

Wizardry V: Heart of the Maelstrom Coordinate Guide

by thunderstruck9

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Wizardry 5 Guide

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Any questions or comments? Send 'em here - thunderstruck9@hotmail.com

Needless to say, I get alot of crap in that box. So to not get ignored be sure to mention Wizardry in the subject.

I'll start off by thanking you for looking at my guide. You can probably see right off that I am NOT a writer. This is all the property of me Marty Garrett. If want to use, just ask. I'll probably allow it.

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01. Version History

11/23/2004 - Guide originally posted on Gamefaqs.

11/27/2004 - Few minor additions, guide now allowed on Neoseeker.

04/11/2005 - Started the buyers guide and the bestiary. New note for the 4th floor added. Added a trap list and the class requirements. Also added an index.

01/13/2006 - Added a few new coordinates, buyers guide completed, bestiary finished. If you find a monster not listed let me know.

10/25/2006 - Added a few new coordinates (Thanks go out to Andrew Whitworth who found them) Also fixed a few typos. Added a note on ninjas.

02. Walkthrough/Coordinate Guide

Ok, I'll assume your starting a new game so...

If Boltac doesn't have a fire sword and other good items. Then delete every character and reset game data.

Save VERY often!! Maybe even after every battle. If you find yourself getting thumped then level up a level or two.

Start Team, I took the premade party which is below. Except the thief, I made a new evil thief and rerolled his stats until I got a good bonus. 19 in this case. You may want to make all your characters you want to upgrade later so you can give them a boost in lower key stats. You may also want to make a couple of extra characters to hold extra key items when you don't need them any more I only made one myself, I called him Mule. Heh... I highly recommend taking a wizard with you. Otherwise identifying treasures is going to be expensive. I'd like to mention that Ninjas have the ability to Insta-kill. They can kill without hitting for enough damage to normally kill a monster.

Fairly rare but cool none the less.

Fighter
Fighter
Cleric>Lord
Mage>Samurai
Thief>Ninja
Wizard

Now for the Maze...

Stick close to the stairs and gain the experience for a level before doing any exploring. Do not spend money on the inn, sleep in the stables with magic users to restore magic. Use magic to restore hit points. Buy a few equips with the money you earn while gaining that level.

After gaining a level with everyone I bought 2 Heater shields for my fighters, a Target shield for my thief and a Super Basher for my Wizard.

What say we go for the Orb now? Enter the maze and run Straight ahead until you hit a wall, turn right and run straight through the four way. When you see a door on the left enter it. Go in the door you see. Step to the right go strait ahead and through this door. Step up,turn right and enter this door. Go through this room and turn right. Go through the door you see. Go through the room and enter the door you see. Go up the hall, enter the door. Step to the right, enter the door. Step to the right, enter the door. Repeat. Go straight and your in another hall, follow it. Try to pick the door or cast Desto on it. If you cannot get in it at this time, gain a level and try it again. A good place to level is to walk back the hallway until you reach the door. Spin in place right there, you can meet skeletons and even better phantoms there. 271 Exp from phantoms. Save after every fight and reset if the phantom paralyzes you. I bought a leather glove for my thief while gaining another level to open this door. Once in you'll find a small room, when you search you'll find the orb.

Now I highly suggest you start saving money. I'm going back to where I fought the phantoms and skeletons and am going to fight until I have a combined 25000, so I can buy the Solemn Talisman shortly. You can use it for an unlimited amount of dumapics, very handy. You may want to gain money by fighting the Werebat at the riddle door on the first floor. During this time I also will buy everyone decent equips. I'll check back in after I get the money. I'll let you know my levels and whatnot also.

Yeesh, that took a while. But I hope you did it. Because I'm going to start using alot of map location coordinates instead of walking you every step.

Ok, current levels and equips. None of my characters have the stats to promote to their future classes.

