

Wizardry®

\$5

# BANE OF THE COSMIC FORGE

## QUICK HINTS GUIDE

A Fantasy Role-Playing Simulation by  
D. W. Bradley.





***Wizardry  
Bane of the Cosmic Forge  
Quick Hints***

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Bane of the Cosmic Forge is, without a doubt, one of the most challenging and fun fantasy role-playing simulations ever created. It provides hours of adventure (one hundred hours at least), dozens of mind-bending puzzles, and enough combat for even the most spirited fighter. It was designed with a certain belief: role players want more than just an adventure; they want a conscious challenge. You're holding that challenge in your hands.

In the back of the guide are a series of maps which show you the universe of Bane of the Cosmic Forge. Each map is titled and at various locations on the map are numbers. If you refer to the number of the listing of hint items under the same name as the map, you will find the solution to the problem at that square. Also noted on the maps is the entrance from or exit point to other areas in the universe.

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**WARNING**

**One of the greatest rewards of Wizardry adventuring is the accomplishment of solving the challenges without help. (There are all the clues you need to solve the game right there on your computer screen.) We at Sir-tech do not want you to spoil your enjoyment of the game. We earnestly suggest that you use this guide only when you are stuck.**

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**Creating a Party**

Creating and selecting the group of six adventurers that will take you through the multiple challenges of Bane of the Cosmic Forge is one of the most important aspects of a successful game. While we know you want to get into the game as quickly as possible, do not skimp on creating a well-balanced party with the blend of skills and attributes which will make your quest more interesting and successful. Here are some suggestions that will help you do this effectively.

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1. **Balancing skills** - a successful party will need a balance of numerous skills but particularly Fighting skills, Magic skills and Skulduggery skills. Every good group of adventurers should therefore have characters that possess a blend of these skills. Remember that each of the races have intrinsic resistance to certain spells and some have special attributes which would be useful in combat. (For example, the Dracon who can breathe acid.) Just spend some time using different races trying to create a selection of characters with different professions to give you a good inventory of worthy adventurers from which to choose. It is, of course, particularly useful to create some of the characters that have both exceptional Fighting and Magic skills such as the Ninja, Monk or Lord. However, do not neglect the basic characters, the Fighter, the Mage, the Priest and the Thief because these characters study only a limited number of skills but progress very rapidly in their abilities in those fields. For example, a useful character could be a Dracon Fighter with a strength of 18 and as high a speed as you can get. Being very effective in combat, he also is strong enough to force open doors that your Thief or other lock-picking expert fails to crack.
  2. **Creating Super Characters** - to create the super characters such as the Ninja, Monk and Samurai, you are at the mercy of the dice roll. The chart on page 14 of the manual shows the minimum number of bonus points needed to create these super characters. With a lucky roll, you may get a list of up to 14 different professions that you can choose from. If you're not so lucky, you may only have two or three to choose from. It is a good idea to discard these lower rolls even if you're choosing a fighter because it's a great advantage to have some bonus points to add to his strength and speed. Once you have selected your profession, the computer will automatically allocate bonus points to those areas of study to meet the minimum requirements for that profession, but with luck, you will have some left to allocate to fields of your choice. Choose wisely, a good Fighter will need lots of strength and speed. A good Thief will need dexterity and speed. A Priest should have high piety and personality while a Mage needs lots of intelligence and of course, professions dealing with mental powers will find a good personality valuable.

Once your profession is cast, the computer will allocate some minimum skills and then give you the option of allocating skill points to other areas (as in the case of allocating skill points available when your characters achieve higher levels during the game). You should take care to allocate these skill points to best effect. In the fantasy world of Bane of the Cosmic Forge just as in the real world, it is often better to create a group of specialists than to have everyone with a smatter of skills. Amongst your fighters, don't create three super swordsmen neglecting the Mace and Flail, the Lance, the Dagger or the Bow. And remember that your magic users will get a lot of help by having additional skill points added to their special fields of study, and that they will find Oratory an important facet of enchanting effective spells. Those members of your party which are traditionally going to be at the rear in battle order will need help with their fighting skills for long-range weapons such as Pole and Staff, Bow or Throw. Similarly, the Thief will improve with added Skulduggery skills while your Samurai, Monk or Ninja could usefully use additional Kirijutsu skills.

A useful skill is Scouting. It's a good idea to select one character to be your scout and give early attention to developing the ability.

Choosing spells for your magic users is another critical decision. In the early stages it is particularly important to have at least one character with a Heal-Wounds spell. Another useful spell in the early stages is the Sleep spell which puts your adversaries into a state of inactivity and allows fighters to cause great damage without being at risk themselves. Also remember that many spells are multiple hit spells while others cause damage only to a single adversary. As your characters progress to new levels of skill, be careful to spread your spell choices across the full spectrum. For example, the Knock-Knock spell opens many doors and treasure chests allowing your party to venture further.

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3. **Selecting Your Party** - once you have an inventory of viable characters, the next task is to carefully select the group that provides the best blend of skills and attributes. Every party should include three excellent fighting-type members, a Priest, a Mage and a character with Skulduggery or Thieving skills. But, of course, you want to include characters who have the ability to learn Psionic and Alchemist spells and of course, the valuable art of Kirijutsu, the ability to critical kill must not be ignored. Too many skills and too few characters, but do not despair.

Some basic guidelines:

- i) You should include at least one character from the professions of Fighter, Valkyrie or Lord. Many of the armaments discovered in the game can be used only by this group of professions.
- ii) A Priest and a Mage are almost essential; they have Magic skills in the beginning of their lives and of course, healing which the Priest does so well will be desperately needed in those early combats.
- iii) With so many locks to pick and treasure chests to open, Skulduggery is an essential skill. Only the Thief, Bard and Ninja will give you this skill.
- iv) To get the Alchemy Spell Book, you need a Ranger, Alchemist or Ninja, while to get the Psionic Spell Book you need a Psionic or a Monk.

As you can see, there is no perfect party. Listed below are several parties which you may create. Each gives an even blend of power, provides you with the essential skills and allows you to enjoy all four spellbooks. These parties, which use many of the elite classes, may take some time to create. However, the time you invest will be well worth it. The party below provides four fighting-type characters, three with the ability to critically kill an opponent. All four spellbooks are also present.

Fighter	Straight Fighting Power/High Hit Points
Samurai	Fighter/Mage Spellbook/Kirijutsu
Monk	Fighter/Psionic Spellbook/Kirijutsu
Ninja	Fighter/Alchemist Spellbook/Thief/Scout/Kirijutsu
Priest	Ability to Heal Party Members
Mage	Damage Spells to Kill Opponents

This party combination is extremely magic-intensive and has fighting power too.

Valkyrie/Lord	Fighter/Priest Spellbook
Ninja	Fighter/Alchemist Spellbook/Thief/Scout/Kirijutsu
Samuari	Fighter/Mage Spellbook
Priest	Ability to Heal Party Members
Psionic	Ability to Heal Party Members/Damage Spells
Mage	Damage Spells to Kill Opponents

For straight power in the beginning, you may wish to create this party. While this party may take less effort to create, it will not provide as much long-term spell and fighting power as the above parties.

