



**Walkthroughs 2014 – 15, based on three different parties:
One party of fighters-only; one mages-only; and one hybrid-only.**

Classes and available skills

Stat\Class	Mercenary	Crusader	Freemage	Blade Dancer	Ranger	Druid	Defender	Scout	Rune priest	Barbarian	Hunter	Shaman
Skills												
Sword	M	G	-	G	M	-	-	-	-	-	-	-
Axe	M	-	-	-	-	-	G	G	-	M	-	-
Mace	M	M	-	-	-	-	M	M	M	G	M	M
Dagger	M	-	E	G	G	E	-	-	-	-	M	-
Spear	M	-	-	-	-	E	-	M	M	G	G	M
Bow	E	-	-	E	G	E	-	-	-	M	M	E
X-Bow	M	E	E	-	-	-	E	G	E	-	-	-
Dual wield	M	-	-	G	M	-	-	M	-	M	M	-
2-Hd	M	-	-	-	-	E	-	-	-	G	M	M
Warfare	G	M	-	M	E	-	G	M	-	M	E	-
Med. arm	G	M	-	E	M	E	M	G	E	E	E	E
Hv. arm	M	G	-	-	-	-	G	-	-	-	-	-
Shield	M	M	-	-	-	-	G	M	M	-	E	E
Endurance	M	M	E	M	G	M	M	G	E	G	G	M
Dodge	G	E	E	G	G	M	E	E	E	E	G	M
Mystic.	-	E	M	-	E	G	-	E	M	-	E	M
Arc. Disc.	E	G	M	E	E	M	E	M	M	E	G	G
Mag. focus	-	E	G	-	-	M	-	-	G	-	-	M
Magic:												
Primordial	-	-	G	-	-	G	-	-	M	-	-	-
Fire	-	-	M	-	-	-	E	M	G	-	-	M
Air	E	M	G	-	M	M	-	-	M	-	M	G
Light	-	G	M	-	-	M	-	M	G	-	-	-
Water	-	-	M	-	-	G	-	-	-	-	-	G
Earth	-	-	M	E	M	G	-	-	G	-	-	G
Dark	-	-	G	-	-	-	-	-	-	-	-	-

Red numbers: Preselected skills (cannot be de-selected)

Tactics

Party creation

Any combination of characters can be used, and there are some “achievements” available for completing the game with fighter-only, hybrid-only, or magic-only characters.

Dark magic is useful (but no way essential) in parts of the game, only available for Freemage.

Else the most useful (needed) magic is earth magic, with the regeneration spell immediately available.

Also spells for curing (or preventing) feeblemind, paralysis, poison, curse are useful. Alternative to knowing the spells is to stock up on potions and scrolls.

It's convenient to know the identify spell – else you have to drag unidentified equipment around until next meeting with an NPC who can identify for you – which sometimes may be a long wait (like in the final dungeon). (Can hire NPC in Karthal who can identify items for party.)

High level magicians are a great advantage (especially in the extra section), on the other hand winning the game with a fighter-only party wasn't that difficult.

Weapons: In general choose the weapon where the PC can advance furthest (includes combination with two-hand or dual wield if appropriate). All characters must have bow / x-bow skill, preferably at skill level as high as possible.

Armor: The penalty for wearing armor is pretty hefty, and even at master Medium Armor level most armor of the kind will hamper character. Heavy armor is better (2 penalty reduction per skill level), but only available for a few classes. And then there are some pretty nice relics requiring medium armor.

Dodge (evasion) isn't as effective as armor (My PCs with evasion of 150 tended to get knocked out all the time, while PCs with limited evasion but AR of about 50 suffered almost no harm).

Specialized magicians should hone their Magical Focus skill, and fight with such. That way they don't have to spend skill points on Might or weapon skills. The useful spell Whispering Shadows can only be learnt by Freemage, but Druid, Shaman and Rune priest can wear medium armor – without penalty if using magical foci. Hence easier to keep alive...

This walkthrough is mainly for a hybrid party, consisting of:

Thomas, Human Crusader specializing in Sword, X-bow, Shield, Heavy armor, Light magic

BadenPowl, Dwarf Scout specializing in Axe, X-bow, Dual wield, Medium armor, Fire magic

Martin, Elf Ranger specializing in Dagger, Dual wield, Bow, Medium armor, Earth magic

Griszhnak, Orc Hunter specializing in Spear, Two-handed weapons, Bow, Dodge, Air Magic.

In addition the party will develop the arcane discipline skill, which grows from useful to must-have during the game.

Skills

Skill advancement is slow, with only three skill point available at each leveling up. So don't expect to be good at everything. My recommendation is to choose a few desired skills, and focus on those. (E.g., your magic users are more useful by advancing a few schools to master or GM level, than knowing a lot of puny spells in many schools.) GM air, fire and water spells are especially useful.

Fighters at GM-level are extremely good, especially combined with their advanced skill traits. E.g., the Blademaster fighting with two swords, and using the “attack all adjacent squares” ability does a *lot* of damage. (But careful if monsters have retaliation ability....)

Battle tactics.

Not so much to say, except try to avoid getting surrounded. If battle starts with party and monsters not on adjacent tiles, retreat immediately to a “safe” spot. Not always possible.


Note: Contrary to what's normal in these games, XPs received are individual, not total for party. That means that if one or more characters are unconscious, stunned, paralyzed, sleeping or whatever, they won't get any XPs, but the other characters won't get any more, so you actually lose XPs. Hence, try to keep everyone conscious when an enemy falls. (Not easy to avoid being stunned, but can use spell Burning Determination, wait with the final blow till everyone's awake,...)

Relics

Puny when found, but during use rises to best items of their kind, so should be used at their best.

Actually can be smart to choose classes / skills according to what relics are available.

Crag Hack's Helmet



Headgear
5 Armour Value

A successful attack has 6% chance to provoke the target: the target must focus their attacks, abilities or spells on the party member who provoked them. Lasts until the end of the turn.

+20 Melee Attack Value.

Adds 100% protection against knock out.

Level 4

0/0 XP

For a mercenary, reputation is everything. He needs to be recognized the instant he sets foot on a battlefield.

Crag Hack rapidly understood that, and designed a helmet with a distinctive shape.

While its horns make it rather impractical -- even dangerous -- on a battlefield, Crag wears it anyway, since it never fails to impress.


Crag Hack actually lost his first helmet, and had another one made.

Sell Price: 10747

[Right-Click]

to unequip

The Hacker



2 handed Axe
38-82 Damage
40% Crit. Damage

+18 Might.

+5 Levels of the Axe Skill.

A successful attack has 14% chance to cause bleeding: 50 % of the Health lost to the attack causing the bleed is repeated at the end of the turn.

Level 4

0/0 XP

This is Crag Hack's trusty two-handed axe.

Many foes were cut by the Hacker, unseam'd from the nape to the chops.

He now prefers to fight with a smaller axe in one hand and the Sword of the Pirate King in another.

The Hacker was therefore entrusted to worthy successors.

Requires Expert of Axe skill.


Requires Novice of Two-handed skill.

Sell Price: 9529

[Right-Click]

to unequip

Unbreakable



Medium Armor
20 Armour Value
-30 Attack Value

+5 Levels of the Medium Armour Skill.

+5 Levels of the Endurance Skill.

+20 Armour Value.

Level 4

0/0 XP

Don't be fooled by its unrefined appearance, Unbreakable is worthy of its name.

It was worn by the Orc warrior Majagua during the Second Eclipse.

Majagua was subjected to ridicule by the other Orcs, who are rarely fond of armour.

They changed their minds when Unbreakable saved Majagua from a Juggernaut's charge.


Requires Expert of Medium Armor skill.

Sell Price: 6988

[Right-Click]

to unequip

Thunderstaff



Staff
32-34 Damage
26% Crit. Magic Damage

+20 damage (Air).

+5 Levels of the Air Magic Skill.

On a successful attack, all enemies in the group of the target are dealt 34 damage (Air).

Level 4

0/0 XP

This long paddle is believed to host the spirit of a Thunderbird, a major Spirit of Air.

According to the Orcs of the Pao Islands, Thunderbirds are only found on lonely stone peaks.

A legend tells how the young Shamaness Whaitiri climbed the Thunder Peak to find the bird.

Whaitiri could tame the bird and trap its essence in her paddle, but had to sacrifice her sight to perform the binding ritual.

Requires Expert of Magical Focus skill.

Sell Price: 8812

[Right-Click]


to unequip

UBI achievements Relics

These four relics are only available after unlocking UBI achievements. I.e. on completing Act I.

However, when these relics have been “bought” once, they are available at the start of the game for every new party.

Hence all my later parties started with this relic set, which was one good reason for including a PC skilled in both axe and two-handed weapons (i.e. Mercenary or Barbarian).

Ancestor Mask


Headgear
5 Armour Value

+6 Levels of the Endurance Skill.
+10 Vitality.
Deals 24 damage (Fire) to the attacker for each successful melee attack.


Level 4 0/0 XP

Ancestors play an important role in Dwarven society.


The six major Dwarf clans were each founded by a mythical forefather.

When going into battle, Dwarf generals usually wear a steel mask representing the great heroes of their clan's history.

This ancient mask is thought to represent such a hero, Magnus Grimsteel.

Sell Price: 13112 

[Right-Click] to unequip

Jade Coif


Headgear
5 Armour Value

+6 Levels of the Arcane Discipline Skill.
+10 Spirit.
Deals 24 damage (Water) to the attacker for each successful melee attack.


Level 4 0/0 XP

This kind of conical hat is usually worn by the denizens of the Lotus Empire.


Peasants wear simple hats made of straw, while Monks and Mystics wear more elaborate coifs.

This particular hat probably belonged to a high-ranking Priest or Priestess of Shalassa.

Its green colour was obtained with Jade dust.

Sell Price: 12680 

[Right-Click] to unequip

Black Fang Gauntlet


Gloves
5 Armour Value

+14 Melee Attack Value.
+6 Perception.
A successful attack has 5% chance to poison the target: decreases Evade value by 8 and deals 12 damage (Earth) at the end of each turn.


Level 4 0/0 XP

The Blackfang is arguably the most powerful criminal organization of Ashan.

While it describes itself as an "association of smugglers and thieves", it also engages in extortion and assassination.

Blackfang assassins often use special gauntlets with small, retracting spikes hidden in the palm.

The spikes are coated with a lethal dose of snake venom. In the underworld, victims are said to have been "bitten".


Sell Price: 8092 

[Right-Click] to unequip

Found: Mysterious Cave in Desolate Wilds

Found: Mysterious Cave in Vantyr Range

Found: Bought in Blackfang Hideout, Karthal Slums (5 g!)

Will and Resolve


Gloves
5 Armour Value

+22 Evade Value.
Adds 100% protection against magical sleep.
Deals 24 damage (Prime) to the attacker for each successful melee attack.


Level 4 0/0 XP

Will and Resolve are bracers crafted by the legendary Monk and martial artist, Shinobu, the protector of Gekkouyama Temple.

Around 250 YSD, the Army of the Thousand Brigands tried to sack the Temple. Shinobu defeated one hundred of them in single combat.

The Brigand general asked how she could be so strong. Showing her fists, Shinobu answered that she had defeated them with "will and resolve".

Legend says nine hundred disciples joined the Temple that day.

Sell Price: 15320 

[Right-Click] to unequip

Smuggler's Jacket


Garment
10 Armour Value

+6 Levels of the Dual Wield Skill.
+6 Levels of the Dodge Skill.
+22 Evade Value.

Level 4 0/0 XP

The Holy Empire enforces strict trade laws.

Some say it actually encourages smuggling and other illegal commerce.

Senka, a merchant from Vradek's Crossing, was known as the Smuggler Queen and controlled the eastern black market.

All of her agents wore enchanted jackets, making them harder to see, hear and detect.

Sell Price: 9951 

[Right-Click] to unequip

Found: Ship Wreck south of Dubra Scrubland

Vampire Armour


Medium Armor
21 Armour Value
-30 Attack Value

+16 resistance against light magic.
Converts 14% of the damage dealt into Health.
Deals 24 damage (Dark) to the attacker for each successful melee attack.

Level 4 0/0 XP

This dark leather armour was crafted in Al-Betyl, to be used by Necromancer officers on the battlefield.

Imbued with Dark magic, it can drain the life of wounded opponents.

While it was never worn by actual Vampires, it is strongly associated with the Death Lords of Heresh.

It is however of note that it does not grant its wearers any of the Vampire powers, nor their bloodthirst curse.

Requires Expert of Medium Armor skill.


Sell Price: 14304 

[Right-Click] to unequip

Found: Dangerous Cave Wyslin Jungle

Found: Mysterious Cave in Shadow Woods

Lovers' Pendant



Necklace

+10 resistance against all magic schools.

+10 Destiny.

19 damage to melee attacking enemy.

Level 4

0/0 XP

In Volos, a city-kingdom founded by survivors of the Shantiri Empire, prince Rodas was betrothed to Kasia, a priestess of Asha.

But Rodas eventually fell in love with a sorceress, Melanthe, and married her instead. Kasia, heartbroken by Rodas' betrayal, died of chagrin.

Kasia's ghost eventually led Rodas to discover that Melanthe had used a love philter to seduce him. The discovery of the truth freed Rodas from the sorceress' spell.


Rodas confronted Melanthe and repudiated her. In retaliation, Melanthe unleashed a curse that buried the city under sand and dust.

Sell Price: 15276

[Right-Click] to unequip

Found: Reward for Fortress of Crows quest

White Wolf Shield



Big Shield
18 Armour Value

+22 Armour Value.

A successful block has 7% chance to inflict the "Stunned" condition on the attacker: the turn of the target is skipped, Evade value and all block attempts are set to 0. Lasts until the end of the turn.

+1 General Blocks.

Level 4

0/0 XP

While this is only one of many shields bearing the Kilburns' coat-of-arms, it remains a strong symbol of a powerful legacy.

Arthur, the first Duke of Unicorn, had two children: his daughter Lynne inherited the title and became Duchess while her younger brother, Richard, became general of the Unicorn armies.

Even the proud Duke Siegfried of Wolf famously stated that the Unicorn Duchy was lucky to have such a "white wolf" as its defender, and thus Richard's blazon came into being.

During the Wars of Fire, Richard died in battle protecting the town of Kilburn from the Demons. He was remembered as the "Knight of Kilburn", a title that was passed on to his descendants.

Requires Expert of Shield skill.

Sell Price: 14284

[Right-Click] to unequip

Found: Reward for Peninsula Incognita quest (Lord Kilburn)

Shield of the Sun



Small Shield
12 Armour Value

+16 resistance against dark magic.

+22 Evade Value.

Adds 100% protection against curses.

Level 4

0/0 XP

Decorated with a stylized sun, this shield dates back to the early days of the Holy Falcon Empire.

It's uncommon to find this kind of buckler shield in the Empire nowadays.

Emperor Morvan the Terrible, founder of the Sentinels, is credited with replacing bucklers with large, rectangular shields.

He reasoned that small shields would prove quite useless against arrows, darts and other projectiles.

Requires Expert of Shield skill.

Sell Price: 13717

[Right-Click] to unequip

Found: Ship Wreck NE border of Yon-Chall forest

Holy Sandals



Boots
5 Armour Value

+22 Evade Value.

+10 Magic.

Adds 100% protection against magical weakness.

Level 4

0/0 XP

A burning star, that lit the sky of a moonless night, fell near the valley of Skarena in 111 YSD.

A fortified abbey was built in the crater left by the meteor, and the star itself is said to have been used as its foundation.

Decades later, the monks of Skarena discovered that their sandals had gained mysterious magical properties.

It is believed that walking the corridors of the abbey for years had somehow imbued the sandals with some of the star's power.

Sell Price: 13804

[Right-Click] to unequip

Found: Mysterious Cave Ashen Hills (near Castle)

Titan Leggings



Boots
5 Armour Value

+22 Armour Value.

+10 Might.

Adds 100% protection against paralysis.

Level 4

0/0 XP

During the Shantiri era, Titans came in all shapes and sizes.

Alchemists from House Materia once unearthed pieces of a Human-sized Titan.

Unfortunately, it was broken in several pieces, beyond repair, not to mention that the secret of its activation glyphs had been lost with the Shantiri's civilization.


The Titan's scraps, however, were recycled as an armour.

Sell Price: 14023

[Right-Click] to unequip

Found: Mysterious Cave near the Eye, Navea Plains

Rocklin



Mace
31-35 Damage
20% Crit. Damage

+10 Vitality.

+6 Levels of the Mace Skill.

Provides an additional strike against the last target of each attack.

Level 4

0/0 XP

Rocklin the Miner is the Hero of a Famous Dwarven saga.

He is said to have dug so deep into the Grimheim mountains, that he found a vein of red ore like he had never seen.

As it turned out, the "red ore" was actually the hide of a resting Red Dragon. Adventure ensued.

Rocklin's legend inspired the name of this pickaxe.


Requires Expert of Mace skill.

Sell Price: 13067

[Right-Click] to unequip

Found: Ship Wreck near Sorpigal-by-the-Sea

Demon Kiss



Crossbow

44-52 Damage

60% Crit. Damage

+24 damage (Light).

+22 Ranged Attack Value.

A successful attack has 7% chance to inflict the "Agony" condition: the target is dealt 6 damage (Dark) each time it is dealt damage (Physical).

Level 4

0/0 XP

Despite its name and appearance, Demon Kiss is a weapon feared by all the Demons of Sheogh.

It was crafted and wielded by Vincent, a famous Demon hunter, during the First Eclipse.

An Impeiral crossbowman, Vincent was the only survivor of a regiment slaughtered by a Succubus who had mesmerized his comrades.

Vincent made this crossbow and named it Demon Kiss so he could repay the Succubus in kind.

Requires Expert of Crossbow skill.

Sell Price: 13405

[Right-Click] to unequip

Found: Dangerous Cave in Ashen Hills (Shadow Dragon)

Starsilver Blade



Sword

29-33 Damage

50% Crit. Damage

+9 damage (Fire).

+9 damage (Water).

+9 damage (Earth).

+9 damage (Air).

+9 damage (Dark).

+9 damage (Light).

Level 4

0/0 XP

This blade was crafted for the Raiders by Irnel, the Elven weaponsmith of Seahaven, from a piece of Starsilver ore found in the Desolate Wilds.

Starsilver is one of the rarest metals of Ashan, as it is only found on fallen stars.

It is from Starsilver that the kings and nobles of the Elven nations make their swords.

Starsilver is also easy to enchant, and is therefore treasured by Wizards and Alchemists.


Requires Expert of Sword skill.

Sell Price: 8793

[Right-Click] to unequip

Found: Reward for Starsilver quest, Silver Blades Seahaven

Mageslayer



Bow

40-58 Damage

40% Crit. Damage

+14 Critical Hit Damage.

A successful attack has 7% chance to cause Mana Surge: the target is dealt 35 damage (Prime) when casting spells. Converts 10% of the damage dealt into Mana.

Level 4

0/0 XP

Orcs usually don't bother with complicated names.

If this bow is named Mageslayer, it's for good reason.

During the Orc Rebellion, the centaur Enkhtuya killed many Wizards and Mageblades with arrows shot with this bow.

Her daughter Khongorz later inherited it, and used it to defend the Pao Islands from invaders.


Requires Expert of Bow skill.

Sell Price: 15919

[Right-Click] to unequip

Found: Dangerous Cave in Desolate Wilds (Tuco)

Dragon Flame Tongue



Sword

29-33 Damage

50% Crit. Damage

+24 damage (Fire).

+16 resistance against fire magic.

On a successful attack, all enemies in the group of the target are dealt 19 damage (Fire).

Level 4

0/0 XP

This unmistakable sword has been wielded by many Heroes and Warriors.

During the Second Eclipse, its true story was finally uncovered.

To the Dragon Knights, it was known as the Sword of the First Consecration.

The sword ended in the hands of common men after the death of its bearer, Commander Salienor, in 330 YSD.


Requires Expert of Sword skill.

Sell Price: 13711

[Right-Click] to unequip

Found: Reward for Obelisk quest, by rock near "Landro"

San Tenga Mugen



2 handed Sword

54-70 Damage

60% Crit. Damage

+24 damage (Water).

A successful attack has 15% chance to inflict the "Chilled" condition: the target's melee and ranged attacks are decreased by 1 (to a minimum of 1). Lasts until the end of the turn.

+1 Melee Blocks.

Level 4

0/0 XP

San Tenga Mugen's previous owner was Hagane Hamato, the bounty hunter.

This great starsilver silksword was notably used to stop the nefarious Ayakashi, the Medusa.

The sword was forged during the Diaspora of the Nagas by the famous weaponsmith, Hagane Goro.

Forged using Naga and Elven techniques, its name is believed to mean "The Resplendent Infinity of the Land Under the Sky".

Requires Expert of Sword skill.


Requires Novice of Two-handed skill.

Sell Price: 13932

[Right-Click] to unequip

Found: Skull Rock, Hamato's quest.

Irnaran



2 handed Axe

39-89 Damage

40% Crit. Damage

+24 damage (Earth).

+6 Levels of the Two-Handed Skill.

A successful attack has 15% chance to spread acid: the target's Armour value is decreased by 50 % and general and melee block attempts are decreased by 50 % (minimum of 1).

Level 4

0/0 XP

Elves often dislike axes, the tool that cuts trees. Irnaran, "the blood of trees", is therefore rather unique.

In 330 YSD, during the First Eclipse, Demon portals opened in the heart of the forests of Irollan.

The devastation was sickening. Many trees were left burnt and twisted by the Demon fires.

Irnaran was forged to cut down the suffering trees and put an end to their agony.

Requires Expert of Axe skill.


Requires Novice of Two-handed skill.

Sell Price: 12931

[Right-Click] to unequip

Found: Dangerous Cave in Navea Plains (Martyaxwar)

Heart Piercer



Spear
37-87 Damage
70% Crit. Damage

+20 Perception.
+6 Levels of the Spear Skill.
A successful attack has 15% chance to cause bleeding: 50 % of the Health lost to the attack causing the bleed is repeated at the end of the turn.

Level 40/0 XP

Before the Elder Wars, Angel armies were a wondrous and terrible sight to behold.

Ranks upon ranks of sungold clad warriors, armed with bows, swords, and spears.

Heart Piercer was the property of Yehiel, a great Angel warrior and a member of Archangel Michael's elite forces.

Yehiel died at Michael's side when the Faceless Master of Assassins ambushed them.


Requires Expert of Spear skill.

Sell Price: 13260

[Right-Click] to unequip

Found: Dangerous Cave
Menthil Range, Manco.

Staff of the Lyre



Staff
37-39 Damage
30% Crit. Magic Damage

+6 Levels of the Magical Focus Skill.
A successful attack has 15% chance to inflict the "Sleeping" condition: the turn of the target is skipped, Evade value and block attempts are set to 0. Ends immediately when the target is attacked.
+1 Melee Blocks.

Level 40/0 XP

The Lyre was the sigil of Farzana, the first woman to become Archmage of House Anima.

Cunning and powerful, Farzana reached this rank at the astonishing age of 23.

Farzana was a skilled musician and enjoyed playing the lyre, making it her blazon.

It is rumoured that the inverted lyre atop this staff is actually Farzana's instrument, cast in gold.


Requires Expert of Magical Focus skill.

Sell Price: 12302

[Right-Click] to unequip

Found: Tower of Enigma,
level 3.

Janbiyah



Dagger
12-22 Damage
70% Crit. Damage

+24 damage (Fire).
+10 Spirit.
+50 Maximum Mana.

Level 40/0 XP

Janbiyahs are a type of dagger found in the Seven Cities.

The Janbiyah's curved blade make it a great cutting tool on top of an efficient weapon.

A Wizard receives his own Janbiyah when he graduates from his Academy.

Judging by the rubies that decorate the hilt, this particular dagger belonged to a Crimson Wizard of Al-Rubit.


Requires Expert of Dagger skill.

Sell Price: 12850

[Right-Click] to unequip

Found: Reward for fulfilling
quest Jassads Bestiary.

The Evangelist



Axe
24-40 Damage
30% Crit. Damage

+24 damage (Light).
+16 resistance against dark magic.
On a successful attack, all enemies in the group of the target are dealt 19 damage (Light).

Level 40/0 XP

The battle priest who christened this axe sure had a dark sense of humour.

"Nothing converts the unfaithful faster than a big, sharp axe", he reportedly stated.

Evangelist's twin sungold blades look like Angel wings, but are no less deadly.

Its original wielder died fighting Orcs. They had bigger axes.

Requires Expert of Axe skill.

Sell Price: 13623

[Right-Click] to unequip

Found: Tomb of a thousand
terrors lv. 4, near Dunstan's
body.

Suncross



Wand
18-20 Damage
15% Crit. Magic Damage

+5 Magic.
+3 Levels of the Mysticism Skill.
Deals 9 damage (Light) to the attacker for each successful melee attack.

Level 40/0 XP

The Suncross is a powerful symbol of Elrathian faith, widely used in the Holy Empire.

It reminds the faithful that the Dragon God of Light sees in all directions and that there is nowhere anyone may go to hide from the truth.

Suncrosses are often used as sacramentals by the Priests of Elrath.

They are usually enchanted, allowing their bearer to channel the powers of the Light.

Requires Expert of Magical Focus skill.

Sell Price: 7633

[Right-Click] to unequip

Found: Reward for fulfilling
quest The Forbidden Saga.
Note: Cannot be collected
before game has been
completed, so the bonus
quests are needed to advance
this relic.

Skill Teachers

Teachers	Expert	Master	Grandmaster
Skills			
Sword	TC So / Dojo Se	Jon M, Castle	Lord Haart, Se
Axe	TC So / Black Guard TC, KS	TC, C.	Drengi, Navea plains by Eye
Mace	TC, So, / TC, C	Naga Bank, Se	Tao, C.
Dagger	Inn, So, TC, C.	Second-hand wpns, C	Yesthar, Elf cove Tomb of 1000
Spear	Garrison, Se / TC, C.	Eldgrim, Se	Garrison, K.
Bow	TC, So. / TC, C.	Death match, K.	Yumiko, W. Coast (S. Crag)
X-Bow	TC, So / Black Guard TC, KS	Runes & Craft, Se	Arnod, Vantyr Range
Dual wield	Dojo, Se / Taming, KS	Hamato, Lighthouse	Changbo, Vantyr Range
2-Hd	Naga Bank, Se / TC, C.	Garrison, Se	Yaksha, W. Coast
Warfare	Weapon, So / Black Guard TC, KS	Zakaral, KS (Inn)	Sandor, West Coast
Med. arm	Garrison, Se / Dojo, Se	Armorer, Se (Gregor)	Tamotsu, K. Sewers
Hv. arm	Armor, So	Elegant Armor, K	Sorli, Lost City lv. 4
Shield	Garrison, Se / TC, C.	Gwendal, Castle	Lord Kilburn, Yon-Chall
Endurance	Bear, Se / TC, C.	Garrison, So	Atlas, tent by K.
Dodge	Bear, Se / Blackfang hideout, KS	Everyman's armor, C.	Wysthal, Yon-Chall & Shadoww.
Mystic.	Dojo, Se / Black Guard TC, KS	Blackfang hideout, KS	Falagar, C
Arc. Disc.	Library So / Dojo, Se	Mojo, C.	Mizuki, rock S of Crag.
Mag. focus	Magic shop, So / TC, C.	Church library, Se	Berenice, hidden area Forge lv. 2
Magic:			
Primordial	Wagon, Plain of ashes / Dojo, Se	Great Library, K. / Kastone, Elf Cove, Tomb of 1000	Nur, Top level Enigma Tower
Fire	Wagon, Plain of ashes / Black. Guard TC, KS	Geilir, Se / Sayid, KS	Erika, Marshes (NW)
Air	TC, So / Dojo, Se	TC, C.	Shiva, Wyslin Jungle
Light	Chapel So / Black G TC, KS	Church, Se	Orna, shrine by Karthal
Water	Dojo, Se / Lock Kit, K.	Fort, C.	Kei, C
Earth	Wagon, Plain of ashes / Black G TC, KS	Healing Lodge, C.	Carathmir, Yon-Chall by Kilburn
Dark	Moon Doe, Se / Black G. TC, KS	Arcane Library, KS / Eruina, Elf Cove, Tomb of 1000	Luna, Halloth Grove

So: Sorpigal
 Se: Seahaven
 C: Crag
 K: Karthal
 KS: Karthal Slums
 TC: Training Center

Spells:

Most high level spells are only sold by Mojo in the Crag (Expert water, Master and GM water, fire, air)
 Master and GM light in Seahaven church, GM fire in Khartal library.

List of quests (in order received)

- 1. *Ashes to Ashes*. Bring Owen’s ashes to Karthal { Quickly done when Karthal opens (Chapel) 1500 XP }
- 2. Look for work (find Maximus in Sorpigal Town Garrison)
- 3. **Eileen**, Sorpigal. *Lost Lambs*. Find Luke, Kirk,and Ripley. Decide what to do with them
{ Kirk: Den of Thieves (killed), Luke: The Crag (let go), Ripley: Falagar’s Mansion (killed). 500 XP
Let Kirk go, and he changes life style and becomes a Raider. Let Ripley go, and he kills his mother before getting killed himself. }
- 4. **Orlene**, Sorpigal. *Flower for fallen heroes*. Place flowers on shrine in Ashen Hills. (100 XP)
- 5. **Jassad**, Sorpigal. *Jassad’s bestiary*. Enter 50 different beasts in bestiary. Report to Jassad for every 10 new entries.
- 6. **Zale**, Sorpigal. *Smuggler’s Cove*. Find Coffe in cave below Sorpigal.
{ In spider lair (100 XP, 200 G)}
- 7. **Maximus**, Sorpigal. *Spiders in the well*. Kill Spider queen in lair below Sorpigal. (100 XP)
- 8. **Maximus**, Sorpigal. *Darkness in the Lighthouse*. Investigate “Cult of wreckers” in lighthouse. Restore light. (Also talk to Rosalie in Temple)
{ Talk to Hamato in lighthouse, eliminate wreckers, beat Mamushi }
- 9. **Rosalie**, Sorpigal. *The Highwaymen*. Help retrieve item from Brigands’ Den (100 XP)
- 10. **Hamato**, Lighthouse. *Sword of the Bounty Hunter*. Find sword San Tenga Mugen in cult’s secret hiding place.
{ Skull Rock. Marked as “Gave sword to Hamato” once found (bug?) (500 XP) }
*** See end of list for Obelisk-quest. ***
- 11. **Maximus**, Sorpigal. *The Rocky Road to Portmeyron*. Go to castle Portmeyron, meet governor.
{ Brigands taken over castle. Eliminate monsters, find Jon Morgan (100 XP) }
- 12. **Jon Morgan**, castle: *Morgan’s eyes and ears*. Explore peninsula ... identify the mastermind behind the attacks.
{ Meet Mysterious Elf outside Earth cove in Elemental Forge }
- 13. **Jon Morgan**, castle. *Elemental disturbance*. Go to Elemental Forge and investigate.
{ Find shard of earth, defeat Earth lord Gralkor, get q16 }
- 14. **Jon Morgan**, castle. *Paladin promotion*. Appease ghosts haunting the cursed ruins once and for all.
{ Find three fragments of stone disc. (Den of Thieves, Lost City, Blackfang Hideout, Karthal. Go to cursed ruins, find 4 scraps of paper, show stone disc to friendly ghost (no XP...) }
- 15. Elemental Forge. *Elemental Disturbance*. Restore Altar of Sylanna (after found Shard of Earth) – got Blessing of Sylanna (can walk forests), also unlocks road to Seahaven.
- 16. **Gralkor**, Elemental Forge. *Forge of Heroes*. Find all shards, restore all altars.
{ Shard of Water: Lost City lv. 4
Shard of Light: Falagar’s Mansion
Shard of Air: Skull Rock
Shard of Fire: Lost City lv. 3 (Crystal Spider)
Shard of Darkness: Black Guard Jail level 1 – (1500 XP) }
- 17. **Jon Morgan**, castle. *Search for Lord Kilburn*, show him the letter dropped by brigand.
{ Find Lord Kilburn in Navea Plains on border to Yon-Chall Forest. (500 XP) }
- 18. **Jon Morgan**, castle. *Pirate truce*. Deliver letter to the pirate king in Crag.
{ Go to The Fort in Crag. Deliver letter to Crag Hack (500 XP) }

Act II.

- 19. **Edwin**, Seahaven. *Receding Horizons*. Escort him to the old watchtower in Menthil Mountains.
(Although it’s a long time till we can resolve this quest the party gets a 10% XP bonus in all fights as long as Edwin’s with the party. Therefore keep him as hireling as long as possible.)
{ Old Watchtower at NW edge of Menthil Mountains. (500 XP) }
- 20. **Irnel**, Silver Blades, Seahaven. *Fallen Star*. Find Starsilver ore. When done, wait one week for a great weapon (Sword Starsilver blade)
{ Find Starsilver ore south in the Desolate Wilds. (500 XP) }
- 21. **Umberto**, Church of Elrath, Seahaven. *The Forbidden Saga*. Find all 9 lost volumes in the Saga.
{ Portal to a Distant Star, Thieves’ Den
Mystery of the Hidden Shrine, Castle Portmeyron
Clouds, Dngerous Cave Ashen Hills east of Castle
The Divine Right, Ship Wreck north of Seahaven
A Passage Through the Isles, Cursed Ruins
For Kin and Glory, Black Guard HQ
Darkside, Sewers lv. 2
Night of the Destroyer, Tower of Enigma lv. 1
Decree of Destiny, The Vigil lv. 3 }

List of quests (in order received)

- 22. Heame**, Seahaven. *Haart has its Reasons*. Spy on Lord Haart, find out what he's doing.
{ Ask for Haart in his mansion after received quest. He's not there. Ask City Guard, which informs that he left towards Yon-Chall a few moments ago. Go to Haart's cove, uncover his secret, report back to Heame (tell the truth – mostly). (500 XP) }
This quest must be completed before Haart will train Sword GM.
- 23. Lord Kilburn**, Navea Plains. *Peninsula Incognita*. See map section. (1500 XP, White Wolf Shield)
- 24. Lord Kilburn**, Navea Plains. *The Hunt for Montbard*. Find the Lost City, find and defeat Montbard.
{ Lost City, lv.2 (500 XP) }
- 25. Ciele**, The Fort, Crag. *The Curse*. Find the necromancer Kaspar in Karthal, bring him to Crag.
{ Kaspar is in Hospice in the Slums. Take him to Ciele. }
Kaspar requires:
Sulfur (Seahaven Runes and Crafts)
Mercury (Karthal, Munthir the Peddler)
Elven Toadstool (Halloth Grove)
Widowsweep Berries (Shadow Woods)
Heart of Crystal Spider (Lost City level 3) – (1500 XP) }
- 26. Kei**, Crag. *Water Magic GM*. Walk 100 steps on water. { easily done when able. 400 XP }
- 27. Ulagen**, Crag. *Marauder promotion*. Break into Mayner's lodge. Get pendant.
{ Open (trapped) chest in Menthil Mountains. (Tell truth all the way) Deliver pendant (1500 XP) }
- 28. Monshan**, Navea Delta. *Warden promotion*. Eliminate poachers in Yon-Chall; free the captured animals.
{ Northern Yon-Chall. Tough fight, but reasonably easy at level 20. Note: Must recruit Spike before we can free the animals. If party already has two NPCs, you don't even get the option to fire one – doesn't look like you *can* recruit him. (Bug?) Spike finds secret spots, so nice to have aboard. (1500 XP) }
- 29. Yumiko**, Desolated Wilds. *Bow GM*. Find and kill Iemanja in Skull Rock – retrieve the bow. (400 XP)
- 30. Montbard**, Lost City. *The Last Wish*. Please find my daughter!
{ Read Montbard's diary to find the daughter must be Rosalie (if you heard her out about her story before)
Go to Chapel Sorpigal and tell Rosalie. (500 XP) }
- ### Act III
- 31. Jon Morgan**, Castle. *Morgan's Informant*. Sneak into Karthal through sewers. Contact Zouleika.
(1000 XP)
- 32. (Dunstan**, Karthal), *The Great Escape*
* Find Hamza { Ask in Tavern, then go to Cosmic Circle
* Get quests 34 – 35 – 36 – 37 (1000 XP) }
- 33. Meleager**, Karthal. *The Naga Tea*. Collect samples of different Naga Teas
{ Ohlae tea: Wagon, Ashen Hills
Akari Tea: Hamato, Lighthouse after q 8 OK
Heijin tea: Erika, Minho Marshes
Higan Tea: Tavern, Navea Delta
Urigo Tea: Manami, Karthal
(1500 XP + Elixirs: 1 Arcane resistance, 3 Health, 3 Mana, 1 Potency) }
- 34. Hamza**, *Sewer Key*. Find Theron and get sewer key. { Tavern in Slums (500 XP) }
- 35. Hamza**, *Partners in Crime*. Get Blackfang help on needed info to break into Black Guard jail
{ Contact Ajit, Blackfang Hideout, Slums. (500 XP) }
- 36. Ajit**, Slums. *Coffer*. Find ship "Sun Hind", retrieve chest and bring back here.
{ Ship on SW coast Desolate Wilds has been raided by Nagas. Go to Skull Rock to find chest }
- 37. Mizuki**, Savage Sea west coast, *Arcane Discipline GM*.
* Come back tomorrow
* Come back in a week
* Come back in a month
{ "I had to teach you the first lesson: patience (400 XP) }
- 38. Hamza**, Karthal. *Liberation*. Hamza's men will create a diversion which will allow access to Black Guard HQ.
{ Complete Black Guard Jail, find and free Falagar. (1000 XP) }
- 39. Arnod**, Vantyr Range. *X-Bow GM*. Find and shoot 5 targets in mountains (400 XP)
- 40. Erling**, Dwarf Hall, Vantyr Range. *Scout Promotion*. Escort Geishli to Seahaven
{ Easily done – actually the easiest 1500 XP in the game... (1500 XP) }

List of quests (in order received)

41. **Tamina**, Kartha Slums. *Cult of the Meow* (UBI achievement bonus quest) Go to Temple of Meow, free Farah, defeat Kilrah (750 XP)
42. **Jon Morgan**, *Dunstan*. Find info about Dunstan (Hamza → Lock Kit, Karthal → Shiva, Wyslin Jungle (1000 XP)
43. **Shiva**, Wyslin Jungle. *Dunstan's Past*. Find the Tomb of a Thousand Terrors { 1000 XP }
44. **Sandor**, Desolate Wilds, *Warfare GM*. Defeat Sandor's troops { Maulers, Goblins, Dreamwalkers, Jaguar Warriors, Cyclopes (400 XP) }
45. **The Wanderer**, Desolate Wilds, *The Curse of Volos*. Enter Fortress of Crows, take it from there.
46. Out of the Darkness, Automatically given when entering Tomb of a Thousand Terrors: Find a way out of the Tomb { 1500 XP }
- On entering the Tomb: **Act III complete**
- Act IV**
47. **Yeshtar**, Elf cove, Tomb of a Thousand Terrors, *Memory Lane*. Use Dream Shard to follow Dunstan's memory { 750 XP }
48. **Jon Morgan**, *The Battle of Karthal*. Enlist Crag Hack's help { Go to Crag, talk to Crag Hack, after he joins party and all sail for Karthal the rest of the game is linear. }
 - Explore and conquer The Vigil
 - Explore and conquer Ker-thal – end game at level 3.

