

# Wizardry V

## Heart of the Maelstrom

After a decade of dungeoneering in essentially the same environment, *Wizardry* players found a new experience in this sequel. Its nine mazes varied in shape and size rather than being confined to the conventional square configurations seen in previous *Wizardry* games, and the world was twice as big. The magic system was totally revamped. Over forty of the game's 63 spells were completely new (like one that summons random monster groups to assist in battle), while others were improved versions of existing spells. Ranged weapons were introduced, and the Thief's combat abilities were enhanced to make it a truly valuable character.

Designed by D. W. Bradley and Andrew Greenberg, *Heart* has many more genuine puzzles (especially riddles) than other *Wizardry* games, and you can get information, objects, and so on by interacting with non-player characters. You'll also fight a variety of new monsters invented for this scenario. Graphics show off more color, sharper resolution, and better artwork displayed in bigger pictures. Sound effects, however, consist of the standard beeps and clicks.

Your goal in this quest is to restore the balance of the Tri-Axial Gate (which you would think could be done at Werdna's Quick-Lube) and save the land from the usual floods, earthquakes, and bad TV shows. *Heart* is distinguished by an abundance

of puzzles, a sense of humor, and the fact that it doesn't go out of its way to kill your six-member team every time they round a corner.

*Heart* is the best *Wizardry* of the batch. (A stand-alone scenario, it will also accept *Wizardry* characters.)

Type:  
Fantasy Roleplaying

Difficulty:  
Expert

Systems:  
MS-DOS (128K required, CGA);  
Apple (64K), C-64

Company:  
Sir-Tech

## The Solution

### Character Development

A good starting party consists of two Dwarf fighters, a Hobbit thief, an Elf Bishop, an Elf Priest, and an Elf Mage. The alignment should fit the kind of advanced characters you want (if any). Save the game before advancing the characters at the Inn, and restore if you don't like what they receive. Always make sure the Mages and Priests learn new spells when you advance them.

### Using the Pools

Before entering a level, check this section for tips on any pools. To quickly build experience points for high-level characters, send one character with your Mage to the pool at 16W, 12S, 2D and dive to the bottom. Level E of the pool at 23S, 3E, 3D can raise I.Q. and level D can make you younger. Level L of the pool at 23E, 1S, 6D can increase agility, but will also make you older. Level I of the pool at 8W, 9S, 6D can raise maximum hit points. Level L can raise strength, but will also make you older and paralyze you.



Level M of the pool at 12N, 10E, 7D randomly changes your attributes. Level N can raise maximum hit points. Level J restores spell points. On level four, the pool at (4) Heals, Cures, and Resurrects. *Always* save before swimming: You can lose points you obtained in the pools; you could also drown.

### Level One

The Temple of La-La: First go to (1) to get the Orb of Llylgamyn. Inspect for hidden items at (2) to get silver key. When you have about 19,100 gold, search for the secret door at (3) and meet the Laughing Kettle at (4). For 10,000 gold he will tell you about the Divine Aspects. You will need the Orb to pass the door at (5). The High Priest at (6) will tell you the object of the game. Go to (7) and answer the riddle with *wbnqjsf*, go through the door and wait for Ironnose. Buy the Brass Key from him and go to (8). Use the Brass Key on the door. Enter the Motor Room and pull levers D, B, C, A. Go to (9) and inspect for hidden items. After the battle get the Bag of Tokens. At (10) use the tokens and enter the portal, this takes you to 1E, 8S on level two. When you have the Bottle of Rum from level two, go to (11) on level one and use the Silver Key. Take the stairs down to level two.

### Level Two

From the stairs, go to (1) and inspect for hidden items to get the Bottle of Rum. Return to the portal to level one. Head for the stairs down and go to (2) and ask the Ruby Warlock of the Divine Aspects and Time, then give him the Bottle. Go to (3) and swim to the bottom. Pick the lock at (4). At (5) inspect for hidden items to get the Hacksaw. Go to the pool at (6). Leave the room and wait (press the spacebar) for the Duck of Sparks. Ask him of Spirits. Barter to see if he has the Wand for sale; if he does, buy it! If not you will have to get the Rubber Duck from level three and give it to him. Use the Hacksaw at (7). Enter the Alchemist's Lab at (8). Mix from bottles F, C, A to get the Spirit-Away Potion. Use the potion at (9) to get the Jeweled Scepter. Take the ladder down at 12E, 14S, 2D to level three.

### Level Three

You will eventually meet the Mad Stomper (you'll hear a stomping sound). Buy the Rubber Duck from him and give it to the Duck of Sparks on level two if you don't already have the Munke Wand. Buy it anyway if you have the Wand. The Rubber Duck allows you to swim safely to any level of any pool.

Pick the lock at (1) and swim to level G of the pool at (2) to get the Gold Key. Swim to level H of the pool at (3) to get the Petrified Demon. Go to (4) and leave Lord Hienmiety. Re-enter the room and (if he doesn't reappear) use the Jeweled Scepter on the door. If he does reappear you will have to fight him. At (5) kill the Dejin Wind King to get the Blue Candle. Go to the Elevator at (6) and press button C to level four to get the Battery (1). When you have the Battery, return to level three and go to (7a) to get teleported to (7b). Inspect for hidden items (8) and use the Battery. Press buttons D, E, G, C to get the Pocketwatch. Take the teleport at (9a) to (9b). At the Blue Wall (10), use the Blue Candle. Take the stairs down to level four.

### Level Four

The Den of Thieves: If you haven't already done so, inspect for hidden items at (1) to get the Battery. Swim to level J of the pool at (2) to get the Skeleton Key. Return to the elevator and press B to return to level three.

The Jigsaw Bank: At (3) search the disk. Go to (4) and press disk B. Go to (5) and search the disk. Return to (4) and press disk A. At (6) press disk C. Go to (7) and search the disk. Return to (6) and press disk A. At (8) press disk A. Go to (9) and search the disk. Return to (8) and press disk B. At (10) press disk A. Go to (11) and search the disk. Return to (10) and press disk B. At (12) press disk A. Go to (13) and search the disk. Return to (12) and press disk B. At (14) press disk D. Go to (15) and search the disk. Return to (14) and press disk A. At (16) use the Gold Key. At (17) search, kill the Gold Statues, and enter the tunnel to (18).