Fighter	Straight Fighting Power/High Hit Points
Ranger	Fighter/Alchemist Spellbook/Scout
Samurai	Fighter/Mage Spellbook
Mage	Damage Spells to Kill Opponents
Priest	Ability to Heal Party Members
Thief	Ability to Pick Locks on Chests and Doors

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## Adventuring

As you progress through Bane of the Cosmic Forge, you will learn many tricks and techniques of improving the effectiveness of your party. Some quick hints to help speed up the process are as follows:

1. Insure that your party is ordered with the strongest fighting members of your party in front ranks and the weaker magic users in the rear.
2. Be careful to equip your characters with weapons compatible with the skills you are developing for that character.
3. Remember to equip your characters with weapons compatible with their order in the party. That is, with longer range or throw type weapons for party members in positions four and higher.
4. Save your game often. If your party gets into real trouble, you can always quit the game without save and return to the previous save game. It's useful to do this immediately after a major encounter providing of course your party has emerged in a reasonable condition. It is also useful to do it before you attempt to open a door or a chest. You never know what you're going to find inside and the effect may be devastating.
5. Do a back-up of your save game every few days. Computers are only human and your save-game file can become garbled for all sorts of reasons particularly such events as a power surge taking place in the middle of a save process. The easiest way to do this is to make a duplicate copy of your save game disk. You may also copy the save game file from your hard drive (SAVEGAME.DBS) on to a formatted floppy disk.

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## The Castle

**Entrance Level:** You can find many useful healing potions hidden in chests throughout this level. The many messages help to provide you with background on the castle's lore.

1. Key of Ramm (Used in King's Chamber)
2. Search - button - opens gate
3. Gate opens after defeating the snake below the altar
4. Stairs to Spade Door - get Chrome Keys
5. Stairs to Spire - get Horn of Souls

**Upper Level:** The King, his Queen and his mistress resided on this level. As you travel its halls and explore its dens, you will learn much of the King and his ways.

1. 2 Keys of Spades
  2. Search - button - opens passage
  3. Use Key of Ramm
  4. Chest with Goat's Mask and Dagger of Ramm
  5. Use Key of Ramm
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(Castle - Upper Level continued)

6. Search - find Altar - press Goat's Head, Goat's Head, Flaming Orb, Magic Stave, Flaming Orb (From Book of Ramm). Enter pit and encounter snake.
7. Search - find Cache - crouch low - find King's Diary and Gold Key.
8. Search - button - opens passage
9. Search - find chest
10. Stairs to Belfry

**Towers:** In the south western tower, you can find a most interesting chap. He is looking for his poor, lost dog, Snoopcheri. Bring this dog to him, and he will give you a silver key.

**Belfry:** Swing across the Belfry. You may not make it across - or back - on the first attempt. Once you make it across, use the Bell Key. Find HV. Rope.

**Lower Level:** The lower level of the Castle is divided in two basic parts. The first section can be reached directly from Ground Zero of the Castle. The second section, however, can only be accessed by solving the riddle of the King's Altar.

1. Find Rotten Cheese
  2. Use Rotten Cheese - wall blows down - encounter with Rats
  3. Find Stuffed Beagle - Snoopcheri
  4. Find Wine Bottle
  5. Find Jailer Key
  6. Use Jailer Key
  7. Find Deadman's Log
  8. NPC Queequeg - Buy Mystery Oil
  9. Captain's Den - Password is "Skeleton Crew".
  10. Encounter with Captain Matey
  11. Use Silver Key
  12. Find Steel Hook
  13. Search - button - opens passage
  14. Stairs to Skull Door
  15. Stairs from snake pit under King's Altar
  16. Find Dungeon Key
  17. Use Dungeon Key
  18. Find Jolly Roger's Decoder Ring - Use on Deadman's Log - "Giant Mountain" - tell Queequeg
  19. Find Miner's Pick
  20. Use Miner's Pick
  21. Chasm - merge HV. Rope and Steel Hook - use Rope & Hook to shimmy across to the other side
  22. Find Bell Key
  23. Encounter with Hydra Plant
  24. E-Z Lift Down
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## Chasm

A network of bridges across the chasm connect the mainland to a giantous mountain far away. Travel is difficult and often dangerous.

1. E-Z Lift Up
2. Wizard's Cave Entrance
3. Mines' Entrance
4. Drawbridge - Use Mystery Oil - Safety, Pump, Coilwrap, Truss, Safety, Winder.
5. Catapult - Search - find Broken Sprocket - take to Smitty - Use Rubber Band and Repaired Sprocket and HV. Boulder. (Merge 2 Rubber Strands to get Rubber Braid - merge two Rubber Braids to get Rubber Band)
6. Climb mountain - find HV boulders, Captain's treasure chest and Twins. Kill Twins. Go up the stairs and kill the Guardian of the Rock - get Ruby eyeball (use at Skull door). Take Achtung Lift down to #7.
7. Achtung Lift Down
8. Use Miner's Pick
9. Use Empty Sack (from Pyramid) - get Bag of Sand
10. Stairs up to Amazulu Pyramid

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## Mines

1. Search - press button - open passage
2. Find Chest - Key of a Minor
3. Use Key of Wizard Cave
4. NPC Smitty - give Broken Sprocket from Catapult - he will return fixed Sprocket
5. Rubber Beast - get Rubber Strand
6. Find Chest - Miner's Chisel
7. Use Key of a Minor - get chest with assorted items
8. Search - find Key of Wizard Cave and Wizard's Ring
9. Use Miner's Chisel on Diamond Wall - After fourth side, wall will shatter.
10. Find Chest with assorted items

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## Amazulu Pyramid

There are four upper levels and two lower levels in the Amazulu Pyramid.

1. Fight Gloop Goop - get Gloop Splotch
  2. Find Empty Sack
  3. Search - button - opens passage
  4. Use Idol of Mau Mu Mu
  5. Use Bone Key
  6. Use Gloop Slotch - get Bone Key
  7. Search - button - closes pit
  8. Search - button - deactivates rolling ball
  9. Fall through pit to get to lower level 2
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*(Pyramid continued)*

10. Search - button - Opens pit west and closes pit north
11. Search - button - takes you back to 10
12. Search - button - deactivates arrows and gas
13. Search - button - opens gate
14. Search - button - turns off chutes
15. Use Bag of Sand - exchange - get Idol of Mau Mu Mu (see #9, Chasm)
16. NPC Queen of Amazulu - give Baubles and Trinkets. Girl approaches afterward - buy Foot Powder
17. Use Foot Powder
18. Kill Mau Mu Mu - get Ruby Eyeball

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### Skull Door

1. Search - button - closes pit
2. Find chest - get Book of Ramm
3. Use Wizard's Ring
4. Find Spire Key (see #5, Castle Entrance Level)
5. Use Ruby Eyeballs in skull - opens door to River Styx

