

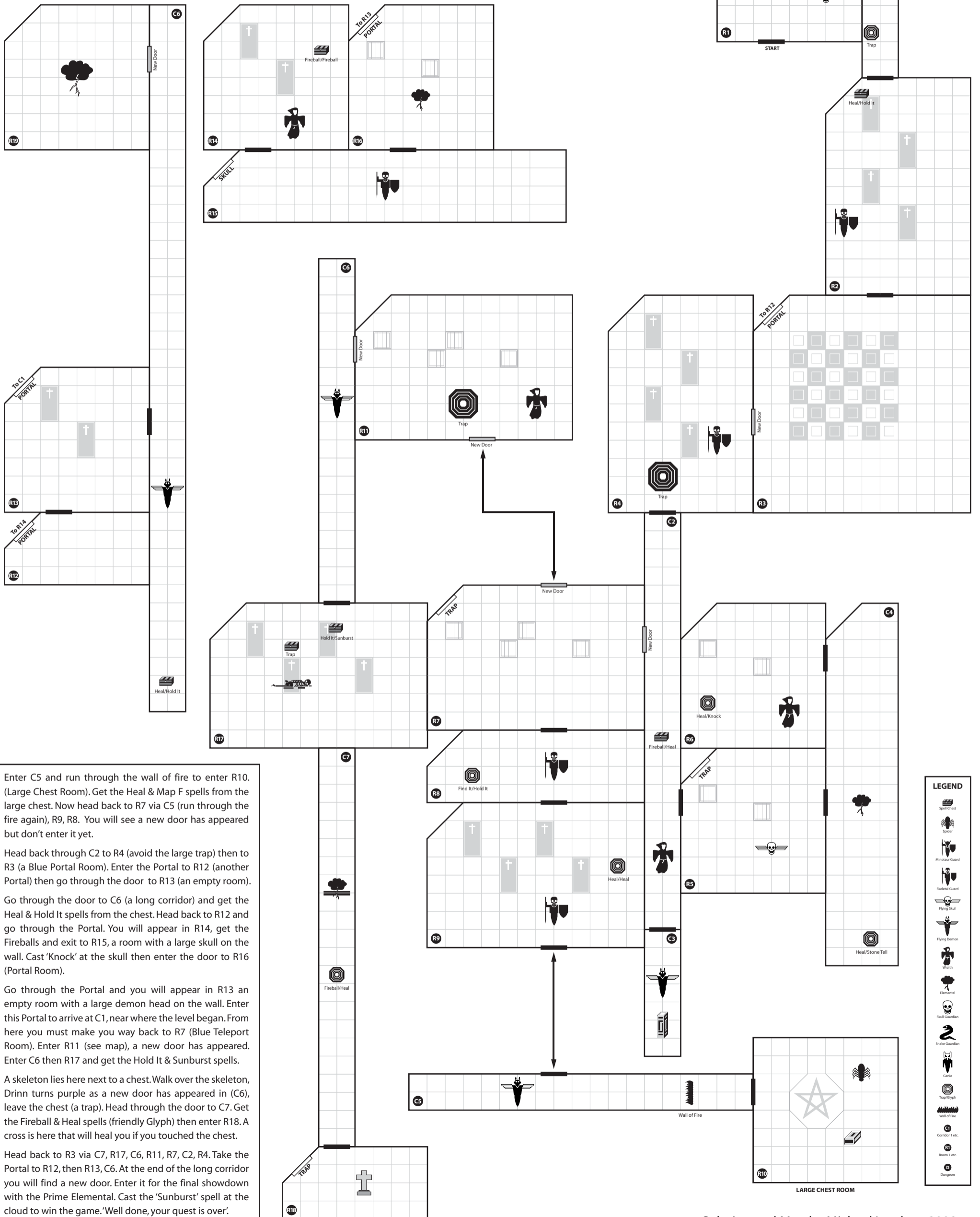
Wizardry Level 4



Level 4

You enter a room with a large Glyph on the floor. Walk over the glyph and Drinn will turn purple as a door is revealed in R3 (see map). Enter C1 and cast a 'Find It' spell to locate a hidden trap. Do not touch the trap as it will cancel the Glyph's magic. Enter R2 and take the Heal & Hold It spells then goto R3 (Portal Room). Don't enter the Portal yet, go through the new door to R4. Avoid the trap and enter C2. Grab the Fireball & Heal spells then enter R5 (Portal Room). Don't enter the Portal as it leads to the Dungeon. Exit this room to C4 and head south to find

a Glyph with a Heal & Stone Tell spell. Now go to the other end of the corridor and enter R6. Here is another friendly Glyph that holds a Heal & Knock spell. Now head back to C2 via C4 and R5. Head south until you come to another door at the end of the corridor. Enter C3 and cast 'Stone Tell' at the obelisk (Drinn turns purple if successful). Go back to C2 where a new door has appeared (see map). Enter R7 and avoid the Portal as it leads to the Dungeon. Go through the door to R8 and get the Find It & Hold It spells from the friendly Glyph. Enter R9 and get the two Heal spells from the friendly Glyph.



Enter C5 and run through the wall of fire to enter R10. (Large Chest Room). Get the Heal & Map F spells from the large chest. Now head back to R7 via C5 (run through the fire again), R9, R8. You will see a new door has appeared but don't enter it yet.

Head back through C2 to R4 (avoid the large trap) then to R3 (a Blue Portal Room). Enter the Portal to R12 (another Portal) then go through the door to R13 (an empty room).

Go through the door to C6 (a long corridor) and get the Heal & Hold It spells from the chest. Head back to R12 and go through the Portal. You will appear in R14, get the Fireballs and exit to R15, a room with a large skull on the wall. Cast 'Knock' at the skull then enter the door to R16 (Portal Room).

Go through the Portal and you will appear in R13 an empty room with a large demon head on the wall. Enter this Portal to arrive at C1, near where the level began. From here you must make your way back to R7 (Blue Teleport Room). Enter R11 (see map), a new door has appeared. Enter C6 then R17 and get the Hold It & Sunburst spells.

A skeleton lies here next to a chest. Walk over the skeleton, Drinn turns purple as a new door has appeared in (C6), leave the chest (a trap). Head through the door to C7. Get the Fireball & Heal spells (friendly Glyph) then enter R18. A cross is here that will heal you if you touched the chest.

Head back to R3 via C7, R17, C6, R11, R7, C2, R4. Take the Portal to R12, then R13, C6. At the end of the long corridor you will find a new door. Enter it for the final showdown with the Prime Elemental. Cast the 'Sunburst' spell at the cloud to win the game. 'Well done, your quest is over'.