In the Hall of Mirrors go 4N, 2W, 6S, 4E, 2N, 1E, 2N, 1W, 1N, 2E, then south to the corner at (A). At (19) say *Ujnf*. Use the Skeleton Key at (20). At (21) use the Pocketwatch to meet the Loon. Question him and buy the Lark in a Cage from him. Leave and you will be teleported to the castle. Re-enter the maze and go to (12) on level one. Enter the portal, which goes to (22) on level four. Use the Petrified Demon at (23). At (24) search and kill the Copper Demon to get the Jack of Spades Card. Return to the Castle to get the Petrified Demon uncursed. On level one go to (10), use the Bag of Tokens, and enter portal. At (11) on level two, press button D to (1) on level five.

### Level Five

Manfettie's: At (2) buy tickets from Big Max, then give them back to him (he will give you the stubs to keep). Take the slide at (3) to (A) on level six.

When you need it, (4) is a pool that Heals, Cures, and Resurrects.

### **Level Six**

Go to (1) and inspect for hidden items to get the Ice Key. Enter the small room at (2). This negates all spells you have running at the time. Leave this room and wait for Evil Eyes. (You may have to walk around the room.) Each time you pay him 4,000 gold he will tell you about the Card Lords. Steal from him until you get the Gold Medallion.

Go to the pool at (3) and dive to level N to fight a battle and get the Queen of Hearts Card. Go to (4) and use the Medallion and talk to Og. The Jolly Mannequin is the Ice Ferry. At (5) press G, D, A, F, E, B, C. Pay the 5,000 gold, and you will slide to (6). Use the Ice Key to fall to (7). After the battle you will get the King of Diamonds Card. At (8) you can buy the Demon-Out Potion. Take the stairs to level seven.

### **Level Seven**

Temple of the Tri-Axial Gate: Go to the pool at (1) and dive to level P to get the Staff of Water. You will need the Lark in the Cage to pass the door at (2). At (3) answer Mjgf to get the Staff of Air. You need the Munke Wand to pass the door at (4). At (5), after the battle, get the Staff of Earth. After the battle at (6) get the Lightning Rod which is needed to get into the door at (7). Go to (8) and after the battle get the Staff of Fire. (X, Y, and Z lead to Hell, level 777, which is a good place for strong characters to amass lots of experience; teleports marked (C) let you shoot right back to the Castle.)

### **The Rites and the Lords**

You must complete all four Rites without returning to the castle or leaving levels 7 or 8. Do so in the following order:

#### **The Lord of Spades: Level Seven**

At (9) ask the Lord of Spades of Obuvsf, Ljohepn, and Ujnf. Give him the Jack Of Spades Card. Go to (10) and use the Orb of Llylgamyn. Enter the Portal to level eight.

#### **The Red Rite: Level Eight**

Go to (1) and fight your clones. Then go to (2) and use the Staff of Earth. Light candles D, I, A. Answer the question with Obuvsf. Return to the portal and enter it. You will arrive at (A).

#### **The Lord of Hearts: Level Seven**

At (11) ask the Lord of Hearts the three questions and give him the Queen of Hearts Card. Go to (12)

and use the Orb. Enter the Portal to level eight.

#### **The Blue Rite: Level Eight**

Go to (3) and fight your clones then go to (4) use the Staff of Water. Light candles E, H, B. Answer Hspxui. Return to the portal and arrive at (B).

#### **The Lord of Diamonds: Level Seven**

At (13) ask the Lord of Diamonds the three questions and give him the King of Diamonds Card. Go to (14) and use the Orb. Enter the portal to level eight.

#### **The Yellow Rite: Level Eight**

Go to (5) and fight the clones of your party to get to the Ace of Clubs Card. Go to (6) and use the Staff of Fire. Light candles F, G, C. Answer Dibohf. Return to the portal and arrive at (C).

#### **The Lord of Clubs: Level Seven**

Go to (15) and ask the Lord of Clubs the three questions. Give him the Ace of Clubs Card. Go to (16) and use the Orb. Enter the portal to level eight.

#### **The White Rite: Level Eight**

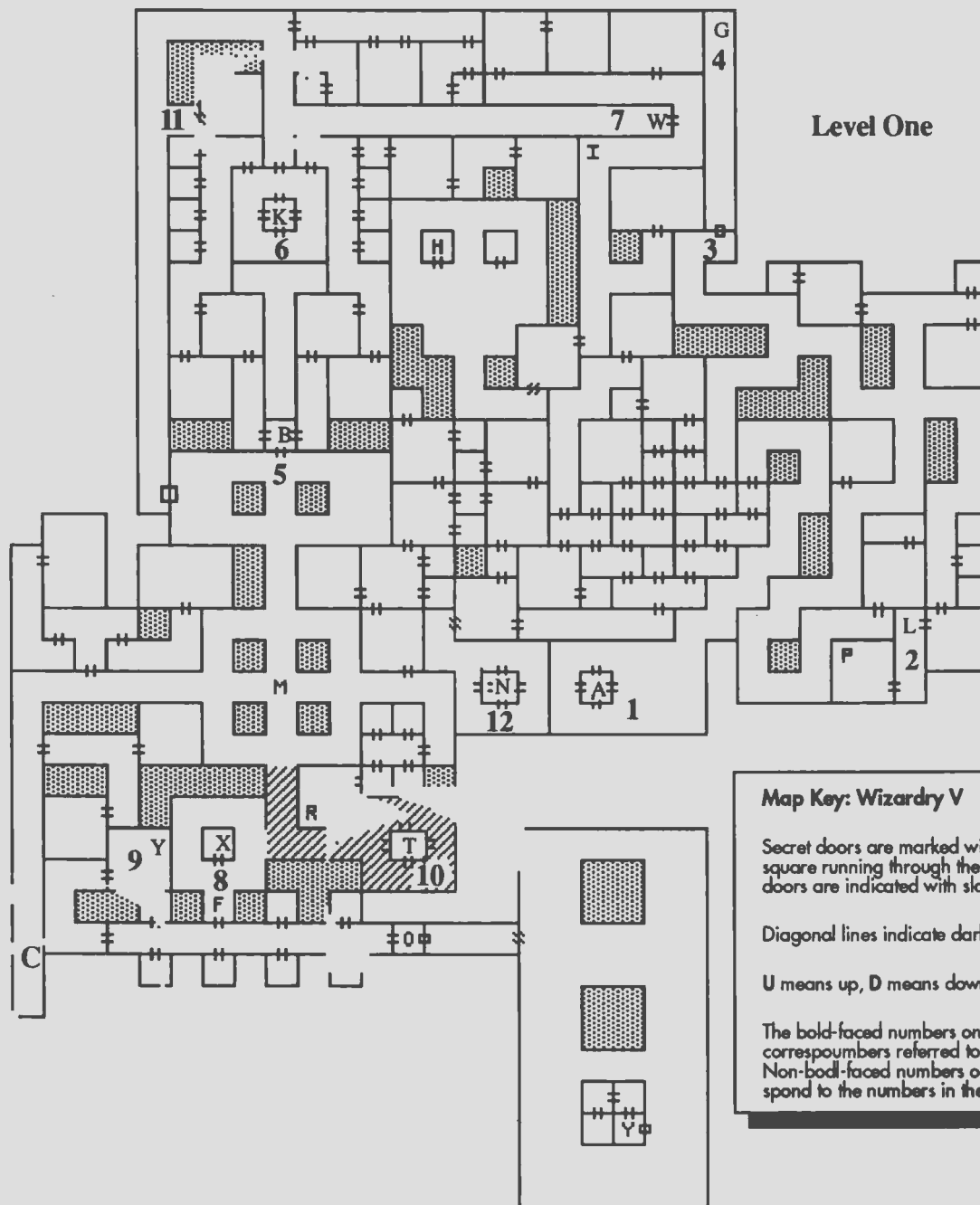
Go to (7) and fight your clones. Then go to (8) and use the Staff of Air. Light all of the candles. Answer Nbo. Do *not* re-enter the portal to (D), but continue to the next section.