Act IV complete

49. Bonus: Untamed Thirst Tavern, *Limbo*. Get second ruby. Use it to enter Limbo
Meet **Melvin**: *Defeat all Ubimancers*.
50. Bonus: Fort Laegaire Prison. Find a way to Neela
51. **Neela**, *Defeat Perren*
52. **Neela**, *Find Rosalie*
53. **Rosalie**, *Escape from Fort Laegaire*
54. **Rosalie**, *Go to Summer Palace, Confront Duke Oswin*
Real end of game

Obelisk-quest: (automatically defined when first obelisk is touched). “Talk to” all obelisks. Each obelisk adds a little to clue-list. When all obelisks have been visited:

“Your journey begins before the gates of Seahaven. Now walk nine steps towards the Savage Sea. Turn left and walk twelve steps. Turn right and walk eleven steps. Turn left and walk nineteen steps. Turn right and walk three more steps. Turn right again, and take your last step. Under the rock to your left, you will find the treasure I buried.”

Note: The treasure, the relic sword “*Flame Tongue*” isn't there before you've got all the clues.

Obelisks can also be used for fast travel.

Sorpigal-by-the-Sea



Barrel: Increases prop:

Red: Might

Blue: Magic

White: Perception

Purple: Destiny

Pulsing purple: Prime res

Pulsing red: Fire res.

Pulsing white: Air res.

Pulsing yellow: Light res.

Pulsing blue: Water res.

Pulsing green: Earth res.

Pulsing black: Dark res.



Barrel w. monster



Chest

F: Fountain, restores health and mana

Services:

A: Armory – Heavy Armor E

W: Caldwell's Weapons – Warfare E

M: Johara's Charms and Talismans

Identify, Magic Focus E

L: Arcane Library. Spells, Arcane Disc. E

C: Chapel of Elrath. Cure/heal – Light magic E.

Rosalie (q9, q30, q53-54)

TG: Town Garrison, **Maximus**

(q7, q8, q11) – Endurance M

T: The Goblin Watchtower – Dagger E

Jassad (q5)

TC: Training Center:

Air magic E

Bow E, X-bow E

Sword E, Mace E, Axe E

S: Stables: Travel to other cities (later)

Hire pony (increase inventory size)

No monsters, except
Giant Spider in barrels
(5 XP)

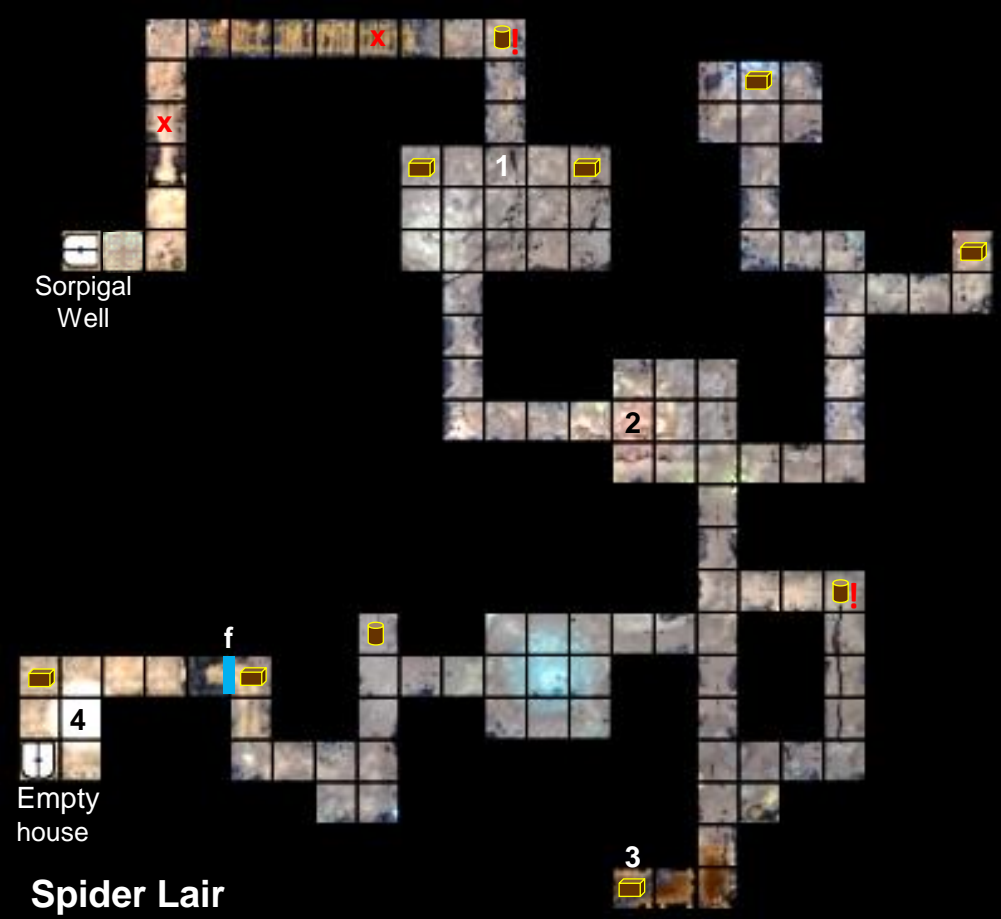
1. Arrival. Start of game. Sir Christian (boat travel)
2. Meet **Dunstan q2**.
3. City guard (investigations on disappeared citizens)
4. Book «The History of Khartal»
5. **Eileen's House (q3)**
6. **Orlene's House (q4)**
7. Book «Sea Shanties and Harbour Songs»
8. Aiolos, Scout NPC
9. **Zale, q6**
10. Empty house, later entrance to spider lair
11. Well – entrance to **Spider lair**
12. Exit to Agyn Peninsula. Blocked by City Guard before q7 finished.



Opening scene



Well – entrance to spider lair



Giant Spider (5 XP)
Unique: *Spider Queen* (200 XP)
Lv. 1 – 2.

Secret wall (can be knocked down).

Need some way of means to discover secret walls to find these. Spell Whispering shadows (or scroll), NPC Rosalie or Spike, later in the game gain the ability.

Walls of three kinds:
(Char needs sufficiently high attribute to open wall)

f (gazelle): might

p (gears): perception

m (keyhole): magic

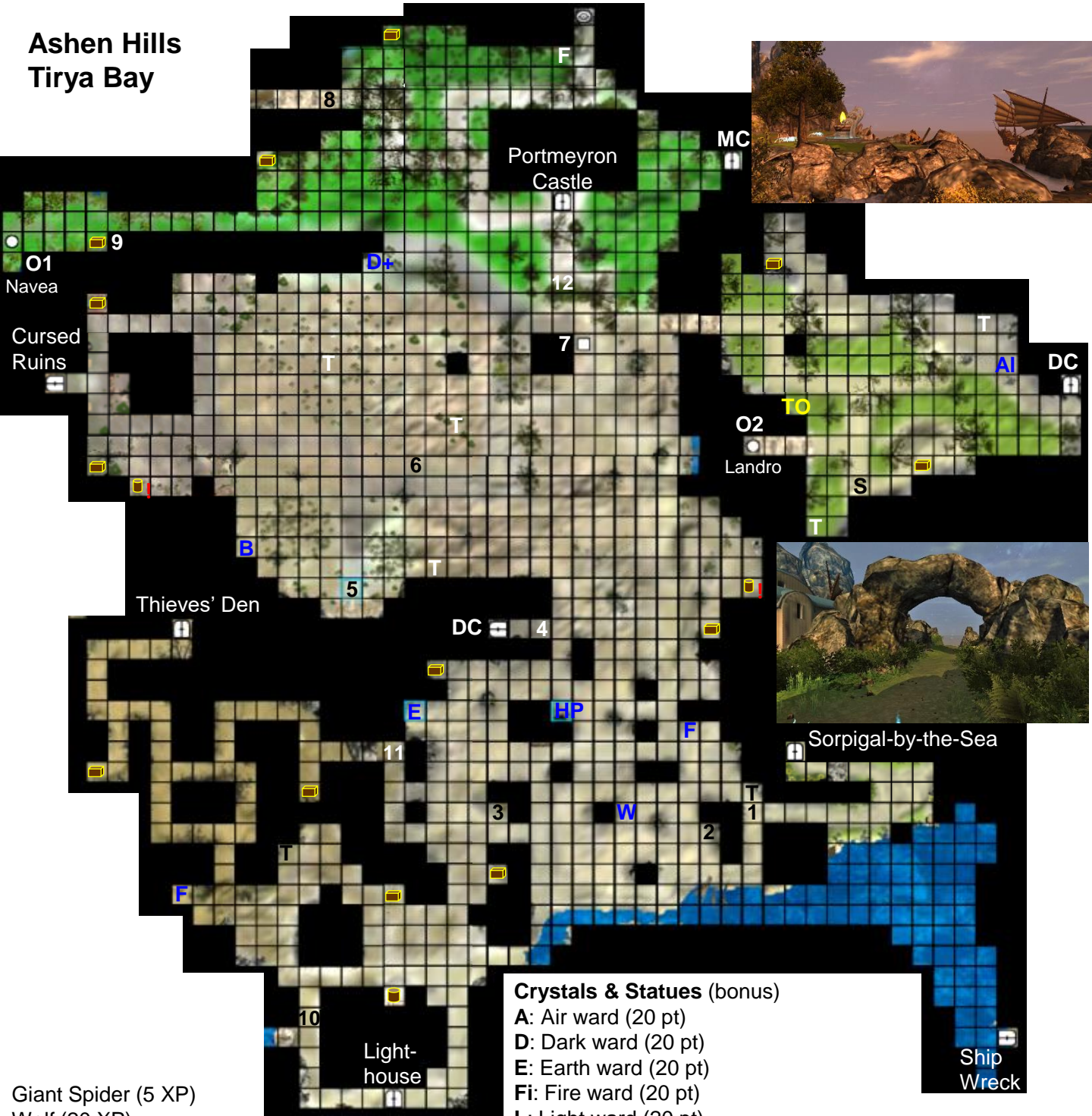
In this case Rosalie found the wall, as she was part of party at the time.



1. Encounter two spiders. After they have been disposed of, find good items in chests, equip, go back up to town to sell / buy / equip before continuing towards queen.
2. Spider Queen (q7). Level up
3. Chest w. loot + Smuggler's Coffers (q6).
4. Dead wizard with Ripped page of journal.



Ashen Hills
Tirya Bay



- Giant Spider (5 XP)
- Wolf (20 XP)
- Moonsilk spider (20 XP)
- Militia (by castle) (20XP)
- Kenshi (by Lighthouse) (20 XP)
- Brigand (by Thieves' Den) (20 XP)
- Lv. 2 →

Ox: Obelisk.
Obelisk quest and quick-travel

DC: Dangerous Cave
MC: Mysterious Crypt.

T: Buried treasure
TO: Obelisk quest treasure.



Crystals & Statues (bonus)

- A:** Air ward (20 pt)
- D:** Dark ward (20 pt)
- E:** Earth ward (20 pt)
- Fi:** Fire ward (20 pt)
- L:** Light ward (20 pt)
- P:** Prime ward (20 pt)
- W:** Water ward (20 pt)
- Al:** Arcane ward (10 pt all)
- HP:** Hour of power
- D+:** +10 Destiny
- B:** «Blessed» (Dispel party)

S: Shrine (never saw effect)

Ship Wreck:

- Elite Pearl Princess (66 XP), Elite Naga Warlord (66 XP)
- Book “The History of Hammer Fall”
- Chest w. loot + Relic *Rocklin*
- Lv. 19



1. Sign: ASHEN HILLS – North to Portmeyron.
2. Book: “Bestiary of Ashan”
3. Book: “Michael and His Glories”
4. Notification: Do not enter the Cyclopes’ caves! They won’t disturb us, as long as we don’t disturb them. – Iven.
5. Shrine for q4.
6. Notification: (This signpost was put here months ago. Wind and rain have erased most of the writing.)
Following reports of witchcraft, dark magic and necromancy, this area is currently under investigation by the Holy Inquisition. Trespassers will be questioned.
7. Itinerant Merchant (Wagon)
Earth / Fire / Prime magic E.
Trade / supplies
Naga Tea quest (Buy Ohlae tea)
8. Imperial Sentinel; “There was a bandit attack – we’re still clearing up the mess. The road to Seahaven is closed for the time being.” (Opens when Gralkor has been defeated, and not before.)
9. Riddle chest: What runs smoother than any rhyme, loves to fall but cannot climb? (Water)
10. Sign: DUBRA RIVER
11. Notification: “Perren, your men have once again been seen ferreting around our loot. Alliance or not, that better never happen again, or I’ll have your head. You’ve been warned. – Iven”
12. Sign: ASHEN HILLS – South to Sorphigal-by-the-Sea.



Shrine for Orlene's flowers



Navea



Strategy

First explored the entire map, roughly in the order indicated by the numbering (including quest 4). (Was level 5 when this was done.) Then endeavored the quests, first the three lower levels of the lighthouse, then the Thieves’ Den, and finally the top level of the Lighthouse – this to have Rosalie with us as long as possible, and defer the boss fight in the Lighthouse as long as possible.

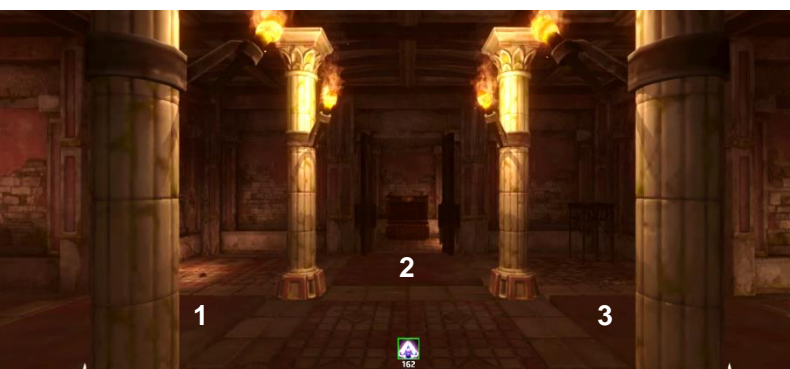
Dangerous Caves contain a difficult encounter, *Mysterious Crypts* include a puzzle, but no encounters. Both have huge rewards for succeeding, most often a relic, and often other extremely good items.

The two dangerous caves:

West: **Cyclops** – taken at lv 18. (2 x Elixir Arcane res.)

East: **Shadow Dragon** – lv 13 with some difficulty.

Mysterious Crypt: Do as soon as possible.





Seen from entrance, there are three pressure plates in the crypt, labeled 1, 2, 3 in picture left. Each pressure plate rotates at least one of the pillars, and when facing towards the center the torches light. The point is to get all four pillars to face towards center simultaneously. Step on plates in order:

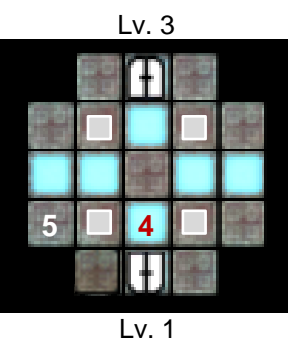
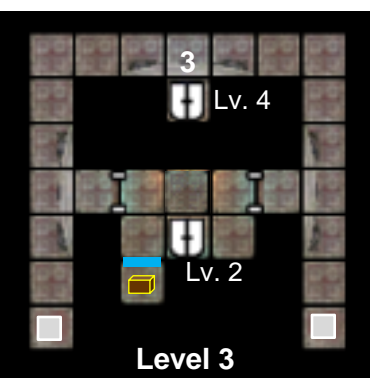
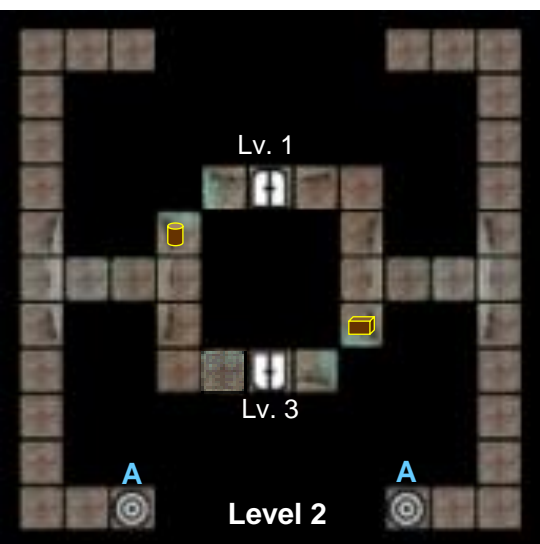
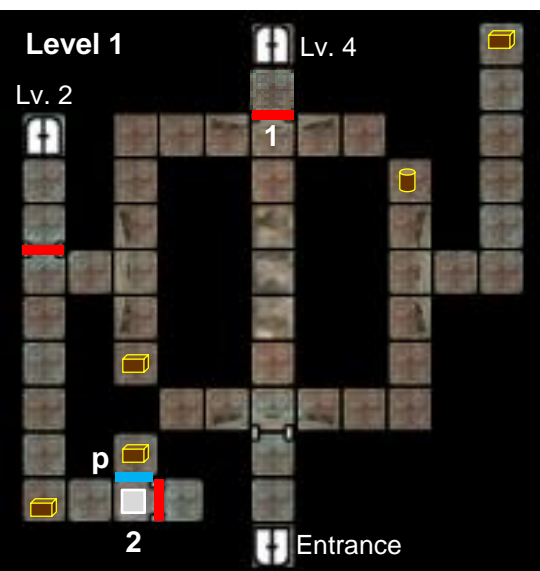
1 – 2 – 3 – 1 – 2 – 2

Get relic *Holy Sandals*



The Lighthouse

-  Locked door
-  Pressure pad (PP)
- Circles marked A-A: Teleporters



Level 4

Kenshi (20 XP)
Coral Priestess (20 XP)
Elite Kenshi (40 XP)
Elite Coral Priestess (40 XP)
Unique: *Mamushi* (250 XP)

Lv. 5 - 8

Advice: Visit Water ward crystal before entering.

1. Sign “Spirit gate to Light room”
(Door can only be opened from north side)
2. PP opens adjacent door, releasing **Hamato**.
Also opened door to stairs to lv. 2
3. To activate stairs up to level 4, step on both PP.
4. Encounter **Mamushi**. (Pushes party, so stay clear of edge!)
5. Supposed to be clue to turning on lights?

“Malassa rules in the shadows, and Elrath rules in the sky.
Before light will shine, respect to the dragons must be paid.

To the north Arkath rules the mountains of fire.

To the west Sylanna protects the Earth

To the south Shalassa’s sea lies.

And to the east Ylath’s winds rise.

A day dawns on burning forests. At noon a tempest rages on the sea. At dusk the stormy winds spread the fire. Under the stars water shall nourish the earth.

Only by walking the right path, shall Elrath’s light illuminate us all.”

That should indicate NW – SE – NE – SW.

But, in addition there are markings on the statues’ swords, with one, two, three, and four stripes, indicating order

NW – SW – NE – SE, which turns out to be the correct order to step on the PP, igniting the light. (q 8).

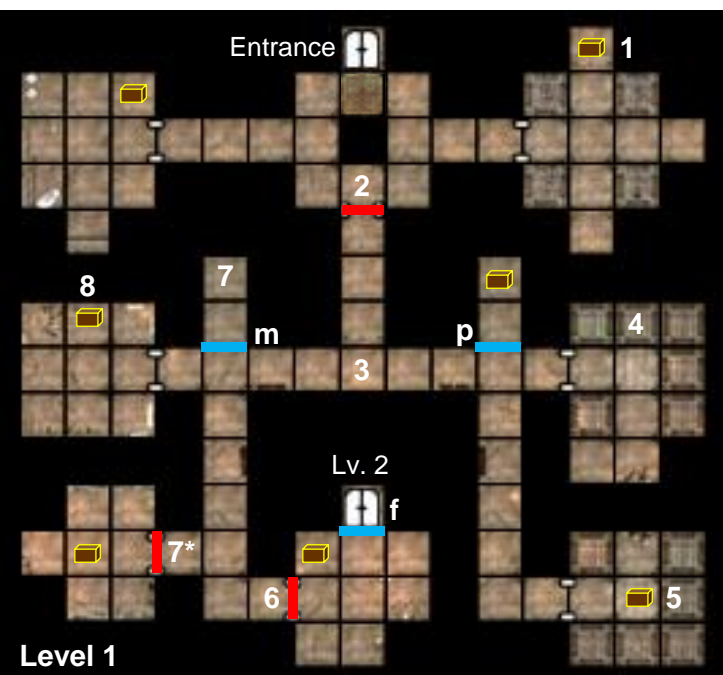
On the way out, meet **Hamato** again:

Get Akari Tea (q 33)

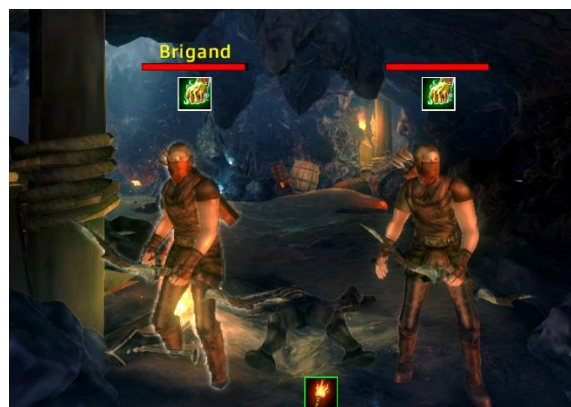
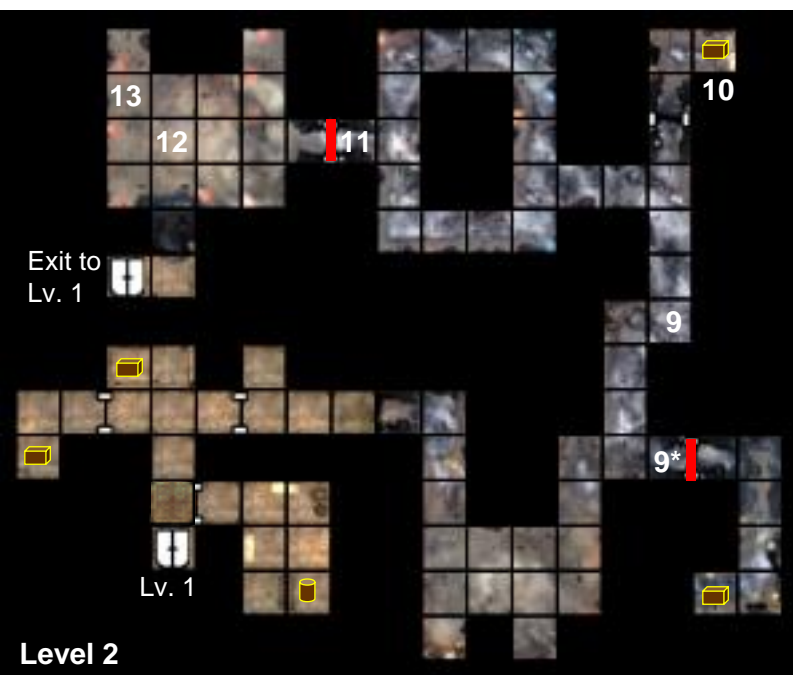
Dual Wield M.



Thieves' Den

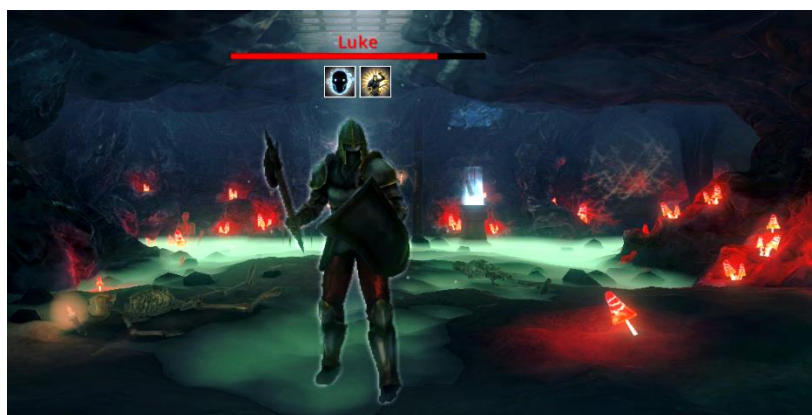


1. Chest w. loot + Rusty Key
2. Rusty key opens door.
3. One archer in each corridor. Quick in – back.
4. Book “Portal to a distant star” (q 21)
5. Chest w. loot + Iron Key
6. Door unlocked with Iron key
7. Lever opens door 7*
8. Chest w. Stone disc fragment 1 (Paladin quest 14)
9. Lever opens door 9*
10. Chest w. loot + Bronze Key
11. Bronze key unlocks door
12. Luke (q 3) (Fight or let go) { fought this time}
13. Mysterious book (q 9)

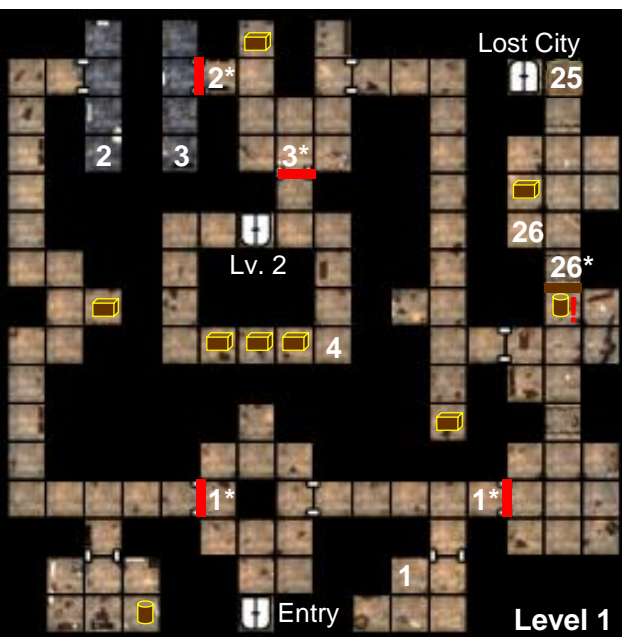


Brigand (20 XP)
 Militia (20 XP)
 Elite Brigand (40 XP)
 Unique: *Luke* (100 XP)

Lv. 6 - 7



Castle Portmeyron



Advice: Buy Whispering Shadows and Burning Determination scrolls (at Wagon) before entering.

On entry met by bandit who thinks we are reinforcements – something is terribly wrong...

1. Lever opens two doors 1*
2. Lever opens door 2*
3. Lever opens door 3*
4. Sign “Emergency supplies. Bring these chests to the keep as soon as possible.
– Praetorian Captain Gwendal”
5. Attacked from north and south simultaneously
6. Lever opens door 6*, and apparently A-north
7. Lever opens door A-east
8. Lever opens door 8*
(One or both of these levers also open doors B, C)
9. Three gates opened by throwing levers a – b – c – a
10. Use spell (scroll) Whispering Shadows to discover
11. Chest w. loot + Bronze Key
12. Bronze key unlocks door
13. Book “The War of Bitter Ashes”
14. Lever opens door 14*
15. Book “Houses of Wizardry”
16. Chest w. Golden Key
17. Chest w. loot + Silver Key
18. Silver key unlocks door
19. Iven is here.

Advice: Immediately move to **f**; after a while two more bandits enter by door 18 and join the fight, so in original position would now be surrounded.

20. Golden key unlocks door
21. Jon Morgan
Got Castle Portmeyron Key, which I never found any use for...
22. Door is open after meeting Jon Morgan
23. Lev and his griffins (travel to Elemental Forge.)
Note: First time must travel from here. Later travels from castle entrance. So take a short trip here before leaving castle, else have to return here.
24. Jon Morgan after initial meeting.
(But also at castle entrance.)
-- (After Lost City).
25. Book “Mystery of the Hidden Shrine” (q21)
26. Lever moves bookshelf at 26*

Note:

Some times a bug “grays out” the choice “Travel to Elemental Forge”. Do the Akari tea quests and / or reload to fix

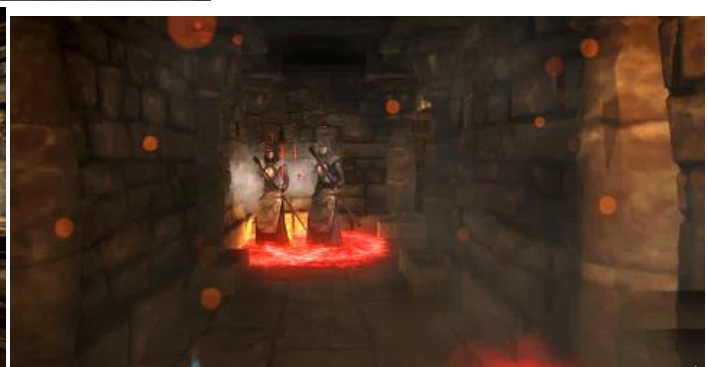
Militia (20 XP)
Militia Captain (25 XP)
Elite Brigand (40 XP)
Elite Militia (40 XP)
Rogue Mage (20 XP)
Elite Rogue Mage (45 XP)
Unique: *Iven* (100 XP)

Lv. 8 - 10





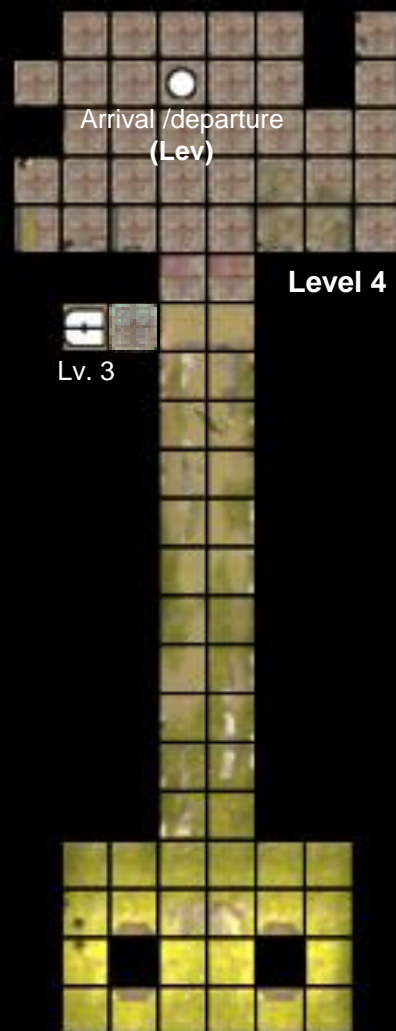
Militia Captain
 Hey! You there! So Perren finally shook his heavy butt and sent reinforcements. The Governor and his people have retreated to the keep and are putting up a fierce resistance. With your help, we might be able to breach it and get rid of the Empress' pet once and for all. Go report to Iven at once! By the way, how many men did you bring? ...Hold on there. You're not Perren's men! At arms!



Jon Morgan
 And here comes the cavalry. Not a moment too soon, I might add. Thank you, Raiders. Maximus told me you had potential, but I wasn't expecting to witness it firsthand. But I propose we continue this conversation in a more comfortable part of the castle. Follow me.



Finding and rescuing Jon Morgan marks the completion of Act I



Elemental Forge

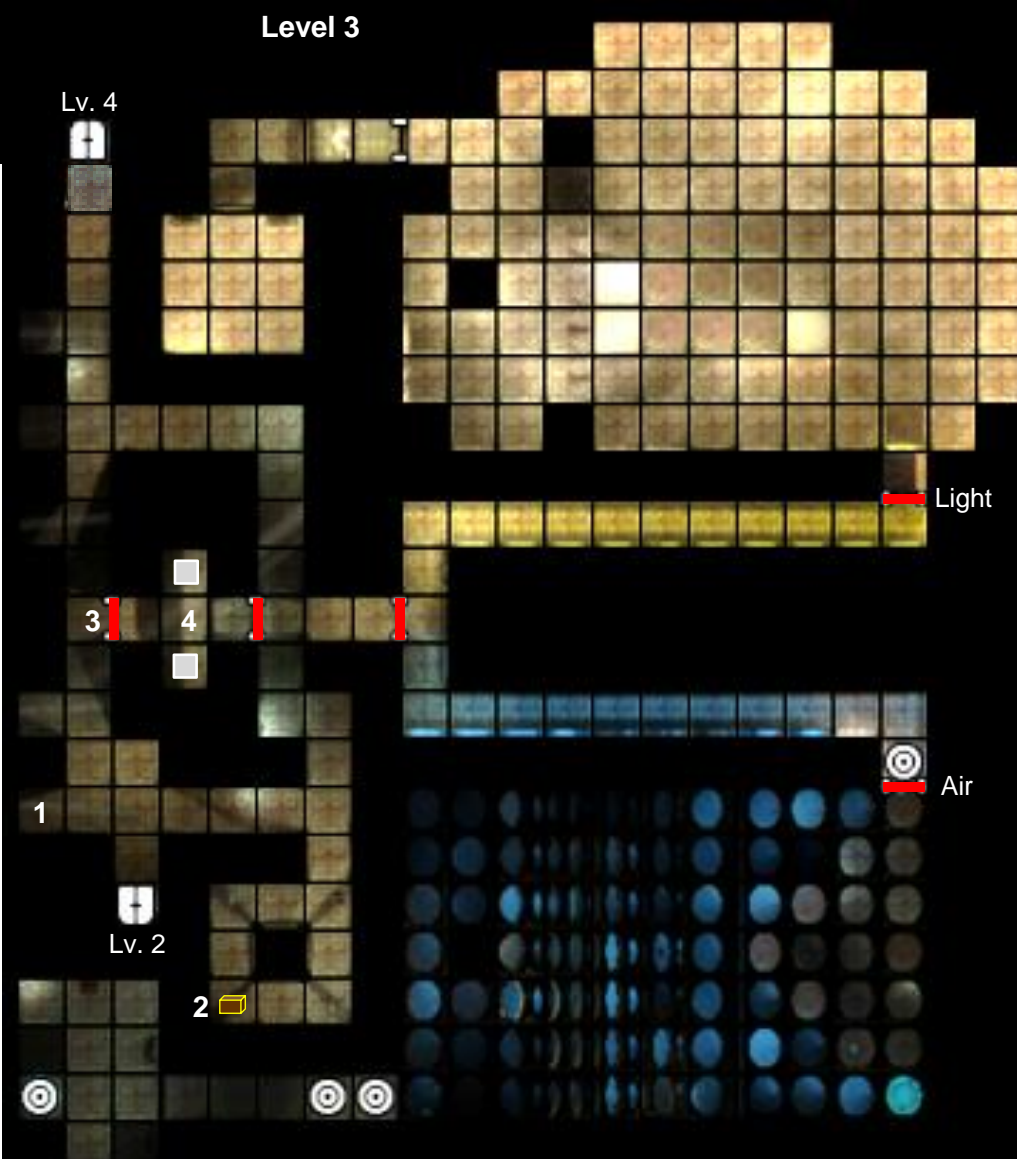
The Elemental Forge will be revisited several times, so although the complete map is shown here, the map will be repeated, and only the relevant parts annotated for each visit.

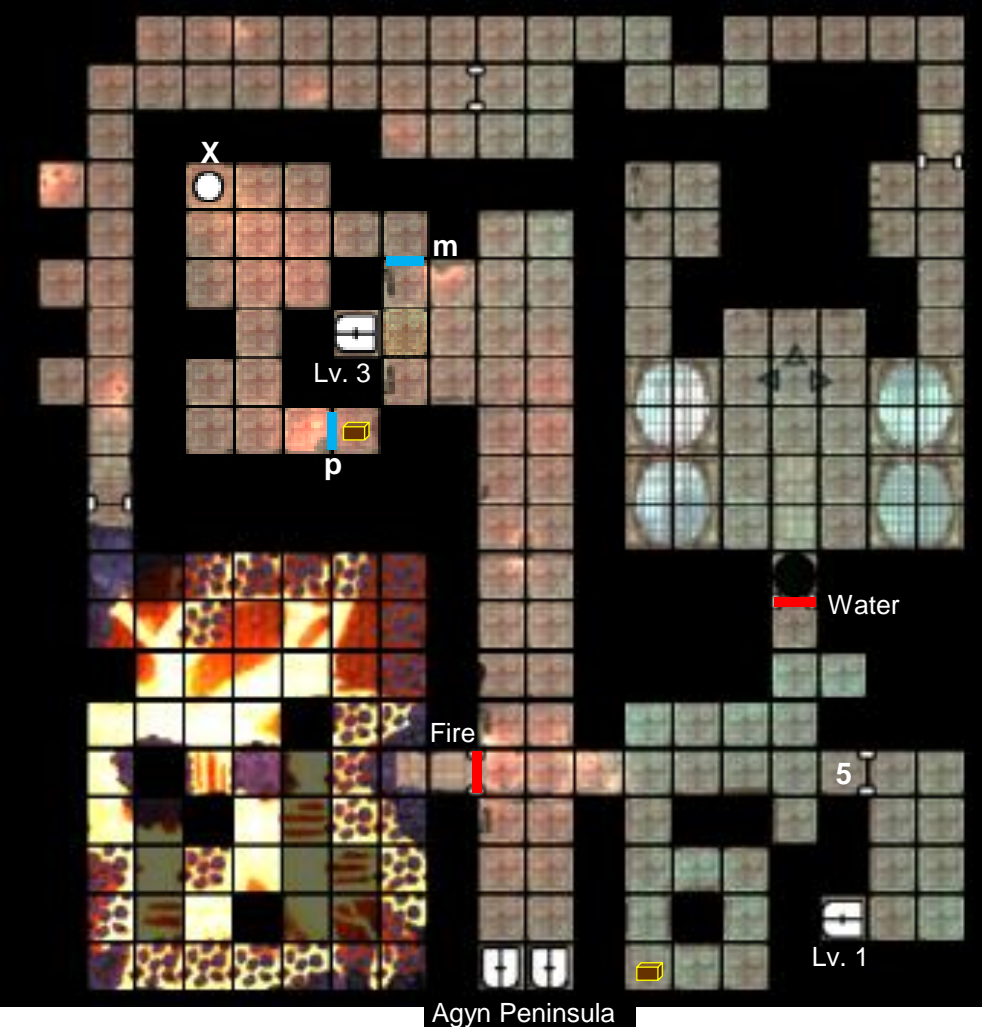
Advice: Stock up on Water Flows Freely-scrolls (at least 6 – 9) and potions of cure weakness (at Wagon) before entering.

1. Book “The Myths of Creation”
2. Chest w. loot + Golden Key
3. Unlocked by Golden key
4. PPs unlock the two doors east (surround enc. when opened)
5. On opening door surround encounter. Assassin drops **Shard of Earth**.
6. Meet mysterious Elf (q13)
7. PP opens door A, release monsters
8. Book “Treasures of the Shantiri”
9. Use Shard of Earth to open door
10. Encounter with Gralkor. Close up for melee fight, concentrate on keeping everyone conscious and non-paralyzed. Offensive magic doesn't work. After fight get Sylanna's blessing (can walk forests), also unlocks road to Seahaven (and rest of the game map...)
11. Shard of Earth unlocks door after Gralkor has been beaten.
Chest w. goodies...