Zeus-Fighter Lv.10

Hand Axe
Heater Shield
Leather Sallet
Leather Gloves
Chain Mail

Marty-Fighter Lv.10

Hand Axe
Heater Shield

Leather Sallet
Leather Gloves
Chain Mail

Paul-Cleric Lv.10

Mace
Leather Armor
Leather Sallet
Leather Gloves

Edge-Thief Lv.10

Thieves Bow
Leather Armor
Target Shield
Leather Gloves

Red-Wizard Lv.10

Super Basher
Leather Armor
Leather Sallet
Leather Gloves

Hina-Mage Lv.10

Dagger
Robes

Head to the four way, where the markings are on the first floor. Turn left, go and enter the door. Enter either door here. Follow the hall, enter the large room. Enter other door in here. Turn right if you went left, left if you went right. Go all the way up the hallway ignoring the doors until the one at the end. Enter the small room in here to meet G'bli Gedook. Talk to him until he starts repeating himself and then buy the ?Figurine from him. Identify it to have the Solemn Talisman. Yay! Ok, time to explore. I like to map out floors as I go. I usually have the levels for the next floor after fully exploring the floor above it. For now on I will point out places to go on each floor, things of interest, and ways past sticky situations. You might want to keep Litofeit cast as much as possible, because I'm not listing locations of damaging pits. Some things listed will have to be searched or went diving for.

1st Floor

East 0, North 0 - Stairway to town
East 0, South 1 - Sign on the wall
East 8, North 9 - Marks on floor
East 18, North 9 - This is where you found the Orb
East 22, North 23 - Secret Door, facing north (leads to the Laughing Kettle)
East 22, North 30 - Laughing Kettle (Surprised?)
East 27, North 14 - Silver Key
East 4, North 15 - Secret Door facing East
East 5, North 27 - Silver Door (Must use Silver key to open)
East 7, North 28 - Stairway to second floor
East 20, North 27 - Riddle Door (Answer: Vampire)
East 21, North 27 - In the general area past the riddle door you can meet Ironose. Buy the Bronze key from him. After talking to Ironose about the orb you can talk to G'bli again for some

more info.

- East 15, North 23 - Encounter with a living rock (Can be a tough fight with a golem)
- East 13, North 23 - Clue room
- East 12, North 4 - Transport room (Requires Bag of Tokens) Takes you to the second floor.
- East 6, North 4 - Motor room (Requires Bronze Key)
To stop the motor (D,B,C,A)
- East 12, North 1 - A shaft (You will fall to the second floor)
If floating you can find a secret door here.
- East 20, South 6 - Secret door to the west. (Found by Andrew Whitworth)
- East 18, South 6 - Chute to East 3, South 27 of level 6 (one-way) (Found by Andrew Whitworth)
- East 4, North 4 - Purse (Bag of Tokens) After this you no longer need the bronze key.
- East 9, North 5 - Rope to the second floor
- East 15, North 9 - Shimmering Portal (Takes you to East 6, North 3 of the 4th floor. Leads to the Den of Thieves.

The rest of these are not accessible for a long while.

- West 105, South 102 - Landing spot of Warp panel on level 777
- West 105, South 107 - Secret door to the North
- West 105, South 106 - Encounter an Arch Fiend & friends (Can get Great Items!)
- West 105, South 105 - Encounter LaLa Moo-Moo (Can get Great Items!)

2nd Floor

- East 1, South 8 - A glimmering portal (takes you to the first floor)
- East 1, South 9 - General Area (You'll encounter the Hurkle Beast here.)
- West 3, South 14 - Bottle of Soda
- East 4, South 12 - Sign on the wall
- East 7, South 4 - Elevator to levels 2-5
- West 5, North 2 - Rope to the first floor
- West 9, North 8 - Stairway to the first floor
- West 7, North 3 - Ruby Warlock (Will let you by if you give him the bottle of soda) After you give him the soda he will always let you pass if you talk to him and say you have gifts for him. He remembers you then. Or I guess you could kill him...)
- East 2, North 0 - Clue Room
- East 4, North 0 - Jeweled Scepter (Use the Ghost-away potion)
- East 4, North 3 - Hacksaw
- West 13, North 8 - Secret door facing East
- East 9, North 10 - Bubba's Pool (Nothing good in here)
- East 8, North 10 - General area (You can meet the Duck of Sparks in this room.)
If you give him a rubber duck He will give you the Munke Wand in return. You NEED the wand.
- East 13, North 10 - Ye Dragon's Flagon (You can meet various dwarven warrior type npc's in this room.) Such as Renegade Rob.
- West 10, South 9 - Carvings on the floor
- West 16, South 10 - Foul Pool (nothing but battles in it)
- East 2, South 15 - Chained door (Use hacksaw)
- East 8, North 7 - Encounter with The Guardian
- East 8, North 0 - Potion making stand (a,c,f makes potion of ghost-away)
- East 12, South 14 - Stairway to third floor

