



by Kaucukovnik VI.
kaucukovnik.vi@email.cz
V0.9 RC

Installation

Unpack or install into a clean Wiz8 installation directory, any version should do as the 1.24 patch is included. Do not install the game in Program Files in Windows Vista and newer.

Installer version lets you pick several options, in either case you can switch them on/off at any time.

If you want full benefit of the increased combat speed, run `Wiz8_FastMove.exe` after installation and after the game has been run at least once.

Starting the game

Wiz8+.exe – the main executable of the mod (it has a new icon by M4chanic)

`Wiz8+debug.exe` – leaves open the command line window with eventual errors

Other executables

All the following options can be enabled/disabled independent on each other. Run the same executable again to switch an option on or off.

`Wiz8FastMove.exe` – good old `Wiz8Fast` by unknown author, to increase combat movement speed, initially *disabled*

`Wiz8FastAnim.exe` – switches back and forth between fast and original combat anims, initially *disabled*

`Wiz8UI_Transparent.exe` – switches between original and transparent bottom panel, initially *disabled*

`Wiz8UI_BetaInspired.exe` – switches between original and alternative interface, initially *enabled*

Two options based on a monocled dragon's suggestions:

`Wiz8DraQ_Potions.exe` – optional vanilla icons for healing and stamina potions

`Wiz8DraQ_NoStealth.exe` – removes stealth skill from all classes, the only way to have any is through item bonuses

-switching this one during a playthrough won't take effect and pregenerated/imported chars are unaffected as well

`Wiz8_v1261.exe` – do not use this on its own, class changes wouldn't take effect

`CFInjector.exe` – don't run this, it's there for the main .exe to work

I have defaced the executables that are not to be used with this mod, they have blank icons. This should make the game directory much easier to navigate.

Savegame compatibility

Do not use saves from vanilla or previous versions.

Compatibility with the final release is very much possible, but not guaranteed.

Included unofficial patches

- **1.26 patch** by [Pokoynik](#), which fixes the following:
 - speed wraparound bug (extremely high speed effectively becoming low)
 - character resistances are displayed up to 200%
 - various portrait facing direction fixes
- **CF Injector** by [mad_god](#), which removes some hardcoded modding limitations

Interface mini-mods

Can be enabled and disabled independently on each other.

- **Transparent radar and formation panels** by [W4st](#)

Just keep these settings all the time:



- **Alternative UI elements**

Brings back some unused elements from the game data and recreates beta version's inventory screen style.



Misc visual changes

- Turned the leaving screen advertisement into credits screen
- Modified inventory statues:



Male dwarf



Lizardwoman

Faster combat

- All monster animations speed increased
- Velocity of all conventional projectiles greatly increased
- Rockets fly twice as fast
- Poison Spit and Stinger Thorn sped up, as they are extensively used by monsters encountered in large groups
- shortened combat sounds by Bloax

-spells untouched (never bothered me)

-speed of party members' melee attacks untouched, probably hardcoded

-there is still some delay between individual combatants' actions, probably hardcoded as well

Individual item graphics

284 new or altered equipment images. Many items shared the same few pieces of artwork. Most of them have their own inventory graphics now. An example with chest armor:



Class balance

Lord was somewhat noticeably worse than Valkyrie, so most people just went for Valk without much thought

- Additional ability: +2 AC Bonus, +5% all resistances (because regen doesn't cut it at all)
- Bonus skill: Mace & Flail instead of Dual weapons, because:
 - Shield is Lord's symbol, why a bonus going against it?
 - Dual Weapons don't benefit from the +25% bonus over 100
- Professional skill: Dagger replaced with Shield (a couple off-hand swords compensate for this)
- starting item Mace and Round Shield instead of Rapier and Main Gauche
- A half-new endgame grade mace

Samurai

- allowed training of Polearm skill, Polearm added as Professional skill
- all spears and Naginata are usable by samurai, no lances or halberds
- no Dragon Kite, kept *Light* *Shield* available as the rare wacky OP item it has always been

Valkyrie has an additional polearm available. It was in the game data, but wasn't placed anywhere in the world.

Ninja

- levels up as hybrid instead of Elite, they will level up together with other hybrids
- Vitality requirement decreased from 50 to 45
- starting gear changed to cloth, Ninja garb improved

Ranger

- Adds Professional Skill: Axe

Item changes

- Addressed lack of proper equipment for various character builds
- Balanced available MP regeneration - toned down most hybrids, buffed specialist casters, bishop and ninja
- Spread MP recovery across more items, starting earlier through the game
- Several unused items placed in game
- Removed filler loot from some high-level lists to ensure some of the better random items when deserved.
- All items with set placement have been removed from random drop lists and merchants.