Assassin (30 XP)
Stalker (30 XP)
Elite Assassin (50 XP)
Elite Stalker (50 XP)
In Earth garden:
Earth Elemental (30 XP)
Unique: *Gralkor*

Lv. 11

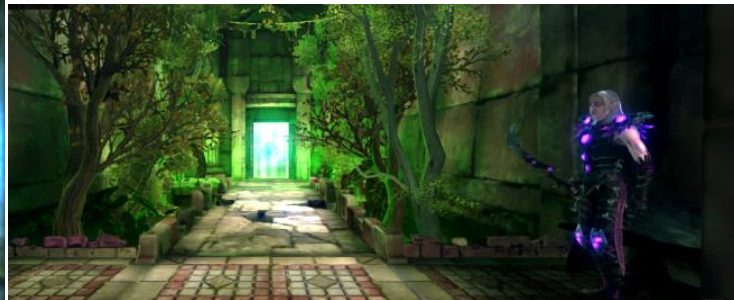
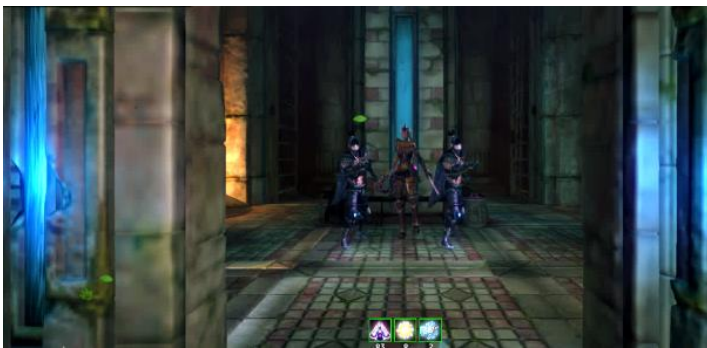





Note:
All the "Element entrances" need
the respective Shard to enter.

X: Berenice – Magical Focus GM








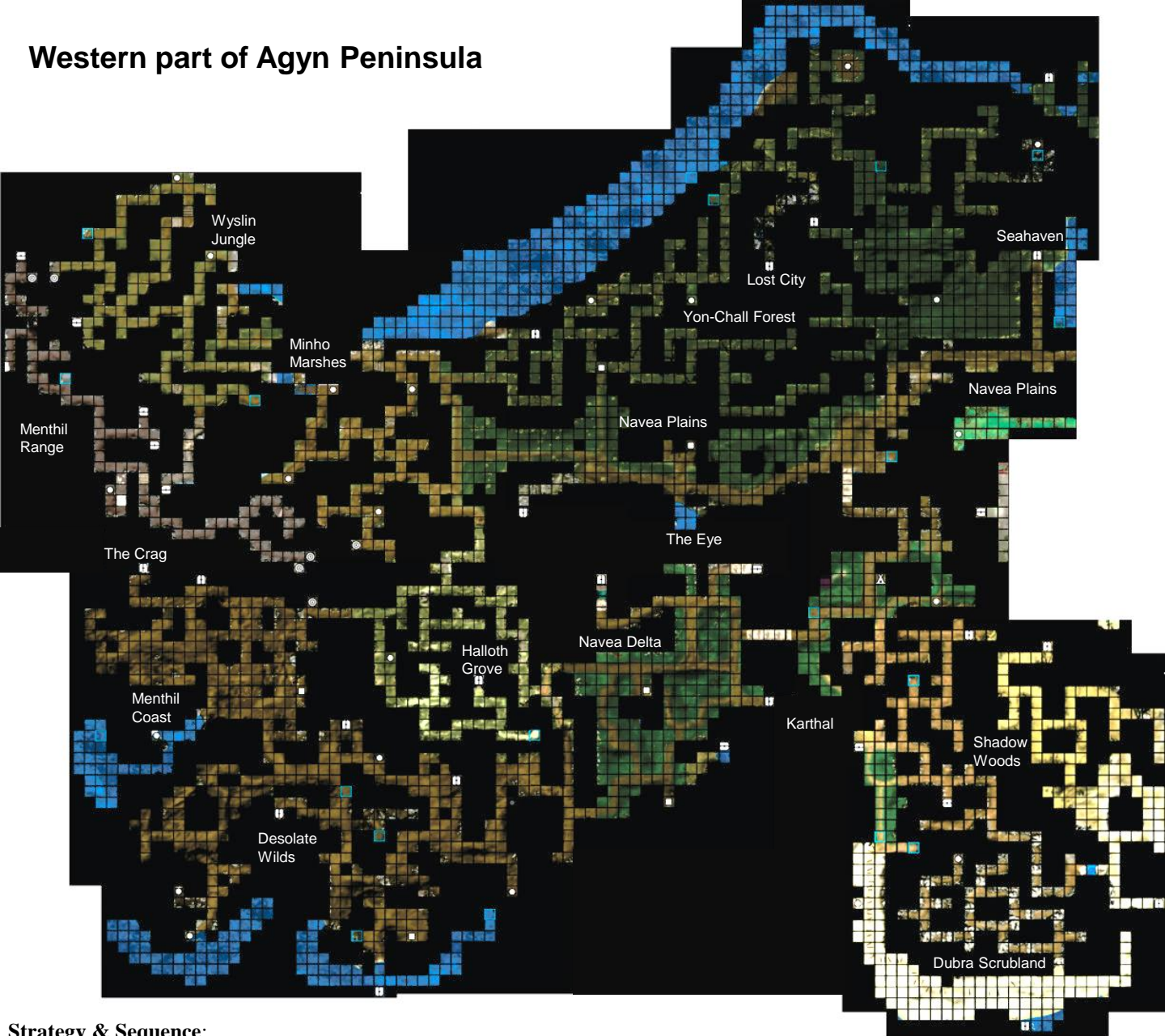
Gralkor

A test? (The creature emits a guttural sound evoking boulders rolling down a hillside. You realize it is laughing.) No. I would have crushed you. But you brought back the Shard, and faced me with courage and resilience. The Goddess of Earth was pleased. And so I'm not killing you today, despite your unnerving lack of manners.

1. Back



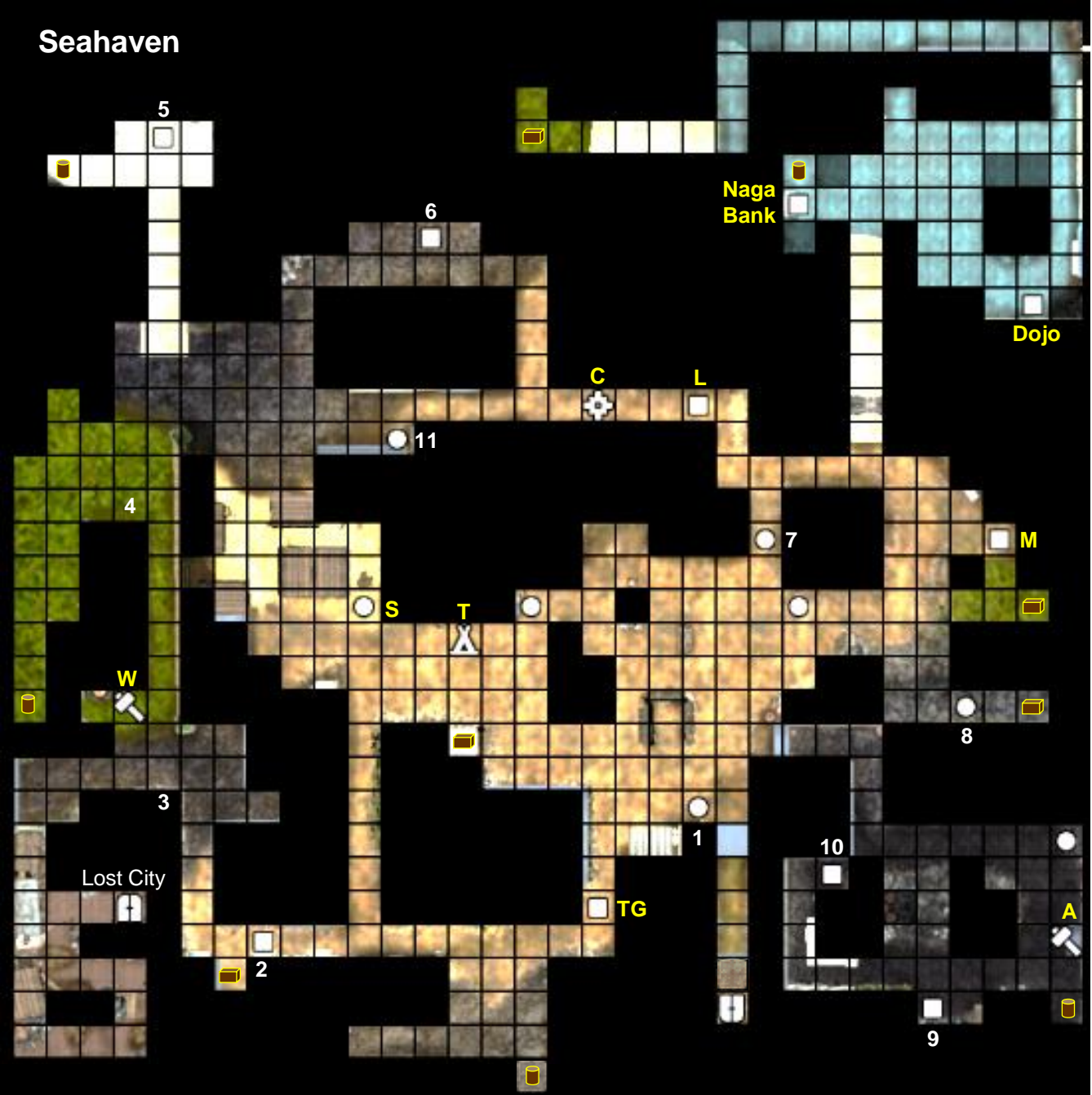
Western part of Agyn Peninsula



Strategy & Sequence:

1. Seahaven to explore / equip / train / get quests.
2. Explored eastern part of Navea Plains and Yon-Chall Forest, resolving Haart-quest in Yon-Chall while there.
3. Mysterious Crypt and Lord Kilburn (to get relics as early as possible).
4. Defeated the Shadow Dragon in DC east of the Castle (lv 13). Reward: 55 XP, book "Clouds" (q21), relic *X-Bow Demon Kiss*.
5. Starsilver: from Navea Plains pass through the outskirts of Halloth Grove to the Desolate Wilds, completing the Mysterious Crypt en route, and finally to the Starsilver site before returning to Seahaven with the ore and delivered it to Imnel.
6. Explored the rest of Yon-Chall (except Poacher area – careful!)
7. Headed towards The Crag, north of Halloth Grove and through Minho Marshes and the northern part of the Wilds.
8. In Crag resolved and received quests, and equipped, before returning to Seahaven.
9. Entered Navea Delta from west and took the battles there. After area had been cleared, the Starsilver Blade was ready for collecting, returned to Seahaven.
10. Shadow Woods. A few fights, the DC and MC.
11. Ashen Hills DC (Cyclops (44 XP), lv 18 (couldn't done it before) – 2 x elixir of arcane resistance, else worthless items).
Note: Found that neither Sorpigal nor Seahaven had Master Fire spells, but Mojo in Crag had them.
12. The Lost City – Montbard
13. Report to Jon Morgan, talk to Rosalie
14. Defeat Water Lord, get Shalassa's Blessing (can walk on water)
15. Explore ship wrecks and other water areas.
16. Poachers in Yon-Chall
17. Enter Karthal through sewers and Falagar's Mansion
18. Contact Hamza – get liberation quests
19. Explore Karthal and slums
20. Go to Sun Hind and Skull Rock
21. Defeat Light Lord and Air Lord (Elemental Forge)
22. Explore Wyslin Jungle and mountain areas
23. Cursed Ruins
24. Fire Lord
25. Non-quest dungeons
26. Black Guard HQ and Jail
27. Dark Lord
28. Dungeon quests in sequential order

Seahaven



Services:

A: Gregor's Armour – Medium Armor E

W: Silver Blades, q 20

M: Runes and Crafts
Identify, X-bow M

L: Church Library. Spells, Magic Focus M

C: Church of Elrath. Cure/heal – Light magic M.
q 21

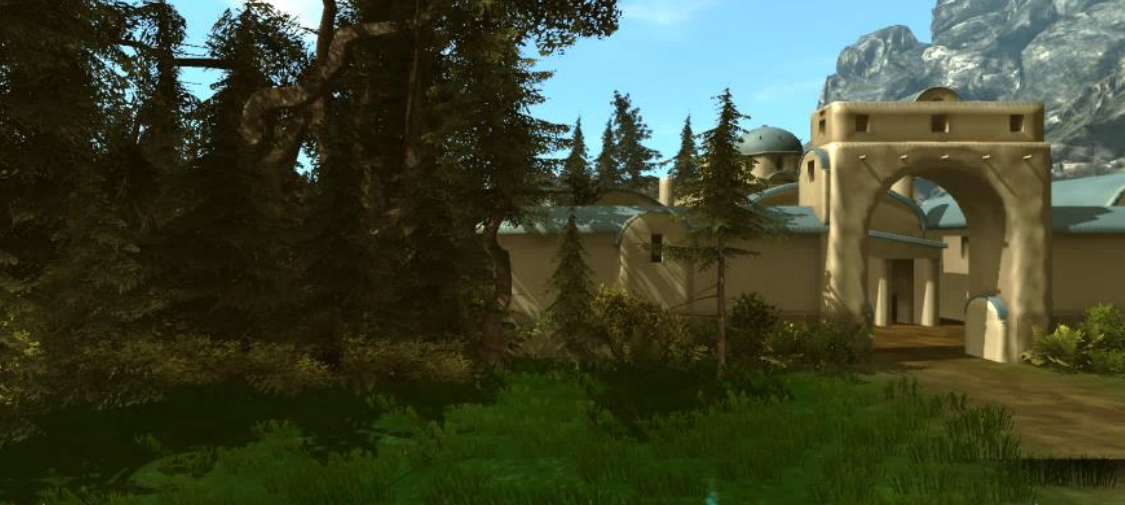
TG: Town Garrison,
Two-hand M
Shield E
Spear E

T: The Moon Doe – Dark mag. E

Dojo: Arcane discipline E
Mysticism E
Sword E, Dual wield E
Med. armor E
Water / Air / Prime mag. E

Naga Bank: Mace M
Two-hand E

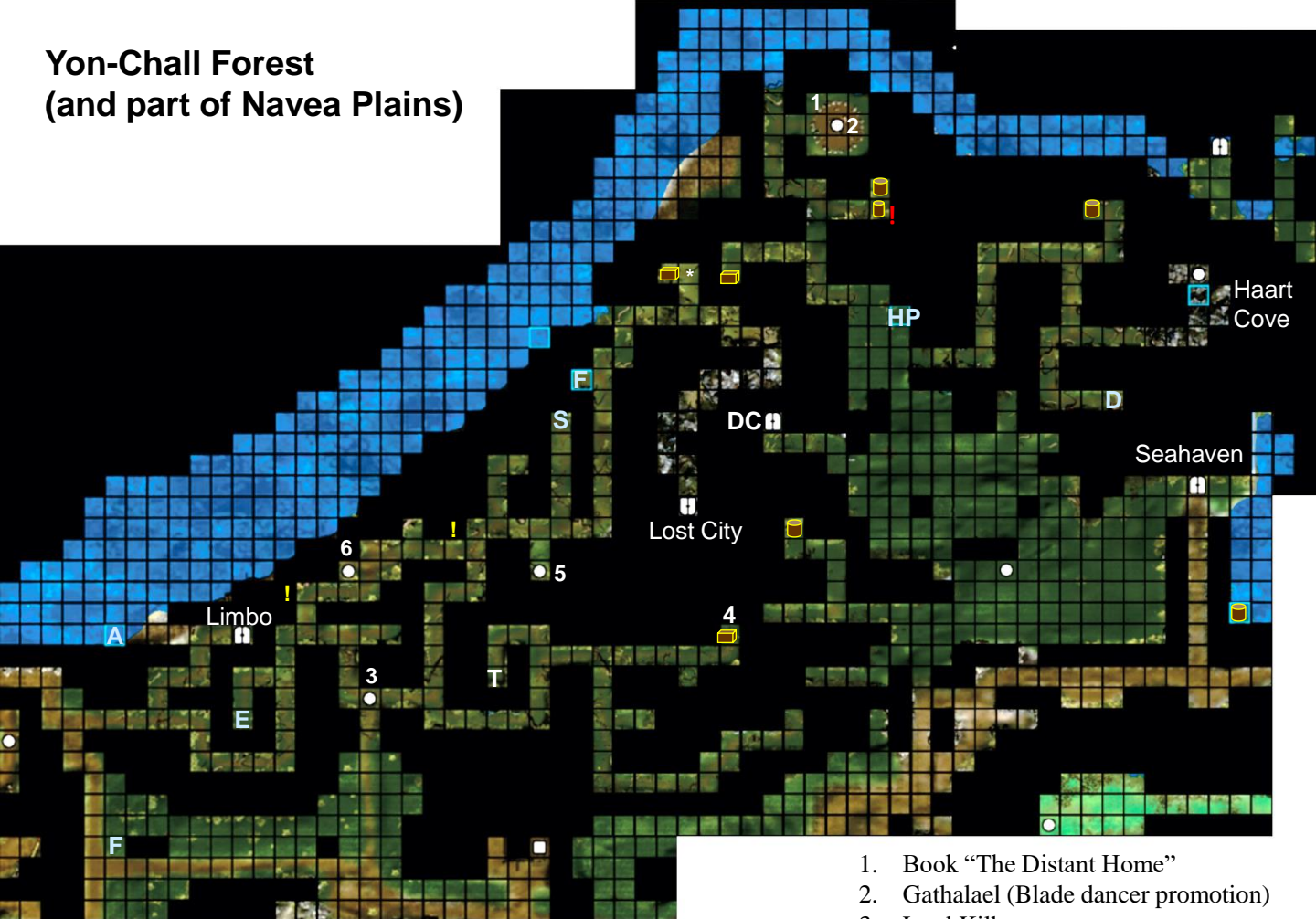
1. City guard (q 22)
2. Bear – Endurance E / Dodge E
3. Edwin, q 19
4. Book “Song of Earth”
5. Windsword Garrison (Mercenary promotion)
6. Haart Mansion. q 22, Sword GM
7. Sana (puny archmage for hire)
8. Stenar (later flute)
9. Eldgrim's House – Spear M
10. Geilir's House – Fire magic M.
(Rune priest promotion)
11. Heame, q 22.



Heame; Inquisitor



Yon-Chall Forest
(and part of Navea Plains)



Note: By now, NPC Edwin is with us, giving party 10% more XP for all encounters. Figures given includes this bonus.

- Shadow Panther (33 XP)
- Manticore (33 XP)
- Elite Wolf (55 XP)
- Earth Elemental (33 XP)
- Minotaur (33 XP)
- Elite Brigand (50 XP) (By *)
- Militia Captain (28 XP) (By *)
- Ghoul (33 XP) (by Lost City)

Poachers:

- 2 x Blackfang Thug (44 XP)
- 2 x Blackfang Marauder (44 XP)
- defeated at lv. 20.
- Talk to Spike (nothing happens)
- Fire one NPC, talk to Spike.
- Recruit Spike – get option “free animals” (yes) – quest 28 OK.

1. Book “The Distant Home”
2. Gathalael (Blade dancer promotion)
3. Lord Kilburn
4. Riddle Chest
“This engulfing thing is strange indeed. The greater it grows, the less you see.”
(Darkness)
5. Caranthir – Earth magic GM
6. Poachers (Ranger promotion)
! Don’t enter before high level!



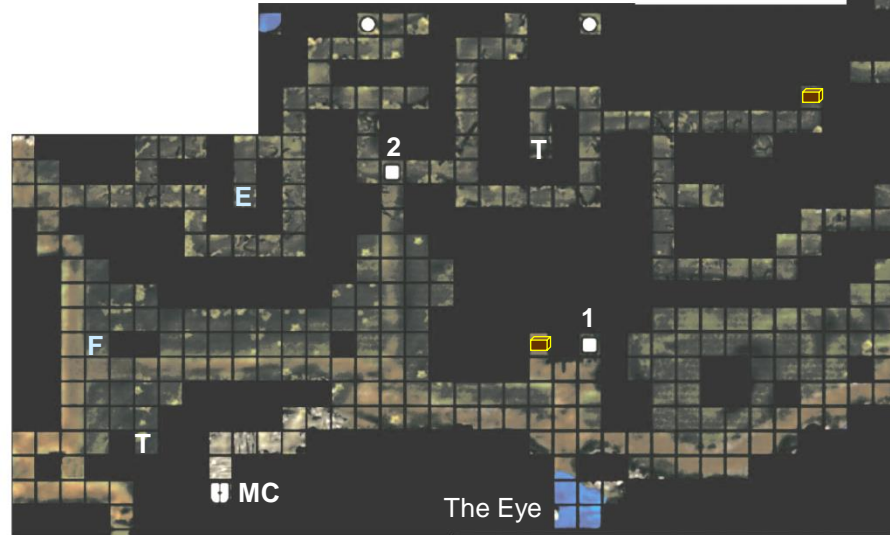
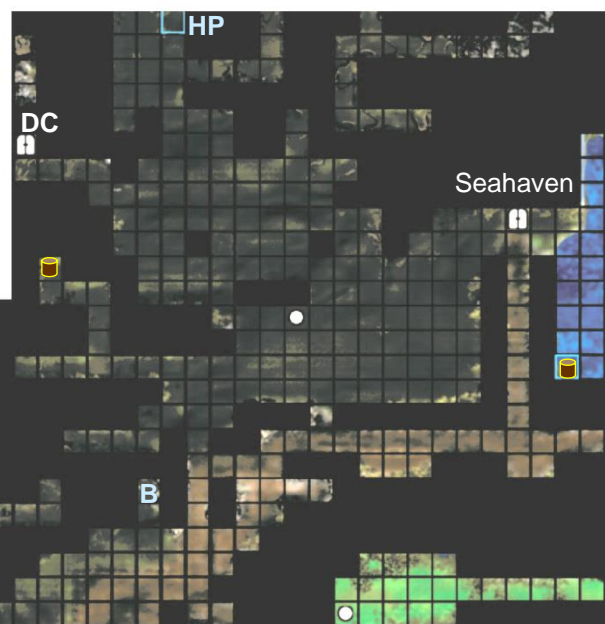


DC: Martyaxwar (220 XP)
Regenerates, so waited with this encounter.
No problem at level 19.
Reward: Relic *Imaran*.
Book “The Treacherous Queen Tuidhana”





Navea Plains

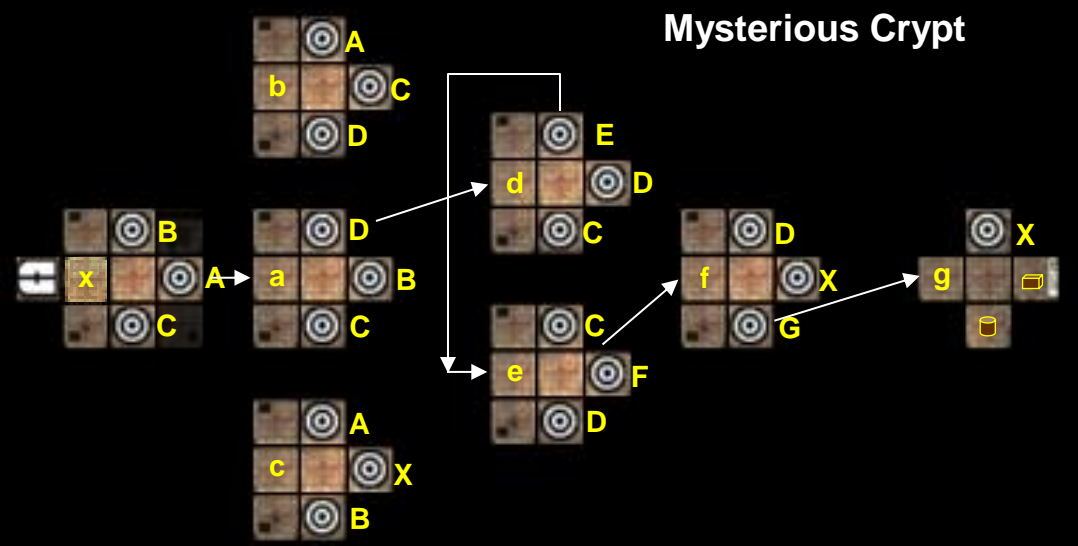


1. Drengi, Axe GM
2. Lord Kilburn (q17, 23, 24) Shield GM
3. Not advised to cross this bridge before area on other side has been cleared – difficult encounter.

Elite Brigand (50 XP)
 Militia Captain (28 XP)
 Shadow Panther (33 XP)
 Manticore (33 XP)
 Elite Wolf (55 XP)
 Earth Elemental (33 XP)

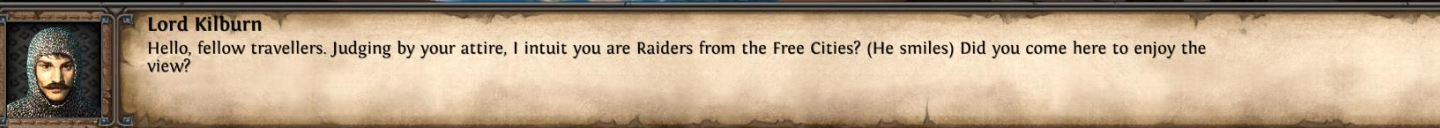


Mysterious Crypt



Lord Kilburn's

Connected teleporters.
 A → a etc.
 Shortest route shown by
 arrows.
 Reward:
 Relic *Titan Leggings*



Lord Kilburn

Hello, fellow travellers. Judging by your attire, I intuit you are Raiders from the Free Cities? (He smiles) Did you come here to enjoy the view?

1. Quest: The Search for Kilburn
2. Quest: Peninsula Incognita
3. Training: Shield Grandmaster
4. Gossip: Duke Oswin Unicorn

Lord Kilburn:

The quest *Peninsula Incognita* is really just a kind of copy protection, and an easy way to receive 1500 XP and the White Wolf Shield. Only tricky question is Agyn's previous name, this can be found by asking Jassad (Sorpigal) about Agyn Peninsula. The other answers are found on the cloth map included in the game. To get some XP for the shield quickly, do this quest before the "Letter" quest.

1. Sorpigal-by-the-Sea is located on the shores of a bay. What is the name of that bay?
Tirya Bay
2. What is the name of the large river on which Karthal is located?
Navea River
3. There's a lake in the very center of the Peninsula. What is it called?
The Eye
4. What name is given to the rocky coast on the western edge of the Peninsula?
Menthil Coast
5. What is the name of the sea north of the Peninsula?
Irisus sea
6. What was the ancient name of these lands, before they became known as the Agyn Peninsula?
Malyn
7. What is the name of the small forest east of Karthal?
Shadow woods
8. There's a place whose name means "Songs of the Wind" in the Elven Language. What is the place?
Wyslin Jungle

(Had to go back to Seahaven to get the shield identified before returning to continue the talk with Kilburn.)
Then, after receiving quest 24, returned to Seahaven yet another time for training.



Many of the tiles are trapped – death if stepped on. Casting Clairvoyance spell (or scroll) reveals the traps, allowing also disarm if stepped on. That way crossing became very easy.

Relic *Ancestor Mask*
Book “Life with the Pao Island Orcs”



DC: Tuco (165 XP)

Defeated at lv 16 (with difficulty)

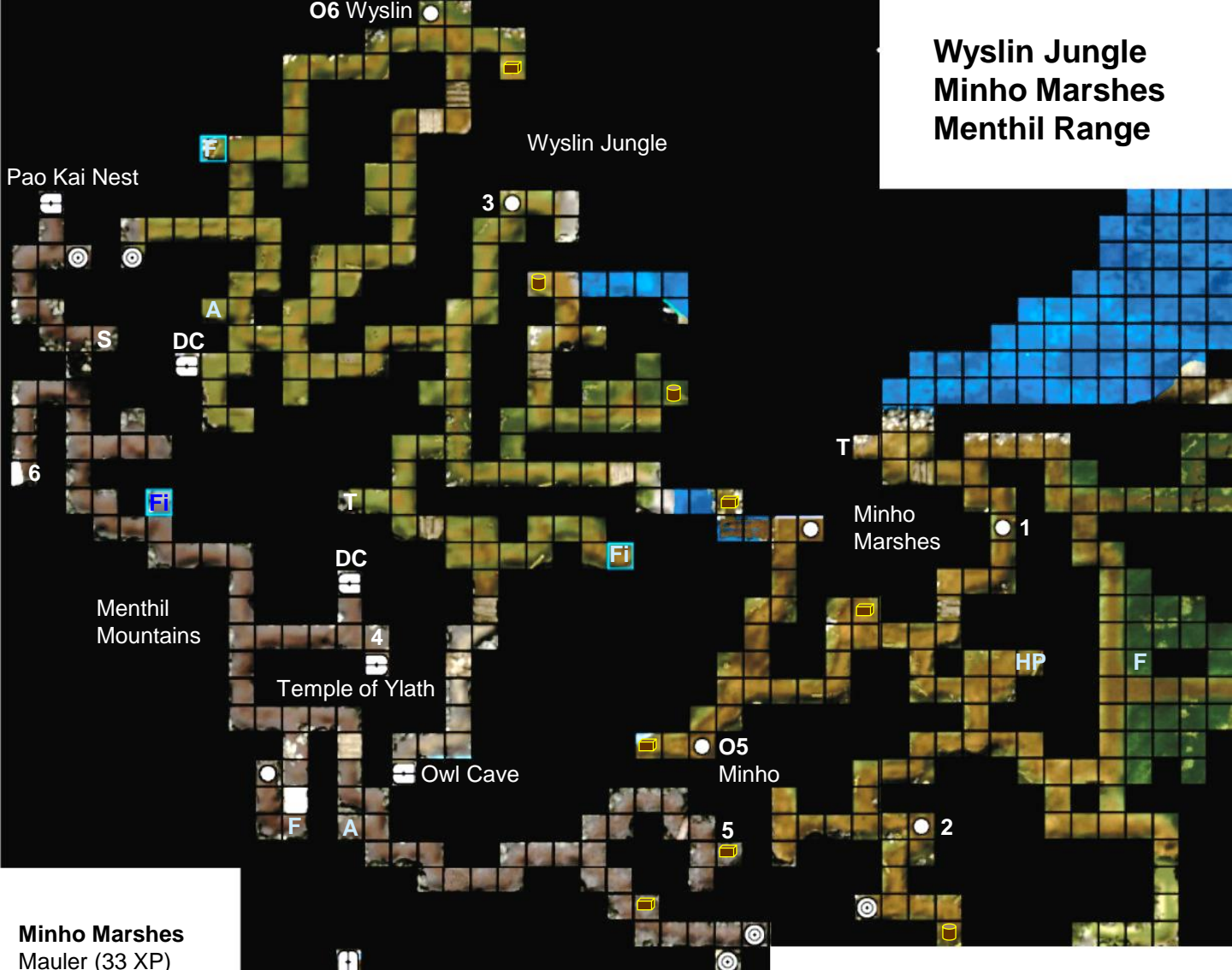
Reward:

Relic Bow *Mageslayer*.

Book "A Savage History of the Pirates".



Wyslin Jungle Minho Marshes Menthil Range



Minho Marshes

Mauler (33 XP)
Goblin (33 XP)
War Panther (33 XP)

Wyslin Jungle

Elite Mauler (66 XP)
Elite War Panther (66 XP)
Goblin Hunter (44 XP)
Dreamreaver (44 XP)
Elite Jaguar Warrior (66 XP)
Elite Dreamwalker (66 XP)

Menthil Mountains

Elite Mauler (66 XP)
Harpy (44 XP)
Elite Air Elemental (66 XP)



1. Erika; Naga Tea (Heijin Tea)
Fire mag. GM
! Big fight if proceed southwards
2. Tieru (Druid promotion)
3. Shiva – Air mag. GM
q 43.
4. Book “The Binding of the Clans”
5. Chest w. Mayneri’s Pendant
(trapped), q 27.
6. Observation Place Edwin (q 19)

DC Wyslin Jungle: Sentenza (220 XP)

(lv. 24, no problem)

Dropped Elixir of Health

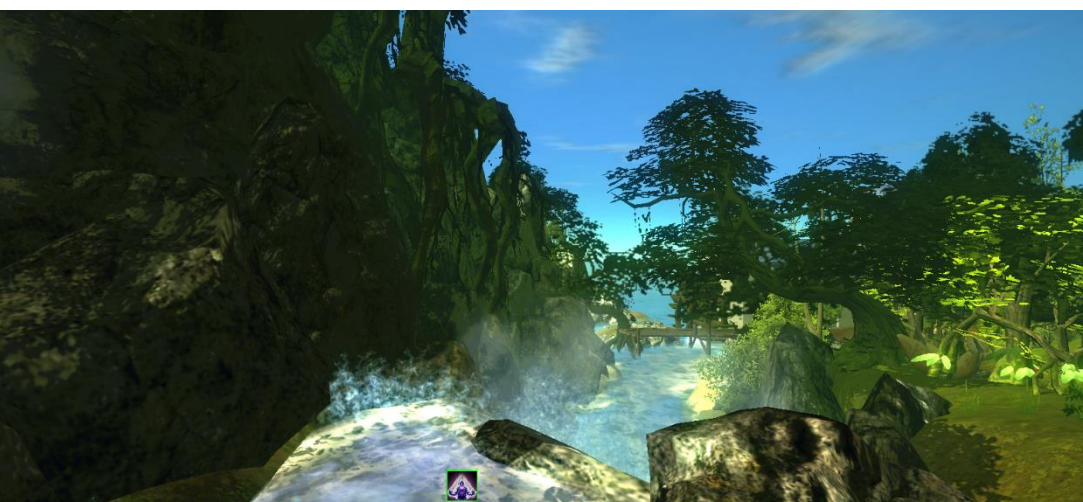
Relic: *Vampire Armor*

DC Menthil Mountains: Manco (220 XP)

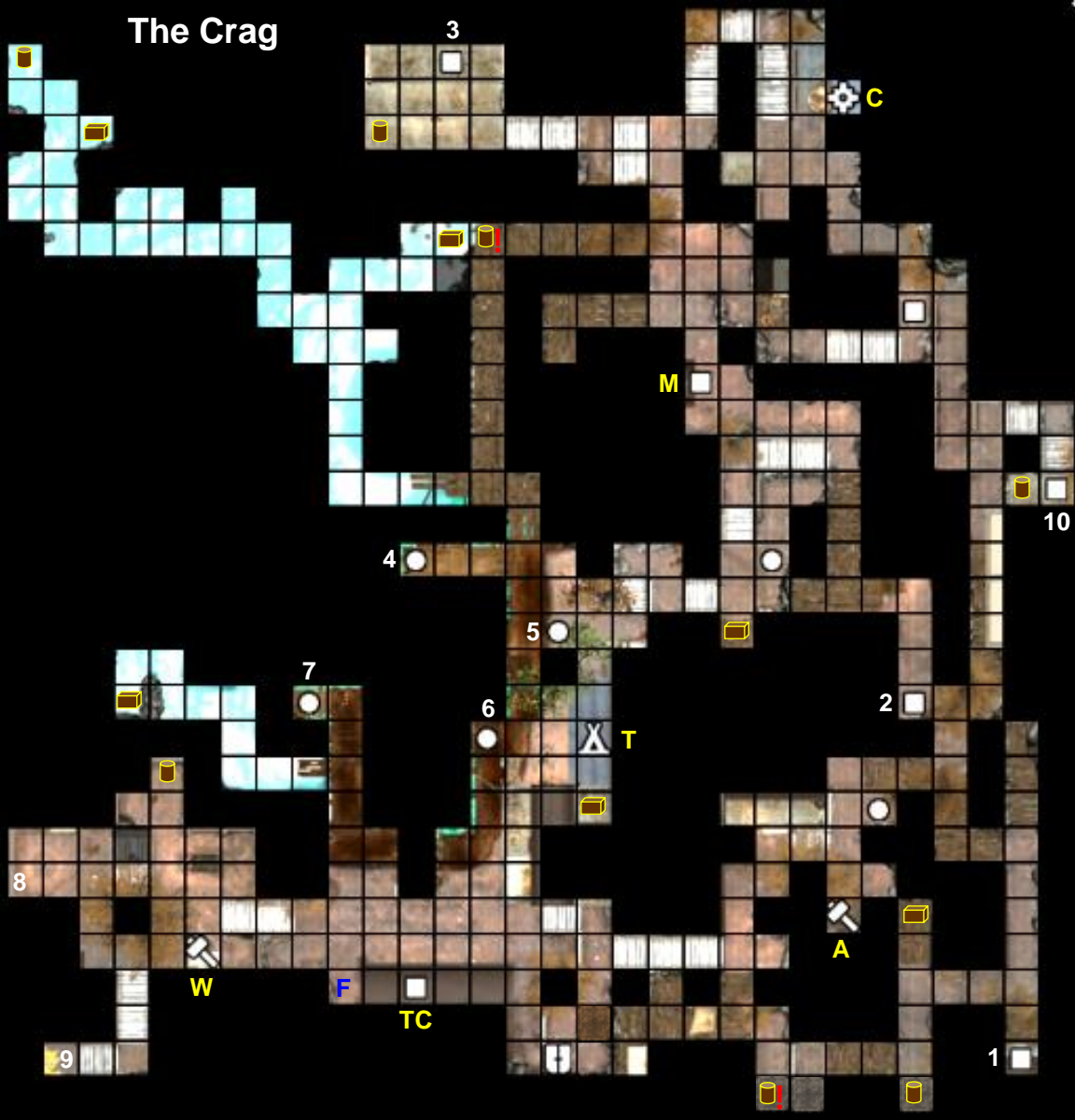
(lv. 24, no problem)

Dropped Elixir of Vitality

Relic: *Heart Piercer* (spear)



The Crag



Services:

A: Everyman's Armour – Dodge M (good robes)

W: Largo's Second-Hand Weapons – Dagger M (good daggers)

