

# Ultima<sup>®</sup> VI

## CLUEBOOK



THE BOOK OF PROPHECY™

*At last I have managed to complete this tome. When I started this work in order to write down all the adventures the Avatar had went through recently in our lands, I had not anticipated how long it would take to complete it. However this work will be well worth it.*

*The reader will surely be a bit confused at the style I have chosen for this work. Considering that many people find history books boring, I decided early in my work that I will try something completely new. Therefore I have compiled all of the information in a way, as if to treat everything like a huge board game. I am sure that this will hold the attention of my readers.*

*Throughout the book, I have made personal inserts, which are easy to recognise, as I have used my own handwriting - the same as used here - to set them off against the rest of the text.*

*Tribun,*

*Freelance writer at the Lycaeum*





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# Adventuring with the Party

Adventuring in Britannia is not a piece of cake. Many things have to be taken into account so that the adventure will not end in disaster. This starts at your choice of companions and equipment, goes over battle tactics and your finances and ends with the knowledge of the movement patterns of certain groups.

These points are addressed here as thorough as possible in order for you to avoid the common pitfalls that come with starting a new adventure in Britannia, so that you can perfectly concentrate on the great tasks ahead of you.

## Party Members

### The Choice is Yours

The choice of party members is VERY important. That means you have to choose wisely for they have certain restrictions, according to their class.

Fighters and Tinkers are forbidden from using magic weapons and armour, Bards and Rangers cannot use heavy weapons or armour (but magical ones are allowed), Druids can only use blunt weapons (and no magic swords) and only leather armour (but are allowed to use magic armour). Mages are perhaps the most restricted class of all, unable to wield next to all available weapons and armour.

Consider that the Avatar - meaning you - is always allowed to use magical weapons and armour, but otherwise has to follow the restrictions of the chosen class. Remember that as well when choosing your companions.

Your first three companions will never leave. Surprisingly, the choice of characters is easier than you can think, since all the characters that can join while you are stuck on the mainland (minus Blaine) are good characters and make your party well rounded. In contrast, the later NPCs are behind the rest due to having less experience at that point. However, you should only have a seven-man party since on occasion you will need the eighth slot for temporary characters, and much later, Beh Lem fills it permanently.

The party therefore should consist of the Avatar, Iolo, Shamino and Dupre as set characters. Jaana is an excellent addition, since she is the strongest NPC spell caster in the game. Gwenno is basically the same as Iolo and therefore has his exact strengths. Julia as a Tinker is strong in battle (but has no magic) and therefore can be a front liner. Late in the game, Beh Lem can deal considerable damage (and you need to have him).

Almost all other characters found outside the mainland are of a fighter-class or sub-class and therefore forbidden from using magical equipment, another reason to avoid them. Mariah only becomes available too late in the game, and despite her strong magical abilities, can barely defend herself in combat.

Of course, the choice in the end is yours and every combination of party members works. However, remember that you can make your life more difficult than needed with your choice of companions.



## list of Party Members

Portrait	Name	Class	STR	DEX	INT	Level	Location + Notes
	Shamino	Ranger	18	21	19	3	Right from the start, will never leave.
	Iolo	Bard	20	26	17	3	Right from the start, will never leave.
	Gwenno	Bard	18	21	17	2	Minoc
	Leodon	Bard	15	19	15	3	Buccaneer's Den
	Dupre	Paladin	26	20	17	3	Right from the start, will never leave.
	Seggallion	Fighter	28	21	20	5	Serpent's Hold
	Senti	Fighter	26	21	16	3	Serpent's Hold
	Gorn	Fighter	26	21	14	4	Dungeon of Terfin

Portrait	Name	Class	STR	DEX	INT	Level	Location + Notes
	Beh Lem	Gargoyle	23	24	26	2	Near Gargish exit of Hythloth, will never leave.
	Blaine	Fighter	16	21	18	2	With Zoltan's group, will not join again if asked to leave.
	Jaana	Druid	16	21	19	4	Yew
	Julia	Tinker	21	18	17	2	Minoc, will not join again if asked to leave.
	Sherry	Mouse	1	27	12	1	Castle Britannia, needs to be bribed with cheese.
	Katrina	Shepherd	19	16	16	5	New Magincia
	Leonna	Fighter	15	15	18	3	Buccaneer's Den
	Mariah	Mage	?	?	?	?	The Lycaum, need to solve Hooded Stranger quest first.

# The Equipment of the Party

The Armour and Weapon restriction of the classes can be read in the Compendium. Instead, this section shows the best possible weapons the characters can wield and the best possible armour. Generally, magic arms and armour are more superior to their non-magical equivalents. All your characters should strive to have the following equipment, with the exceptions listed below:

**Swamp Boots:** Protects characters from Britannia's many poisonous swamps. They also offer with +2 armour a good protection. Utomo in Yew sells them.

**Magic Armour and Helmets:** The best protection available with a rating of +10 for the armour, +5 for the helmet and +5 for the shield. Brandon in Trinsic sells them. The Magic Shield however can only be found at various locations.

**Spike Collars:** These offer extra protection of +2, and bought once from various blacksmiths.

**Protections Rings:** These provide +5 extra armour. They are strewn throughout Britannia, and have to be found.

The choice of **gauntlets** depends entirely on the class. Some classes have to use leather ones, instead of metal ones. Beh Lem cannot wear them at all.

**Magic Sword:** The best melee weapon with a rating of 24 - 30, they are common in Britannia's dungeons, and one can be found west of Lost Lake.

**Magic Bow:** The best ranged magical weapon in the game with a rating of 16 - 20. They can be bought in Britain from Gwenneth.

There are several exceptions to these rules:

## Avatar

The Avatar should get the Mystic Armour and Mystic Sword from the Lycaenum. Later, switch to Enilno, which you find in the dungeon Hythloth and is the best melee weapon in the game. Additionally, the Storm Cloak, which negates enemy spell casting, should be obtained from Mariah at the Lycaenum.

## Julia

As a tinker, Julia is restricted to use non-magical weapons and armour, with the exception of the magic bow. The best possible equipment for her is plate armour (+7 armour), a great helm (+4 armour), a tower shield (+4 armour) and a halberd (15 - 30 damage) as a weapon, which can be bought at Serpent's Hold. These limitations also hold for all fighter-type companions.

## Jaana

Jaana as a druid is restricted in her weapons usage, as she is not allowed to use bladed weapons, only blunt ones. Since there are no magical hammers, the best she can use is the Two-Handed Hammer (12 - 20 damage), which can be bought in Trinsic.

## Beh Lem

As a gargoyle, Beh Lem faces severe restrictions. He can use a magic sword and keep his boomerang as a distance weapon. He can wear a spiked collar and up to four protection rings for added protection.



# Battle Tactics

Simply charging into battle is suicide, and different creatures require different tactics, or you will find yourself deceased. While most of the weaker monsters can be simply beaten in melee combat, others require techniques that are more refined to survive the encounter. The more dangerous monsters and the tactics how to deal with them are listed here.

## Reapers

Thanks to their magical abilities, these creatures are especially dangerous and to make things worse, they appear very early in the game.

On distance, they either hurl lightning at you or charm party members. To counter this, avoid them until you have the Storm Cloak, which negates all their magic.

Their melee abilities are devastating as well, so instead use concentrated bow fire to attack them from a distance. This turns reapers from deadly menace to actually very easy kills, since they cannot move.



## Daemons and Liches

These monsters use their magical abilities that can destroy you from afar or possess you. Thankfully, you normally will not meet them until after you have acquired the Storm Cloak from Mariah, which negates all of their magic.

While a liche is now done for, as it only has magic attacks, this still leaves the daemon's powerful physical attacks, which can rip you apart, so use your magical bows to destroy them from a distance and run further away, if the daemon approaches.



## Dragons and Drakes

These monsters thankfully prefer melee attacks than using magic, so the cloak is not needed. However, they have strong physical attacks, so avoid engaging in close combat and use concentrated bow fire.

Still, their fire breath does hurt and some drakes are capable of poisoning you, so hold cures ready as well. Once you are of high level, avoid battles altogether and use the spells Kill and Death Wind to avoid severe injury.

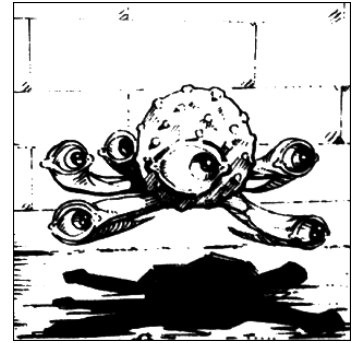


There is also the danger of Elder Wyrms who do use magic a lot, so wear the Storm Cloak for them. Their hide is so thick, that physical attacks are useless, so use multiple Kill spells to kill these beasts. Beware of the daemons they have summoned beforehand.

