



Wizardry V: Heart of the Maelstrom
Quick Hints Book

About this Hint Guide

Wizardry V: Heart of the Maelstrom covers a world of adventure. With its many creatures, non-player characters and non-linear mazes, Heart of the Maelstrom offers you a magical journey into the classic Wizardry system and introduces you to the foundation of the second generation of Wizardry games, Bane of the Cosmic Forge and Crusaders of the Dark Savant.

Still Have Questions?

If you're stuck in Heart of the Maelstrom, and you can't find the answers to your questions in this hint guide, we have someone waiting to help you.

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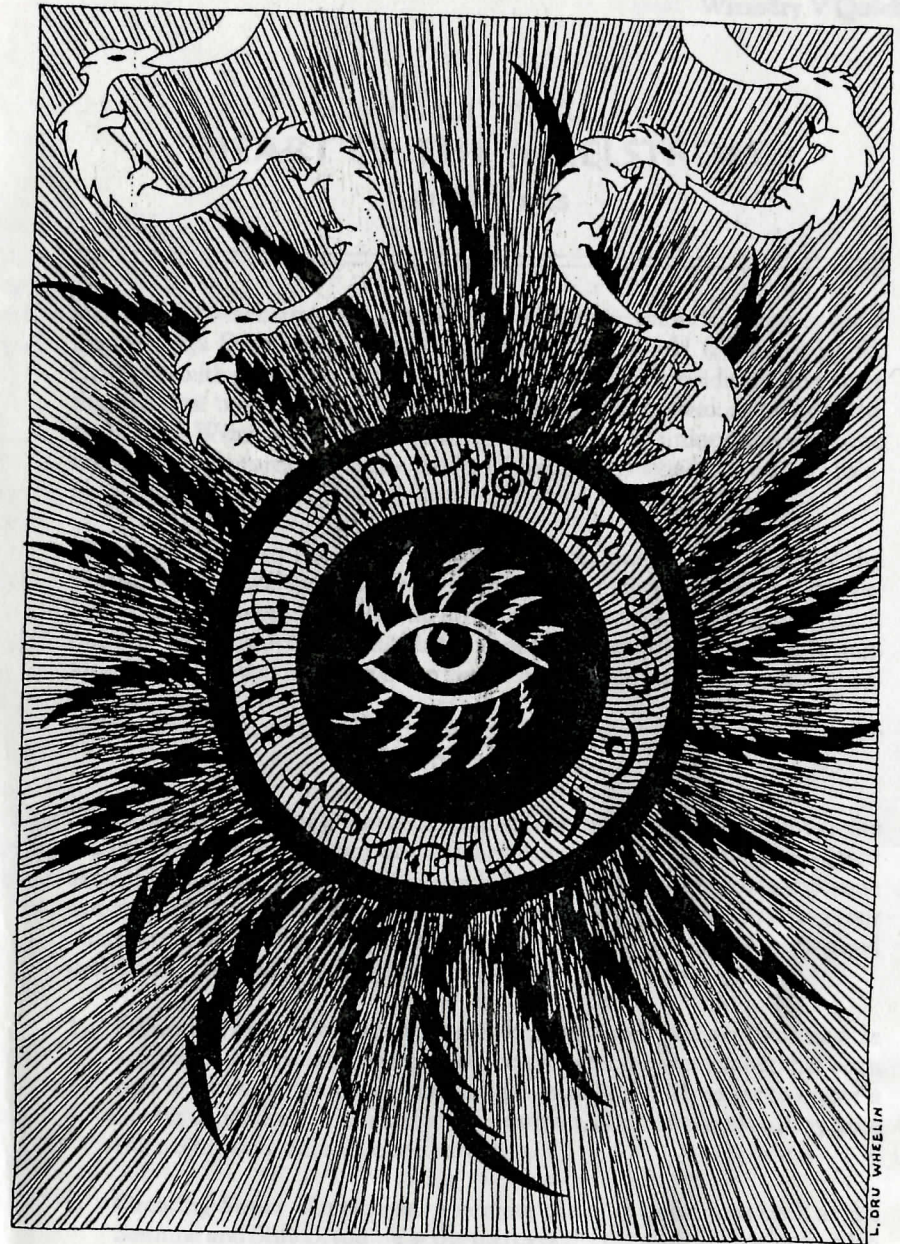
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Wizardry V: Heart of the Maelstrom

Quick Hints Book

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Application Software by.....D.W. Bradley and Andrew Greenberg

Wizardry V: HEART OF THE MAELSTROM Quick Hints

Heart of the Maelstrom is "a must for any adventure gamer's computer game library," says Dennis Owens of *Computer Gaming World* (February 1989). Crammed with encounters and mind-boggling puzzles, it provides an adventure that will last over fifty hours. It was the first game to break away from the traditional Wizardry architecture of the past, and its unique storyline and interactive creatures added the final touches to this wondrous fantasy role-playing adventure.

This guide contains the blueprints of the deadly dungeons of Heart of the Maelstrom, and will help you to overcome all its challenges. For your convenience, each blueprint is titled and the various locations are numbered. Each number corresponds to an item, hint or important location found in the listings for each level. Also noted on these maps are stairs up, stairs down and chutes to other levels.

Creating a Party

Creating and selecting a group of six adventurers that will take you through the multiple challenges of Heart of the Maelstrom 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, spend some time creating a good party first. By giving your characters a blend of strength and spells, your quest will be more interesting and successful. Here are a few suggestions to help you on your way.

1. **Balancing Professions** - a successful party needs a balance of brute muscle and magical prowess. As you create your characters, remember that each race is particularly suited to certain professions . . . it's easier to create a hobbit Thief than a human Thief. However, don't be afraid to stray from the norm and create unique characters.
2. **Creating Super Characters** - to create the elite characters such as the Samurai and Bishop, you are at the mercy of the die role. With a lucky, high roll, you may end up with the ability to create nearly any profession from scratch! If you're not so lucky, you may only get a choice of two or three professions. In general, discard these lower rolls *even* if you're trying to create a basic class - with a really high roll, you'll be able to "max" certain statistics and create better characters. A Fighter, for example, would greatly benefit from an 18 strength (though the dungeon denizens might not like it). Likewise, a Priest or a Mage could use the extra points to

enhance his IQ or piety. In order to obtain a Ninja or Lord, you'll need to import from Wizardry I, II, or III, or convert a strong character, commonly a Thief, to this profession.