M: House of Mojo, Trade / Spells / Identify
Arcane discipline M

C: Healing Lodge. Cure/heal – Earth magic M.
Shaman promotion

TC: Spear E, Mace E, Dagger E, Axe M
Bow E

Two-hand E

Shield E, Endurance E

Magic Focus E, Air magic M

T: Toothrot tavern

1. Tao's House – Mace GM

2. Zhin's House – NPC Treasure Hunter (nice to have)

3. The Fort.

Ciele: Water magic M, q 25

Crag Hack: q 18 +++

4. Ameyro (Crag Hack's ship)

5. Kei – Water magic GM, q 26

6. Ulagan – Marauder promotion (q 27)

7. Sir Christian (boat travel)

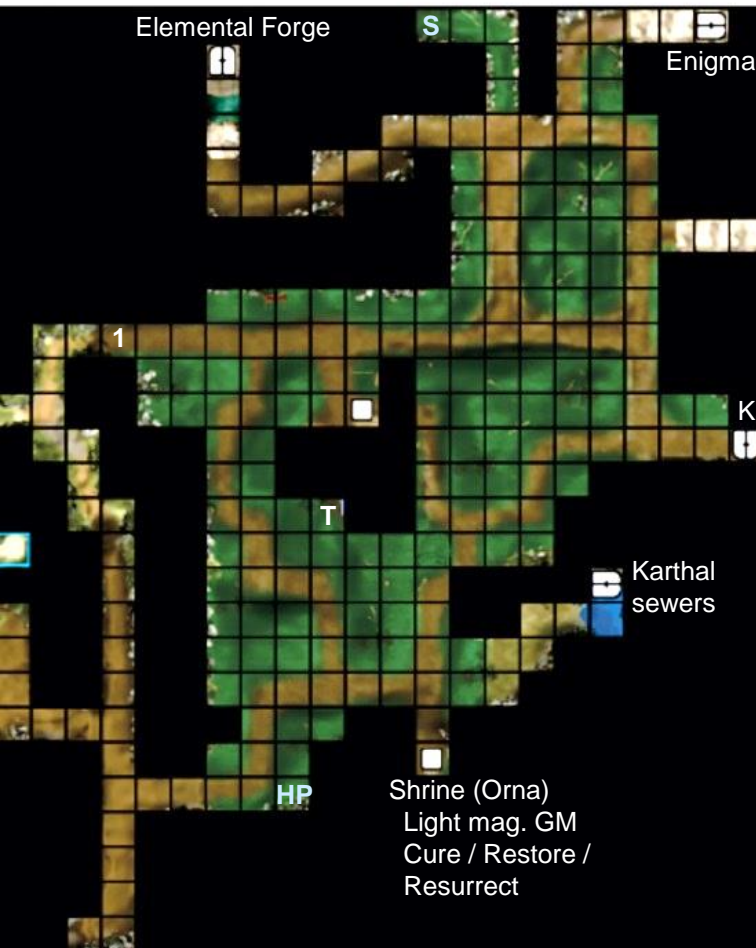
8. Kirk (Lost Lambs, quest 3)

9. Book "Wandering the waves"

10. Later in the game: Kaspar and Zouleika
(Freemage promotion quest)



Navea Delta (Karthal Meadows)



Black Guard (44 XP)
Dark Wizard (44 XP)
Wolf hound (44 XP)
Militia Captain (28 XP) (*)
Elite Brigand (50 XP) (*)
Unique: *Fluffy* (220 XP)

Tavern:

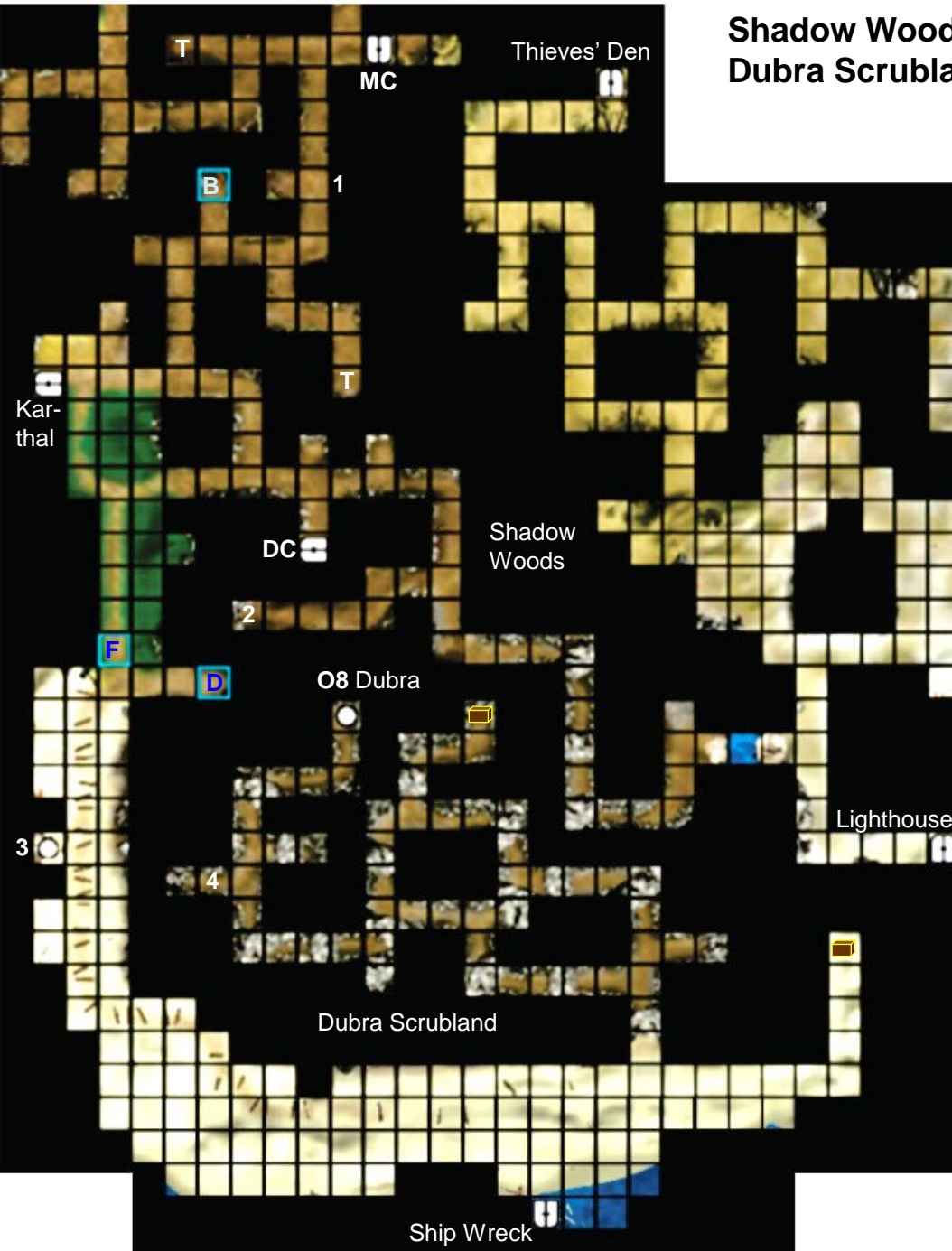
Get Naga Tea (Higan Tea). Hedwig is here.
(Defender promotion / Limbo quest)

1. Recommended entry point to the Meadows, to get the encounters in a “manageable order”
First advance to house, “activate” first batch of enemies, retreat to 1. Dark Wizards cast Feeblemind – pretty helpless if you don’t have curative spells or potions. Next advance eastwards, being careful not to rouse too much opposition at once. Fluffy is just east of bridge.
2. Monshan. Warden promotion (q 28).





Shadow Woods Dubra Scrubland



1. Wystal
("No, you won't catch me") – and gone he was...
2. Widowsweep Berries
(q 25)
3. Atlas – Endurance GM
4. Asterion;
dropped Elixir of Health

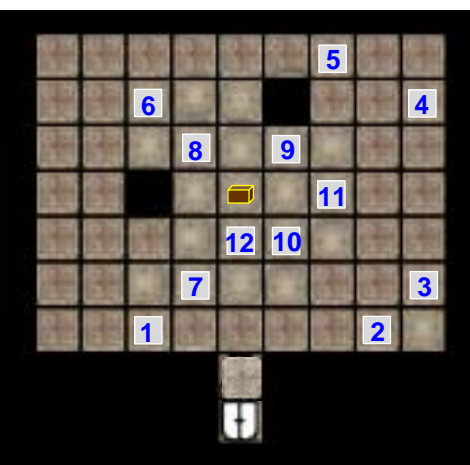
DC: Amarok (220 XP)
Easily defeated lv 17
Reward:
Elixir of vitality,
acolyte staff, ring, no
goodies, no relic.

Shadow Woods:
Blackfang Thug (44 XP)
Blackfang Marauder (44 XP)

Dubra Scrubland:
Blackfang Thug (44 XP)
Blackfang Marauder (44 XP)
Unique: *Asterion* (220 XP)

Beach:
Elite Kensei (66 XP)
Elite Naga Warlord (66 XP)
Elite Pearl Princess (66 XP)

Ship Wreck: Lots of barrels (one of each kind, 4
increase stats, 7 increase mag. resistance).
2 x Elite Giant Spider (66 XP)
Chest w. loot + relic: *Smuggler's Jacket*



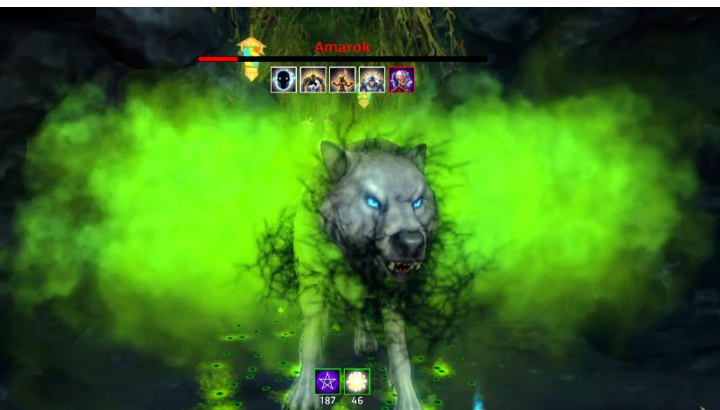
Mysterious Crypt

Very tough puzzle... and as far as I can see,
cannot be solved by logic – only trial and
error.

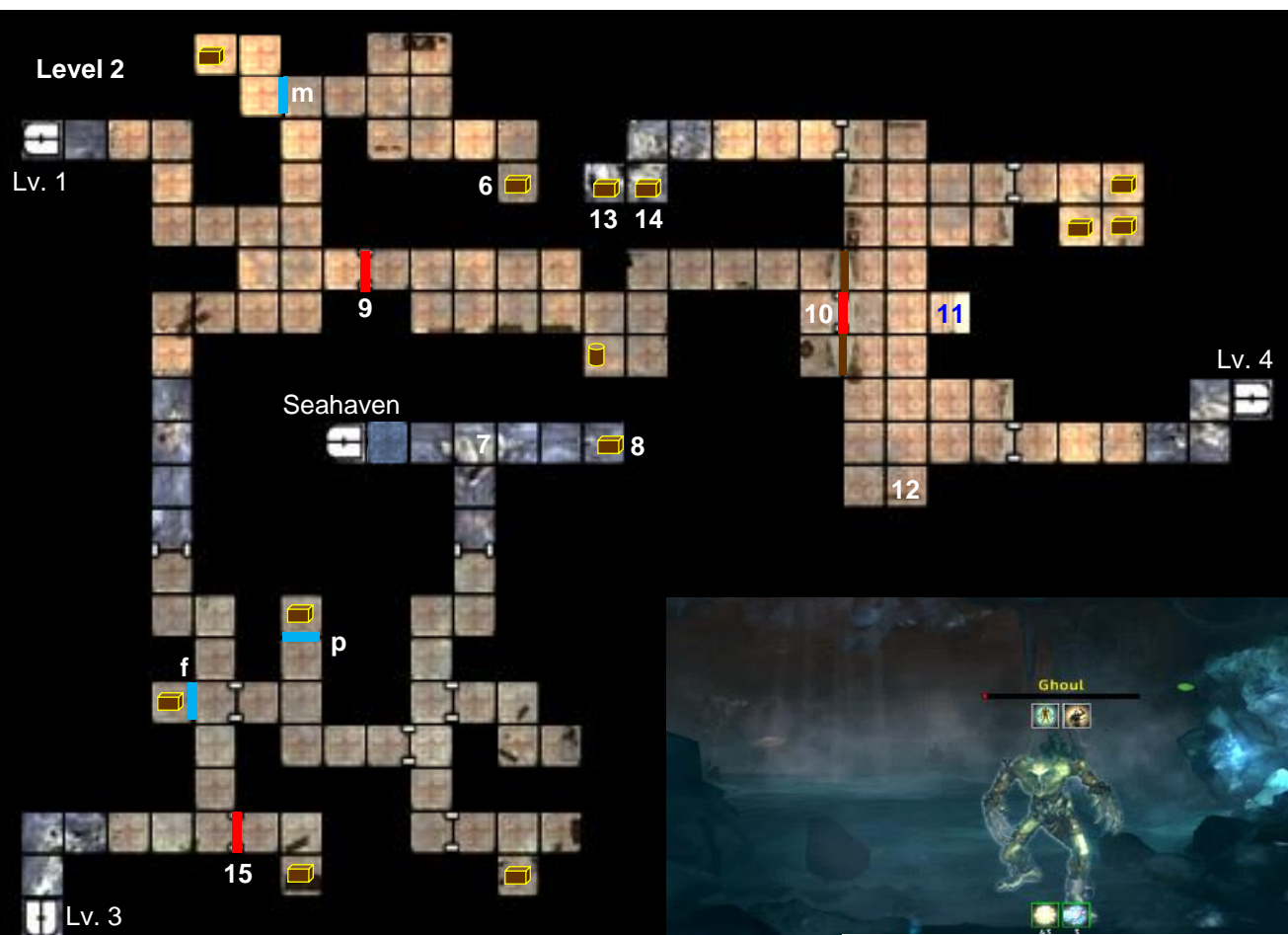
Initially, only PPs 1 – 5 are visible. Stepping
on 4 then 1 removes a pillar, unlocking PP 6.
Similarly stepping on 1 then 3 unlocks 7. As
more and more PPs are unlocked the number
of pairs grow, and it becomes pretty tedious.
One sequence that unlocks the chest with relic
Will and resolve (gloves) is shown to the right.

PP stepping sequence:

1 – 3
4 – 1
7 – 4
6 – 7
5 – 8
7 – 9
10 – 5
11 – 9
10 – 7
12 – 6
6 – 8
12 – 7
7 – 11
12 – 11



The Lost City



Lv 1:

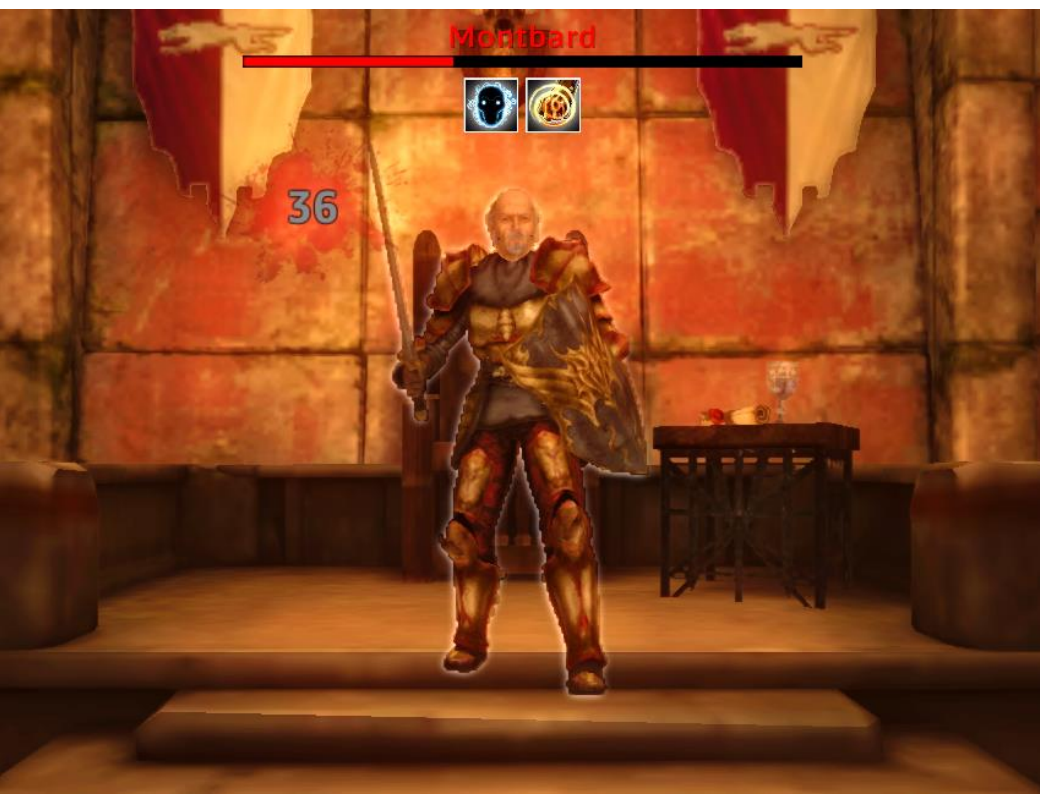
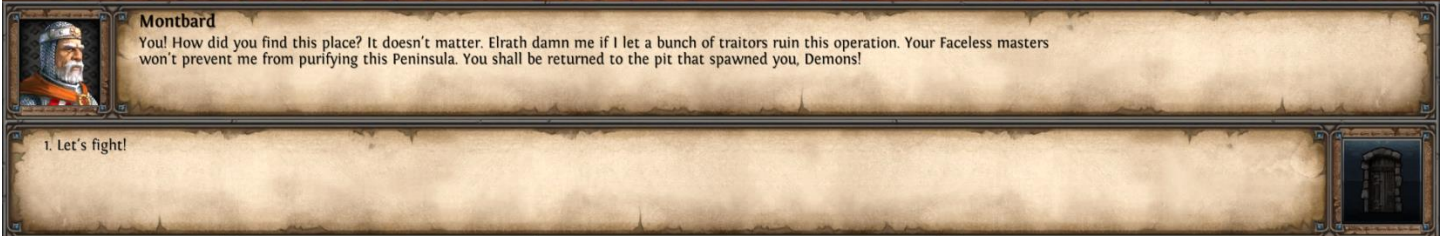
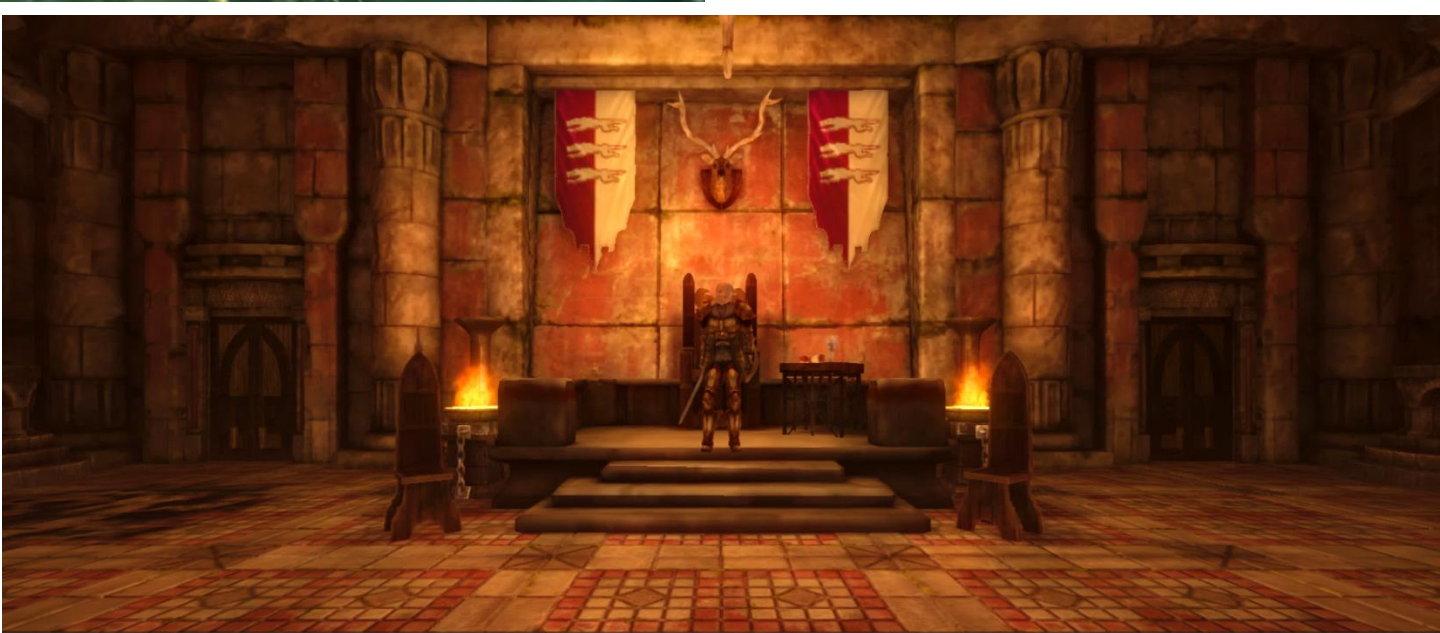
Ghoul (33 XP)
 Skeleton (33 XP)
 Militia Captain (28 XP)
 Elite Brigand (50 XP)

Lv. 2: (add)

Elite Rogue Mage (50 XP)
 Elite Militia Captain (55 XP)
 Ghost (33 XP)
 Ravenous Ghoul (44 XP)
 (by stairs to lv 3.)
 Unique: *Montbard* (165 XP)

Lv. 17-19

1. Militia Captain dropped Iron key
2. Unlock w. Iron key
3. Loot + Rusty key
4. Unlock w. Rusty key
5. Door opens from S. only
6. Loot + Silver key
7. Attacked from three sides
8. Loot + Bronze key
9. Unlock w. Bronze key (enc.!!)
10. Unlock w. Silver key
11. *Montbard* (q 30)
12. Book "Excerpt from Montbard's Journals"
13. Stone Disc Fragment 3 (q 14)
14. Loot + Golden key
15. Unlock w. Golden key
 (So expected goodies in chest, but nooooo.)



The Lost City



Lv 3 is tough – came back when level 26.
 Ravenous Ghoul (44 XP)
 Elite Ravenous Ghoul (72 XP)
 Skeletal Spearman (44 XP)
 Elite Skel. Spearman (72 XP)
 Spectre (44 XP)
 Elite Spectre (72 XP)
 Unique:
 Crystal Spider (550 XP)

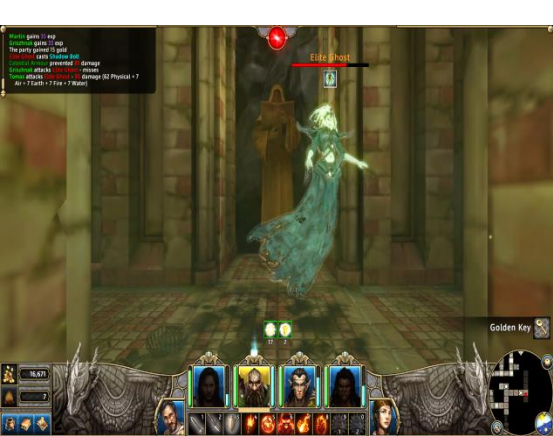
Lv. 4: (Lv 18-19)
 Elite Ghoul (55 XP)
 Skeleton (33 XP)
 Elite Skeleton (55 XP)
 Ghoul (33 XP)
 Ghost (33 XP)
 Skeletal Spearman (44 XP)
 Elite Ghost (55 XP)

- Level 3:**
1. Book “The Book of Beginnings”
 2. PP spawns 4 spectres, and unlocks doors 3
 3. BIG fight on open door
 4. Crystal Spider (epic fight)
Dropped Heart (q 25)
 5. Chest w. Shard of Fire

1. Riddle Chest:
 “History is told, forgotten, and can be told again.
 What is put on parchment never remains unchanged. Always truth can be washed away and rewritten. But the specter of past words seldom completely fades.”
 (palimpsest) – Silly puzzle, answer can be found in one of the many books we have found...

2. Loot + Golden key
3. Open from west
4. Sorli – Hv. arm. GM
5. Big fight
6. Step here for ghosts...
7. Unlock w. Golden key
8. Loot + Shard of Water







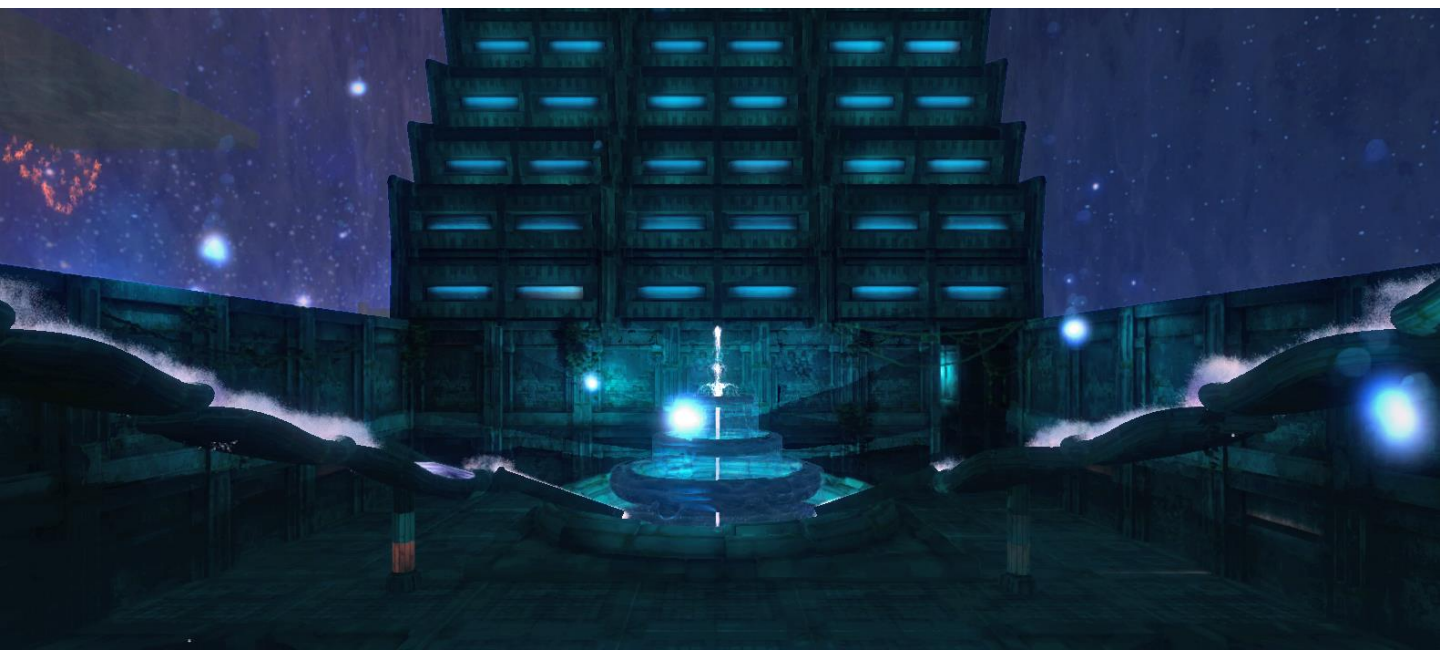
Elemental Forge Shard of Water

1. Three levers, a, b, c.
b controls pipes, turn lever till pipes point into fountain
a and c control water flow. Switch a couple of times and levers disappear into the ground
2. Interact with fountain to summon Acwalander.
3. Unlock with shard after Acwalander has been defeated.

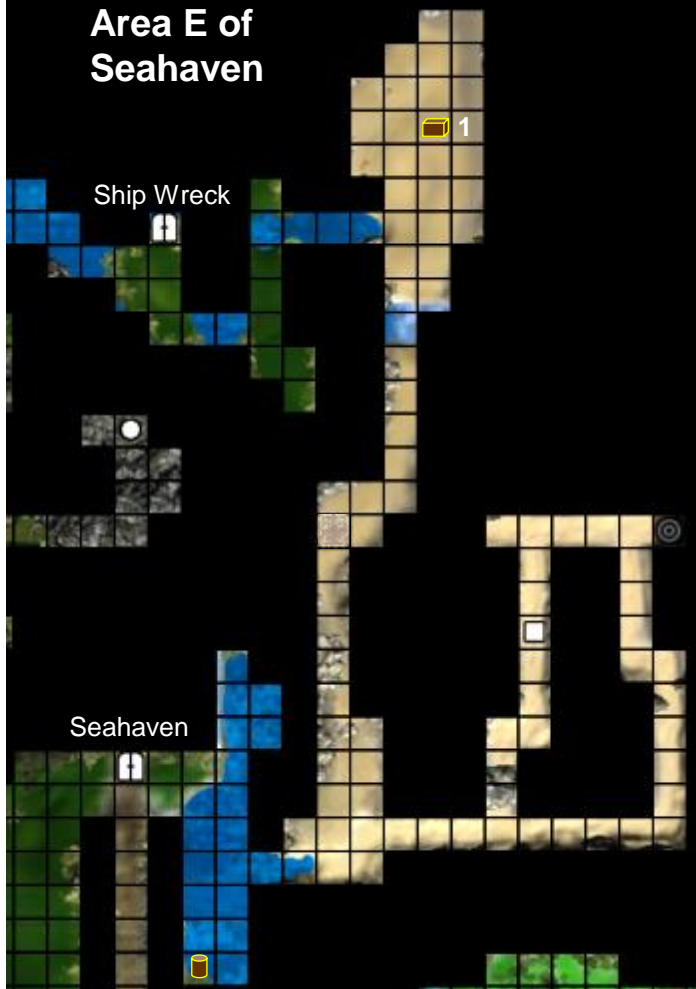


Water Elemental (33 XP)
Unique: *Acwalander* (330 XP)

Lv 19



Area E of Seahaven



Air Elemental (33 XP)
Elite Air Elemental (66 XP)
Elite Earth Elemental (66 XP)
Elite Water Elemental (66 XP)
Elite Shadow Elemental (77 XP)

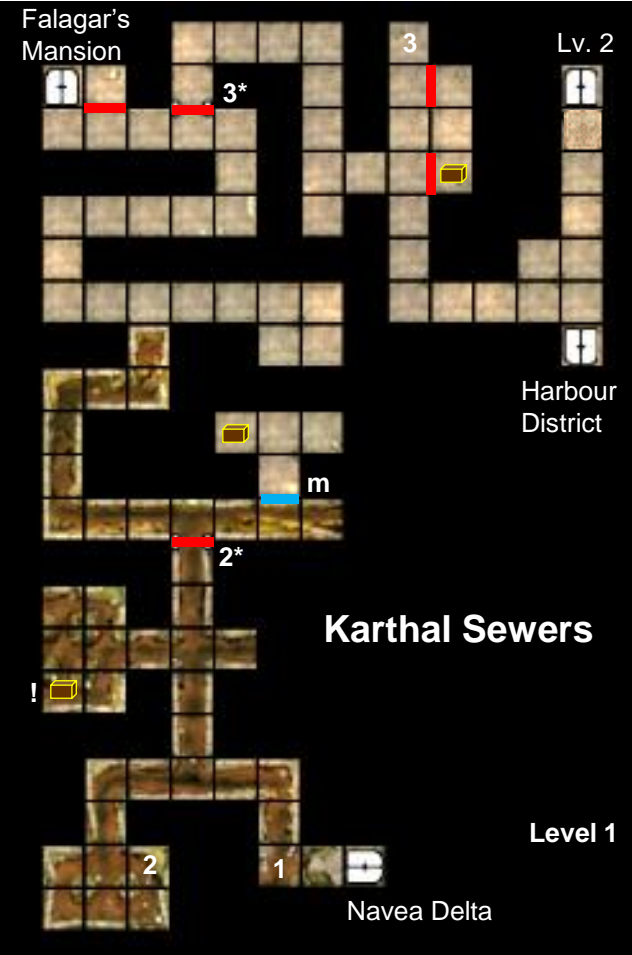
Lv 19

1. On stepping on chest tile, attacked by the four Elite elementals, one on each side

Ship Wreck:

Air Elemental, Water Elemental.
Book "The Divine Right" (q 21)
Chest w. loot + Relic *Sun Shield*





Elite Giant Spider (66 XP)
 Facehugger (44 XP)
 Unique: *Erysichthon* (220 XP)

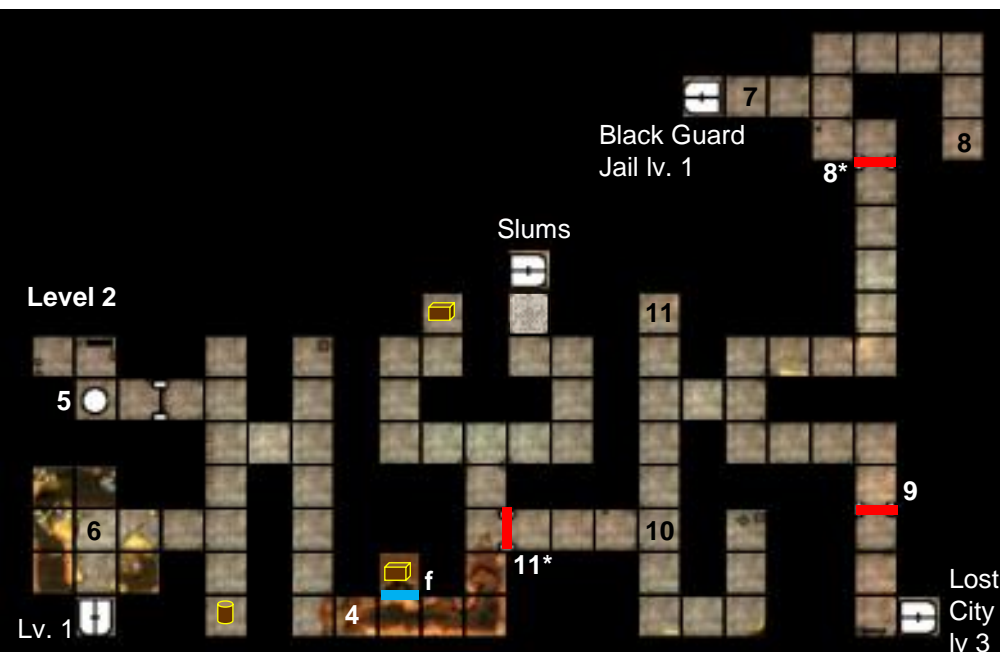
→ Falagar: Lv. 20
 Second visit, down from Slums: Lv. 23

1. Zouleika
2. Lever opens 2*
3. Lever opens 3*
4. Erysichthon dropped Elixir of Vitality
5. Tamotsu – Medium Armor GM
6. Surrounded by 4 Elite Giant Spiders

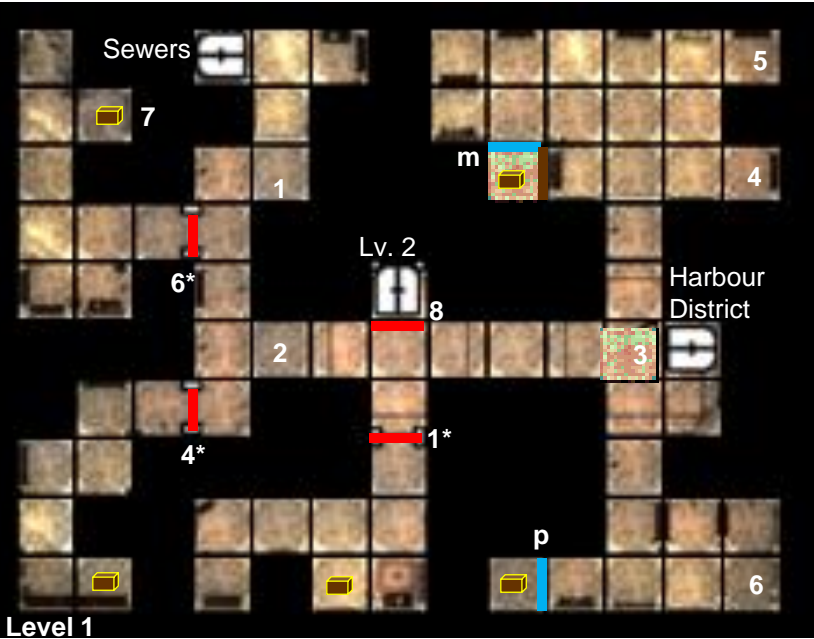
-- After Black Guard Jail:

7. Falagar leaves party and meets Zouleika
8. Lever for 8*
9. Lever for door
10. Book "Darkside" (q 21)
11. Lever for door 11*

Very conveniently Thomas was ready for GM Heavy armor, taught by Sorli, Lost City. So used exit to Lost City, found Sorli, and then exit from Lost City to Castle Portmeyron to meet Jon Morgan.



Falagar's Mansion

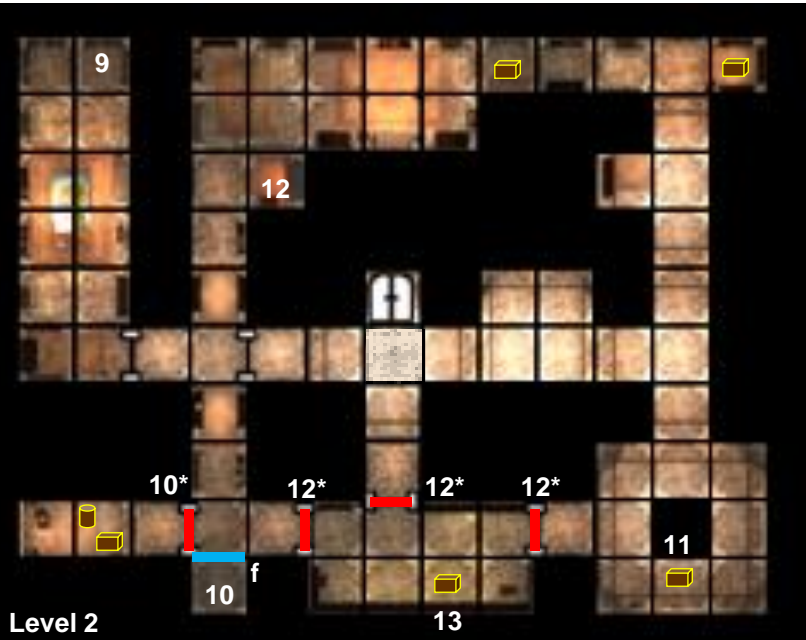


Black Guard (44 XP)
Dark Wizard (44 XP)
Unique: *Ripley* (220 XP)
Level 2 also Wolf Hound (44 XP)
Lv. 20

Second visit, Lv. 23

First time here, shortest route through to get into Karthal and get XPs and trade goodies before returning here for the rest.

