    AC  T Damage # Special
                                           o        S
                                                    w
                                           H        i
                                           i        n
                                           t        g
                                           +        s

-------------------------------------------------------------------------------

  4 Anointed Flail      150 fpsln       3 1d7+0  0

  3 Anointed Mace        30 fpbsln      2 2d3+0  0

 59 Blade Cuisinart   15000 fsln        6 1d3+9  4

  6 Dagger                5 fmtsln      1 1d4+0  0

 69 Dagger +2          8000 fmtsln      3 1d4+2  2

 72 Dagger of Speed   30000 mn         -3 -1 1d4+0  7

 33 Dragon Slayer     10000 fsln        1 1d10+1 0 Protection vs dragon

                                                   Purposed vs dragon

 82 Evil S-Sword +3   50000 ftsln       6 1d6+0  4 Evil only

 81 Evil Sword +3     50000 fsln        7 1d10+3 4 Evil only
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 1 Long Sword          25 fsln        4 1d8+0  0

17 Long Sword +1    10000 fsln        5 1d8+1  2

42 Long Sword +2     4000 fsln        6 1d10+2 3

29 Long Sword -1     1000 fsln       -1 1d8+0  0 Cursed

19 Mace +1          12500 fpbsln      3 2d4+1  2

44 Mace +2           4000 fpbsln      4 1d8+2  2

31 Mace -1           1000 fpbsln     -1 2d3+0  0 Cursed

70 Mace -2           8000 fpbsln      0 1d8+0  0 Cursed

57 Mace Pro Poison  10000 fpbsln      3 1d8+0  2 Resist Poison

                                                 Purposed vs insect

56 Mage Masher      10000 ftsln       5 1d6+1  2 Protection vs mage

                                                 Purposed vs mage

86 Muramasa Blade  1000000 s          8 10d5+0 3 Decay 50%,

                                                 special #1(strenght +1)

 2 Short Sword         15 ftsln       3 1d6+0  0

18 Short Sword +1    15000 ftsln      4 1d6+1  2

43 Short Sword +2     4000 ftsln      5 1d6+2  3

30 Short Sword -1     1000          -1 1d6+0  0 Cursed

68 Short Sword -2     8000 ftsln      1 1d6+0  0 Cursed

87 Shuriken         50000 n           7 1d5+10 3 Evil only. Decay 50%,

                                                 special #22(h.p.+1).

                                                 Resist poison and

                                                 leveldrain. Autokill


 5 Staff               10 fmptbsln    0 1d5+0  0

32 Staff +2           2500 fmptbsln   2 1d4+2  0

71 Staff -2           8000 fmptbsln  -2 1d4+0  0 Cursed

20 Staff of Mogref    3000 mb         1 1d6+0  0 Decay 25%(mogref)

58 Staff/Montino     15000           1 1d5+1  0 Decay 10%(montino),

                                                 then becomes staff

83 Thieves Dagger    50000 tn         5 1d6+0  4 Decay 100%, special #17

                                                 (change class to ninja)

55 Were Slayer       10000 fsln       5 1d10+1 2 Protection vs were

                                                 Purposed vs were
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  # Armor            Value   Class    AC          Special

--------------------------------------------------------------------------------

  12 Breast Plate         200 fpsln     4

  26 Breast Plate +1     1500 fpsln     5

  79 Breast Plate +2    10000 fpsln     6

  84 Breast Plate +3   100000 fpsln     7

  37 Breast Plate -1     1500 fpsln     3          Cursed

  76 Breast Plate -2     8000 fpsln     2          Cursed

  11 Chain Mail            90 fpsln     3

  23 Chain Mail +1       1500 fpsln     4

  49 Chain Mail +2       6000 fpsln     5

  36 Chain Mail -1       1500 fpsln     2          Cursed

  75 Chain Mail -2       8000 fpsln     1          Cursed

  88 Chain Pro Fire    150000 fpsln     6          Resist fire

  73 Cursed Robe         8000 fmptbsln -2 -2       Cursed

  62 Evil Chain +2       8000 fpsln     5          Evil only

  89 Evil Plate +3     150000 fpsln     9          Evil only

  10 Leather Armor         50 fptbsln    2

  22 Leather +1          1500 fptbsln    3

  48 Leather +2          6000 fptbsln    4

  35 Leather -1          1500 fptbsl     1          Cursed

  74 Leather -2          8000 fptbsln    0          Cursed

  85 Lord's Garb     1000000 l          10          Special #23(heal all h.p.).

                                                    Decay 50%. Regeneration +1.