3. **Selecting Your Party** - once you have an inventory of viable characters, the next task is to carefully select a group that provides the best blend of sorcery and strength. Every party should include three excellent fighting-type members along with a Priest, a Mage and a Thief (a Ninja takes the place of the Thief as the game progresses). Although there are many possible parties, there are some basic guidelines:

- I. You should include at least one Fighter. Many of the armaments discovered in the game can only be used by a Fighter.
- II. A Priest and a Mage are dreadfully important to the success of a party. They have magic skills in the beginning of their lives, and a Priest's healing spells will be desperately needed in and after combat.
- III. With so many locks to pick and treasure chests to open, a Thief or Ninja can be a pleasing addition to any party.
- IV. Create a Bishop to remain at home base in the Castle. When you need items identified, just add him to the party momentarily. Although it might take a few tries, eventually he will be successful. Granted a high level Bishop will identify items much easier.

Remember, though, there is no such thing as a perfect party. Listed below are two sample parties each with a balanced blend of characters. The first party is a basic party, fairly easy to create and commonly used at the start of the game. The second party is more advanced, and much harder to create. Further, unless you import one, you'll need to change a character's class to create a Ninja.

Party 1

2 - Fighters	Straight Fighting Power/High Hit Points
1 - Samurai	Fighter/Mage
1 - Thief	Ability to Pick Locks/Candidate for Ninja
1 - Priest	Ability to Heal Party Members
1 - Mage	Damage Spells to Kill Opponents

Party 2

1 - Fighter	Straight Fighting Power/High Hit Points
1 - Ninja	Fighter/Thief
1 - Lord	Fighter/Priest
1 - Priest	Ability to Heal Party Members
1 - Mage	Damage Spells to Kill Opponents
1 - Bishop	Able to Learn both Mage and Priest Spells

Adventuring

As you progress through Heart of the Maelstrom, keep these tips in mind:

1. Ensure that your party is ordered with the strongest, fighting members in the front ranks and the weaker, magic users in the rear.
2. If you don't have a Bishop, create one! You may wish to leave this character in Gilgamesh's Tavern, taking him out whenever you want to identify an item. The ability of a party to identify items can be very lucrative.
3. Be careful to equip your characters with weapons and armor upon entry to the maze. Also, equip your characters with weapons compatible to their position in the party—equip the last three characters of your party with long-range weapons.
4. Use a Priest or Bishop to heal your party, then rest everyone in the stables just to see if they gained levels. This will save you money and your characters won't age as fast.
5. Be wary of ropes leading down. Once you have climbed down, you might not be able to get back up until you find a ladder or set of stairs.
6. Save the game often. If your party gets into trouble, you can always go back to your last save game. Keep a running back-up of your game to ensure that you never have to start fresh again.

LEVEL 1

When you enter the maze, you will be on this level at the bottom of the castle stairs at (0N, 0E). Your first goal will be to build up experience points. Find and kill at least one group of enemies, heal your characters and return to the Castle. Do this repeatedly, and eventually your characters will gain experience levels. As they gain levels, they will be able to stay in the maze longer. On this level you will find the following:

1. Sign - Enter ye . . .
2. Cryptic message
3. Transporter - Use Bag of Tokens to be transport to Level 2
4. Loon message
5. Golem encounter
6. Portal to the Den of Thieves (must be 10th level to open door to room).
7. Find Orb of Llylgamyn
8. Old Crates

9. Find Silver Key
10. Orb of Llylgamyn required
- 10a. Secret Door
11. Meet G'bli Gedook - Try to get some information from him
12. Fanged Statue - Respond "VAMPIRE" to the riddle
13. Silver Door - Use Silver Key to open
14. Motor - Use Brass Key to access room; type D, B, C, A
15. Bones - Find Bag of Tokens
16. Shaft - To avoid this shaft, cast Litofeit
17. Rope down
18. Laughing Kettle - You may buy clues

To complete this level, you must find four items: the Brass Key, the Orb of Llylgamyn, the Silver Key and the Bag of Tokens. The last three items are shown on the map at numbers 7, 9 and 15 respectively. To find the fourth, the Brass Key, you must get past the Fanged Statue, and find the NPC named Ironose. Ironose has the Brass Key, and will sell it to you. To open the locked door at 11N, 14E, your characters must be higher than tenth level.

LEVEL 2

You can get to this level from level 1 via the stairs, transporter, shaft or rope down. On this level, you will find:

1. Transporter
2. Old Crate - Find Bottle of Rum
3. Elevator
4. Sign
5. Ruby Warlock - Wants a Bottle of Rum
6. Find Hacksaw
7. Loon Message
8. Spirit Chest - Use Potion of Spirit-Away, Obtain Jeweled Scepter
9. Bubba's Health Spa
10. Mix Potion - Type A, C, F to create a Potion of Spirit-Away
11. Cryptic Message
12. Chained Door - Hacksaw required
13. Pool of Poison
14. Guardian
15. Ladder Down
16. Land here from shaft on Level 1
17. Rope Down

To complete this level, you must obtain five items: the Hacksaw, the Potion of Spirit-Away, the Bottle of Rum, the Jeweled Scepter and the Munke Wand. You must purchase the Munke Wand from the Duck of Sparks, who is found near Bubba's Health Spa.

LEVEL 3

This level can be accessed from level 2 via the elevator or a rope down. Keep gaining experience points; the higher your party's level, the easier the encounters and the deeper into the maze you may safely travel. This level also gives you a chance to increase your characters' swimming abilities. Actually, they will swim like "ducks" by the time they finish this level. Contained within this level are the following:

1. Elevator
2. Deep Well - Heals members of your party
3. Gas Trap
4. The Ephemeral (Yellow)
5. Gold Pool - Get Gold Key, temporarily raises magic ability
6. Ladder up
7. Gas Trap
8. The Physical (Red)
9. Pool/Well - Find Petrified Demon
10. Blue Candle required
11. The Spiritual (Blue)
12. Teleporter to 13E, 1N (on this level)
13. Teleporter to 6E, 4N (on this level)
14. Teleporter to 18E, 4N (on this level)
15. Temple of Kami-Kaze - To enter you must have Jeweled Scepter in the possession of a party member *who is in the rear*. Allow the Priest to steal a useless item. Then, when the Priest leaves, use the Jeweled Scepter to open the door.
16. Find Blue Candle
17. Cryptic message
18. Teleporter to 11E, 1N (on this level)
19. Loon message
20. Timeless Room - Use Battery (from Level 4) and type C, D, E, G to receive Pocketwatch
21. Room with Black Curtains
22. Lightning Bolt
23. Room with White Curtains

To complete this level, you must acquire five items: the Gold Key, the Blue Candle, the Rubber Duck, the Petrified Demon and the Pocketwatch. The location of each item is shown on the above list and the map of this level. The Rubber Duck must be purchased from the Mad Stomper. Equip the Rubber Duck to swim deeply.