Detailed list can be found at the end of this document

Alchemy rebalance

Bless - price decreased from 800 to 550

Cure Disease - decreased from 1500 to 1000

Renewal - the insane price of 5000 dropped to 2000

Pandemonium Powder - price 3000 down to 1500

Skeleton Powder - price increased from 600 to 1200

Devil Dust - price raised from 90 to 350, replaced Sneeze Powder as ingredient for Pandemonium Powder

Worst price bumps removed. Alchemy is still profitable, but you can no longer make absurd wealth in no time. There is also less need for that money, since many items are now found (once) instead of bought (and available in multiple/infinite instances).

Magic rebalance

Spell	Damage	New damage	Spell	Damage	New damage
Acid Bomb	1-6	3-6	Magic Missiles	1-7	2-8
Blizzard	2-18	4-20	Nuclear Blast	3-21	4-24
Cerebral Hem.	2-48	16-44	Prismic Chaos	3-27	6-30
Crush	2-30	12-30	Prismic Fire	2-16	3-18
Draining Cloud	1-5	3-9	Fire Bomb	2-10	same, added duration
Earthquake	3-21	5-30	Psionic Fire	2-10	4-12
Energy Blast	1-7	1-8	Shrill Sound	1-5	3-4
Falling Stars	2-16	1-24	Toxic Cloud	1-4	1-6
Fireball	2-8	4-8	Tsunami	3-27	4-36
Firestorm	2-8	1-12	Whipping Rocks	2-10	4-10
Iceball	2-10	2-12	Whirlwind	2-8	3-12
Lightning	2-16	6-18			

Direct damage spells were rather useless later in the game, compared to status effects and brute force. Beware, enemy offensive spells are stronger as well, so this isn't necessarily making things easier. Unfortunately I haven't found a way to add or alter status effects of spells. Damage will have to do.

Thanks & credits

- Mad God for the Cosmic Forge editor, making all this possible
- Qusari and townltu for heaps of advice on how to make things work
- Pokoynik for the unofficial .exe patch
- Flamestryke for her informative encyclopedic website
- people at the prestigious RPG codex for valuable input - hoverdog, Major Blackhart, DraQ, Zboj Lamignat & others
- Majk who provided the info on speeding up the combat animations.
- M4chanic @deviantart for his Wiz8 icon
- HBKerr @deviantart for stone arch photo used for the inventory screen
- W4st for the transparent compasses mini-mod



Changelog

early versions

- purely graphics mod

0.5

- gameplay rebalance
- faster combat

0.6

- introduced changes to character classes, necessitating the use of CFAgent
- fixed crocodiles' dodge anim speed
- reverted changes to Zatoichi Bo (already had set location, samurai *should* be able to use it)
- changed those silly legs of male dwarf inventory statue
- fixed coordinates of several item icons
- added item icons for remaining axes, all staves and a few more items
- removed some more crappy loot from high-level lists and decreased total number of items per drop
- optimized the ways of item re-distribution, cutting down the size of the mod by 23 MB

0.7

- interface modifications
- she-lizard inventory statue made more reptile-like
- minor item changes
- individual icons for swords
- more item icon coordinates fixed

0.75

- fixed the torch/x-ray swap
- redone female lizard statue again, now with a head out of vanilla portrait
- new icons for config executables, the first ones I made were atrocious
- 60+ more item icons
- she-lizard redone again
- edited item strings to prevent red potions showing up as blue etc.
- reverted No-Dachi as 1-handed, as it was pointed out to me to be a stupid idea
- Ninja exp progression changed from Elite to Hybrid
- fixed hopefully all reported item stat errors and omissions
- included the official 1.24 patch in the mod, so the version of your game doesn't matter

1.0 RC

- completed item icons; some small icons (active weapon indicator next to portrait) are still misaligned
- improved Ninja garb and gave ninja simple cloth for starting gear
 - early game solo faerie ninja will probably be more hardcore than ever :)
- faeries can now wear Necklace of Endurance
- Mana stones no longer vanish when depleted (tip by townltu)
- added shorter combat sounds by Bloax

Spoilers ahead!