3rd Floor

- East 12 South 14 - Stairway to second floor

East 20, South 13 - General area, Meet the Mad Stomper. I believe you can meet him anywhere in this twisty area (buy the strange item from him for the Rubber Duck. Equipped Characters can swim to any depth without drowning. You can give it to the Duck of Sparks for an item. You'll then need to find the Mad Stomper to buy another one.)

East 12, South 25 - Blue wall (Use Blue Candle)

East 21, South 23 - Gastrap

East 3, South 23 - Moser's Mystic Moat (Nothing good here)

East 7, South 4 - Elevator to levels 2-5

East 26, South 14 - Gold Key

West 2, South 14 - Petrified Demon item (Battle with Makari)

East 12, North 1 - Gastrap

East 7, North 1 - Warps you to East 6, North 4

East 6, North 9 - Pocketwatch (Search for Items then use Batteries here. C,D,E,G is the combo)

East 7, North 6 - Warps you to East 11, North 1

East 17, North 1 - Warps you to East 18, North 4

East 18, North 9 - Lightning Bolt (Ouch!)

East 17, North 6 - Warps you to East 13, North 1

East 12, North 5 - Meet Lord Hienmity (Do NOT trade staffs with him. Equip someone with the Jeweled Scepter and then use it on the door behind Lord Hienmity. When you finish talking to LH you will be bumped outside, but you can reenter without meeting him. You can also kill him.)

East 12, North 8 - Encounter Dejin Wind King (Win the Blue Candle), There are also marks on the floor.

East 12, South 28 - Stairway to fourth floor

4th Floor

You can meet various thief npc's anywhere on this floor.

West 6, South 20 - Stairway to third floor

West 4, South 20 - Sign on wall

East 7, South 4 - Elevator to levels 2-5

East 11, South 7 - Battery

East 9, South 9 - Skeleton Key (encounter Nessie)

West 9, South 34 - Alarm switch

West 11, South 33 - Access Gate switch

West 10, South 32 - Access Gate

West 13, South 30 - Safe deposit box (Iron Gloves)

West 9, South 31 - Access Gate switch

West 15, South 32 - Access Gate

West 17, South 34 - Access Gate switch

West 15, South 20 - Access Gate

West 13, South 28 - Alarm switch

West 17, South 28 - Access Gate switch

West 10, South 29 - Access Gate

West 8, South 28 - Safe deposit box (Crested shield *cursed*)

West 12, South 28 - Access Gate switch

West 10, South 26 - Access Gate

West 13, South 24 - Safe deposit box (Ring of Frozz)

West 12, South 25 - Alarm switch

West 8, South 25 - Access Gate switch

West 15, South 26 - Access Gate

West 16, South 30 - Access Gate switch

West 15, South 21 - Gold door (use gold key)

West 8, South 21 - Mysterious Tunnel to the Hall of Mirrors (Encounter 2 Gold Statues) To get through the Hall of Mirrors from where you

start, go 1 south, 2 east, 1 north, 1 east, 2 north, 1 west, 1 north, 2 east, and head south. Your out!!