LEVEL 4

This level has two main sections. The first section of the level is reached via the Elevator. Here, you may travel through the long, dreaded dungeon hallway

to find the Battery and Skeleton Key, or you can use the handy secret door at number 2. The second section is reached by the stairs down from Level 3; here, your party searches for the Loon and Jack of Spades. This level contains the following:

1. Elevator (located at 4S, 8E)
2. The Long Dungeon Hall - a secret door is to the right.
3. Chest - Find Battery
4. Loch Ness Pool - Find Skeleton Key
5. Sign - Jigsaw Bank & Trust
6. Access Gate 1 Activator
7. Access Gate 1
8. Access Gate 2 Activator
9. Access Gate 2
10. Access Gate 3 Activator
11. Access Gate 3
12. Access Gate 4 Activator
13. Access Gate 4
14. Access Gate 5 Activator
15. Safe Deposit Box
16. Access Gate 5
17. Access Gate 6 Activator
18. Access Gate 6
19. Access Gate 7 Activator
20. Access Gate 7
21. False Activator
22. Gold Vault - Use Gold Key
23. Taistik Man - commonly found here
24. Altar - (search) Tunnel leading to #33 (on this level)
25. Portal to Level 1
26. Den of Thieves
27. Sign - Loon Detour
28. Riddle - answer "TIME"
29. Skeleton Door - Use Skeleton Key
30. Thelonus P. Loon - Use Pocketwatch to receive Lark in a Cage
31. Demon Door - Equip and use Petrified Demon (It's cursed!)
32. Find the Jack of Spades
33. Hall of Mirrors - From the message, kick in the following direction: south, east, east, north, east, north, north, west, north, east, east and south (continue going south and east, do not go west unless you want to be back in the Hall of Mirrors)
34. Trap Door to Level 5

To complete this level, you'll need to obtain the Battery, the Skeleton Key, the Jack of Spades and the Lark in a Cage. To get the Jack of Spades and the Lark in a Cage, you must make it through the Hall of Mirrors. Activate all Access Gates, and at each gate, push the buttons until the walls move to allow you to

go in the direction you wish to go. At each Access Gate there will be four words. The first letter of each word stands for a direction (N for north, E for east, S for south and W for west). The rest of the letters of each word are unimportant. Just select the "direction" of the wall you want to disappear. At first access gate press N and you can walk all the way to the Gold Vault.

LEVEL 5

This level allows you to build up your knowledge while having fun. No items found on this level are of any particular use on another level. Other than gaining information, your main objective for this level should be to gain experience and get to level 6. On this level you will find:

1. Elevator
2. Sign - Manfretti's
3. Lady Karena - Commonly found here
4. Big Max - Buy tickets from Max, and then hand him tickets for entrance.
5. Entrance to Playhouse Mystery Theater - Who said being a star was easy - this theater is proof that it isn't! Best bet? Don't go in!
6. Slide to #17 on Level 6
7. Mad Room
8. Oom Pah Pah - Dreaded Random Slide
9. Snatch
10. Cryptic Message
11. Ladder down
12. Sign - Crystal Ball Room
13. Toilette Royale (Ye Lords)
14. Toilette Royale (Ye Ladies)
15. Manfretti's Ladies - Commonly found here
16. Pool of Healing - full healing, regardless of illness!
17. Rope Down

If you talk to Snatch, he will tell you how to get the Pocketwatch. **If you enter the Playhouse Mystery Theater, you may regret it.** Getting in was easy; getting out is another story. You're the show!

LEVEL 6

This level is quite large, and contains one of the hardest puzzles in the game. The map and clues for this level will come in very handy. Here are the things you will come across:

1. Ladder Up
2. Gas Trap

3. Ice Slide
4. Cryptic Message
5. Well - Find Queen of Hearts
6. Rope Up
7. Sarcophagus - Open, fight encounter, and find Ice Key
8. Slide to Level 5 at 15E, 6N
9. Quicksand
10. Pool
11. Yog - Use Gold Medallion. Talk to Yog about Ice Ferry
12. Ice Ferry - Type G, D, A, F, E, B, C
13. Ice Key Door - Use Ice Key
14. Ice King - Get King of Diamonds (must arrive here from 13)
15. Potion-o-Matic
16. Anti-Magic Trap - Pass through to meet Evil Eyes
17. Land here from #19 Level 5
18. Land here from Chute on Level 1

To complete this level, you must find four items: the Ice Key, the Queen of Hearts, the King of Diamonds and the Gold Medallion. The Gold Medallion must be stolen from Evil Eyes, who can be found after you go through the Anti-Magic Trap. Be sure to save your game before going through the trap! If you try to steal the Gold Medallion and fail, reload your save game (this will make it easier to find Evil Eyes). Cast Katu on Evil Eyes to charm him.

LEVEL 7

On this level, you will notice the importance of high level characters. You will need to go to and from level 8 multiple times before you can complete this level. Here is what you can expect to find:

1. Shaft to Level 777 - Section 1
2. Shaft to Level 777 - Section 2
3. Shaft to Level 777 - Section 3
4. Lord of Hearts - Give him the Queen of Hearts, **First**
5. Lord of Spades - Give him the Jack of Spades, **Second**
6. Lord of Diamonds - Give him the King of Diamonds, **Third**
7. Lord of Clubs - Give him the Ace of Clubs, **Last**
8. Warm Blue Flame - Enter after talking with the Lord of Hearts
9. Hot Red Flame - Enter after talking with the Lord of Spades
10. Cool Yellow Flame - Enter after talking with the Lord of Diamonds
11. Cold White Flame - Enter after talking with Lord of Clubs
12. Great Wind - Use Lark in a Cage
13. Manfretti's Ghost
14. Riddle - Answer "LIFE" - receive the Staff of Wind
15. Gas Trap
16. Firestorm

17. Fire King - Get Lightning Rod
18. Electric Bolt - Safe if carrying Lightning Rod
19. Fire Queen - Get Staff of Fire
20. Monkeys - Use Munke Wand
21. Kong and the Blonde - Get Staff of Earth
22. Pool - Find Staff of Water

To complete this level you'll need to collect five items: the Lightning Rod, the Staff of Fire, the Staff of Earth, the Staff of Wind and the Staff of Water. Defeat the Fire King to receive the Lightning Rod, the Fire Queen to obtain the Staff of Fire, and Kong and the Blonde to get the Staff of Earth. Answer "LIFE" to the riddle and receive the Staff of Wind. At the bottom of a pool, you will find the Staff of Water. Once you have all these items, return to the Castle and prepare for your final journey into the maze.

The Final Sequence - Levels 7 & 8 Combined

Once you begin the final sequence, you may not return to the Castle. If you do, you'll have to start the sequence all over again. Remember to save your spells as much as possible—you'll need them for the final battle.