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### The River Styx

1. Use Horn of Souls to summon Charron - tell him you have no ashes, but you will accept a ride and pay the fee - takes you to the Isle of the Damned
  2. Search - find Book of Damned and Key of Damned. Use Book of Damned
  3. Use Key of Damned
  4. Kill Demon - find Key of Minos and Cylinder of Ash
  5. Search - find Cylinder of Ash
  6. Use Key of Minos on gate
  7. Climb on raft and turn the crank - takes you to the Sirens. The Sirens' song of woe is "'tis madness makes us free" - get Water Wings (allow you to walk around on the water)
  9. Find Fishline, Fish hook and Cork Bobber. Merge Fishline and Hook - get Fishline with Hook.
  10. The Bottle Oracle - merge Cork Bobber and Wine Bottle - use Bottle with Cork
  11. Find red X on wall - go 3 steps east and 1 step north - use Fishline with Hook - get East Exit Key
  12. Use East Exit Key - to Swamp
  13. Give Ma Lai the reclamation number - 38-23-36 - she will open door inside
  14. Defeat Bork
  15. Find chest with Hookah Pipe
  16. Find Bottle with Cork
  17. Search - find Key of Lost
  18. Search - button - opens passage
  19. Use Key of Lost
  20. Find chest with Cylinder of Ash
- Note: Return to #1 to summon Charron - give him 3 Cylinders of Ash - gives you Key of Dead
21. Use Key of Dead - Isle of the Dead
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### Swampland

1. Use East Exit Key
  2. NPC Catapiller (Bugbrains) - give him Hookah Pipe - get Mushrooms - buy Incense
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### Isle of the Dead

1. Use Cylinder of Ash and Incense (turns off falling stone and two encounters)
  2. Encounter
  3. Falling stone - take heavy damage
  4. Devil winds frighten some party members
  5. Encounter Insane Skeleton - get Skeleton Key
  6. Use Skeleton Key
  7. Search - button - opens passage
  8. Search - encounter - find two Key of Drows
  9. Search - find chest - get Key of Knights
  10. Use Key of Knights
  11. Kill Ebony Knight
  12. Encounter with Bane King - tell him "Xorphitus sent us" - he will attack you - wait until he goes away - find the Key of Queens
  13. Search - find chest - get Key of Valkyries
  14. Use Key of Valkyries
  15. Search - button - opens passage
  16. Encounter - kill Lord Haiyato
  17. Search - button - opens gate
  18. Use Key of Queens
  19. NPC Queen - get Key of Evil, Silver Cross
  20. Search - button - opens passage by Haiyato's Chamber
  21. Use Key of Evil
  22. Encounter Becky - She is "Rebecca" - She leads you to the King - you are locked in room. Use Mushrooms or Dagger of Ramm to get out.
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### Isle of the Damned - Mauseleum

1. Encounter with Zombie Guard - find chest - get Tomb Key
  2. Use Tomb Key
  3. Encounter with Eila - get Book of Sirens
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## Enchanted Forest

1. Search Shipwreck - find Holy Stakes of Wood
2. Search - button - opens passage
3. Search - find two Holy H<sub>2</sub>O
4. Find chest - get Tinkerbell
5. Use Tinkerbell at Circle of Stones - NPC Queen of Faeries
6. NPC Apparition - tell him "We are fascination" and "We seek divination" - he will give you the Staff of Aram
7. Use Miner's Pick on Rock of Truth - get several Rocks of Reflection
8. Wear Goat's Mask and equip Dagger of Ramm and you are allowed entrance into the Temple of Ramm

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## Temple of Ramm

1. Equip the Staff of Aram
2. Find chest - get Key of Decision
3. Use Key of Decision
4. Find chest - get Key of 1st Test
5. Use Key of 1st Test
6. Find chest - get Key of 2nd Test
7. Use Key of 2nd Test
8. Search - button - Stairs Down reappear
9. Find chest - get Key of Quandry
10. Use Key of Quandry
11. Find chest - get Key of Finality
12. Use Key of Finality
13. Kill Xorphitus - you killed him for the "Cosmic Forge" ... or perhaps other reasons
14. Walk into wall and fall into chute

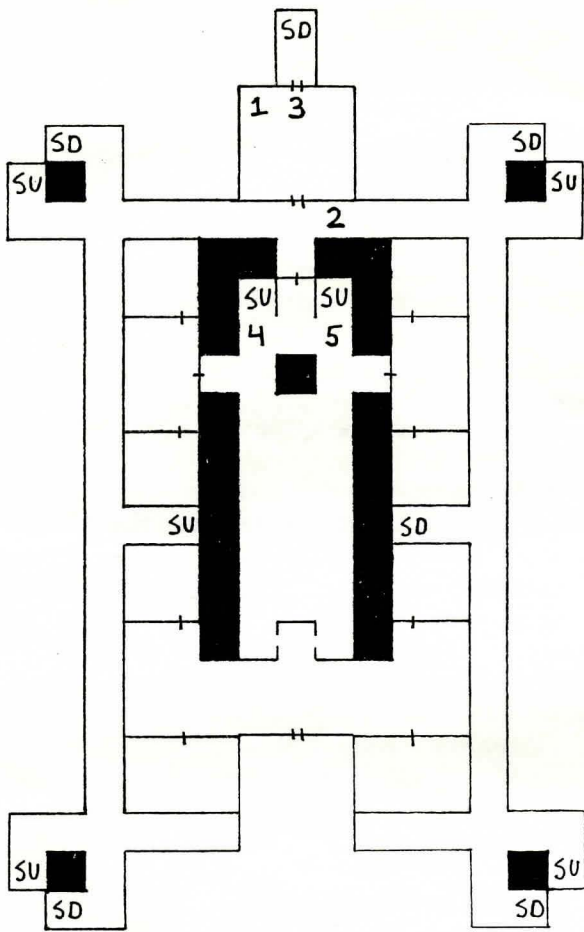
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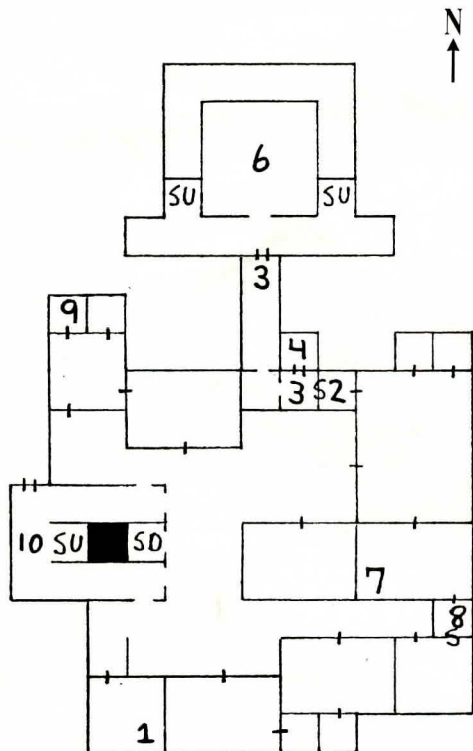
## End Game

Note: There is more than one ending to this game ... the list below allows you to complete one of the endings.