Complete list of item changes

Cane of Corpus

Added penalty to Armor -3 to offset Robes of Rejuvenation

Monstrance, Holy Basher

+5 Piety (flavor bonus, felt too mundane)

Hayai Bo

Initiative +2 raised to +5
price 1750 raised to 2500

Mace, Stun Mace, War Scepter - primary, secondary

The Mauler - set location in Rapax Castle

Zizka Star - turned into the much needed Lord endgame weapon, as it is based on a mace that was a leader's symbol

Lord only, price: 40 000
To Hit +4, Initiative +1, Damage 12-30
10% KO, 10% Turncoat (Possess)
Required Piety 75, Mace & Flail 50
Iron Will +15, Senses -10
-set location in Sea Caves

Faust Halberd - increased drop chance

Maenad's Lance (originally unavailable)
-set location in Sea Caves

Sai

Added AC +1, sold by Ferro, price 1250 raised to 2500

Cutlass - primary, secondary

Cutlass of the Damned

Damage 2-10 increased to 3-11
To Hit +1 increased to +2
Initiative of 0 raised to +1
Primary, secondary

Blade Cuisinart

Primary, secondary
-set location in Upper Rapax Castle

Vorpal Blade - set location in Rapax Rift

Demonsbane

Damage raised from 5-16 to 6-24 (the bonus damage percentage against demons seems to be hardcoded)
To Hit +1 improved to +4

Ivory Blade - KO 5%, Turncoat 1%

Muramasa - same place, but 100% chance

No-Dachi - damage 5-21 raised to 5-25

Excaliber - same place, but 100% chance

Cleaver - primary, secondary

Bearded War Axe

Damage 1-6 increased to 2-12, Initiative +1 lowered to zero

Bipennis - damage changed from 7-21 to 10-24

Crusader's 2H Axe +1 - increased drop chance

Axe of Many Runes

3% Sleep, Paralyze, Hex, Kill, KO, Drain HP, Insanity
To Hit -8 changed to -3

Beastlayer Axe

Damage 3-17 increased to 8-20
To Hit +1 raised to +3
Primary, secondary (now on par with Diamond Eyes vs non-beasts)

Blades of Aesir

Damage 5-35 raised to 10-36
Initial Iceball charges 8-16 instead of 4-16
-set location in Rapax Castle

The Ripper

Damage 6-27 increased to 10-28
Kill 5% raised to 10% (to offset the low speed)

Eagle Eye Bow - set location in Rapax Away Camp

Rocket Launcher

-KO 10%
-Sgt.Kunar is better supplied with rockets, price 400 -> 500

All kinds of throwing knives, darts and shurikens

-increased available quantities at vendors

Infinity Helm

Original: HP+2, ST+5, MP+5
Now: HP+3, ST+5, MP+3 - improved for fighters and nerfed for casting hybrids, gives MP edge back to specialists
-set location at the Ascension Peak

Kabuto - Added MP+1

Hi-Kane-Do (U) - Added HP+1, better drop chance

Hi-Kane-Do (L) - Added ST+1, better drop chance

Golden Breastplate -set location in Sea Caves

Cloak of Many Colors - set location in Bayjin Shallows

Locket of Reflection, Necklace of Endurance - both female & male, it was a needless limitation that strongly penalized male bards for no reason

Aeromancer/ Geomancer/ Hydromancer/ Pyromancer's Ring

Alchemist, Mage, Psionic only
Added MP +1

Ankh of Sancticity

Bishop, Priest, Monk only
Added MP +1

Amulet of Nebdar

Alchemist, Mage, Priest, Psionic only - specialists had little advantage over a properly trained bishop
MP increased from +1 to +4
Senses -5 changed to -10

Robes of Rejuvenation

MP +1 changed to +2
AC decreased from +6 to +5

ALL robes can be worn by Faeries and Ninjas

All parts of **Ninja garb** get +5 Critical Strike and price 2500
Ninja starting gear changed to simple cloth.

Spears and **Naginata** usable by Samurai

Dragon Kite not usable by Samurai

Mana stones no longer disappear when depleted, so they can be recharged by selling and buying back

Originally unused gadgets

Demon Doll - set location in Upper Rapax Castle

-> Jack in the Box can be upgraded to **Demon in the Box**

High Voltage Trasformer - set location at the Mount Gigas peak

-> it is possible to create the **Electroshocker**

Loudspeaker placed in the Umpani Camp, Electric Eye in Lower Marten's Bluff

-> **Watchdog Alarm** can be created

+ moved Ptorch to Arnika and X-Ray Chip to Mt.Gigas, now their locations and requirements make sense