The final sequence is somewhat difficult. First, approach a Lord on level 7 (using the order listed) and give him his card. Ask him about his "NATURE," "KINGDOM," and "TIME" and note the responses. Next, move to the center of the level and use the Orb of Llylgamyn in the appropriate flame. If you picked the right flame, your party will be transported to level 8 to battle clones of yourself! After the battle, use the appropriate staff on the Gate (see level 8 notes). Now, select the Time, Nature and Kingdom of the card Lord you passed through on level 7. After your responses, return to level 7, and approach the next card Lord. Repeat each of these steps until you've passed through each Lord and through all the Gates. Once you're done, move to the middle of level 8 to do battle with Sorn! See level 8 for more information.

Note: Level 7 and the whole final sequence are difficult - especially since you can't return to the Castle to heal your party and re-coup your spells. However, you can return to the full healing pool on level 5 and numerous other pools that will increase your spells.

LEVEL 8

Welcome to the final level! This level can be accessed only from the flames on Level 7. Here, you will need to deactivate the four Gates (by asking the Lords about their Time, Nature and Kingdom) which will allow you to reach the Gatekeeper. You can expect to find the following:

1. Portal to Flames on Level 7
2. Battle Clones

3. Battle Clones - Get Ace of Clubs
4. First Gate - Use Staff of Water. Answer B, E, H and Growth
5. Second Gate - Use Staff of Earth. Answer A, D, I and Nature
6. Third Gate - Use Staff of Fire. Answer C, F, G and Change
7. Fourth Gate - Use Staff of Wind. Answer A-I (all) and Man
8. Trapped Gatekeeper (located at 0N, 0E) - Encounter with Sorn. Once battle has begun, cast a Bamordi or Socordi to recall Gatekeeper and smash the Sorn's magic resistance.

Once the encounter with the Sorn is complete, the Gatekeeper is at peace and the Heart of Abriel is in your hands, return to the Castle to claim your glory!

LEVEL 777

This level can be accessed from Level 7. There are three different entrances that take you to different corners of Level 777. While it's not necessary to enter this level to win the game, it contains a lot of high experience encounters and is a good place to add the final touches to a character's weaponry and armor.

Section 1:

1. Land here from shaft on Level 7
2. Fire Pit
3. Sign - Ghost Nest - meet NPCs
4. Castle Transport




Section 2:

1. Land here from shaft on Level 7
2. Fire Pit
3. Stairs up - Castle Transport

Section 3:

1. Land here from shaft on Level 7
2. Fire Pit
3. Castle Transport

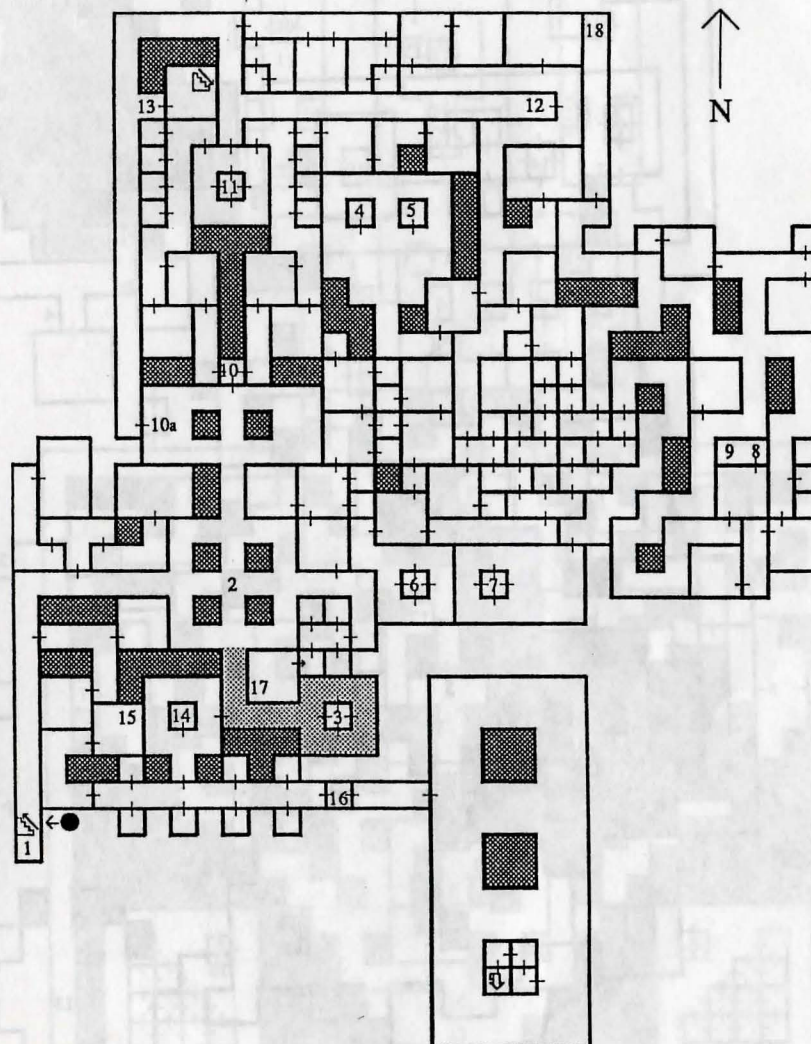
MAP KEY

-  Stairs Down
-  Stairs Up
-  Chute to Level 6
- P Pit

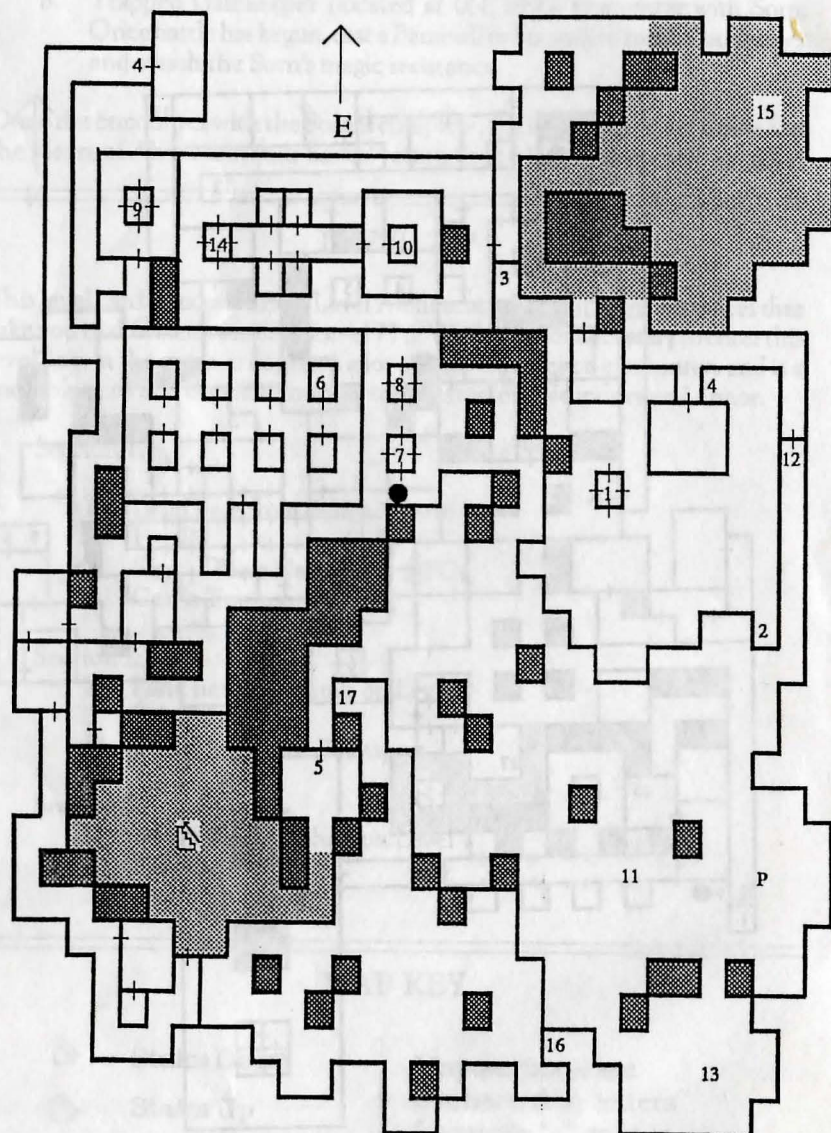
Map sections are connected by letters (example "a" goes to "A", and vise-versa).

- Indicates ON,OE