- West 1, South 24 - Riddle door (time)
- East 4, South 24 - Skull door (use the skeleton key)
- East 2, South 24 - Loons headstone, Lark in a cage (use the pocketwatch) Talk to the Loon, I hope you have 20000 GP. Pool it with one person and buy the Bird in a cage for 10000 GP. He also charges you 10000 GP for all his info.
- East 1, South 20 - One way door (Things get dangerous here)
- East 1, South 19 - Symbols on wall
- East 6, South 17 - Demon Face on wall (Equip and use Petrified Demon) It is cursed and constantly drains your hit points. Whoever equips it will probably die from it.
- East 11, South 16 - Encounter the Copper Demon and the Sly Woman (Win the Jack of Spades)
- East 4, South 14 - This room cancels magic effects. If you have Litofeit cast step in this room to cancel it, so you can leave this area.
- East 5, South 13 - Trapdoor (This is your way out.)
- East 6, North 3 - Shimmering Portal to 1st floor
- East 10, South 1 - Ye Legendary Den of Thieves
- East 10, South 2 - You can meet various thief type NPC's in this room. Such as Le Dombo

Ok now if you've done everything on the first four floors there are several items you no longer need. Mainly because you can take the elevator to the 5th floor without any problems. At this point you just need the Bag of Tokens, Solemn Talisman, Lark in a Cage, Orb of Llylgamyn, Jack of Spades. I believe that is all you need now other than equips.

5th Floor

You can meet various Royal Lady npc's on this floor.

- East 13, North 2 - Where you land from the trapdoor on the 4th floor.
- East 7, South 4 - Elevator to levels 2-5
- East 10, South 1 - Big signs
- East 7, South 1 - Meet Big Max (Buy his tickets.) Giving him tickets is the only way straight past him. (So don't kill him!)
- East 15, South 8 - Slide to East 13, North 2 on the 6th floor.
- West 1, South 1 - The Playhouse Mystery Theatre (Very dangerous, I highly recommend you stay out.)But....if you do enter. There are 4 directions you can go, they all look nearly identical. Choose a direction, go through the door and enter the next door. Do not search the button when it prompts you. Then search for items. ONE of the four rooms will turn up a wire that will get you out. The rest drops you back where you started, because you have to back out and re-enter and search the button. No good can come from here that I've seen. As I said before,"STAY OUT!!"
- East 2, South 8 - Entrance to the Mad Ballroom. Multiple panels in here spin you all around.
- West 1, South 15 - Secret door to the North.
- East 5, South 15 - Secret door to the North.
- East 5, South 12 - Meet the Snatch (You don't have to give him money or items.) However you'll get a little more out of him if you give money. Any will do, I gave him 10gp.
- East 7, South 28 - Sign on wall
- West 6, South 31 - Ladder to level 6.
- East 6, South 9 - Secret door to the North.
- East 12, North 14 - Meet a Royal Lady npc.

East 9, North 7 - Secret door to the South.
West 20, South 1 - Healing pool
East 1, South 4 - Secret door to the East.

6th floor

East 3, South 27 - Landing spot of 1st floor chute. (Found by Andrew Whitworth)
East 13, North 2 - Where the slide on the 5th floor takes you.
East 7, North 2 - Slide to East 15, North 6 on the 4th floor.
West 8, South 9 - Encounter Lady Neptune (Win Queen of Hearts)
East 0, South 2 - Encounter Horbules and Blank Stare (Win Ice Key)
East 1, South 14 - Markings on floor
East 1, South 17 - Ice Slide
West 6, South 33 - Ladder to 5th floor
West 7, South 22 - Gastrap
East 7, South 18 - Manequinn (Crank, Chain, Cog, Axle, Wheel, Spring, Lever)
West 13, South 3 - Ladder up to new area of 5th floor.
West 10, South 2 - General area (You can meet Evil Eyes in this room.) Steal the ?Locket from him. (Gold Medallion)
West 8, South 2 - This small room cancels spell effects such as Litofeit.
East 23, South 1 - Stagnant Pool (nothing much in it)
East 14, South 5 - Use Gold Medallion and meet the Mighty Yog.
East 5, South 25 - Use Ice Key
East 8, South 25 - Encounter the Robuna Ice King (Win King of Diamonds)
East 6, South 23 - Potion-O-Matic (Can buy potion of Latumofis, Dios, Dialko, Madi, Demon-out, or Youth.
East 10, South 27 - Stairs to level 7

