

Walkthrough 2018

Version: GoG 1.0b_hotfix1

Party creation and Game Mechanics

The party may contain up to six characters. I played with four, and don't see the need for any more than that. Fewer characters get more XPs for each fight, and learn skills quicker. My party had no problems during the game. (I also had some dummy characters, used for storing excess items which I couldn't or didn't want to sell or drop. These were moved from town to town as needed.)

The way the game is constructed it's an advantage, actually a necessity, to change classes frequently. Most traits are taught by the different guilds, and some traits only taught to high-guild-level members, hence ideally all characters should be member of all guilds and do all quests to advance as far as possible.

Note that even though a skill once learned can be advanced irrespectively of current class, this does not apply to magic skills. If you change to a class that cannot learn a spell book, spells from that book will be very costly to learn, as you need twice the normal skill level to learn spells. (E.g. a Paladin former priest will need a skill level of eight to learn level four Vine spells). An exception is the Warlock class which can learn any spells from known spell books at actual cost.

The general advice here is to learn all the spells you need from one class, then change class, as acquiring new skills and spells at level up takes much longer once past about level 13 or 14 or thereabouts.

On classes and clans.

Everyone's gonna be pretty good after a while, so choice of clan doesn't matter that much. The *night vision* of the Whiskas is very useful, and I'd recommend including one Whiskas for that reason. Also the *mana seed* of the Oomphaz and the *quick learner* of the Elves are useful beginning traits (can't be learned later). On the other hand a *dwarf warrior* gets lots of starting hit points and carry capacity, advantages that will never be caught up by other starting combinations.

Starting skills recommendation: Most useful weapon skill is Sword (you'll find extremely good swords in the later part of the game), but one character (probably initial wizard) should specialize in pole and staff (the end boss can only be hurt by two weapons, and one of them is a staff).

Shield isn't very useful, and I recommend against using your off-hand for shield. In the same manner, a bow uses all of your off-hand. If you specialize in second weapon (useful), you're still allowed to use *throwing weapons*, so choosing second weapon *and* throwing for your off-hand is definitely the most versatile.

A good *rogue* is an absolute necessity in this game. You will quickly find chests including essential items for progress, which requires high skill in lock picking. In the later parts of the game I had difficulties opening some chests even with a lock picking skill of eight – so this skill should not be underestimated; acquire it as soon as possible and work hard developing it. But as there's no thieves guild in the starting town, it may be just as well to start out as warrior and convert to barbarian as soon as possible. The barbarian can learn lock picking just as well as a rogue, and will start out with more hit points and carry capacity than a true rogue. In contrast to other RPGs, lockpicks are not needed to pick locks or disarm chests. But if the lock appears to be too hard, a lockpick eases the picking / disarming. Lockpicks come in different qualities, with higher levels for harder locks

Most skills will advance during use, but only very slowly, except for spellcasting if you do it a lot (and you will...)

Starting attributes recommendation: Intelligence is the most important attribute, as it determines how many skill points you get at each level-up. Strength is important for carry capacity. Fortitude is said to determine how many HPs you get at level-up, but I found that it didn't matter much.

Reroll until you get a total attribute count of at least 75, maximize Intelligence and Strength, and spend the rest as you wish. Also for some strange reason you're allowed to create characters, give their initial gold to one of the others and then delete them. That way you can build up as great a starting pool of gold as you want. Buy some starting equipment, but later use all your gold to buy traits and skills, and skill or attribute improvements.

The way the game / character development works is a little surprising compared to other RPGs. You play the game you want with the characters you want. I.e., at any time in the game you can create new characters and play with those (doesn't sound smart...), but also the other way around: At any time you can ask that the game is reset, i.e. start again from the beginning, but your characters keep all stats, skills and items (except some quest items – you get to keep many items which you would think were unique in some sense). That means you could play for a while, and if the going gets too tough you can restart and replay the first part with "better" characters.

Other points to consider: The Stone spell book contains some very useful, almost essential spells, and these spells can only be learned by a starting Wizard (apart from the Valkyrie which you can become after or right before game over). In the Serpent Temple you *must* know the Cure Poison spell (Vine book), so either your priest should learn this, or your fighter-type spends a while as Ranger to learn it.

You readily discover that you need to be able to both *identify* items and *repair* them. In practice that means you need a Warlock, but don't be tempted to convert your Wizard too early, as it can get expensive to learn all needed spells from four different spell books.

Apart from that I found that the spells from the Sun book (fire spells) were the ones I used the most, so nice that all characters knew (almost) all Sun spells.

I started out with Dwarf Warrior, Human Priest, Whiskas Rogue, and Elf Wizard, but in retrospect I think I could have done better with three Warriors (two dwarves and one Whiskas), and convert one to Barbarian (focusing on thieving skills), one to Ranger (focusing on Vine Magic), and one to Paladin (focusing on Spirit Magic) as soon as possible.

The class paths for my characters were:

Dwarf Warrior – Barbarian – Ranger – Samurai – Ninja – Paladin

Human Priest – Paladin – Samurai – Warlock – Ninja – Valkyrie

Whiskas Rogue – Ninja – Assassin

Elf Wizard – Warlock – Paladin – Ninja – Samurai – Zenmaster.

Glitches and Bugs

The game is extremely linear – e.g., you can't get to the last town before finishing the Dragon Spire quest, and even then you need to pass through the Dragon Spire caves every time you want to pass between these areas (without using magic). So really the game consists of three parts, and is constructed such that you finish one part, continue to the next and never return. But don't these people need to trade with each other; visit each other? As it is the three towns are completely isolated from the rest of the world – why doesn't someone with a good axe cut some trees to open access paths? (Just a thought...)

This means you really need the create portal / teleport / call of home spells. But unfortunately these are not personal, so even if several characters know the create portal spell, you can only have one portal active at any time.

After encounters you find lots of items and gold on the ground. If you leave it and return it's gone. The same happens if you drop something – you see it on the ground, but leave and return, and it's gone. So the only safe place to store excess items are with extra characters in the Inn.

Once you learn many skills or traits – more than fits on one page, you find that the pages are not scrollable, so actually the skills / traits at the bottom of the list are inaccessible and can't be improved on level-up. (But you can still buy improvements at the guilds.)

A nasty bug, which I call the "Get-stuck-for-no-apparent-reason bug". In some places, going down or up a sloping stairway or path is simply not possible. You can see passage should be without problem, but for some reason it's simply impossible to progress. This is especially annoying when it happens under water, and I don't know how many times I drowned because of this. There doesn't seem to be any way around it, so the advice is simply to save often, and use different save games so that you don't find yourself at a dead end with no other way out than to replay a large portion of the game (been there – done that...).

Some quests require you give an item to person so-and-so. Sometimes this person refuses to take item you give. This is normally caused by the NPC's inventory being full, so he has no room to accept the gift. To resolve this, buy something from him first, and then try again.

Sometimes strange things happen when you try to interact with objects. The PC in question replies "On my way" and then the party starts wandering randomly around the room until you stop them. To avoid this, just *look down* when interacting with the object (like opening a coffin).

Quest items and characters generally only appear after getting the quest, so on return you may find him / it at some place which you have already visited without finding anything.

Ascension Quests

Ascension quests to Elite Roles will be mentioned at first point where possible to do (e.g. Barbarian, Paladin, Ranger, and Warlock can be done in Valeia).

The Special Roles:

Ascension to Assassin is done in Ishad N’ha after completing a quest for the assassin’s guild. Described at relevant point in game.

Zenmaster:

Ascension to Zenmaster is gained by collecting the four “*tomes of the elements*”

- **Tome of Fire:** Serpent Temple
- **Tome of Wind:** Boogre Cave
- **Tome of Water:** Collasium
- **Tome of Earth:** Pyramid (Cet’s Tomb)

A character carrying the four tomes when entering the Bushi Guild will be offered ascension to Zenmaster if member of the guild.

Note the fourth and last tome will be found shortly before game over. So your career as a Zenmaster will be short (unless you’d want to replay the game as a Zenmaster...)

Valkyrie:

Ascension to Valkyrie is gained by throwing the lich’s heart into the Black Fire in Cet’s Pyramid.

The character performing the task must be female and a member of the Priest Guild.

Next time she enters a Temple she will be offered ascension to Valkyrie.

This happens at the earliest even later than the Zenmaster option, and moreover there’s a great probability that the pyramid has been sealed off at the time, so you have to wait until after game over to get this award. So what’s the point? (Really didn’t matter much – I enjoyed a short career as Valkyrie for one of my chars, but found I actually preferred her as Samurai anyway.)

Legend to Maps

 Chest

 Chest with monster / no treasure

 Normal door

 Locked door

 Special door

 Gate


 Lock

 Lever

 Button

 Fountain (heals)

 Slot (for coin or something)


 Key (found on e.g. floor or table)

A(M2) Connects to point A on map 2

S2D Stairs 2 down

E3U Elevator 3 up

B* Balcony overlooking room below

 In river / stream: Strong current in direction of arrow.

(Normally party is taken by current and can’t avoid it)

World Map 1

Valeia to Ishad N'ha



1. Ruins of Bersault. Gorthius
2. Kerielle (Q5), inside mill Spider (Spider egg for Warlock quest) and chest.
3. Altar of Serran. Healing and Paladin Quest
4. Raft (for safer water travel)
5. Rogue Leader and Horse
6. Entry to Toad Village interior (L1/L2/L3 interior ladders)
7. Shaman hut. Shaman and entrance to secret passage to sacred toadem grounds
8. Exit from secret passage
9. Sacred Toadem Grounds – Evil
10. Entrance to Caves of Ishad N'ha
11. Oracle of Ishad N'ha
12. Kol the Heretic
13. Hidden entrance to Serpent Temple



Town of Valeia

On exiting Inn after party creation, party is met by Gareth:



Gareth:

Something has happened. Something evil. The shadows speak to me, they cry out in my dreams. I have seen visions of unspeakable horror in the night. I fear the Prophecy of the Age has come to pass. We must consult with the Oracle of Ishad N'ha to learn more.

But Ishad N'ha is far away, and a most dangerous journey. We will need a special magic to protect us. You must go this night upon a secret task for me. To unearth what has not been seen in the Gael Serran for many generations... The Mavin Sword!

I had a very strange dream earlier this day. I was walking through a graveyard in the night, when I heard a voice calling my name. A black crow sat perched atop a tombstone. As it flew away I saw a name upon the tombstone: NIVIUS.

Suddenly, up from beneath the grave there arose the great taloned fist of the Ancient Dragon. And clutched within its grip was the Mavin Sword, stretching up to pierce the darkened sky. The dream is an Omen!

You must follow the old Cemetery Road up to the Graveyard Ruins of Bersault. Search for the Tomb of Nivius. I believe there you will find the legendary Mavin Sword.

Before leaving town, went to the different shops to join guilds and enquire about quests.

Sir Elgar, Town Hall: Q1

For every five skulls you bring me, I will pay 50 gold pieces.
(Graveyard, Crypt, and many later places)

Smitty, Armory (Warrior Guild): Q2

There's a clever fellow that came in here last week. Called himself Mon the Sculz. Well, when he was gone not three minutes, I noticed my money box was missing. That dang thief stole it from me. I want you to find and kill that bandit.
(Normally pretty close to west city gates.)

Onabe, Temple (Priest Guild): Q3

I received a summons from a toad named Mekdawa. He requested a Magic Elixir to bring to his people. Go find this toad and deliver the Potion to him.

(Wandering at the shore of Nymph Lake north of Mill.)

Note: All characters that are guild members must receive this quest and get a sample of the potion individually, and then each must report back to the quest giver, to get quest reward, and more importantly, the valued rise in rank in the guild (which signifies higher level skill training). (Valid statement for all guild quests)

Available ascension quests in this town:

- **Barbarian:** Kill 20 enemies
- **Paladin:** Go to the statue of Kerah and say the words "Sanctus Holy"
(PQ near Gypsy house on map)
- **Ranger:** Get an egg from a Raptor
(normally found near RQ on map)
- **Warlock:** Get the skull of a skeleton and the egg of a spider
(Skull at graveyard or crypt, spider egg inside Mill or at the western shore of Nymph Lake.)

Started with exploring the world map; first from east gate northwards towards graveyard. Outside town met a "stranger" who looks suspiciously like the snake priests, but doesn't seem to have any significance for the game. Encountered groups of Trolls on the way, and various skeletons at the graveyard to get enough skulls for Q1. Also explored area near the west gate, and encountered Mon the Sculz for Q2. Next went northeast and met Bilbump.



'Beware the Mavin Sword, for it will destroy you!
 Crawler: Gessetranger, a word with you!
 Crawler: I travel to the village of Valtia, justest
 down thisss road...



Billbump:

My brother, good ol' Rethpian ... still
 in the crypt. You take him something
 for me and I'll tell ya how to get in
 over there at the Crypt... Here, take
 this fresh baked **Rat Pie** to him.



Sir Elgar, Town Hall: Q4

An evil Troll by the name of Juba Thobers has
 been prowling the countryside, harrasing passing
 travelers. He's been sighted in the west, near
 Nymph Lake, but no-one has been able to catch
 him... I'll pay you 200 gold if you find and kill
 Juba Thobers.
 (Will pop up eventually, but can be almost
 anywhere on the map.)



Now went to the crypt. Near the entrance met a Crypt Lord who
 can be tough at this stage. Biggest challenge is he continuously
 summons graveyard skeletons which makes the fight tougher, and
 also stops party from closing in on him. Still that's the best strategy
 – get into melee range and stop him as soon as possible, then do
 away with the ordinary and summoned skeletons. The Crypt
 entrance is closed, by easily opened (as told by Bilbump if needed)
 by touching the right hand lion statue. Enter, and you reach a room
 with a lever. This is the standard mechanism to change from world
 map to interior or vice versa in all dungeons in the game.
 The Crypt was explored in many sessions, frequently returning to
 town to sell items, and doing other quests en route. Therefore all
 quests are reported first.



Tasks done / received simultaneous to exploring Cemetery Crypt

Kerielle, Mill (2 on world map): Q5

... I fear that poor Algamesh shall never know rest. Would you travel to the Crypt, and try to find his necklace for me? Bring me his necklace, and I will give you the secret of the Serpent Temple. With this secret you may slay the Serpent!

(Cemetery Crypt, locked room right after entry)

... -- Algamesh had prepared a most potent Elixir. The Elixir will protect you from the Serpent.

[Never used it, and don't know the purpose. Perhaps protection vs. stoning.]



While at the lake shore gave the potions to Makdawa; one potion given for each character on Temple quest. (Q3)

Smitty, Armory (Warrior Guild): Q6

The Toad People may be turning hostile to humans again. They may be planning an attack against our homes. Journey to the Toad Village and investigate this matter. Return to me with news of what you find. (Toad Village.)

Onabe, Temple (Priest Guild): Q7A and Q7

Guild donation. Please return when you are ready to make a generous donation of 500 gold.

(Readily done when party has enough gold.)

Until his own death a few years ago, one of our benevolent Brothers took it upon himself to visit the Crypt each week... He used to wear a Ring upon his hand, said it was very special. He claims it was once worn by someone who had become a Saint, although he never said who it was. Alas, he died at the Crypt, but his ring was never recovered. See if you can find this Ring, This Ring of Saints.

(Crypt, Location 7, secret passage above lift.)

Roendalf, Magic Shop (Wizard Guild): Q8

A few months ago a colleague of mine named Scabban disappeared. I believe he was last seen near the old graveyard ruins. Journey to the cemetery crypt and see if you can find him.

(Crypt, Location 19, needed for main quest task.)

Sun spells (fire) are really useful in fights. Especially the low-level spell Burning Haze spells havoc among your enemies, and contributed to a quick victory on many occasions.



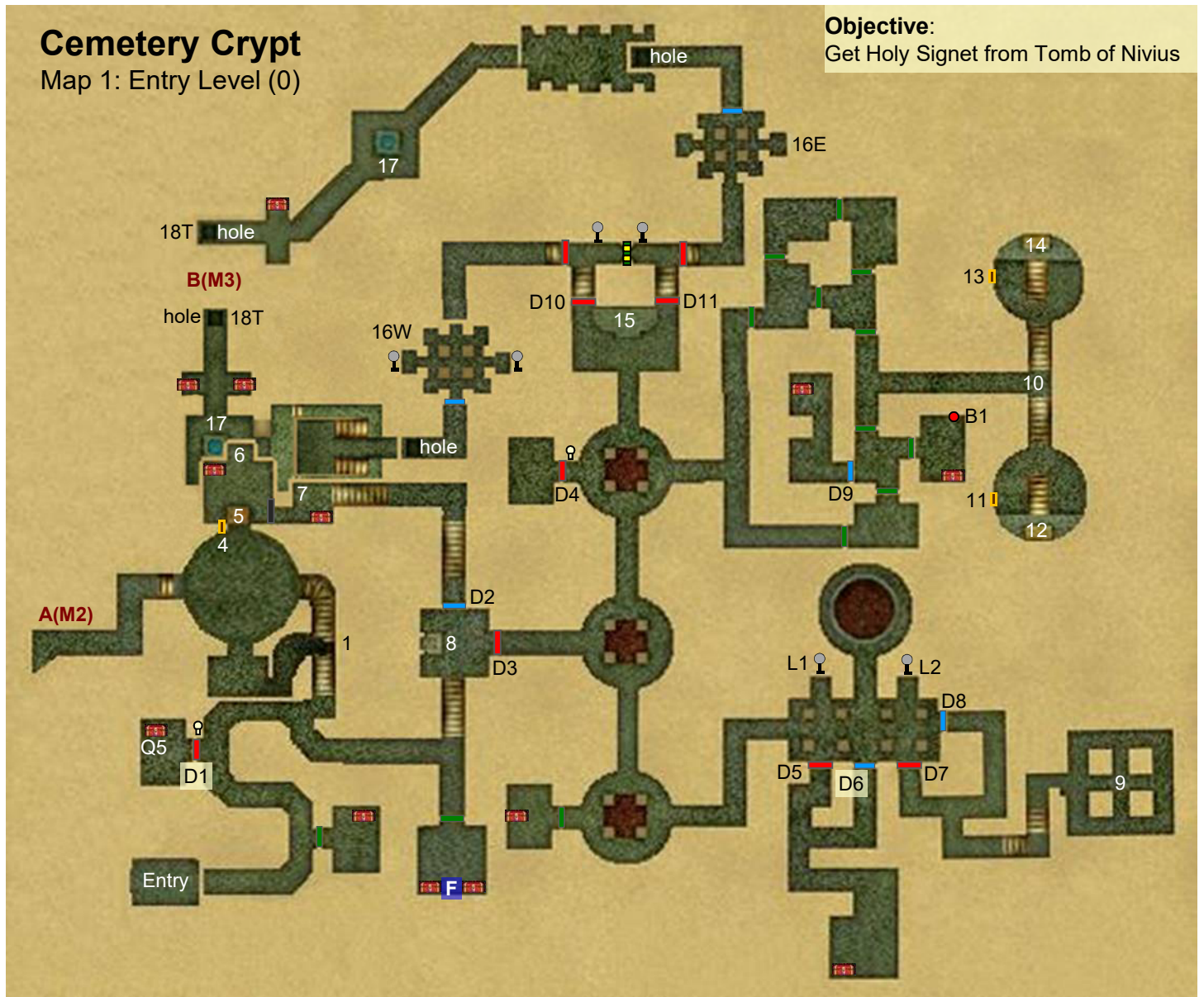
Giant spider northwest of mill. Leaves egg needed for ascension to warlock.

Cemetery Crypt

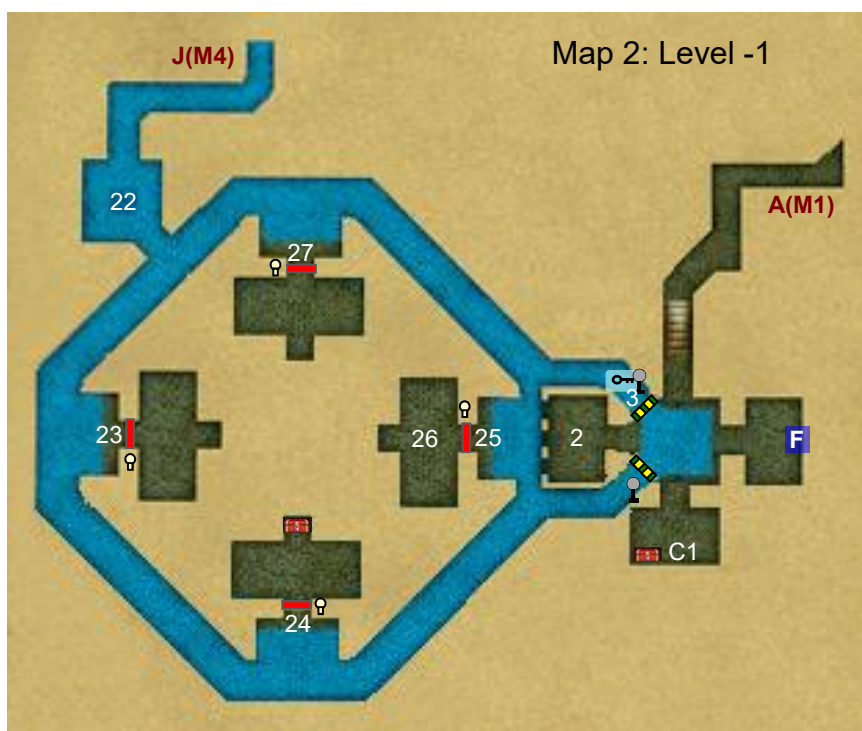
Map 1: Entry Level (0)

Objective:

Get Holy Signet from Tomb of Nivius



Map 2: Level -1



D1: Lock level 2 – picked

Q5: Chest contains Algamash's Amulet

1. Broken stairs; jump across or fall down
Continue to map 2, A (A(M2))
2. Rethpian

Rethpian

(Give Rat Pie) – I'll tell you a secret. There's a hidden chamber above the tomb of F'Lokis Ra' ... We can't see him without the crystal ... The crystal was the key. But I dropped it, fell off the Bauble Stick. The Bauble Stick had the crystal key.

C1: Chest contains *Bauble Stick*



After talking to Rethpian, go to room SE and find the Bauble Stick in the chest. Then dive into pool and to the NW gate. Use the Bauble Stick on twinkling item behind gate, and get *Crystal Key*.

3. Crystal key. Much later, also find *Gold Key* here. Go back to circular room Map 1, and:

4. Receptacle takes Crystal, activates elevator
5. Elevator, first one level up, find
6. F'Lokis Ra'. After killed, dropped *Golden Talis*. Read inscription on amulet:

And they prayed before her graven image, singing
SANCTUS KERAH. BLESSED BE KERAH

Go back to elevator (5), press button at south wall, and immediately jump off lift, which goes down. When lift roof passes, jump on roof, and travel on roof of lift back up to reach the secret passage going east.

7. *Ring of Saints*, well hidden below table (only present if Q7 is active)

Go to

D2, one-way door which only opens from north, and we're (back) in statue room.

8. Statue of Kerah. Talk to statue, saying the words from the amulet:

SANCTUS KERAH

and door D3 opens.

Circular rooms: Lots of undead rise from central area when approached – some times headed by Crypt Lord. Dispel Undead spell nice to have...

D4: Level 1 lock; picked

L1 opens door D5, which closes after passed. D6 opens only from south.

L2 opens door D7, which closes after passed. D8 opens only from east.

Button B1 opens secret door D9. Lots of coffins in this area, some contain goodies.

9. Spirit of Rumphly. Dropped Wand of Stars (sleep), but else didn't see significance

10. Encounter Spirit of the Warrior and Spirit of the Wizard (tough).

Dropped Warrior Crystal respectively Wizard Crystal.

Now you are at parting of the ways. The next action determines whether you will take the right path ("Way of the warrior") at (15), or the left path ("Way of the wizard").

The paths are mutually exclusive.

(Map generated by doing one, restore and then doing the other.)

11. Receptacle for Warrior's Crystal. When used, stairs up to (12) appear.

If Wizard's Crystal was used in (13), this receptacle doesn't work

12. (Only reachable if stairs activated by (11))

Wizard's Jindol (Figurine)

13. Receptacle for Wizard's Crystal. When used, stairs up to (14) appear.

If Warrior's Crystal was used in (11), this receptacle doesn't work

14. (Only reachable if stairs activated by (13))

Warrior's Jindol (Figurine)

15. Two vestal urns – parting of the ways

Use Warrior's Jindol in left (W) vestal urn to open door D10, or

Use Wizard's Jindol in right (E) vestal urn to open door D11.

The two paths are similar, perhaps the W path (Warrior path) is a little tougher. Reward for Warrior path: Plate Mail; for E path (Wizard): Ankhs



F'Lokis Ra'

Who wakens F'Lokis Ra'? Long have I slumbered, awaiting the return of Lord Cet ... Release me from this burning curse around my neck... I shall sacrifice YOU to Lord Cet.



16. Fire-filled rooms. Very tough section – save before trying, many attempts may be needed! Harmful fire at each intersection, and exit door which closes when party approaches.

16E: Speed is of the essence. Principle: Run through room, jump across center fire and hope for the best. A haste spell does wonders here.

16W: More tricky. The center fire heals party, but that is a trick, as it's impossible to reach the door after crossing center fire. Principle: Switch the two levers and approach door from the side, staying out of center fire. Speed is still of the essence, and this one isn't easy...

Alternative out-of-the-box approach: Go upstairs and carry chest / crates down to block the gate. The crates will not keep the gate open, but you may be able to sneak through.