## Gazers

One of the most dangerous enemies in the game. You need to wear the Storm Cloak to negate their magic, or they will critical wound you with lightning, but this helps little since they will then charge the party and unleash powerful physical attacks with its sharp teeth, that can kill you in seconds.

The best method is to weaken them with bow fire and then destroy them in melee once they get close. Later on, use the spell Kill to quickly prevent them from getting dangerous to you. Larger groups can be rapidly fatal.



## Gargoyles

You only meet these as enemies in the first third of the game, but that makes them more dangerous due to your lower stats at the time. They guard the shrines and will swarm the Avatar, when approaching them too close.

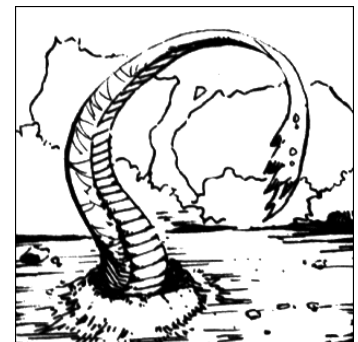
To prevent that from happening, equip your party with bows and carefully lure the gargoyles away from the shrine so that you can kill them one by one. The winged ones also cast spells, so only attack them when you are sure you will not be swarmed by wingless ones.



## Corpsers

Corpsers are dangerous, since they can surprise the party and do massive damage with their attacks. Thankfully, once you do know where they are, you can just stay out of their range and easily kill them with bows.

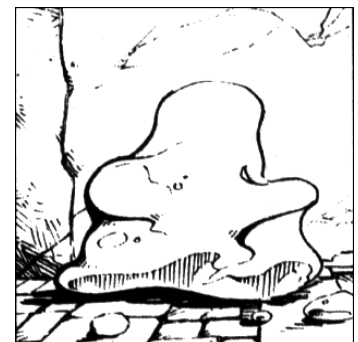
No melee, as that would probably cause deaths in the party due to their strong attacks.



## Slimes and Acid Slugs

While the former is poisonous, the latter can destroy non-magical equipment. They also split after being killed the first time. Their sheer numbers in encounters forbid melee.

For most of the game, they can only be defeated the slow way; destroying them one by one with bow fire and retreating when needed. If an invisibility ring is in possession, place a powder keg in the middle of the foes and ignite it with bow fire.



Later, the double usage of Death Wind can wipe out even the biggest groups.

## Ghosts

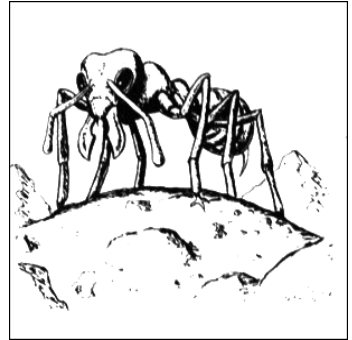
Ghosts are weak by themselves, but when they appear in large groups they rapidly become fatal to a party, since they can very quickly drain one person to death.

A Storm Cloak negates their danger, but if that is not available, luring the ghosts one by one into concentrated bow fire is an efficient route to victory.



## Giant Ants

They always attack in big groups and can poison the party. Since they are fast, bow fire will not be useful. The best solution would be, to wait until the Avatar is level 8, and then destroy big groups with Death Wind to prevent costly battles.



*Note that this only goes for the drones. Please do leave the Ant Queen alone. She's no threat anyway and you certainly don't want to be responsible for killing an entire species.*

# leveling Up

Characters can level up by meditating at a freed shrine if they have sufficient experience. To do so however, you do need the rune and the mantra. While you do need these things to free the shrine in the first place, you have to choose of returning the rune to its keeper. So if you do need it again, you have to ask to borrow it temporarily.

Each shrine raises different attributes.

- **Honesty** - raises Intelligence by 3 points
- **Compassion** - raises Dexterity by 3 points
- **Valor** - raises Strength by 3 points
- **Justice** - raises Intelligence and Dexterity by 1 point each
- **Sacrifice** - raises Dexterity and Strength by 1 point each
- **Honor** - raises Intelligence and Strength by 1 point each
- **Spirituality** - Intelligence, Strength, and Dexterity by 1 point each
- **Humility** - No raise in attributes

This reveals a few things. In order to get the maximum effect out of leveling up, only four shrines - Honesty, Compassion, Valor and Spirituality - are of use, since they raise three attribute points. Justice, Sacrifice and Honor only raise by two points, making this a loss of a third of the experience reward. The shrine of Humility raises nothing and thus should be avoided, unless you want to make your life harder by keeping your stats low.



Since two of these important shrines only become available after getting a ship, this does raise the difficulty of the game considerably.

Levels are as follows:

Level 1:	0 - 199 exp
Level 2:	200 - 399 exp
Level 3:	400 - 799 exp
Level 4:	800 - 1599 exp
Level 5:	1600 - 3199 exp
Level 6:	3200 - 6399 exp
Level 7:	6400 - 12799 exp
Level 8:	12800+ exp

## Making Money in Britannia

One of your biggest concerns will be to make money. After all, the weapons, armour, equipment, rations, spells and reagents you need to buy will cost you a fortune. Due to the war, the government can't afford to give you much monetary help, meaning you are on yourself in order to keep a well-filled money bag.

Besides finding treasures on your quest, there are several ways to fill your coffers, which will now be looked at in detail.

### The Spoils of War

The first way you obviously will think about is of course to gain money through battling your foes. Indeed, it has the double effect of you gaining experience while at the same time enriching yourself. However, only certain enemies are actually carrying money, equipment or valuable loot with them. After all, you can not expect wild animals having such things on them. This section will show you these worthwhile targets a little later.

Generally, the Spoils of war consist of money, equipment and valuables. Money goes directly into you money bag. Most have to be gathered by searching the dead enemies. Valuables can be sold at the right outlets. Equipment can be sold at the local blacksmith, but be careful not to pick up equipment with brown labels, as these are broken and worthless to you.

*Note that you also from time to time get your hands on royal shields and chainmail. No honest blacksmith would buy these, suspecting foul play. You do have to go to Buccaneer's Den for these. Enrik, the local blacksmith, doesn't care where his wares came from.*

### Human Enemies

Human enemies generally consist of four groups: Bandits, Pirates, Evil Mages and Evil Fighters.

The first two groups are very similar to each other and often have smaller sums of gold on them. Most of their equipment is broken, but occasionally you can find something you can still sell. Good places to find these are the road between Britain and paws, northwest of the Lycaenum near the swamp, Buccaneer's Cave and a plateau a little south of Minoc.

Evil Mages also quite often drop gold and some equipment on occasion. They however are more difficult to find, often can be seen together with bandits.

Evil Fighters are the toughest of the lot, but make up for it by not only carrying big sums of gold, but also lots of high-grade equipment - all intact - that will get high prices on the market. Good places to find these are the Heftimus Cave, the second level of the Moonglow Crypts and Heroes' Hole.

### **Reapers**

As dangerous as Reapers may be, each of them at least holds a sum of 150 gold in their trunk, making them prime targets for being looted. Normally it would be suicide to seek battle with a Reaper, but having the storm cloak makes using missile weapons against them a one-sided slaughter. Do not forget to search them after the killing.

Reapers can often be found in swamps, the Fens of the Dead is especially easy to reach. Other places to find them are Spiritwood and the Bloody Plains.

### **Headless**

Headless are quite fond of carrying gold nuggets with them, so you should relieve them of these. Headless can be found at various places, one huge group can be found at the eastern end of the pass between the High Steppes and the Bloody Plains.

### **Mimic**

A Mimic has the form of a treasure chest and therefore treasure is not far when finding them. After killing them, search them to find considerable sums. Mimics are almost without exception found in dungeons.

## **Riches through Trade**

Trade means you sell stuff to the right people, either by finding it, or buying it to a lower price from someone else. First however, let's talk about the general outlets. Gold bars, gold nuggets and gems of all kind are sold to the royal mint in Britain. Armour and weapons are sold to blacksmiths and equipment to the provisioner.

That out of the way, here the ways to make money without violence.

### **Mining**

It is possible to mine for gold and gems in dungeons in order to get rich.

Mining is very easy. Put a pick into your weapon hand, then use to gold or gem niches in order to dig out your riches. Veins need time to recover, so when you are done, come back later for more. All what you have dug up, you can sell at the mint.

There are two places that are very good locations for mining. The first level of dungeon Despise and the second level of dungeon Covetous are the best locations. Both hold many veins you can dig in to get results and are easy to reach.

## Specialty Wines

The wineries at Empath Abbey and Skara Brae do buy each others specialty wines (Skara and Empath Abbey Red and Dry). You can either find or buy these. Once you do have one, talk to Stivius in Skara Brae or Faren in Empath Abbey. Each bottle nets you 220 gold.

Note that buying a bottle costs 200 gold, so you do get a profit of 20 gold per bottle.

## Mushrooms

All the tavern owners gladly buy mushrooms you find in the wild. First find a book to find the mushrooms they want, then harvest and sell them. While the price for one is negligible, it quickly adds up.