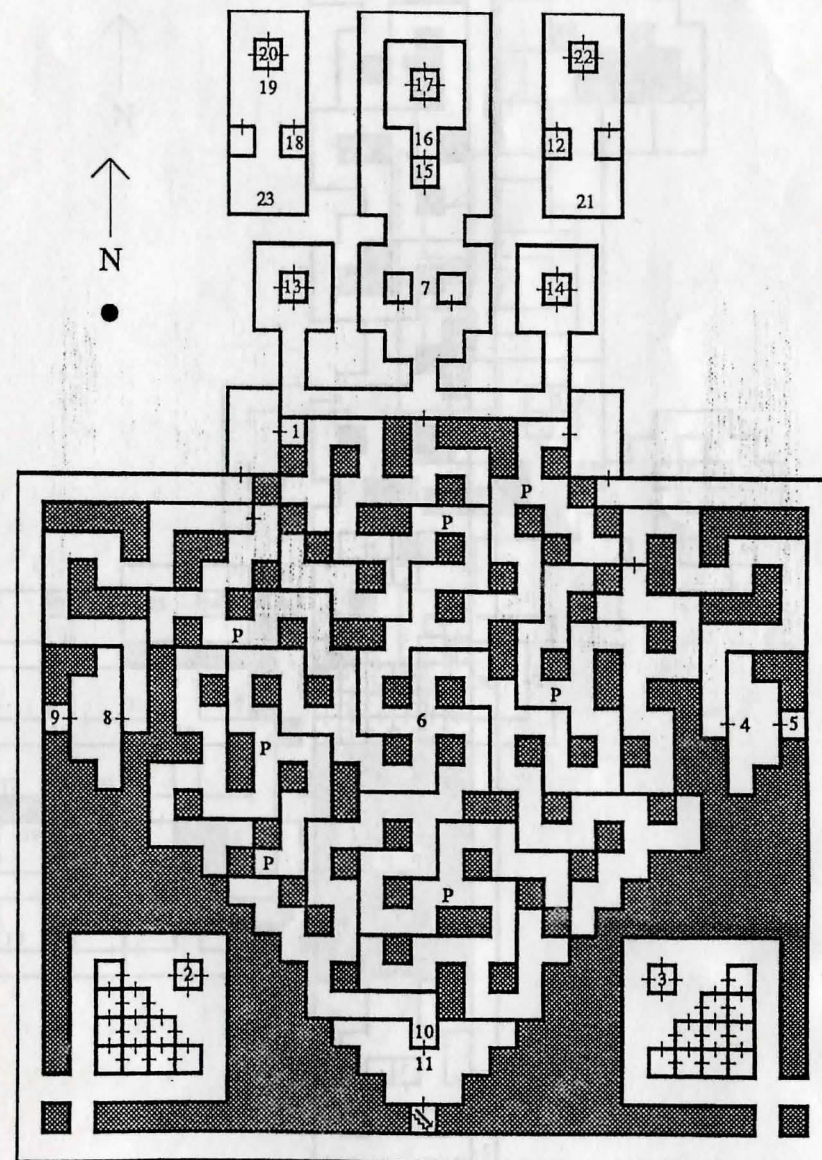
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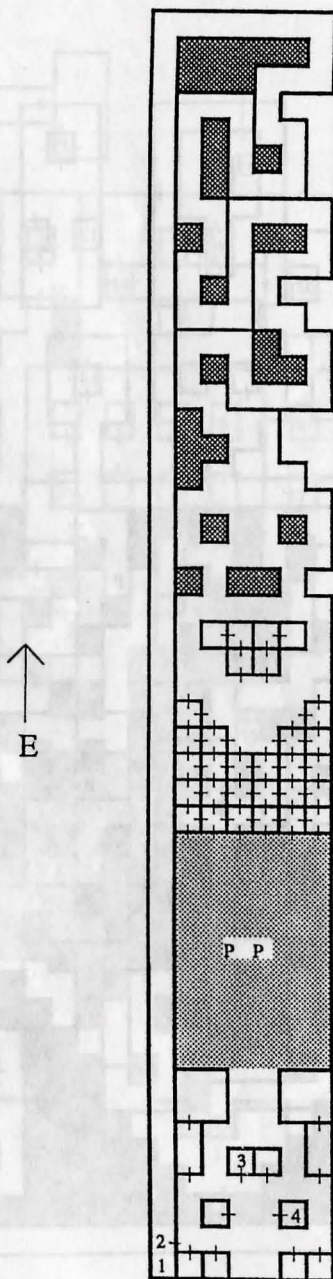
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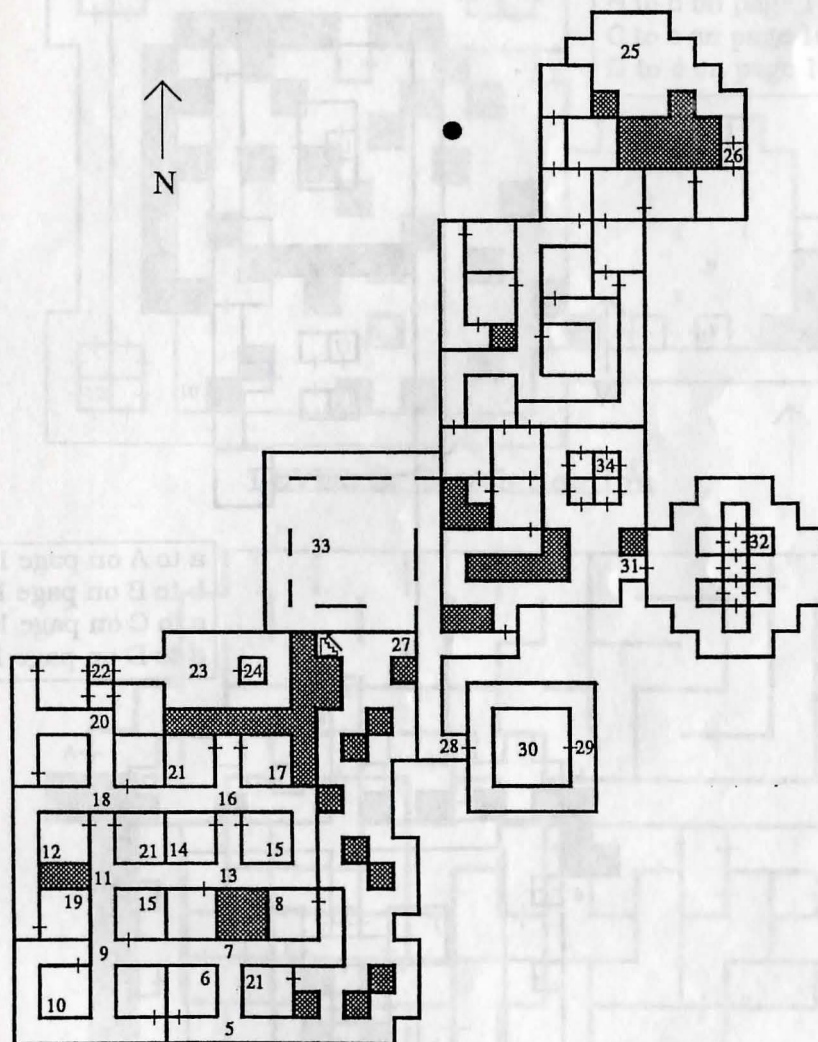
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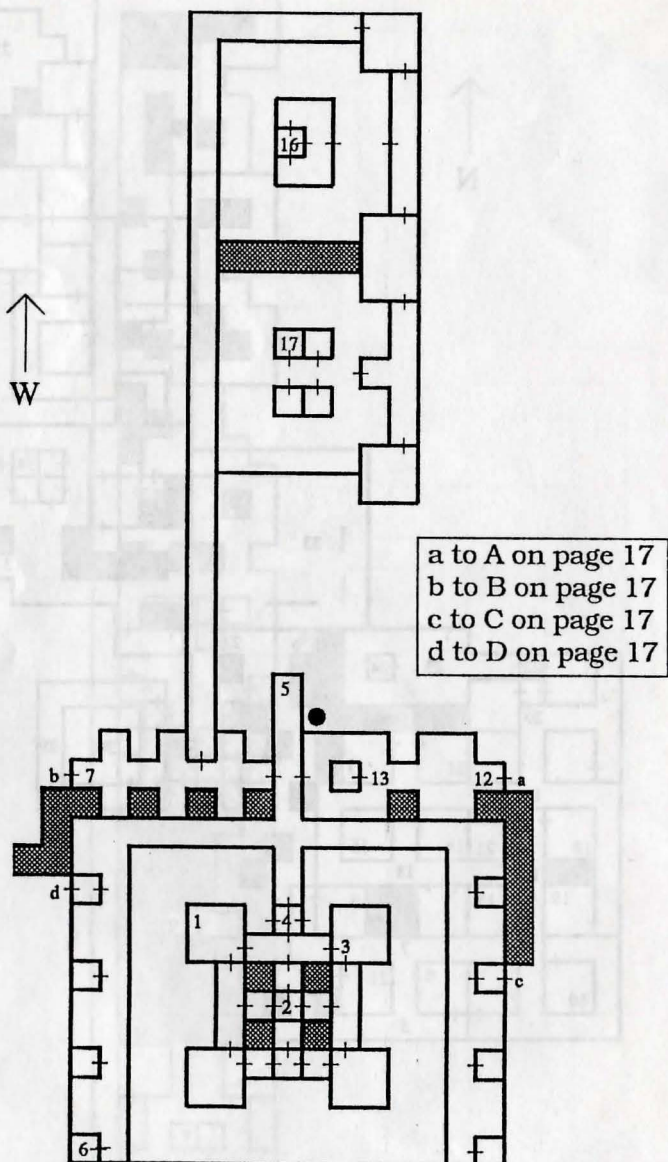
LEVEL 4: Section 1