-- Fight the undead in the next room (can be tough), and continue to

17. Healing pool

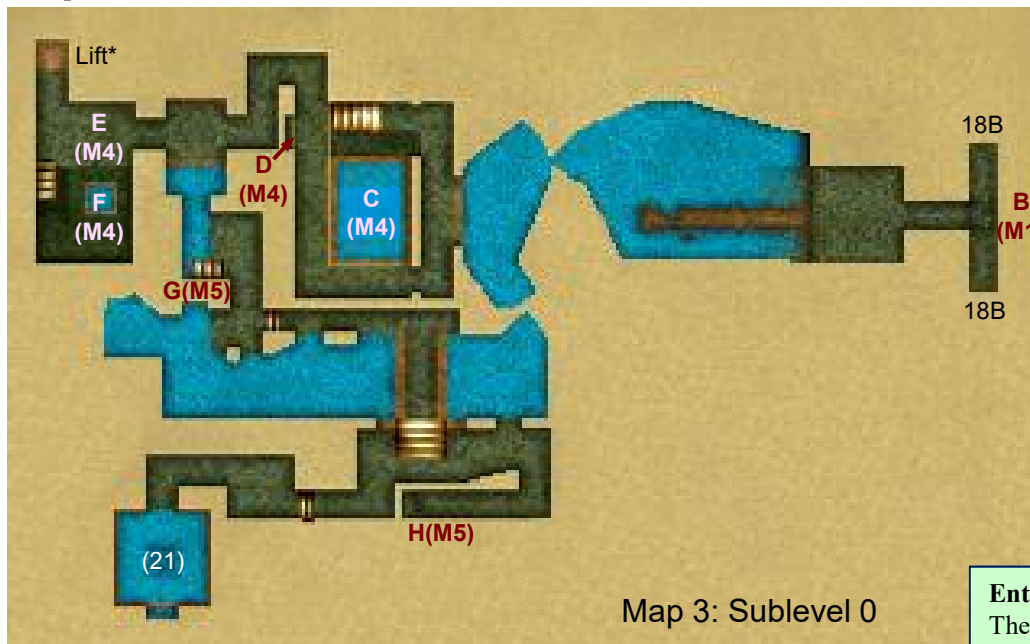
Remember to loot chest(s) before continuing to the hole at

18. When jumping down the two paths merge again (Map 3)

Jump into water and swim west. The best is to exit the water at D.



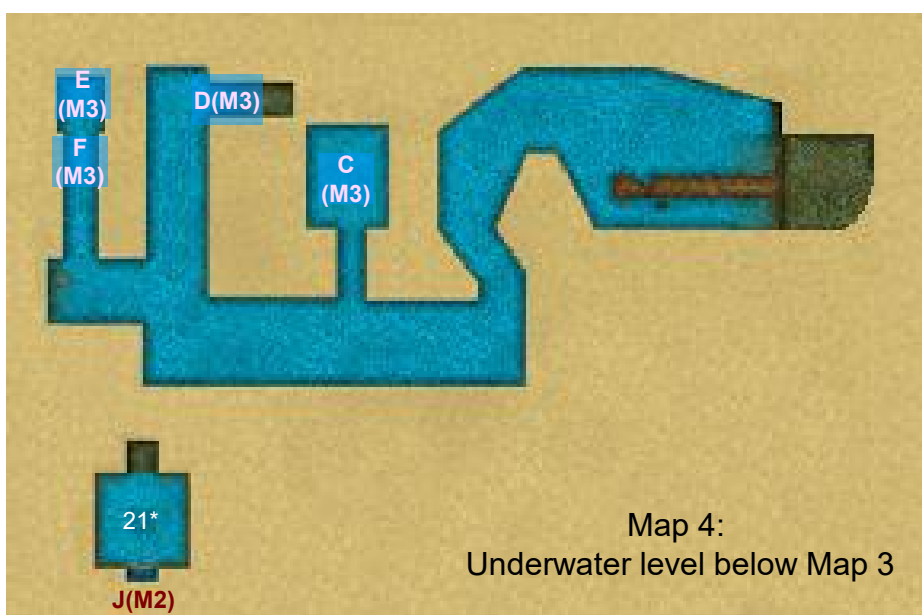
Fight hordes of undead as you make your way up and around the room. The goal is point H which takes you to the destination in map 5.



Map 3: Sublevel 0

Entertaining Side puzzle

The Lift (Lift*) in the NW corner of map 3 takes you down to the level just below at the press of a button, and stays only a short time before returning back up, with no way to call the lift from lower level. As you can jump between these two levels without problems, the lift seems to have no purpose. But actually it's part of an entertaining side puzzle: How to reach the chest on the balcony (map 5)? You can't jump up, but you can stack some crates to climb up. Problem is, you have only two available while you need three or preferably four. The needed crates can be found on level below – but to get them in position, you need to get them up. And that can only be done with the lift. Carry the crate(s) to where the lift stops at the base, jump up, take the lift down, push the crates into the lift, and voila.



Map 4:
Underwater level below Map 3



Piles of crates and barrels stacked to reach chest on balcony.

- From H, follow path to west and south, and go to 19. Scabban. Talk to him, and kill him if you want. He doesn't have much interesting info, and isn't important apart for the wizard guild quest. The really essential task in here is the lever
20. Lever which opens the grate at 21*, Map 4
21. Hole in floor, jump down to arrive at 21* two levels below (Map 4). Now the grate has been removed it is possible to dive deeper, to underwater canal south, marked as J. Follow canal to map 2 and emerge at
22. Hole down to underwater canal to map 4.



Party is now in Tomb area (**Map 2**), and can explore the tombs.

But first, return to grate near Rethpian, find *Gold key* at (3), and turn lever(s) to open grate(s) – hence access to entry part of crypt.

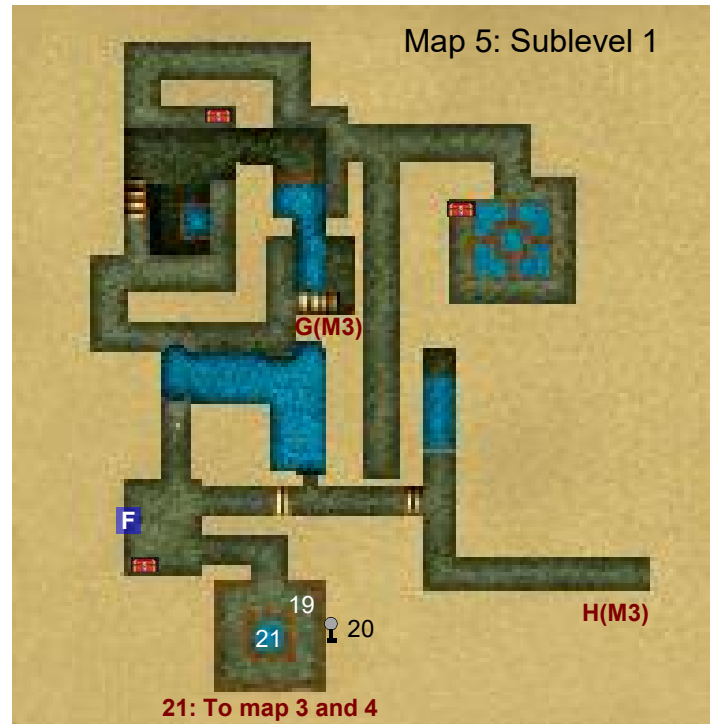
The four tombs are all unlocked with the Gold key.

23. Tomb of Mastus (find Dragon Shield)
Sword of Mastus is also here when Q10 is active
24. Tomb of ...
25. Tomb of Nivius
26. Spirit of Nivius, Holy Signet (Signet of the Mavin)
27. Tomb of Arthos

Spirit of Nivius

I am Nivius, proctor of the Sacred Oath, first Watcher of the Mavin. ... Once each century the Sacred Oath may be renewed. ... Come you now to swear the Sacred Oath, the Vow of the Mavin? ... This the Holy Signet is the sign of your Sacred Oath and of the special quest which you have undertaken.

Return to Valeia to report on completed quests and get new ones.



Scabban

My name is Scabban. Once I was human. But now the Sickness has fallen upon me. I thought I could command the dead... With four Apprentices I came to this Crypt to bring life to the lifeless...



Toad Village

Objective:

Guild Quest, no significance for main quest

Before going to Toad Village, party must have talked to Mekdawa. Probably done earlier while doing Q3.

Follow river northwards from Nymph Lake, to area with Toad Village. Enter village at World Map (6), and meet Ekbu who tells you to stay away. Say "Ukabu" and be welcomed.

Mekdawa

... Toad want to talk to you. I am Mekdawa of the Toads. So far I have traveled to meet you. ... You are Ukabu of toads. Toads need a Ukabu. ... Ekbu guards Toad Village. ... You find Ekbu and say Ukabu.

Exit to
Toadem Grounds



Down ladder L1 and up L3 (note: Climb ladders from the side the steps are nailed on, most often "backside"), and continue to Shaman, World Map (7).



Shaman (Shinwiki)

Say Ukabu – essential and triggers Shaman's opening of trap door to secret passage.

Evil – triggers completion of Q6.

I am Shinwiki of the Toad People... Evil is in the world. Toad People not Evil. Evil hides at sacred Toadem Grounds. Go destroy evil before it destroy Toad People.

Go down trap door and continue to secret passage exit, world map (8)

Continue towards sacred toadem grounds (9), but save before coming too close. The "Evil" present here appears to be Scabban's four apprentices ("Scabban's Evil"), and they cast powerful spells from distance. As you probably don't know any sufficiently powerful spells yet, the easiest is to close in on one at a time, killing them in melee fight, and running for recovery between each battle.

After defeating them, each character should touch the Totem (toadem), to get a *five hit points raise*. Also the chest contains goodies.

Return to Shinwiki to get reward (gold + good spear). Then return to Smitty to report on Q6.



Roendalf, Magic Shop (Wizard Guild): Q9

A vile Priest of the Serpent Cult walks the lands of Gael Serran, trying to win converts for his Temple. His name is Tevik Teporn and his Temple lies at river's end, beyond the caves of Ishad N'ha. Find this wicked Priest, and destroy him before he corrupts another to join the Cult of Snake Worshippers. (Between caves and Ishad N'ha.)

Smitty, Armory (Warrior Guild): Q10

Many years ago, a powerful Sword was lost deep within the graveyard Crypt. Find the Tomb of Mastus within the catacombs of this old Crypt. Retrieve the legendary Sword of Mastus and bring it to me. (Return to Crypt, Tomb of Mastus, and find sword where it was not before.)

Sir Elgar, Town Hall: Q11

Lord Barrenhawk is the governor over the town of Ishad N'ha. I need you to deliver a package to him. Take this package to Ishad N'ha and Lord Barrenhawk will pay you 250 gold pieces.

Went to World Map (1), ruins of Bersault, and met Gorthius.



Gorthius

Hold your daggers, men... Betray me and you will die a miserable death... The Hidden Circle welcomes you to our ranks. ... I fear that harm may have recently befallen one of our own. He was on his way to the Temple of the Snake Cult...

H'Thark? H'Thark's a good man, but he's gullible and stubborn... Are you willing to go to the Serpent Temple for us? H'Thark went to the Temple to look for an artifact. But I "borrowed" his lockpicks. And he left before I could return them. If you can find him, give him these lockpicks.

(In Serpent Temple Prison. Not essential quest, but has some good info after you return his lockpicks.)

After leaving ruins you hear battle, and on return Gorthius is dead. Naturally you do off with his assassins, who drop a note revealing it's "the Black Hand" that's behind the elimination of Gorthius and the Hidden Circle.

At World Map (5) you can find a horse, but also encounter a Rogue Leader and his gang, which is a tough fight for a low-level party.

The horse isn't any advantage anyway. Travelling isn't noticeably safer or faster, and you have to dismount for every fight.



Using the raft (4) helps – no fighting killer fish while swimming. Not that they're a problem, just annoying and interrupts travel.

Next stage of the game is to explore and traverse the caverns of Ishad N'ha, hence reaching **game part 2**.

Travel to World Map (10), leave the raft if you used it, and swim into cave.



Partway into the cave you find the Oracle of Ishad N'Ha, and the cavern ahead is blocked.
Talk to Oracle, ask as much as you like, as it has a lot of info on the tasks ahead.
The key question is "Destiny", where after the passage northwestwards will be opened.



Oracle of Ishad N'Ha

We await the Chosen One... You hold the Holy Signet of the Mavin! Look to the west. A cold wind blows across the fallen stones of Shurugeon Ruins. It is there you will find your Destiny. But first you must journey upon another quest. Seek the Face of Death in the Heart of the Serpent's Lair... To find the Mavin you must find D'Soto, the one who last did wield it. A Dark Familiar holds his spirit captive through a Fiendish Spell.

Shortly after exiting the cave, meet Tevik Teporn (Q9).
Kill him and you may return to Magic Guild to report .



Roendalf, Magic Shop (Wizard Guild): Q12

I have recently heard mention of a magical artifact of great power. It is known as the Orb of Clarity. Rumor has it that it is in the possession of a band of Gypsies, living in an abandoned old house near Nymph Lake. Bring me the Orb of Clarity if you can.
(Gypsies have it, but it's not that easy...)

Next stop **Gypsies House**.



Gypsies told us that we wanted to speak to Harespia...

Now took the shortest route to Ishad N'ha, delivered package to governor, entered Rogues Guild (Bushy Guild will have to wait a while...), and got new quests.

Harespia

I have seen your foretelling, and you need listen to my words...
You come for the Orb of Clarity. It is a valuable thing of old. We shall not part with such a treasure ... until when comes the will to meet a price its equal. Take hold of the Serpent's Wand and bring it to me. T'is the power of the wicked wizard, one Kreug.

Bratsol, Pawn Shop (Thieves Guild): Q13

The Serpent Cult melts stolen gold into special Serpin Coins for its members. These coins make good novelty items for my shop. Just south of Ishad N'ha, at river's end you will find the Snake Temple. Go there and obtain ten of these coins for me.
(Priests in Snake Temple frequently drop these coins.)

Munsey, Temple (Priest Guild): Q14

The lands of the Gael Serran are overrun with the dreaded Priests of the Serpent. The greatest sacrilege is the monstrosity that lives within. A depraved and hideous creature with the head of a woman. It is the Naga, and the Serpent Priests worship her as a goddess. She is not a goddess, but the work of the devil. I charge you, on behalf of our Order, the Brotherhood of Promise, to destroy this insult of nature, this Naga.
(Deep in the Temple, necessary part of main quest.)

Serpent Temple

Met Kol the Heretic at (12).
Get **Key** before leaving him.

Kol the Heretic

Your path is wicked and your soul forever black. ... Never shall I worship here again. ... I have seen the true path! An angel has visited me in the night. I am forever changed! Have you seen her beauty? ... This is the Serpent Temple... But the Temple is forbidden to outsiders. But I know another way. Through these woods there is a Back Entrance... Key? – This is the key I found! Here, you must take it! Find the Statue! And behold the image of the blessed Angel. (Got *Heretic's Key*)

As the main entrance to the temple is closed, went to (13) and found a rusted gate, which party can swim below to enter the temple via the back entrance.
The chest on the way to (13) contains a stone-to-flesh potion, which can become *very* useful, so don't pass it.



Reiteration:

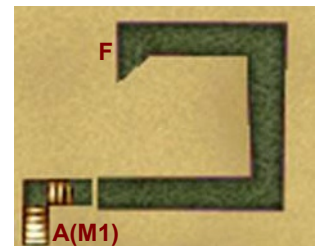
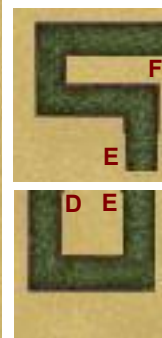
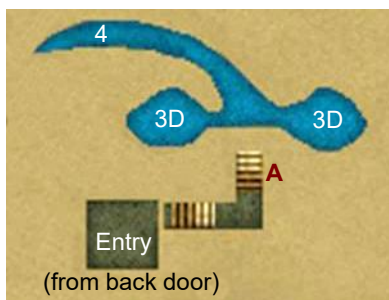
Someone *must* know the Cure Poison spell before entering temple. You can of course do with lots of Cure Poison potions, but then you're gonna need *a lot*...



Objective:

Get Masque of Evil ("Face of Death")
Part tasks: Get Serpent Wand
Kill Naga Queen

Partial Maps, showing route
from Back door to
Main Level

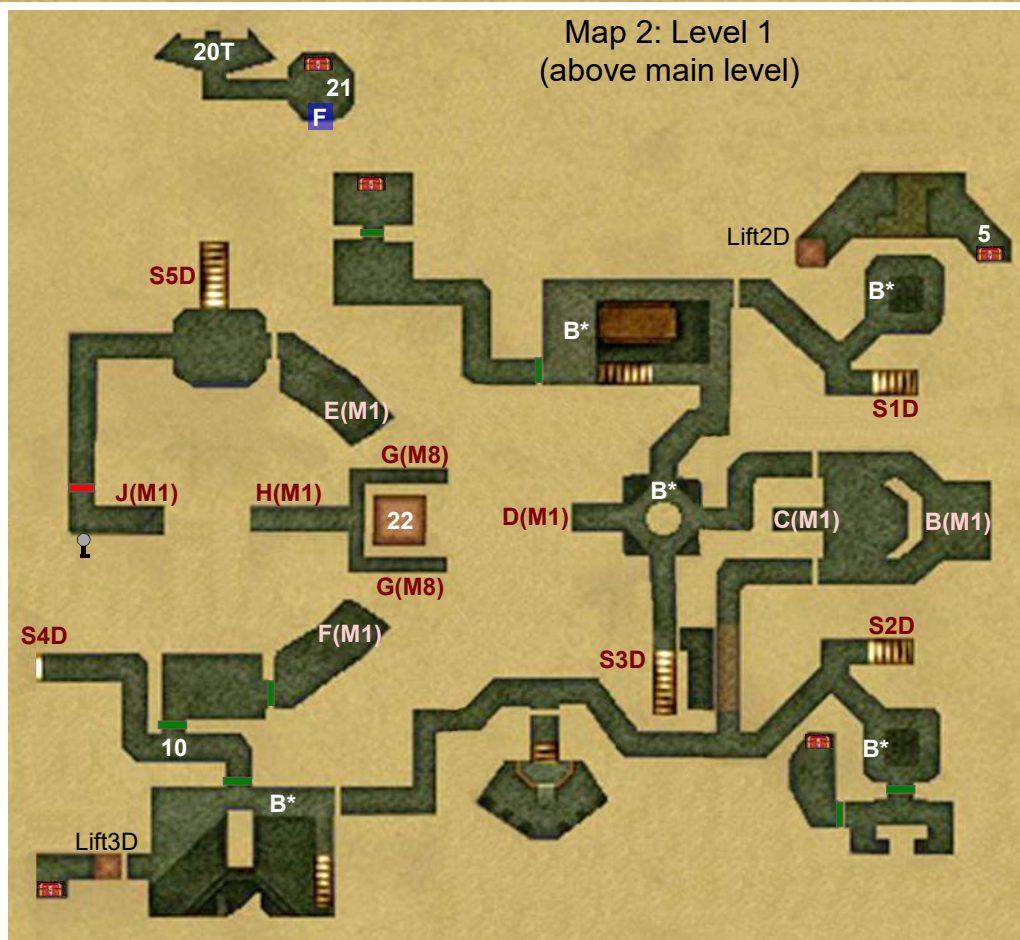
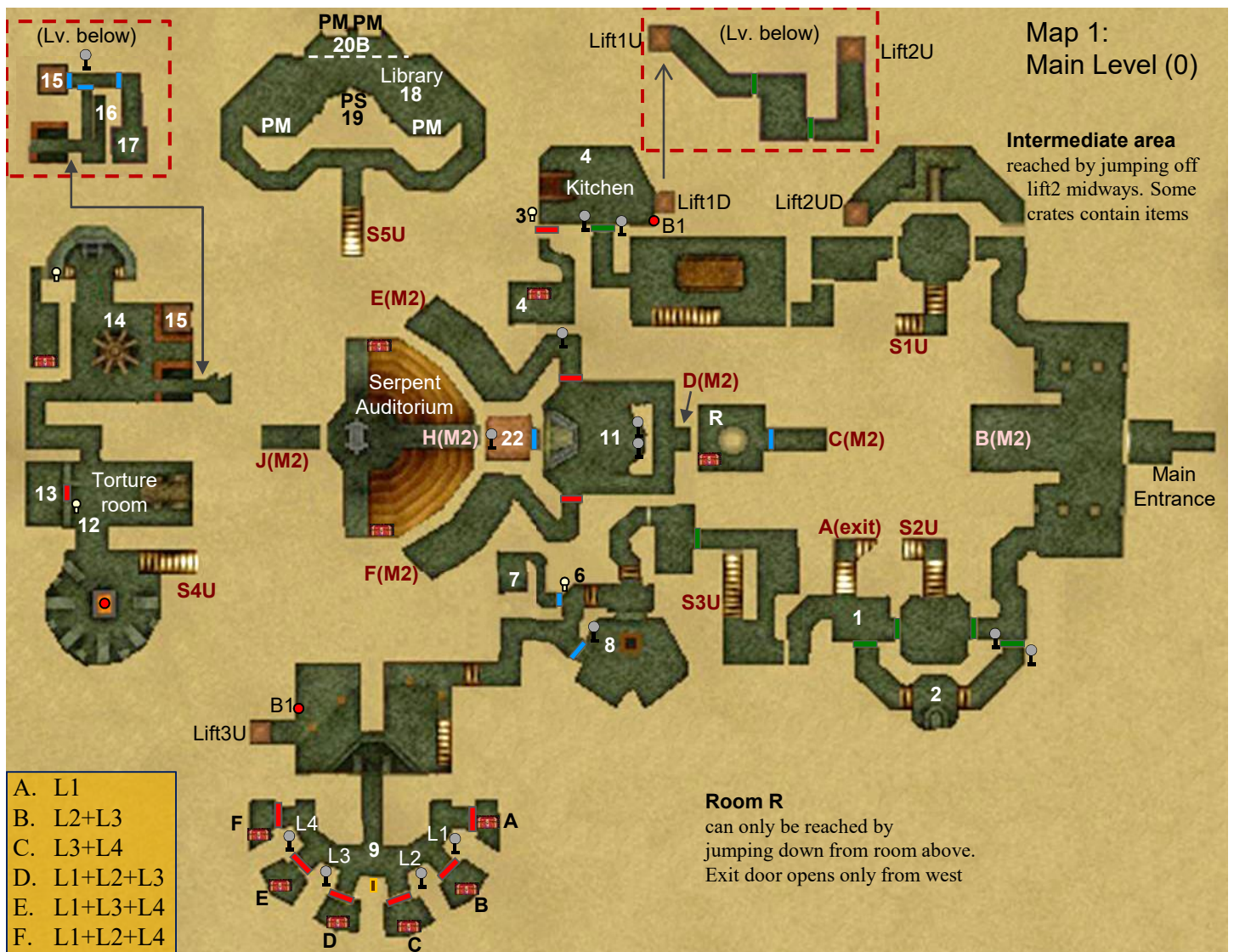


1. "Serpent Holds".
Serpent Key unlocks door
2. Chest with Monkey Idol (essential item)
3. Pools for diving (down from 3U to 3D)
Throw lever L* first! (opens grate by (4))
4. Encounter Unholy Filth
Also encounter "get-stuck-for-no-reason-bug". (Save and retry until you manage to get past this point.)
5. Altar with Serpent Idol

Follow passageway from entry upwards A – F and enter main level at point A on Map 1. Loot chests on the way, especially chest (2).



Through gate north of point A we get a short glimpse of "something" behind the bars.



Part 1: Gaining access to Subtemple

1. Kreug
2. Golden Serpent with coin slot
Use serpent coin to get *Incense Cones*
3. Skull lock (opened without any fuss)
4. Empty flasks (on table and in chest)
Grab at least one.
5. Chest w. Monkey Idol
6. Skull lock, takes Heretic's Key,
opens secret passage
7. Statue of Kerah, ankhs, bracelet
8. "Monkey room" – one monkey drops
Monkey Idol
9. Lever puzzle; six rooms, four levers,
one coin slot:
Room E contains Monkey Idol
10. Inquisitor – drops Monkey Key
11. Snake head room, w. statue, Brazier,
two levers for exit doors. Initially
only accessible from corridor **D**.
Throw both levers to open doors.
12. Skull lock takes Monkey Key
13. Prisoner – H'Thark
14. Death wheel
15. Crushing Pit, lowest lever receptacle
16. Ramp down to lowest level
17. Spider nest
18. Library:
PM: Pedestal for Monkey Idol
PS: Pedestal for Serpent Idol
19. Book appears in secret area after placed Serpent Idol on
pedestal
20. Northern part of library becomes lift after placing four
Monkey Idols on pedestals
21. Kreug's library with Serpent Wand on table
Chest w. Ankh, book, amulet
22. Chute opens after admission from Spirit of Xydusa.
Actually main elevator serving all the levels of the
Temple.

Kreug

Offers party to join temple (costs 1000 gold). If yes, he hands over *Serpent Key* and orders party to clean Serpent Holds. Can ask for info, but he doesn't have a lot to tell.
Alternatively refuse, and he attacks – drops Serpent Key after killed.



Once party has Serpent key, can return to Serpent holds (near backdoor entrance) at any time to pick up Serpent Idol.
Advice: As party may (probably will) get stuck due to bug, first kill Unholy Filth, then return to entry pool to draw fresh air and save before attempting to enter the passage. Expect to drown some times...