## Rope

Grindl in Minoc always gives you a profit of thee gold for every rope you bring her from Mortude in Paws. Not much, but it can add up if you buy lots of rope.

## Peer Gems

You are bound to find lots of peer gems during your travels. Indeed, there is a pedestal south of Trinsic that spawns them. It's very surprising, but peer gems are worth a small fortune at 75 gold a piece. So instead of using them, always sell them, as you Peer spell is better at the job anyway.

*Even though you might suspect it, buying five peer gems to turn them into a glass sword in Minoc is not worth it. At 500 gold pieces, it brings less than the 650 you had to pay for the gems. Finding the gems however, it IS more profitable to turn them into swords, as they otherwise would net you only 375 gold pieces.*

## Other Means

These are one-time things where you can get lots of money in one go, but then never again.

### Wizard of Oz

At the end of the Wizard of Oz quest (see quest entry in side quests), Lord British gives you lots of Peer Gems. These can be sold for a huge profit to the provisioner.



### The Wisp of Gold

After you have reached the Lycaeum, you should talk to Xiao about the eighth level of spells. Retrieve the "Book of Lost Mantras" from the library and go to Spiritwood. Talk to the Xorinite Wisp there and exchange the information in the book for gold, which you can exchange at the mint.

That is worth several thousand gold pieces after exchanging all of the gold at the mint.



## Playing Nim

Play Nim with Dr. Cat in Paws. The trick to the game is that you can only win when you are the one to take the first stone, meaning that you should bet the maximum when you have the first turn, and the minimum when Dr. Cat plays first. The correct number of stones you should take at each turn is always 1 - 3 - 2.

After you have won several thousand gold pieces, Dr. Cat will admit defeat. This trick is especially useful at the start of the game.

## Depths of Despise

During the quest to find Adan in Despise (see quest entry) you are bound to collect tons of nuggets and gold bars. Exchanging all of it at the int is worth several thousand gold pieces.

# In-Game Maps

Although the maps are also part of this book, collected within this list is, where all the various maps can be found. Note that if not further specified, the maps are always found in the place they are for.

Map	Where to find?
Moonglow	Found on a shelf in the city hall
Britain	Sold in the Adventurer's Guild
Jhelom	In the tower of mayor Zellivan on the 4th floor
Yew	Found in Jaana's house
Minoc	Found on a shelf in Gwenno's house
Trinsic	Given to the Avatar by Baden
Skara Brae	Found in a house of the city
New Magincia	In Katrina's house south of the moongate
Buccaneer's Den	Carried by Phoenix in Sewers level 3 (need to pickpocket), owned one in town
Cove	Sold in Jostin's Provisions Shop, sold in the Adventurer's Guild
Paws	Sold in the Adventurer's Guild
The Lycaenum	On shelf in middle house at square
Empath Abbey	Main building, first room to the left
Serpent's Hold	First house on the left from the main dock on the south side of the island
Sewers Level 1	Found on the same level in the room of the "Evil Old Man"
Sewers Level 2	Carried by Phoenix (need to pickpocket)
Sewers Level 3	Building inside the pirate fort
Crypts Level 1	Room north of Blue Bottle entrance
Crypts Level 2	Chest in level 3 of the Crypts
Deceit Level 1	Unknown
Deceit Level 2	Chest in level 3 of the Crypts
Deceit Level 3	Corpse in secret passage
Deceit Level 4	Corpse on eastern shore of the lake
Despise Level 1	Next to Sadon's body near the exit to level 2

Despise Level 2	Adan's journal on level 3
Despise Level 3	Adan's journal on level 3
Despise Level 4	Adan's journal on level 3
Destard Level 1	Northwestern chamber, bookshelf in Sword and Keg in Jhelom
Destard Level 2	Near the entrance to this level, shore of the big lake
Destard Level 3	First hall on level 4
Destard Level 4	In one of the dragon nests
Wrong Level 1	In a locker on the same level
Wrong Level 2	Cell block between the two stairs in one cell
Wrong Level 3	Found in one of the eastern cells
Wrong Level 4	Chest in guard room
Covetous Level 1	Found in lighthouse ruins nearby
Covetous Level 2	Southern swamp lake
Shame Level 1	Shack next to entrance elevator
Shame Level 2	Barrel in cyclops camp
Shame Level 3	Eastern part of labyrinth room
Shame Level 4	Right south of the entrance
Hythloth Level 1	Captain Johne's house on level 4
Hythloth Level 2	Captain Johne's house on level 4
Hythloth Level 3	Captain Johne's house on level 4
Hythloth Level 4	Captain Johne's house on level 4
Ant Mound Level 1	Sin Vraal's house
Ant Mound Level 2	Found in southern food chamber on level 3
Ant Mound Level 3	Found in southwestern food chamber on level 3
Ant Mound Level 4	On Ol' Hawknose's body
Spider Cave	Found on level 3 of the Swamp Cave, next to storm cloak
Cyclops Cave	First room of the cave
Buccaneer's Cave Level 1	Unknown
Buccaneer's Cave Level 2	Unknown
Pirate Cave Level 1	Entrance room near skeleton
Pirate Cave Level 2	Other side of the lake near entrance
Pirate Cave Level 3	In the pirate treasure
Pirate Cave Level 4	In the pirate treasure
Heroes' Hole Level 1	Chest in southern part of Level 1
Heroes' Hole Level 2	On a dead body in the lower section, south of a waterfall
Swamp Cave Level 1	Chest in western part of Level 1
Swamp Cave Level 2	Random barrel in level 2
Swamp Cave Level 3	Right next to the storm cloak

*Even though the maps are in this book, I still highly recommend you find them as well, since unlike those in this book, you can put markers on the maps you carry with you.*

# Gypsy Calendar

This Gypsy Calendar is very useful to track down the two groups of gypsies under Zoltan and Arturos while they travel throughout Britannia.

The problem with these groups is, that they constantly travel the land and it is complicated to find them. This calendar shows exactly where to find them on which day of each month of the year. The following rules can be observed as well:

- There are eight places where they can be, and they stay at each place for exactly three days.
- The two groups are always in the places that are most distant from each other (can't stand each other?).
- The pattern of travel is not random, it roughly is a circle that goes clockwise around the britannian mainland. Trinsic as a location however is disabled until the siege is broken.

## U6P: Calendar for Zoltan's Band of Gypsies

Month	Days																											
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
1	Yew			Mnc.			Cove			Brtn.			Paws			Tnsc			SB			EA			Yew			
2	Mnc.			Cove			Brtn.			Paws			Tnsc			SB			EA			Yew			Mnc.			Cove
3	Cove		Brtn.			Paws			Tnsc			SB			EA			Yew			Mnc.			Cove			Brtn.	
4	Brtn.	Paws			Tnsc			SB			EA			Yew			Mnc.			Cove			Brtn.			Paws		
5	Tnsc			SB			EA			Yew			Mnc.			Cove			Brtn.			Paws			Tnsc			SB
6			EA			Yew			Mnc.			Cove			Brtn.			Paws			Tnsc			SB			EA	
7	Yew			Mnc.			Cove			Brtn.			Paws			Tnsc			SB			EA			Yew			
8	Mnc.			Cove			Brtn.			Paws			Tnsc			SB			EA			Yew			Mnc.			Cove
9	Cove		Brtn.			Paws			Tnsc			SB			EA			Yew			Mnc.			Cove			Brtn.	
10	Brtn.	Paws			Tnsc			SB			EA			Yew			Mnc.			Cove			Brtn.			Paws		
11	Tnsc			SB			EA			Yew			Mnc.			Cove			Brtn.			Paws			Tnsc			SB
12			EA			Yew			Mnc.			Cove			Brtn.			Paws			Tnsc			SB			EA	

Brtn. = Britain, Tnsc= Trinsic, SB = Skara Brae, EA = Empath Abbey, Mnc.= Minoc

Sylore's Compendium of Random Knowledge ([www.sylore.com](http://www.sylore.com))

## U6P: Calendar for Arturos and his band of Gypsies

Month	Days																											
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
1	Paws	Tnsc			SB			EA			Yew			Mnc.			Cove			Brtn.			Paws			Tnsc		
2	SB			EA			Yew			Mnc.			Cove			Brtn.			Paws			Tnsc			SB			EA
3	EA		Yew			Mnc.			Cove			Brtn.			Paws			Tnsc			SB			EA			Yew	
4	Yew	Mnc.			Cove			Brtn.			Paws			Tnsc			SB			EA			Yew			Mnc.		
5	Cove			Brtn.			Paws			Tnsc			SB			EA			Yew			Mnc.			Cove			Brtn.
6	Brtn.		Paws			Tnsc			SB			EA			Yew			Mnc.			Cove			Brtn.			Paws	
7	Paws	Tnsc			SB			EA			Yew			Mnc.			Cove			Brtn.			Paws			Tnsc		
8	SB			EA			Yew			Mnc.			Cove			Brtn.			Paws			Tnsc			SB			EA
9	EA		Yew			Mnc.			Cove			Brtn.			Paws			Tnsc			SB			EA			Yew	
10	Yew	Mnc.			Cove			Brtn.			Paws			Tnsc			SB			EA			Yew			Mnc.		
11	Cove			Brtn.			Paws			Tnsc			SB			EA			Yew			Mnc.			Cove			Brtn.
12	Brtn.		Paws			Tnsc			SB			EA			Yew			Mnc.			Cove			Brtn.			Paws	

Brtn. = Britain, Tnsc= Trinsic, SB = Skara Brae, EA = Empath Abbey, Mnc.= Minoc

Sylore's Compendium of Random Knowledge ([www.sylore.com](http://www.sylore.com))



# Militia Groups

Three militia groups are traveling throughout the land. Each of these three groups change location regularly and are active mostly at night, securing an area.