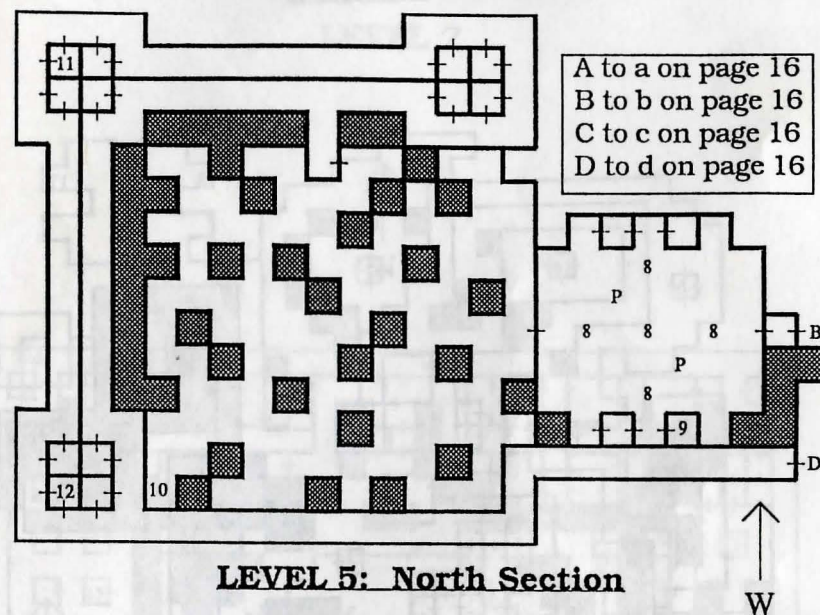
LEVEL 4: Section 2



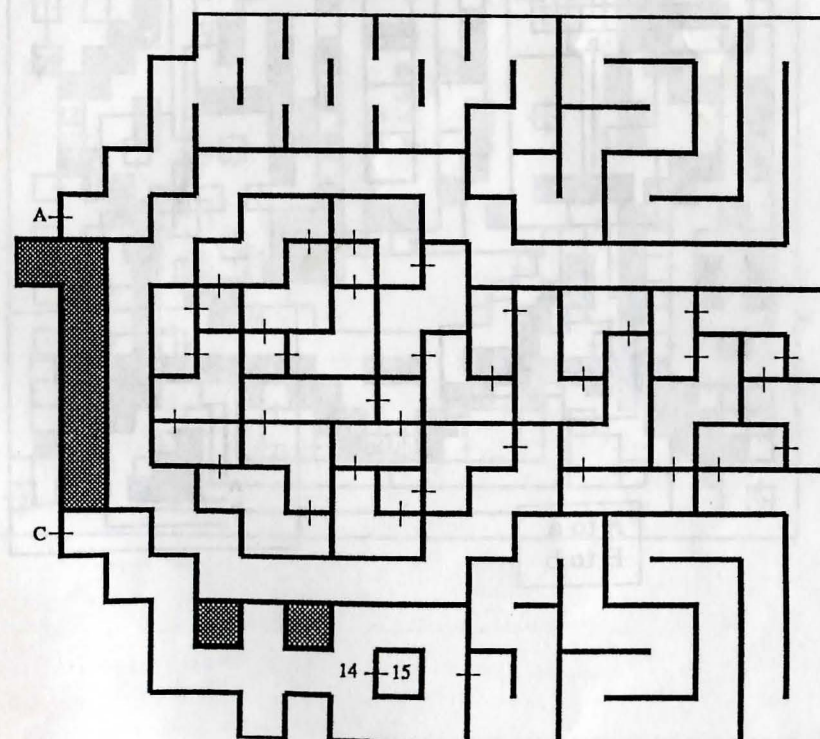
LEVEL 5: Center Section



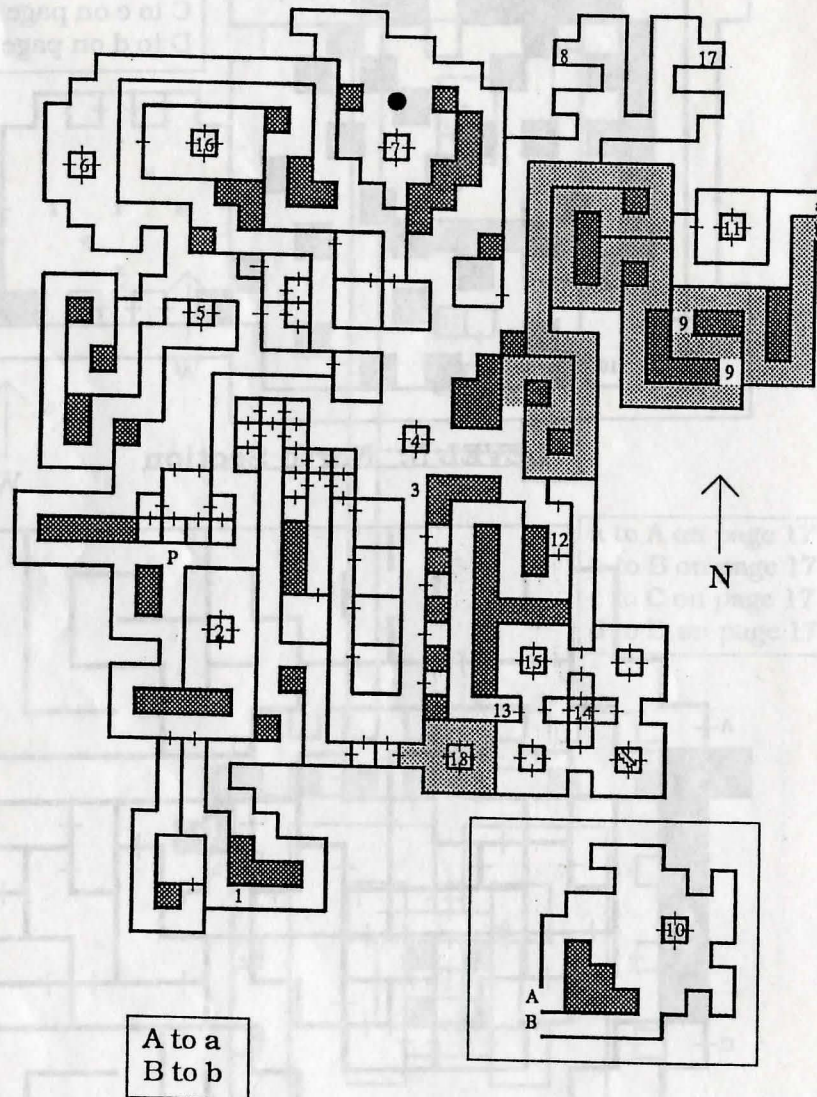
LEVEL 5: South Section



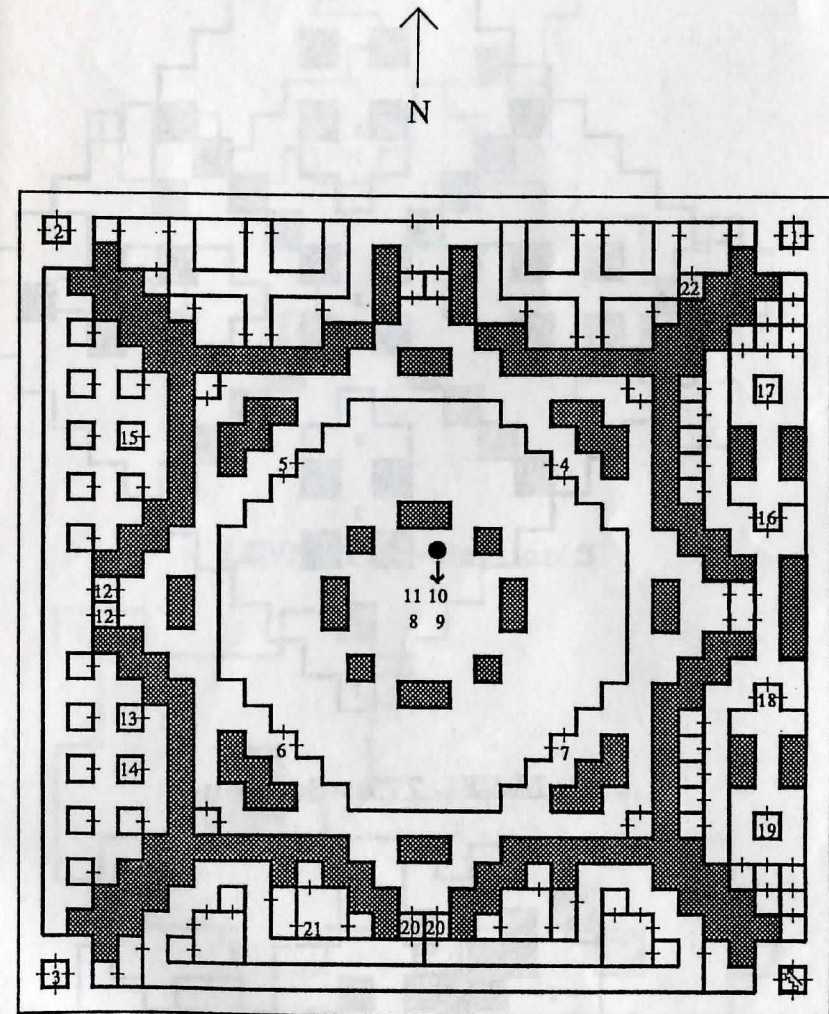
LEVEL 5: North Section



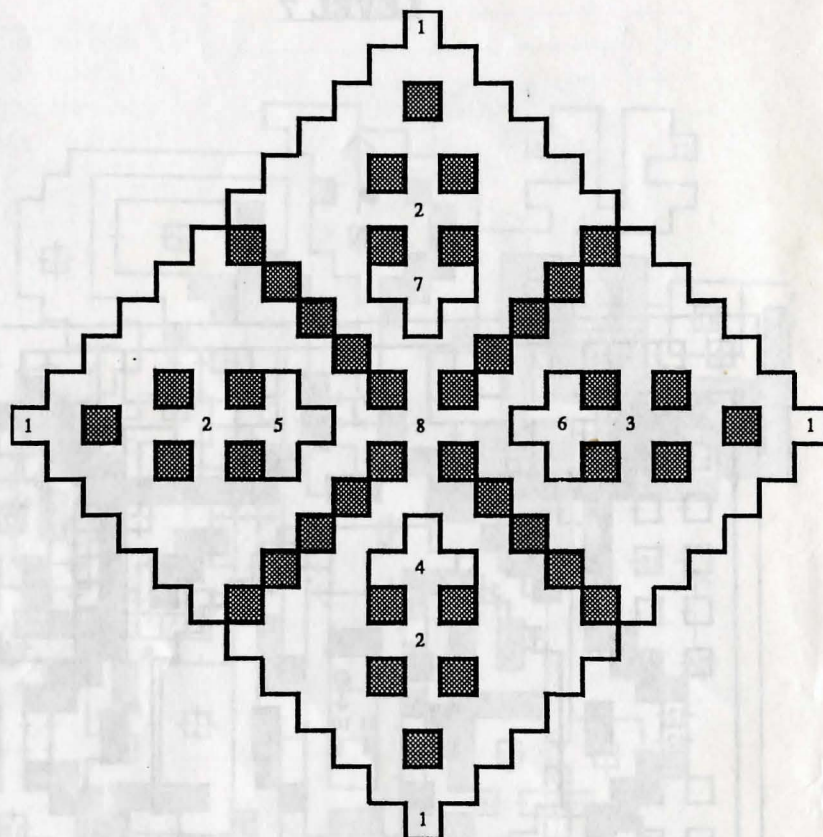