                                                    Prot. vs mythical, dragon.

  63 Neut P-Mail +2      8000 fpsln     7          Neutral only

  13 Plate Mail           750 fsln      5

  24 Plate Mail +1       1500 fsln      6

  50 Plate Mail +2       6000 fpsln     7

   9 Robes                 15 fmptbsln   1

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 # Shield          Value   Class   AC              Special
-------------------------------------------------------------------------------
64 Evil Shield +3    25000 fptsln    6              Evil only

 8 Large Shield         40 fpsln     3

25 Shield +1          1500 fptsln    4

51 Shield +2          7000 fptsln    5

90 Shield +3        250000 fptsln    6

38 Shield -1          1500 fptsl    -1

77 Shield -2          8000 fptsln    0              Cursed

 7 Small Shield         20 fptbsln   2




-------------------------------------------------------------------------------
 # Helmet          Value   Class   AC              Special
-------------------------------------------------------------------------------
78 Cursed Helmet     50000 fsln     -2 -2          Cursed

66 Diadem of Malor   25000 fmptbsln  2             Decay 100%(malor),

                                                   then becomes helm

14 Helm                100 fsln      1

34 Helm +1            3000 fsln      2

52 Evil Helm +2       8000 fsln      3             Evil only




-------------------------------------------------------------------------------
 # Gauntlets       Value   Class   AC              Special
-------------------------------------------------------------------------------
47 Copper Gloves      6000 fsln      1

80 Silver Gloves     60000 fsln      3






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   # Miscellaneous     Value   Class    AC          Special
-----------------------------------------------------------------------------
  65 Amulet/Makanito   20000 fmptbsln              Decay 5%(makanito)

  60 Amulet/Manifo     15000 p                     Decay 10%(manifo)

   0 Broken Item           0

  93 Deadly Ring      500000 fmptbsln              Cursed. Regeneration -3

  39 Jeweled Amulet     5000 fmptbsln              Decay 0%(dumapic)

  91 Ring of Healing  300000 fmptbsln              Regeneration +1

  54 Ring of Porfic    10000 fmptbsln              Decay 5%(porfic)

  92 Ring Pro Undead  500000 fmptbsln              Protection vs undead

  61 Rod of Flame      25000 mbs                   Decay 10%(mahalito)

                                                   Resist fire

  94 Werdna's Amulet   1E+12 fmptbsln 10           Evil only. Cursed.

                                                   Special #23(heal all h.p.).

                                                   Decay 0%(malor).

                                                   Regeneration +5.

                                                   Protection vs all except

                                                   enchanted. Resist all



-----------------------------------------------------------------------------
   # Scroll            Value   Class    AC          Special
-----------------------------------------------------------------------------
 100 Blue Ribbon           0

  97 Bronze key            0

  15 Dios Potion         500 fmptbsln              Decay 100%(dios)

  99 Gold Key              0

  16 Latumofis Potion    300 fmptbsln              Decay 100%(latumofis)

  53 Potion of Dial     5000 fmptbsln              Decay 100%(dial)

  41 Potion of Sopic    1500 fmptbsln              Decay 100%(sopic)

  67 Scroll/Badial      8000 fmptbsln              Decay 100%(badial)

  27 Scroll/Badios       500 fmptbsln              Decay 100%(badios)

  40 Scroll/Badios       500 fmptbsln              Decay 100%(badios)

  46 Scroll/Dilto       2500 fmptbsln              Decay 100%(dilto)

  28 Scroll/Halito       500 fmptbsln              Decay 100%(halito)
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21 Scroll/Katino        500 fmptbsln              Decay 100%(katino)

45 Scroll/Lomilwa      2500 fmptbsln              Decay 100%(lomilwa)

98 Silver Key             0

95 Statuette/Bear         0

96 Statuette/Frog         0
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