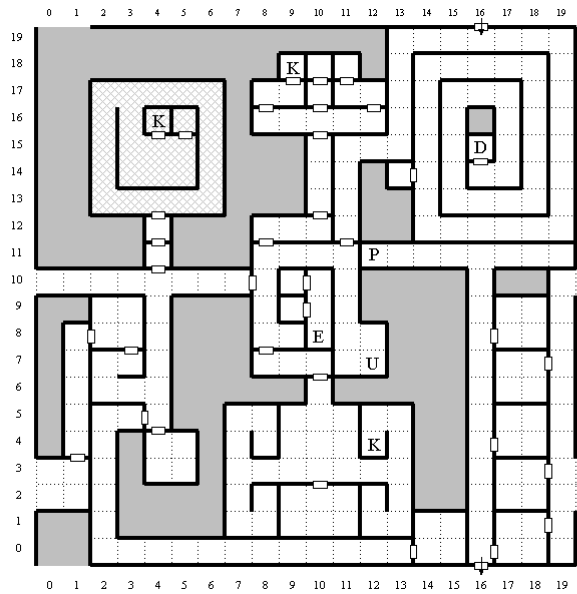


Floor: 1

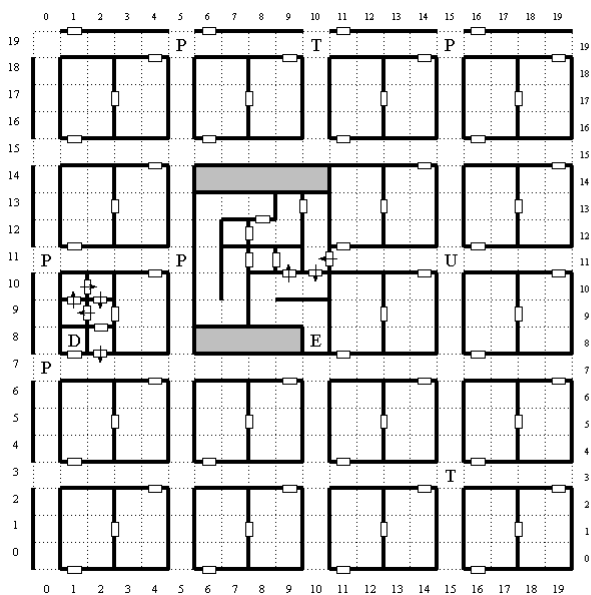
- Marks
- K : Key Room
 - E : Elevator
 - P : Pit
 - D : Down Stair
 - U : Up Stair
 - X,X' : Warp X → X'
 - T : Turn Table
 - S : Shoot

- Parts
- Wall
 - Door
 - One Way Door
 - Wall
 - Dark

Wizardry



13E, 5N Murph's Ghost

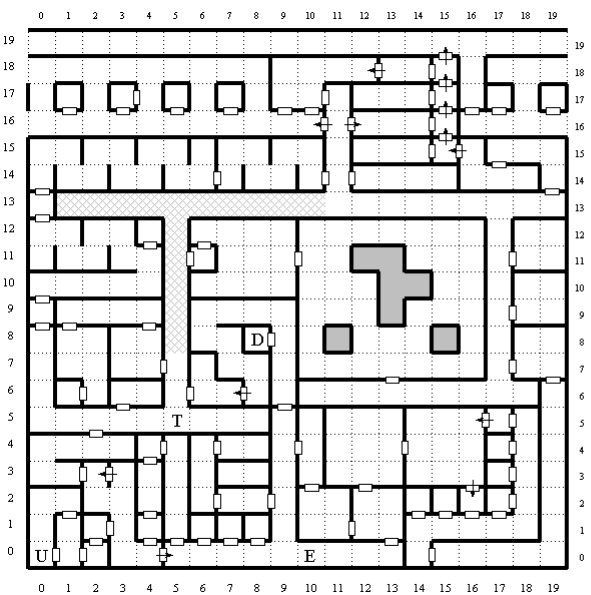
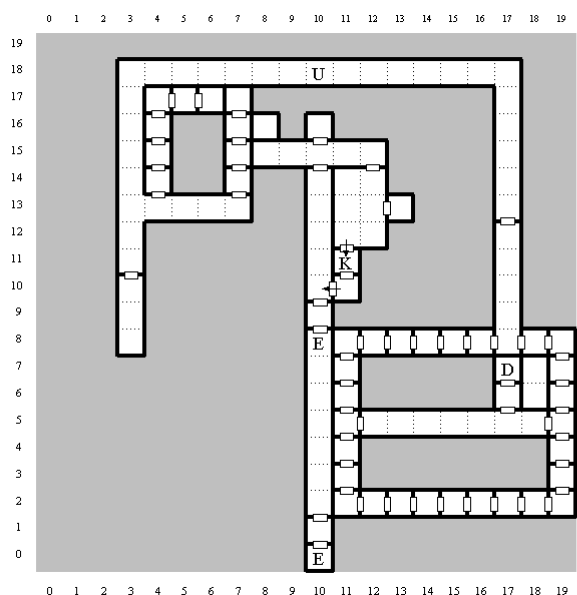


