



SCENARIO #1

Proving Grounds of the Mad Overlord

INSTRUCTIONS AND BRIEFING MATERIALS

Proving Grounds of the Mad Overlord is the first *Wizardry* Scenario and is designed to introduce you to *Wizardry*, give you practice playing, and allow you to “build” characters up to 13th level or so.

The evil wizard **Werdna** has stolen a valuable item from the treasure rooms of the mad overlord **Trebor**. He has placed it somewhere deep in the dungeons of Trebor’s castle, and left fearsome monsters there to guard it. Your mission is to develop characters powerful enough to explore the deeper levels of the dungeon and recover the item.

It is rumored that a “control center” exists somewhere in the dungeon, and that this control center allows explorers easy access to the deeper levels of the dungeon where the item may be found. Thus a logical first step would be to find this facility.

Good Luck, and may your Gods be with you!