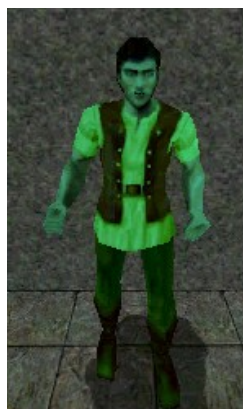


Statue of Kerah

Over two thousand years ago, Lord Anephas did battle against the Dark Lord, the evil Pharaoh Cet Ude D'ua Kahn. So great was their struggle that mortal flesh achieved immortal form. For centuries did the battle rage, until the blood of Anephas fell from the heavens as rain. Anephas, Immortal Lord and Noble Defender of all that is holy. He swore the Solemn Vow to protect us from evil, and made the Great Sacrifice. And now Anephas sleeps the long Sleep of the Dead. Lord Anephas knew that he alone could not stop the evil Pharaoh. So he swore a Solemn Vow before the gods, that he be granted the power to defeat the unholy Pharaoh, Lord Cet. The gods answered by sending him the Black Fire – the power of the gods, devourer of all things both mortal and immortal... Swallowing the Black Fire he embraced the evil Lord Cet with a deadly kiss. The Black Fire spread through their veins, consuming them, transforming them. ... The Dark Lord has awakened from the Sleep of the Dead. His unholy power grows with each sunset. Yet, my Lord Anephas does not likewise awaken. Something has happened. Without Anephas to defend us the Dark Lord's evil will once again blanket the land. And in time, he will destroy us all!
Seek you the Mavin, the Sword forged of twin metals.

Monkey Room

The door to room (8) is open on arrival. Throwing the lever shuts the door and a bunch of monkeys appear. Kill them all, and the door re-opens. Exit room, and somewhere in the vicinity find yet another monkey (marked as "monkey with an item") – chase it and kill it (he's quick!), and it drops yet another Monkey Idol.



Lever Puzzle (9)

To open a door, throw some of the levers, and insert a coin in slot. If valid combination of levers one door will open (and release monsters), else the coin is lost. Combinations on map shows which levers are thrown (down position). The others must be set to "up" (no default reset).

After achieving fourth monkey Idol from (9), door E, go up stairs and left to meet Inquisitor, who drops *Monkey Key*. Then continue westwards down stairs to Torture room, unlock prison cell with Monkey Key, and meet prisoner – none other than H'Thark from the Hidden Circle. It's now an advantage to be on the lockpick-quest, for he then shares some info on how to progress, which otherwise could be difficult to guess.

Arcane Prisoner

...Leave me... The Masque belongs to me, not you.

[Give lockpicks] Hey, these are mine. Only someone from the Hidden Circle would have these. Sorry I doubted you. ... I found out where the Masque is. I saw some o' the Snake Worshippers summoning the Spirit at the big Snake head. All of a sudden it opened up and they went inside.

To summon the Spirit, ya need three things:

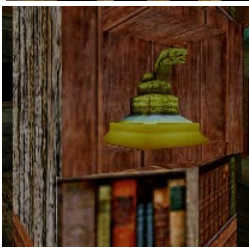
Some Spider Nectar, some Incense, and the Serpent Wand. At the big Snake Head, drop the incense into the brazier. Pour the Spider Nectar on it. And then wave the Serpent Wand. But ya better be ready, or ya'll end up like me! The Snake Worshippers keep giant spiders to steal the spider eggs. They put Spider eggs in the pit and then turn the big wheel; crush crush. They bottle the Spider Nectar at the other end.

Serpent Wand: If the Lizard Wizard doesn't have it try looking in his room – a secret room above the Library. That's where I found the Serpent Wand.

Naga: I think she lives below the big Snake Head.

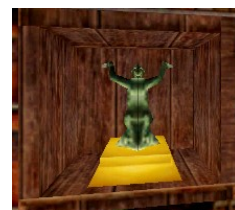
Continue northwards to room with Death Wheel (14). Turn wheel so that roof above (15) is at top level. Then go down ramp SE of wheel, to pit with grate. Lever here toggles doors, so either east and west doors are open and south door closed, or vice versa. Drop a spider egg here (15) (if you don't have one, go to spider nest (17) for plenty). Go down ramp (16) to room below pit ((15), bottom), and place an empty flask on flask grill below grate.

Up to death wheel, and turn wheel so that roof crushes egg. Go back to flask grill and find the flask filled with *Spider Nectar*. Mission complete.



Next goal: **Library**. But shortest route is closed for now, so retrace to stairs S3 and go up, (or all the way back to entrance, B), then west to point D and down to Snake Head (11). Throw both levers, and the two doors open. Continue through NW door to E and down stairs S5 to reach library.

In library, place the four Monkey Idols on their pedestals (PM), and the Serpent Idol on the center pedestal (PS). The Serpent Idol opens a secret area, and reveals a book (19).



Book – The Servant of the Serpent

As the Serpent charms, the Servant bows
While the Serpent schemes, the Servant dreams
As the Serpent sleeps, the Servant waits
When the Serpent strikes, the Servant prays

With all ingredients in inventory, return to Snake Head, (11), and perform ritual as prescribed by H'Thark: Put Incense in brazier, use Spider Nectar, and wave Serpent Wand. The Spirit of Xydusa appears, and tests your faith by asking four questions with answers in the Book. Then – “Welcome to the Serpent's Lair – Enter Servant, if you dare!” There after the door to (22) opens. (22) is the main temple elevator, but for now it's only a chute. Throwing lever opens floor (jump to avoid being crushed), and party is in for a long fall.

Prior to this, cast all protective spells available, and of course – save at this point.

After a while party find themselves in the undertemple.



The four Monkey Idols activate an elevator in entire north part of the room. The lift takes party to the secret area, with Kreug's private library, (21). Here find the Serpent Wand on a table, and loot chest.



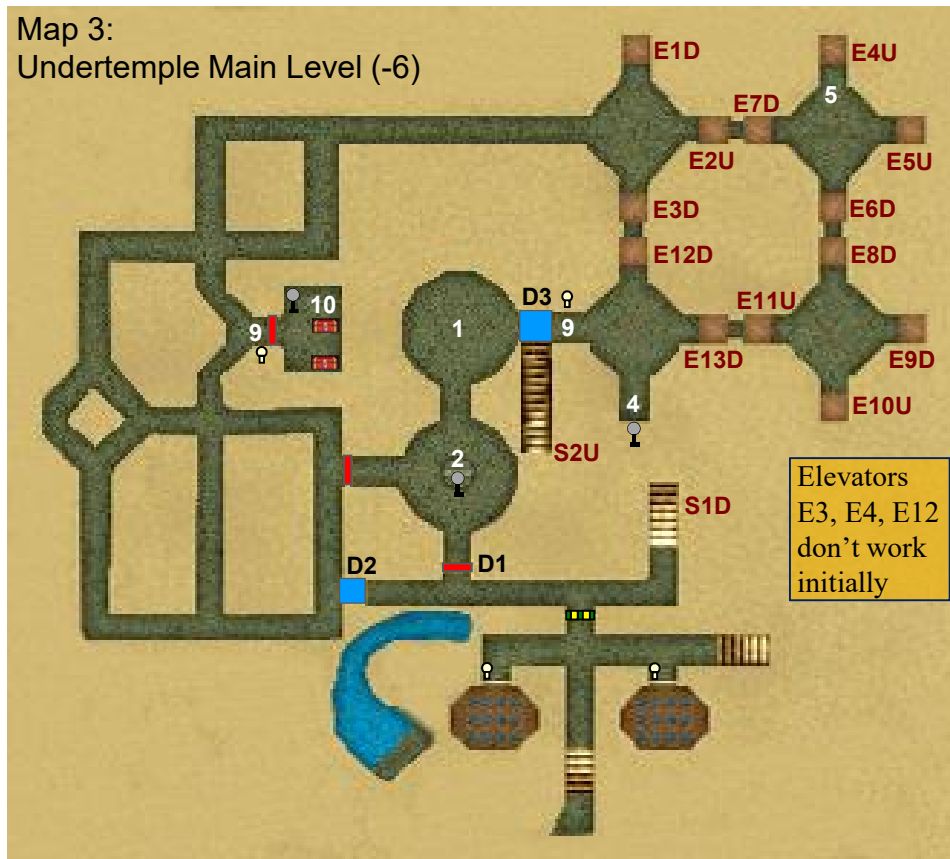
As the yellowish Spider Nectar is poured over the smoking coals, twin pillars of flame burst from the giant Serpent's eyes and ignite a halo of magic fire.



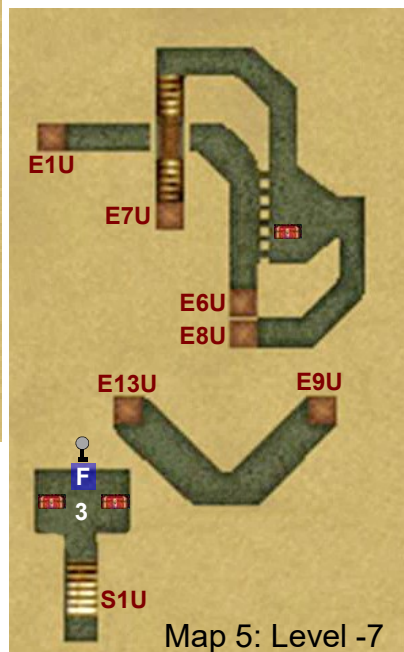
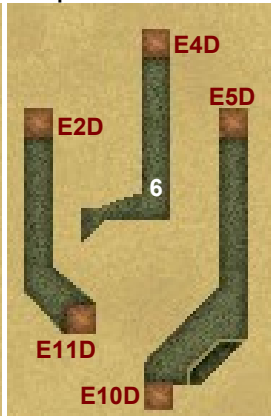
As you wave the Serpent's Wand above the burning pyre, something odd begins to form within the halo of the fire..

Part 2: The Undertemple – and getting out of there

Map 3:
Undertemple Main Level (-6)



Map 4: Level -5



Map 8:
Top of Main Elevator.
Connects to Map 1

1. Arrival point after chute ride from Snake Head
2. Encounter Naga Queen.
Gong with lever for door D1 on south side
3. On north wall lever for secret wall D2
4. Skull lever activates lift E4
5. First goal “elevator puzzle”
6. Top of slippery floor / chute down
7. Bottom of chute from (6)
8. Serpent Master, has *Skull Key*
Throw lever to activate Lifts E3 and E12
9. Skull lock takes Skull Key
(i) Removes wall D3
(ii) Unlocks door to chest (10)
10. Chest contains *Tome of Fire*, ankh ++
11. Elevator, throw lever to travel to top (12)
12. Top of Main Elevator (above Snake Head)

On arrival (1), stop to heal and cast all spells that enhance combat ability – and save before going south to meet Naga Queen. She’s pretty much immune to magic and can petrify characters. So best option is melee fight, should be aided by haste spells. Hint: Strike when Naga pulls head back to prepare for strike. That may interrupt her attack, and if pulled off correctly the fight ends up being not that difficult. Throw lever and go south, then east down stairs S1 and throw lever to open D2. Continue to elevators. First goal: Activate E4. Shortest route: E2 → E11 → E9 → E13, and throw lever (4). Then to (5): E13 → E9 → E8 → E7 → (5). Take lift E4, and proceed till you slide down to (7), and meet Serpent Master at (8).

Serpent Master

I am only the supreme sentry for Queen Elyssia!
You must first tell me this: Have you seen the splendor of Mother Xydusa? (YES)
How many times have you tasted her sweet nectar? (NONE)
... Take this key. It will take you to the chamber of the High Priestess. (Got *Skull Key*)

Throw lever to activate lifts, take E12 up, unlock (9), and proceed to elevator (11). (Looting chest (10) on the way.)



Xydusa, Naga Queen



Gong with Skull Lever for door



Serpent Master (after party leaves the game reports repeatedly “Serpent Master is crushed for X damage” until he dies. So seems he camped inside elevator shaft...)

Throw switch at (11) to take the Main Elevator to the top. Arrive at (12), which is also (23) of **Main Map**. Continue to Map 2, and then to the Serpent Auditorium (Map 1). The Auditorium is empty on entrance, but after a while a figure appears at the desk – Elyssia. The intention is now probably that you should talk to her and listen to a lot of BS. But an easier way is just to attack her at first possible opportunity. Elyssia will summon lots of Serpent’s Keepers and Serpent’s Caretakers. Knowing Meteor Storm or Firestorm at this stage makes the fight easy (I did...), but else use spells like Burning Haze, standing in entrance doorway (near the elevator) and withdrawing whenever the going gets tough. Anyway – when the fight’s finally over, pick up the Masque of Evil from where she died, and loot the two chests which contain ankhs and goodies.



Next went back to the Gypsies and delivered Serpent Wand to Harespia. In return got the Orb of Clarity, and was also admitted to the Gypsies’ cellar and the treasures down there. After going to the Wizard’s Guild and delivering the Orb, all tasks in Valeia have been completed, and party can leave that town for good.

Hence commences the game part 2 – from Ishad N’ha western gate to Brimloch Roan

New Ascension quests:

- **Ninja (Pawn Shop):**

From the shadows is born the Ninja, and to the shadow he must take his thievery. A Ninja knows that the shadows is the valor of his heart, and darkness his closest ally. To prove yourself a Ninja shadow warrior, seek the Ruins of Shurugeon Castle and lower the main Drawbridge.

- **Samurai (Bushido Dojo):**

The Samurai’s duty is to honor his family name. A Samurai must be given the way from the past. It is the passing of the Baton that grants the Samurai his honor. You must journey to the resting place of fallen Samurai ancestors to retrieve a Samurai’s Baton.

World Map 2

Ishad N'ha to Brimloch Roon



- | | |
|--|--|
| <ol style="list-style-type: none"> 1. Erzebette 2. Amazoni Mantraps 3. Horse 4. Castle Drawbridge (initially raised)
(Also raised for each new Ninja quest) 5. Underwater gates and levers for passage south
(under water) 6. Exit from underwater passage 7. Broken wall – enter here 8. Door – permanently shut 9. Castle Main Entrance 10. Ardibren, second meeting | <ol style="list-style-type: none"> 11. Black Hand gang / Scanthril 12. Main entrance to Dragon Spire 13. Dead dwarf with <i>Miner's Permit</i> 14. Bloodstone Griffin 15. Second exit from Boogre Cave 16. [Dragon Spire interior]: Entry lever 17. [Dragon Spire interior]: Erathsmedor 18. [Dragon Spire interior]: Altar w. Mavin's Sword
2 chests (ankhs, Divine Chain of D'Soto ++) 19. [Dragon Spire interior]: Dragon Spire Exit 20. Path up to [19] and shelf. Can jump down to
southern part of map, but no access other way. |
|--|--|

Bratsol, Pawn Shop (Thieves Guild): Q15

A customer came in the other day askin' about books. He was looking for magic books in particular. Although I come across them every now and then, I didn't have the one he was after. He said he'd heard about a Wizard that lived here a long time ago, someone called Ardibren. He said if I ever found any of his books to let him know, he'd be willing to pay. If'n ya can dig up a book by this Ardibren fellow, I think I could reward ya.
(Inside Shurugeon Castle.)

Damosh, Armory (Warrior Guild): Q16

There's a favor the Clan promised the family of one of our brave members who died long ago. He swore he would stand to protect his Lord for a thousand years if he had to. The Lord of Shurugeon Castle. He died there at that final battle. But his spirit stayed behind, true to his oath. He still thinks he's protecting his Lord, the great D'Soto. But D'Soto died that day too, so long ago. The family of Gliebott believes that their ancestor's spirit still haunts the Ruins of Shurugeon Castle. Ya must go there, and send this restless spirit onward to the great beyond.

Xander, Magic Shop (Wizard Guild): Q17

A powerful Relic lies abandoned and forgotten. Whispers speak of an old Wizard named Ardibren who dwelled long ago within Shurugeon Castle. See if you can find this Relic, and bring it to me.

Munsey, Temple (Priest Guild): Q18

Many days ago a woman came to me and inquired about her grandfather, Galian. I need you to discover what happened to this man, so that I may ease her despair. She believes he was imprisoned in the dungeons of Shurugeon Castle years ago.

Started with exploring the vicinity – first stop Erzebette's shack.

Erzebette

Welcome strangers. My name is Erzebette. Please come in, before the Dragon mistakes us for his dinner. The great Erathsmedor has lived in these lands for over a thousand years. ... About a year ago I was chased by the dragon, and hid in a hovel ... In the night I heard a strange voice begin to call. ... I was greeted by a small little gnome, Hephaestus. He introduced me to Erathsmedor. ... Hephaestus lives deep down inside the great Dragon Spire – with his companion, Erathsmedor. ... Perhaps you could deliver a letter to Hephaestus... There's a cave tunnel which leads into the Dragon Spire. Look for a letter box on the wall, drop this scroll inside... Be careful – don't travel any further inside the cave. (Got *Erzebette's letter*) Mines? I think the Mines have been forbidden, except to those who carry a special Writ from Freyedies.



Ventured northwards, fighting Trolls, Highwaymen, Ratling sneaks ++ en route.

(The ratlegs often drop lockpicks – nice to have).

Then, somewhere near (2), met the *Amazoni Mantraps* (four or five of them) – epic fight! Come too close to them and it's game over pretty soon. Strategy: Spot them at a distance, and cast high-level during spells (Meteorstorm, Firestorm, or Icestorm work wonders if known, else try Burning Haze). Then withdraw outside spell's reach, recover and repeat. Should get them down after a while. Don't even try melee fight!



After eliminating the Amazoni Mantraps, the rest of the journey to Shurugeon Castle was eventless.

As expected the drawbridge was raised. So followed the moat east and south, and after a while met a closed grate in the moat (5). Dived down, and followed the passage a little north. Found a lever at the bottom, and threw this, which opened a grate southwards. So followed passage south and emerged at (6). Between (5) and (6) entered the forest and found the Samurai Graveyard, with an undead Samurai holding the baton for the Samurai Ascension Quest (SQ).

Went back to the moat, and on the south side found a section of broken wall (7), where party could enter Castle area.

Before entering castle, went to the drawbridge, and at the top of the eastern tower found a lever, which lowered the drawbridge (NQ, Ninja Ascension Quest). With both ascension quests complete returned to town to change classes and also our Ninja and Samurai could join the Bushi guild.

Returned to Castle and entered by main entrance ((9) on World Map).

Objective:

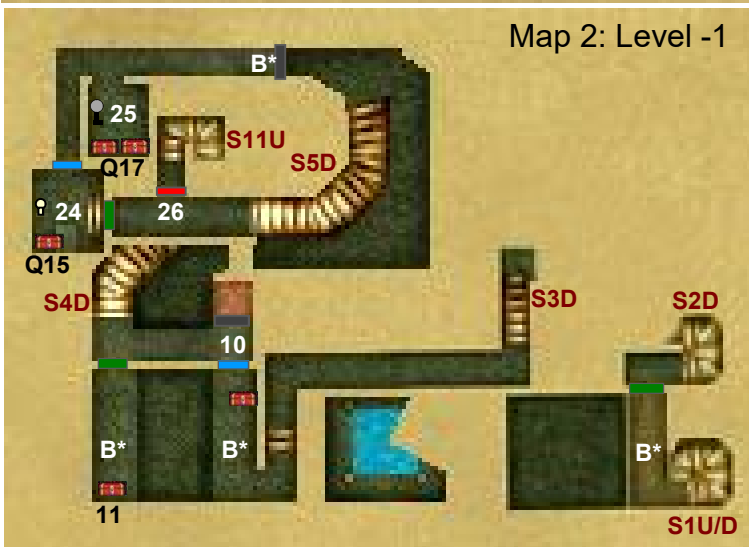
Get Shroud of Elsera and the Sacred word

Shurugeon Castle

Map 1: Entry Level (0)



Map 9: Lab Lv 1

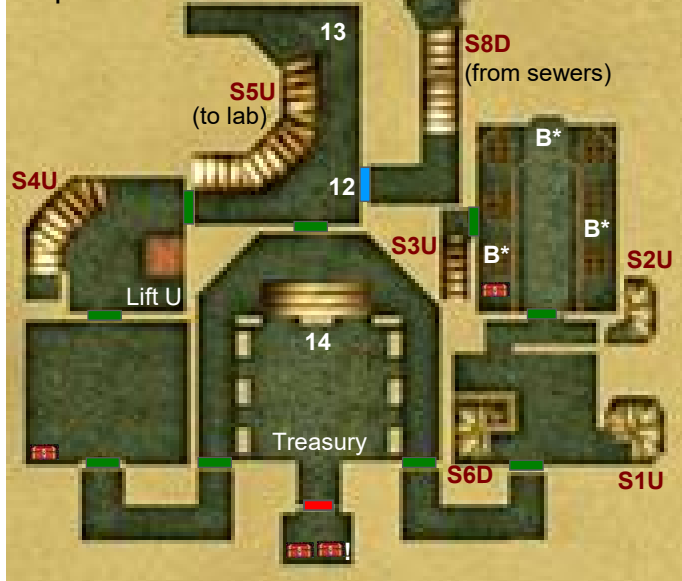


1. Skull Lock, picked
2. Powerful undead rise from pool when party enters room second time.
3. Painting of D'Soto – ghost warns about dangers ahead. Imps attack from doorway NW.
4. Key holder w. *Master Key*
5. Master key unlocks.
Unlock these doors before proceeding to avoid getting stuck due to bug.
6. Undead blacksmith



Gargoyle lever on west wall is broken

Map 3: Level -2



7. Undead Watcher. Kill with ranged attack or spells. When he dies he throws lever on north wall and door D1 opens. (“As the skeleton collapses into a heap of bones, you would swear that a smile momentarily flashed across its face...”)



Encounter *Ghost of Gliebott* at Q16

8. Chest contains *Evil Element*
9. Party may be stopped from going down these stairs due to “get-stuck-for-no-reason-bug”. (If door to Armory is still locked that means restore from last save)

10. Door opens only from south. Characters may get crush damage from elevator for no good reason...
11. Chest contains *Key of Magus* (a.k.a “strange

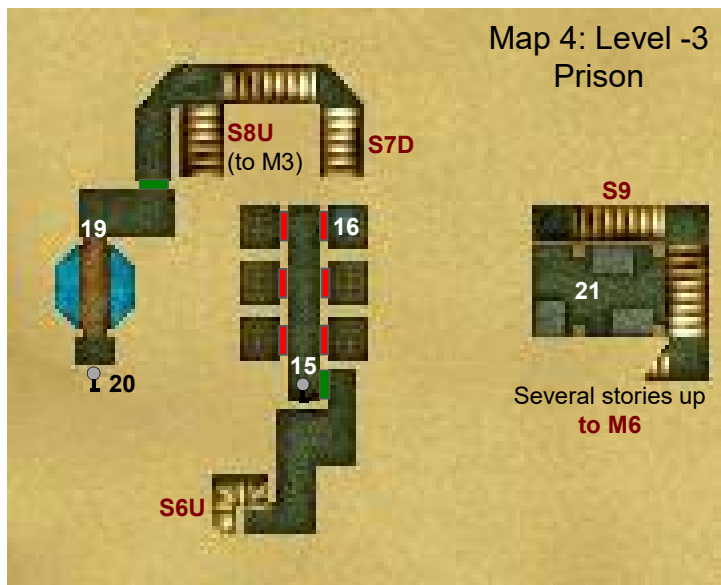
handle”)

12. Secret door – opens only from east side
13. Ardibren – fighting undead

Ardibren

Put away your weapons and listen. I am Ardibren, once an aspiring magician, and the former squire of the legendary knight D’Soto. Know you that a Demon plagues this house? A Demon by the name of Haleabus. He has ensnared the immortal Spirit of my long departed liege. ... For many years I have labored a scheme to defeat the Demon. Now at last I have glimpsed the path to victory... Meet me in the woods southeast of this castle.

So exited castle and went to location (10) on World Map to meet Ardibren again.



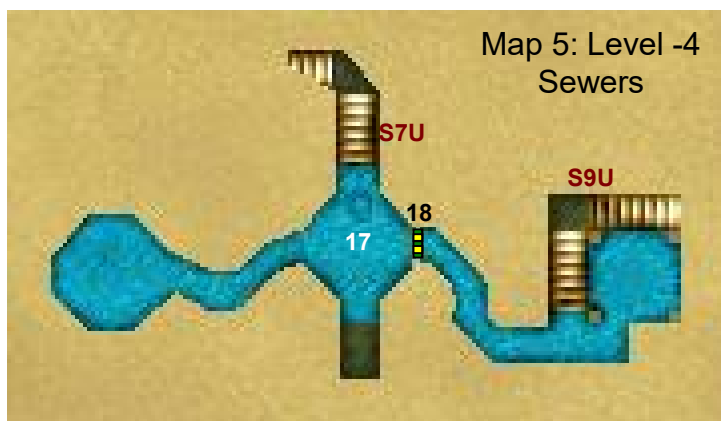
Ardibren

I have been ambushed – by some wicked beast. Please, I need your help. I am to blame for my lord’s sorrow. Help me bring his soul to rest ... If only I had the Evil Masque I could have ended his torturous reign over my Lord D’Soto. I must pass my mission on to you. You must complete the Unholy Ritual which will destroy Haleabus. You must retrieve the five Elements of Evil which I have carefully hidden within the Ruins. And you must find the Evil Masque which I have heard lies in the hands of the Snake Worshippers. Once you have all five Elements of Evil and the Evil Masque, go to the Tower Of the Rite inside the Castle. Inside the Tower I have prepared the Circle of the Rite. Place the Evil Masque within the center of the Circle. Then place one of the five Elements of Evil at each point of the Pentagram. When the last of the five Elements is in place, the Demonic Portal should open. The Evil Masque becomes the Gateway to hell ... and the Demon Haleabus will be powerless against it.

Location of Elements? One is in the Armory. Another in the Dungeon Catacombs. A third within the Treasure Vault. And one inside the Tower. The last is here with me – which I now give to you..