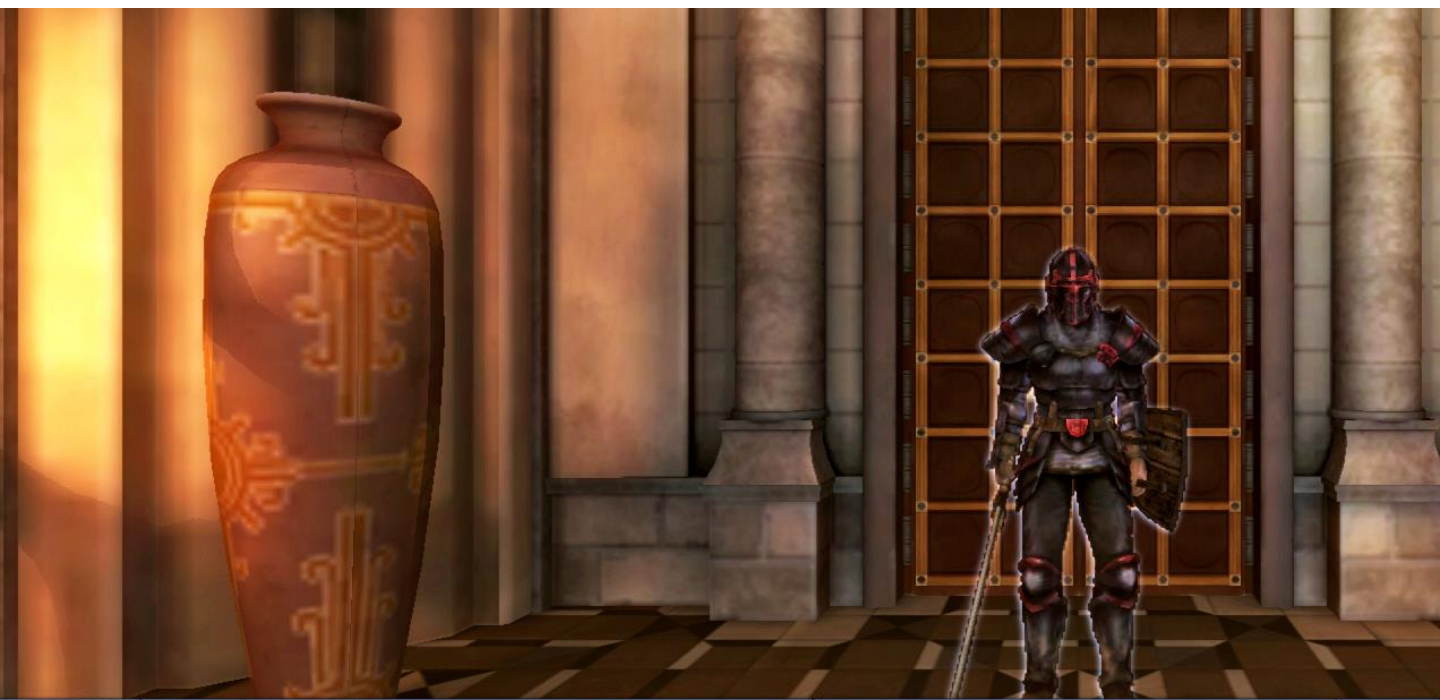
1. Lever (opens door 1*)
2. Encounter, leveled up to 21
3. **Ripley** (q 3)
After Ripley had been defeated (and by that q 3 completed) went out to Karthal Harbour District. Returned here later.



4. Lever (closes 1*, opens 4*)
5. Book "The eighth city"
6. Lever (closed 4*. Sequence 4 – 6 – 1 opened 6*. May be a coincidence...)
7. Chest w. loot + Golden key
8. Open door w. Golden Key. Encounter
9. Book "On the Nature of the Spirit World"
10. Lever opens 10*
11. Chest w. Golden Cog.
12. Lever; need Golden Cog. Opens 12*
13. Chest w. Shard of Light (encounter)

After found Shard of Light went directly to Elemental Forge to challenge Light Lord

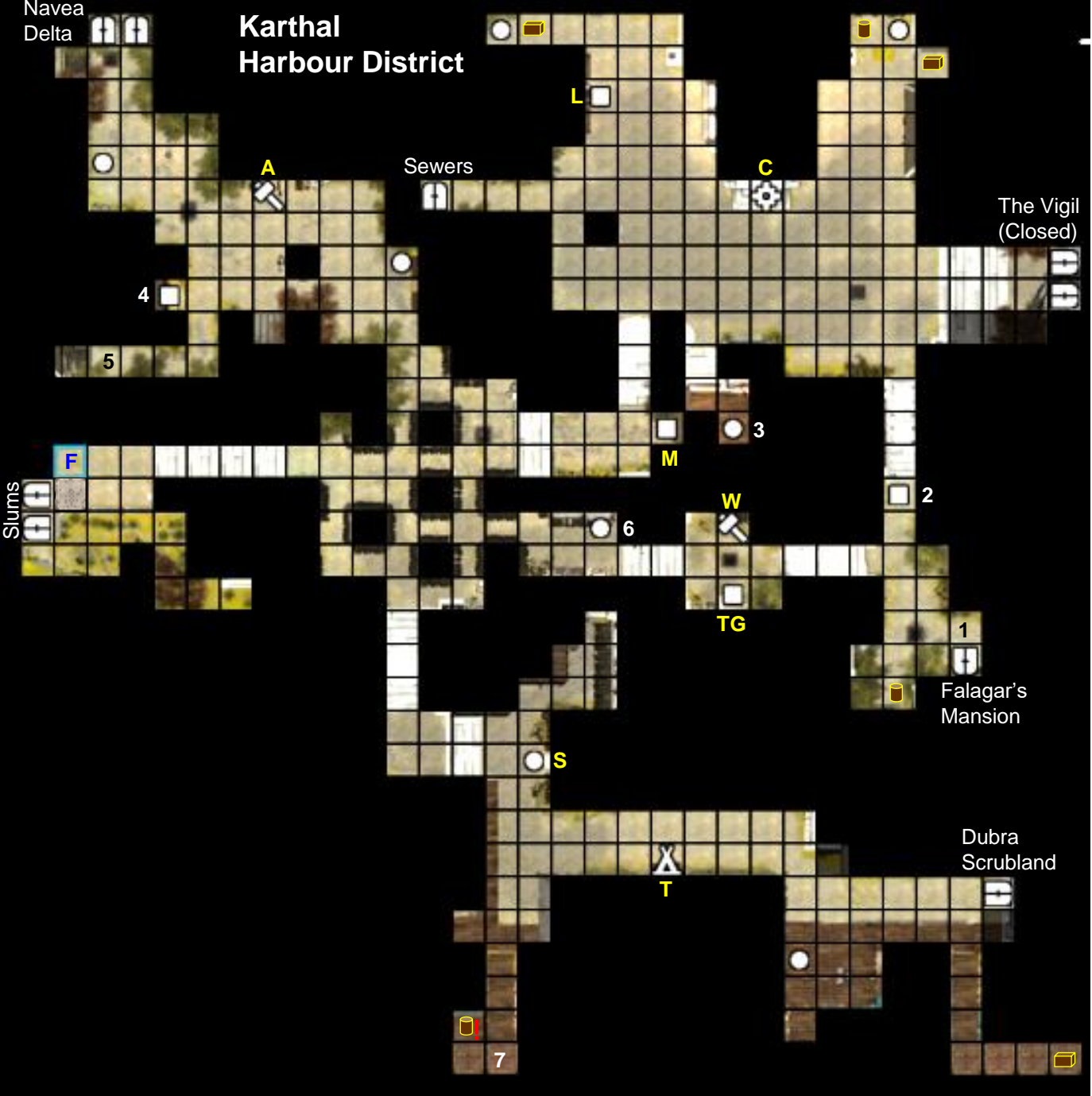




Ripley

Huh? Who are you? How the hell did you get in here?

1. Where is Falagar?



Services:

A: Elegant Armor – Heavy armor M

W: The Deathmatch – Bow M

M: The Cosmic Circle, Trade / Identify
q 32

C: Karthal's Chapel. Cure/heal. q 1

L: Great Library of Karthal.
Spells / Prime mag. M

TG: Praetorian Garrison – Spear GM

S: Karthal's Stables

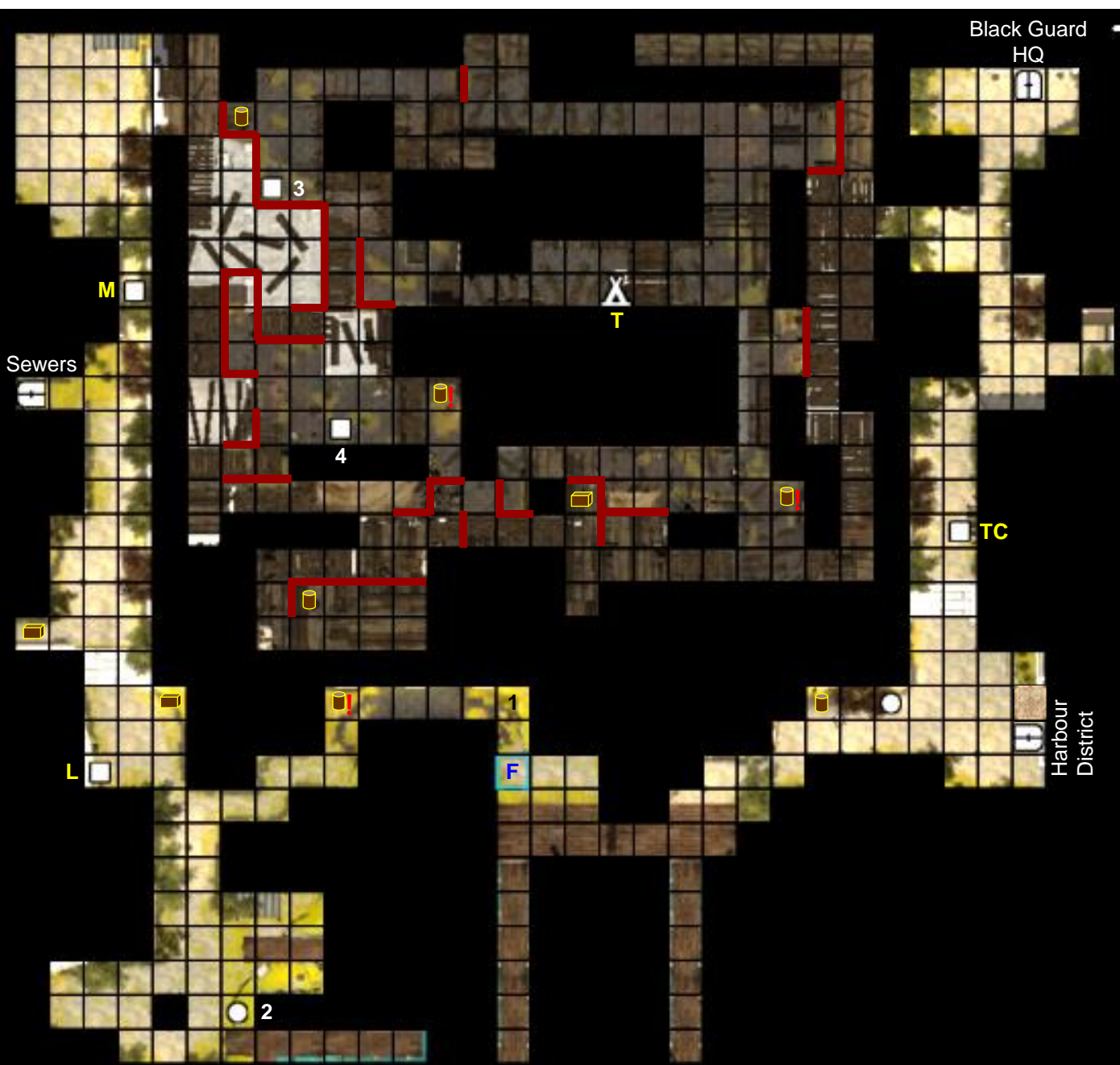
T: The Lock Kit – Water magic E
q 32, q 42

1. Meet Dunstan again (q 32)
2. Karim's House (NPC: Identify items – great)
3. Manami. Naga Tea (q 33) – Urago Tea
4. Meleager – Naga Tea quest, q 33.
5. Book "Manifesto of the Karthal League"
6. Munthir the Peddler (q 25)
7. Sir Christian (boat travel)

Arrival from Falagar's Mansion;
Greeted by Dunstan



Karthal Slums



Services:

M: Blackfang Hideout,
Trade (goodies, Stone Disc Fragment 2,
Relic *Black fang gauntlet*
(q 35), q 36

L: Arcane Library
Spells / Dark mag. M

TC: Black Guard Training Center
Axe E, Warfare E, X-bow E
Mysticism E
Light mag. E, Dark mag. E,
Earth mag E, Fire mag. E

T: Rickard's Taverne de la Licorne
Theron (q 34)
Zakaral, Warfare M

1. Book "A Tour of the Free Cities"
2. Tamina – Dual wield E
q 41 (Cult of Meow UBI bonus quest)
3. Sayid – Fire mag. M. (also target Druid promotion)
4. Hospice; Kaspar (q 25)

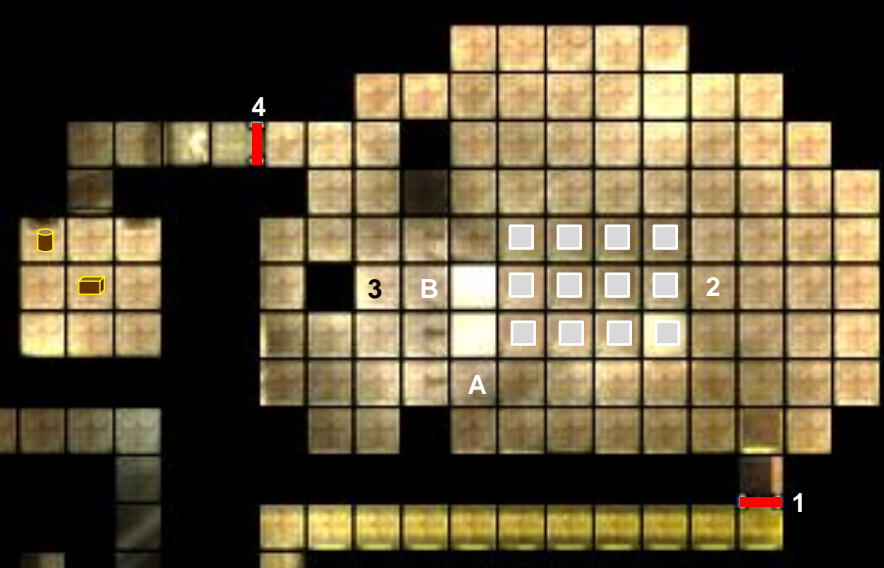




Elemental Forge Shard of Light

Light Elemental (44 XP)
Unique: *Riseliin* (385 XP)

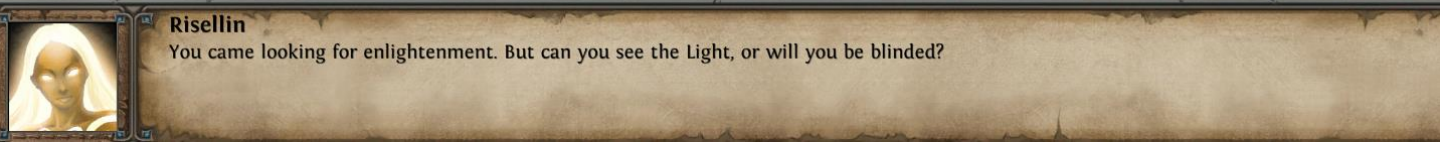
Lv 23



1. Shard of Light opens
2. Step on PP's such that all are alight.
Creates stairs A – B.
3. Interact to encounter Riseliin
Reward: Permanent Clairvoyance (detect traps)
4. Unlock with shard after Riseliin has been defeated.

Then went back to Karthal, to the Lock Kit where we found info on Hamza ("How can we contact him?"). Were directed to Cosmic Circle, met Hamza and got quests 33 and 34. Found Theron in the Slums tavern, got Sewer Key, went to Blackfang Hideout and talked to Ajit.

So went and found Sun Hind. Was told about Skull Rock, our next destination.



Skull Rock

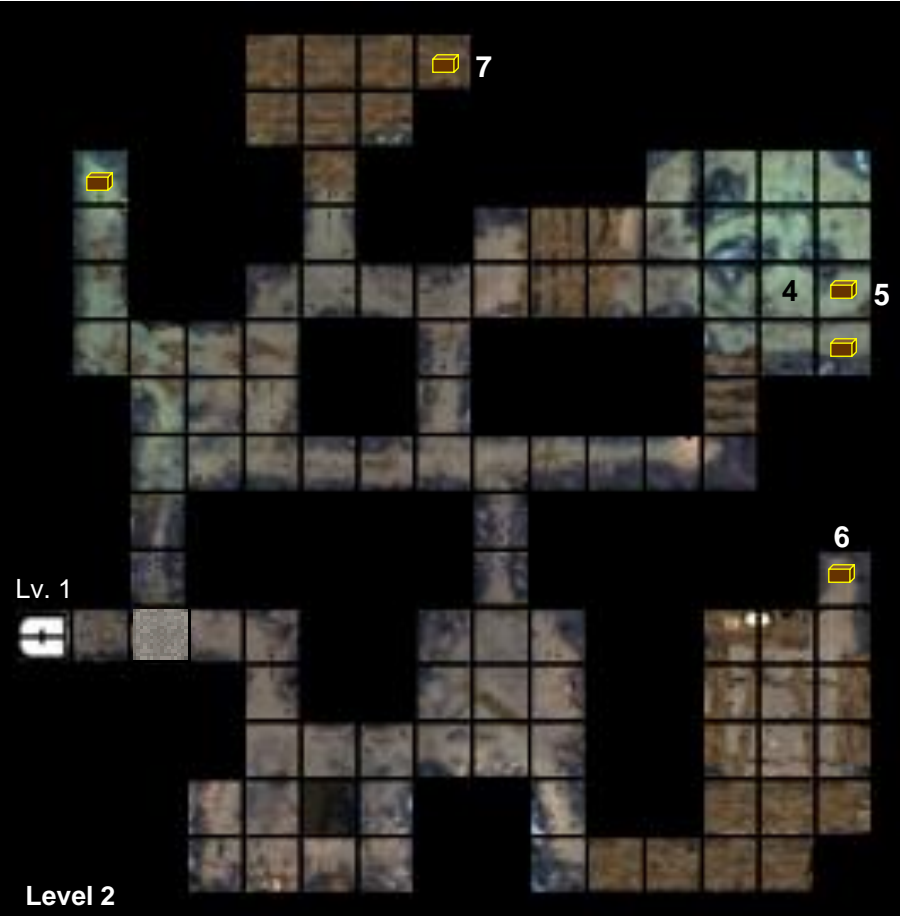


Kensei (44 XP)
Elite Kensei (66 XP)
Naga Warlord (44 XP)
Elite Naga Warlord (66 XP)
Pearl Princess (44 XP)
Elite Pearl Princess (66 XP)
Elite Mermaid (66 XP)
Unique: *Iemanja* (220 XP)

Lv 22 – 23

Before entering touched a Water Ward Crystal. Then went directly for the hardest fight while the ward was still active.
(But after level 2 was done, I was so loaded I had to go to Crag anyway...)

1. Buried Treasure w. Golden key
2. Lever opens door 2*
3. Opening chest spawns lots of monsters, and opens doors 3*
** Use password “Swordfish” to enter level 2.
4. 2 Elite Mermaids + **Iemanja** (dropped Yumiko’s bow)
5. Chest w. Shard of Air
6. Chest w. San Tenga Mugen (q 10) (got 500 XP now, but Hamato didn’t want to talk about the sword at all when we returned it (bug!).) Big fight.
7. Blackfang chest (q 36). Big fight.



After / during Skull Rock, went to Crag and Wilds, resolved Yumiko’s Bow (q 29), started Mizuki’s quest (q 37), and delivered Kaspar in the Fort, Crag (q 25) → updated q 25.

On the way back bought Sulfur in Seahaven magic shop, and Mercury from Munthir the Peddler in Karthal.
Explored the rest of the accessible sewers.
Contacted Hamza, received q 38, Liberation.

Want to explore more and resolve some side quests before doing the Black Guard Jail.

Equipped with Shard of Air, first went to Elemental Forge.

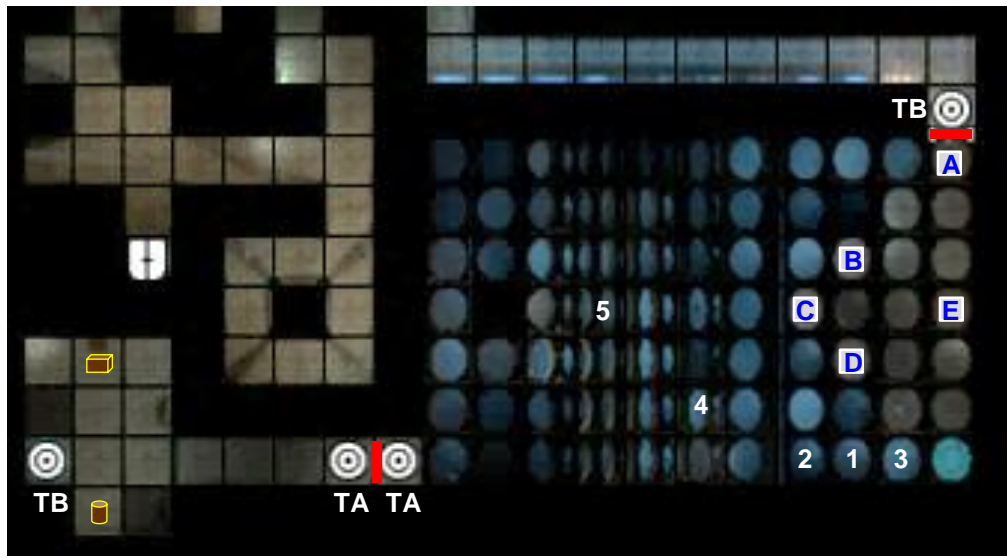




Elemental Forge Shard of Air

Elite Air Elemental (66 XP)
Unique: *Shalwend* (550 XP)

Lv 24



Shard of Air opens entrance
Room is filled with tiles at different elevations, so can't walk on them straight away. Some tile heights are adjusted by the pressure plates:

- A. Resets puzzle
- B. Tile 2 down
- C. Tile 3 up, and something happening in the center of the room
- D. Tile 1 up
- E. Tiles 1, 2, 3 up, some tiles between 3 and 4 down.

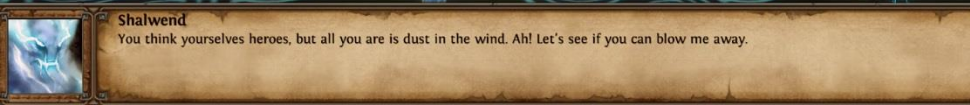
Working sequence: D – 2 x B – 3 x C – 4 x E.

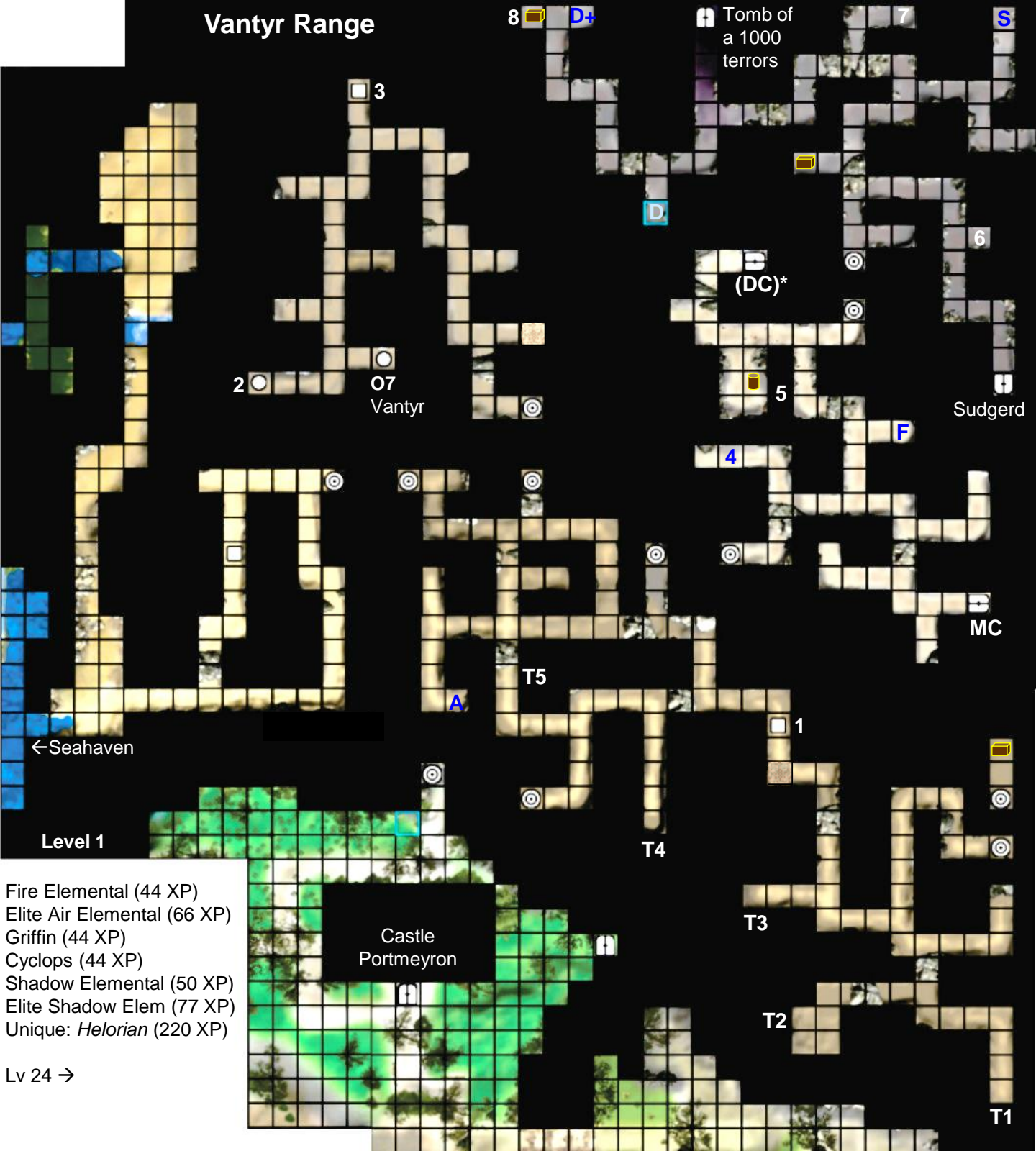
(After C can walk up to 4. Then slowly adjust...)

Meet Shalwend at 5. Defeat him to gain ability to use mountain teleporters. Then go to TA to the treasure area. TB takes you out (TB outside is activated after Shalwend's defeat.)

With our new ability we can now explore the mountain areas, Vantyr Range and Menthil Mountains. Which b.t.w. also unlocks some of the promotion quests.

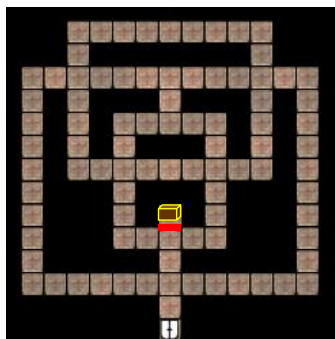
- i. Wysling Jungle, including DC Sentenza
- ii. Owl Cave. Nothing there but the book "The Fabrication of the Orcs". But those on a Shaman promotion quest can enter dreamland, encounter a boss and get promoted.
- iii. Menthil Mountains. DC Manco. Then went to Mayneri's chest and stole pendant (q 27). By now was once again loaded so went to Crag to sell, and get reward from Ulagan (q 27).
- iv. Went to the Vantyr Range (next map)





1. Arnod – X-bow GM (q 39)
T1 – T5 are the 5 targets we must shoot.
2. Changbo – Dual wield GM
3. Dwarf Hall – Scout Promotion, q 40.
4. Helorion dropped Elixir of Health.
5. Plundered wagon. Cyclopes. DC nearby is not accessible except if on Defender promotion quest.
6. Book “The History of Hammer Fall”
7. Book “Malissa Mourning”
8. Riddle chest.
“I am so simple, that I can only point. Yet I guide men all over the world” (Compass)

Mysterious Crypt

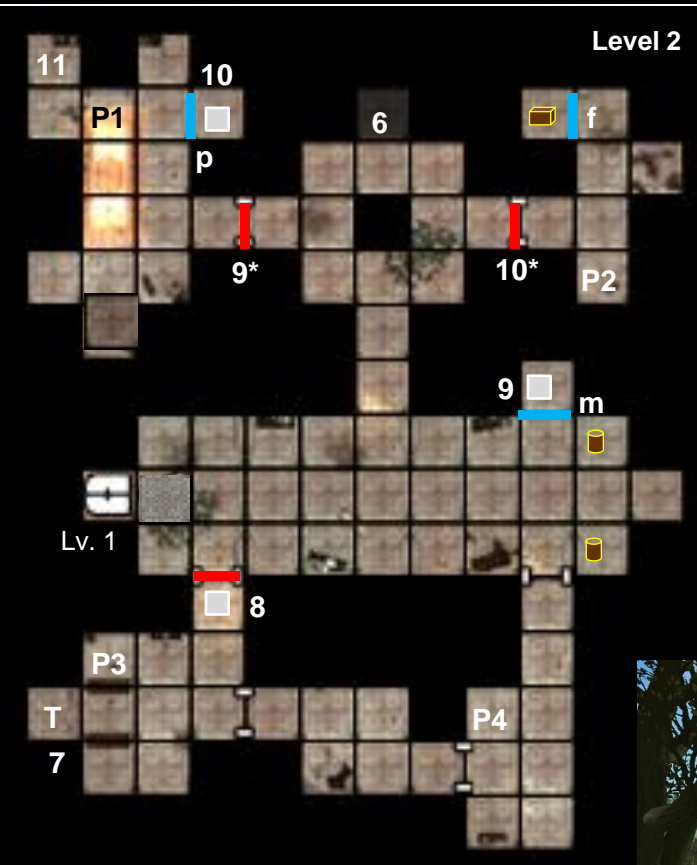


Door opens when we have stepped on all tiles once and only once (classic draw line without crossing or lifting pencil-puzzle) Easy enough.
 Elixir of Arcane Resistance,
 Relic *Jade Coif*





Cursed Ruins

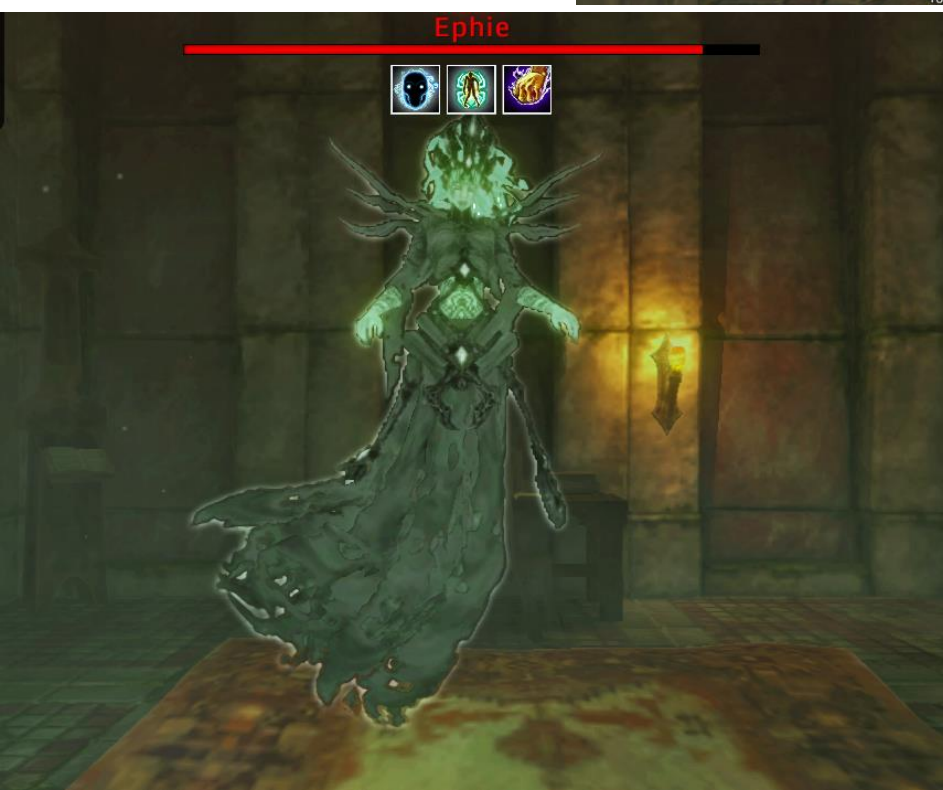


Lv 25 – 26

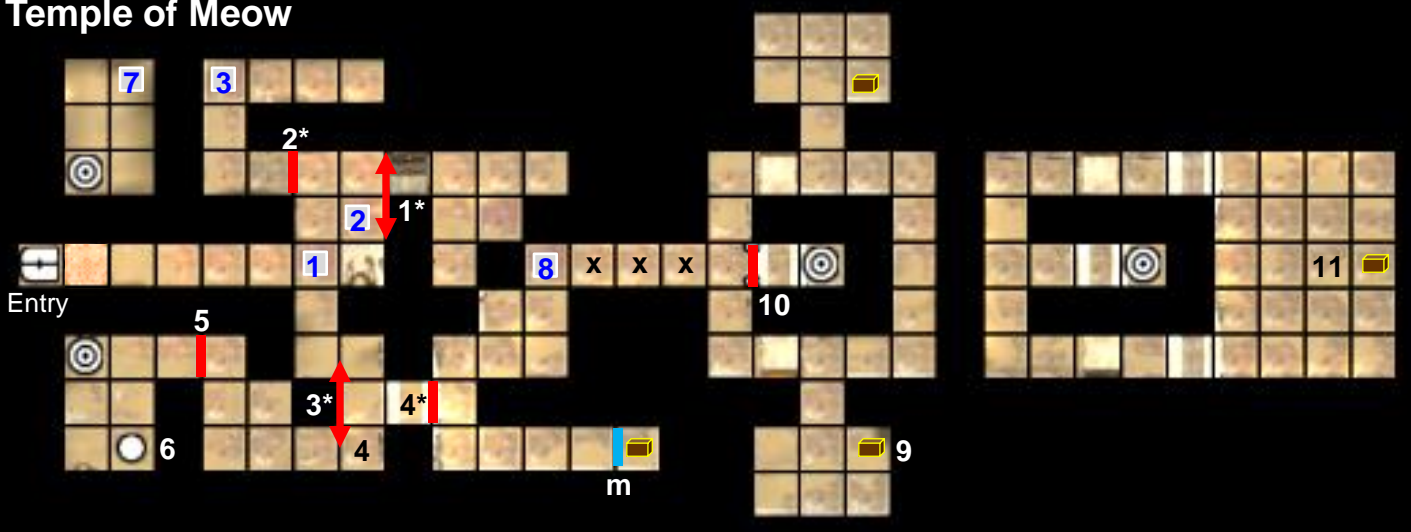
- P1 – P4: Bloodstained page.

- Next went to Tamina (Karthal Slums), received and completed q 41.





Temple of Meow



- 1. PP slides wall 1* southwards.
- 2. PP lowers pillar at 2*, opening passage
- 3. PP slides wall 3* south, opening passage
- 4. Lever slides wall 3*, toggling north / south passage
- 5. Closed, stepping on PPs and toggling the lever a few times opened it. Also 4* was suddenly open during this process – don't know what happened...
- 6. Farah
- 7. PP activates PP 8
- 8. PP opens passage eastwards. Must be activated first
- 9. Chest w. Bronze key
- 10. Bronze key unlocks
- 11. Kilrah.



Elite Shadow Panther (88 XP)
Rakshasa (66 XP)
Elite Rakshasa (88 XP)
Elite Manticore (88 XP)
Unique: *Kilrah* (550 XP)
Lv 26



Returned to Karthal, was ready to buy Light GM spell, and found that only Seahaven Church had this. Then had an appointment with the Fire Lord.

Elemental Forge Shard of Fire

Fire Elemental (66 XP)

Unique: *Pyrannaste* (550 XP)

Lv 26




Shard of Fire opens entrance

Only some of the tiles can be stepped on between the fires. The levers L1 – L5 move some tile as shown by the arrows. (LR resets puzzle). Would have been easy except when you step on tile (1), another tile moves, and where depends on what levers have been thrown so far. The order given here works; first L1 – L5, then step on (1), then go to (2) to meet Pyrannaste (blessing: sense enemies).

After completing this quest, continued by exploring some dungeons which are not quest-dungeons with this party.





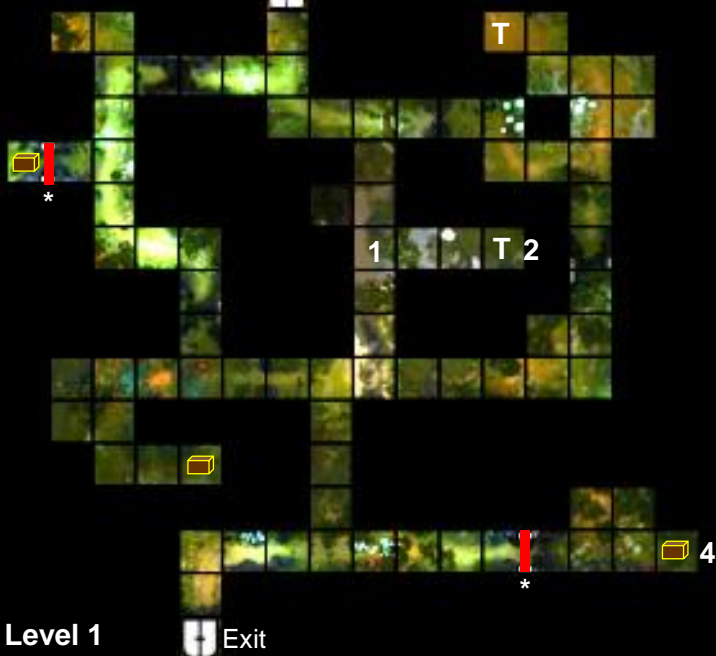


Pyrannaste
The others think you have that special spark of passion that is the mark of a Hero. I'm burning to prove them wrong!



Lv. 2

Sacred Grove



Ravenous Ghoul (44 XP)
 Facehugger (44 XP)
 Elite Facehugger (72 XP)
 Unique: *Zaahid* (220 XP)

Lv 26 – 27

No monsters before fight with Zaahid

1. Secret entrance through water fall
2. Buried treasure w. Silver key
3. Zaahid dropped Elixir of Mana
 (Met with “The stone is mine” – relevant for Blade Dancer promotion only)
 After fight lots of monsters in the marsh, both here and other places we go.
 The locked doors were open after Zaahid-fight (*). Also lots of monsters on level 1 when we returned there.

4. Chest needs Silver Key.





Zaahid
(The Wizard shouts as you approach.) Stay where you are! Do not interfere!



Temple of Ylath

Access has varied in different versions of game. Newest version: Only party on Mercenary prom. quest allowed

Elite Harpy (66 XP)
Dreamweaver (66 XP)
Unique: *Koreke* (220 XP)

Lv 28

First challenge to get past the teleporter area. Use the two portals marked by arrows and walk around to the right. First fight when arrive at bridge.

1. Koreke (Party stands at 1p)
Dropped Elixir of Health
2. Buried Treasure. Big encounter on taking.

After this quest went to the observation point and hence completed Edwin's quest. So he left the party and we gain 10% less XP. But by now we were more in need of a horse...