#### **The Heart of the Maelstrom**

*Save the game before continuing.*

Enter the Heart of the Maelstrom at (9). The Gatekeeper will be sent to the Abyss, and Sorn will attack you. Have a Mage cast a SOCORDI spell (or have a Priest cast BAMORDI) to recall the Gatekeeper. (Without him you can't win.) When you have killed Sorn, the Gatekeeper will reward you and give you the Heart of Abriel. Give the Heart to your best Mage and cast a MALOR spell to the Castle (0N, 0E, 7U). If you have not learned the MALOR spell, take a portal to level seven. Then go to the room at (15) and fall into level 777. Move 1N, 2E, 4N, 4E, 3N, and 1E to the stairs to the castle. Either way you will be at the castle. Here you will get the final reward for finishing the game. When asked, have ABRIEL scribed into your Mage's spellbook.

## Level One



### Map Key: Wizardry V

Secret doors are marked with a hollow square running through the wall. Most locked doors are indicated with slanted lines.

Diagonal lines indicate dark areas.

U means up, D means down.

The bold-faced numbers on the maps correspond to numbers referred to in the solution. Non-bold-faced numbers on maps correspond to the numbers in the map keys.

### Level One

A: The Rose Altar (Orb of Uylgamyn)

B: Entrance to Temple

C: Stairs up to the Castle

D: Stairs down to Level Two

F: Conveyor Belt Door

G: Laughing Kettle

H: Where Death Reigns Under Moonlit Sky...

I: Ironnose is nearby (Brass Key)

K: Head Priest G'bli Gedook

L: Junk Room (Silver Key)

M: Message

N: Teleport to spot near entrance to Den of Thieves (level four)

O: Shaft to Level Two

P: Pit(s)

R: Where you end up if you take the rope up from level two

S: Silver Door

T: Transporter Room (Use Tokens)

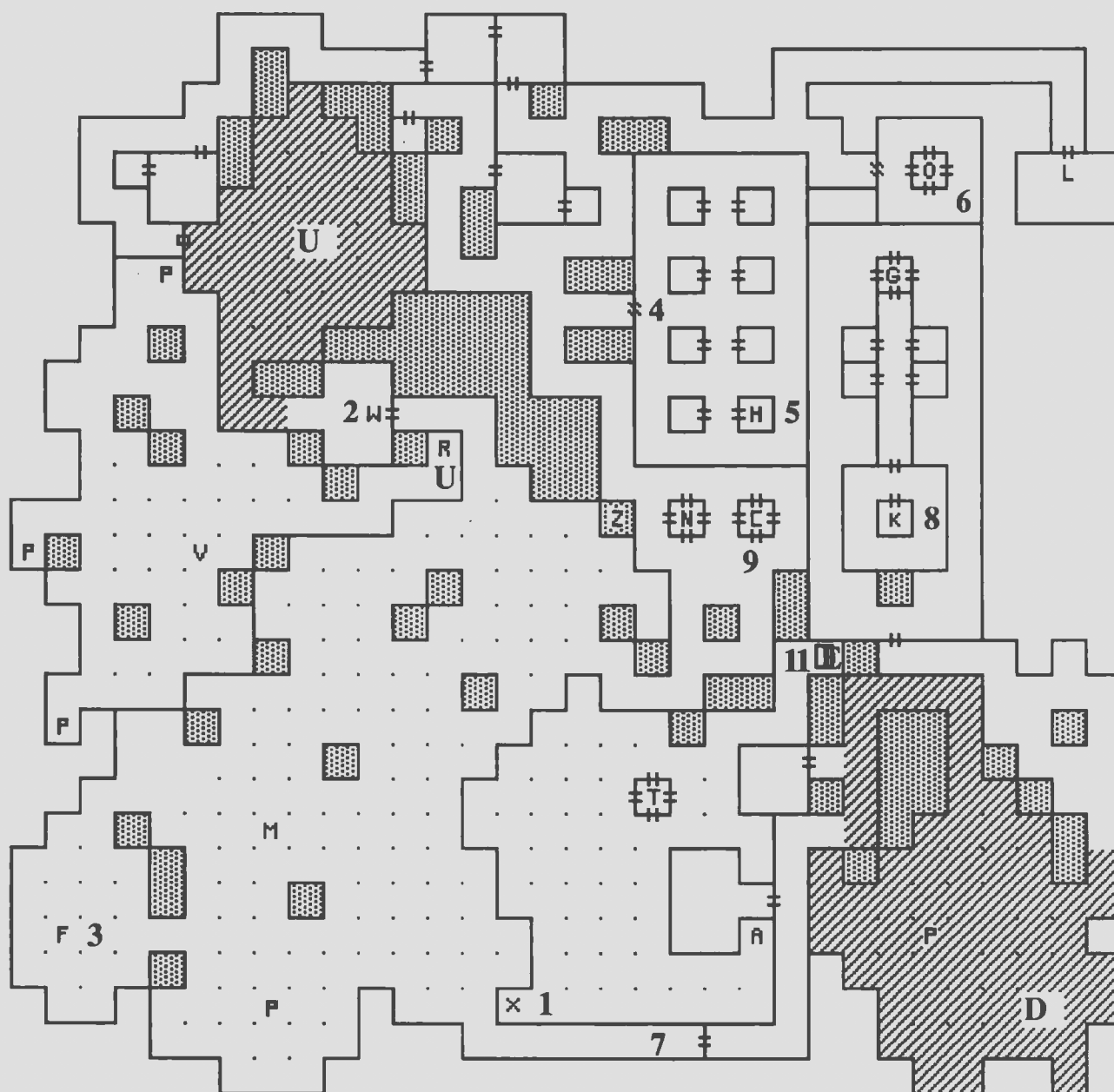
V: Undead (Tokens)