Floor 7

East 14, South 15 - Stairs to level 6
East 14, North 14 - Shaft to East 90, South 62 of level 777 (Gives you access to the Ghost's Nest.
West 15, South 15 - Shaft to West 120, South 116 of level 777 (Gives you access to nothing, Whoo!)
West 15, North 14 - Shaft to East 26, North 98 of level 777 (Gives you access to LaLa Moo-Moo and a ton of experience if you can survive the loop.)
East 10, North 12 - Encounter Dragonfinn (Win Staff of Water) *On the 14 level of the pool you can lose or gain max hit points. With some resetting it's not hard to get a hp boost.*
West 13, South 0&1 - The Lark in aCage gets you past these 2 rooms.
West 12, North 6 - Gastrap
West 12, South 7 - Staff of Air (Phoenix riddle) *A:Life*
East 13, North 4 - Firestorm (You just have to endure it.)
East 13, North 7 - Encounter The Kanzi Fire King (Win Lightning Rod)
East 13, South 4 - Lightning strikes you (Lighning Rod lets you pass)
East 13, South 9 - Encounter the Zana Fire Queen (Win the Staff of Fire)
East 0, South 13 - The Munke Wand gets you through this room.
West 1, South 13 - The Munke Wand gets you through this room.
West 5, South 13 - Encounter Kong and Fay (Win Staff of Earth)

The rest of this floor (the center) is the endgame. After showing any of the card npc's their suit card you have started the endgame and if you go back to town you must do all the card npc's quests again. You should go to the coordinates as listed to do things laid out in the right order. When You enter a portal on the 7th floor move down to the 8th floor list and do them in order. When you re-enter a portal on the 8th floor continue from where you was on the 7th floor list.

East 5, North 5 - Lord of Hearts npc (Give him the Queen of Hearts and he lets you pass.)
West 1, South 1 - Blue Flame (Use Orb) Portal to floor 8
West 6, North 5 - Lord of Spades npc (Give him the Jack of Spades)
East 0, South 1 - Red Flame (Use Orb) Enter portal
West 6, South 6 - Lord of Diamonds npc (Give him the King of Diamonds to pass)
East 0, North 0 - Yellow Flame (Use Orb) Enter Portal
East 5, South 6 - Lord of Clubs npc (Give him the Ace of Clubs to pass)
West 1, North 0 - White Flame (Use Orb) Enter Portal

Now go to the Lord of Hearts and give him the correct card so he lets you pass. Use the orb on the blue flames just to get to the 8th floor. Now go to the last coordinate in the floor 8 list.

Floor 8

East 0, South 11 - Landing spot of the Blue flame portal
East 0, South 6 - Encounter 4 of your own clones.
East 0, South 4 - Use the Staff of Water (must be equipped) (B,E,H) (Growth)
Go back to the landing spot and enter the portal.
West 11, North 0 - Landing spot of the Red flame Portal
West 6, North 0 - Encounter 4 of your clones.
West 4, North 0 - Use the Staff of Earth (A,D,I) (Nature)
Go back to the portal.
East 11, North 0 - Landing spot of the Yellow flame portal
East 6, North 0 - Encounter 4 clones (Win the Ace of Clubs)
East 4, North 0 - Use the Staff of Fire (C,F,G) (Change)
Go back to the portal.
East 0, North 11 - Landing spot of the White flame portal
East 0, North 6 - Encounter 4 clones.
East 0, North 4 - Use Staff of Air (Light all the candles) (Man)
Go back to the portal
East 0, North 0 - Encounter the S O R N (Cast a summon spell (Bamordi or Socordi or Abriel to summon the Gatekeeper. The Gatekeeper destroys the Sorns magic shield so you can hit her.)
Teleport up 8 levels from here for the ending and teach a mage the Abriel spell.

Floor 777 (Hell!)

Beware!! You can meet Nether Demons as random battles sometimes down here. The initial fall onto this level will cancel spell effects such as Litofeit.