Black Guard Jail and HQ

Black Guard (40 XP)
 Dark Wizard (40 XP)
 Elite Black Guard (65XP)
 Elite Dark Wizard (65 XP)
 Black Guard Captain (40)

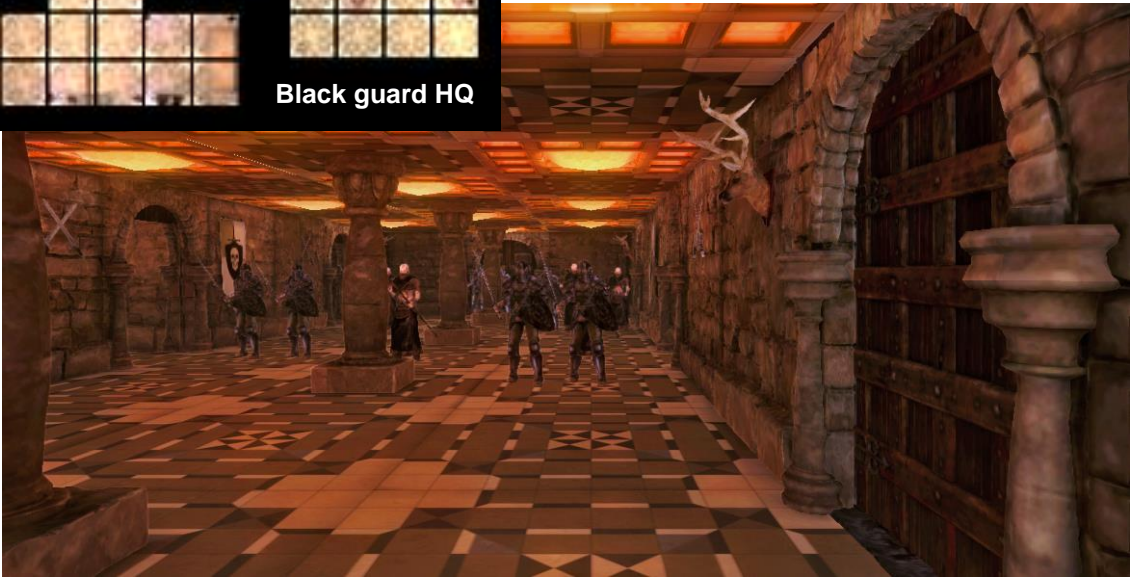
Lv 28

When talking to the Black Guard Captain outside, Hamza's men start a fire, allowing us in.

1. Chest w. loot + Golden key
2. Lever for door
3. Chest w. Iron key
4. Stepping here with Iron key: Main room filled with monsters, door behind closes shut.
5. Golden key unlocks door to second level.
6. Iron key unlocks
7. Chest w. Golden key
8. Book "For Kin and Glory" (q 21)
9. Lever for door
10. Golden key unlocks door (no goodies in chest...)
11. Door slams shut behind party – big fight.
12. Chest w. Bronze Cog
13. Lever opens door (need Bronze Cog)

I.e.: The only items you find in room (11) are the things you need to get back out – i.e.2: No need to go in here except for the battle XPs.

Actually, (8) is the only reason to go up here at all.



Black Guard Jail Cellar (lv. 1)

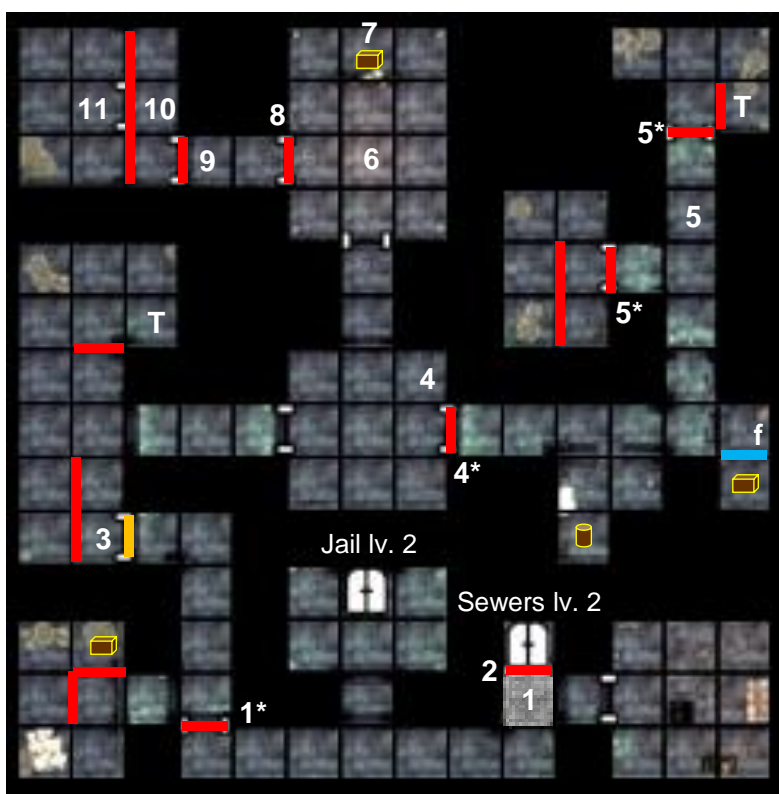
Black Guard (40 XP)
 Dark Wizard (40 XP)
 Elite Minotaur (60XP)
 Elite Black Guard (65 XP)
 Elite Dark Wizard (65 XP)
 Unique: *The Butcher* (200)

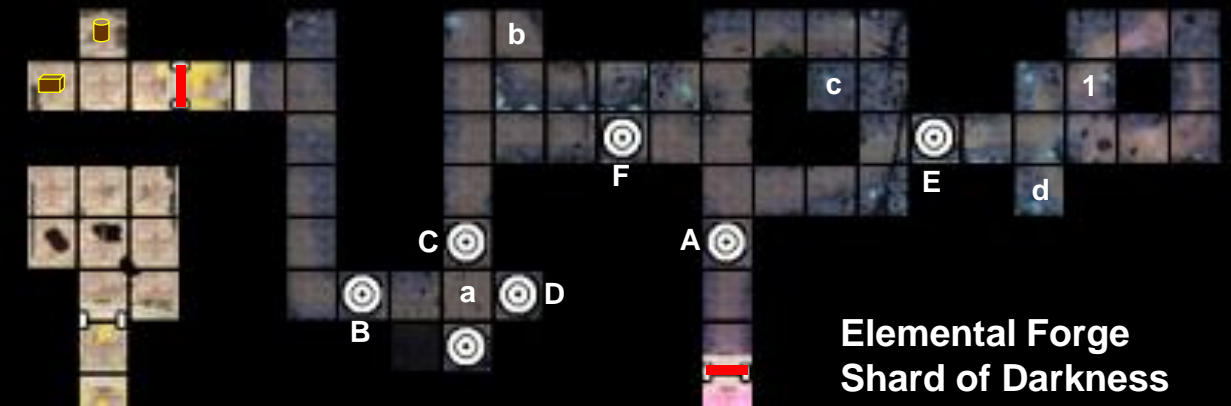
Lv 28 – 29

1. Lever for door 1*
2. Sewer key unlocks door
3. Stepping here spawns monsters, door behind closes shut.
4. Lever opens doors 4* and 3.
5. Coming from north and stepping here opens doors 5*, releasing 2 Elite Minotaurs
6. The Butcher drops Iron key, Elixir of Mana.
7. Chest w. Shard of Darkness.
8. Iron key unlocks door
9. Lever for door
10. Force door open (requires high might, but The Butcher dropped an Inner Fire Scroll, just in case...)
11. Falagar.

Joins party, follow him to Sewers level 2 where he meets Zouleika and leaves party (Sewers map)

After this quest went to Jon Morgan, got reward, and new quest; get info on Dunstan. First clue in The Lock Kit (Karthal), directed towards Shiva (Wyslin Jungle), then to the Tomb of a thousand terrors. First of all did the Shard of Darkness quest, which completed Forge of Heroes.





Shard of Darkness opens entrance

Teleporters don't have a unique destination, which makes the puzzle harder... Sequence:

A → a; B → b; C → c; A → a; D → c; E → b; F → d.

Go to (1) to meet Sinshan. (dropped Elixir of Health).

Reward: Blessing of Malassa – detect secret passages.

Shadow Elemental (45 XP)

Unique: *Sinshan* (350 XP)

Lv 29

Armed with that ability the Enigma Tower can be explored.



Sinshan

Others have crossed that threshold and now wield Nothingness as a banner. They call themselves the Nethermancers. Their leader is a trickster, just like me, but his jokes are hollow and poisonous. He shall be defeated, but not by you. You have your own battles to fight, and your foes are dark enough.

Tower of Enigma

No monsters

Lv 29

“1”, “5”, “4”, “0”: Notification boards

1. Riddle chest:

“I am known to both young and old, Some cower from me, others I make bold. But I’m not one you mock or taunt. For your every step I haunt” (Death)

2. Riddle chest:

“What does man love more than life, Hate more than death or mortal strife; That which contented men desire, The poor have, the Rich require; The miser spends, the spendthrift saves, And all men carry to their graves?” (Nothing)

3. Riddle chest:

“While I don’t walk, swim or fly, Before I fade, I still wander. I shed tears even if I don’t cry. But what am I? That I wonder.” (Cloud)

4. Book “Night of Destroyer” (q21) – Riddle required:

“What three letters make a man of a boy?” (Age)

5. Notification code needed to open door to second level: **0451**

6. PP resets puzzle. PPs A – I must be stepped on in correct sequence to open door: B A B E F I H G H

7. Room is trapped. With Clairvoyance ability or spell, the trapped tiles are shown, so no problem. (White route works...)

8. Jumping teleporters. Step on the two PPs, and all’s OK.

9. Riddle chest:

“I have a head, I have a tail. But I haven’t got a body. What am I?” (Coin)

10. Book “Astronomical notes”

11. Chest w. Relic *Staff of the Lyre* (Mag. Focus)

12. Nur – Prime magic GM

13. Riddle chest:

“Who has a hat but no head, a foot but no shoe?” (Mushroom)

14. Chest w. flute (Seahaven – Sudgerd)

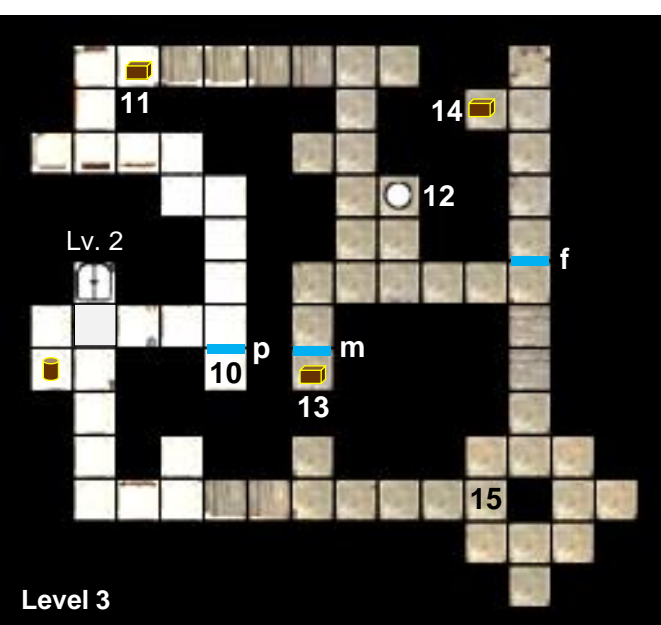
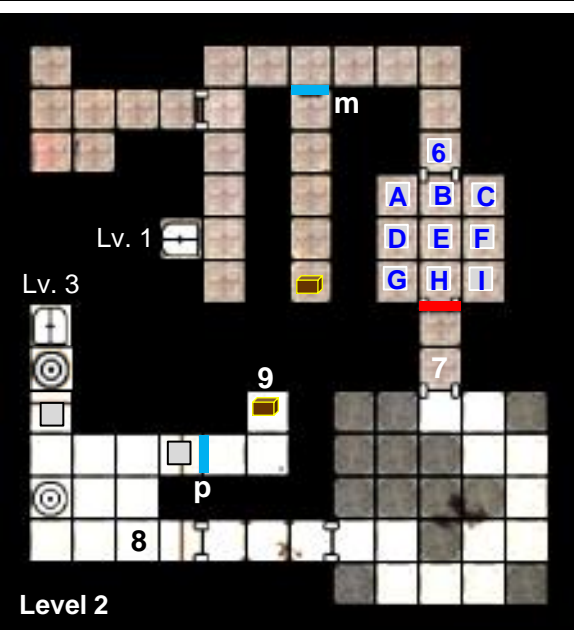
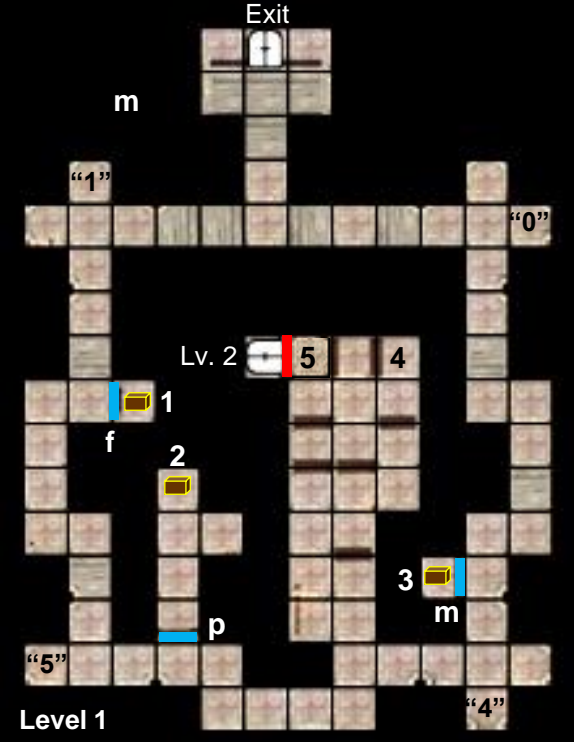
15. Interact: Riddle: (fear) – got Hidden Scrolls, needed for Freemage Promotion quest.

None of the chests contained anything we needed, and we didn’t get any XPs for going here. So the only reason is the book for quest 21 (and the relic if magic-focus-users in the party).

The flute and the barrel also make it worthwhile.

Showed the flute to Stenar in Seahaven, and he played a tune on it. Hint for Sudgerd if you’re able to remember the tune...

Then headed for Sudgerd.



Sudgerd



Lv. 2

3*

2

1

3

Exit

Lv. 1

Shadow Elemental (45 XP)
Facehugger (40 XP)
Shadow Lurker (40XP)
Fire Elemental (40 XP)
Elite Facehugger (65 XP)
Elite Shadow Lurker (65XP)
Unique: *Eye of Madness* (200)

Lv 29

Note: Sudgerd is inaccessible if no dwarves are member of the party.

1. Flute puzzle. 6 crystals, play tune to light crystals – requires correct sequence.
(Stener in Seahaven, or trial and failure – each crystal lights up if the tone is correct)
4 – 1 – 2 – 3 – 2 – 4
opens door. Try to hide your disappointment with the contents of the chest...
2. Lever, needed for door 3*
3. Lever opens door 3* (both 2 and 3 needed)
Also releases lots of monsters.
4. Lever toggles wall by (5)
5. Stepping here shuts wall behind you, and releases *lots* of monsters (i.e. big fight)
6. Stepping here re-opens wall by (5).
7. Eye of Madness dropped Elixir of Spirit.
If on Rune Priest Promotion quest, interact here to complete quest.



7

6

5

4





After Sudgerd went to the Desolate Wilds and talked to “The Wanderer”.
Got quest 45 and half of a pendant.



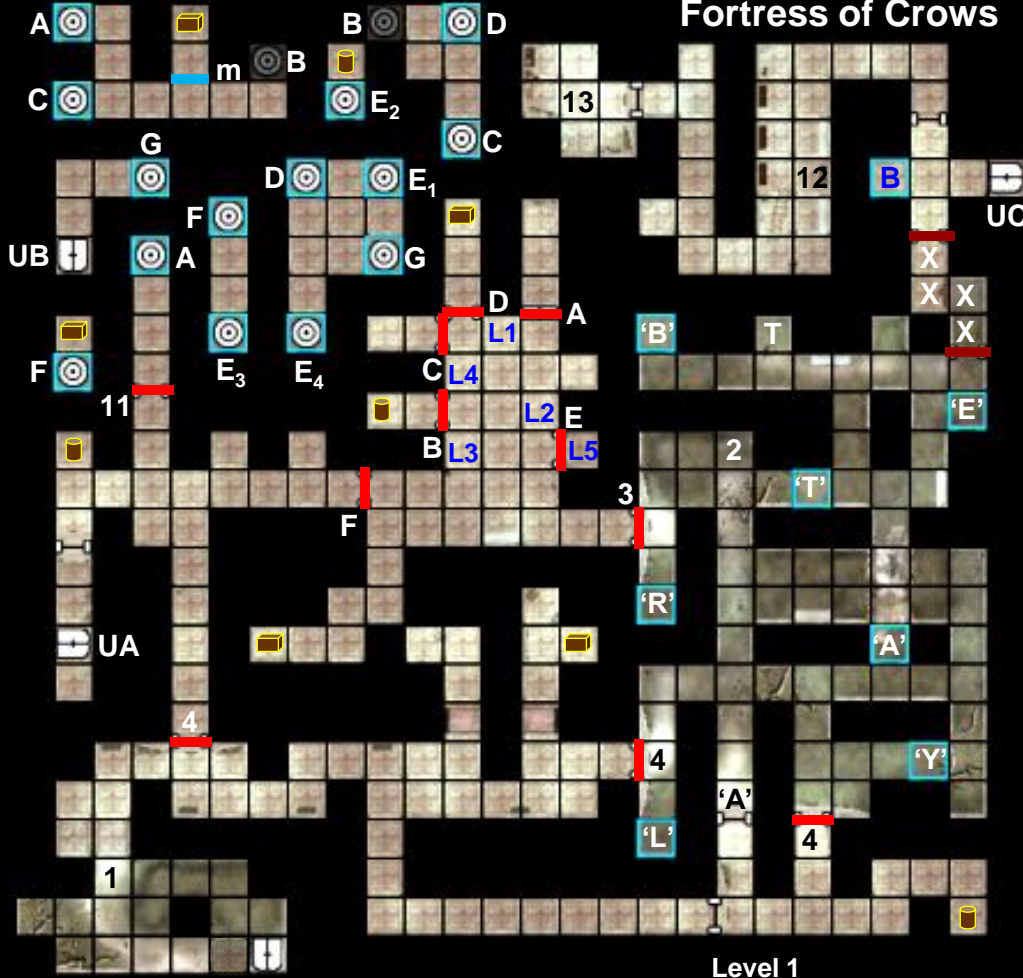
“The Wanderer” with Fortress of Crows in the background.

Fortress of Crows

'B', 'E',....:
Notifications on graves.

Lever / door room:
D open initially
L1 toggles A and B.
Monsters behind A
L2 toggles C and D
Monsters behind C
L3 toggles A
L4 toggles B
L1, L2, L3 down and
L4 up opens E
(but some prehistory
needed)
L5 opens F.

Bullseyes w. letters:
Teleporters.



Level 1



Ravenous Ghoul (40 XP)
Skeletal Spearman (40 XP)
Spectre (40 XP)
Elite Ravenous Ghoul (65 XP)
Elite Skeletal Spearman (65 XP)
Elite Spectre (65 XP)

Unique: *Melanthe* (500)

Lv 30

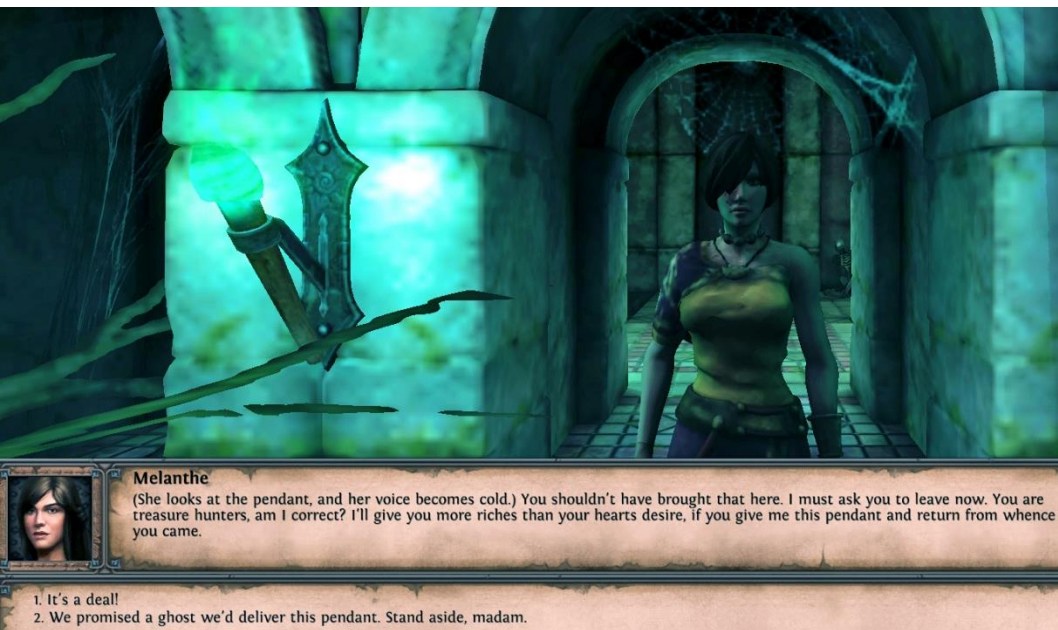
Pressure plate puzzle:

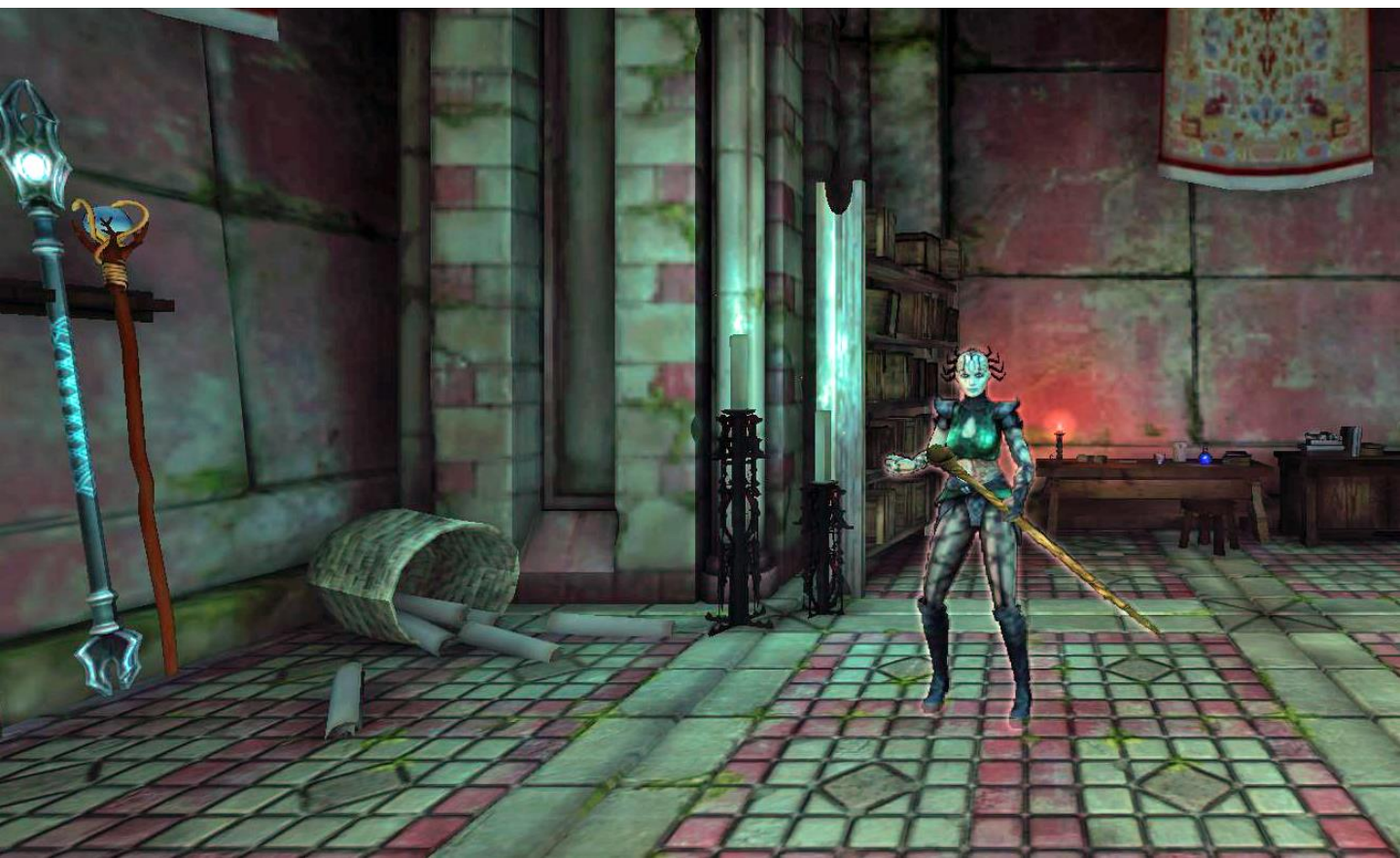
f – e – f, out
h – e – b – c – f – e – d – a, out
g, out
i.

Level 2

1. Meet Melanthe. Give her pendant and leave (750 XP, quest solved the easy and non-satisfactory way.) Alternatively keep pendant half and enter fortress.
2. Meet sad ghost Kasia. Hear her out – choose whether to believe her. Get other half of pendant. When she leaves – big big fight.
3. Door opened by code “BETRAYAL” (Graves)
4. Door opens from this side only
5. Lever unlocks secret magic walls to east.
6. Solid wall – turn around and fight, and walls turn magic secret again.
7. Treasure w. Silver key
8. Open chest to proceed eastwards. Note: No return.
9. Door opened by solving pressure pad puzzle. Chest contains goodies, but not compared to what we have.
10. Chest w. Golden key.
11. Golden key unlocks door (Manual says keys are *always* used on same level...)
12. Step here to initiate another big big fight.
13. Melanthe dropped relic *Lover's Pendant*, Dwarf hammer, Elixir of health.

The relic and the XP for the numerous fights are the only reasons to do this one.
Rings / amulets with 100% prot. vs. paralysis big advantage here.

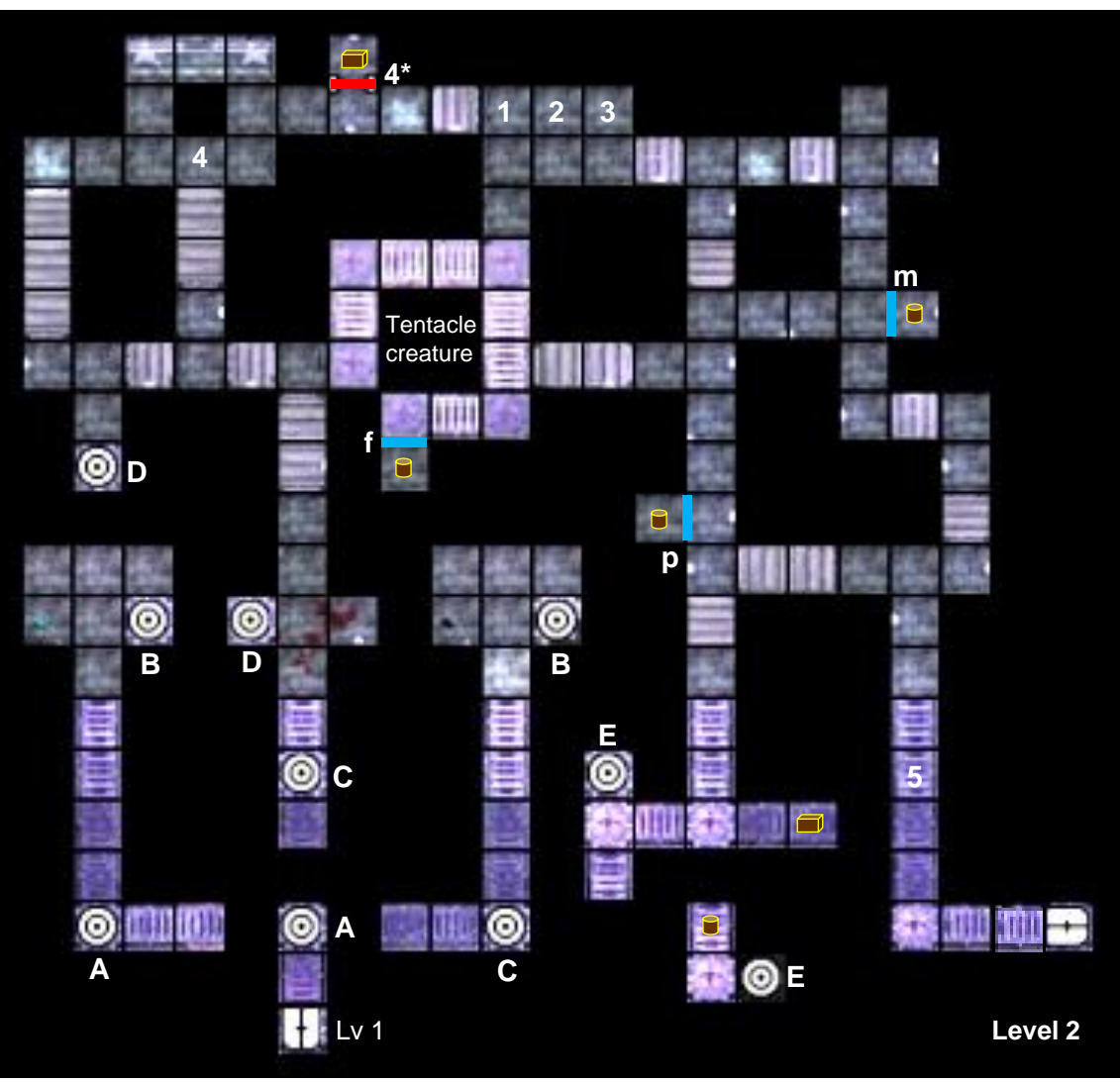






Shadow Watcher
(50 XP)
Elite Shadow
Elemental (70 XP)

Lv 31



Shadow Watcher
(50 XP)
Elite Shadow
Elemental (70 XP)
Facehugger (40 XP)
Elite Facehugger
(65 XP)

Lv 31

1. Notification:
ONE As life withers and closes, As the first sign of rage grows
2. Notification:
TWO Peace ends while battles start again
3. Notification:
THREE A circle is drawn, while shadow is born
4. What is its name? [Erebos] – opens door 4*
5. Attacked from all sides



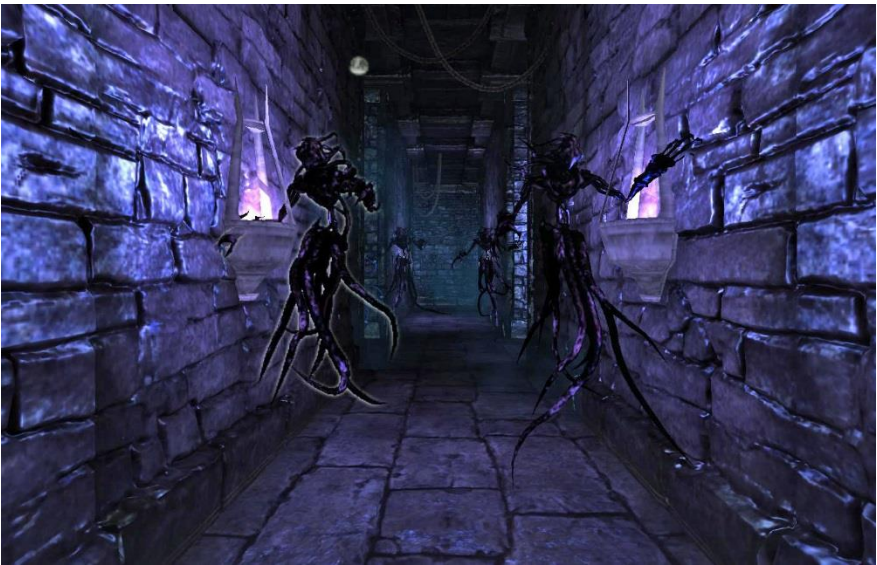
Tomb of a thousand terrors



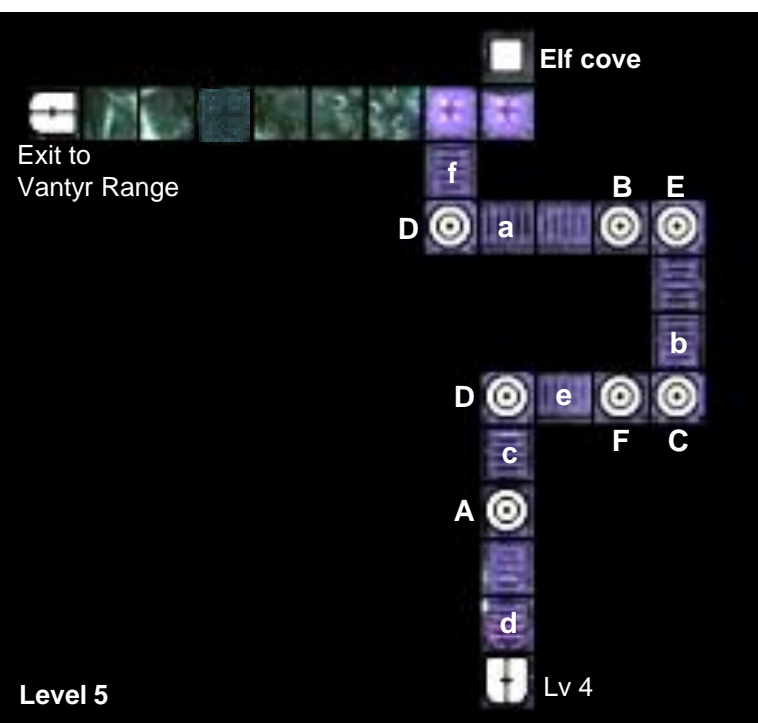
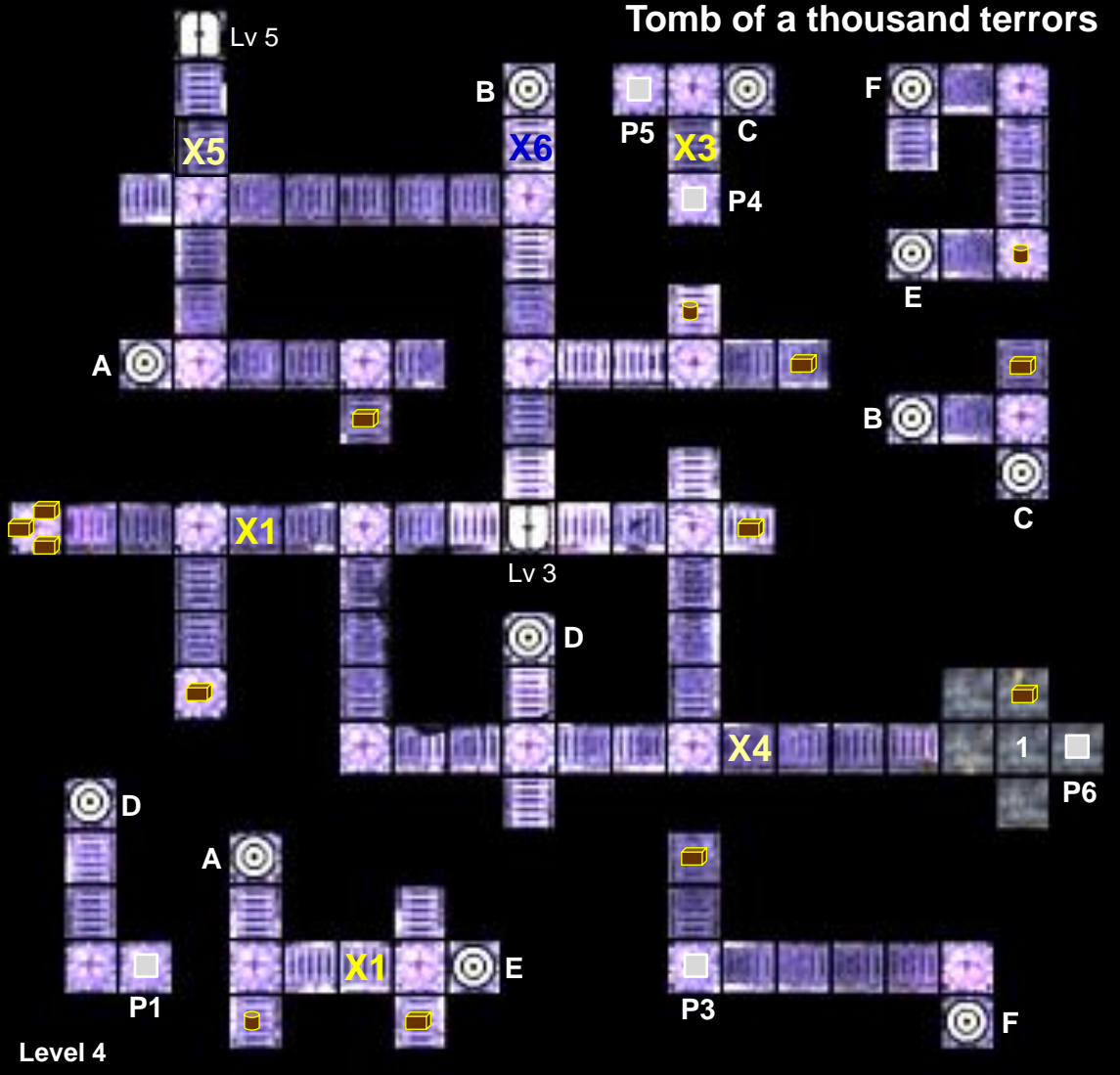
Shadow Watcher
(50 XP)
Elite Shadow
Elemental (70 XP)
Elite Facehugger
(65 XP)

Lv 31

Teleporters: Two-way A – A etc., one-way A – a etc.
Confusing: Used all teleporters, stepped on all PPs. At some time something got triggered, for all teleporters stopped working (giving access to many new chests), and doors * opened.
At that time also,
1. Attacked from all four corridors.



Tomb of a thousand terrors



Shadow Watcher (50 XP)
Elite Shadow Elemental (70 XP)
Shadow Dragon (50 XP)
Unique: *Eye of Terror* (250 XP)

Lv 31

(No monsters level 5)

Level 4:

Tiles marked X1 – X5 are not present initially. Pressure pad P1 bridges the two tiles marked X1, P3 gives access to X3, etc. X6 is there from the start, but is removed when stepping on P6. Teleporters: Two-way A – A etc.

1. Eye of Terror dropped Elixir of Health. Chest contains relic *The Evangelist*. On tile south find Dunstan's body with his diary explaining what's going on; and a Dream Shard.