W: Werewolf Riddle (Answer Vampire)

X: Motor Room (Use Brass Key)

Y: Shaft to Level Six, Tokens

## Level Two



### Level Two

**A:** Message — Please Don't Feed the Hurtle Beast

**C:** Spirits Guarding Chest (use Spirit-away potion)

**D:** Stairs down to Level Three

**E:** Elevator down (Levels Two through Five)

**F:** Foul Smelling Pool

A: poisons

B: damages

C: paralyzes

D: damages

E: magic charge

F: encounter

**G:** Guardian (Normal Fight)

**H:** Hacksaw

**K:** Rudolf's Spirit Emporium (Make Spirit-away Potion)

**L:** Dragon's Flagon

**M:** Message

**N:** Find the Tomb to Find the Loon

**O:** Health Spa (Heals Characters, then puts them to sleep)

**P:** Pit (s)

**R:** Rope back up to Level One (Near Conveyor)

**T:** Portal up to Level One Transporter Room

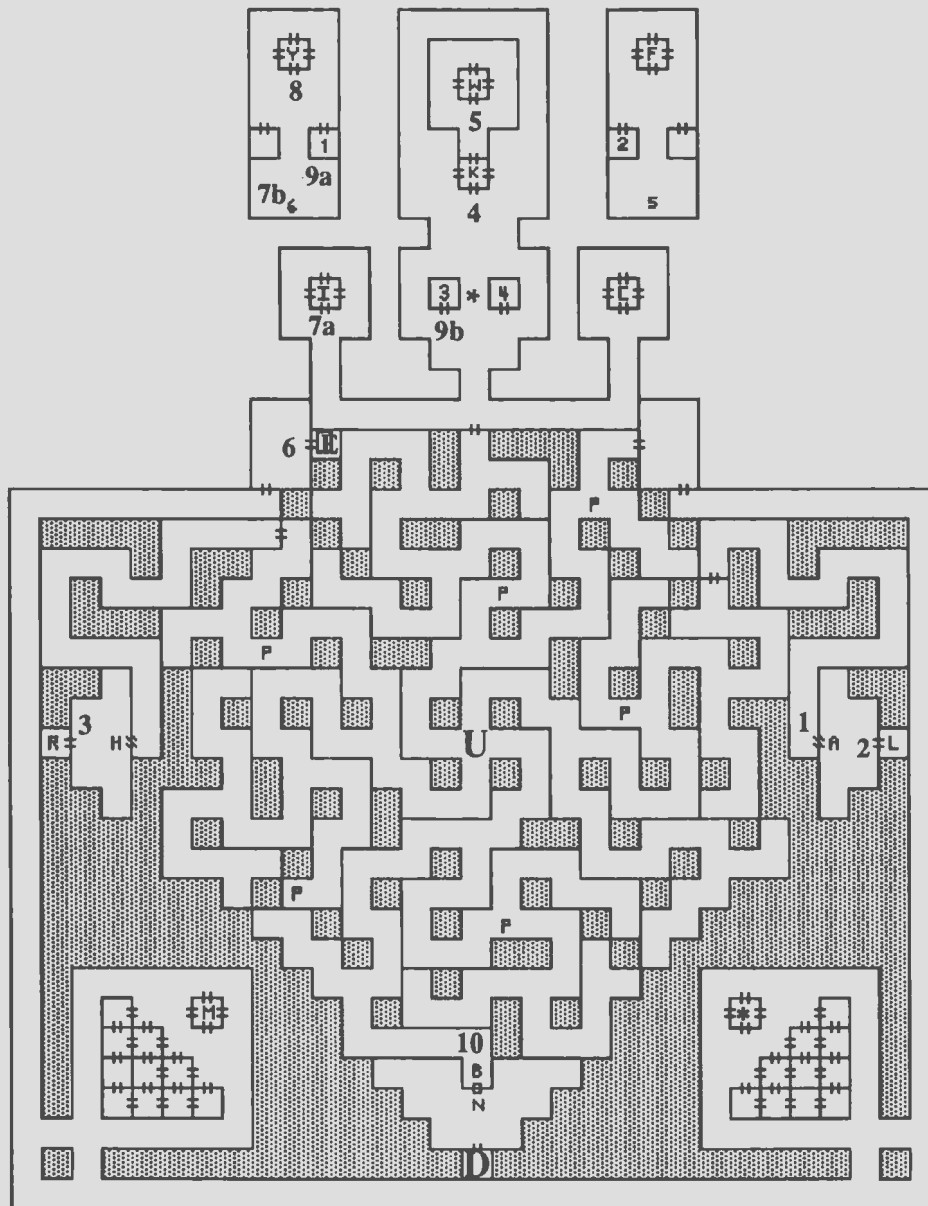
**U:** Stairs up to Level One near Silver Door

**V:** Bottom of shaft near conveyor

**W:** Ruby Warlock (use Rum)

**X:** Chest (Rum)

## Level Three



### Level Three

A: The Ephemeral: Yellow Room

B: Blue wall (use Blue Candle)

C: Teleport to 4N,18E

D: Stairs down to level four

E: Elevator (levels two-five)

F: Lightning Bolt

H: The Physical: Red Room

I: Teleport to 6 (4N,6E)

K: Lord Hienmighty (fight him, don't give him the scepter)

L: Gold Pool (magic charge, Gold Key on bottom level)

Level

A: lose gold

B: lose gold, magic charge

C: lose gold, magic charge

D: lose gold, magic charge

E: lose gold, magic charge

F: lose gold, magic charge

G: lose/find gold, see/find gold

key

M: Moser's Mystic Moat

Level (random distribution of good/bad effects)

A: heals/damages

B: sleeps/stones

C: magic charge/drain

D: younger/older

E: gain/lose I.Q.