## The Central Group

This group consists of the following people:

Wyburn  
Oran  
Razo  
Marcus

Their patrol area consists of Britain, Cove and Minoc. The Britain camp site is north of the city, in the forest at the western edge of the High Steppes. The camp site of Cove is located at the eastern shores of Lock Lake and the camp site of Minoc is east of the city entrance on the sandy peninsula.

The group is first encountered at the ambush at the Temple of Virtue, where they actually rescue the party, before setting up their patrol. In a small quest, the southern group wants to convey greetings to this group, which has to be given to Wyburn in person.

## The Southern Group

This group consists of the following people:

Thonyn  
Dax  
Carra  
Hob

Their patrol area consists of Trinsic, Skara Brae and Paws. The Trinsic camp site is located southwest of the city, near the entrance to Heroes' Hole. The Skara Brae camp site is located near the Misty Channel at the edge of Spiritwood. The Paws campsite is southwest of the town, on the southern side of the river in the forest.

This group wants to give greeting to the central group in a small quest.

## The Fake Group

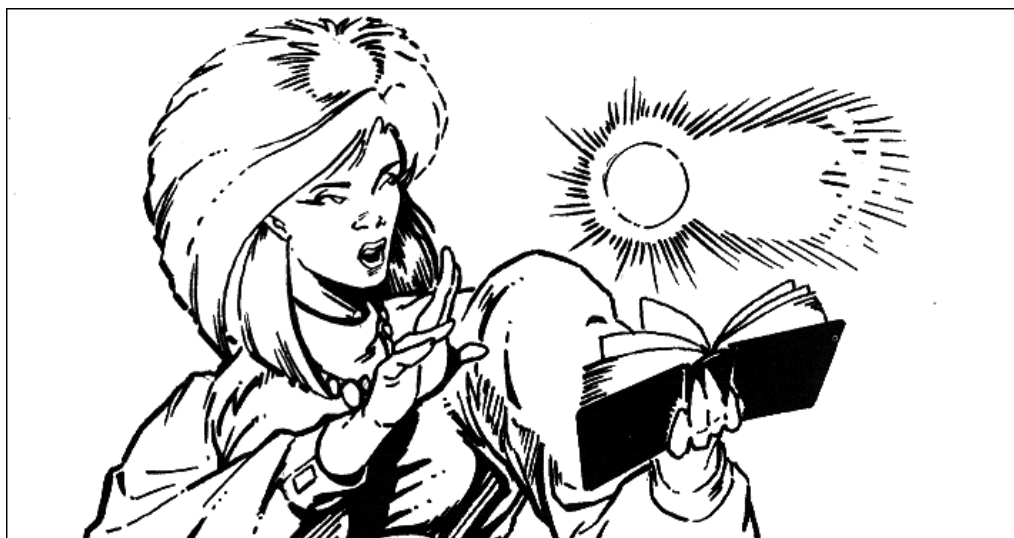
This group is different. They consist of:

Dagan  
Bast  
Sy

This group actually is fake, and instead of protecting Britannia from the gargoyles, are actually robbing travelers to enrich themselves. A quest is available to put an end to their villainy. Read the Walkthrough of the Quest for more information.

You can find their camp sites either at the beach north of the patch of woods near the Shrine of Justice or on the northern shores of the Lost River directly south of Empath Abbey.

# Magic



Magic is a surprisingly complicated issue. For the initial part of the game on the mainland, you have little need of magic since you are too weak to survive the dungeons, and the only spells you need are healing and cure, as well as the unlock magic spell. You should however use the time to collect numerous reagents and higher level spells to fill your stores.

All of that changes however, once a ship is available to you. In order to guide you through the pitfalls that await you, Magic is talked about in depth here.

## Magic in General

### Ground Rules

Generally, all characters capable of magic should have a spellbook in order to cast the most basic spells (heal, cure, unlock, light) so that they free up your main spellcasters, who can save their mana for more important spells.

The Avatar and Jaana should be your main spellcasters as they are allowed access to all spell levels, while other characters have limitations to which circle they can reach. Bards, Rangers and Paladins can only learn spells up to the Fourth Circle, which is rather limiting. These two should learn all spells possible. Mariah as a mage of course also has access to all Circles. The eighth circle spells from Xiao only become available once you are that level and fulfill her quest (see side-quests).

Spellcasting is used only in limited amounts on the overworld, but heavily in dungeons, thus you should always re-stock your reagent stores before entering a dungeon. Nothing is worse than running out of reagents in a dungeon.

As a rule of the thumb, most attack spells are not worth your time, as the damage they cause is too low compared to the price in reagents you have to pay for it. So while you should heavily invest into utility spells, only two attack spells are worth your time, as described on the next page.

## The Important Spells

The following spells are essential:

**Awaken** - To counter these nasty sleep spells, which otherwise cause chaos.

**Cure** - This spell is absolutely essential, since poison is everywhere and it is very bothersome and expensive to carry around masses of red potions.

**Dispel Magic** - Since possession is troublesome to deal with, this spell also is a must-have for you.

**Light** - At least until you get the superior Great Light, you need this one. Britannia's dungeons are very dark and torches aren't really helping a lot, since they hinder you in battle.

**Heal** - You WILL get hurt in battle, so having this spell is better than carrying countless yellow potions with you.

**Telekinesis** - This can be used in creative ways to create nice shortcuts.

**Unlock Magic** - Absolutely needed, since there are numerous magically locked doors and chests you need to access in your quest. It also allows access to many treasures.

**Untrap** - Since traps are everywhere, you'll risk lots of injury without this.

**Dispel Field** - Considering the sheer number of magic fields that you'll encounter on your quest, including some that block your progress, you do need this.

**Fetch** - Nice spell to get some hard to reach items.

**Great Light** - This light spell is much more useful in dungeons, since it is brighter and lasts longer as well.

**Peer** - Very nice to replace peer gems, and lights up dungeons even more.

**Pickpocket** - Needed to solve the Phoenix quest, also nice to get good stuff, although it does cost you some karma.

**Reveal** - Since some enemies (Liches) love to go invisible, having this IS necessary.

**Seance** - Needed to solve the Skara Brae quest.

**Kill** - This is the ultimate spell to kill single enemies with one blast, one of only two attack spells worth your time.

**Death Wind** - THE ultimate spell of this game. One casting destroys huge groups of enemies. The other of the two attack spells worth your time.

# Spell Vendors

This list shows, which magic vendor in Britannia does sell which spell to which price. Note that all eighth level spells are only sold after solving a quest first (see side quests on the islands to know more about this).

Circle	Spell	Horance	Rudyom	Xiao	Nicodemus
1	Awaken	24	-	-	-
1	Create Food	-	-	-	210
1	Cure Poison	-	52	-	-
1	Detect Magic	-	-	42	-
1	Detect Trap	-	-	-	46
1	Dispel Magic	-	-	48	-
1	Harm	56	-	-	-
1	Help	-	-	-	-
1	Light	-	-	-	-
2	Heal	-	120	-	-
2	Infravision	-	-	104	-
2	Force Bolt	94	-	-	-
2	Poison	104	114	-	-
2	Telekinesis	-	-	102	-
2	Sleep	-	-	-	96
2	Trigger	98	-	-	-
2	Unlock Magic	102	108	-	90
2	Untrap	-	-	-	94
2	Vanish	-	-	100	-
3	Curse	160	-	-	-
3	Dispel Field	-	182	150	-
3	Fetch	150	180	-	-
3	Fireball	140	-	-	-
3	Great Light	-	-	74	-
3	Magic Lock	-	-	158	-
3	Mass Awaken	-	156	-	-
3	Mass Sleep	-	-	-	156
3	Protection	-	-	-	142
3	Repel Undead	-	-	-	162
4	Conjure	-	-	-	210
4	Ice Strike	216	-	-	-
4	Fire Field	-	-	236	-
4	Great Heal	-	218	-	-



