

Wizardry®

WIZARDRY·V
HEART OF
THE MAELSTROM



By D.W. Bradley
and Andrew Greenberg

**STAND-ALONE
SCENARIO**

No previous Wizardry
scenarios required.



WIZ

Commodore 64/128

64 K
One 5¼" Disk Drive
(1541 or 1571)

LOSE YOURSELF IN A NEW GENERATION OF WIZARDRY!

The Legacy Continues ...

Despite the greatest magic of the ancient High Sages, great floods, earthquakes and famine again pervade the land of Lylgamyn. The great Orb of L'Kbreth, an artifact of remarkable power that has protected the city for generations, is powerless to halt the scourge.

But now, the Sages have discovered that the hidden reason is deeper and more frightening than the worst of these disasters. To save the very world as we know it, you, and your intrepid party must rush headlong into the ...

Heart of the Maelstrom

Heart of the Maelstrom is a complete revision of the Wizardry Gaming System, with more story and game depth than ever before. You may create your own party of adventurers, or use characters from other Wizardry scenarios. In this new world of Wizardry, you will find:

New Mazes

More than twice the size of previous scenarios, with larger monster pictures, magical pools, buried treasure, locked doors and much, much more.

New Abilities

Thief and Ninja characters that can hide, then ambush unsuspecting monsters. Spellcasters can conjure monsters to fight for your party.

New Spells

Over 40 brand new spells, 60 in all. A unique and totally new magic system.

New Combat System

Diabolical monsters with more deadly abilities than ever before, and an arsenal of ranged weapons and new combat situations will test your strategic powers as well as your strength.

New Monster Encounters

Converse, buy, sell, trade, steal, or stand and fight in a dungeon filled with real characters.

*For the most exciting experience available
in fantasy role-playing, enter
Heart of the Maelstrom!*



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Screens from Apple II version of the game.
Screens for other systems may vary.

STAND-ALONE SCENARIO

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