Level 5:

Teleporters A – a, etc, find the way to Elf cove:

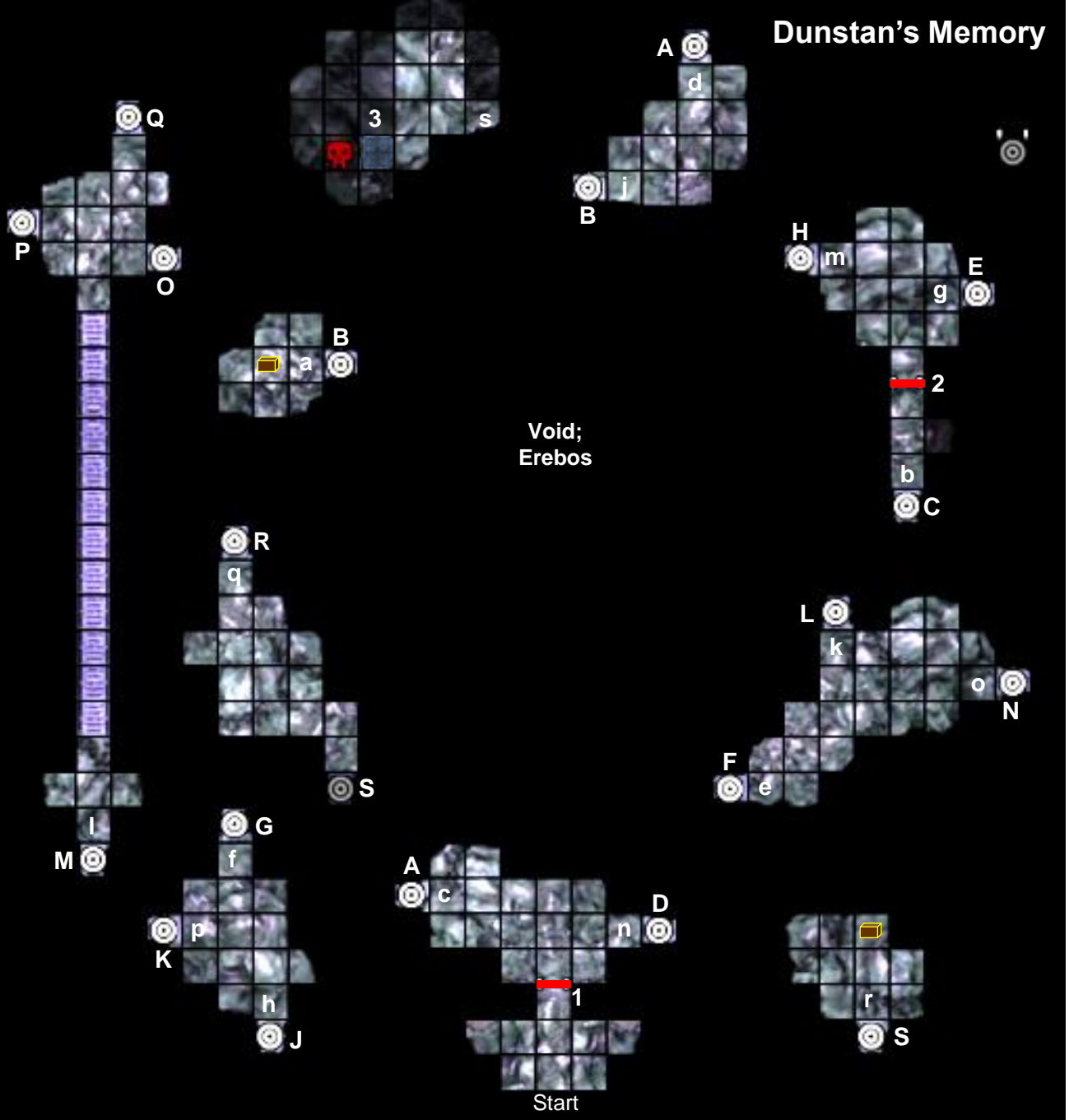
Eruina: Dark magic M.

Kastone: Prime magic M

Yeshtar: Dagger GM, quest 47 (Dunstan's Memory)



Dunstan's Memory



Terror, various appearance (70 XP)
Unique: *Malbeth* (500 XP)

Lv 31 – 32



1. Riddle to open door:
One shadow. No Honour. No Glory. No Mercy.
So many Terrors are buried in this Tomb (1000)
2. Artemis cast spell to open door
3. Malbeth poisons (wear gear of poison protect). Dropped Elixix of Spirit.
After battle, transported to void, dialogue with Erebos – explains what happened.

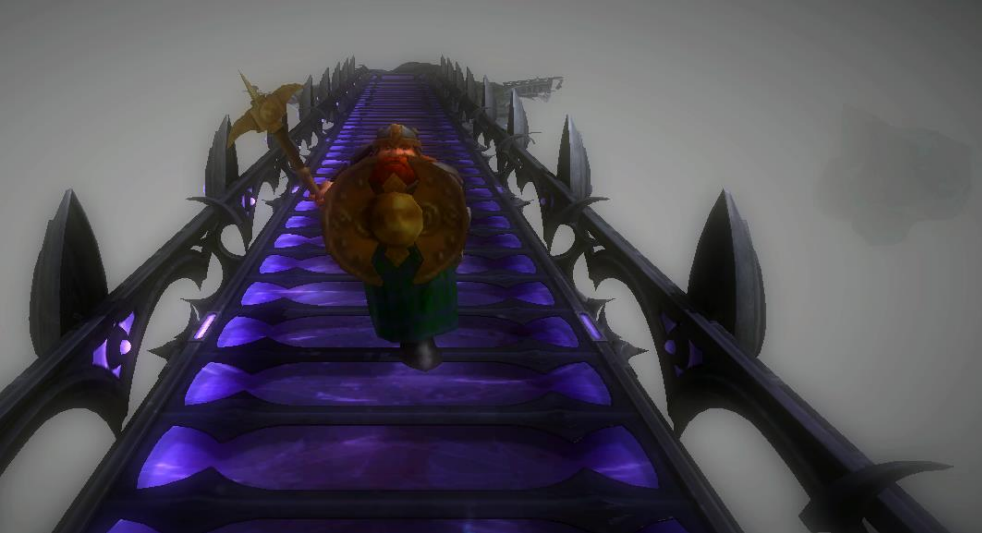
TP marked at NE edge of map: Haven't found any way to get there... -- umpteen attempts.



Artemise

This looks like some sort of sealing spell. But it shall be no match for the Holy Light of Elrath. Stand back!

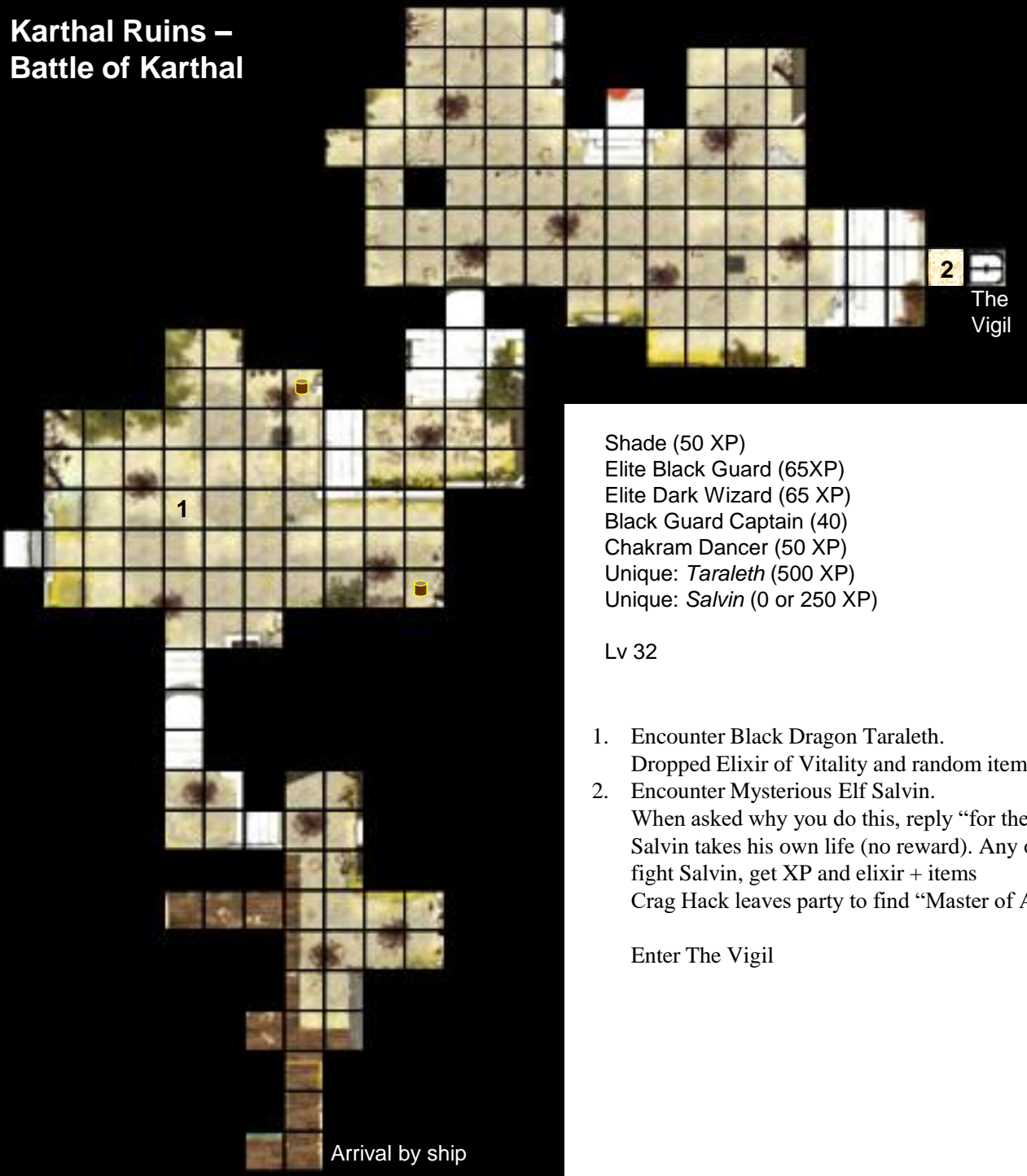




After Tomb of a thousand terrors, reported to Jon Morgan. His daughter had been kidnapped. Got quest 48, went to Crag and recruited Crag Hack. Sailed to a Karthal in chaos – the battle for Karthal.



Karthal Ruins – Battle of Karthal



Shade (50 XP)
 Elite Black Guard (65XP)
 Elite Dark Wizard (65 XP)
 Black Guard Captain (40)
 Chakram Dancer (50 XP)
 Unique: *Taraeth* (500 XP)
 Unique: *Salvin* (0 or 250 XP)

Lv 32

1. Encounter Black Dragon Taraeth.
 Dropped Elixir of Vitality and random items.
2. Encounter Mysterious Elf Salvin.
 When asked why you do this, reply “for the girl” and Salvin takes his own life (no reward). Any other reply, fight Salvin, get XP and elixir + items
 Crag Hack leaves party to find “Master of Assassins”

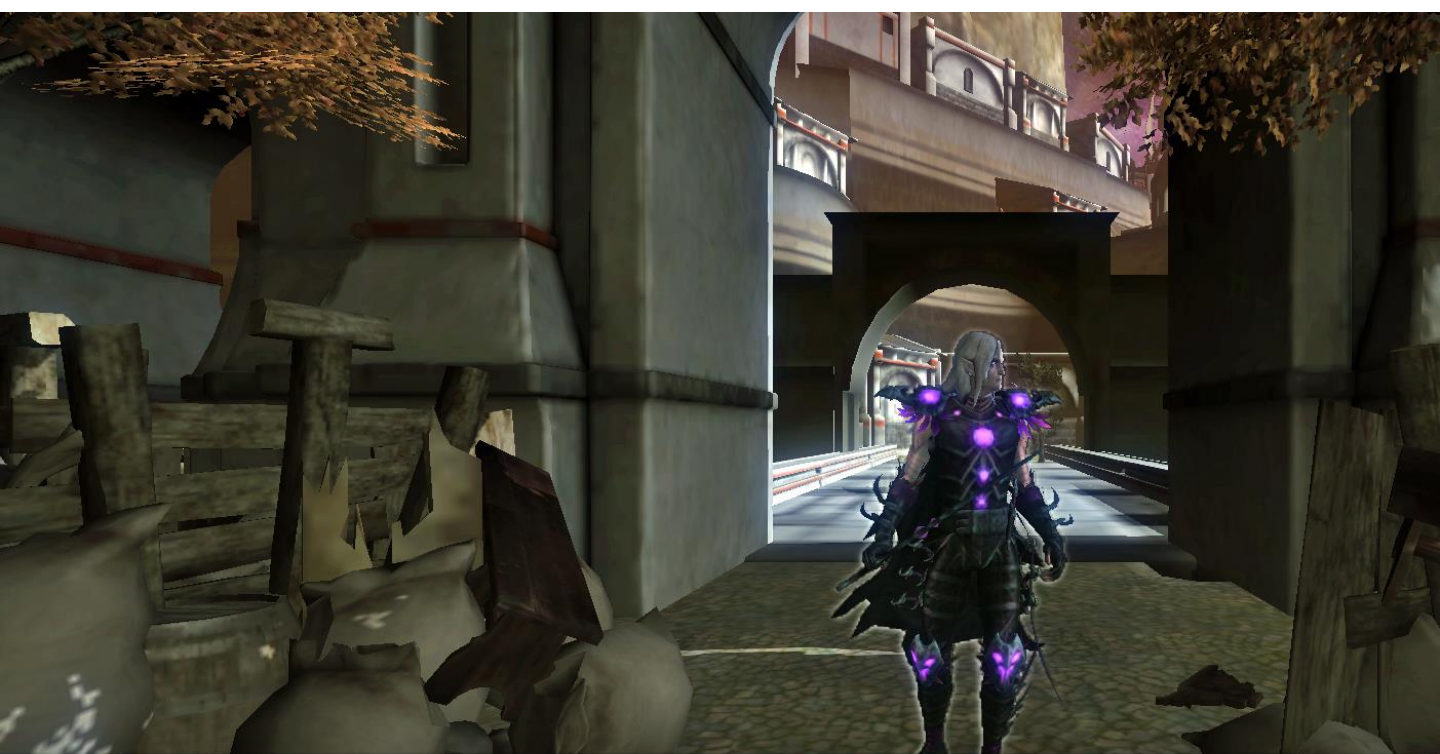
Enter The Vigil




Hamza
I should have known you were somehow behind this. With the pirates' help, the League -- I mean the real League, not Markus' mockery of it -- has managed to take control of the Harbour District. But Markus, Dunstan and their men are still entrenched in the Upper District. They hold the Vigil and--









Salvin

(Salvin looks tired. You cannot say if it's the weariness of the battle or something else, eating away at his soul.) You again. You're more... resourceful than you look. Maybe I was wrong about you. Maybe there's something in your hearts that makes you more than mere Raiders? So answer this question honestly, "Raiders". What are you fighting for?

1. For fame.
2. For revenge.
3. For justice.
4. For fun.
5. For a little girl.

Entrance from Karthal
(No return exit)

The Vigil

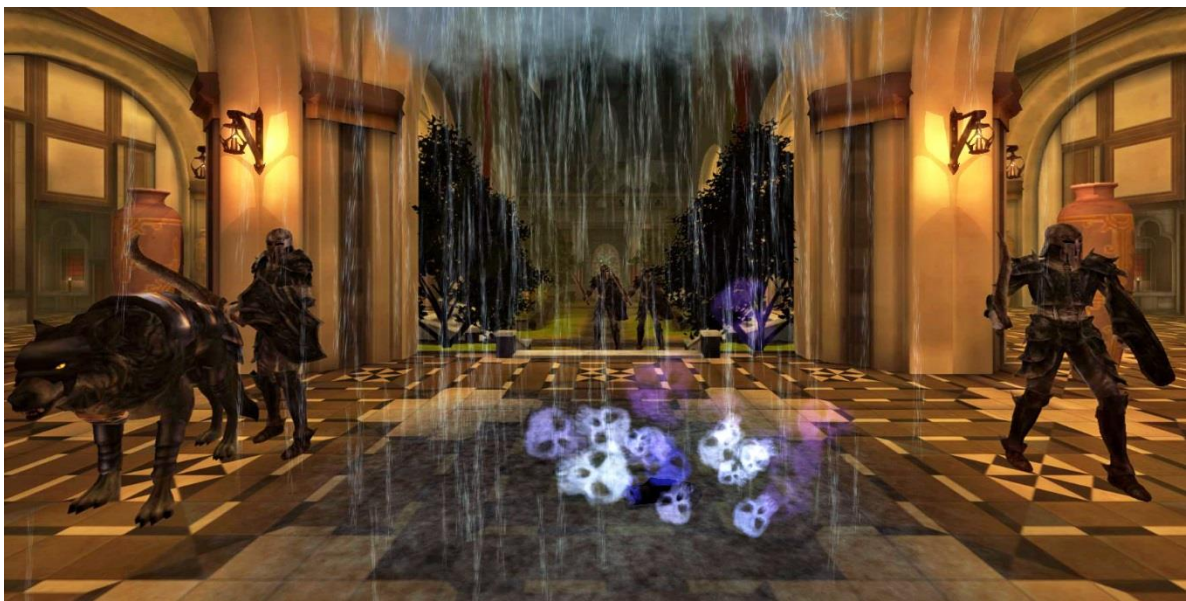


Elite Dark Wizard (65 XP)
Black Guard Captain (40 XP)
Elite Black Guard Captain (70 XP)
Unique: *Markus Wolf* (250 XP)

Lv 32

1. Markus Wolf, First meeting (escapes) – fight
2. Chest w. Silver Cog
3. Chest w. Golden Cog (enc. on open)
4. Lever needs Silver Cog
5. Lever needs Golden Cog
Both 4 and 5 needed to open door.
6. Markus Wolf, Second meeting (Anne escapes, then Markus runs away – big fight follows.)
7. Markus Wolf, final meeting. Get a choice to kill or spare him. (If spared, meet him later in prison, if killed end of story). Easily defeated, dropped Elixir of Health
8. Have never found out how to cross this area and reach chest. (Party dies when stepping on first tile)





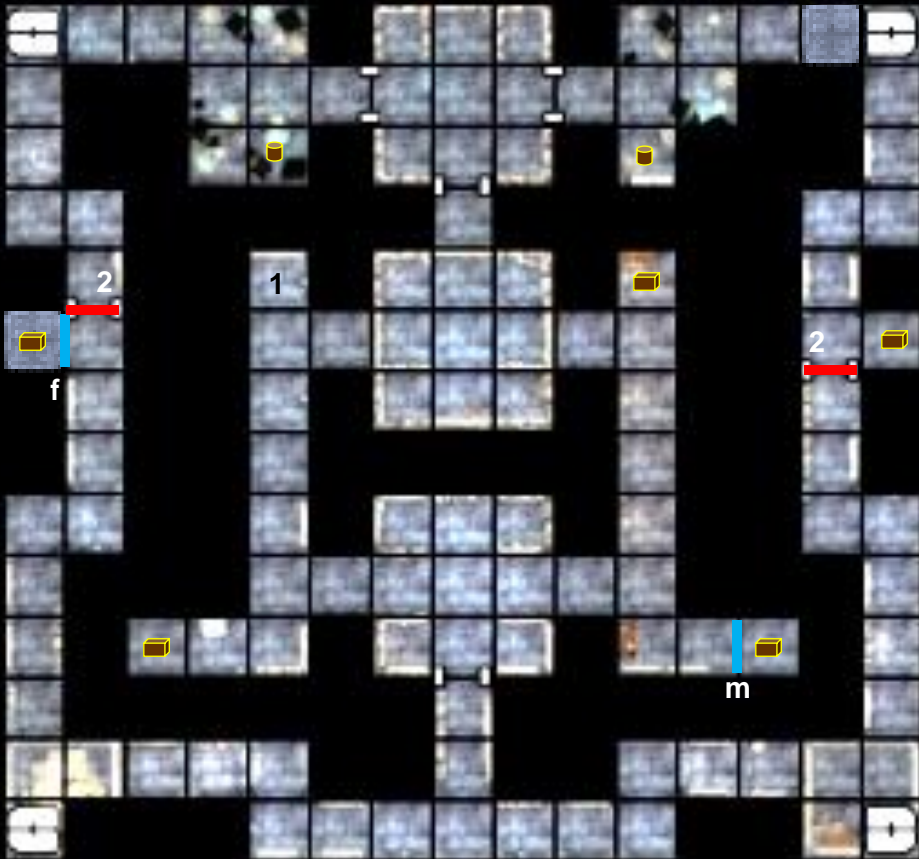
Cut scene:
Crag Hack's
meeting with the
Master Assassin

Ah, Humans.

Lv. 3

The Vigil

Lv. 3



Lv. 1

Level 2

Lv. 1

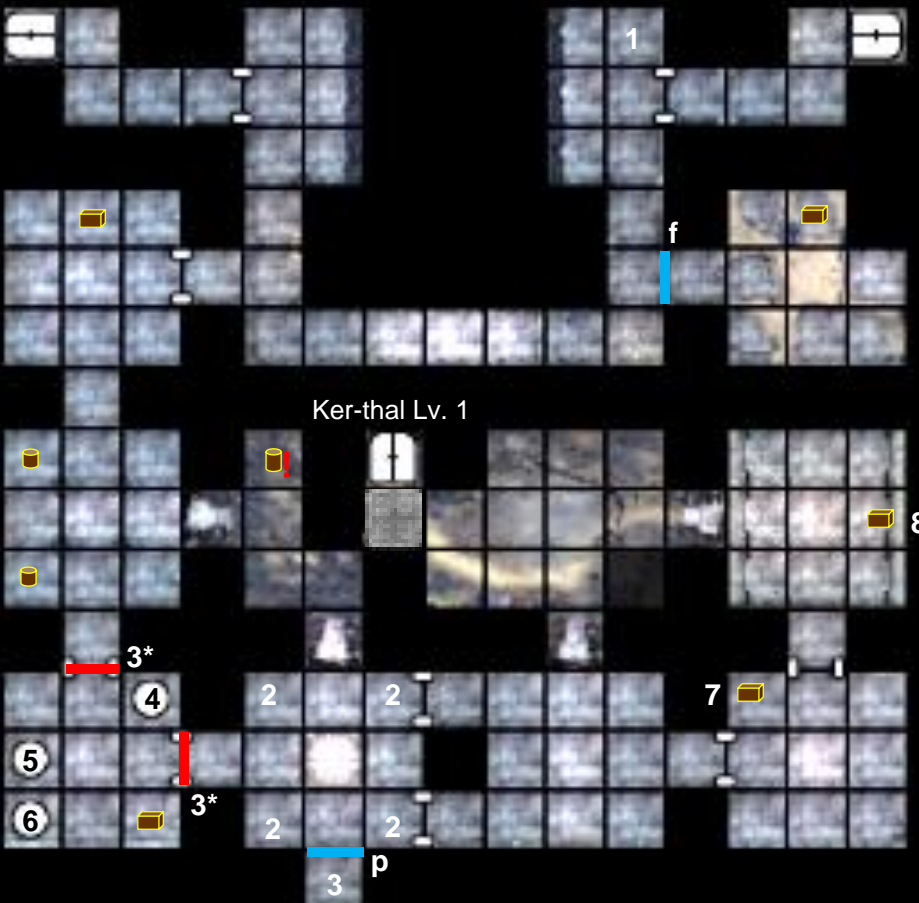
Shade (50 XP)
 Elite Shade (70 XP)
 Chakram Dancer (50 XP)
 Dark Prophet (50 XP)

Lv 33

1. Book "Dynasties of Light"
2. Lever opens door

Lv. 2

Lv. 2

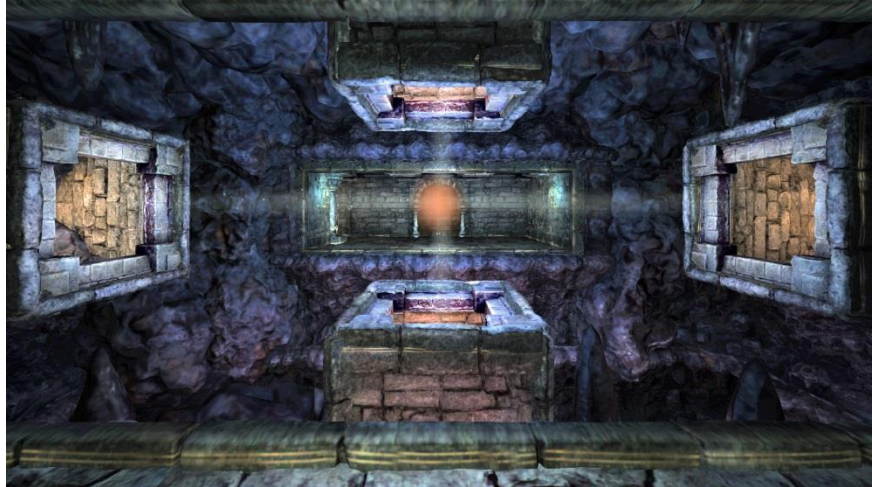


Level 3

Shade (50 XP)
 Elite Shade (70 XP)
 Chakram Dancer (50 XP)
 Elite Chakram Dancer (70 XP)
 Dark Prophet (50 XP)
 Elite Shadow Watcher (70 XP)
 Faceless (50 XP)

Lv 33

1. Book "Decree of Destiny" (q 21)
2. Lever opens doors east – big fight
3. Lever opens door 3*
4. Lord Myron (?)
5. Lady Thea Trade, Buy Supplies
6. Lord Jeno; Identify
7. Chest w. Golden key
8. Need Golden key to open



Ker-Thal



- 1. Crag Hack’s body
(impressive he got this far..)
- 2. Big fight when drink from fountain

- Shade (50 XP)
- Elite Shade (70 XP)
- Chakram Dancer (50 XP)
- Elite Chakram Dancer (70 XP)
- Dark Prophet (50 XP)
- Elite Dark Prophet (70 XP)
- Elite Shadow Watcher (70 XP)
- Faceless (50 XP)

Lv 33





Ker-Thal

Lv. 3

Lv. 1

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Level 2



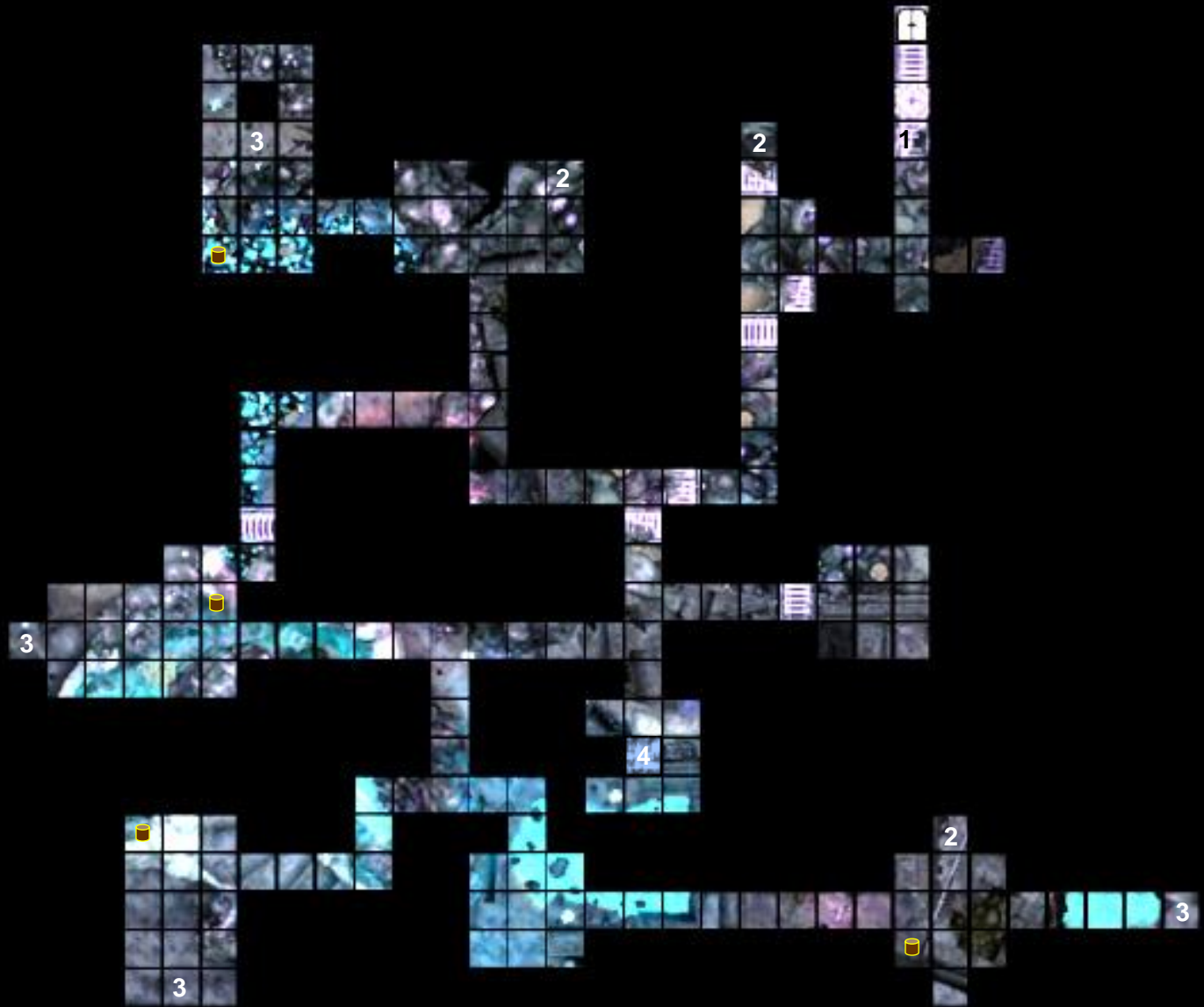
Elite Shade (70 XP)
Elite Chakram Dancer (70 XP)
Elite Dark Prophet (70 XP)
Elite Shadow Watcher (70 XP)
Faceless (50 XP)

Lv 33 – 34

1. Big encounter

Ker-Thal

Lv. 2



Level 3

Note: Party is in "Combat mode" all the time on this level, except the four "sanctuaries" near (3)

1. First meeting Erebos
Erebos pursues party and attacks continuously
He can't be defeated, but can't be neglected either – have to fight him, and suffer much loss. But whenever he gets a serious wound he heals completely and vanishes.
2. Torn page (hints)
3. Piece of Solar Sigil
Four pieces → Solar Sigil
4. Grand finale: Use Solar Sigil – sit back and watch.

Elite Shade (70 XP)
Elite Chakram Dancer (70 XP)
Elite Dark Prophet (70 XP)
Elite Shadow Watcher (70 XP)
Faceless (50 XP)
Elite Faceless (70 XP)

Lv 34

Torn Page

This place is a maze, defying comprehension or logic. We have to go separate ways to increase our chances of finding a way out. Each of us will carry a piece of the Sigil. Lieutenant Hadarel is not happy with this decision, as he's been advocating using the Sigil to activate the Invictus one last time, generating a wave of Light powerful enough to destroy any Faceless caught in its path. But unleashing such a power would have killed many of our own troops as well, and that isn't acceptable.

Torn Page

I'm going to die here, in the dark. The Sigil offers some protection against the Faceless' dark magic, but I won't be able to withstand their assaults much longer. If the Light is victorious today, I pray my brothers and sisters can recover our souls and find a way to bring us back to continue fighting in Elrath's name.



Torn Page

This is a message from Commander Eliora, of the battleship Invictus. As per Michael's orders, we fell on the Faceless city of Ker-Thal like a rain of fiery arrows. This bold tactic allowed us to pierce through the Faceless defenses and strike right into the heart of their unholy city. However, the Invictus has crashed into the rocky crust above the inner sanctum, and has been overrun by enemy troops. Only four of us have managed to escape the wreck, taking the heart of the Invictus, the Solar Sigil, to prevent it from falling into the Faceless' hands.

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Erebos
Welcome to the Inner Sanctum, Raiders. I'm very pleased with your performance.

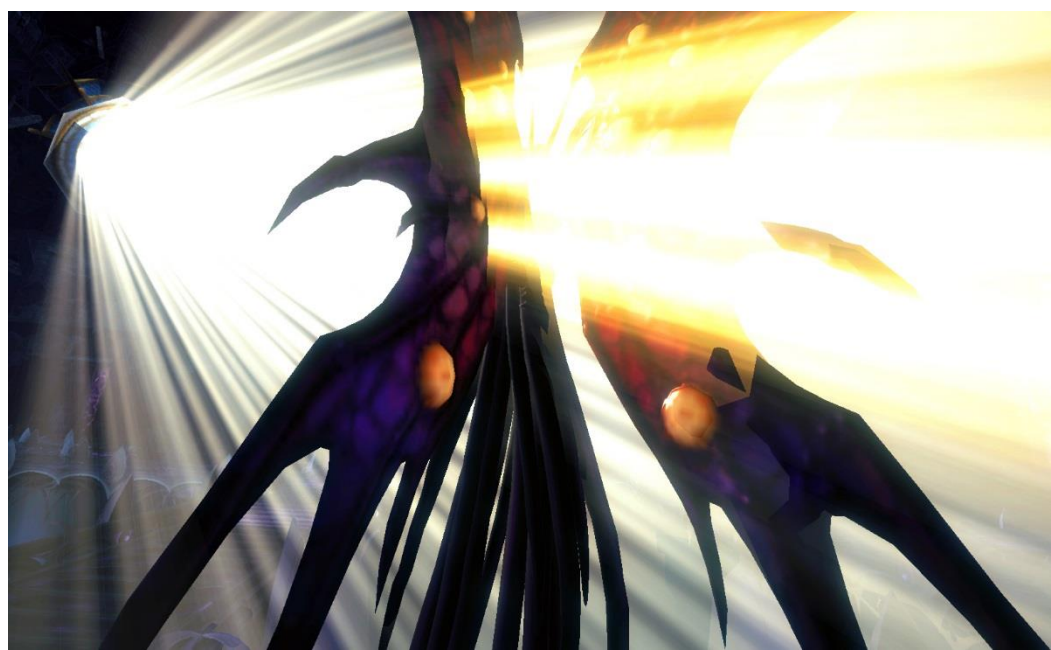
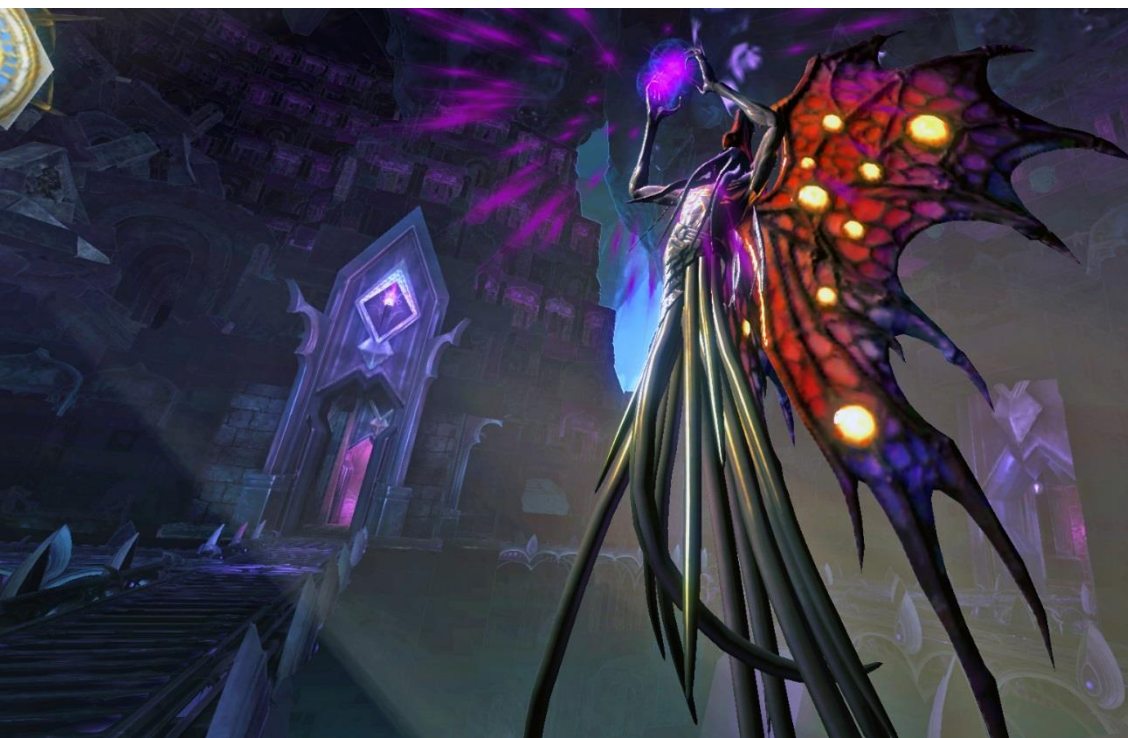
Erebos
So it was not by chance that we met on the dock in Sorpigal that day. I knew Morgan had his eyes on you, and that piqued my curiosity. As I told you then, I thought you would make things more interesting. And I must say, you fared even better than I'd hoped. Unfortunately, all good things must end, as you've become more annoying than entertaining.





Text Input

This altar looks like it fell from the wrecked Angelic ship stuck in the rocks above. The Solar Sigil fits perfectly in the cavity. All you have to do is invoke the right name...



CONGRATULATIONS!

Alvar, Level 37 Shield Guard
Logan, Level 37 Windsword
Rongo, Level 37 Warmonger
Giladan, Level 37 Blademaster

Thanks to your heroic actions, Karthal and the Agyn Peninsula have been freed from the evil machinations of Erebos, the Faceless Master of Assassins, and the forces of Darkness. By thwarting the Duke of Unicorn's plot, you have strengthened Gwendolyn Falcon's rule and ushered in a new era of peace, prosperity and enlightenment for the Holy Empire. As a reward, the Empress has made you Knights of the Empire. Raiders no more, you shall now be known as Lords.

Total time: 0 years, 1 months, 2 days

Final score: 541389

After receiving congrat's for completing the game, and returning to Umberto in Seahaven to collect the reward for quest 21, a new quest appeared; return to Karthal to collect reward. (Not...)

Before doing that went to the Tavern at Navea Delta and got the eye of Goros – needed to enter Limbo. Then did the Limbo quest – a strange adventure, meeting the game developers.