Floor: 3

- Marks
- K : Key Room
 - E : Elevator
 - P : Pit
 - D : Down Stair
 - U : Up Stair
 - X,X' : Warp X → X'
 - T : Turn Table
 - S : Shoot

- Parts
- Wall
 - Door
 - One Way Door
 - Wall
 - Dark

Wizardry

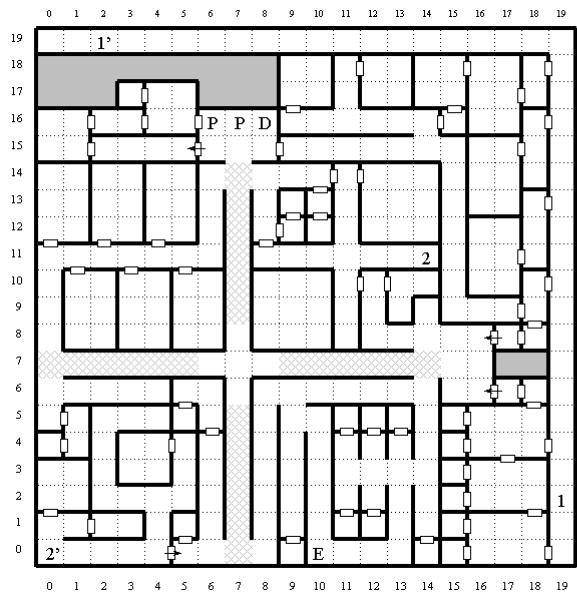


Floor: 5

- Marks
- K : Key Room
 - E : Elevator
 - P : Pit
 - D : Down Stair
 - U : Up Stair
 - X,X' : Warp X → X'
 - T : Turn Table
 - S : Shoot