1. Land from chute. Search - button - takes you back to Temple
  2. Kill Dracula and Rebecca using the method which the Apparition gave you (Rock of Relection, Silver Cross, Holy Water and Wooden Stake) - get Ring of Stars and North Exit Key - use Ring of Stars on King's Diary - get security code
  3. Give security code - gate opens
  4. Behold the Cosmic Forge . . .
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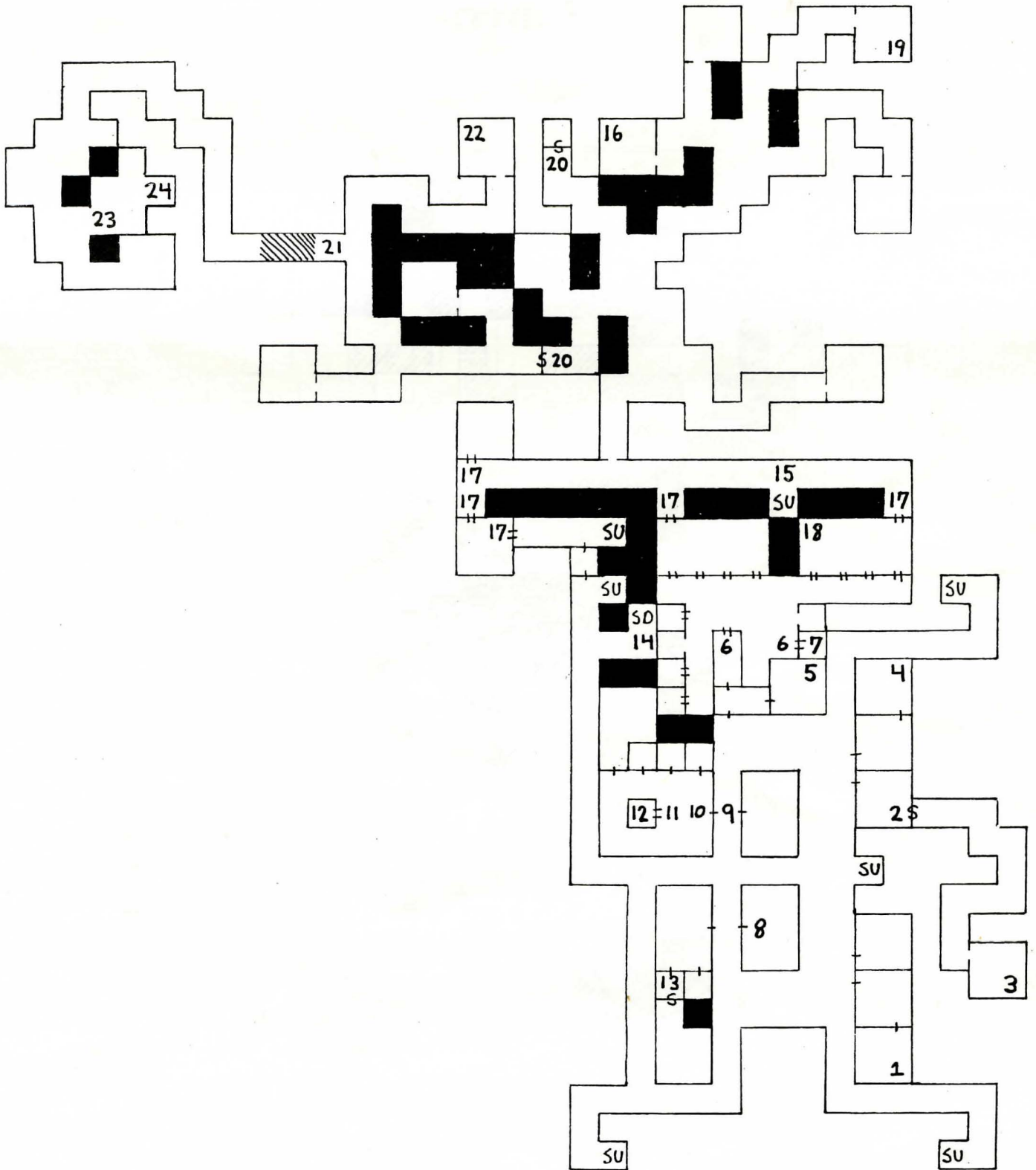