4	Mass Dispel	-	-	238	-
4	Poison Field	-	-	198	-
4	Sleep Field	-	-	194	-
4	Wind Change	-	-	214	-
4	Locate	-	-	218	-
5	Energy Field	-	-	226	-
5	Explosion	280	-	-	-
5	Invisibility	-	-	256	-
5	Lightning	290	-	-	-
5	Paralyze	240	-	-	-
5	Pickpocket	-	296	-	-
5	Reveal	-	-	256	-
5	Seance	-	256	-	-
5	Peer	-	-	250	-
6	Charm	-	-	-	312
6	Clone	-	-	322	-
6	Confuse	-	-	-	318
6	Flame Wind	312	-	-	-
6	Hail Storm	314	-	-	-
6	Mass Protect	-	-	-	320
6	Negate Magic	-	-	306	-
6	Poison Wind	298	-	-	-
6	Web	-	-	-	300
7	Enchant	-	-	-	140
7	Chain Lightning Bolt	368	-	-	-
7	Energy Wind	378	-	-	-
7	Fear	-	-	390	-
7	Kill	372	-	-	-
7	Mass Curse	378	-	-	-
7	Mass Invisibility	-	-	238	-
8	Death Wind	-	-	400	-
8	Mass Charm	-	-	400	-
8	Resurrect	-	400	-	-
8	Slime	-	-	400	-
8	Grand Summon	-	-	400	-
8	Time Stop	-	-	400	-
8	Tremor	-	-	400	-

*The Eighth Circle does hold two additional spells you encounter during the adventure. Since they can not be bought, I have not included them in this listing.*

## Reagent Vendors



Sooner or later, reagents have to be bought in bulk to make up for the increase in spellcasting later in the game. There is no discount for buying in bulk, all prices are multiplied from the price for a ten reagent package - single reagents actually cost more.

The prices for packages of of and ten reagents at each vendor follow:

Reagent	Rudyom	Zoltan	Xiao	Horance	Nicodemus	Joren
Spider Silk	18 / 170	8 / 80	14 / 140	16 / 140	20 / 180	10 / 90
Nightshade	24 / 230	18 / 180	28 / 270	26 / 250	-	20 / 200
Ginseng	8 / 80	6 / 60	10 / 90	-	8 / 78	-
Blood Moss	12 / 110	8 / 80	- / 130	10 / 100	12 / 110	12 / 110
Garlic	8 / 70	4 / 40	10 / 90	-	12 / 100	6 / 50
Sulfurous Ash	14 / 140	8 / 80	16 / 154	10 / 90	18 / 170	-
Black Pearl	-	-	20 / 190	20 / 180	-	14 / 140
Mandrake Root	-	-	40 / 380	34 / 320	-	-

Each reagent has one vendor who has got the best price. Note that Zoltan is always moving and is thus not listed. If one takes the trouble to actually find him, his prices are the best for all reagents he has to offer.

The following best prices are for packages of ten (the 50 and 100 packs are the price for ten just multiplied by five or ten).

Black Pearl:	Joren, 140 GP
Blood Moss:	Horance, 100 GP
Garlic:	Joren, 50 GP
Ginseng:	Nicodemus, 78 GP
Mandrake Root:	Horance 320 GP
Nightshade:	Joren, 200 GP
Spider Silk:	Joren, 90 GP
Sulfurous Ash:	Horance, 90 GP

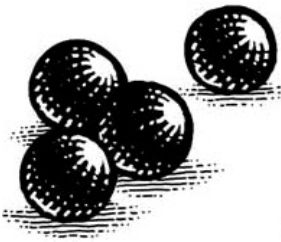
# Reagent Caches

Finding reagents in the wild is absolutely essential in order to conserve money, which is very tight in the beginning. Especially early in your adventure, you want to collect as many reagents as possible. But later as well collect whenever possible to keep down the reagent costs,

Following are locations of reagents, sorted by reagent. This list is only a selection and by far not complete. Some harvesting tips and general areas where to find the reagents are given.

## Black Pearl

Black Pearls are always found at beaches and in oysters that look like black dots on the yellowish beach. Harvesting them is no problem.



A big cache of them is found on the island of Spektran.

The beaches north of Skara Brae (amongst the debris) at 16°S 28°W house many black pearls.

Black pearl is also found at 0°S 34°W.

The thick beach directly far west of the Trinsic moongate at 64°S 4°W holds lots of black pearls.

Many black pearls are also found at 24°N 28°E.

## Blood Moss

Blood Moss is found on forest floor - the one that is brown instead of green - thus always inside of forested areas. It does look like patches of red dust on the ground and can be harvested without problem.



Just a little outside the eastern gate of Yew at 26°N 0°W there is a respectable patch of blood moss on the forest floor ready to be harvested.

Just a bit west of Trinisc and up one mountain level at 54°S 4°E, a huge cache of blood moss and ginseng can be found. You can reach it by first looking north from the lake to find the small path that leads deeper into the mountain/forest.

At 12°N 10°W in the Deep Forest, blood moss is found.

South of Paws at 42°S 4°E, these also is blood moss to be found.

Found at 22°N 14°E.

On the Bloody Plains at 12°N 66°E.

## Garlic

Garlic is found on grasslands, often also near cliffs. It does look like three or four thin, almost black leaves that go straight up. Harvesting it is no problem at all.



The coast south of Cove has plenty of garlic. Access either from Lock Lake or from the area of the Swamp Cave.

It also is found on the cemetery of Empath Abbey.

The pass that connects the High Steppes with the Bloody Plains (near Cove) has lots of garlic at its eastern exit.

Lots is growing on the island of Amrosia.

## Ginseng

Ginseng is found near cliff edges, regardless if in grassland or forest. It does look like a leafy plant with small, red fruit and can be harvested without further preparation.



The pass near Cove that connects the High Steppes to the Bloody Plains has a lot of ginseng growing on its ledges.

The ettin camp a little to the southeast of Cove has a big cache of ginseng growing there.

Ginseng is growing very close to the waterfall west of Britain.

It also is found next to the path that goes north from Empath Abbey.

Ginseng is found south of Minoc at 18°N 52°E.

Just a bit west of Trinisc and up one mountain level at 54°S 4°E, a huge cache of blood moss and ginseng can be found. You can reach it by first looking north from the lake to find the small path that leads deeper into the mountain/forest.

## Mandrake Root

Mandrake Root is only found in swamplands. It does look like a big bush that is carrying orange fruits. Harvesting is a bit more involved. Only at night between 23:30 and 00:30 it is possible to harvest safely, otherwise the Mandrake Root is useless. You can recognise the right time when the bushes glow faintly blue.



A huge amount of mandrake roots can be harvested on the island of Spektran. It's the biggest cache available.

The Fens of the Dead north of Trinsic is also rich in mandrake root.

Mandrake root is found in the swamps of the southern Dagger Isle.

It is found in masses on the Bloody Plains at 22°N 62°E.



## Nightshade

Nightshade has two habitats: in swamplands and deep inside forests. It does look like a small mushroom, a dirty green in color. Harvesting is a bit more involved. Only at night between 23:30 and 00:30 it is possible to harvest safely, otherwise the Nightshade is useless. You can recognise the right time when the mushrooms glow faintly blue.



A huge amount of nightshade can be harvested on the island of Spektran. It's the biggest cache available.

The Fens of the Dead north of Trinsic is also rich in nightshade.

Nightshade is found in the swamps of the southern Dagger Isle.

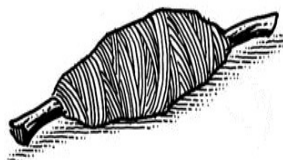
The forest on the island of Skara Brae includes an easy to reach Nightshade patch.

Found in the Deep Forest at 2°N 20°W.

Found in Spiritwood at 26°S 20°W.

## Spider Silk

Spider Silk, being an animal product, has no habitat per se. However, Giant Spiders generally are found deep in forests and in caves. The harvestable webs are sometimes difficult to locate. Additionally, dead Giant Spiders can be searched for it.



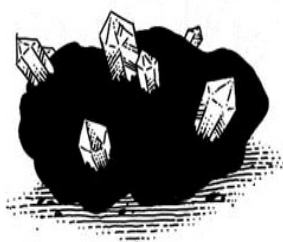
The Spider Cave of course holds a lot of this, and killing the spider queen nets you 500 units of this reagent.

It's found at 6°N 18°W.

Also found at 38°N 24°E.

## Sulfurous Ash

Sulfurous Ash is usually found near volcanic activity, thus on burnt, black rock. It is very easy to see, as it looks like yellow rocks on the dark ground and can be picked up without much problem, just beware the sulfur geysers - they can poison you.



The whole island of Terfin is littered with it and it is easy to find and harvest (apart from the mutated animals).

A huge amount of it can be found on a lone volcanic island east of the Isle of the Avatar at 88°S 116°E.

It can also be found on the Isle of the Avatar at various places: near the bay north that leads to the Shrine of Humility or close to dungeon Hythloth, to name two places.

