

# Wizardry®



## *A Game of Fantasy & Adventure*

By Andrew Greenberg & Robert Woodhead  
Robert Del Favero, Jr., Samuel Pottle & Joshua Mittleman

**SIR-TECH**  
SOFTWARE INC.

# BEFORE YOU BEGIN

**Please return your warranty registration card.**

—It allows you to receive fast backup service if your disk gets damaged.

—It ensures that you'll be informed of new *Wizardry* products.

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FIRST EDITION

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# LEGACY OF LLYLGAMYN

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## RITUAL PREPARATION

To prepare for the Rite of Passage, fresh ground must be consecrated. Questing is not permitted on the Legacy of Llylgamyn disk itself. Take the holy “Apple System Master” disk and initialize a blank disk with the mystical DOS 3.3. This ceremony is accomplished by typing the ancient hieroglyphics “INIT DISK”. Those needing more enlightenment may peruse page 13 of the

mystic tome, "The DOS Manual". Restoring the "Apple System Master" to its Tabernacle, run the boot side of the Legacy of Llylgamyn disk. From among the Utilities, select "M" to make a scenario. Follow the directions and witness the Miracle of Transfiguration.

Now the spirits of the ancestors must be summoned, so they will be on hand for the ritual. The ancestors may be chosen from among the veterans of the "Proving Grounds of the Mad Overlord" scenario, and the "Knight of Diamonds" scenario. Use the "T" option from the Utilities to transfer each spirit. So as not to injure the ancestor, please be sure to place a write-protect tab over the old scenario before using option "T". The "T" option does not function on this scenario in the same manner as past scenarios. This is a special part of the Rite of Passage. Only the spiritual part of the ancestor is transferred, but none of their worldly goods. If the spirit of an ancestor is accidentally chosen to participate in an adventure party, a reminder message, "Only a Memory" will appear. Once all the essences have been brought together, leave the Utilities, and Start the game.

## **THE RITE OF PASSAGE CEREMONY**

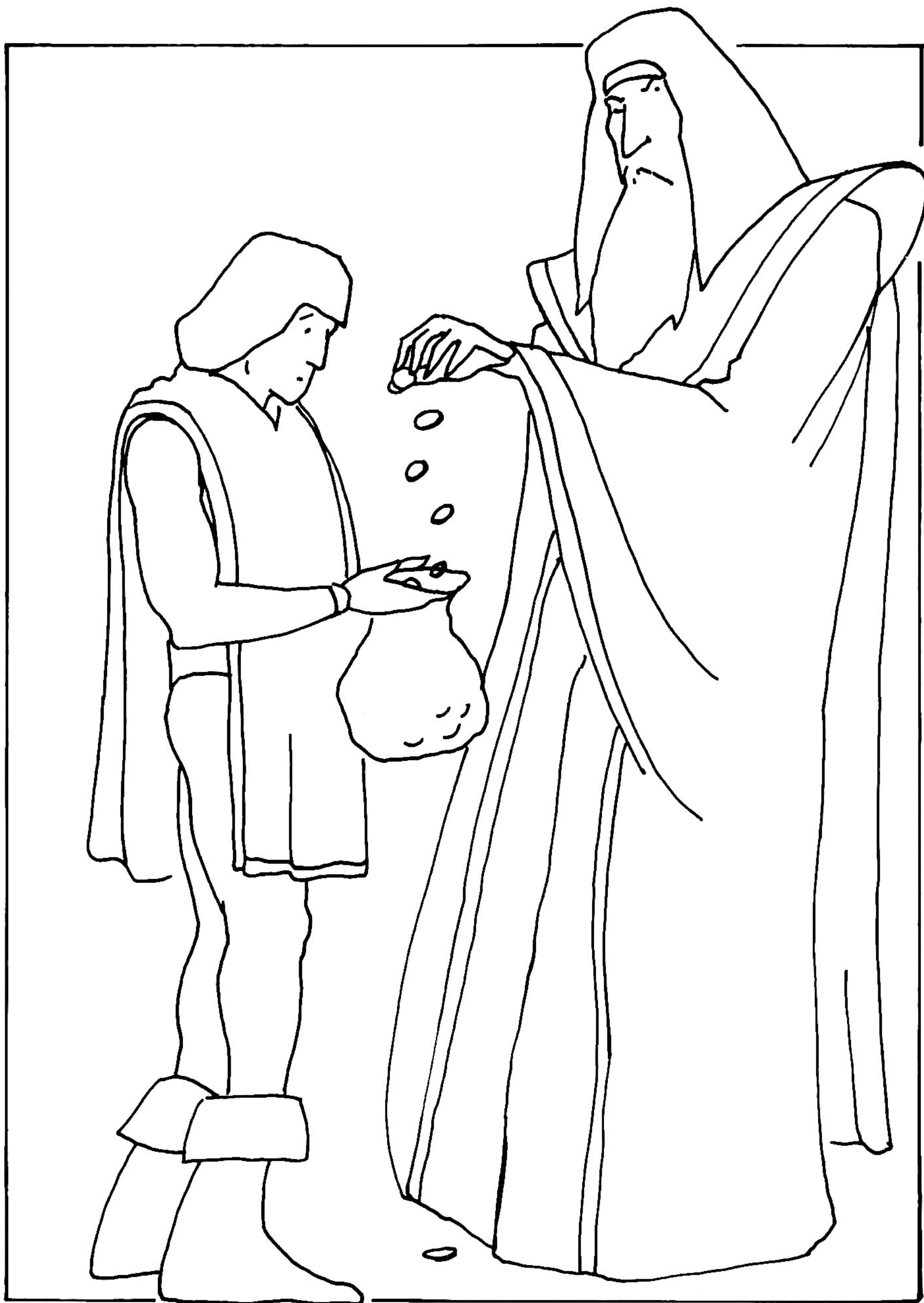
The coming of age ritual is performed at the Training Grounds, as a graduating ceremony for the apprentice adventurers. Please proceed immediately to the Training Grounds, without pausing at the other fascinating shops. This is a very solemn occasion, so no stopping at Gigamesh's for a quick mead.