East 90, South 62 - Landing spot of Northeastern shaft on 7th floor.
East 77, South 60 - Stairs to town.
East 76, South 63 - Entrance to the Ghost's Nest (You can meet various Ghost npc's in here and can buy good stuff from them.)
West 120, South 116 - Landing spot of Southwestern shaft on the 7th floor.
West 113, South 108 - Stairs to town.
East 26, North 98 - Landing spot of Northwestern shaft on the 7th floor.
East 29, North 97 - Symbols on the floor.
East 19, North 94 - Stairs to town.
East 35, North 91 - Secret door to the East. Start of the LaLa Moo-Moo loop.
East 36, North 91 - Encounter Nether Demon and friends. (Can win Great Equips!)
East 38, North 92 - Encounter Dark Lord and friends. (Can win Great Equips!)
East 39, North 91 - Warps you to new area of level 1 (West 105, South 102)

That was fun. Now here's how my guys look after beating the game. I went

through the LaLa Moo-Moo Loop some several times.

Zeus - Level 59 - Good-Dwarf Fighter (Age 15, Marks 1102, 701hp) He is THE badass of the party.

Blade Cusinart
Gold Plate
Gloves of Myrdall
Shield Pro Magic
Jeweled Armet
Knights Bracers

Marty - Level 59 - Good-Human Fighter (Age 17, Marks 1044, 615hp)

Blade Cusinart
Armor of Defense
Gloves of Myrdall
Shield Pro Magic
Jeweled Armet
Knights Bracers

Paul - Level 35 - Good-Gnome Lord (Age 22, Marks 780, 354hp)

Odinsword
Armor of Defense
Gloves of Myrdall
Shield Pro Magic
Bacinet
Knights Bracers

Hina - Level 40 - Good-Elf Samurai (Age 24, Marks 1092, 266hp)

Sylvan Bow - You'd be amazed at the damage people can do with this bow.

Armor of Defense
Gloves of Myrdall
Shield Pro Magic
Bacinet
Knights Bracers

Edge - Level 36 - Good-Hobbit Ninja (Age 23, Marks 486, 208hp)

Sylvan Bow
Armor of Defense
Gloves of Myrdall
Shield Pro Magic
Bacinet
Knights Bracers

Red - Level 42 - Good-Elf Wizard (Age 24, Marks 283, 232hp)

Solemn Basher
Silver Chain
Leather Gloves
Wizard's Cap
Cloak of Capricorn

I want to thank everyone who stayed with me 'til the end. This is nearly all my own work, what little help I got was from the site listed below. Mostly endgame stuff.

03. Buyers Guide

All the npc's and the must have or better Items they can or do have. May not be complete but I checked each npc quite a lot. I didn't list every single thing they sale. Just most of the better things. Some of the equips they sell may not stay the exact price, but if not you'll still have a good idea of what kind of price to look for the better items. A (*) means it's cursed.

G銀li Gedook - ?Talisman 25000 (Solemn Talisman)

Ironose - ?Key 300 (Bronze Key)

Dwarf Fighter NPC's - ?Pole Arm 540 (Super Basher)
- ?Shield 2025 (Padded Target)
- ?Armor 540 (Scale Mail)
- ?Sword 2362 (Katana)

Duck of Sparks - ?Ring 7000 (Ring of Frozz)
?Wand 14000 (Munke Wand) Just like the one he gives ya'.

Thief NPC's - ?Pole Arm 4375 (Halberd)
?Gloves 4375 (Iron Gloves)
?Armor 2625 (Padded Leather)
?Armor 3500 (Bushi Scale)
?Armor 4375 (Armor of Knights)Or(Silver Mail)*
?Armor 3062 (Shiny Chain)
?Sword 2625 (Sword of knights)Or(Blackblade)*
?Sword 3062 (Katana)
?Sword 23625 (Master Katana)
?Shield 2625 (Padded Target)
?Shield 3500 (Knights Shield)Or(Crested Shield)*
?Equipment 4375 (Bracers)
?Flail 3500 (Morningstar)Or(Runed Flail)*
?Helm 2625 (Brass Sallet)
?Weapon 4375 (Lt. Crossbow)
?Axe 3062 (Battle Axe)

The Mad Stomper - ?Strange Item 6000 (Rubber Duck)

The Loon - ?Bird in a Cage 10000 (Lark in a Cage)

Big Max - ?Tickets 4375 (Ticket)