**The Castle**

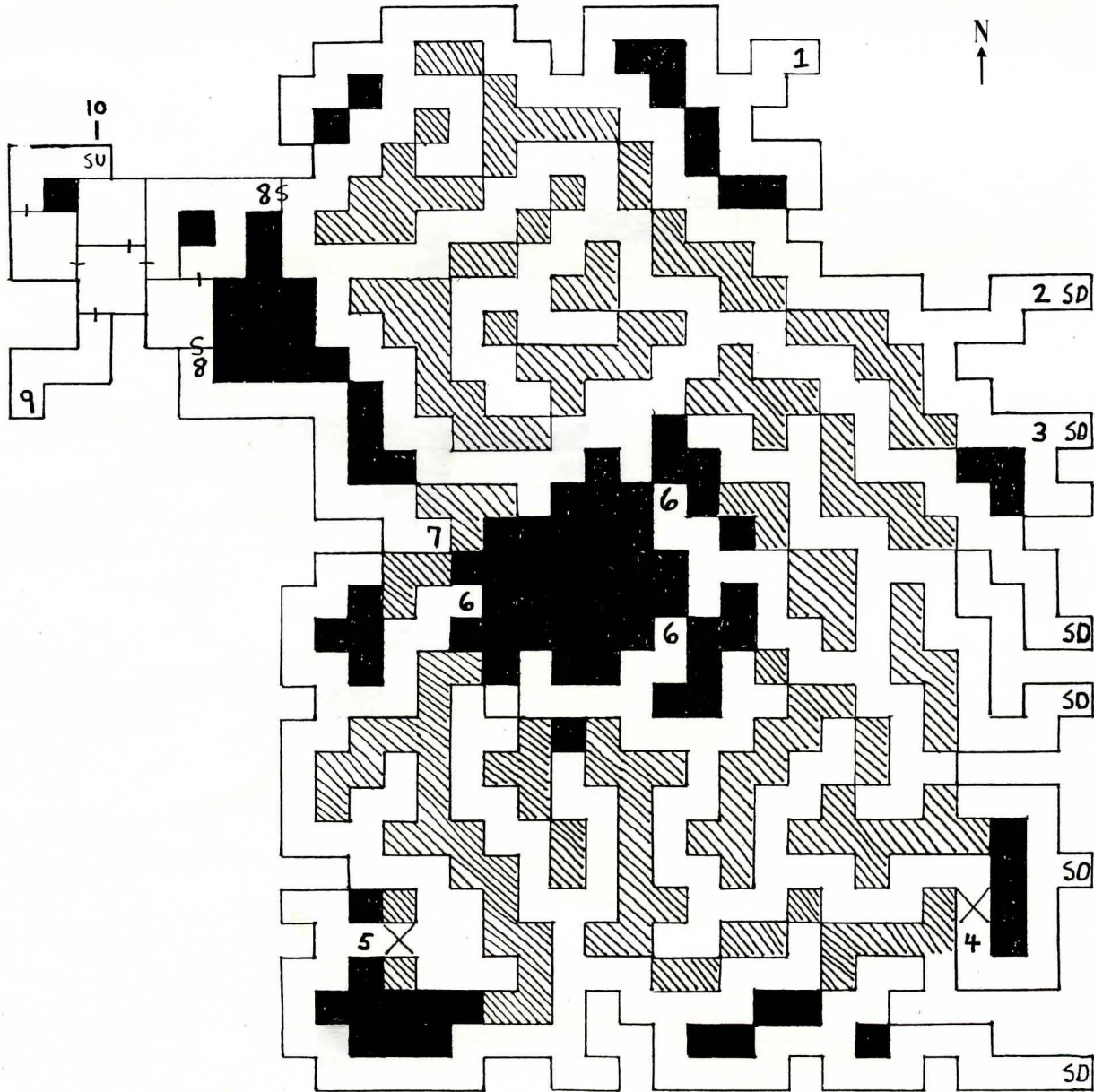


**Upper Level**

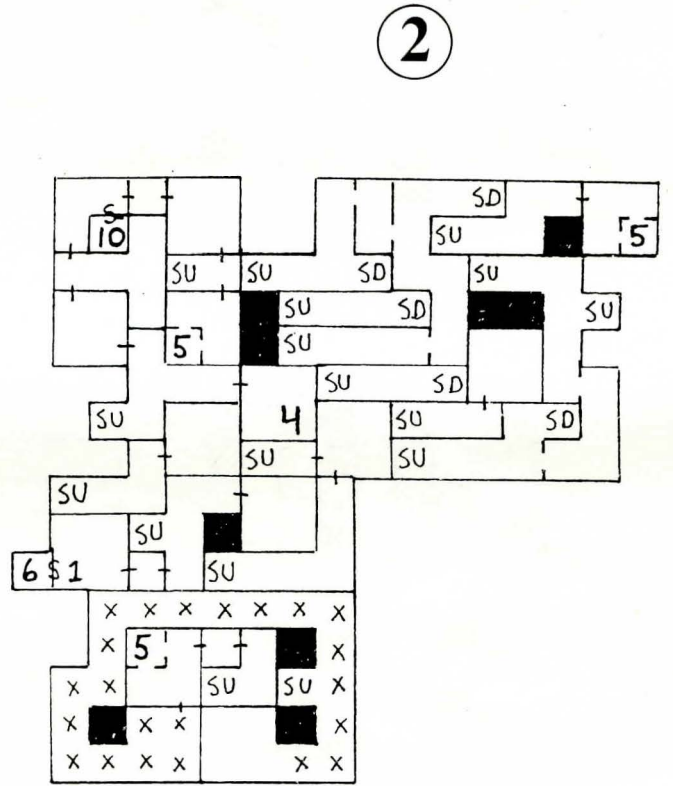
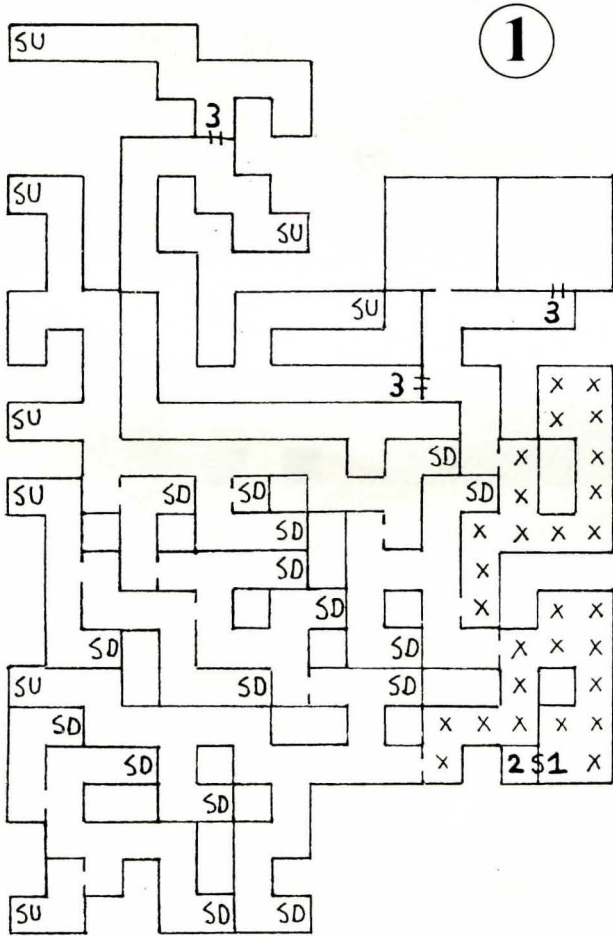
# Lower Level



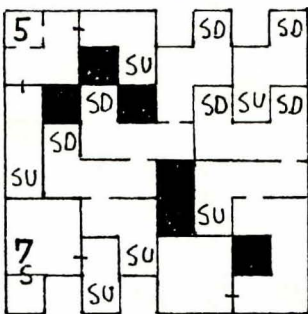
# Cavern



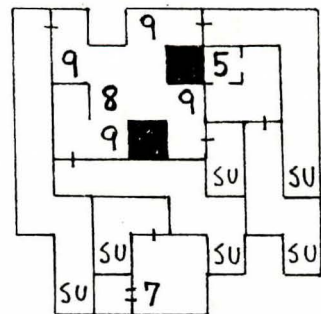
# Mines



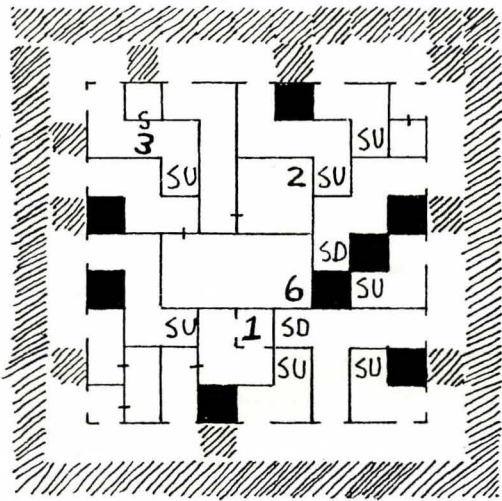
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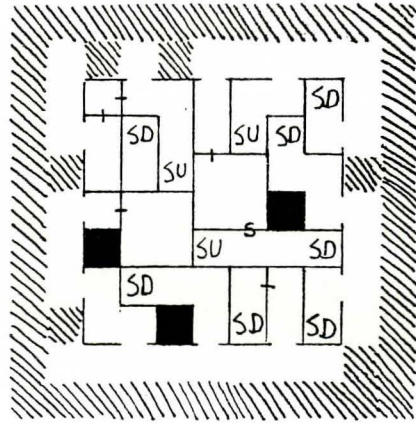
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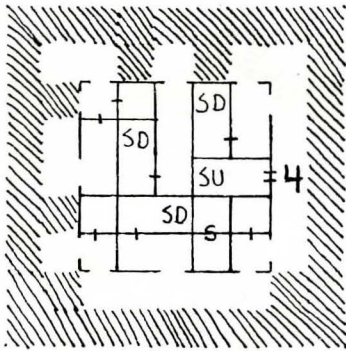
# Amazulu Pyramid