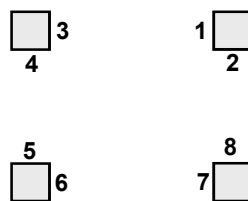
Catacombs? Beneath Castle – follow the Sewers. Beware Lysandra! Lysandra! I must leave you, my insatiable child. Though she is not evil, be wary.

On taking farewell, Ardibren dies.



Re-entered Castle and went to the Treasury (14). The door to the treasury vault opens when all Gargoyle yanks are in down position. Problem is, some levers pop back up when new ones are pulled.

Entrance

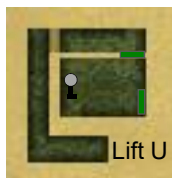


Vault door

Lever 8 must be pulled last, and only works once all the others are down. Something like this sequence worked:

1 – 3 – 4 – 2 (4 up) – 4 – 5 – 6 – 7 (1 up) – 1 (many up; fixed all those, and 1 – 7 were down), last 8.

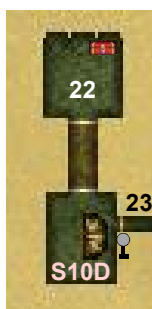
Chest in vault contains Evil Element.



Map 6:
Top of stairs S9



Map 7:
Above M6, exterior



Map 8:
Top Level

These maps are in the eastern building (entrance (8) on World Map).

Next east to stairs S6, and down to prison.

15. Gargoyle yank opens cell doors
16. Hole in floor. Drop down to sewers
17. Arrival from hole (16)
18. Closed gate – open with lever (20) (up stairs S7)
19. Encounter Azgorax – powerful Imp
20. Lever opens gate (18). Proceed up stairs S9
21. Lysandra (Vampire). She has an Evil Element, but won't give it easily – only for a bite, which means one character becomes a vampire for the rest of the game.



Lysandra of Yur

I have slept alone for so long. The scent eludes me. Yet, I do find you so...tempting! [Steal] How dare you! I could rip your heart for that. I forgive you, but just this once, you sneak. Your touch is very tender. It's a good thing you didn't go lower. You'd better not go lower...better not. Ardibren, my gentle man. He brought me a most wonderful thing. He calls it an Element of Evil. I call it an Instrument of Heaven. Are you here to take it for yourself? ... If you want the Element you will give me your neck!

- Plan B: Kill her. Plan C: Pickpocket her – My thief actually succeeded in picking the element, and everyone lived happily ever after. Continue up stairs S9 all the way to the top, and arrive at room with “map change lever” (to exterior). Onwards to lift and new stairs, and eventually arrive at
22. D'Soto's private quarters. His ghost is here. The chest contains an Evil Element.
 23. Door out to roof of eastern building. Easiest is to jump down here and re-enter castle. Alternatively retrace back to (17) and take stairs S7 – S8 up.

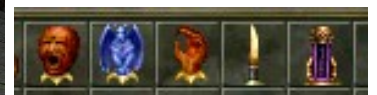
From where we met Ardibren first time (13), stairs S5 up to Ardibren's bedroom,

24. Use Key of Magus (handle) on lever to open secret passage north. Pick up Ardibren's journal from chest (Q15)
25. Throw lever to open door (26). Pick up *Ardibren's Keepsake* (Relic, Q17) from chest
26. Door to lab, opened by lever in (25)
27. Circle and Pentagram. Follow Ardibren's instructions. When Evil Masque and five Evil Elements are placed on the pentagram, the apparatus comes alive (“...arcs of lightning rush inward and engulf the evil Masque, binding it and the five elements together...”), and the Evil Masque is changed to !Evil Masque!
Party is now ready to face Haleabus
28. Encounter Haleabus. Can be wise to cast some protective spells a forehand, but most importantly, use the !Evil Masque! on him immediately, and then it's a matter of hack'n slash till he's dead.
29. After fight D'Soto's ghost appears – “Free at last”
30. Chest contains *Shroud of Elsera* (essential item)



D'Soto's Ghost

No freedom – No rest –
So cold – Endless Death
is upon me.



Evil Elements:

Face of Corruption
Idol of Darkness
Paw of Contagion
Tusk of Lust
Light of Death



D'Soto's Ghost

FREEDOM! My curse is lifted...I am free! But wait...You are not Ardibren...Your face I do not know. But I thank you with a noble heart!

[Face of Death?] It was my funeral Masque. Ardibren had fashioned it to hold my ash. 'Twas his errant enchantments that released the Fiend.

[Erathsmedor?] The great Dragon dwells in the caves to the north. He is the third and final Watcher. Speak the word 'Elseramavin' to calm his fiery mantle. The Sacred word is 'Elseramavin'. The third Watcher will know the word, and will not listen until you speak it. Say this before Erathsmedor, and then give him the Shroud of Elsera. It is the Sacred Cloth which wipes clean the Mavin, from its sinful wrath ... It has been kept hidden here since my death.

Returned to town to report on resolved quests before continuing to explore the World Map.

Master Wu , Bushi Dojo (Bushi Guild): Q19

I need you to deliver to a noble Samurai an arrow of Special Power. Find the Samurai named Torin and deliver to him this finely crafted Dragon Arrow.
(Near Dragon Spire.)

Damosh, Armory (Warrior Guild): Q20

I've been wanting the Stouts to join our Clan for quite some time. Take this invitation and deliver it to a Stout Guard. I believe they will want to join us after reading it.
(Give invitation to any guard in Stout Mines.)

Lord Barrenhawk, Town Hall: Q21

Many citizens have been attacked by a vicious wolf-beast out in the wilderness. It roams the countryside in search of unsuspecting prey. Kill this beast and I will pay you 1000 gold pieces.

Munsey, Temple (Priest Guild): Q22

Across the lands to the west, a prophet named Jathil wanders the Gael Serran in search of answers. But he searches in vain! I need you to deliver this parchment to him.

Followed eastern edge of map northwards to (11), and met Scanthril and the Black Hand gang

Scanthril: Q23

I'm Scanthril, Dread of the Wood. Watch your tongue or I'll cut it out of your throat... I need a favor. Will you do it? (YES) ... It's been three days since I last heard from one of my contacts. His name is Grundel, and he was supposed to do a job for me over at the Stout Mines. [Job?] So you want in on the real action, huh? Okay, here's the deal. I sent Grundel to get rid of Raskalion. Permanently, if you know what I mean. I'll be expecting you to finish the job. Let me know when the deed is done. I'll let you in on something really special.
[Note: Party doesn't get this quest if there's an assassin in party already.]



Continued northwestwards and after a while met Torin and gave him the Dragon arrow (one for each character on the quest), Q19. He seeks revenge for his father, Grunaxe, which he thinks was killed by the dragon, but else had little interesting information.



We were now at the foothills of the Dragon Spire, and as there was no way up, followed the Spire around the base, until we arrived at the entrance (12). Since we were there, we entered and delivered Kerielle's letter in the mail box, but heeding advice, did not venture any further. Next followed the map along northwestern edge, and turned southwards to eventually meet Janthil (Q22). He wanders around the area, so exact location at any time can't be predicted. He bestowed the questing character with the *Arcane Void* Trait. Continued south and arrived at (13) where we found a dead dwarf carrying a *Miner's Permit*. Along the western edge we met and killed the werewolf (Q24).

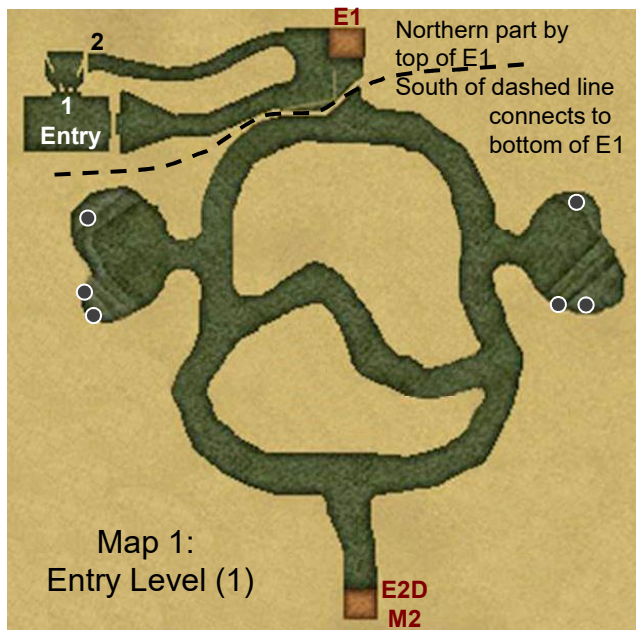


Then further southwards until we at (14) met the *Bloodstone Griffin*. It has a dangerous attack, and more troublesome hides in the treetops, so it's challenging to fight back. Knowing the Invisibility spell helps, not to avoid the monster, but trick it to fly down to the ground, where it was so much easier to fight. Once done with, party continued west to the Stout Mines.

Stout Mines

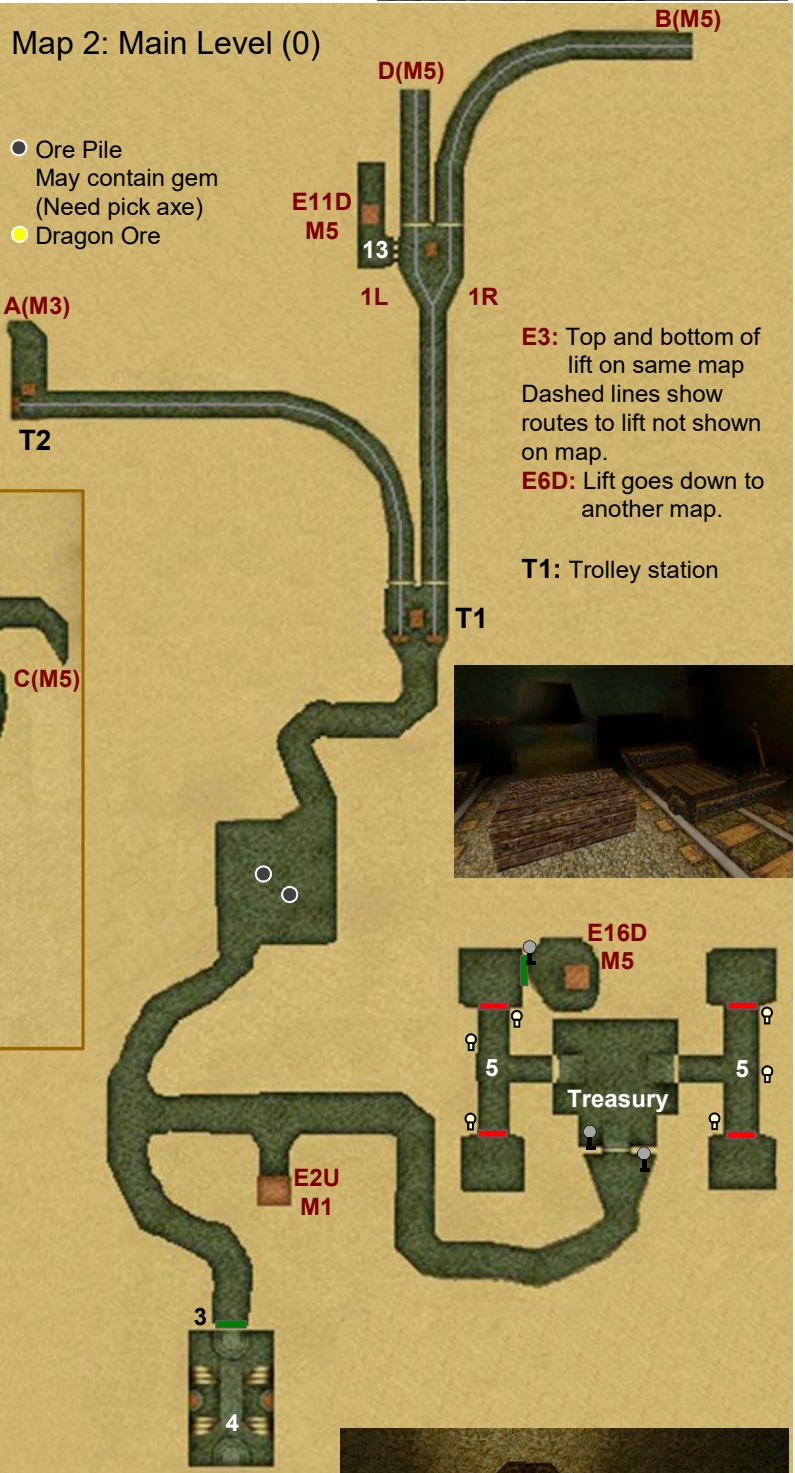
Objective:
Get Dragon plate mail

1. Pastillio
Give him Miners Permit to enter mines.
2. Back door to Pastillio
No exit.

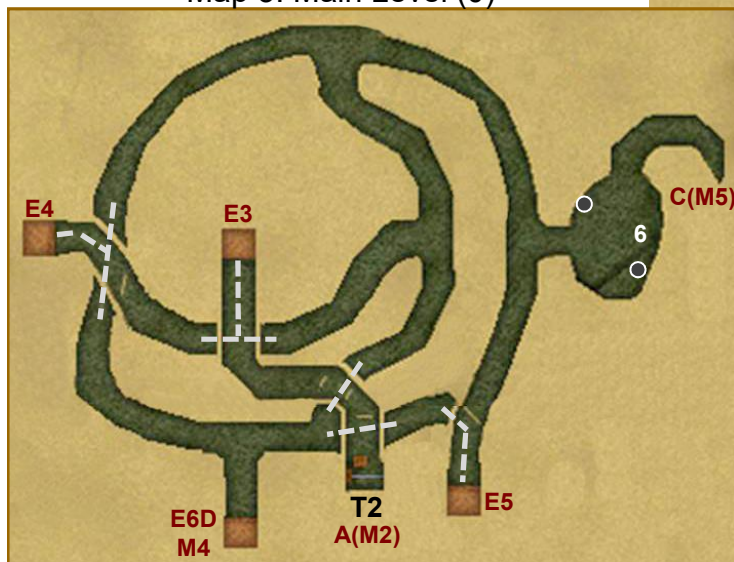


Map 2: Main Level (0)

- Ore Pile
May contain gem
(Need pick axe)
- Dragon Ore



Map 3: Main Level (0)



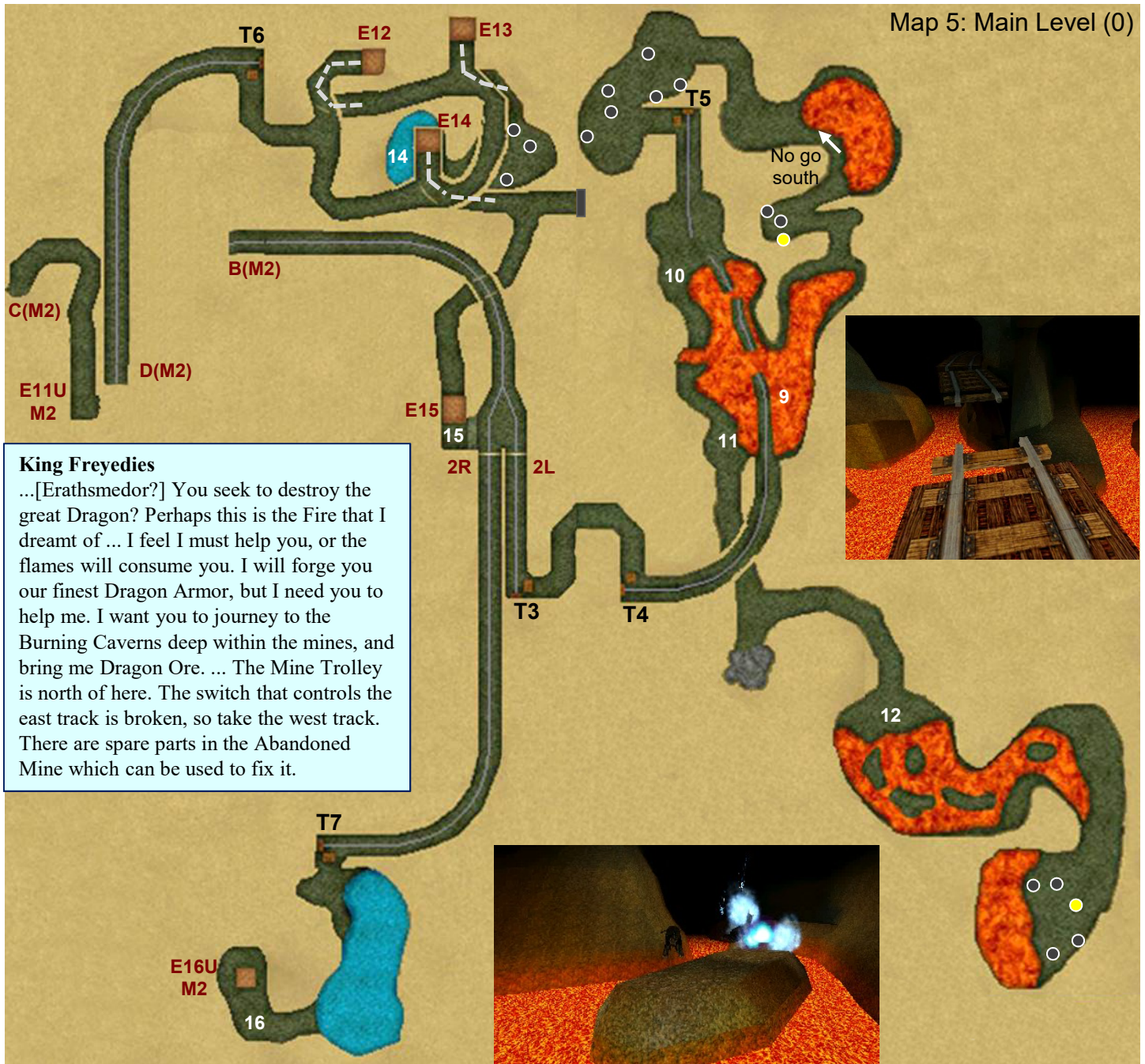
Map 4: Level -1



3. Throne Room.
4. King Freyadies.
Several Guards here — gave clan invitation for Q20.
5. Locked and guarded door to treasure vault.



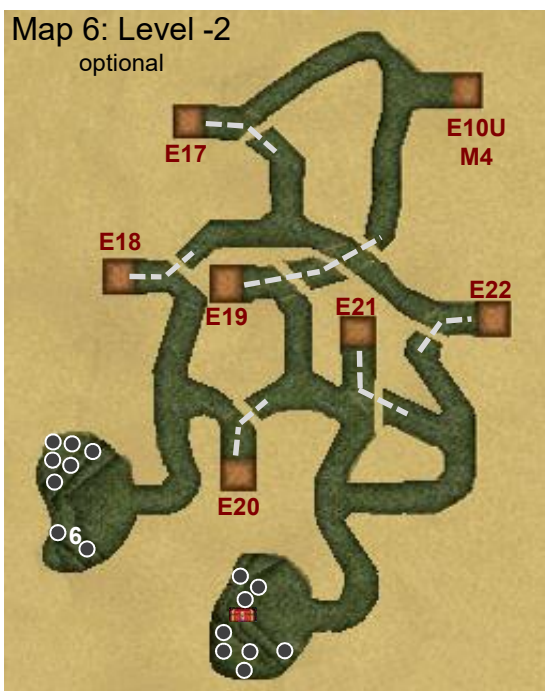
Map 5: Main Level (0)



King Freyedies

...[Erathsmedor?] You seek to destroy the great Dragon? Perhaps this is the Fire that I dreamt of ... I feel I must help you, or the flames will consume you. I will forge you our finest Dragon Armor, but I need you to help me. I want you to journey to the Burning Caverns deep within the mines, and bring me Dragon Ore. ... The Mine Trolley is north of here. The switch that controls the east track is broken, so take the west track. There are spare parts in the Abandoned Mine which can be used to fix it.

Map 6: Level -2
optional



Went to trolley station T1 and used left trolley to T2.

6. Pick axe (also Insane miners may drop one when killed).
7. Graveplace.
8. Iron rod (trolley lever handle).
Return to T1, use iron rod to fix eastern trolley, and take it, noting the route across the switches, 1R, 2L. Arrive at T3, and walk to T4 (no trolley here).
9. Broken bridge over lava. Jump from section to section. If party knows Lavawalk spell, use it for safety, and also to gain access to dragon ore in northeast area, else inaccessible.
10. Start of return path along and above lava.
11. Jump from here to reenter trolley tunnel.
12. Possible to jump from island to island in the lava here, to gain access to dragon ore on other side of lava lake.
Return to King Freyedies with dragon ore.
He needed some time to forge the Dragon Armor, so have time for exploring rest.
Back to point (6) and cross to Map 5, take lift Ell up to
13. Switch for track turnout, switches between 1L and 1R. Throw it and return to T1 and take eastern trolley, this time route 1L to T6. Find the way to (15) and throw the switch.

14. Strange waters – vitalizes party
15. Switch for track turnout, switches between 2L and 2R.
Switches are now set for 1L, 2R, but to reach 2R, must switch (13) back to 1R. So returned to (13) and did just that.
Then entered east trolley a last time, and arrived at T7. Crossed water and arrived at
16. Raskalion.
Killed him (Q23). There's a lift and a crank here, which can be used to travel up to the treasure vault. Looked at it, but didn't loot anything.

Explored the bottom of the mines (Map 6), which contained gems and some items, but nothing relevant for the quests at hand.

Returned to King Freyedies, and got the Dragon Plate Mail.
Mission complete.

On the way back to town stopped by (11) and reported to Scanthril.

Raskalion

... How'd you like to get rich on ol' Freyedies' gold? Will you help me? (NO) ... Now I've got to kill you, so you'll keep your mouths shut.

Scanthril: (Q23)

Did you take care of Raskalion like you promised? (YES) You did it, didn't you? I can tell by the look in your eye. That's one for the Hand, and none for the Circle... This is something very special. Consider it a gift. [Got *Assassin's Dagger*]

New Ascension quest:

- **Assassin (Pawn Shop):**

When party entered Pawn Shop carrying the Assassin's Dagger, the carrying character was offered ascension to Assassin. Of course we accepted this offer.

Xander, Magic Shop (Wizard Guild): Q24

An old legend tells of a magical Idol of Aku, lost in the lands far to the north. It is rumored to possess mystical powers. See if you can find this idol.
(Boogre Cave)

Bratsol, Pawn Shop (Thieves Guild): Q25

There's an old bracelet I've been lookin' for. It's called the Band of Boars. It was worn by an old hunter, who lived a long time ago in the northern foothills across the lake. The old hunter disappeared years ago, and no one has ever found the Band. They say that its magic was the secret of his skill. I want ya to find me the Band of Boars.
(Boogre Cave.)

Master Wu , Bushi Dojo (Bushi Guild): Q26

I have a very dangerous quest if you are willing. The fate of one of our Dojo's finest warriors still remains a mystery. He disappeared in these lands fifteen years ago. Discover what happened to the great Samurai named Grunaxe.
(Boogre Cave.)

Damosh, Armory (Warrior Guild): Q27

Several members of our Clan have been killed by a two-headed Cyclops that lives in the northlands: He calls himself Doshi-Gin. Avenge our Clan, and kill this monster
(Near back door entrance to Boogre Cave.)

Next adventure would be to explore the area surrounding the lake in the north. Found a couple of chests, and then stumbled upon a strange structure, that proved to be the entrance to the Boogre Cave.

This dungeon is not a necessary part of the main quest, but many of the guild quests requires visiting these caves, so just as well to do it...

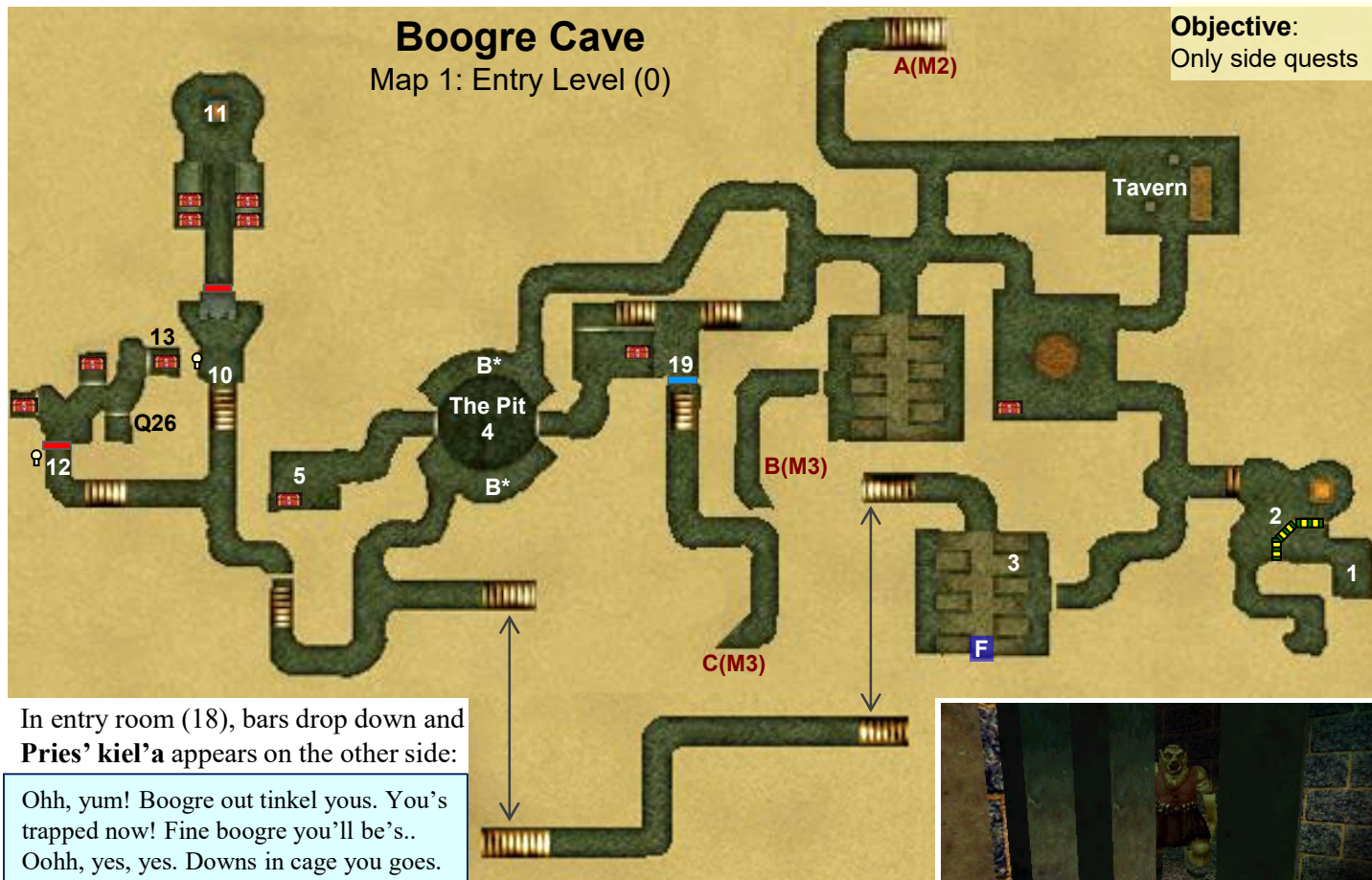
On entering and flipping the entry lever, we see an ugly witch on the other side of some bars (S'Kesor Da) – she talks about cursing us, then the floor opens and we tumble down to a prison cell / cage.