Royal Lady NPC's - ?Staff 15500 (Staff of Summoning)Or(Staff of Doom)*
?Amulet 20000 (Amulet of Screens)Or(Amulet of Flames)
?Ring 30000 (Ring of Madi)
?Ring 20000 (Ring of Jade)*
?Ring 10000 (Ring of Frozz)Or(Ring of Skulls)*
?Ankh 24000 (Ankh of ????) Could be any of the Ankhs.
(Power,Intellect,etc)

The Snatch - ?Sword 3237 (Katana)
?Sword 24975 (Master Katana)
?Sword 2775 (Blackblade)*
?Sword 12950 (Robinsword)
?Helm 2775 (Brass Sallet)
?Axe 15725 (Axe of Doom)*
?Armor 2775 (Padded Leather)

?Armor 4625 (Silver Mail)*

Evil Eyes - ?Robes 18000 (Emerald Robes)Or(Scarlet Robes)*

?Ring 20000 (Ring of Skulls)*

?Staff 31000 (Staff of Doom)*

Manfretti's Ghost NPC's - ?Hammer 25000 (Silver Hammer)

?Sword 50000 (Blade Cusinart)

?Sword 33750 (Master Katana)Or(Soulstealer)*

?Sword 25000 (Sword of Fire)

?Sword 12500 (Sword of Master)

?Bow 30000 (Mages Yew Bow)

?Axe 21250 (Axe of Doom)*

?Cloak 22500 (Cloak of Capricorn)

?Helm 8750 (Bacinet)

?Helm 31250 (Jeweled Armet)

?Pole Arm 25000 (Faust Halberd)

?Cap 20000 (Wizards Cap)

?Cap 7500 (Cone of Fire)*

?Armor 62500 (Armor of Defense)

?Armor 20000 (Master Scale)

?Armor 15000 (Silver Chain)

?Equipment 25000 (Knights Bracers)

?Shield 50000 (Shield Pro Magic)

?Ring 50000 (Ring of Solitude)

?Gloves 100000 (Gloves of Myrdall)

?Gloves 18750 (Silver Gloves)

?Robes 11250 (Emerald Robes)Or(Scarlet Robes)*

?Ankh 30000 (Ankh of ????) Could be any of the
Ankhs. (Power, Intellect, etc)

04. Bestiary

Enemies & experience earned (Before it gets divided.)

Green Slime - 63

Blackfly - 80

Lady Stinger - 80

Leech Lizard - 104

Black Bat - 184

Troll - 192

Magician - 213

Nethermen - 216

Pale Warrior - 270

Bon Bon - 272

Acolyte - 308

Bandit - 416

Stilette - 447

Fanged Toad - 472

Conjuror - 481

Gypsy - 489

Scarecrow - 510

Mustard Slime - 528

Dwarf Fighter - 557

Loch Baby - 612

Berserker - 639

Ironose - 642

Night Locust - 644

The Duck of Sparks - 648

Sea Cobra - 720

Shugenja - 732
Raven - 740
Gargoyle - 816
Amazon - 828
Scorpion - 944
Pink Mushroom - 970
Werebat - 972
Magsmen - 984
Zombie - 1020
Wiley Puppy - 1053
Demon Imp - 1060
Jackalwere - 1072
Samurai - 1092
Gwylion - 1100
Tiger - 1116
Skeleton - 1128
Toga Llama - 1132
Warlock - 1136
Ghoul - 1164
Royal Lady - 1184
Wereboar - 1188
Troglodyte - 1204
Royal Guard - 1230
Lord Hienmitey - 1350
Thief - 1363
Giant Spider - 1440
Mane - 1610
Ice Phantom - 1626
Blackblade - 1752
The Ruby Warlock - 1794
Druid - 1824
Qui Sang Monk - 1878
King Cobra - 1956
Rawdy Bawder - 2028
Ghast - 2046
Barbarian - 2124
Royal Lord - 2128
Spelunkers - 2144
Demon Dog - 2184
Rotted Vapor - 2244
Triton - 2334
Gorilla - 2466
Hatamoto - 2700
Werewolf - 2784
The Hurkle Beast - 2844
Minotaur - 2892
Snow Cat - 3000
Armor Eater - 3099
Yomama - 3124
Master Thief - 3135
Smoke Demon - 3234
Dark Wizards - 3247
Enchanted Bard - 3252
Ancient - 3440
Joker of Doom - 3500
Quasimodo - 3546
Basilisk - 3717
Wight - 3861
Kalkydri - 3930
Assassin - 4002