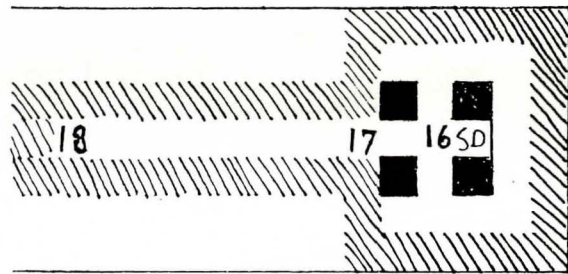
Level One



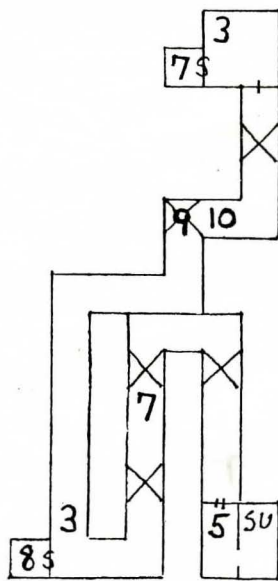
Level Two



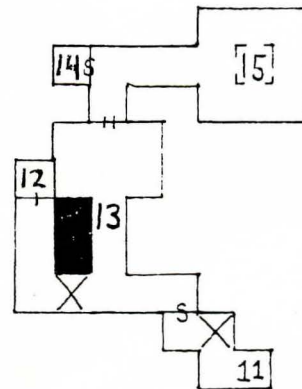
Level Three



Level Four

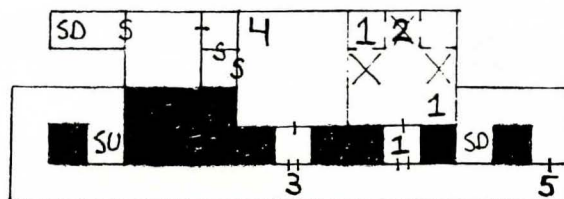


Lower Level 1



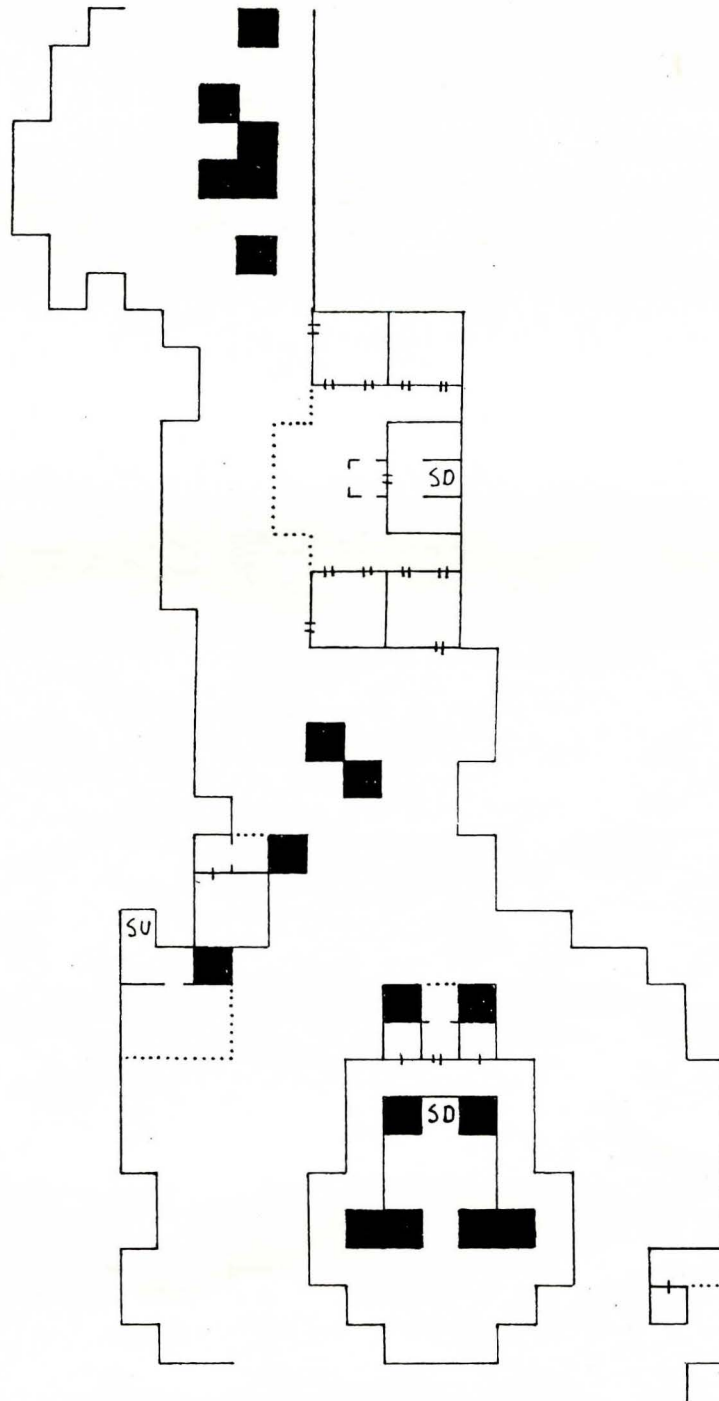