N: The Spiritual: Blue Room

P: Pit

R: Blood Pool

A: causes damage

B: causes damage

C: causes damage

D: causes damage, poisons

E: causes damage

F: cures poison

G: gain HP, lose vitality

H: encounter for Petrified

Demon

U: Stairs up to Level Two

W: Wind King (fight to receive Blue Candle)

Y: Ye Timeless Room (use battery, gold, quartz, brass, glass)

\*: Gas Trap

1: Teleport to 3 (1N,11E)

2: Teleport to 4 (1N,13E)

3: Landing point for 1

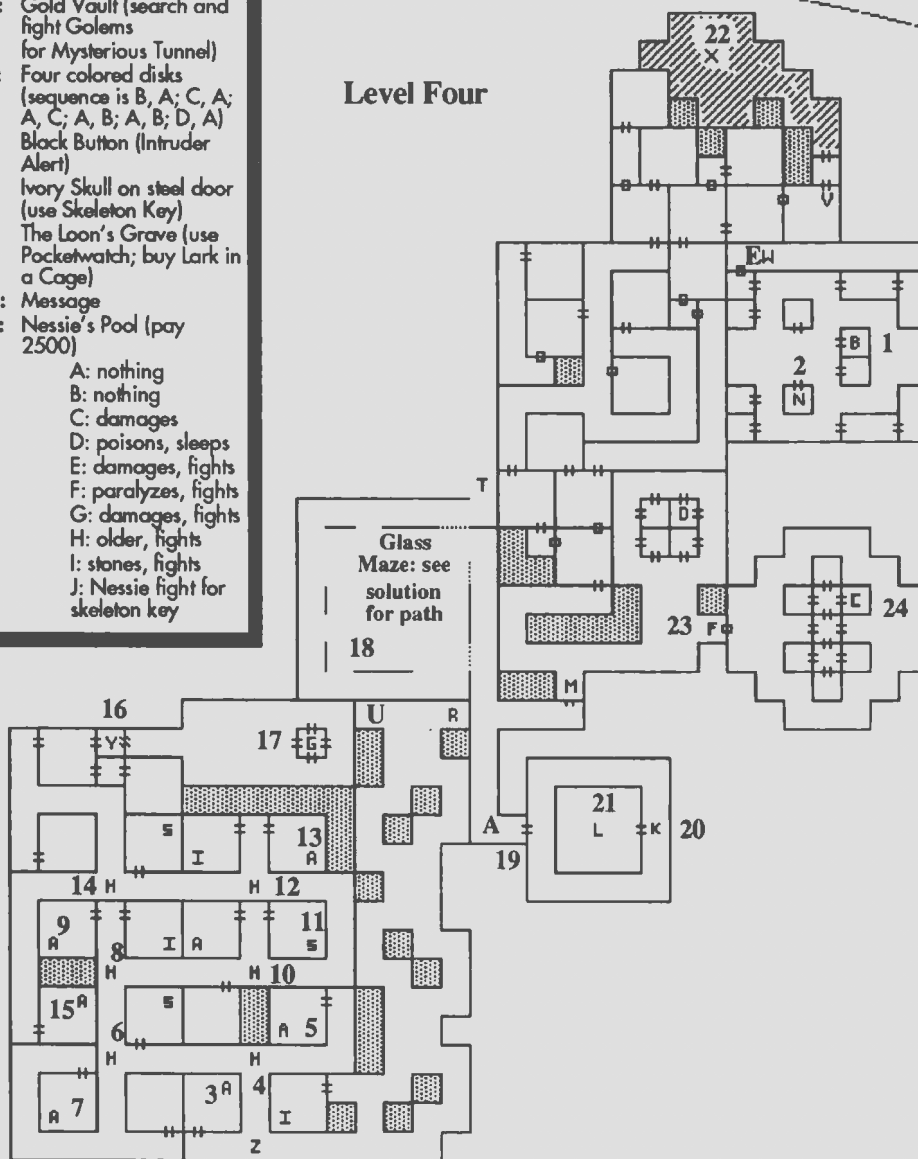
4: Landing point for 2

5: Death Curtains (black room)

6: White Curtains (white room)