Boogre Cave

Map 1: Entry Level (0)

Objective:
Only side quests



In entry room (18), bars drop down and **Pries' kiel'a** appears on the other side:

Ohh, yum! Boogre out tinkel yous. You's trapped now! Fine boogre you'll be's..
Oohh, yes, yes. Downs in cage you goes.



Map 2: Level 1



Teleporters

A → d
B → f
C (from W) → e
C (from E) → i
D (from W) → i
D (from E) → X1
E → e
F → h
G → g
H → X2
J → b
K → a
L → c

X1 → X2: A - E - B - H
X2 → X1: L - E - G - K - A - D



S'Keser Da

Hee Hee Hee! Another fly in da web! I've something fer ya, me sweets. Brizzlle 'n bain, grippify gain. Hipper and ganter, ripply vein. Snips me ecker, bones and stoogres. Stones to pebbles, prisoners to boogres. Hee Hee Hee! Boogres are you, me sweets' Fine boogres fer me'. In a day, you won't r'member a thing! Boogres forever! Stays in cage 'til spell done'. 'Til t'morrow me seets! ... Guard da' cage 'til t'morrow. Do it now!

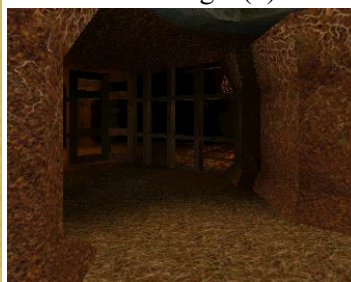
Boogre Guard

... What'a yu's want? S'Keser Da says nots to talk to you...Why's you in da' cage?

You's must be bad boogres... I was in cage once, I tink. S'Keser Da says we in cage

'cause we like gold too much. Do you likes gold too much? (NO) Really...You's don't like golds too much! Thens why you in duh cage... I don't gets it... If yous don't like gold too much and yous in duh cage... If duh cage is for baddies who like golds too much. Uhh. S'Keser Da must make mistake... I's let you out now... Ther's you go.

Then she opens trap door, and down we go. "With a solid 'thud', you hit the hardened earth... Having fallen victim to the trap, you glance around and quickly not that you seem to be imprisoned in some kind of cage. (1)



And then **S'Keser Da** appears on the outside.



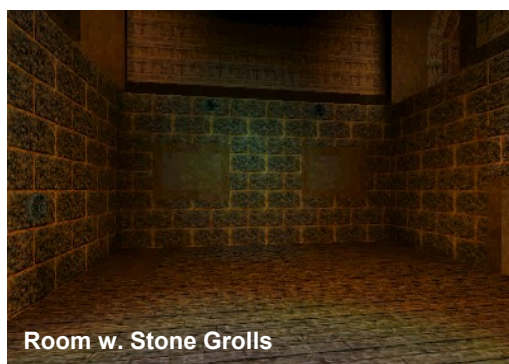
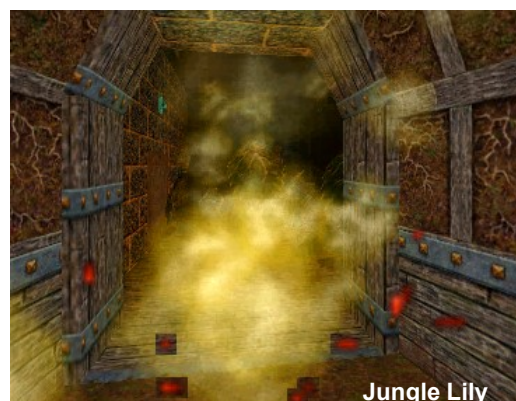
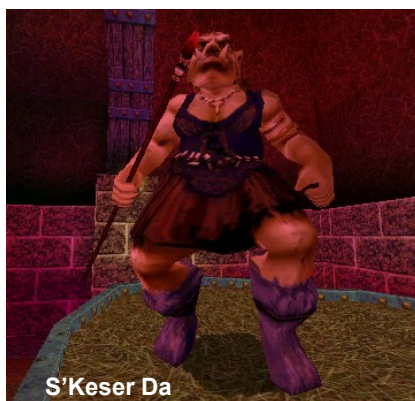
1. Cell / cage where we land when trapped
2. Boogre Guard
3. Malgrim – has some info on how to escape
After inspecting the arena (Pit) from the balcony,
went back and followed path to,
4. Arena / Pit, where we meet Pit Crawler
(tough, but not that tough ... recall magic is
unreliable when we are boogres). After beating it
it went to its cave,
5. Crawler's cave, Grunaxe's Ring – appears he was
killed by the Crawler.
Now went to teleporter rooms, (by A to map 2)
Note party gets harmed each time they're teleported,
so stop to heal!
6. Chest in teleporter rooms contains *Worm stick*
("wooden stick"). Pick up on the way through!
7. Pries' kiel'a – give her Grunaxe's ring to gain
access to S'Keser Da.
8. S'Keser Da ("Get out – no Boogres allowed in
here..."). Dropped Worm Stick. Chest contains *Tome
of Wind*, ankh.
9. The Evil Eye (amulet)
Now retrace back to south of Arena and towards,
10. meet *Jungle Lily* (close relative of Amazoni
Mantrap and just as troublesome). After defeating
the Lily, use Evil Eye on "Ornate Orbital" on wall.
That opens door, but be prepared, for behind the
door lurks three or four more Jungle Lilys.
11. Idol of Aku "Inside the ancient chamber, a primitive
idol lords over a bed of burning boogre bones...
Even from the far corner of the room, it is apparent
the eyes of the strange Aku are following you..."
Touch the idol to lift the witch's curse and come
back to normal again.
NOTE: If party plan to do so, go the trap route
before touching the idol!
12. Use Worm stick in "Stone groll" (hole in wall) to
open gate.
NOTE: *Remember to pick up the Worm Stick when
leaving again.*
Enter prison cell area, and meet with Grunaxe's
ghost (Q26)
13. Chest contains Worm stick
Boogre caves are more or less exhausted. Only
escaping remains. So back past teleporter rooms and
onwards to
14. Room with many Stone grolls in wall.
Escape puzzle. See separate section
15. Second exit from Boogre Cave, out to else
inaccessible area on World Map
16. Lever for operating floor trap door where we arrived
17. Chest contains *Band of Boars* (Q25)
18. Entry / exit room
19. Exit from trap route – opens only from south.

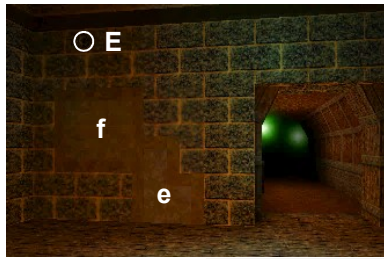
Malgrim

... We's gonna escapes! ... I can't tell you my plan unless you join
us... You wants to be a Tinker? (YES) ... We's gonna get's S'Keser
Da's Eye ... I thinks she keeps it in her room. I's just don't know
how to gets there. Der's all these Rooms I's always gets lost in
whens I go to finds de Eye.

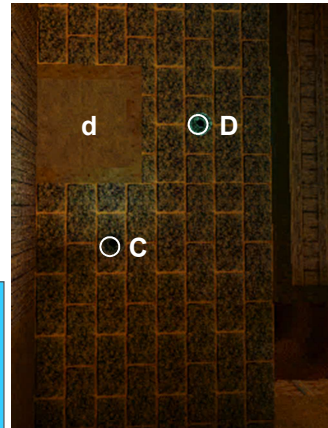
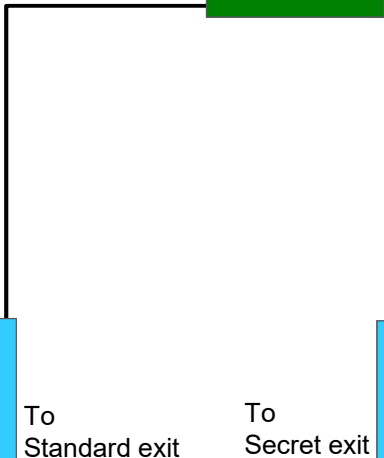
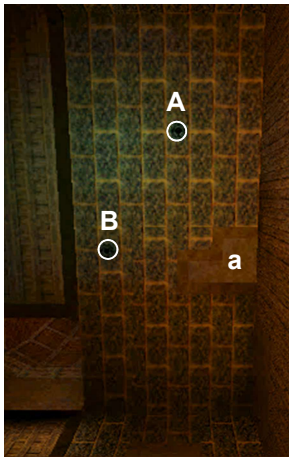
Pries' kiel'a

If yous want to see S'Keser Da you brings me Gift! ...
Did's you bring er da ring? Bring you Grunaxe's
ring? No see S'Keser Da unless I say so... Only's me
know magic word to's open gate! [Give ring] –
Follow me.





“Paper doll” view of room (14)
(Walls are shown “folded down” along floor/wall axis.
Exits (blue) high up on wall

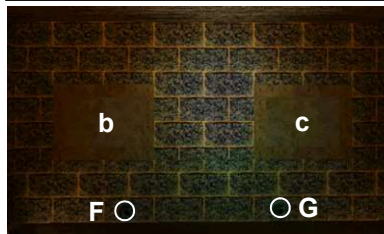


Stone grolls (“Holes”): A – G.
Wall sections that pop up: a – f
when “using” Worm Stick in hole.

A and C are the only holes than can be reached from the floor.

F activates f, but you don’t have enough sticks to use it.

A : d
B : e
C : b
D : a
E : c



Sequence:

Standard exit:

A → d, jump up on d, use D → a, C → b – can jump up to exit.

Secret exit:

A → d, D → a, B → e, (can reach E from e), remove A, E → c, remove B, A → d.

Note: Once both exits are OK, only need to move stick from A to C or vv. to switch exit.

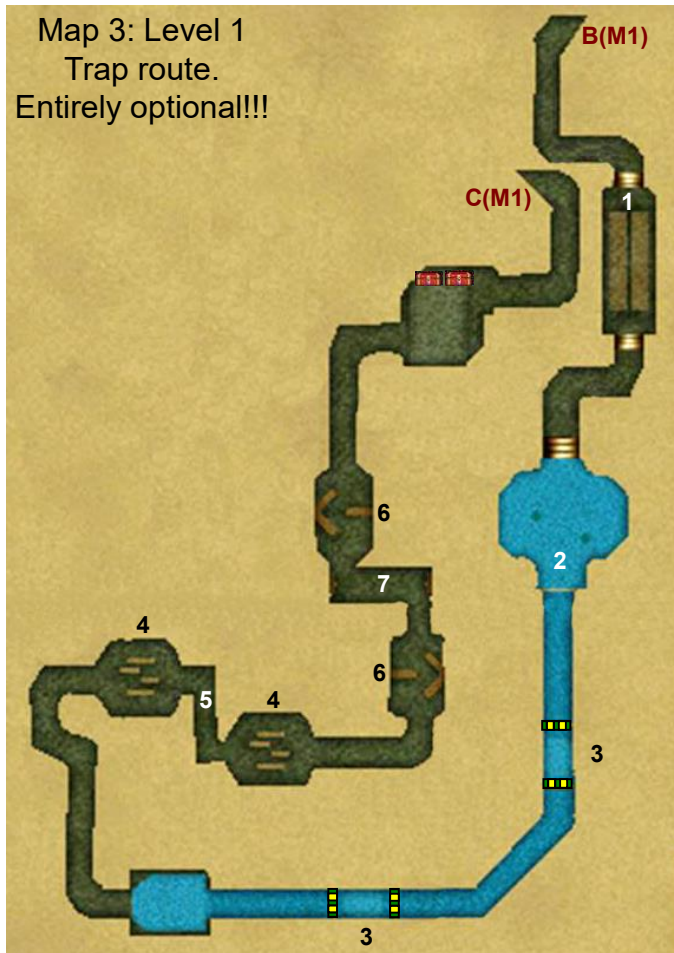


First arranged for eastern exit, went to (15), and then exited to World Map by back exit. Met and killed Doshi-Gin (Q27), only reason to go here apart from chests.

Returned and moved stick to enable west exit. Picked up Band of Boars from chest on the way out, and returned to Ishad N’ha.



Map 3: Level 1
Trap route.
Entirely optional!!!



There's really no good reason to this side task, except a boost to your pride for completing it. No experience, no skill increase, and no impressive treasures in the chests. Just expect to be killed a lot of times.

1. Moving Plates. Run and jump

2. Underwater passage.

3. Four underwater opening and closing grates. Keep your breath and time it.



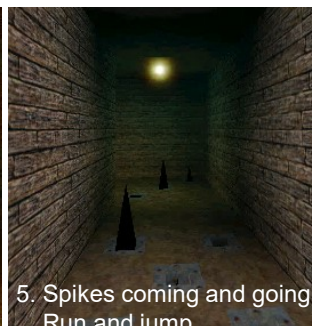
Advice: Do this when still a Boogre. You really need the extra 100 HPs you have as Boogre.

Advice2: Ensure Haste and any protective spells you want are active at all times.

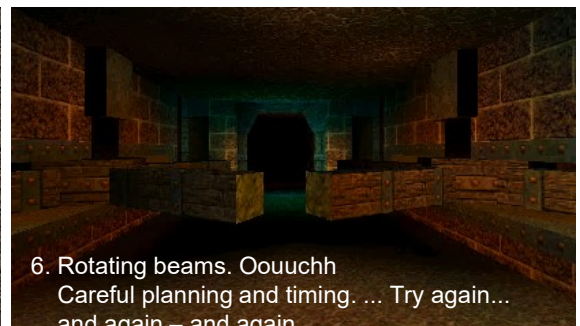
Advice3: Save before entering at (1), and don't overwrite this save, so that you can call it a day if you find it isn't worth it...



4. Crushers. Run and jump. ... Try again...



5. Spikes coming and going
Run and jump.



6. Rotating beams. Oouuchh
Careful planning and timing. ... Try again...
and again – and again...



7. Fire stream – this one was easy.



"Reward"

One of the chests behind flames, and with opening facing the wall, makes it tough to open. Don't expect anything special in the chests

Lord Barrenhawk, Town Hall: Q28

The Dragon Spire is the pride of the countryside. But a dangerous firebreathing beast of bronze inhabits one of the nearby caves. Deactivate the Beast of Bronze, and I will pay you 2000 pieces of gold.
(In Dragon Spire cave, near entrance)

Xander, Magic Shop (Wizard Guild): Q29

Deep within the northern mountains is the great cave of the Dragon. High atop a peak gaps the mouth of his cave, the Dragon Spire. There are tales of a terrible beast, the Colanth, that lives within a shimmering pool of cavern water. They say that the eyes of this creature are like crystals, and they can turn a man to stone with but a glance. I want you to seek out this Colanth within the caves of the Dragon, and bring to me one of the magic crystal eyes.

Master Wu , Bushi Dojo (Bushi Guild): Q30

A matter of great import is upon us. The Way of the Dragon has learned of a deadly plot. To assassinate the Daimyo of our clan. We have learned the assassin is a member of the Black Hand. He is the one called Shrew Chishi. You must find him and kill him before he strikes.
(Northwest of lake.)

Bratsol, Pawn Shop (Assassin quest): Q31

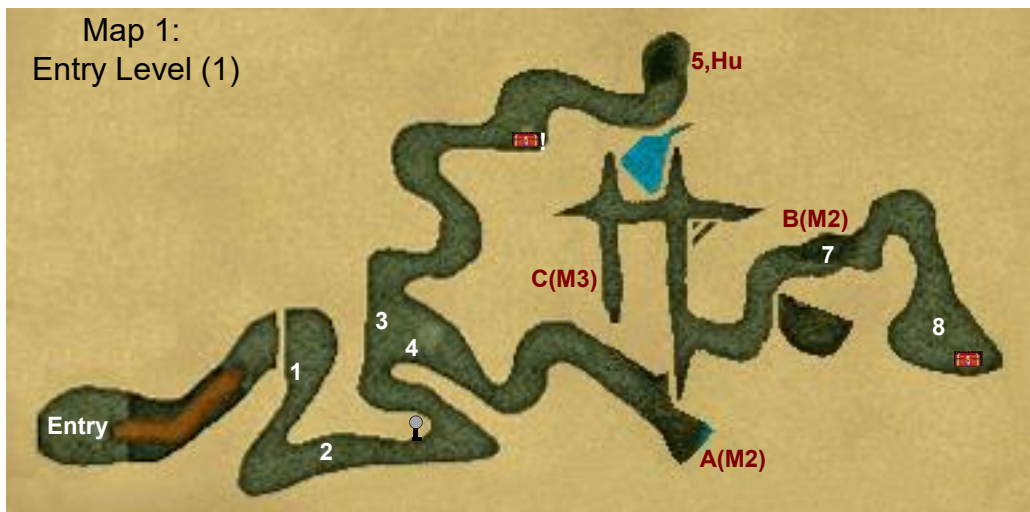
The assassin known as Grue Morde has betrayed us, he has taken matters into his own hands. My spies tell me he has gone into hiding. But he was last seen near Brimloch Roon. Find him, and then destroy him.
(Between Dragon Spire and Brimloch Roon.)

Headed towards Dragon Spire. The Bronze Beast is found near the cave entrance, so can return to report on Q28 before heading into the cave proper. Once started, it's awkward to return, so remember to bring along the Shroud of Elsera, which is needed at the end of the Spire. Of course, the lead character dons the Dragon Plate Armor. Cave entrance is at (12), where we already delivered the letter.

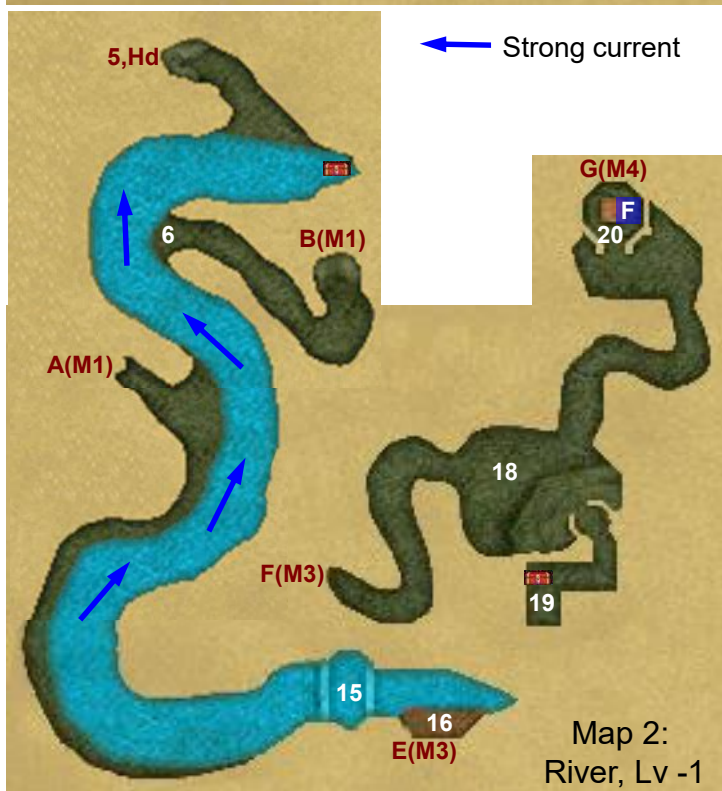
Dragon Spire

Objective:
Get Mavin Sword

Map 1:
Entry Level (1)



1. Mail box – where we left letter to Hephaestus.
2. Bronze Fire Beast.
Lead character must wear Dragon Armor. Advance until lever, which deactivates beast (Q28).
Can now return to Town Hall to report if so desired.



3. Hole in roof, down from 10 (Map 3).
Note: Maps can be a bit confusing. Area between 3 and 4 is isolated; when we drop down hole (4) we arrive at the map area as shown here.
4. Hole in floor, down to map proper.
5. Hole, down from map 2 to map 1.
From (4), SE to river and map 2.
Jump into river, which has a strong current northwards. The goal is to enter passage at (6) by getting out of river. This proved to be more or less impossible, and I was close to giving up the game when I discovered what may be a bug, but anyway saved the day: In a strong current like this, you may swim backwards without any problem. (That way I could actually swim upstream all the way to (15).) So into the river and float with current until



6. At the cave entrance, press the "2" key to stop / reverse – adjust direction & try again, until you manage to get off at just the right time.
Continue to B and
7. Hole that can be climbed or jumped across. Climb up, and go east to
8. Meet and kill Scorthidon – find crystal (*First Dragon shard*) in chest.



Went back to 7 and jumped across hole to reach the southwestern passage. Followed labyrinthian passages to C (Map 3) and continued to
 9. Met Kol the Heretic again
 10. Hole down to Map 1 (3) – can't climb back up, so careful here!
 11. Chest contains *Bridge Crank*. (essential)
 12. Huge waterfall – large drop...



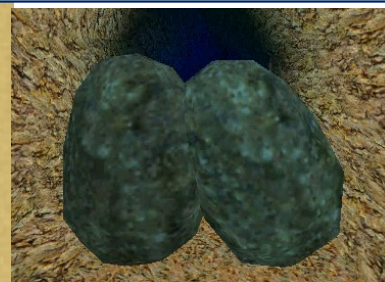
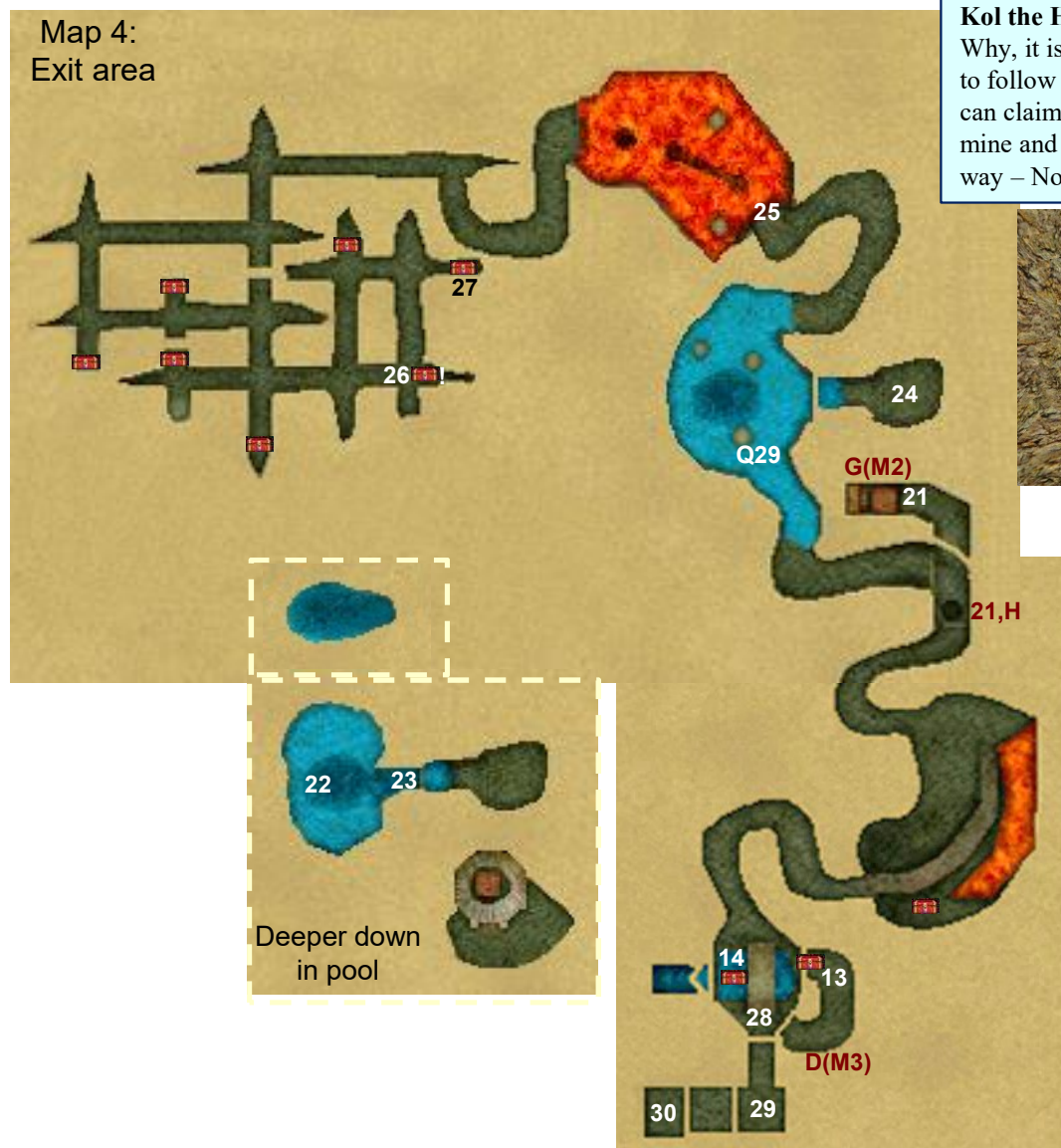
Map 3:
Intermediate passage



Kol the Heretic

Why, it is you! I see you have decided to follow me, oh faithful ones!...No one can claim the Mavin but me! It is to be mine and mine alone!... Move out of my way – No one can stop me now!