Medusa - 4056
Crimson Weir - 4254
Silent Knight - 4464
Firedrake - 4692
Freezie - 4728
Ropav Dica - 4778
Awesome Terror - 5012
Yeti - 5056
Wyvern - 5100
Black Knight - 5229
Horbules - 5520
Arch Fangs 5535
White Mushroom - 5600
Wraith - 6042
Indigo Mushrooms - 6102
Murphy's Ghost - 6330
Shiegetsu - 6420
Vile Woman - 6510
Golem - 6552
Vampire - 6942
High Ninja - 7248
The Guardian - 7261
Spectre - 8596
The Mad Stomper - 8690
Blank Stare - 8784
Green Dragon - 8886
Frost Giant - 9136
Nightmare - 9288
Gold Statue - 9423
The Mighty Yog - 9792
Lich - 10192
Djinni - 10848
Manfretti's Ghost - 11136
Frankenstein - 11220
The Beast - 12606
The Beauty - 12360
Efreet - 13134
Swamp Thing - 13320
Gorgon - 13875
Fire Elemental - 14904
Makara - 14958
Earth Elemental - 15000
Dragonfinn - 15054
Evil Eyes - 15088
Pit Fiend - 15362
Vile Man - 16814
Water Elemental - 17148
Air Elemental - 17436
G'bli Gedook - 19104
Dragonaire - 20082
Greater Demon - 20712
Nessie - 21780
Big Max - 21882
The Dejin Wind King - 22356
Greater Fiend - 23232
The Kanzi Fire King - 32736
Psionic - 34335
Clones x 4 - 36000
The Zana Fire Queen - 38928
The Copper Demon & The Sly Woman - 41250 (Can't fight one without the other)

Houdini - 44581
The Robuna Ice King - 44778
Kong & Fay - 56586 (Can't fight one without the other)
Cacodaemon - 63594
Lady Neptune - 66660
The S O R N - 98686
The Loon - 117879
Phoenix - 122298
The Lord of Diamonds - 123450 \
The Lord of Hearts - 123450 \Defeating any of the card lords opens
The Lord of Spades - 132666 /a pit that drops you to the Netherworld.
The Lord of Clubs - 141768 /
Nether Demon - 518196
The Laughing Kettle - 528156
Arch Fiend - 582196
Dark Lord - 620622
LaLa Moo Moo - 790398

05. Trap list

Jax Sling: Damage to single character
Vapor Coil: Poison to Party
Rainbow Ray: Random Status on Party
Daemon Eye: Petrify Party
Sirens: Encounter
Psionics: ???
Magnetics: Destroy items
Lapis Spine: Poison single character
Teleporter: Teleport party to random position on floor: Will not teleport onto
traps/into stone
Astral Cube: Various Effects
Powder Keg: Damage to Party
Figby Fist: Death to single character
Dragon's Asp: Paralyisis on party
Electric Bolt: Turn single(?) character to ashes
Magic Drain: Drains party of some spell points of any type

Trap effects gathered on the Gamefaqs Wizardry V message board by CrazyLaz and myself. (Mostly CrazyLaz) With some help from Wolfgang, ardh05, J Dawg007 version 3 and Sir Fuzzi. Sir Fuzzy made the nice list which I more or less copied.

06. Class requirements

Fighter - 11 str
Mage - 11 IQ
Cleric - 11 Dev
Thief - 11 Agi
Wizard - 12 IQ, 12 Dev
Samurai - 15 Str, 11 IQ, 10 Dev, 14 Vit and 10 Agi
Lord - 15 Str, 12 IQ, 12 Dev, 15 Vit, 14 Agi and 15 Luck
Ninja - 15 Str, 17 IQ, 15 Dev, 16 Vit, 15 Agi and 16 Luck

This guide can be found on:
www.gamefaqs.com (Newest version)
www.neoseeker.com

If you see it anywhere else please contact me.

Any questions will be welcomed at thunderstruck9@hotmail.com