- Parts
- Wall
 - Door
 - One Way Door
 - Wall
 - Dark

Wizardry



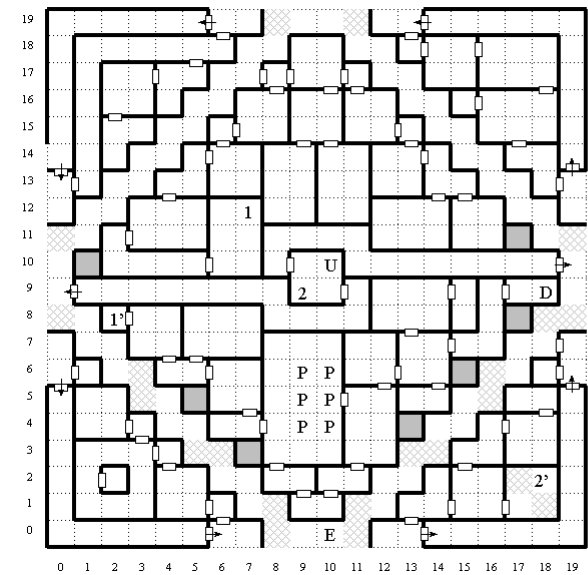
Floor : 7

Marks

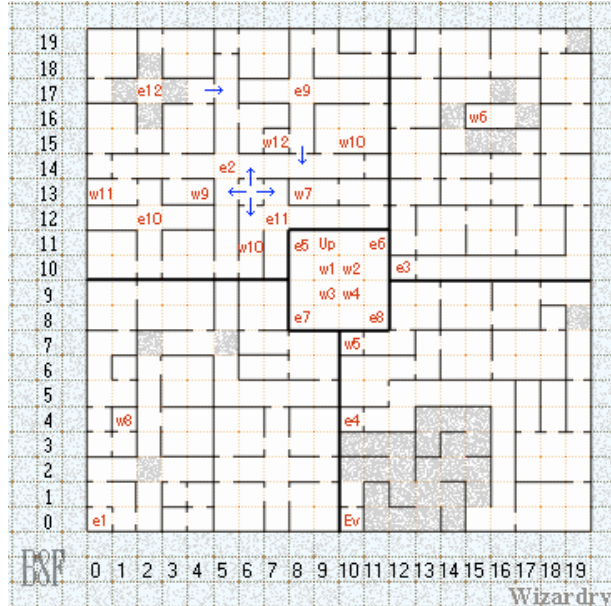
- K : Key Item
- E : Elevator
- P : Pillar
- D : Down Stair
- U : Up Stair
- X,X' : Warp X → X'
- T : Turn Table
- S : Shoot

Parts

- Wall
- Door
- OneWayDoor
- Wall
- Dark



Wizardry



Wizardry

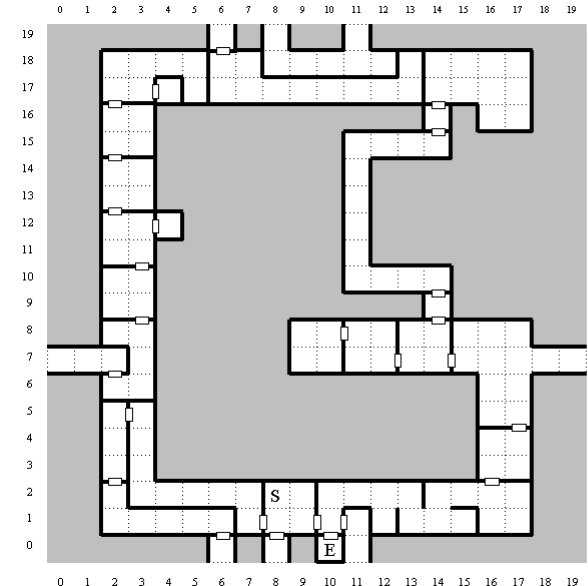
Floor : 9

Marks

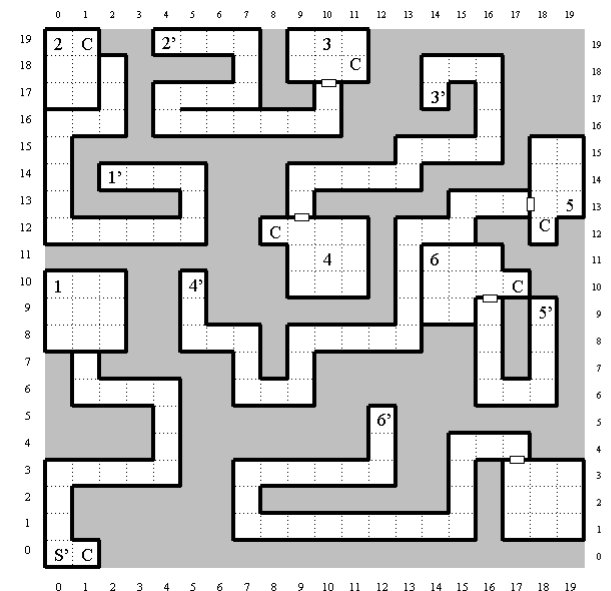
- K : Key Item
- E : Elevator
- P : Pillar
- D : Down Stair
- U : Up Stair
- X,X' : Warp X → X'
- T : Turn Table
- S : Shoot

Parts

- Wall
- Door
- OneWayDoor
- Wall
- Dark



Wizardry



CLASS	STR	IQ	PIE	VIT	AGI	LUC	ALIGNMENT
CLERIC	---	--	11	---	---	---	ANY NON-NEUTRAL
FIGHTER	11	--	---	---	---	---	ANY
LORD	15	12	12	15	14	15	ONLY GOOD
MAGE	---	11	---	---	---	---	ANY
NINJA	17	17	17	17	17	17	ONLY EVIL
SAMURAI	15	11	10	14	10	---	ANY NON-EVIL
THIEF	---	--	---	---	11	---	ANY NON-GOOD
WIZARD	---	12	12	---	---	---	ANY NON-NEUTRAL