Map 4:
Exit area



Crossed bridge and continued to D and onwards to (13), where further progress is blocked by two huge boulders.

The easiest now is to go back to (12) and jump down the large fall. Alternatively retrace back to river and swim upstream (backwards) to (15).

14. Chest at the bottom of stream / pool – difficult to get to (see later explanation).

15. (Map 2). Landing point after large fall from (12) Swim upstream before the current gets you and climb up ladder to

16. Up to lower level underwater bridge in cavern (17) via (below 12) to (28).

Urthdala, Oracle of Earth (24)

You need not speak of your challenge, for I witnessed the Fool downfall the heavy stones. The earthly barrier the keeps you from the Mavin Blade. Kerah has asked that I grant you the power you need. Take this Divine Sigil and touch it to the stones.

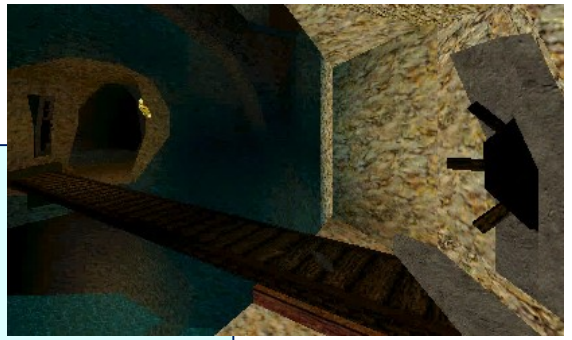
17. Non-working underwater bridge. Use *bridge crank* to activate bridge and cross. Continue to F (Map 3)
18. Hephaestus. Gave us the first hints of what was to come...
19. Chest and personal belongings of Hephaestus.

Hephaestus

I cannot see you, but I know you're there. My name is Hephaestus, and I'm just a blind old hermit, who can do you no harm...

So it was you who brought me the letter. Allow me to give you something in return (got Wand). ... Erathsmedor is one of the last of the Ancient Dragons, as old as these Caves... He said he had other plans for me. He wanted me to build one of my machines for him. A machine that would protect him from the Dragon slayers... So I built him the Bronze Firebeast. And the Great Door. And we have remained friends ever since. To open the Great Door, three special Crystals must be used. I usually keep the Crystals with me. But it was only yesterday when a stranger came to see me. He said an Angel had sent him to find me. And that he was taking the Crystals...

Let me tell you a story. Ages ago there was once a beautiful city made of gold and ivory. An island upon the shimmering sea, it seemed to float as if some majestic ship if the gods. Its people were devoted to gathering together all the wisdom of the world. Then one day from the water arose a Divine Spirit, who brought a warning that an Angel would soon come – and plunge their mighty city to the bottom of the sea... The Angel did appear, as was foretold. And she sank their wondrous city into the depths of the sea. And the people were drowned, the city lost forevermore. This is the legend of Collasium, and it is a tragic tale, I know. But within it is all the Wisdom of the World.



Now went northeastwards to

20. Hephaestus' lift; pull rope to operate
21. Top of lift (Map 4), and continue south to hole down (no way back up). Note area from top of lift to top of hole is only the small map – most of map valid from bottom of hole. Went northwards and arrived at pool, where we met the *Colanth* (Q29). Dive into pool to retrieve the Colanth's eye (crystal), needed for the quest. Also dive deeper into pool and near the bottom find
22. Excellent sword, and also
23. Underwater passage to east, leading to
24. Urthdalah, Oracle of Earth (got *Divine Sigil* (invoke for +1 Spirit), which will "help us where we were stopped by huge boulders") Back to pool and go north to
25. Broken bridge over lava lake (cast Lavawalk if available) – jump to cross missing parts.



Explored labyrinth section and looted all chests,

26. Taranta Queen
27. Chest contains *Dragon shard*
- Backtrack to hole from lift (21) and continue south, arriving at
28. Bridge, top of shaft cavern

Now we want to go back to the place where the path was blocked by the two boulders. But as we can't climb back up to Hephaestus' lift, the only way back appears to be to jump down from the bridge. In theory this should get us first back to (12) and then further all the way down. But here the stuck-for-no-reason bug strikes again. From the bridge you land in a stream with strong current drawing you downwards, towards a cavernly hole, which should lead to (12), and also to the chest (14). But most of the time party is stuck in front of the hole, with no way to squeeze through – and thus drowns party yet another time. Again was rescued by the ability to swim backwards upstream, and also heading (backwards) up. Suddenly party is on dry land, an lo and behold, just next to, but on the other side of the boulders, i.e. by (13) – there's a chest here, which contains the final *dragon shard*.



Stuck – for no good reason.

So if we could have gone down with the stream we wouldn't even need the Divine Sigil. As it is, we're happy to use the Sigil on the boulders, hence solving the puzzle to pass the boulders the opposite way of what the game intended... Shortest route back to (28) is now bridge (12), jump down, back to Hepaestus, lift up and south.

29. Room with plaque on wall – clearly takes dragon shards. So put the three shards in place and the “Great door” opened
30. “Map change” room – throw lever to enter exterior map and find Erathsmedor.



Empty plaque.



Two shards in place.



Approaching the Dragon we see Kol the Heretic ...

Kol: It is the will of the gods! Give me the Sacred Sword, you big green Dolt!

Erathsmedor: I grow weary of your threats and insults. You are no Champion!

Erathsmedor bites at Kol the Heretic. Kol the Heretic dies!

Erathsmedor

I am Erathsmedor! Speak quickly if you wish to live! For my patience has already worn thin. Only the True Champion may wield the Mavin! The noble D'Soto, Knight of the Realm, was the last Champion. [Elseramavin] Eh? You speak the Sacred Word! Has it been one hundred years so soon? For twelve hundred years I have guarded the Mavin. The blade always returns, but never the one who takes it. The wrath of the Mavin has consumed them all. But wait. You must deliver to me the Shroud of Elsera, or the Rite is not complete! Only then will I surrender the Sacred Sword. [Give Shroud of Elsera] So be it done. As you are D'Soto's witness and rightful successor ... I bestow upon thee the Sacred Sword.



Erathsmedor opens exit door, and party went to the next room. “Resting upon its altar of gold and stone, the Mavin Sword shimmers with a spectacle of divine brilliance... The legendary sword seems to possess a magnitude of power beyond any ever beheld by your mortal eyes. Taking the prophetic blade within hand, you are reminded of those few who have stood in this place before you.” The chests contain goodies, especially *Divine Chain of D'Soto*.

Went to cave exit, which although very close to where we have been before, is not accessible from southern part of World Map. So cast a Create Portal here, which will be used whenever party needs to go from Ishad N'ha to northern part of World Map – else have to go through the Dragon Spire Caves again.

Went back to Ishad N'ha to report on quests, and got the last one from that town.

Lord Barrenhawk, Town Hall: Q32

I fear there is dreadful news. The legendary leader of the bandits has returned to Gael Serran to plunder our homes and villages. He is Brahmar the Bandit King! And no one has been strong enough to defeat his loyal Band of Bandits. I do not think even you will be able to stand up to him. I'll pay you 2000 gold pieces if you find and kill Brahmar the Bandit King. (Between Dragon Spire and Brimloch Roon)

Teleport back to portal near (20), and wandered the path towards next town. On the way we met and did away with the two quest bandits. (Q31 and Q32)

Grue Morde (Q31)

This time you will not escape... Perhaps I will Poisson you. Just as I did Gareth! Killing you will be ssooo ... sssweet

Brahmer the Bandit King (Q32)

In the dirt, wayward travelers! Surrender your purse and keep your face down...Now, I will have to kill you!

Turns out this was the “traveler” we met right at the start of the game.

One last trip back to Ishad N'ha to report on these quests, and then onward to Brimloch Roon



World Map 3

Western Seas



1. Pirate Talrik
2. Leprechaun (wanders in area)
3. Oakenmir – Oracle of Woods
4. Shrine / Portal exit below
5. Back door / elevator to Shrine
6. Blackbeard's Ship
7. Altar of Serran
8. Broken Cart (Talrik's?)
9. Two chests (Pirate treasure) below
10. Ruins of Collasium below.



Entered Brimloch Roon, first visited the Shipyard, bought a ship, and also got a hint.

Buckly, Shipyard:

Me make all kinds of things but me have to have the shell 'o tha conch to do it. So I tell ye what I'll do. Ye bring me three shells and I'll pay ye two hundred gold.

(After got conch shells makes underwater helm and breather for sale)

So, apparently we need to gather conch shells during our travels. As each party member needs one helmet and one breather, and Buckly makes 2-4 pieces for each batch of 3 shells, we'll need a lot. So started collecting those shells, keeping all of them for later use.

Next took the round trip to the guilds and got some quests.

Strumbold, Armory (Warrior Guild): Q33

A mean-assed Centaur rode through town a few days ago. He called himself Argothius. Well, he stole my best Helmet. I want you to bring it back.

(Right north of town)

Miruth, Pawn Shop (Thieves Guild): Q34

There's this ole pirate by name of Talrik that lives west o' here on the great sea. He thinks he's marooned out there, won't leave his rotted shipwreck. When he was in here last, he left me his old Hook fer fixin'. Find 'em and give it back to 'em. It shouldn't take you too long. *(Note: Four quest takers => four hooks delivered for repair!!)*

(SW in Enchanted Sea)

Duke Brinsly, Town Hall: Q35

I have been receiving reports of gangs of wild Centaurs roaming the isles. Their Leader is the one called Gineleng. He's rumored to be desperate and depraved. Driven mad by too many insect bites. Find this deranged Centaur and put an end to him and his band of renegade hoofers.

(Far north in Enchanted Sea)

Malakai, Temple (Priest Guild): Q36

An old woman came to our temple not three days past. She said she was nearly four hundred years of age. I did not believe her until she spoke of a magical fountain that had granted her longevity. She said it was the fabled Fountain of Isis. See if you can discover the location of this miraculous fountain of youth.

(NW corner of Enchanted Sea)

Party explored as much as possible of the World map before embarking on any dungeons. Argothius was found on the first beach after we left town (Q33). As he didn't want to give back the helmet we had to take it the hard way...

Next sailed SW and found Talrik the Pirate, which we handed over the hook to (Q34).



Talrik the Pirate (Q34)

I'm the Black Pirate, Talrik, of the Northern Sea. This here Boat is mine, but my Crew left me. They went to sail with some Pirate o'hell by the name of Bloodbeard. ... There's treasure in these waters, I tell ye. I'll tell ye 'bout my Treasure when ye's proven yer worthy. [Worthy?] Go over to Skull Island and bring me back the hide of one of them Longtooths. [We already had hide, so gave him.] ... Ye's brought me a Longtooth Hide from Skull Island! ... Me found a Treasure Map in the bottom of a ship I raided. Ye take it now. Ye's just got ta find out how ta get it... Ya see, it's at the bottom o' the sea! I hope ye can hold yer Breath!

Talrik's Treasure Map

From me's boat ye cross the second sea. And travel westwardly for as far as the sea will take ye. In me's secret isle I placed me old cart. Travel me far east for eighteen beats. Then dive and me treasure ye will see.

Next sailed northwards, and far to the north met Gineleng (Q35), then Oakenmir, Oracle of the Forest (who didn't have any new info), and lastly in northwestern corner, the Fountain of Isis (Q36)



As we by now had explored everything possible on this part of the World Map, we went back to town to report on quests, and sell items.

Strumbold, Armory (Warrior Guild): Q37

I've heard about a Magic Shield that once belonged to one of the Mystics of Wyr. Till the Mystic that had it met up with a giant. A two-headed giant by the name of Goshin. You'll know him when you see 'im cause he's got two heads an' he calls himself 'Goshin' And he's carry'n a Magic Shield. Bring me that Magic Shield, and I'll reward ya'
(Skull Castle)

Sabastio, Magic Shop (Wizard Guild): Q38

It all began in times long ago, when a plague of vampires descended upon these lands. The victims were found quietly dead, their pale corpses drained of all blood and life. And then as suddenly as it began, these strange deaths ceased. No one knew why, and no one questioned why. It was long ago and long forgotten. But the truth is, the elders of the village made a pact, with a vampire who called herself Mada Mabbig. It was agreed that she could take her choice of anyone in the village. But then she and her companions must depart forevermore from the lands of the Gael Serran. She had long lusted for one man in particular, one too noble to succumb to her charms, a handsome warrior by the name of Rejyr. He was sacrificed to Mada Mabbig to save the village. And for ages since, all has been well. But last month a man was found, having died with the mark of the vampire upon his throat. Yesterday I heard tell of another. And this morning I received a letter written in blood. It confesses the treachery of Mada Mabbig those ages ago. She had betrayed her own kind, imprisoning the other vampires inside the castle on Skull Island. They've been trapped there for all these years, and never left the Gael Serran at all. The letter goes on to say that Rejyr has died, the love of Mada's life, alive all these years with her on the island. And now that he was dead, having passed from old age, the pact was at long last ended, and that the vampires would soon be returning. It was signed Mada Mabbig. I must ask you to go to the old Castle on Skull Island. Seek out the treacherous vampiress and destroy her before she releases the other vampires. You must slay the vampire Mada Mabbig!
(Skull Castle)

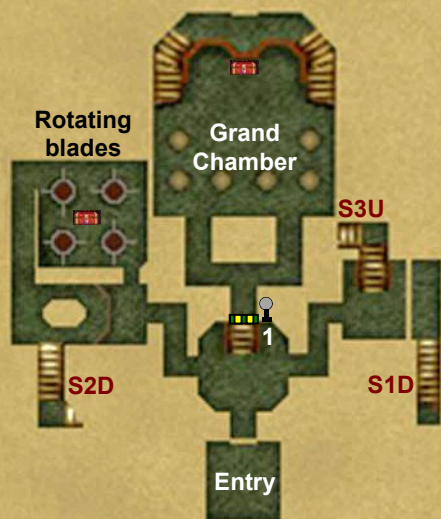
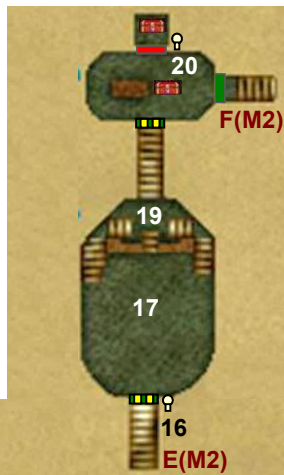
Then headed for Skull Island and Skull Castle.

Skull Castle

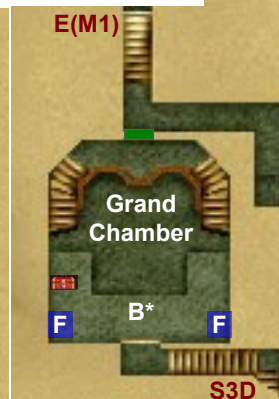
Objective:
Get Death Staff (Lich's Staff)



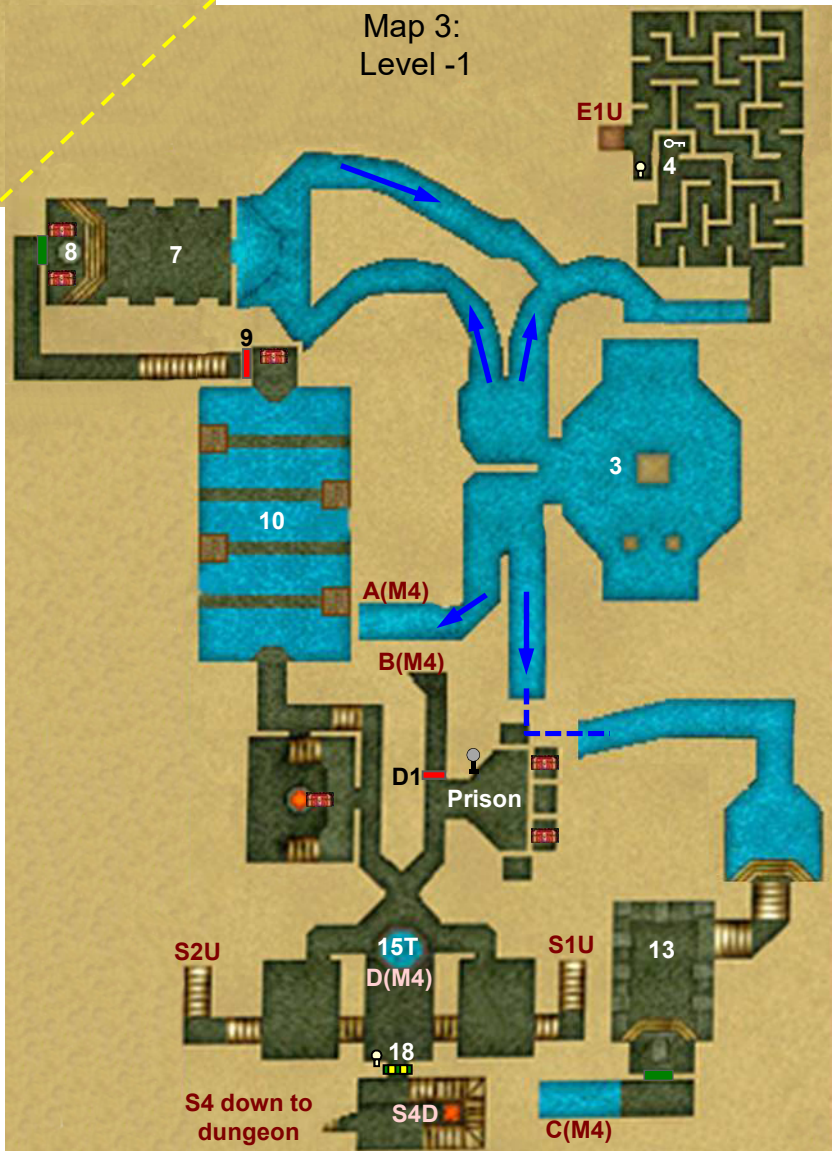
Map 1:
Entry Level (0)



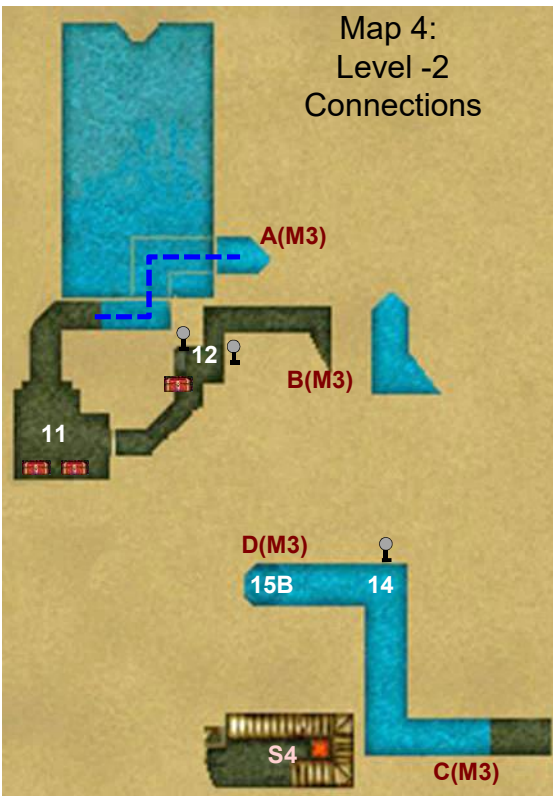
Map 2:
Level 1



Map 3:
Level -1



Map 4:
Level -2
Connections



1. Switch opens gate, which closes shut after party has passed – have to find another way out.

Note room with rotating blades to NW. I never managed to get the contents of the chest without getting killed by the blades.

2. Bridge tilts when walked upon, throwing characters into water – so just as well to do a controlled jump the sooner the better.

3. Under water – landing after falling or jumping from bridge.

Four different routes to take – order doesn't matter, but strong currents prevent turning back once into a route.

We went north right first, and came to the labyrinth

4. On floor: *Labyrinth Key*

Continue to lift E1, and use the Labyrinth key on lock south of lift, which unlocks door at top of lift.

5. Top of lift – door is locked before unlocked with Labyrinth Key near lift at level below.

6. Switch locks bridge in safe position (no tilting).

But as there's still no way out of area, there's nothing else to do than jump into water again, this time going north left.

7. Trapped room – Death face spells cast from side walls. Run past or be lucky if hit.

8. Find *Key of Bone* on table

9. Door opens only from west side.

10. Poison waters. Theoretically possible to cross by jumping between the moving platforms with swinging blades above water, but impossible in practice, so swim across, get poisoned, cure and continue.

Just as well to finish off the areas explored by jumping from the bridge, so back and jump in yet another time – this time south right.

Continue channel below poison waters to

11. Meet Goshin, defeat him and take the Shield (Q37)

12. Right switch opens door D1 by the Prison area. The other switch was broken.

Go to Prison, toggle switch to open cells and loot chests before continuing.

Last time to bridge and jump into water, go south and left, follow channel to

13. Adrianna and gang of vampires.

After talking to Adrianna, exit by S door, and follow channel to

14. Lever opens lid to pool (exit up)

15. Bottom (Map 4) and top (Map 3) of pool.

Back to gate (1) and follow left path down stairs, to locked door,

16. Use Key of Bone to unlock gate.

17. Lich G'Ezzered Ra. Talk to him, and get *Dungeon Key*. (Triggering Keyword Staff).

Having obtained the Dungeon Key, proceed to

18. Vault door – unlock with Dungeon Key and proceed down stairs S4 to Map 5



Adrianna

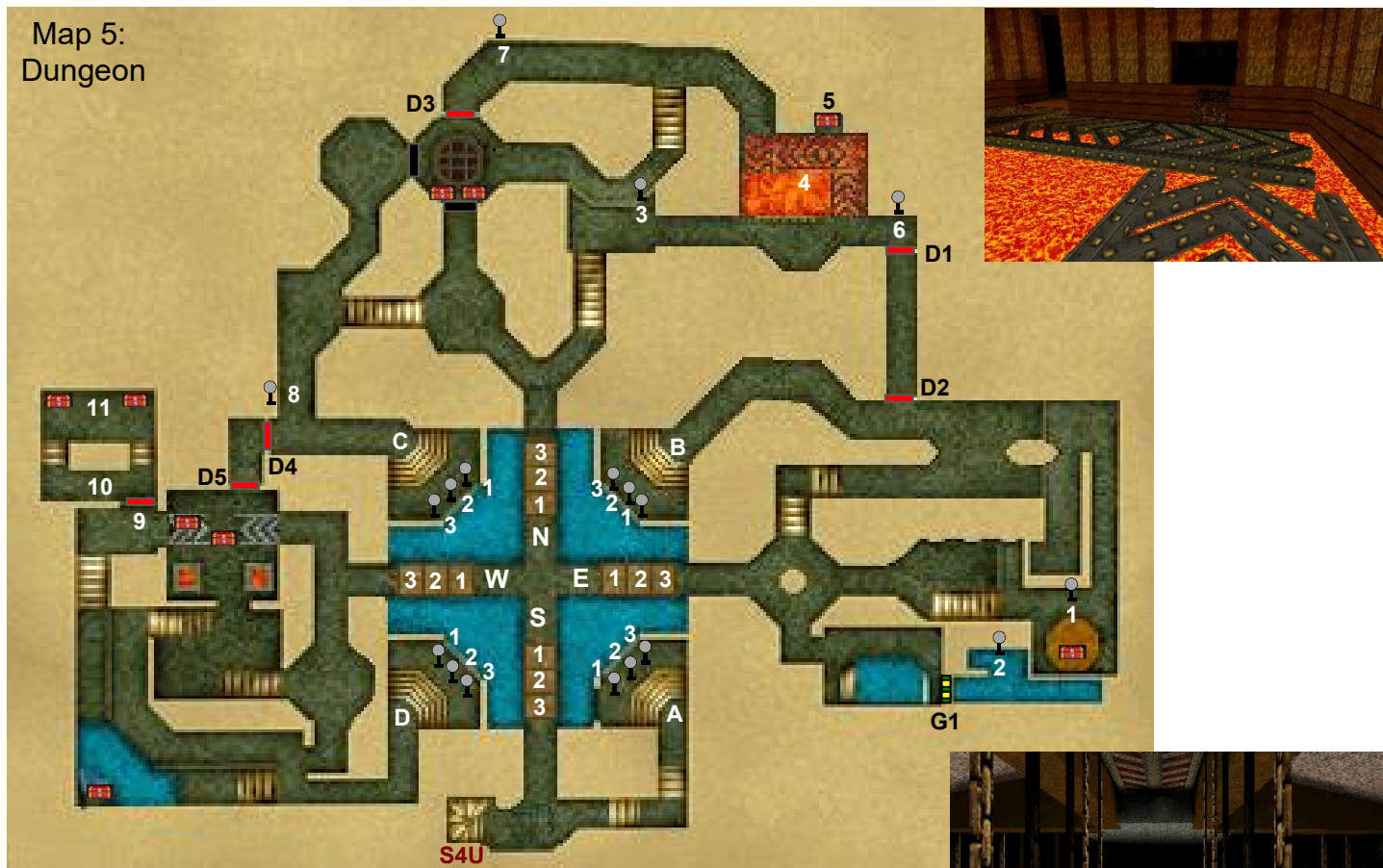
Stranger, my children and I are imprisoned within these walls of running water. We are hungry and abandoned! ... We wish our freedom... The Lich, G'Ezzered Ra has many magical artifacts found deep within this castle. You will bring to me the Scroll of Banishing. It will enable my children and I to escape these prison walls. In return, I will grant you new ability. And I will bequeath to you an artifact of incredible power.