Limbo

Alien Technology (40 XP)

Unique:

U1: *Leslie* (250 XP)

U2: *Hélène* (250 XP)

U3: *Erwan* (250 XP)

U4: *Paul* (250 XP)

U5: *Julien* (250 XP)

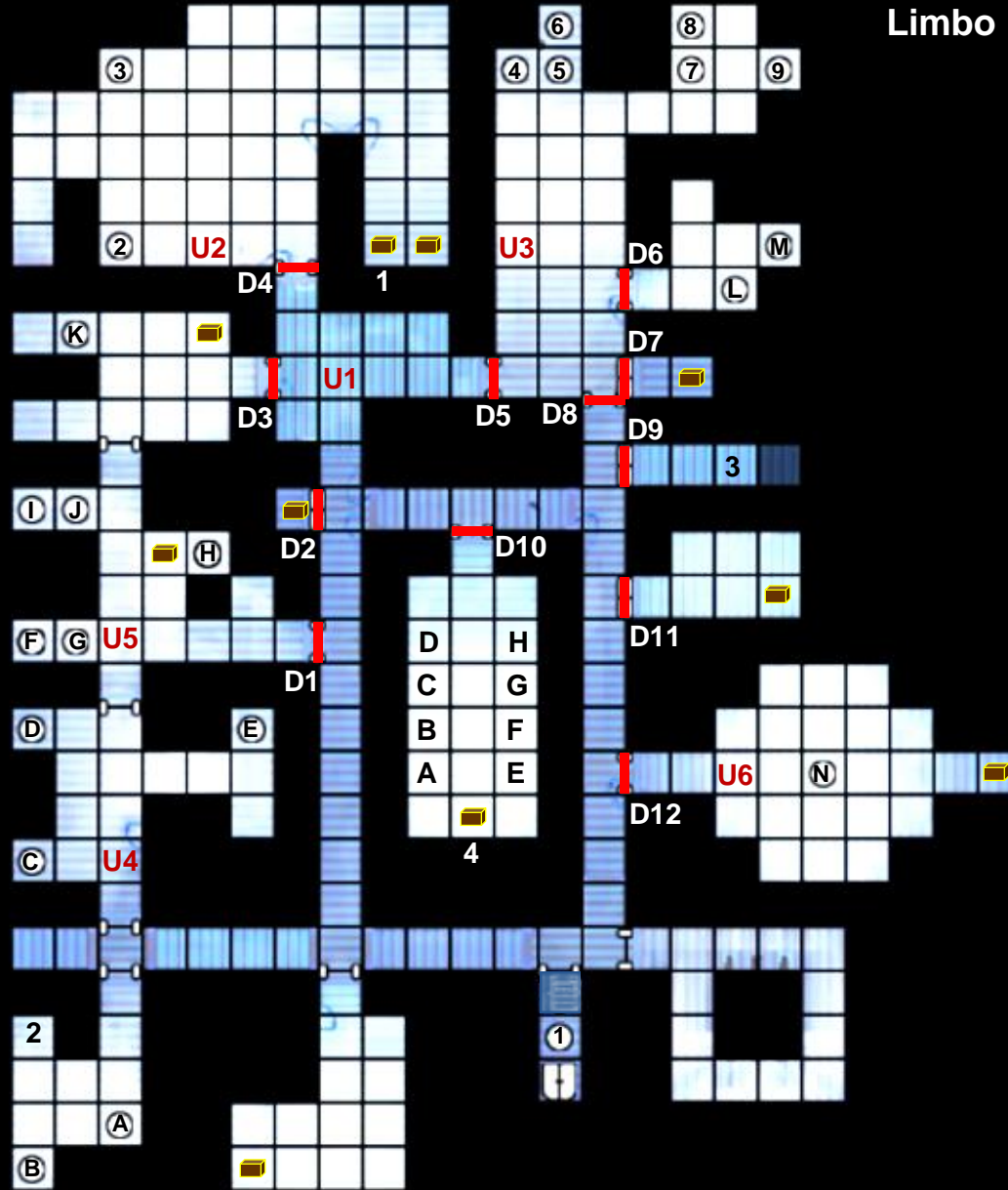
U6: *Gary* (250 XP)

Ubimancers dropped:

Leslie: Key Card Gamma

Hélène: Key Card Delta

Paul: Key Card Alpha



Persons (game developers):

1. Melvin. q 49: Defeat all Ubimancers (U1 – U6)
2. Marta
3. Balearic Fox
4. Caro
5. The Sinner
6. Denis
7. Kutsi
8. Lirion
9. Achim
- A. Stephan
- B. René
- C. Larissa
- D. Thomas
- E. Lore
- F. Karsten / Spike
- G. Stefan
- H. Johannes / Moni
- I. Marcus
- J. Angi
- K. Anselm
- L. Patrick: “There is no place like 127.0.0.1”
- M. Christian
- N. Daze – Get 750 XP for q 49. (Goodies in chest behind)

Events:

1. Chest w. Key Card Beta
2. Notification: 6945472381
3. Alien Technology. Has one zillion HPs, does not attack but retaliates (Use range attack) Dropped 4 x Elixir of Potency & 4 x Elixir of Arcane Resistance.
4. Chest notification: 162
Find Key card epsilon

Notification codes:

Convert code to binary, and flip switches A – H
(Up = 1, Down = 0)

Code	Binary							
Switch	A	B	C	D	E	F	G	H
253	1	1	1	1	1	1	0	1
147	1	0	0	1	0	0	1	1
59	0	0	1	1	1	0	1	1
248	1	1	1	1	1	0	0	0
162	1	0	1	0	0	0	1	0

Doors:

1. Key card alpha unlocks
2. Notification: 253
3. Open from west side
4. Key card gamma unlocks
5. Key card beta unlocks
6. Enter code: 6945472381
7. Notification: 147
8. Key card delta unlocks
9. Notification: 59
10. Enter code: 127.0.0.1
11. Notification: 248
12. Key card epsilon unlocks

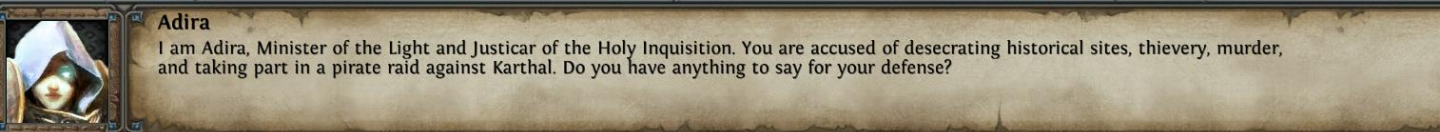




Daze

You've saved us from the evil clutches of the Ubimancers. Thank you, Raiders! You are true heroes. Now, we can start working on the next Might & Magic adventure. But as the Narrator would say, "that's a story for another time..."

Then went to Karthal to “collect our reward”.

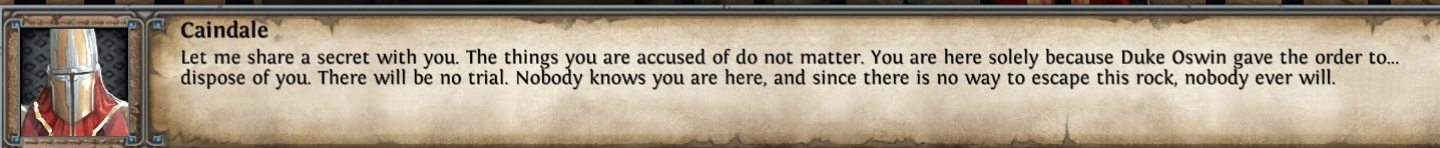


Adira

I am Adira, Minister of the Light and Justicar of the Holy Inquisition. You are accused of desecrating historical sites, thievery, murder, and taking part in a pirate raid against Karthal. Do you have anything to say for your defense?

1. Piracy?! We were trying to liberate Karthal from the usurpers!
2. Thievery?! But the chests were just lying there!
3. Historical sites?! They were abandoned ruins!
4. Murder?! But they were brigands and cutthroats!

Response doesn't matter – were arrested and sent to prison in Fort Laegaire:



Caindale

Let me share a secret with you. The things you are accused of do not matter. You are here solely because Duke Oswin gave the order to... dispose of you. There will be no trial. Nobody knows you are here, and since there is no way to escape this rock, nobody ever will.

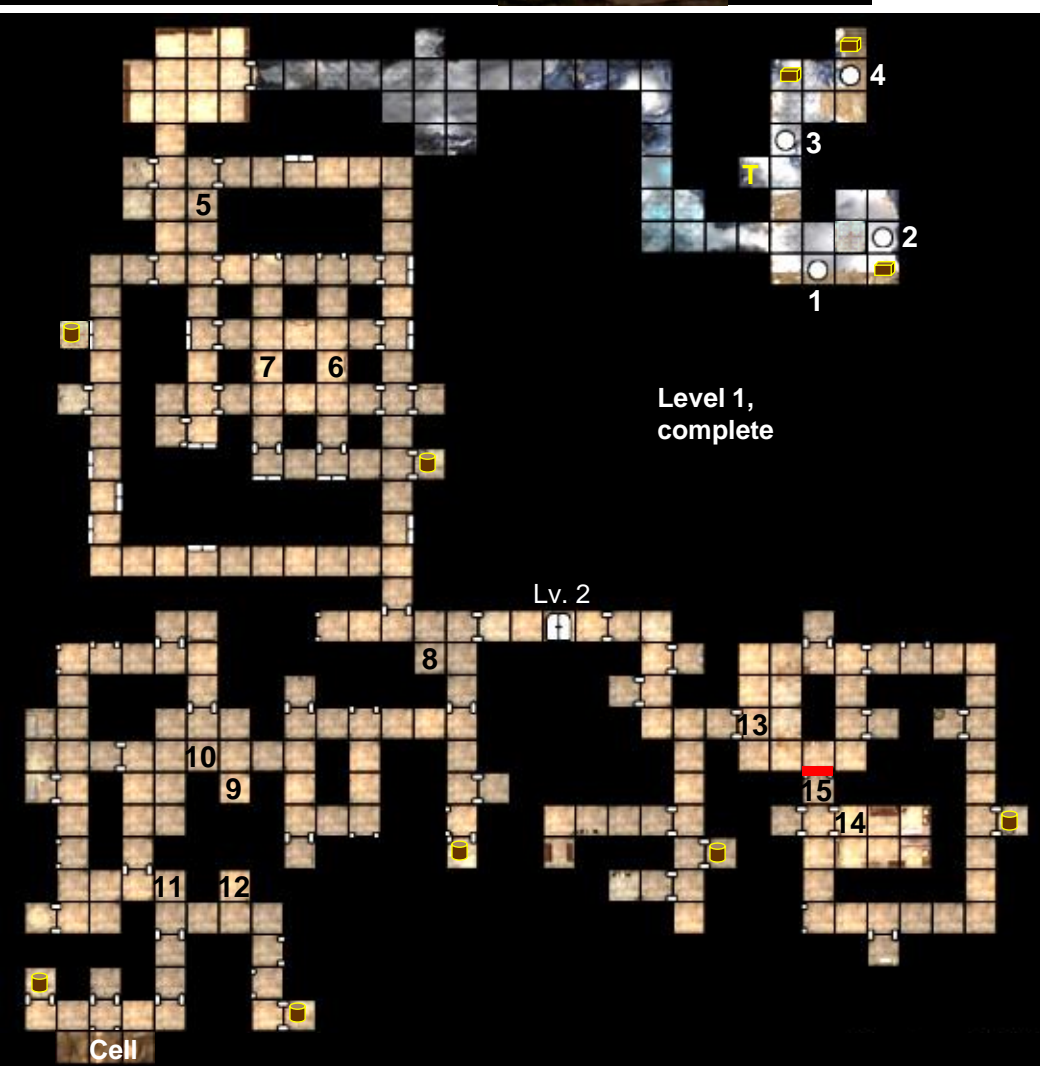


Quest 50: Go to Karthal for reward.
In Karthal: Arrested and sent to Fort Laegaire prison – Duke Oswin wanted to get rid of us. (Of course stripped of all equipment.)
Escape: Get cell key – distract guards by knocking on walls at selected points. Must be done in exact order, or game over. With infinitely many combinations and only one working, that means *lots* of reloads...
Correct sequence shown by 1 – 11. (There are also other “knocking spots”, not shown here.)
Only walk on highlighted part of map. Don’t do any other actions than knock and walk. Goal: Room NW, and then east to outlaw post.

At outlaws’ you can equip, although crappy equipment compared to what you had. Then get quest 51: Eliminate Perren.
(Next, complete map)

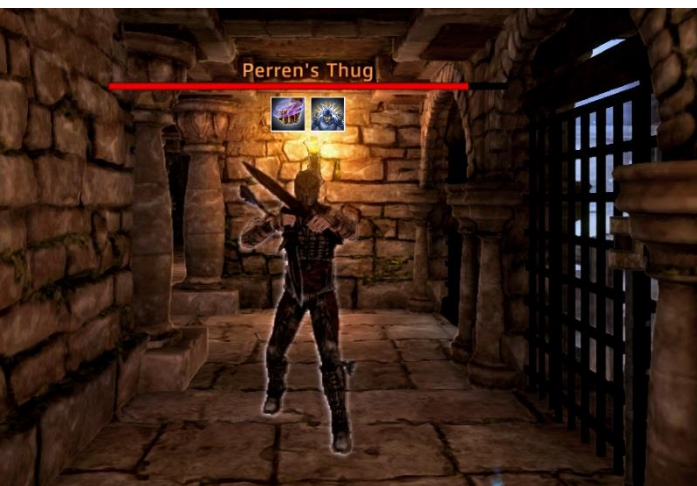
Western part:
Sentinel (60 XP)
Crossbowman (60 XP)

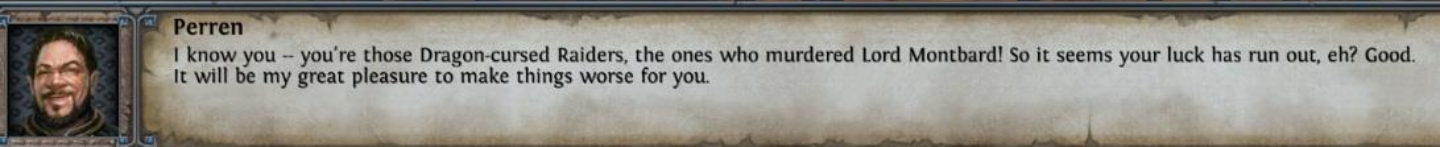
East of stairs:
Perren’s Thug (80 XP)
Perren’s Marauder (80 XP)
Unique: *Perren* (200 XP)



1. Neela (leader), q51, 52
Sells supplies
2. Meaven; sell, repair armor
3. Pandareos; sell, repair weapons
4. Tjofer, Id items, sell magics (Foci, potions)
5. Lever toggles door N
6. Lever toggles 5 surrounding doors
7. Red cell key
8. Lever toggles doors N & S
9. Lever toggles 3 doors NWS
10. Yellow cell key
11. Lever toggles door S
12. Green cell key
13. First big fight with Perren’s guys
14. Perren + 2 Marauders
15. Lever toggles door N.

All locked doors can be opened with one of the cell keys – not marked



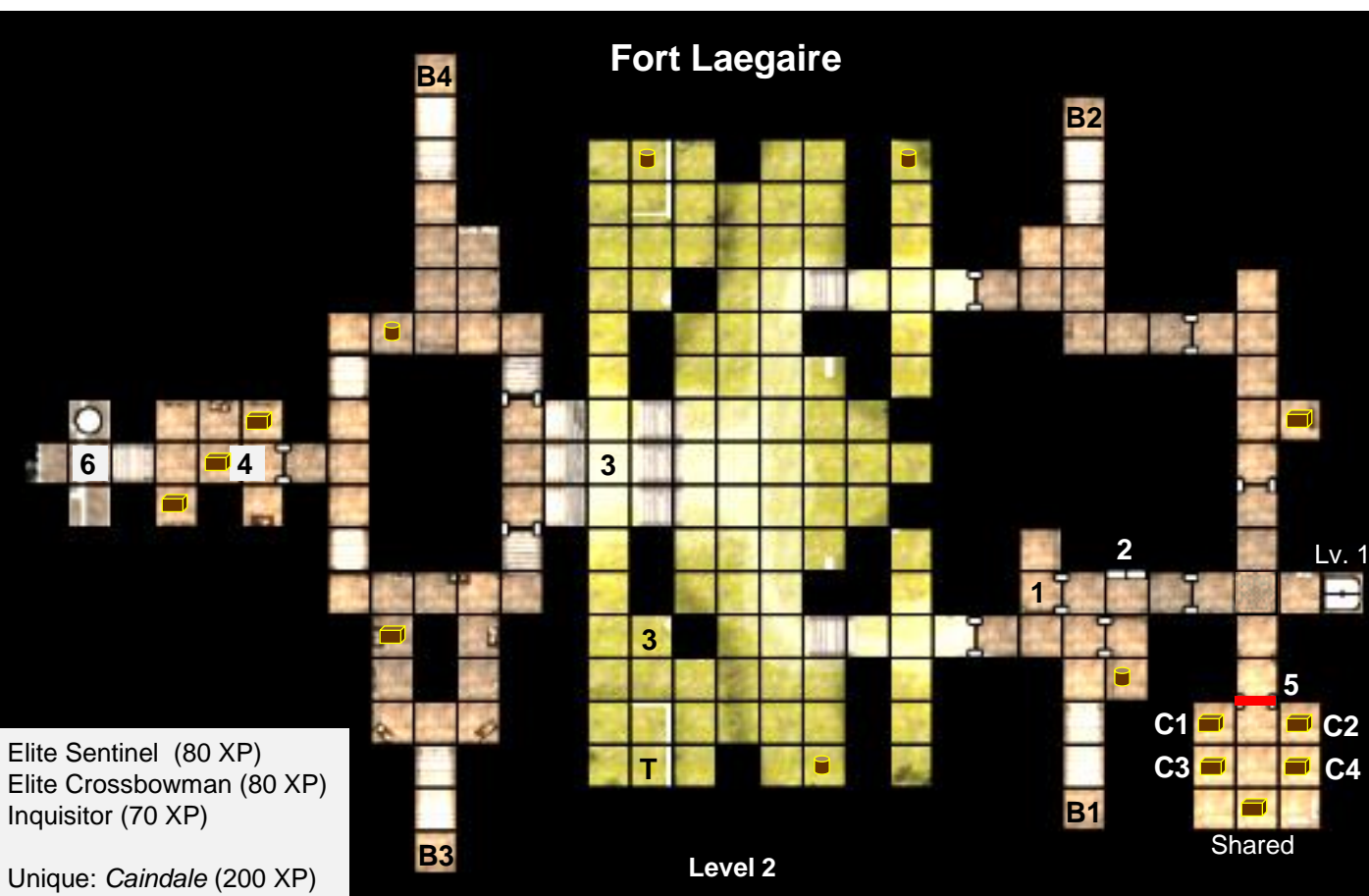


Reminder of the sign we found near Thieves' Den,
Ashen Hills....

Perren encounter is extremely hard – definitely hardest fight so far in the game. High level magicians is a great bonus here (they haven’t lost their spells). Thunderstorm and Tsunami do wonders. This is a fight where “jacks of all trades” don’t succeed. PCs should be GM in their chosen weapon, and magicians should know some GM spells in lieu of lots of expert / master spells.

(My first party was of the generalist type and struggled a lot here, later parties of fighters-only, mages-only, and hybrid-only were much more successful – all members were GM in their chosen specialty.)

After defeating Perren, return to Neela and get quest 52 – find Rosalie (the one and only, from Den of Thieves and Montbard’s daughter fame).



1. **Rosalie**, q 53: Sabotage all four Ballistae (B1 – B4)
Find an open space where she can summon help.
2. **Markus Wolf** is here if not killed in the Vigil.
Will offer help if he can join party. If accepted he will attempt to kill Rosalie at (6), but is himself killed. So all in all – just as well to kill him in Vigil.
3. Big encounter with castle guards. Lure them back to cell area a few at a time. Note: Inquisitors will put chars to sleep continuously. No chance to win these fights without Burning Determination. (I.e. if no party member knows this spell it’s end-of-game...)
4. **Caindale**; casts high level Sun Ray (Tjofr sold Light Ward spells...) and is pretty tough, especially if party knows few magic protective spells.
Drops Storehouse Key.
5. Unlock door with Storehouse key.
Storehouse contains all items that were confiscated from party; C1 items for character 1, etc., and one chest for shared items (inventory)
6. Meet Angel Odra and Lev and his griffin – escape.

On return to Karthal, Rosalie “invites” party to confront Duke Oswin in his Summer Palace. (She has proof of his betrayal.) Quest 54





Summer Palace, Courtyard

Garrison



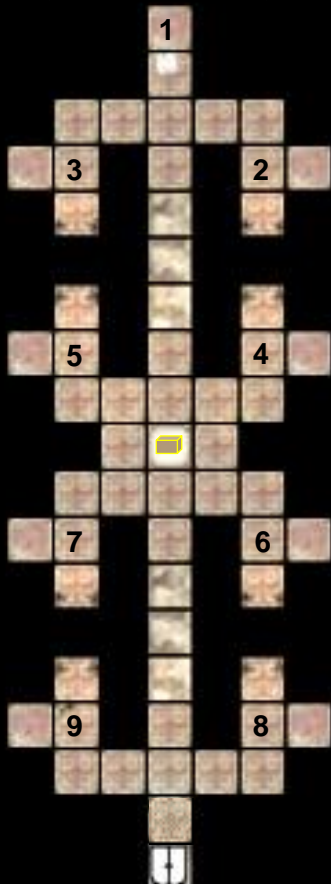
Immediately attacked on arrival.

1. Rusty key – opens chest N of MC
2. Epic encounter with castle guards. When stepping on this tile the entire courtyard is sealed off by magic walls, so no retreating. The courtyard is completely filled with enemies... (Surround spells really useful)
3. Encounter, followed by encounter with Sir Gallant.

Marksman (70 XP)
Praetorian (70 XP)
Sun Rider (70 XP)
Seraph (70 XP)
Inquisitor (70 XP)

Unique: *Sir Gallant* (200 XP)

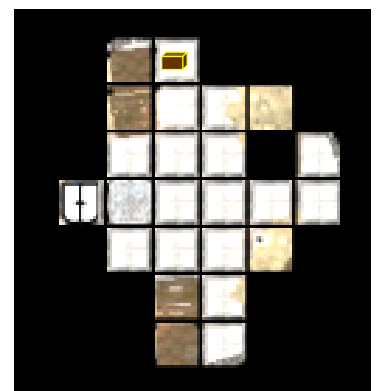
Mysterious Crypt



1 – 9 are graves:

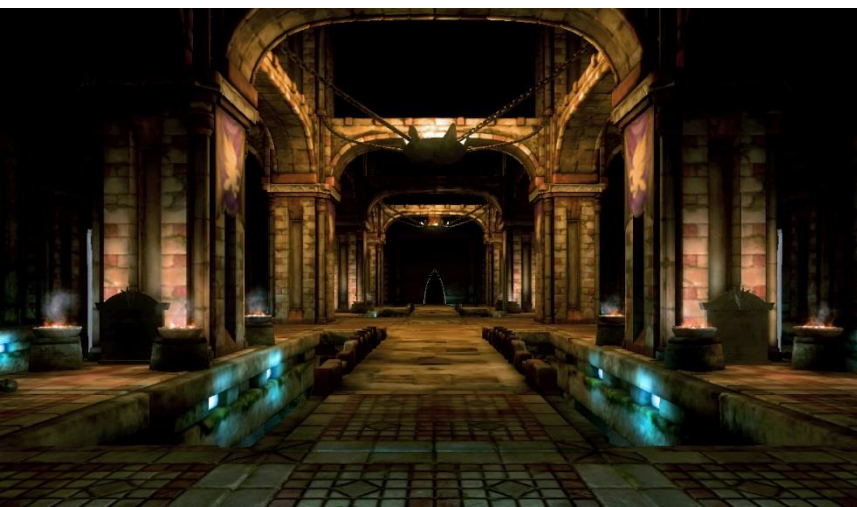
1. Ronan the Great
 2. Brian II the Merry
 3. Ronan II the Gifted
 4. Logan the Beloved
 5. Erwan the Builder
 6. Brian the Blessed
 7. Lea the Peacemaker
 8. Ronan III the Patient
 9. Connor the Graceful
- Maybe there's a clue hidden in the names, but I haven't seen it. Which means another trial-and-failure puzzle. Touching the "wrong" tombstone implies party death. (reload, reload...)
- Correct order:
1 – 6 – 3 – 4 – 9 – 5 – 2 – 8 – 7
and a chest appears in the center of the crypt. No special goodies compared to what we already have.

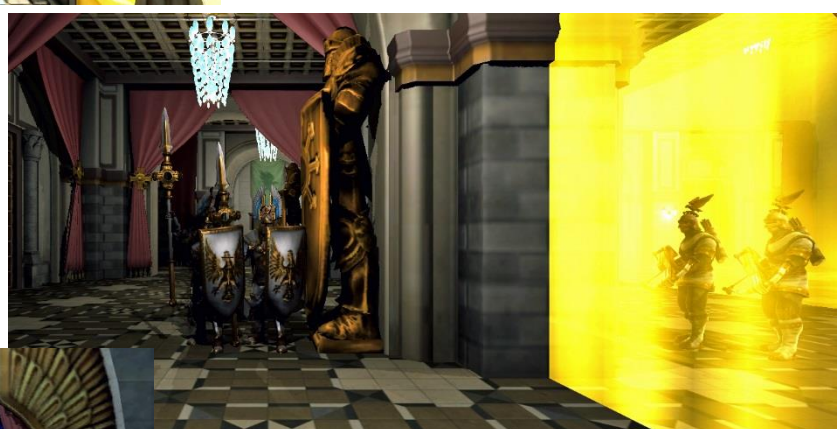
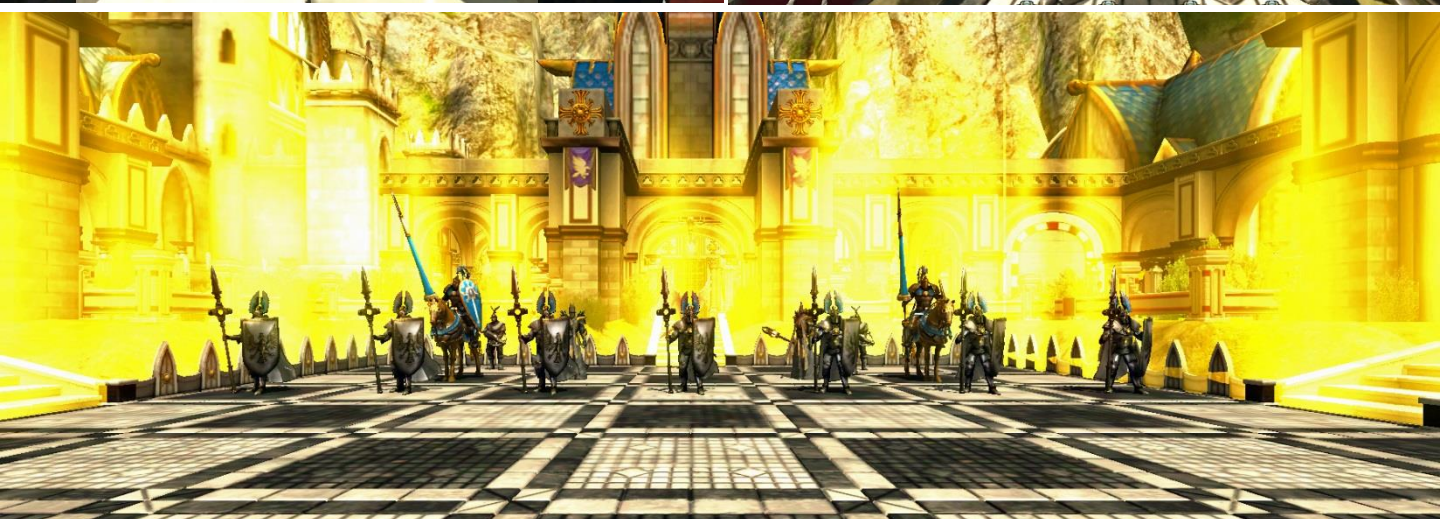
Griffin Tower

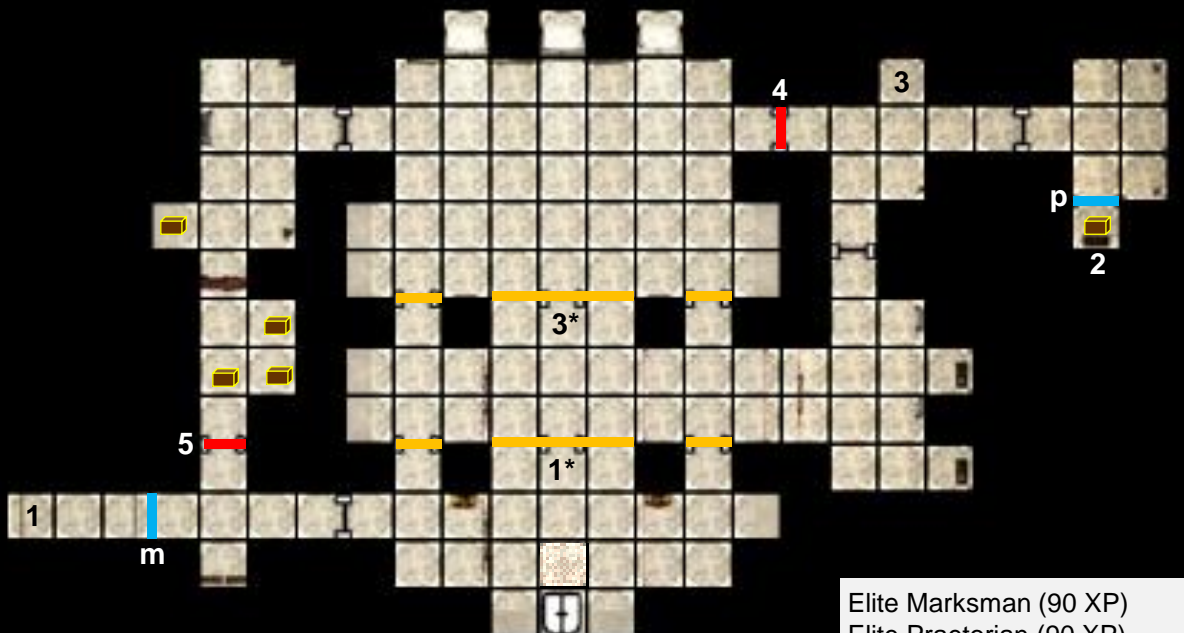


Unique: *Gryffindor* (200 XP)









Elite Marksman (90 XP)
Elite Praetorian (90 XP)
Seraph (70 XP)

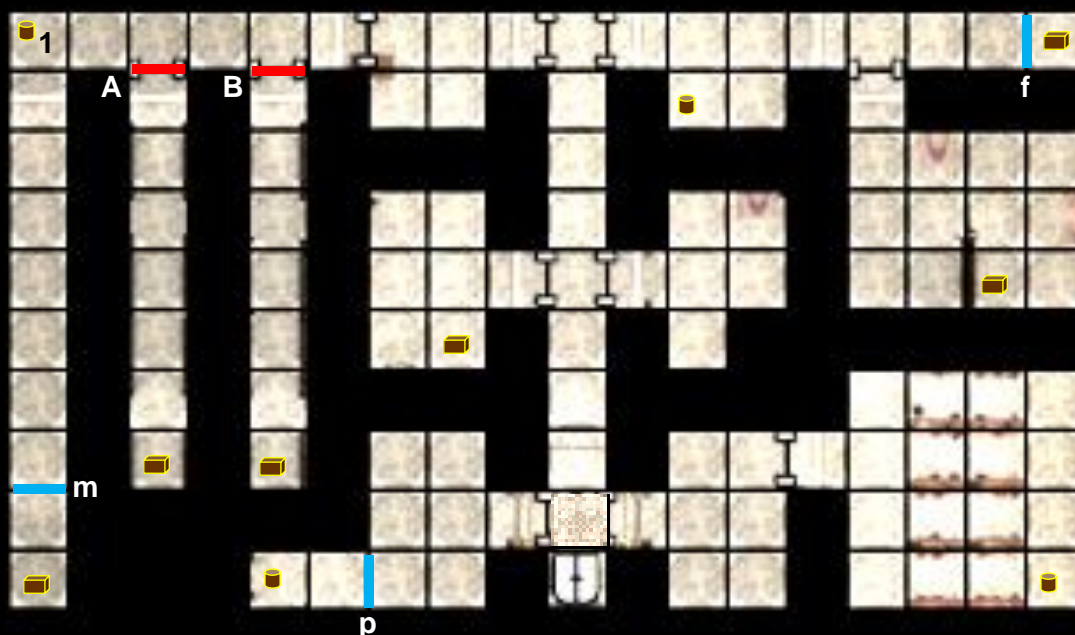
Summer Palace, Dwellings

Orange lines: Barriers, "Windows"

1. Lever removes wall 1*
2. Chest w. Golden Cog
3. Lever needs Golden Cog. Removes wall 3*
4. Door opens from west only
5. Door opens from north only

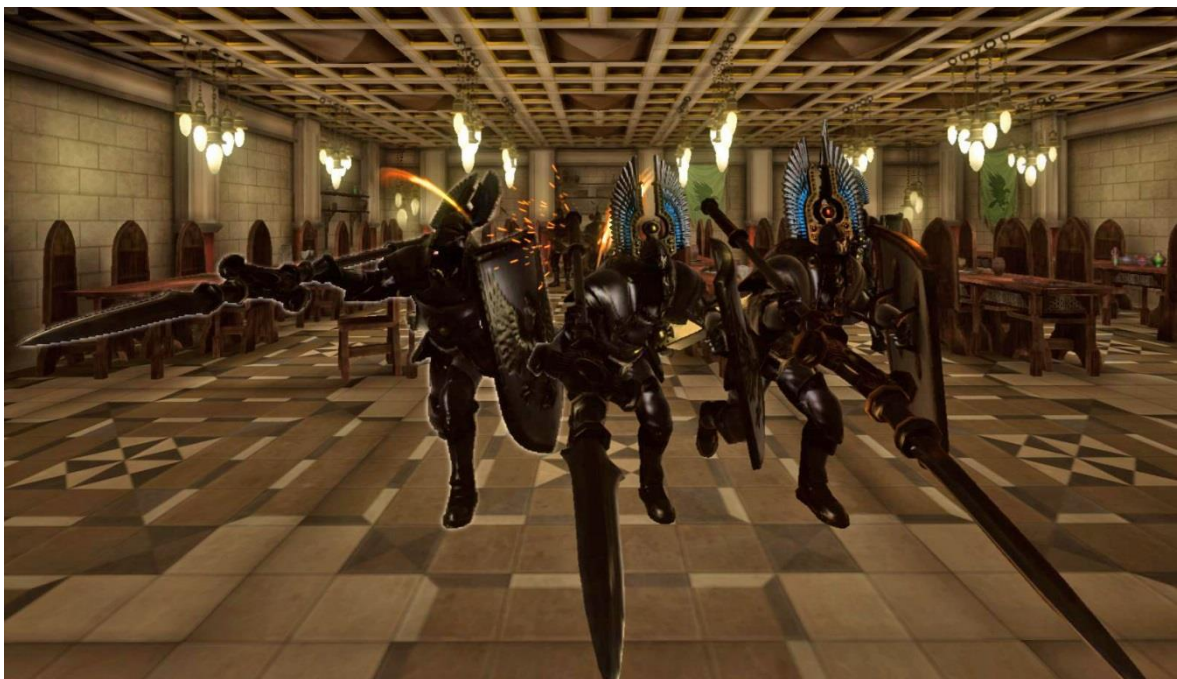
On return after going full circle and passing through door (5) all barriers were gone.

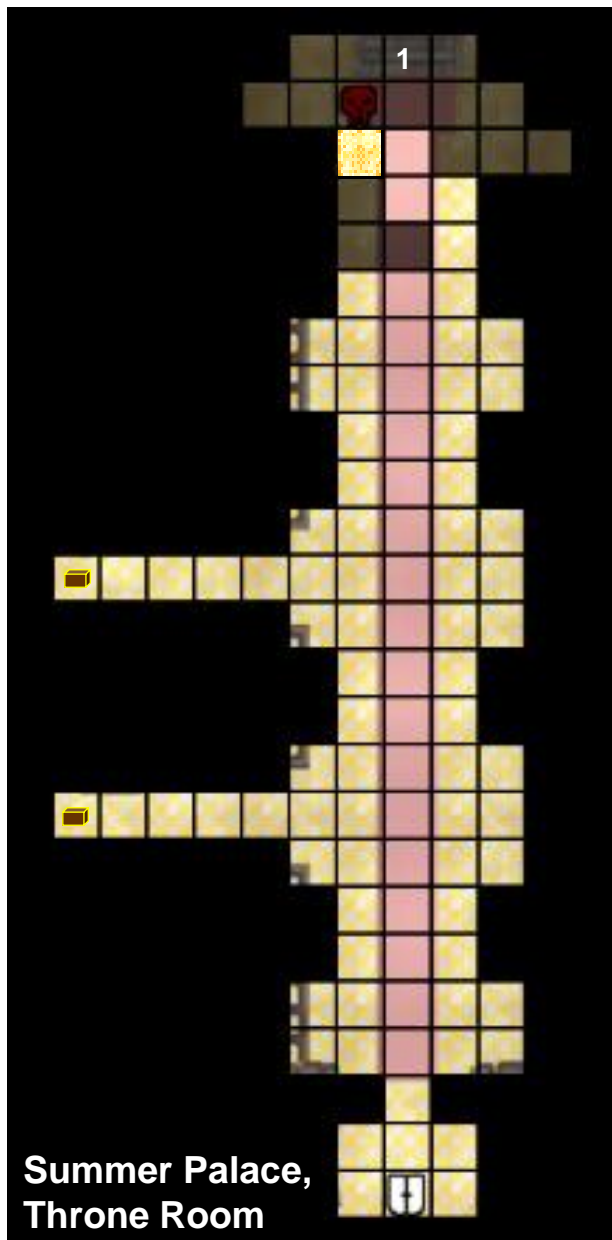
Summer Palace, Garrison



Marksman (70 XP)
Elite Marksman (90 XP)
Praetorian (70 XP)
Elite Praetorian (90 XP)
Elite Light Elemental (80 XP)

1. Stepping here opens doors A and B, and enemies attack from all three corridors. Pretty tough fight.





Elite Marksman (90 XP)
 Elite Praetorian (90 XP)
 Sun Rider (70 XP)
 Seraph (70 XP)
 Inquisitor (70 XP)

Unique: *Adira*

Fight your way to north end of room.

1. Duke Oswin and Empress Gwendolyn is here. Duke orders Seraph guard Adira to attack. Keep alive for a while (until Adira's health is reduced to about 50%), then queen stops fight and wishes to hear us (Rosalie) out.

Duke Oswin is sent to Fort Laegaire, Lord Kilburn becomes Duke and marries Rosalie, and party gets promoted to Lords.

Happy ending – and this time the final ending.





The Narrator

The Raiders and Rosalie barged into the throne room, mere moments after Duke Oswin had proposed a marital alliance between the houses of Falcon and Unicorn. Before they could make another step towards the Empress, the Angel Adira moved to block their path in a flutter of golden feathers.



Empress Gwendolyn

Oswin will be stripped of his titles. He's not the Duke of Unicorn anymore. He is likely to end his days in jail. I think I know the perfect place -- a lonely rock, in the Savage Sea...