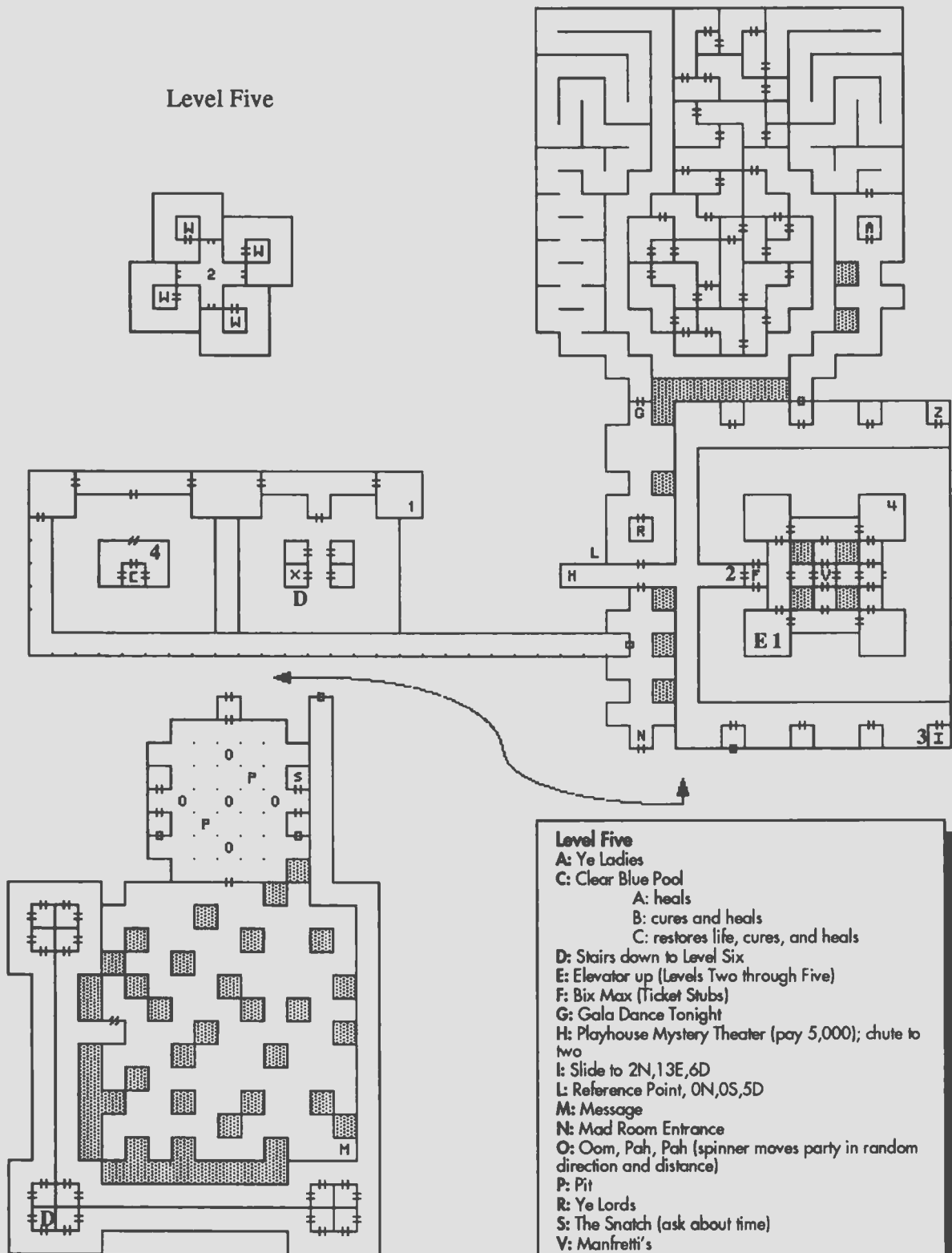
- A: Black Button (Activates Access Gate)
- B: Search to find Battery
- C: Copper Demon (fight to receive Jack of Spades)
- D: Trap Door to (2N, 13E, 5D)
- E: Elevator to Levels Two through Five
- F: Ugly demon face (use Petrified Demon)
- G: Gold Vault (search and fight Golems for Mysterious Tunnel)
- H: Four colored disks (sequence is B, A; C, A; A, C; A, B; A, B; D, A)
- I: Black Button (Intruder Alert)
- K: Ivory Skull on steel door (use Skeleton Key)
- L: The Loon's Grave (use Pocketwatch; buy Lark in a Cage)
- M: Message
- N: Nessie's Pool (pay 2500)

A: nothing  
B: nothing  
C: damages  
D: poisons, sleeps  
E: damages, fights  
F: paralyzes, fights  
G: damages, fights  
H: older, fights  
I: stones, fights  
J: Nessie fight for skeleton key



- O:** End of Mysterious Tunnel
- P:** Pit
- R:** This way to Loon's (Detour) Hallway closed for repairs. Use Secret Tunnel.
- S:** Safety Deposit Boxes
- T:** Teleport back to O (end of Mysterious Tunnel)
- U:** Stairs Up to Level Three
- V:** Thieves Den
- W:** Long Hallway
- X:** Portal back up to Level One
- Y:** Ye Gold Vault (use gold key)
- Z:** The Jigsaw Bank and Trust

## Level Five



### Level Five

A: Ye Ladies

C: Clear Blue Pool

A: heals

B: cures and heals

C: restores life, cures, and heals

D: Stairs down to Level Six

E: Elevator up (Levels Two through Five)

F: Bix Max (Ticket Stubs)

G: Gala Dance Tonight

H: Playhouse Mystery Theater (pay 5,000); chute to two

I: Slide to 2N,13E,6D

L: Reference Point, 0N,0S,5D

M: Message

N: Mad Room Entrance

O: Oom, Pah, Pah (spinner moves party in random direction and distance)

P: Pit

R: Ye Lords

S: The Snatch (ask about time)

V: Manfredi's

W: Button on Wall

(first search: no, then S) search for hidden: yes; chute to level one)