G'Ezzered Ra

The Music is the song of my Soul's Torment. You have never felt the cold hand of death. I feel it with every breath. It was the accursed Cet, the Pharaoh of the Damned, who took me from my humanity... Gaze upon me, and you gaze upon the Legacy of Mortal Death... Lord Cet... he promised me Life Eternal. The cost to be all that was close to my heart. For Cet's price to gain Immortal Life was the sacrifice and murder of my family. 'Twas he who made me this monster, this Lich! I despise all that I am... He betrayed me! ... And I crave revenge! It was in my quest for revenge against the evil Lord Cet that I accidentally destroyed the sleeping Anephas. ... Almost a century ago, I traveled to the ancient Shrine where the Sleeping Anephas was laid to rest. I was searching for the lost Tablets to Lord Cet's Pyramid Tomb. And I reasoned that I could contact the dormant Spirit of Anephas. But in my reckless haste to reach him, I foolishly cast the Fires of Truth upon his sleeping corpse. Poof! He lit up like a torch. The pyre of flames instantly incinerating him to ash!

The Pyramid of Cet was sealed by Kerah, once the Dark Lord had been entombed in endless sleep. No one can enter the Pyramid without the three Lost Tablets. I used my Staff to seal the doors of the Shrine of Anephas. No one can enter the Shrine without my Staff of Power. ... You have traveled far to find me. There is an Ancient Relic deep within this Castle. At one time it contained the Unholy Flame. Perhaps it may still. But it is hidden in a place where I cannot go. Bring me this Relic. And in return I will give you the power to destroy Lord Cet!

Map 5:
Dungeon



Bridge Puzzle

Each bridge consists of three parts that can be in down or up position. It is possible (but not straightforward) to jump across a single part that's down, but not two. The levers in the corners toggle the bridge parts, but most control two different slabs, which obviously makes it a little harder. On arrival, all the slabs are down.

Levers toggle parts			Position during action sequence									
Lever	Toggle #1	Toggle #2			Init	A1	A2	A3	D2	A3	B3	B2
A1	N1	W2	South	1	D			U	D	U		
A2	S3	E2		2	D							
A3	S1	E2		3	D		U					
B1	W3	S1	East	1	D				U			D
B2	E1	E3		2	D		U	D		U	D	
B3	E2	N3		3	D							U
C1	W1		North	1	D	U						
C2	N2	S2		2	D							
C3	E3			3	D						U	
D1	N1	S2	West	1	D							
D2	E1	S1		2	D	U						
D3	W3	E1		3	D							

I think the following sequence works:

1. A1, A2, A3 => Access to western area
 2. Cross to western area, D2, back to bridges, jump into water, and exit by ladder near levers A.
 3. Flip A3 => Access to eastern area
 4. Bridge east, B3, B2, jump into water, to A.
- Access to south and north bridges – more flipping can make moving easier, but not needed

The goal is to gain access across the north bridge. Once in the northern area you get access to all areas.

1. Switch removes lid over pool. The chest is at the bottom of the pool, which heals characters.
2. Switch opens gate G1 (under water)
3. Switch at lower level, hidden behind crates; stabilizes walkway 4
4. Walkway over lave, before lever (3) has been toggled very unstable. Use Lavawalk as precaution
5. Chest contains *Ancient Relic*
6. Switch opens doors D1 and D2 (access to area East)
7. Switch opens door D3
8. Switch opens doors D4 and D5 (access to area West)
[Must go back to Lich to get Staff before continuing]
9. Use Lich's Staff (Staff of Death) to open door.
10. Mada Mabbig is here (Q38).
11. Chest contains "*Scroll of Banishing*"

When we had obtained the Ancient Relic, we returned to the Lich, and gave him the Relic.

G'Ezzered Ra, second meeting

Ah, you have found the Ancient Relic... With it I can recharge my Staff of Power and destroy foul Cet once and for all ... Cet is but a fool! [Lord Cet appears] ... Nooo – Lord Cet! ... You have awakened ... Nooo – Friend, take my Staff! [Lich is destroyed, or removed, anyway disappears...]

After a while, Cet appears, and party stepped back and watched cut-scene, where after we got the *Staff of Death* (essential item)

19. Musical instruments for taking – some pretty good if there's a Bard in the party. Else for selling.
20. Lich's private quarters. Lock in north wall is tough, but our rogue picked it using a level 4 lockpick. Chest in the locked room contained good but not outstanding items.

Now went back to the dungeon, and to door (9), which was opened by using the Lich's Staff. Behind the door we met Mada Mabbig, which was no big challenge. Down the stairs behind her, and find the "Scroll of Banishing" in one of the chests.

Now back to Adrianna to deliver the scroll.

Adrianna, second meeting

Have you returned with the Scroll of Banishing? (YES) ... I have the lost Scroll of Banishing! ... Will you accept the power of the Succubi? (NO) ... You have declined to join us. You shall remain a mere mortal. I have two artifacts of rare power. One of which I will give you. The first is a key, leading to the riches of this Castle. The other is a Ring, taken from the hand of G'Ezzered Ra. Which do you chose? (RING) – A very wise choice.

...And now the Scroll! ... I have spoken the sacred words, why isn't it working? (and all the other vampires attack, and at the end only Adrianna and party are left. So left her alone...)

Note: I guess the key gains access to the small room by (20), a lock we have already picked. But the Lich's Ring was better than anything in the locked room anyway.

Finished here, returned to town to deliver shield and else report and get new quests.

Strumbold, Armory (Warrior Guild): Q39

There's a renegade Wizard by the name 'a Ramakamil, and he's gone out o' control. Lost his kaboodle, if'n ya know what I mean. Trouble is, he's a pretty powerful wizard. And the League O'Sorcery can't do nothin' about him. (Enchanted Isle)

Sinsei Asami, Bushi Dojo (Bushi Guild): Q40

I have learned of a most disturbing event. Sinister forces are in the wind, and the Gael Serran lies in grave peril. There is a Sacred Shrine which is hidden upon an island in the north. And its Divine Power has protected our lands for many ages. But a Creature of Darkness has spawned within, an agent of evil from beyond. And it seeks to destroy the Holy Power which protects us. It is the Darkened One, an entity of destruction. You must seek out this Holy Shrine, and destroy The Darkened One. (Anephas' Shrine)

Malakai, Temple (Priest Guild): Q41

The evil over our land grows stronger. I fear we must have protection from the heavens. Or else we shall all be lost. Far to the north lies the ancient Shrine of Anephas, hidden upon an island of the Sea. Across a narrow channel of water. Deep within this Shrine are many sacred artifacts. Deliver to me a Relic crafted from the hand of Isis. I pray that it shall be enough to protect us. (Shrine of Anephas)

Miruth, Pawn Shop (Thieves Guild): Q41

Some crazy old codbreath said he saw a Leprechaun out on one o' the isles o' the sea. Catch a Leprechaun and he's got ta give ya all his treasure an' gold! Why don't ya see if the ole bloke was right... If ya can bring me proof o' the Leprehaun, I'll give ya a big reward! (Portal exit from Shrine of Anephas)



So headed for the Enchanted Isle. At the landing we were immediately met by Ramakamil. He wasn't hostile at first, but did away with him anyway. In stead of returning now, continued exploring the island, and soon also met the Leprechaun. He was more annoying than problematic – would approach party and shout “Can't capture me – can't get my treasure” and the like. And then would cast Vanish or something so either party or he was gone. Just as well to leave him alone, it's not necessary to kill him for the quest (but party gets lots of XP and the Leprechaun's staff is not bad either).

Party crossed the lake in the northern part of the island, and went south to the *Shrine of Anephas*. The shrine is guarded by the Mystical Sphynx (save before approaching him). He'll give you some questions to answer – wrong answer means he'll fight you, and you can forget about entering the Shrine. (One time party was attacked by pirates during the conversation, which interrupted the talk session, and Sphynx went hostile...)



Mystical Sphynx

Stop! Be warned! I am the Guardian Sphynx of this Shrine!
Answer my question and I will grant you entry into this Tomb.
Fail, and I am sworn to destroy you. Now, let me think of a good one...

It can walk with you and stand with you,
yet vanish without leaving.

It can hide the ground and lie behind you.
Yet still be plainly seen.

It lives by light and dies by dark.

Yet always flees the sun

[SHADOW]

Your answer is correct. But that was an easy one.

Who is the Holy Protector? [KERAH]

Again you are correct.

Who is the Holy Defender? [ANEPHAS]

You are wise indeed. You may pass.

[Note: Questions vary from time to time]



Used Staff of Death on Shrine door, and was allowed access.

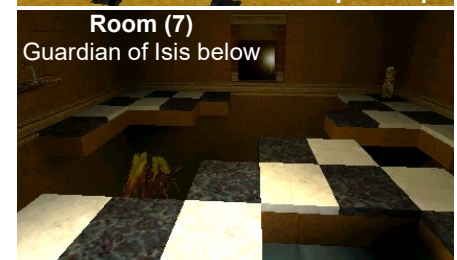
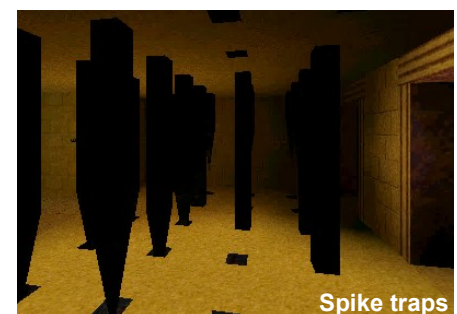
Shrine of Anephas

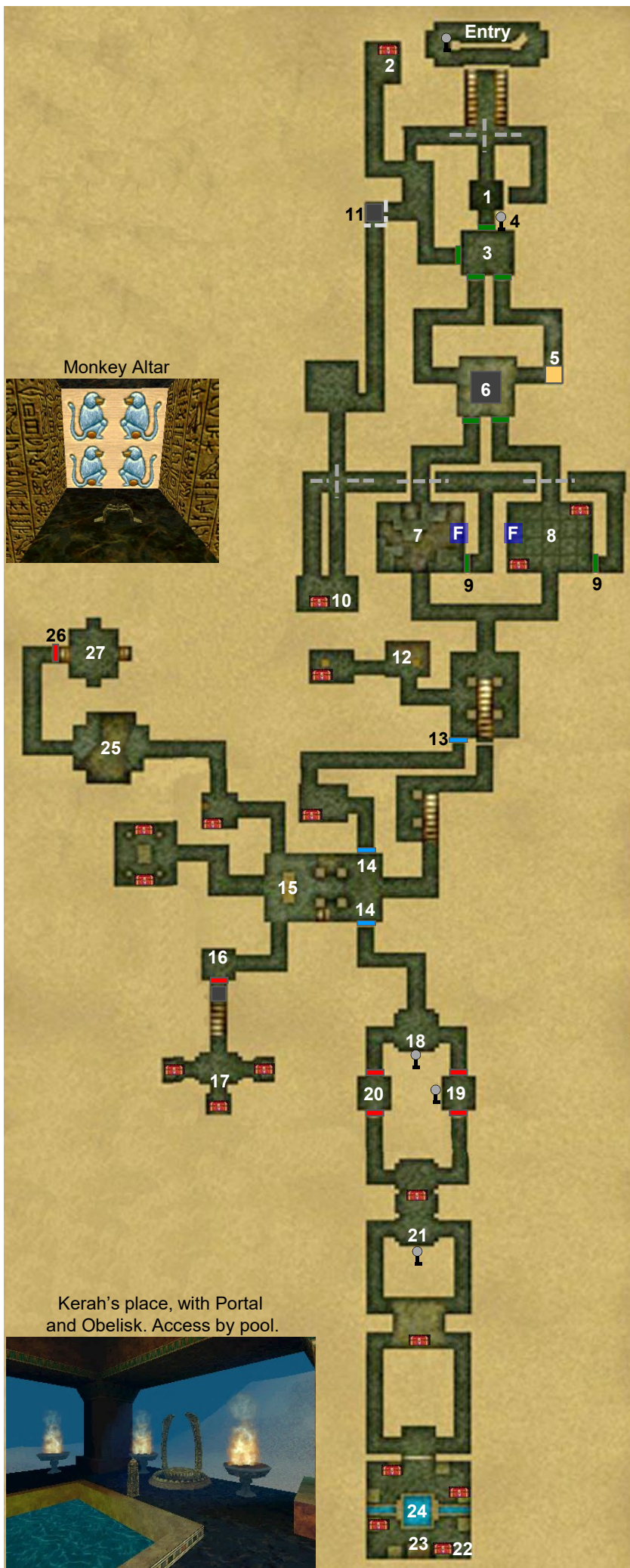
Objective:

Revive and talk to Anephas
(And gain access to Lost Sea)

(Map next page).

1. Entry pit. No way to cross, so fall or jump to bottom with exit to east.
2. Chest w. *Relic of Isis* (Q41)
3. Spike trap room. Cross with good timing
4. Lever teleports party north across entry pit (save before using).
5. Sand pile stops further venturing
6. Pit in center of room. Easy to walk around. Alternatively: Jump down and throw lever for rising slab that closes pit.
7. Checker tiled room with mostly open floor tiles. Difficult to cross.
8. Initially innocent-looking room, but many floor tiles give after when walked on. Easiest is actually to open all the trap tiles, and afterwards jump to the safe tiles.
9. Rooms below (7) and (8) contain Guardians of Isis. Exit these rooms by door in SE corner (S doors are exits from main rooms)
Note: Essential to fall down at least once to get to the chest at (10)!
10. Chest contains *Bridging Baboons* (some kind of statuette).





11. Passage from south ends here in a hole that must be jumped down to arrive at east-west passage. No way going back up. Proceed back to (3) and cross (8) safely this time.
12. Holy pedestal and a light beam shining in from above. Obelisk prism puzzle – return to this later.
13. Hidden entrance – reveal and open by moving (“carrying”) Temple Guardian Statue.
14. Doors are blocked by Temple Guardian statues, which can be carried away.
15. Altar of Anephas – will return here later.
16. Monkey Altar. Place Bridging Baboons statuette on altar to open door to south. South of door pit that must be jumped.
17. Chests with good items (e.g. many Ankhs), essential: *Ash of Anephas* in southern chest.
18. Lever for opening doors. Flip this one, then
19. Second lever, flip, then return to (18) and flip again. Opens entry door to (20)
20. The Darkened One (Q40)
21. Probably opens passage south. After first use, switch “doesn’t seem to work”. Room 20 is now sealed off completely. Go back and flip (18) again.
22. Chest contains *Statue of Kerah*
23. Serene Altar. Use Statue of Kerah on Altar – activates a moving stone pillar slab above the pool (24).
24. Pool. After activation (by 23), a stone slab rises from pool and acts like an elevator to something above. Jump on elevator and travel up.

On top of elevator, jump off. This is an interior-to-exterior switch room, and it’s under water, so throw the lever as quickly as possible, and arrive at Kerah’s place at the top. Fortunately a pocket of air surrounded by water on all sides. (Like an aquarium, but without the glass walls.) We talked to Kerah, and found a “Portal of Isis”, which we “used” and hence activated. Also found an “*Obelisk of Light*” which we grabbed (essential item).

Before returning we entered the water through one of the “windows” and swam up to the surface, World Map (4). Explored this area and found the chest with Leprechaun’s Treasure (Q41). The Amulet “*Stone of Clover*” is the needed proof.

Back to Kerah's place, dive into pool, throw lever, and jump onto slab to return to (24). Then it's the question of "bringing forth the Heavenly Light". Return to room (12) and place the Obelisk of Light on the Holy Pedestal. Note how the light from above is refracted by the Obelisk, and the beam is directed into the corridor. First part of puzzle solved. Now we need to direct the beam all the way to the Altar of Anephas. The light beam can be refracted by obelisks, which can be found in rooms along the route. The puzzle has been made a little easier by the brown square patterns in the floor. Each such square identifies a spot to place an obelisk, so the hardest part is actually to find enough of them.

Kerah

I am Kerah, the Holy Protector, Guardian of Anephas.

The Dark Lord is too weak to resume mortal form, and while so remains bound to his Pyramid chambers. But he grows stronger each moment, and soon will be free. For Anephas can protect us no longer. Fear not, for all is not lost, as is written, Anephas shall be reborn. You must recover the Urn which carries his Ash. And upon his Altar bring forth the Heavenly Light. Then shall Anephas arise from the Ash. Then shall we challenge the Dark Lord's might.



Refracting the Heavenly Light from the roof by using the Ornamental Obelisk found in Kerah's place.



And directing the beam towards the Altar by using more Obelisks. Note the brown squares in the floor. (Markers)

Once we had succeeded in directing the light beam so that it hit the Altar of Anephas, "used" Ash on Altar, and Anephas appeared.



Anephas

That I have awakened from the eternal sleep can mean but one thing. The Incarnate Pharaoh, the Dark Lord Cet Ude D'ua Kahn lives again! ... By the heavens! You carry the Sacred Sword! Perhaps Fate has decreed you are to be the instrument of the Dark Lord's fall... No one may enter the Tomb without the three Magical Tablets... Before swallowing the Black Fire during our final encounter, I bade Holy Kerah to seal Cet's Pyramid Tomb once the sleep of Death was upon us. Once the Lord of Darkness was entombed, *Kerah was to conceal the Tablets within the Vain City of Collasium, and then to sink this Ignoble Isle to the bottom of the sea.* There, the Magical Tablets would remain lost forevermore...

Soon the Lord of Darkness will overcome the power which holds him there... Through the Portal of Isis we may find the means to defeat him. No one may use the Portal unless both sides of the Gateway are active. I will activate the Portal here. *You must travel to the Pyramid of Cet and activate the Portal there.*

[Black Fire?] It is the life force of the gods, and the devourer of all things both Mortal and Immortal. *The Sacred Sword was created to harness this flame. It has the power to destroy the Immortal Cet. But first you must Renew the Blade! The Sacred Sword is renewed by the Black Fire... Place the Sword within the fire.* Then may you slay the Lord of Darkness!

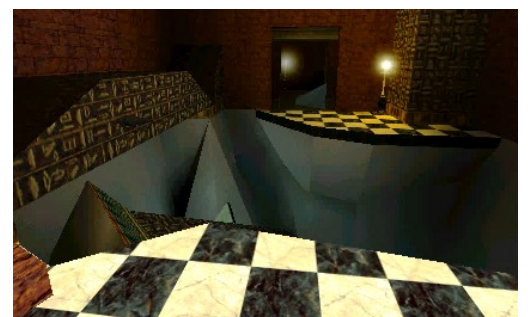
Now we exited by the NW door, and came to room (25), where a pillar collapses as we enter. But the room could be crossed easily enough along the south wall, or by jumping down and up again.

26. Anephas opens this door. Before talking to Anephas this door is sealed shut. (And it's the only way to cross to the Lost Sea???)

27. Entry/exit room (exterior switch)

On exiting this room find elevator back door to shrine. Take elevator to arrive at World Map (5).

Good place to Create Portal and then a "Call of Home" back to town.



Sinsei Asami, Bushi Dojo (Bushi Guild): Q42

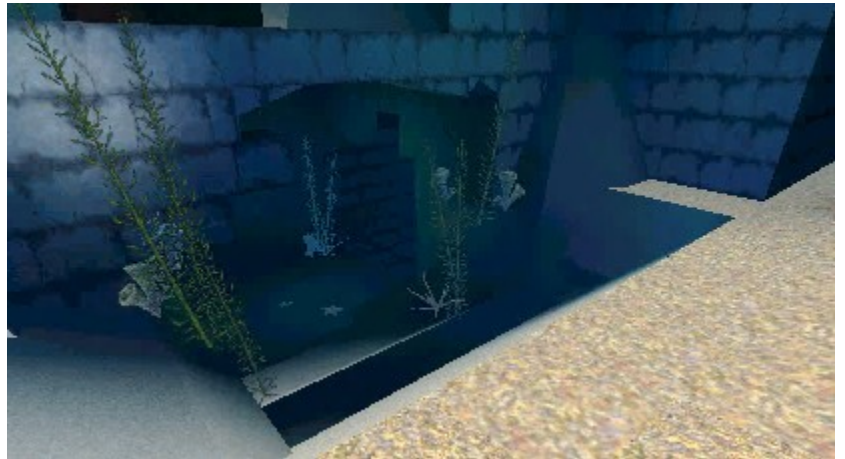
Far across the sea, I have heard of a pirate named Bloodbeard that has raided many a ship. He is bloodthirsty and dishonorable. The Way of the Dragon charges you to put an end to his reign of tyranny.
(By Shrine back exit)

Sinsei Asami, Bushi Dojo (Bushi Guild): Q43

Far to the north there lies a Sacred Stone. Within this stone rests a magical No-Dachi, etched in strange runes. The Way of the Dragon now requires the strength of this blade. You must obtain the Sword of the Stone and deliver it to me.
(Lost Sea)

By the information we got from Anephas our next task is clearly to find the three tablets in the sunken city of Collasium. Before that, all members must be equipped with underwater helmets and breathers, we found out the hard way that the task is hopeless without the underwater equipment. So while exploring the Lost Sea and surroundings we were constantly on the lookout for crabs. And this was a greater hurdle than we thought, as we had to play several hours (real time) to find the needed shells. (Our experience was that the crabs never drop shells if they're killed under water, so no use hunting them up in their natural habitat – have to wait till they seek up us on land...)

Teleport back to (5), and northwestwards, where we met Blackbeard – not in a good mood, so end of story for him (Q42). On the beach we found his ship (6), which he had no use for any more, so we took it for our own and used it to explore the sea. Found the Sword in Stone (Q43), and Talrik's broken cart (8), but can't see how this points to the treasure. In the middle of the sea there was an area that we were not able to sail into (dashed line), but swimming in there was no problem. Found some building structures at the sea bottom here (9 and 10), which has to be the ruins of Collasium. So after that sailed around without any plan, hunting for crabs until we had collected enough conch crab shells to purchase the necessary underwater equipment. Diving at (9), (10) we found that there was an entrance ending in a dead alley (turns out later an exit-only from the city), and a structure with the two treasure chests (nothing impressive). The main entrance was blocked, but in the southeast corner found a hidden way in, below the ruin walls. This ended in the standard switch-to-interior room.



Collasium

the lost Underwater City

(Map next page).

Objective:

Find the three Magic Tablets

Although all characters are equipped with underwater breathing equipment, they still slowly drown – much slower than normal though. Fortunately there are many air pockets and areas above water within the ruins. Hence exploration became a matter of; find an air pocket – explore vicinity with this air pocket as base until a new air pocket was found, and repeat until mission complete. The air pockets are marked as *, and above water areas marked likewise.

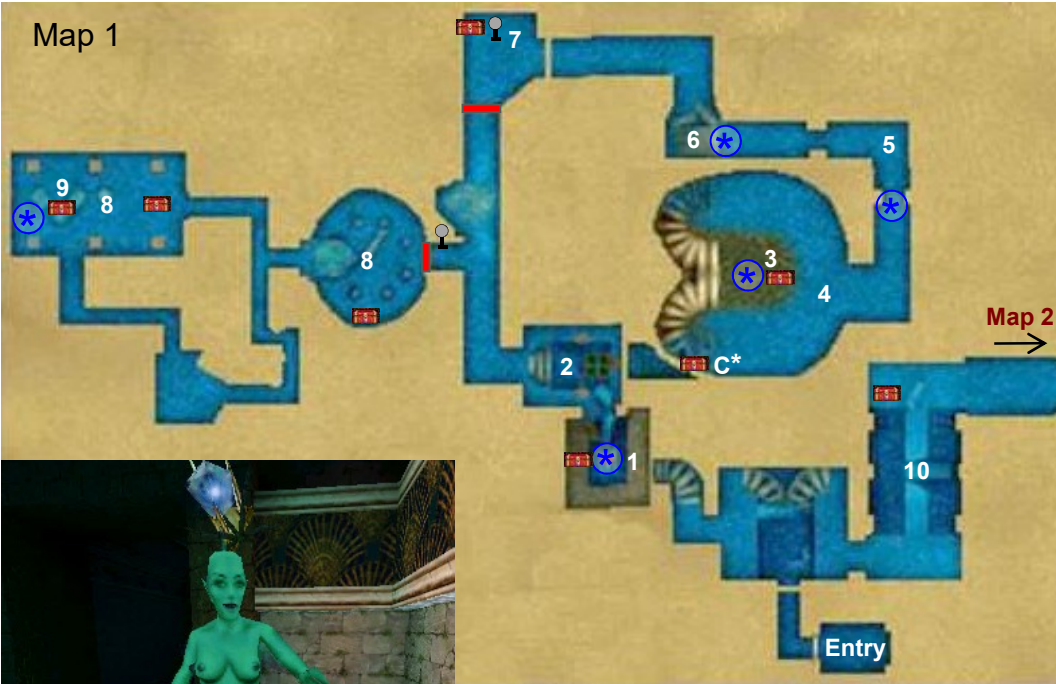
From entry go west to find the first air pocket

1. Air pocket by roof. Chest is below stairs, and easy to get stuck here when trying to get the contents. Easiest to first carry chest out to open area and then open it. Then went north to
2. Sarellia (Mermaid). Talk to her to get “glowstone” and ensure that she opens grating in eastern part of room. Dived down grating, and east to Library.