Lower Level 2

## Skull Door



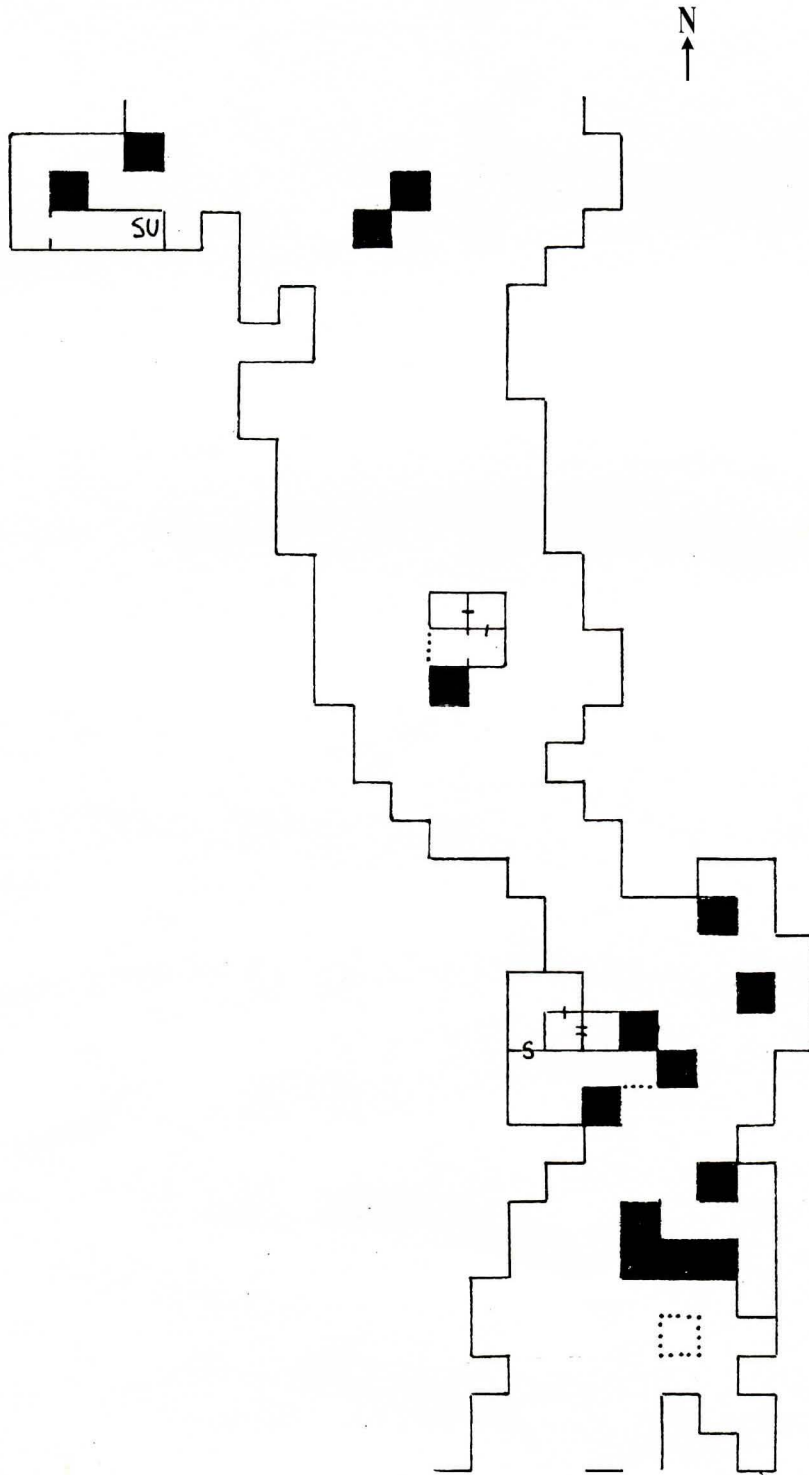


# River Styx

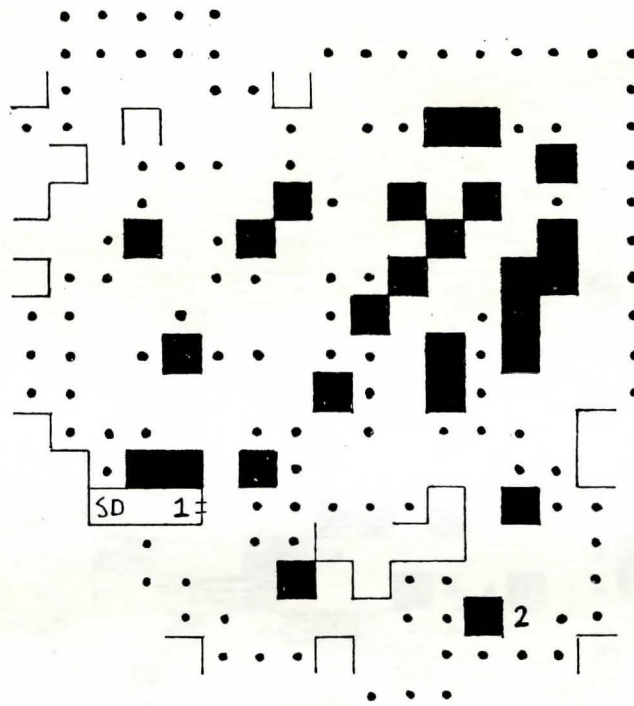


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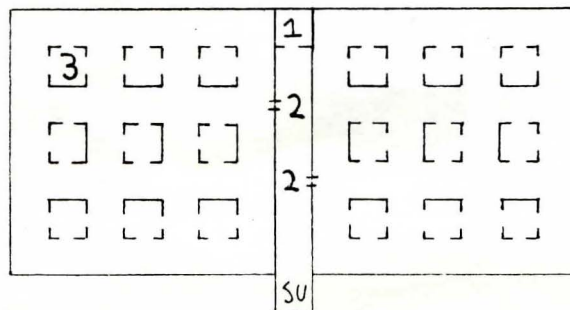
# River Styx