# Item Locations

In order to make your quest more easy and spare you long times of searching, the locations of weapons, armour and equipment which are not easily bough, or are supremely good, are listed here. Please note however, that this list is not definitive and surprise discoveries while traveling through Britannia are still quite possible.

This listing will start with the weapons, then go to armour and finally the equipment.

## Weapons

### Melee Weapons

#### Two-Handed Hammer

The two-handed hammer is the best melee weapon the druid-class, who are forbidden from using sharp weapons, can wield and therefore also the best weapon that Jaana can use in melee. It has a damage rating of 12 - 20. For being a regular non-magical weapon, it is hard to find and only one vendor in all of Britannia sells them.



- Brandon in Trinsic sells them in his shop.
- One is found at Thor's grave on the Frost Islands.

#### Glass Sword

This powerful magic weapon does 255 damage in a single hit, inflicting severe damage to any foe. Unfortunately, the force of the blow will shatter the sword, rendering the remaining shards useless.



- Dale, the glassblower in Minoc, can manufacture these for 5 peer gems.
- The wreck of the Dutchman on the Fens of the Dead.
- The wreck of the HMS Empire on the Cape of Heroes.
- Moonglow Crypts Level 1
- Beneath Bonn's home on Dagger Isle
- Britain Sewers level 3 in pirate camp.
- Pickpocket from Phoenix (NPC) in Britain Sewers level 3
- Level 3 Destard southwest corner.
- Destard level 4 in dragon nests.
- Zoltan the gypsy gives one for returning his earring.
- Pirate Cave level 4 in treasure cave.
- Miss Blip's storage chest

*Do not forget that you need one of these to complete your quest...*

## Halberd

The halberd is the best weapon for the fighter and the tinker classes, like Seggallion and Julia, who both are forbidden from using magic weapons. It deals damage of 15 - 30. As with the two-handed hammer, the weapon is hard to find and only two vendors in all of Britannia sell it.

- Gherick at Serpent's Hold sells these in his shop.
- James in Minoc sells them as well.



## Magic Sword

This is the best non-unique melee weapon all the remaining classes can use. It is the strongest non-unique weapon with a damage-rating of 24 - 30, which can be found in the game. Due to being one-handed it also is quite fast and can be used together with a shield. These swords can only be found - with one exception - exclusively in the dungeons of Britannia.

- Found near a dragon a bit west of Lost Lake on a plateau.
- In dungeon Despise in the extra area of level 3.
- The wreck of the HMS Empire on the Cape of Heroes.
- 3rd floor of Moonglow crypts in main room
- Britain sewers level 3 in pirate camp.
- Destard level 4 in dragon nests.
- Covetous level 2 in small chest in chest in southern swamp.
- From Miss Blip after solving her quest.



## Mystic Sword

Exactly like the magic sword, also a damage-rating of 24 - 30, but unique. Should be given to the Avatar.

- Found in the Avatar chamber of the Lycaeum.



## Enilno

The unique Enilno is the strongest melee weapon in the entire game, with a maximum damage-rating of exactly 130. However, to unfold such sheer destructive power, this two-handed sword should only be used by someone with a very high STR and DEX stats. This normally means that the Avatar should hold on this sword.

- It is found in the dungeon Hythloth on the third level. On that level, a lava river is found, with several bridges over it. One bridge leads to level 4, the others go in a circle. Take the bridge farthest from the correct one and then find a place where you can climb down in the following corridor, where it makes a bend (the passage is disguised in 1.1). You need a rope for it. Down there, Enilno is found.



## Missile Weapons

### Magic Bow

The magic bow is with a damage-rating of 16 - 20 the best regular missile weapon that can be found. Even better, all classes can use it, even the ones that don't like magic gear. However, apart from finding it, only one vendor sells it in all of Britannia.

- Sold by Gwenneth at Iolo's Bows in Britain.
- One can be found in the wreck of the HMS Virtuous.
- Level 3 Britain Sewers in pirate camp
- Level 2 Destard across lava lake.
- Level 3 Destard southwest corner.
- Pirate Cave level 4 in treasure cave.
- Palace of Blackthorn level 2



### Triple Crossbow

This is the strongest missile weapon in the game, being capable of reaching a damage-rating of 30, but it also is a unique weapon. However, to get it, a lot of patience is needed.

- Gwenneth in Britain says, that she is out of them, but promises to have one ready in three months. This starts a timer and the weapon is given after the three months are over.



### Magic Axe

Not quite as powerful as the magic bow, and with slightly less range, the main advantage of this magical throwing axe is it always returns to the wielder. No ammunition is required.

- Level 3 of Britain Sewers in pirate camp
- Destard level 4 in dragon nests.

### Magic Staff

This staff is not a normal magical weapon. Instead the spell Enchant is used on them in order to store charges of various spells into them, just like Fire Wands and Lightning Wands, but more versatile. The staff has to be recharged regularly.

- Nicodemus, who lives near Yew, sells these staves for a considerable sum.
- Another is given by Dargoth at the Lycaeum after giving him the scroll with the Anju Sermani spell for his quest.
- One staff is found in dungeon Deceit
- 4th floor Shame
- Level 3 Destard, west side.
- Level 3 Swamp Cave, in evil mage treasure





## Lightning Wand

A very strong magical missile weapon. It however has the disadvantage that it only has limited charges. Once these are used up, the Lightning Wand becomes useless.

- One is found in Nystul's chest in Caste Britannia.
- Moonglow Crypts Level 1, near the tavern entrance.
- Destard Level 3, western caves.



## Fire Wand

A very strong magical missile weapon. It however has the disadvantage that it only has limited charges. Once these are used up, the Fire Wand becomes useless.

- Destard Level 3, western caves.

*It is quite a pity that these two wands have only limited charges, since they are the strongest missile weapons in the game. Feel free to experiment if "Enchant" does recharge them.*



# Armour

Normal Robes, all kind of gauntlets, normal helmets and Plate Armour, which all are the maximum for some classes, are not listed here due to being very common to buy.

## Magic Armour

The best armour in the entire game. It also is non-unique. This armour protects like no other armour, giving +10 on the armour rating, but can't be used by classes who don't want to use magic equipment (fighters, tinkers...). This armour can be found, but this is not needed, as one vendor does sell it in his shop.

- Brandon in Trinsic sells magic armour in his shop.
- In the Britain Sewers guarded by the Nether Abomination.
- Britain Sewers level 3 in pirate camp.
- Pickpocket from Phoenix (NPC) in Britain Sewers level 3
- Destard level 4 in dragon nests.



## Mystic Armour

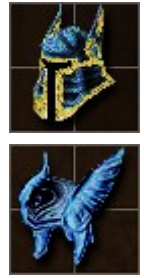
This basically is the same as magic armour, also giving +10 armour rating. Due to its unique look, it should be given to the Avatar.

- Found in the Avatar chamber of the Lycaeum.



## Magic Helm

These helmets are the best head protection in the game with an armour rating of +5. They however can not be used by classes who don't like magic equipment (fighters, tinkers...). They come in two different looking variants, but protect the same. The best thing is, that one vendor sells these, so finding them is not needed.



- Brandon in Trinsic sells magic helmets in his store.
- Found near a dragon a bit west of Lost Lake on a plateau.
- In a chest guarded by pirates on the 2nd level of the Buccaneer's Cave.
- Britain Sewers level 3 in pirate camp.
- Pickpocket from Phoenix (NPC) in Britain Sewers level 3
- Pirate Cave level 4 in treasure cave.

## Magic Shield

The best possible shield available - which also can't be used by classes who dislike magic, but by everyone else (even classes that don't like big shields). Magic shields can't be bought, they can only be found. Besides the shield of the order of the Silver Serpent, which is a plot item and not listed, there also is the Silver Ankh Shield. All of these however have the same armour rating, namely +5.



- The Silver Ankh Shield is found in the wreck of the ship Virtuous at the western shores of Lock Lake, guarded by the undead crew.
- Dungeon Despise, in the extra area of level 3.
- Just north of the entrance to the Drylands, next to the Bloody Plains.
- In the Moonglow crypts, level 3.
- Buccaneer's Cave Level 2 in dragon's nest.
- Britain Sewers level 3 in pirate camp.
- Pickpocket from Phoenix (NPC) in Britain Sewers level 3
- Wrong level 4 in first chest clockwise in barracks.
- Ambrosia - another Silver Ankh Shield.
- From Miss Blip, after solving her quest.

## Swamp Boots

Swamp Boots should be the footwear of choice, since they protect from the poison that lurks in swamp areas (of which there are a lot of). They also are with +2 just one below the armour rating of plate boots, so there is no big loss.



Apart from being found however, there is only one vendor in all of Britannia, that sells swamp boots.

- Utomo in Yew sells swamp boots in his shop.