Sarellia

[Oracle?] She is the eldest of our kind, and watches over our fair city. She keeps the Ancient Library, to protect the old knowledge. Her, let me show you how to find her. If you travel through this sewer, you will come to a passage that leads the old Library. [opened sewer grating]
There are sections of the city which still contain air from the ancient times. [Lost City?] The Oracle teaches us that in ancient times it once floated upon the water. A Divine Magic sent the City tumbling beneath the waves, as a gift to us from the heavens. But now our City is crumbling, its fragile walls prone to collapse at any moment. Here, take this Crystal from my hand. Many of these Crystals were lying about the City when we arrived. You will need it to venture about our underwater haven. The Crystal will enable you to travel through other areas of our City. [got Crystal (“glowstone”)]

Map 1



Ala-Shakahn

Time is of the essence, so I must speak in haste. My name is Ala-Shakahn, Oracle of Water, born from the tears of Anephas. The Prophecy is the promise of the age... Take this Scroll and read it when you are ready. Upon it is the Prophecy of this age. ... Hope dwells within the Corroded walls of the Sunken City. For the three Magical Tablets which sealed the Dark Lord's Pyramid Tomb are hidden here, far beneath the waves.

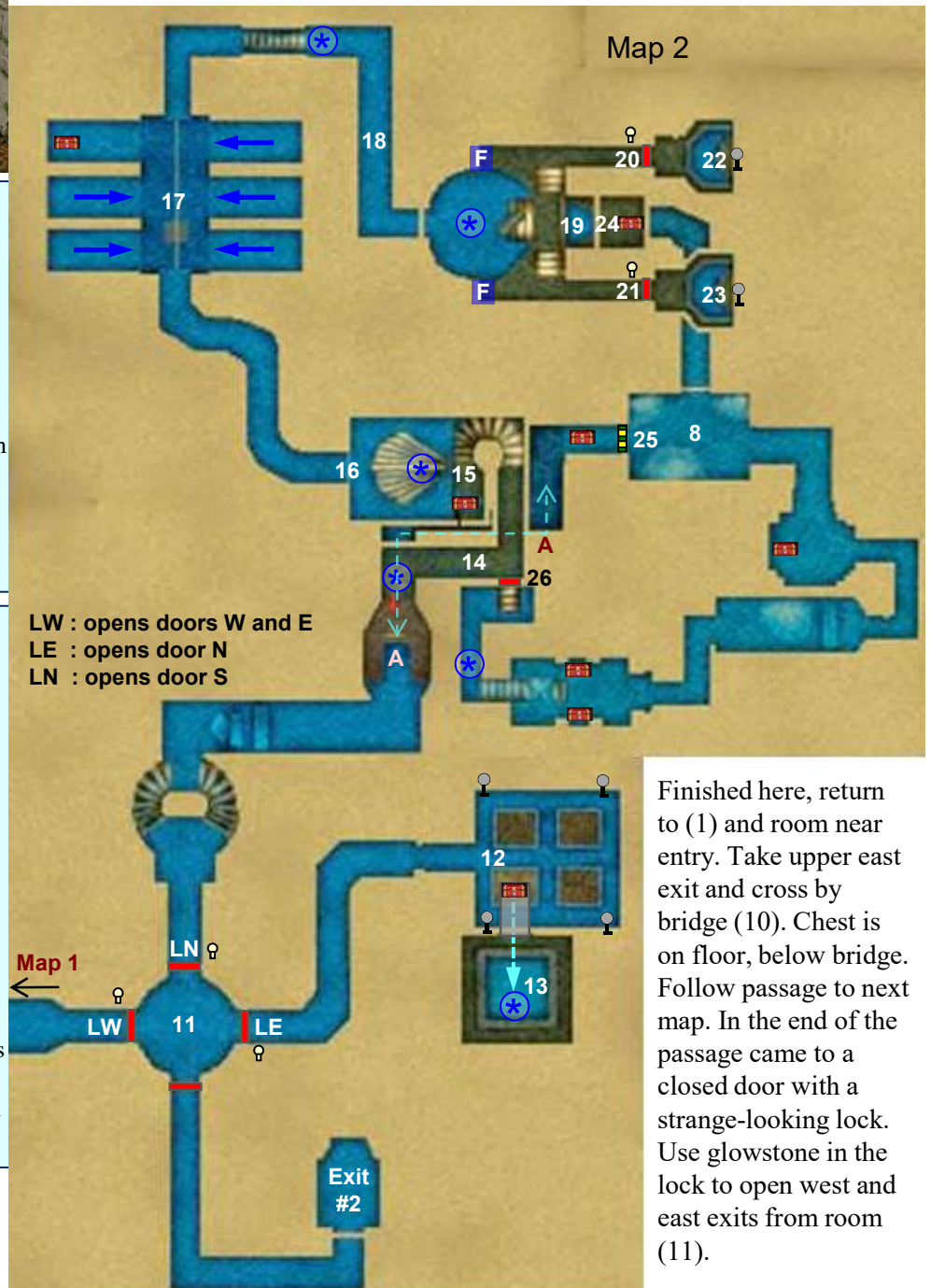
The Divine Prophecy

As it were in the Beginning, and until it shall be the End.
The Prophecy of the Age hath been declared Divine.
For the Darkest Shadow was born from Incarnate Desire.
And the Angel's Defender shall be blessed in Heaven's Time.

When Darkest Shadow has fallen upon Face of Beauty,
And the Fire of the Unbelievers has burned Still.
From Horror's Masque shall be born his Lord's Familiar.
Incarnate Desire unleashed, the Undead Prophecy fulfilled!

3. Library. Stairs up to balcony above water, with chest with first *Magic Tablet*. Chest C* contains *Tome of Water*
4. Ala-Shakahn, Oracle of Water. Continued east and north through passage
5. Above water between * and *.
6. Chute down
7. Lever for door south
8. Mermaid (no info)
9. Chest on floor, with glowstone. The other chest on beam close to roof.

Map 2



Finished here, return to (1) and room near entry. Take upper east exit and cross by bridge (10). Chest is on floor, below bridge. Follow passage to next map. In the end of the passage came to a closed door with a strange-looking lock. Use glowstone in the lock to open west and east exits from room (11).

11. Rotating room, or rather the surrounding walls are rotating. To exit by the east exit, ensure that party is close to wall and facing east all the time. At the time the room exit aligns with the (open) passage door east, quickly walk through.
Follow passage eastwards
12. Room with cages containing cage crabs. The levers in the corners release crabs if you lust to fight, else it's enough to switch lever in SW corner, which opens passage. Jump into pool, dive and swim south, emerge at
13. Above water area. In the alcove to north (above pool (12)) find a chest with the Second *Magic Tablet*.

Return by the passage westwards; before entering room (11) use a glowstone in the lock LE, which opens exit north from (11).

(The glowstone in lock LW is needed to keep east door open, but the west door stays open even if the glowstone is removed. So, as we no longer need the east exit, can be OK to remove the glowstone from LW before going northwards.)

Enter (11), and exit to north. Follow passageway to the twin stairs (by A). Optional: Enter between stairs, follow passage to chest by grate (25), loot it and return.

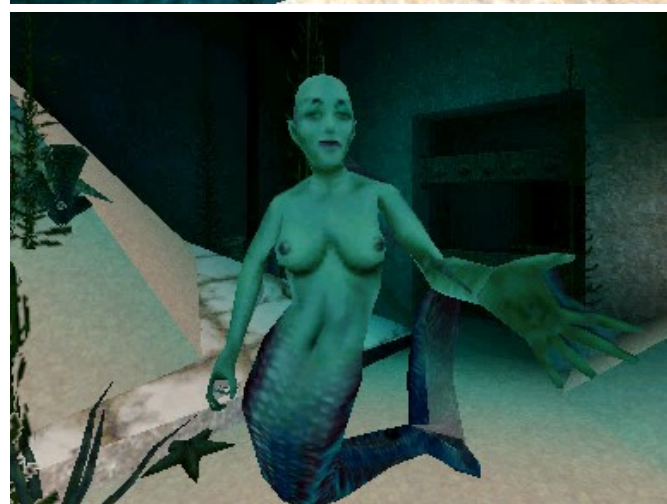
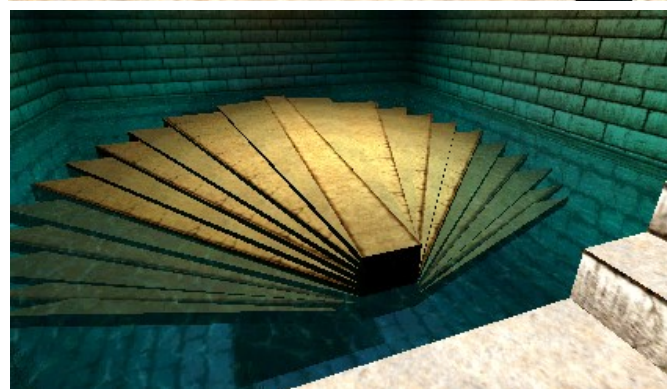
Continue up stairs to

14. Passage above water all the way to pool w. (15) and (16).
15. Met Mother of Crabs here – very tough opponent, and very much XP. The chest here was hard to open, but didn't contain anything special.
16. Entrance to passageway below surface in pool.
17. Strong currents prevent passage into the side canals, except northwestern canal, with chest containing glowstone.
Continue north to
18. Passage above water. Follow passage to the end, and arrive at area surrounding (19).
19. Entrance to chute down and tunnels – not used before later.
20. Use glowstone in lock to open door
21. Use glowstone in lock to open door
22. Lever, flip once
23. Lever, flip twice
Flipping levers such opens a secret alcove behind (19)
24. Secret alcove with chest containing third *Magic Tablet*.

Now we've done what we came here for, so the rest is just optional.

Dived into chute (19), and swam the underwater canal to the Mermaid (8), by grate

25. Sealed and shut grate. Chest we can see behind the grate can only be reached by canal A-A.
Followed passageway east – south – west to loot some chests on the way, and arrived at
26. Secret door that only opens from south.
If we remembered to pick up at least one of the glowstones from (20), (21), we can now use a glowstone in lock LN, which opens the exit south from (11), and a quick way out.
Else return the way we came in.



Swam back to the surface, found our boat, cast a Create Portal on a suitable place on the shore, and returned to Brimloch Roon by a "Call for Home" spell.

Reported on resolved quests, and got new ones – the final batch of quests.

Duke Brinsly, Town Hall: Q44

I have a most dangerous mission, if you think you're ready. On a mountain island far to the west, the Isle of Sands, come tales of a fearsome three-headed Hydra. They say it has a breath of fire. And ice. And of poison gas. And is more monstrous in size than any known creature. They say it can't be killed by ordinary means. And that it stands guard over a pass through the island mountains. If the tales are true, it is a formidable beast indeed. No one has dared to face this challenge, and no one knows what lies beyond. And though I wouldn't want you to get hurt, I am willing to pay you 10000 pieces of gold if you can kill the beast.

(Between Lost Sea and Desert)

Malakai, Temple (Priest Guild): Q45

Though we now have the Holy Relic, I fear that it alone will not be sufficient to protect us. There is a magical stone which I have heard of, a guard against all evil, and it is called the Monk's Ward. The ancient Holy Books make mention of this Stone several times, though they never reveal a clue of its location. But I have come upon a pirate's journal, which describes such an Artifact in its manifest of Stolen Treasure, which was abandoned in a great desert somewhere. Apparently, an ancient curse upon the Treasure unleashed a festering plague upon the pirates, and they all died horribly, to the last man. See if you can recover this Pirate's Treasure, and find the Monk's Ward.

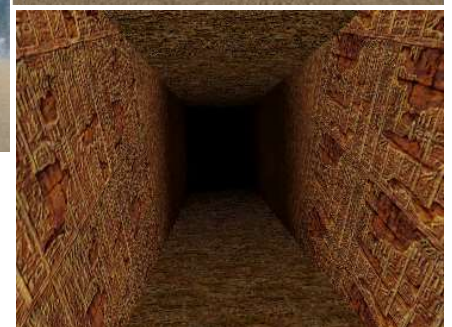
(NE in Endless Desert)

Sabastio, Magic Shop (Wizard Guild): Q46

Find and return to me a Seed from the Living Tree. I have heard they can be found on the islands far to the north. I shall reward you well if you can bring me the Seed

(Endless Desert)

Teleported back to where we had left the ship, and explored the rest of the World Map. The Hydra in the mountain pass was nowhere as ferocious as rumored (Q44). Before heading for the Pyramid, party systematically explored the desert area, on the way finding the "Monk's Ward" in chest Q45, and several times encountered Bark Horrors, who when killed dropped seeds – the ones needed for Q46.



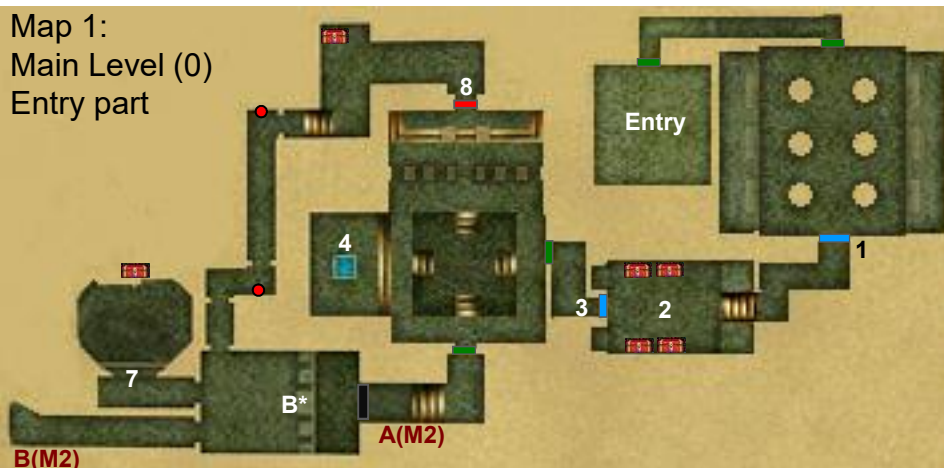
Exploring complete, first returned to town to report all quests completed. Then headed for the Pyramid. As we already knew from previous meetings, "Three segments of the runed partition are missing, perhaps removed by curious scholars or some other intrusive faction." Guided by our predecessors we placed the three tablets in their missing sections on the walls, as we placed the last one: "Trying the Third Tablet of Cet... As you set the last of the Magical Tablets into its place in the wall, a low rumble begins to quake the chamber... The gigantic doors begin to part, but soon cease their forward motion...". Now the well-known exterior-to-interior lever has appeared, and the route to the inner Pyramid lies open.



Cet's Pyramid Tomb

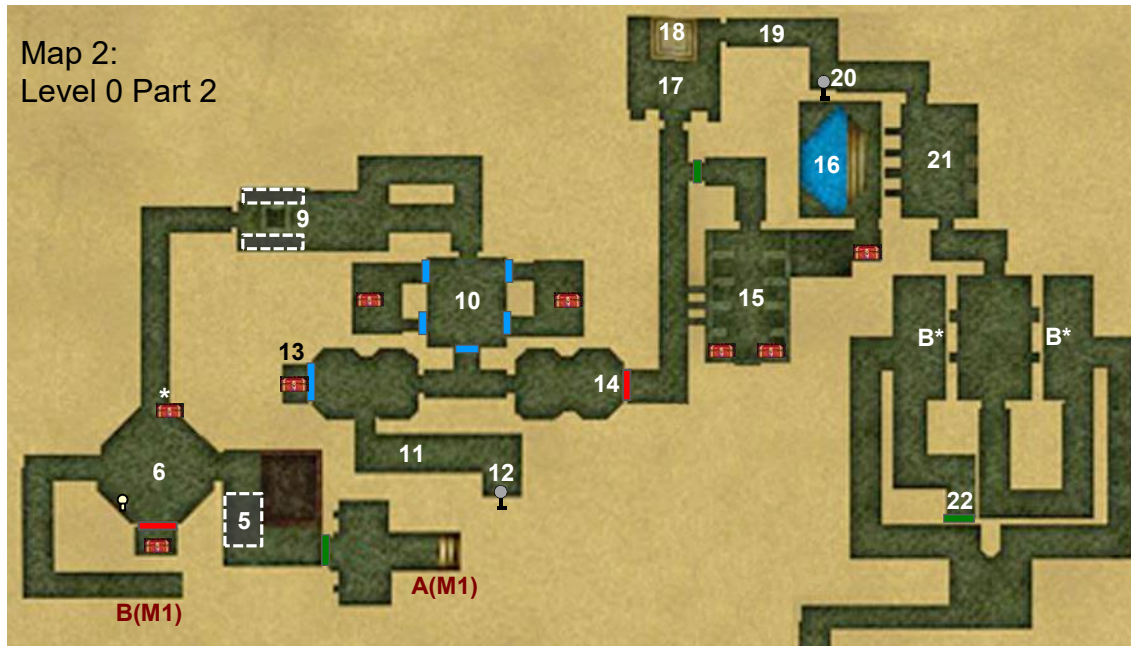
Objective:
Win the game

Map 1:
Main Level (0)
Entry part



1. This door is shut solid after first encounter with Cet. ("The unholy metal door does not budge, as if sealed by the weight of a thousand stones... The vexing words uttered from the lips of the Dark Lord echo through your mind...'You will remain here forever!'" – But the door looks open...
2. Chests contain plenty empty flasks. Pick up at least one.
3. Tricky door when trying to

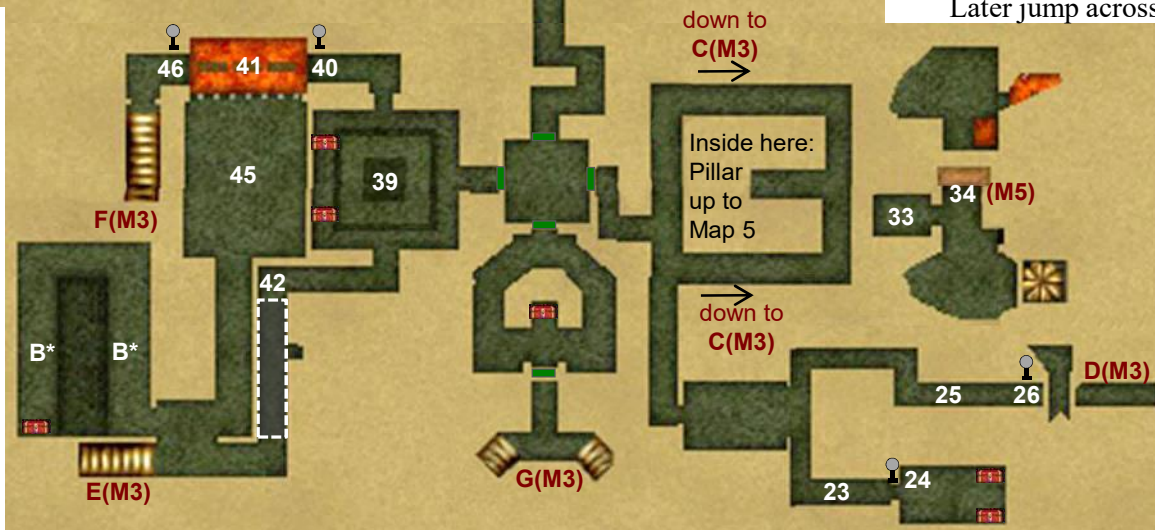
Map 2:
Level 0 Part 2



open from west. Easy to get crush damage, but it is possible to get through by going close and immediately withdraw.

4. "Pool of Unspeakable holiness". Fill flask here to get *Holy Water*. Exit room by S door, and follow passage to Map 2
5. Hidden trap door. Party fell down to waiting hell hound below. Later jump across.

6. Lock SW opened by clicking it, opening secret alcove with chest. The other chest (*) is on a ledge above room, see (7).
7. Overlooking room (6) with several small ledges around wall. Should be possible to jump the ledges to reach chest, but we didn't manage it...



23. Trap: Rotating crushing roof. Used haste spell and ran through.
24. Lever turns off trap (23)
25. Trap: Moving (crushing) walls. Used haste spell and ran through.
26. Lever turns off trap (25)
Continued eastwards to Map 3
27. Encounter Sathius, dropped *Champions Key* when defeated.
28. Corridor continues below lava pool
29. Secret door, opens only from east.
From this area it's possible to see something like a moving pillar or elevator, which we out of curiosity obviously want to explore further...
This did require quite some experimentation and trying and failing.
30. Stand here and jump to (31)
31. After a few attempts party managed to land here – only candidate for progressing to elevator / pillar!
32. Moving pillar, jump on top to travel to level above (Map 2, 33)
33. Top of pillar from (32) – get off quickly when on top
34. Second moving pillar, further upwards, to (Map 5, 35)
35. Top of second moving pillar
36. Lich's heart – "Lying in a pool of blackened blood and juice, a shriveled rotted heart still twitches with sickened beats..."



Can now return to The Black Fire (17) and throw the heart into the fire. If someone aspires for Valkyrie, she (has to be female) should do the throwing – must be a member of the priest guild. Mission complete can return to town and enter Temple to become a Valkyrie. (If, like I did, this quest is done after activating the Portal of Isis, there's no way back to town, and ascension will have to wait until after Game over... But actually I preferred her as Samurai in stead of Valkyrie, so it didn't matter much...)



- Then back to where we jumped to the pillar ride, and up the stairs S1.
37. Demonic Tempresses (vampires)
38. Almanon, dropped *Champions Key*.
Then, after looting the chests, backtracked to room with four exits, and went west.
39. Hole in floor, overlooking Portal of Isis. Can jump down and take it from here. But whatever way we do it, should first go to
40. Lever for deactivating rotation of boards on lava (41). (Both 40 and 46 must be flipped.)
41. Lava with "bridge" comprised of rotating planks. Switch levers 40 and 46 to stop rotation. (Need this bridge to come back up.)
42. Trap door – entire section collapses when walked on. Fall down to
43. (Map 3) Landing after falling through floor (42)
44. Portal of Isis. When trying to activate it, Lord Cet appears, and also Kerah. When she tries to stop Cet, he casts a possession spell on her, so that she must fight us. Can only be rescued by the Holy Water which we so wisely brought along.



Cet

I am Pharaoh Cet Ude D'ua Kahn, Lord of Darkness, God of Desire, Devourer of Souls. The Unholy Pharaoh has arisen from the Dark Sleep. This Portal will never work again... You have defiled my Tomb. It shall now be your own. You will remain here forever...

Kerah: No, Cet! Your will shall not be done. Lord Anephas is reborn and soon shall come to slay thee. Harm not my children...

Cet: Kerah, you are no threat to me! But you have given me a most diabolical scheme... [Cet casts Twisted Master on Kerah the Angel! Kerah is Demon-Possessed!] Kerah, I command thee to slay these intruders! And Mortals, should you defeat the accursed Angel... I will open this Tomb and set you free!

Kerah: Noooooooo!!! My children, flee from me! The Dark Lord's power is too strong for me... I am ... the Servant of Master Cet! ... I am thirsty ... I need Holy Water ... I cannot fight Cet's Evil spell much longer. [Give Holy Water – Kerah the Angel is released] ... Bless thee my children. You have saved me!



45. Room with slits in floor and crush trap in the center of the roof.
46. Lever stabilizes lava bridge. Both (40) and (46) must be flipped.
Return to room with four exits and go south, preparing for end game.
47. Double rod. Needs *two Champions Keys* to open.
48. Encounter Cet. Straightforward battle, but Cet can do a deathstrike or cast a successful death spell, so some times a character will get killed during battle (restore or resurrect). Anyway, strategy is, the two characters wielding the Mavin Sword and the Staff of Death (enhanced by Black Fire) strike when they can. The other characters cast protection, enhancement and heal / cure spells at their turns, and after a while Cet should be dead. Anephas and Kerah appear, but before talking to them loot the chests to avoid getting teleported back to town prematurely.

Cet Ude D'ua Kahn:

I have returned! I see that you have disposed of Kerah for me!... Perhaps you now wish to do the same for me. But have you forgotten? I am Immortal! Destroy me if you can! [Fight for a while...] ... STOP! Stop! I have seen enough! I have a bargain for you! You have proven yourself to be a worthy adversary. But have you considered how much formidable we could be as allies! Become one with me, and we shall rule together. But be warned. If you strike me once more, I will destroy you. (NO) ... Death shall it be! I will feast upon your mortal soul [Fight to the end] ... A thousand years of deathly slumber has withered my mortal body to crumbling bone...

Anephas:

Well done this day, my Holy Defender! The evil Pharaoh, Lord of Darkness, Cet Ude D'ua Kahn has fallen from his blackened throne. Destroyed by the Sacred Sword, the tongue of the Black Fire. At last the heavens and earth may find peace from his incarnate evil. But your danger has not completely passed. To wield the Sacred Sword comes at a great price. I ask you now to surrender unto me the Sacred Sword, the blade of the Mavin. I will bid Kerah return it to the heavens, never to be feared again... Let me release you from the curse of the Sword before its consuming wrath falls upon you. Will you surrender the Sacred Sword to me? (YES)... I have fulfilled the Solemn Vow, and thus my mission on this earth is finally at end. I go now to join Kerah, into the heavens.

In change we got the *Sword of Kerah* and the *Plate of the Realm*, two excellent pieces of equipment that we have no use for now the game is at an end...
Sword of Kerah can be invoked to get the *Guardian Angel* trait.