LEVEL 6



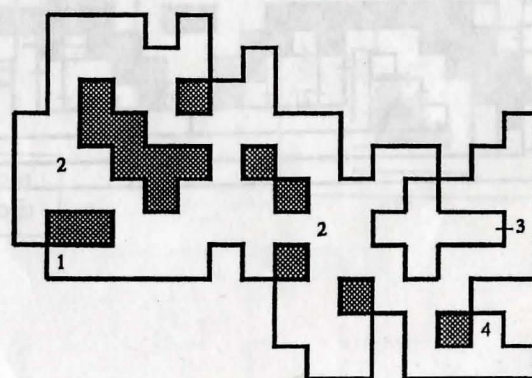
LEVEL 7



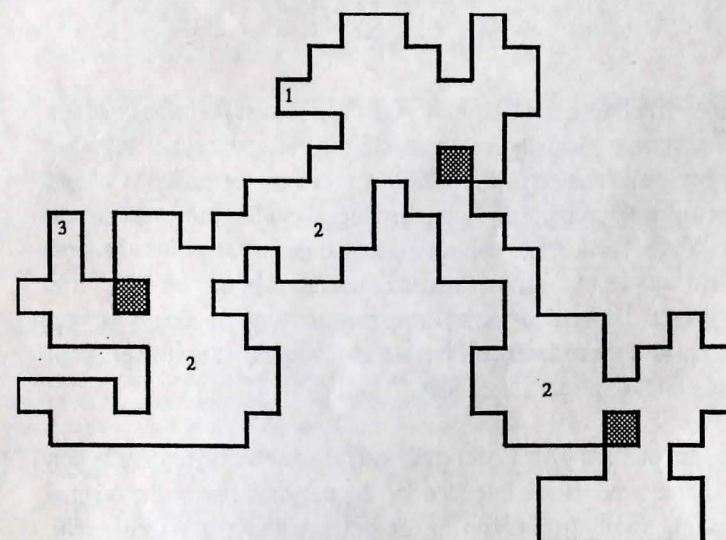
LEVEL 8



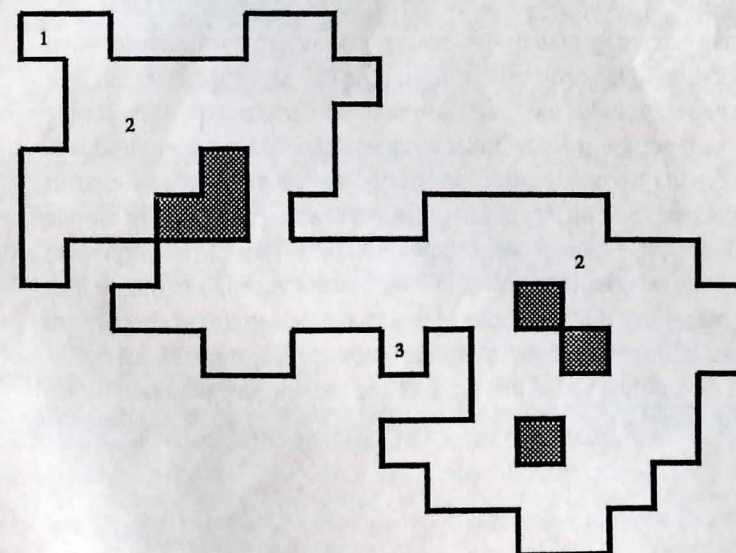
LEVEL 777 - Section 1



LEVEL 777 - Section 2



LEVEL 777 - Section 3



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