Each apprentice is directly linked to their ancestor. At the Training Grounds, invoke the spirit of each ancestor, one at a time. When the spirit is present, start the initiation by selecting "R" for Rite of Passage Ceremony.

During the initiation, the fledgling adventurer is allowed only one choice, the rest of the ceremony being in the hands of the temple priests. Regardless of their family's ancestral alignment, each character may now declare their own choice of alignment within traditional limitations. Values and mores sometimes change through time. The viewpoint of one's ancestors is often different from those of a descendant. Yet, traditions are strong, and much thought should go into the alignment decision. When the runes were cast for this quest, it was foretold that the role of each adventurer would hinge on the alignment selected.

Then the ancestral link dissipates, and only the newly graduated character remains. Under the rigors of the quest, the character must prove worthy of the great heritage just bestowed. If any adventurer uses those inherited gifts unwisely, the gifts may destroy the adventurer!





## THE QUEST

Upon completion of the Rite of Passage, the new adventurers are gathered before the Elders of Llylgamyn. The burden of the quest for the sacred orb is

laid upon their shoulders. The adventure party is informed that the large smoking mountain at the edge of town is actually the legendary sanctuary of the great dragon L'kbreth. As one of the five children of the Great World Serpent, L'kbreth guards the orb from unworthy seekers.

High inside the mountain is the hidden resting place of the orb. The party must climb the twisted passageways inside the mountain. L'kbreth has used both good and evil magic to safeguard the orb. Legions of monsters and nefarious troops bar the seekers' path. Diabolical traps and confounding riddles test the ingenuity of each member of the party. Only the strength of an ancestor's bequest will enable a character to even survive the lowest entry level.

As tradition requires, new adventurers begin without weapons or armor. The Elders give each adventurer a purse of up to 500 gold pieces upon graduation. Wise outfitting at Boltac's Trading Post is the first test of survival.

To facilitate such purchases, a new option "P", for Pool gold, has been added. Pool Gold transfers all the gold of the party to the one character.

The ancient maze option "D", for Disband, has fallen upon disfavor and has been discarded. Too many ancient adventurers were eaten by dungeon denizens after the party disbanded. This was noticed when the characters failed to survive the journey back to the castle.

Before the eager adventurers leave on their quest, the priests from the Temple of Cant perform one last divination. The priests use domesticated Creeping Coins to cast hexagrams in the sands:

Murmur . . . Chant . . . Prayer . . . Success!

A warning: The power of L'kbreth is the power of the planet itself!

Somewhat shaken, the adventurers listen to the Head Elder, "Whenever danger confronts mankind, Llylgamyn ever stands in the fore, ready to lead into the darkness. Now you must go forth into the unknown to save your people. Such is the Legacy of Llylgamyn. Good luck and may Kadorto smile upon you."

NOTES