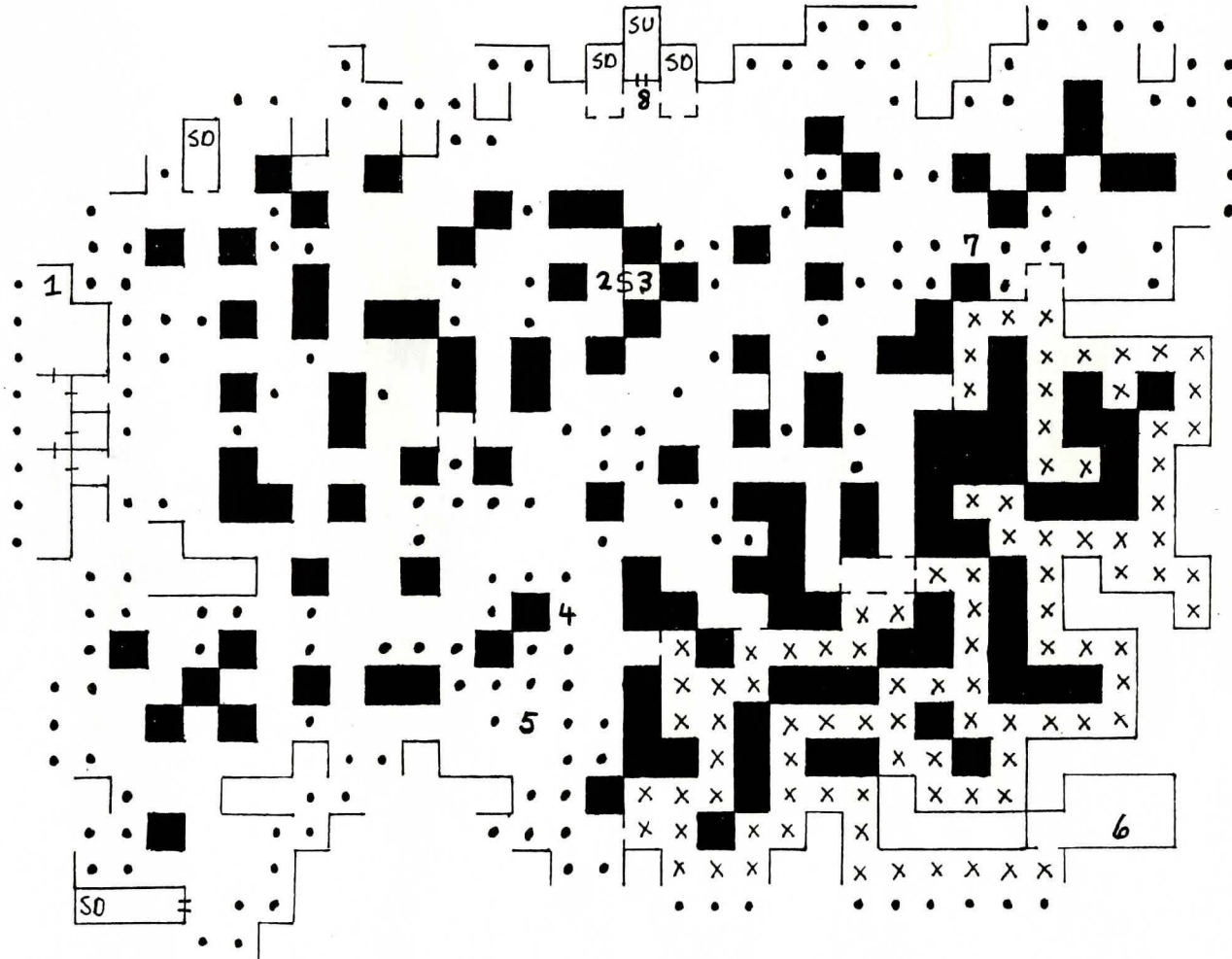
# Swampland



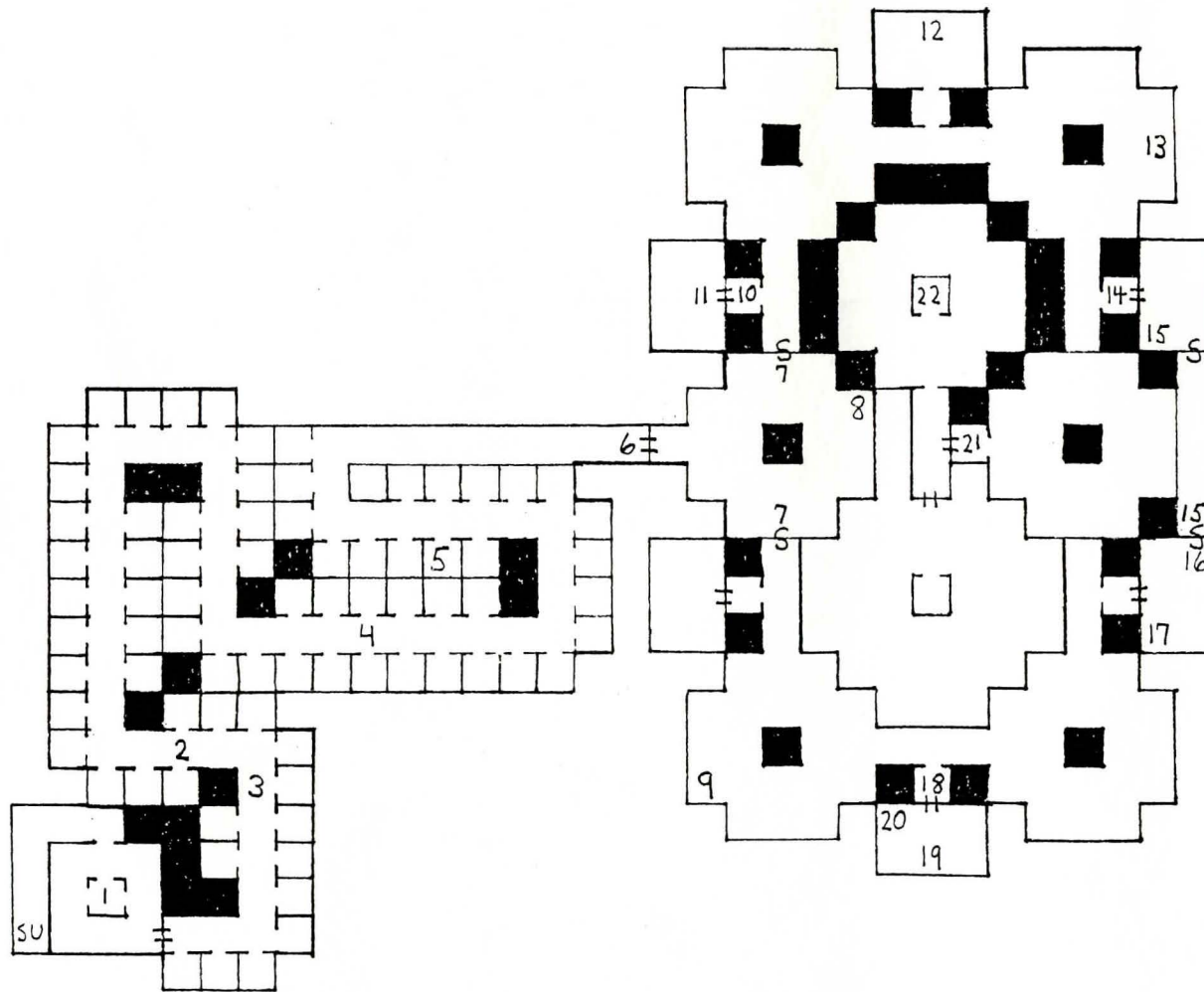
# Tomb of the Damned



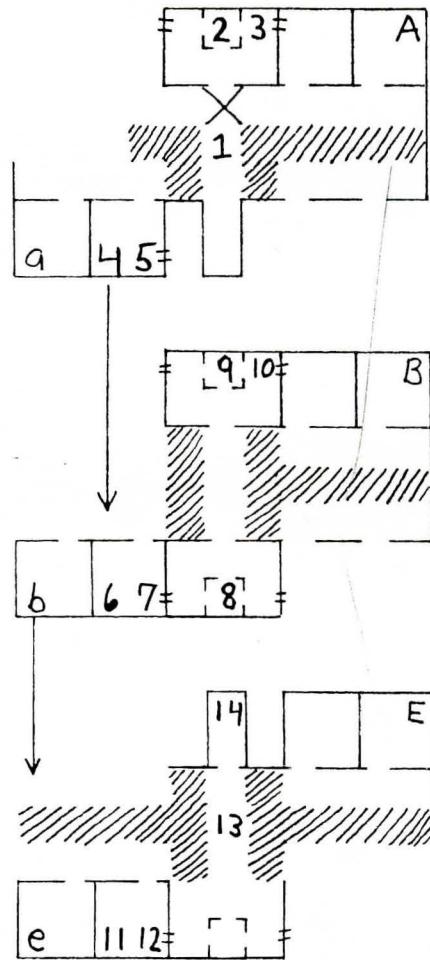
# Enchanted Forest



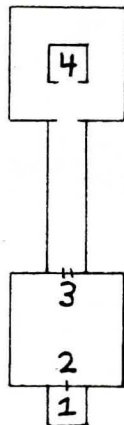
# Isle of the Dead



# Temple of Ramm



## End game





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