X: Rope down to Level Six

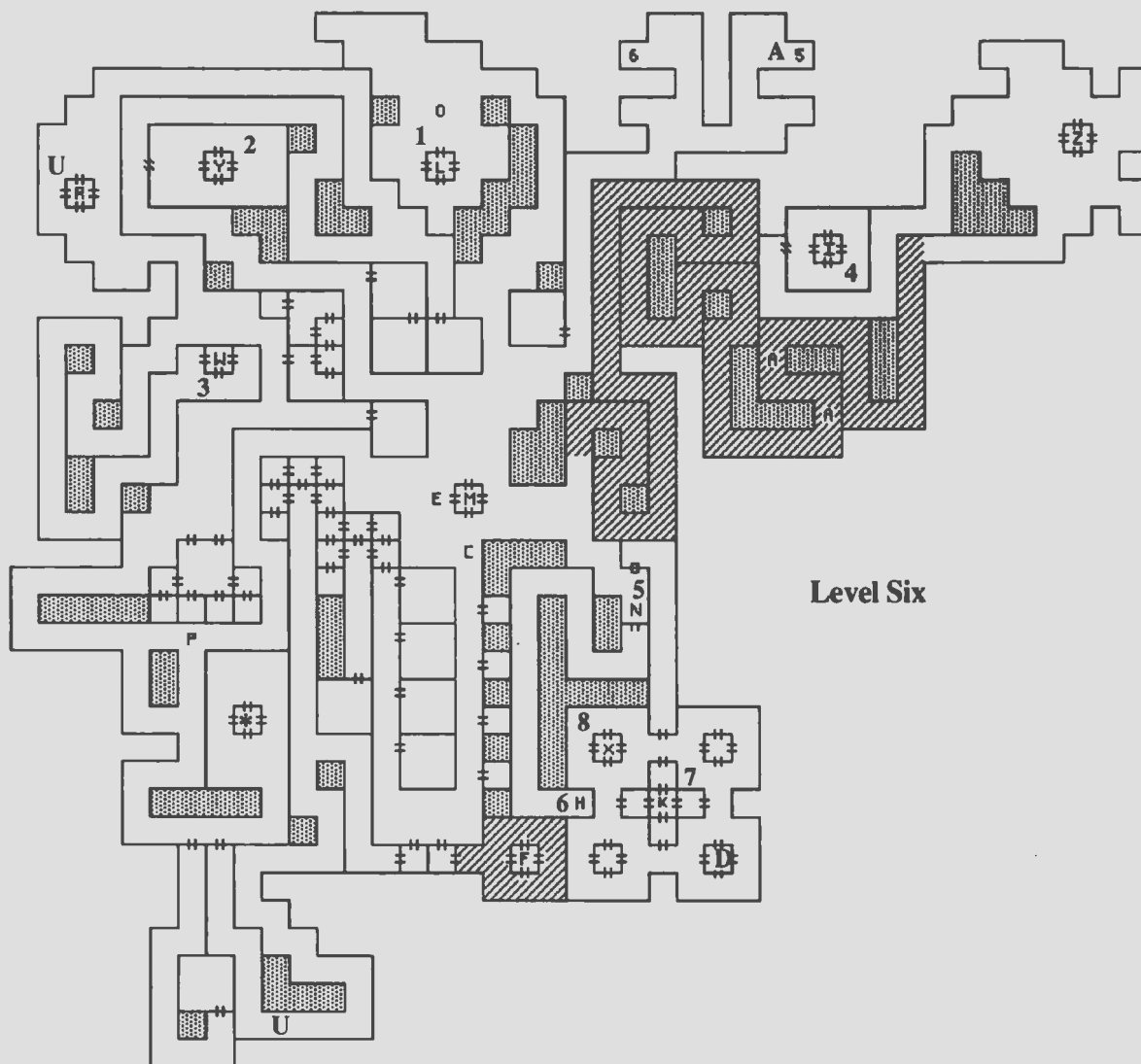
Z: End of slide from Level Six

1: chute from Button on Wall in Theater

2: Pit, destination from chute to Theater

4: Destination from trap door on Level Four





Level Six

### Level Six

A: Quicksand (stones party members, float over it to avoid stoning)

C: Ice Slide

D: Stairs down to Level Seven

E: Quickest Major point (OE, 14S, 6D) to Level Six from Levels One through Five

F: End of chute from Level One

H: End of Ice Ferry ride, use ice key in hole for chute to Ice King

I: Og (use Medallion)

K: Ice Kings castle (accessible by Ice Key chute; King of Diamonds)

L: Ice Sarcophagus (Ice Key)

M: Message

N: Ice Ferry

P: Pit (s)

R: Rope up to Level Five

U: Stairs up to Level Five

W: Dark Well

A: lose gold

B: lose gold

C: heals

D: encounter

E: loses gold

F: magic drain

G: encounter

H: nothing

I: gains/loses HP

J: nothing

K: encounter

L: ages, stones, encounter

M: kills

N: encounter (receive another Queen of Hearts)

X: Potion-a-Matic (Demon-Out)

Y: Enter and exit then Evil Eyes will tell about Lords

Z: Bog

A: nothing

B: encounter

C: poisons

D: damages

E: nothing

F: nothing

G: stones

H: encounter

I: nothing

J: gains HP, kills

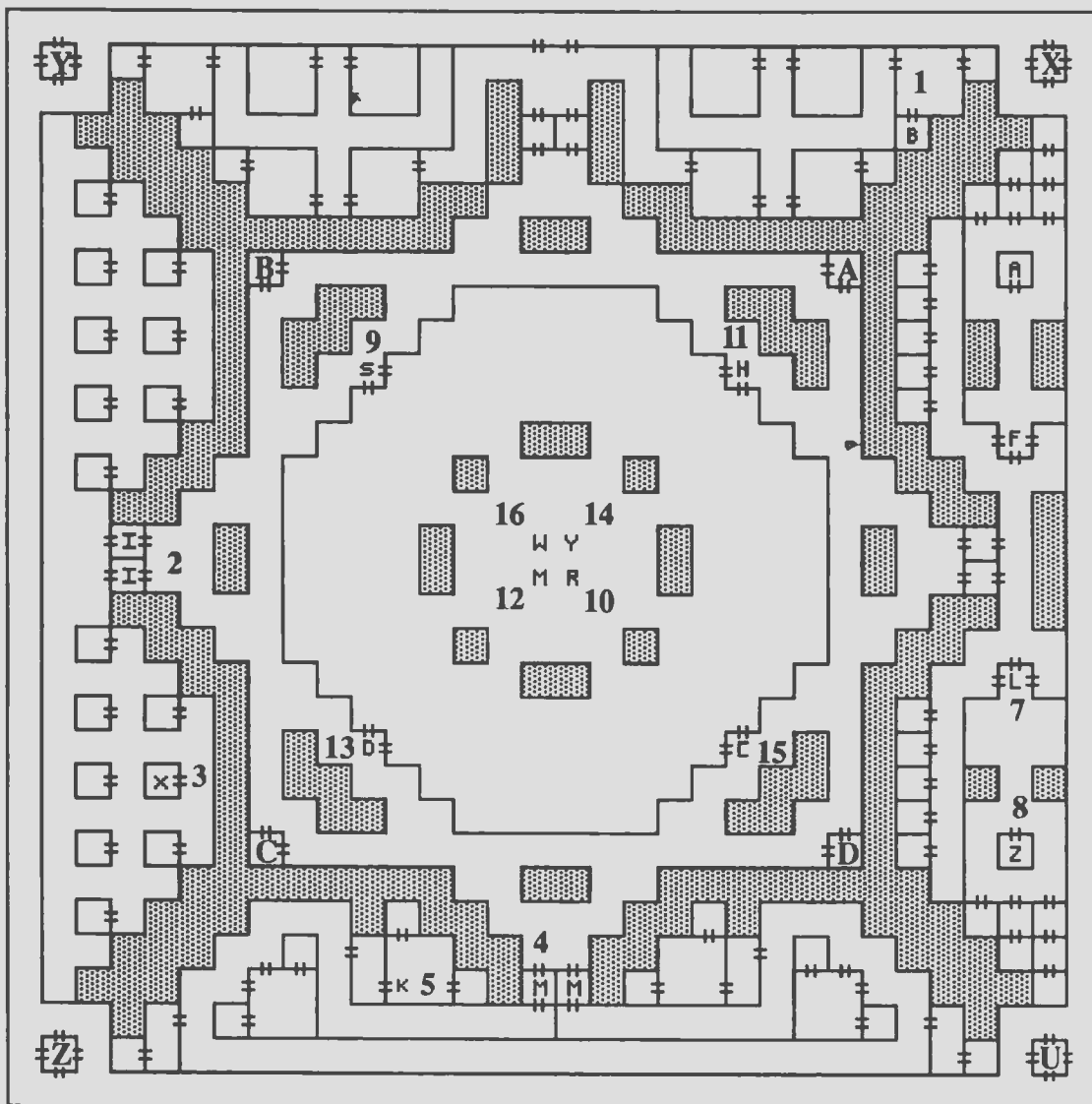
K: magic drain, finds gold

L: gains agility, older, encounter

\*: Gas Trap

5: Slide to 1SE, 6N, 5D

6: Slide from Level Five



## Level Seven

### Level Seven

A: Fire King (fight to get Lightning Rod)