## Spiked Collar



These collars are the best neck protection available, with +2 on the armour rating. However, the problem is that each vendor who has them, only sells them once and doesn't restock them. Therefore, others need to be found to outfit the entire party.

- Gherick at Serpent's Hold sells one.
- Nomaan in Jhelom sells one.
- Britain Sewers level 3 in pirate camp.
- Destard level 4 in dragon nests.
- Wrong level 1 in sleeping quarters in room just north of far southwest corner.
- Wrong level 1 library in northeastern part of level
- Wrong level 2 in locked room with dragon

## Other Items

### Sextant



The sextant makes it possible to see the current position on the world map. It also enables the display of the exact coordinates. Both functions only work on the overworld and are needed to prevent getting lost in the wilderness. Only very few vendors actually offer a sextant for sale. Hermione in Britain sells a sextant.

- Ephemerides near the Lycaeum sells one as well.
- Britain Sewers level 3 in pirate camp.
- Pirate Cave level 4 in treasure cave.

### Rope



Rope in the Ultima 6 Project works the same as the grapple in the previous game. Having a coil of rope in the inventory activates the grappling arrows, which allow ascend or descent to a new floor. Some dungeons and caves can only be entered this way and it's needed to progress in the game. Only one vendor in Britannia sells rope, however. Note that rope also is used to build the balloon.

- Mortude in Paws sells rope in his shop.

### Bread Crumbs



While unseeming, bread crumbs can be used to mark the way, which is especially useful in the labyrinth-like dungeons.

- Can be bought from Cullen the baker.

## **Magic Fan**

Information about the workings of this artifact can be gained by first talking to Utomo in Yew, then to Yuna in Buccaneer's Den and then giving her message to Utomo. The Magic Fan has the effect the using it during sea travel doubles the speed of the ship. However, getting it is entwined with the main quest of the game.



- The Magic Fan is found in the treasure of Captain Hawkins on Spektran in one of the chests.

## **Powder Kegs**

Powder kegs are weapons of destruction. Setting them somewhere and then shooting an arrow at it starts a devastating explosion. If another keg is near, it will explode as well. These are actually need to get the treasure of Hawkins. For all the destruction they can cause, there is only one vendor who sells them.



- Efram in Britain sells powder kegs.
- A huge store of them can be found in the basement of an abandoned house on the hill a bit northwest of the Lycaeum.
- Cyclops Cave is littered with powder kegs.
- Britain Sewers level 3 in pirate camp.

## **Protection Ring**

These rings give +5 on the armour rating. They are especially useful for Beh Lem, who can't wear any armour. However, they can only be found, not bought.



- The Britain Sewers, guarded by the Nether Abomination.
- The wreck of the Dutchman on the Fens of the Dead.
- Moonglow Crypts Level 1.
- Moonglow Crypts Level 2 in central eastern tomb.
- Moonglow Crypts Level 3 in room south of main tomb.
- Buccaneer's Cave Level 2 in dragon's nest
- Britain Sewers level 3 in pirate camp.
- Pirate camp on top of mountain northwest of Trinsic
- Destard level 4 in dragon nests.
- Pirate Cave level 4 in treasure cave.
- Swamp Cave, level 1 in the west.
- Swamp Cave, level 3 in evil mage treasure.
- Ambrosia
- Mr. Blip's storage chest.

## **Invisibility Ring**

These rings make the wearer invisible for a limited time before they vanish. This makes them useful to sneak around enemies or place powder kegs in the





middle of acid slugs or slimes. Can be either found or bought from one vendor.

- Sold by Budo in Buccaneer's Den.
- The wreck of the Dutchman on the Fens of the Dead.
- The wreck of the HMS Empire on the Cape of Heroes.
- Inside Penumbra's storage room (stealing).
- Moonglow Crypts Level 1
- Inside Xiao's home (stealing).
- Inside the rat hole at the Sword and Keg (requires Sherry).
- Britain Sewers level 3 in pirate camp.
- Destard level 4 in dragon nests.
- Wrong level 2 in small room in NE corner of dragon statue room.
- Pirate Cave level 4 in treasure cave.
- Swamp Cave level 3, in evil mage treasure
- Ambrosia

### Regeneration Ring



These rings regenerate the wearer's health for a limited time, before they vanish. They are utterly worthless, since by the time they are found, magical healing is available. Can be either found or bought from one vendor.

- Sold by Budo in Buccaneer's Den.
- In the first room of Cyclops Cave.
- The wreck of the HMS Empire on the Cape of Heroes x 2.
- 3rd floor of Moonglow Crypts by the Rune of Honesty
- 3rd floor shame in rogue encampment
- Level 2 Destard across lava lake.
- Level 4 Destard on corpse with map
- Swamp Cave level 3, in evil mage treasure

### Storm Cloak



This cloak is pretty much a life insurance against magic using enemies. Wearing it disables all magic in the area - even that of the party - apart from that of the wearer. The cloak is absolutely needed later in the game to even have a chance against all the magic-using enemies. Thankfully, the storm cloak is never used up and hold infinitely.

- The first of three storm cloaks is in possession of Mariah, who had borrowed in from Jaana. Speaking with her the first time, she returns it.
- The second storm cloak is found in a side cave of the third level of the Swamp Cave, near the small lake with the bloody altar.
- The third cloak is in the treasure of Captain Hawkins, which can be given to Homer.

*You can't equip the last storm cloak. Its red color makes it special; you really can't do anything with it, apart from delivering it to Homer.*

# Walkthrough

This walkthrough goes through all the steps needed for you to solve the main quest. Side quests are listed separately, unless they impact the main plot. Everything is presented in a linear fashion, but often multiple objectives are pursued simultaneously. It is important to explore out of the way areas to improve equipment and experience.

The order in which you free the shrines is mostly up to you. The only rules are that Compassion needs to be the first one and that all mainland shrines need to be cleared before the remaining three can be reached. While it is not strictly needed to free the remaining three shrines right away, it is highly recommended in order to make your life easier.

## Compassion

### Trouble in Cove



#### Map of Cove - Legend

1. Shrine of Compassion
2. Temple of Virtue
3. Tavern/Inn
4. Provisioner
5. Magic Shop of Rudyom
6. Healer

You go right into battle after being rescued from the gargoyles, but everyone in the throne room will help you and even with your bad equipment, you can beat the three gargoyles without too much trouble.

After that is done, talk with Lord British about all topics and let him heal you - the battle wounded you severely. Talk to Nystul next, who will tell you to show the Book of Prophecies to Mariah at the Lycaeum to get more information. Also on his insistence, show the Orb of the Moons to Lord British to be able to use it.

Afterwards, get your equipment from your room in the castle and take all useful equipment from the castle itself. Don't be shy about it, Lord British gave you permission after all. Be sure you pick all chests, as they contain good equipment.

*While you are here, note how Lord British's cooks work hard to fill up the food chamber. Thanks to his permission, you can fill up your food stocks here for free and are never forced to buy food. This saves you lots of money.*

Once you are ready, talk to Geoffrey in the throne room to get teleported to Cove, the site of the most recent battle.

You arrive at the remains of a battlefield, and the Shrine of Compassion is surrounded by a force field. Quickly help Ava to move the wounded survivors to the healer. Leona, who takes care of the Temple of Virtue, warns you that the gargoyles have invaded the temple. Talk to the wounded soldiers first to get an idea of what's awaiting you, before you deal with the problem. Each character should have the best possible equipment and many yellow potions in their possession before entering the temple. Purple potions help, too.

The party is ambushed inside and the doors are locked. The battle against the gargoyles is not easy, but with enough potions, it should be manageable. When you win, a winged gargoyle appears and tries to attack you, but the arrival of guards lead by Wyburn chases the creature away. Talk with your companions about the orb that the gargoyle used.

Cove is safe for now, so return by foot to Britain. Talk to the guard at the drawbridge of the castle to lower it, so that you can now enter and leave it as you please.

## Freeing the Shrine



Map of Britain - Legend

1. Castle Britannia
2. Town Hall
3. Conservatory and Royal Museum
4. Wayfarer's Inn
5. Harbour
6. Royal Mint
7. Iolo's Bows
8. Provisioner
9. Blue Boar Tavern
10. Clothier
11. Fletcher
12. Blacksmith
13. Baker
14. Healer
15. Graveyard
16. Apple Orchard
17. Adventurer Guild
18. Moongate

Your mission for the time being is to free all of the eight shrines of virtue from the Gargoyles. To do so, you need the mantra and the rune for each shrine, which can be found in the city that embodies said virtue. Once you have these two things, it is easy to free the shrine.

You actually need to free the five shrines on the mainland first, since Arty the shipwright will tell you that you cannot get a ship (they are all used by the government) until the situation on the mainland has de-escalated.