B: Deep Blue Pool

A: heals

B: heals/damages

C: heals/damages

D: nothing

E: encounter

F: nothing

G: nothing

H: finds/loses gold

I: younger/older

J: nothing

K: heals all damage

L: cures

M: lose vitality

N: lose/gain HP

O: nothing

P: encounter (receive Staff of Water upon winning)

C: Lord of Clubs

D: Lord of Diamonds

F: Firestorm (damages the party)

H: Lord of Hearts

I: Wind drives the party back (hold Lark in Cage to pass)

K: King Kong encounter (receive Staff of Earth)

L: Lightning Bolt strikes (hold Lightning Rod to escape it)

M: Cool Blue Flame

R: Hot Red Flame

S: Lord of Spades (give Jack of Spades)

U: Stairs up to Level Six

W: Cold White Flame

X: Speckled Bird (answer *migf* for Staff of Air)

Y: Warm Yellow Flame

Z: Zana Fire Queen (receive Staff of Fire upon winning fight)

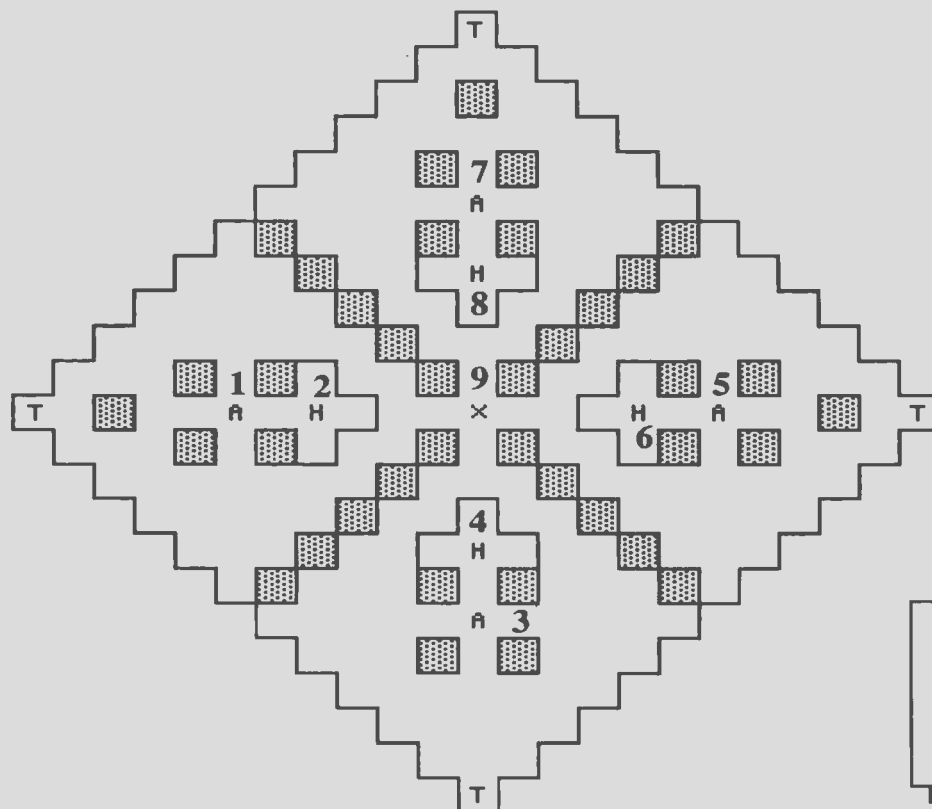
1: NE Shaft to SE corner of hell

2: NW Shaft to NE corner of hell

3: SW Shaft to SW corner of hell

\*: Gas Trap

## Level Eight



### Level Eight

A: Fight your clones

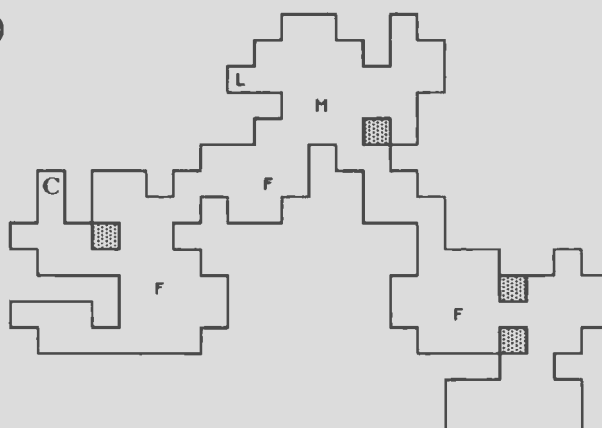
H: Colored spheres

T: Portal back to Level Seven

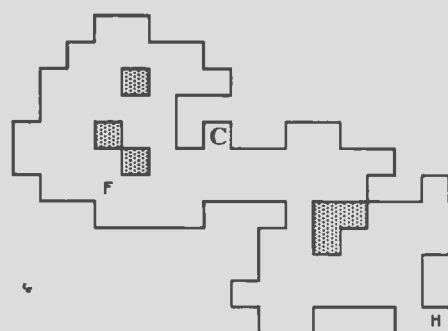
X: Nexus (Sorn and Guardian)

## Level 777: Hell (Accessed from Level Eight)

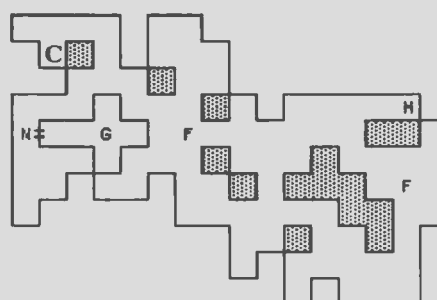
Northeast Corner  
from Northwest Shaft



Southwest Corner  
from Southwest Shaft



Southeast Corner  
from Northeast Shaft



### Level 777: Hell

C: Teleports party back to castle

F: Fire Pit

H: Welcome to Hell (end of appropriate shaft)

L: End of NW shaft from Level Seven

M: Message on floor

N: Ghost's Nest entrance

# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)