Since you start in Britain, the city of Compassion, and Lord British has told you that the mayor knows more about the situation, go into the town hall and talk to Lord Tholden about it. He tells you that the bards at the conservatory have both, the rune and mantra. The conservatory is just across the street, so talk to the bards Kenneth and Nan, and they will gladly tell you the mantra "MU" and explain, that their young student Ariana has the rune. The young girl however will not give it to you until you got permission from her mother. So visit Anya in the Blue Boar Tavern and get her permission, which will make Ariana release the rune.

Now return to Cove and use the rune near the shrine to free it. Take the moonstone you find on it and use it on the damaged moongate of Britain to repair it (keep the stone!). Then give Lord British a report of your success.

## Justice



Map of Yew - Legend

1. Prison
2. Guard Tower
3. Tavern
4. Council of Druids
5. Lenora's House
6. Blacksmith
7. Provisioner
8. Clothier
9. Moongate

Next, go to Yew, the city of Justice, since it is closest to Britain. Just stay on the path, since the forest is crawling with creatures who would love to bring you to an early grave.

Once in Yew, go directly to mayor Lenora and ask for the rune and mantra. She readily gives you the mantra "BEH" (although she wonders how you could forget it) but tells you that the thief Boskin has stolen the rune from the grave of the previous mayor. Despite him being captured, the rune is gone.

That of course makes things a bit more complicated for you. Trying to talk to Boskin, who is in the high-security cell of the prison, does not work, since Pridgarm will not let you in without permission. Ask permission from Lenora and get the key from the warden. That finally enables you to talk to Boskin, who gives you the sad tale of why he robbed the former mayor's grave.

Go to Lenora, who dismisses his story outright. Return to Boskin, who will confess to you, but still wants security for his wife Ibbie and daughter Jessa. Talking to Lenora yields no result, so afterwards talk to his wife and daughter, who are found on the field west of Utomo's forge. Then talk with the purple-clad female druid named Riona at the druid circle. She promises to take care of the problem, so return to Boskin, who tells you that his neighbor Witton has the rune. Witton

gives it to you.

While you now have everything for the shrine, you should first listen to Witton's story about Lenora. You now have to talk to the prisoners Essian, Strom and especially Taliesin, the male druid. Finally, talk to Riona again, before you talk to Lenora a final time. She finally understands that in her grief over her predecessor, she has lost sight of true Justice, and frees the wrongfully imprisoned people (you can visit all affected people to get responses). That done, return the key to the warden.

Now go to the Shrine of Justice. It is guarded by gargoyles, so be careful when trying to defeat them. Then, use the rune to free the shrine and take the moonstone. Use the moonstone to repair the moongate of Yew. Now return to Lord British to report your success to him.

## Spirituality



Map of Skara Brae - Legend

1. Tavern/Inn
2. Wine House
3. Healer
4. Town Hall
5. Marney's House
6. Moongate
7. Horance's Tower

Skara Brae, the city of Spirituality should be your next stop. It is easily reached as long as you stay on the path in Spiritwood.

When you visit the mayor Trenton, however, you get bad news. The runekeeper Quenton was killed under mysterious circumstances and the rune is lost. As for the mantra, he suggests reading. Search for the Book of Spirituality in town, which tells you right away the mantra "OM". Copies can be found in The Haunting Inn and Trenton's home.

Getting the rune will be a bit more complicated. First, talk to Yorl, Quenton's best friend, about the deceased runekeeper. Then go to the house of Marney, Quenton's daughter, while she is at home. During your conversation a poem should come up, in which a basket and a chest are mentioned. When you mention it to Marney, she realizes that the poem meant her hope chest, and allows you to search inside it for the rune. Take it, and promise to return it when no longer needed.

*Important note: You must have freed the Temple of Virtue to complete this step.*



Now, getting to the shrine is a different matter, since it is located in the Ethereal Void and your orb is not programmed for it yet. To reach the void, you first need to have at least two working moongates, so that they open up at night. Enter a gate at midnight, when both moons are at equal height in the sky. This does allow you to go to the Shrine of Spirituality.

The Shrine of Spirituality is not guarded, so you can use the rune to free the shrine and take the moonstone without problem. Quickly repair the Skara Brae moongate with the moonstone. Afterwards, report to Lord British.

## Sacrifice



### Map of Minoc - Legend

1. Sawmill
2. Tavern/Inn
3. Artisan's Guild
4. Clockmaker
5. Town Hall
6. Blacksmith
7. Glassblower
8. Basket Maker
9. Provisioner
10. Harbour
11. Moongate

Getting to Minoc, the city of Sacrifice, from Cove will not be difficult, just be sure to stay on the road and you will just have to deal with Headless. Leaving the road will result in ugly meetings with bandits and Tangle Vines.

Once you are in Minoc, go straight to the mayor Isabella. She tells you that Selganor of the Artisan's Guild is the appointed runekeeper and reveals that the healer Tara knows the mantra. So visit her first and she tells you the mantra, "CAH" right away. Next, go the guildhall and talk to Selganor. He will only give you the rune once you become a member of the guild. To become one you need to play Stones on a set of special panpipes to him.

To get the panpipes, you first need a board made from a Yew log. Therefore, you have to return to Yew. Find the lumberjack Ben north of Yew and talk to him during working hours to get a Yew log. Take the log to sawmill in Minoc to get a board made by Aaron. Take that board to Julia, who by that point should already be in your party, and let her make a set of panpipes from it.

Next talk to Gwenno, who also should by now be in your party by now. Let her tell you the correct notation for Stones. Better practice the song until you can play it perfectly. Go back to Selganor while he is in the guildhall and demonstrate your panpipes skills to him. He will release the rune to you.

Now you have both the Rune and the mantra. The Shrine of Sacrifice is found in the Drylands, far to the east. This means a long trek through the Bloody Plains, a very dangerous place to be. Better avoid the swamp areas and go through the middle part of the plains to reach the Drylands., everything else would be suicide right now.

The shrine is guarded by gargoyles, so use your usual tactics to defeat them, although the terrain is making things difficult for you, then free the shrine with the rune and take the moonstone with you. Finally, repair the moongate of Minoc with the moonstone, before you report your success to Lord British. This leaves only one mainland shrine to be freed.

## Honor

### The Siege of Trinsic



Map of Paws - Legend

1. Cat's Lair Tavern
2. Weaver
3. Marissa the Clothier
4. Spinner
5. Inn
6. Ropemaker
7. Stables
8. Windmill
9. Dairy
10. Guard Tower

For the last shrine, you want to go to Trinsic, the city of Honor. While you do so, you will travel through the town of Paws.

In Paws, you hear when talking to the community, that there was some sort of tragedy recently and a family has burned to death in its house. Even though the victims were not well liked in the community, gargoyle involvement is still suspected. So, go to the burnt-out house in the south of Paws yourself, but your companions will give some comments that maybe you should investigate later and be more concerned about the tracks that lead south.

Also, talk to the Tower Guard that you meet at the southern guard tower. He'll pretty much tell you that there's something bad going on south, and you'll see it's true when you meet a roadblock further south, blocking entrance to the Fens of the Dead, with a guard saying that it's closed until further notice.

Since that doesn't sound good, go to the stone bridge a little further to the west of the Paws guard tower and then northwest into the forest. A guard will stop you and bring you to their leader,

Baden. He will finally tell you what is going on. The gargoyles have laid siege to Trinsic, meaning that right now no one can enter or leave the city, making your quest impossible for the time being.

However, he already has a plan to break the siege, which involves using the moongate of the city to start an attack from two sides. Go back to the castle to tell Geoffrey about it, and then return to Baden. You need to get into the city to tell everyone about the plan and get the means to repair the Trinsic moongate. Baden will make you invisible at night and tells you to find a rope to climb the walls.

Now go south and turn off the scripts of your party. You need to be peaceful. Once you reach the southern end of the swamp, you see the siege. The gargoyles will raise the alarm if they notice you, so it is now a game of finding a way to get by to reach the wall. You will find the hanging rope at the northeastern corner. Use it to get into the city (if you are discovered, it will not be there).

The best approach can be to cut south along the western edge of the Fens of the Dead until encountering the gargoyles. Then head west before they notice you. After that, you should head south between the two gargoyle patrols to the Trinsic gate. From there, hug the northern wall until you reach the northeast corner.

*Of course a less scrupulous Avatar might simply kill a number of gargoyles in that area to free the way, before talking to Baden to become invisible. Use this method, if sneaking is not your strength.*

## Breaking the Siege



Map of Trinsic - Legend

1. Guard Tower
2. Tavern
3. Inn
4. Harbour
5. Blacksmith
6. Mayor's House
7. Bastion
8. Healer
9. Stables
10. Moongate
11. Shrine of Honor

Finally, on the walls of the city, start talking to everyone you finds. Tell them about the plan. On the way, you will meet the mayor, Whitsaber. Explain the plan to him and he tells you to tell everyone else so that they can be ready. He also tells you the mantra "SUMM", and that the rune is resting on a pedestal in the middle of the city. So take the rune right away.



Your main problem for the time being is to alert everyone of the plan. The problem with that is, that some people are sleeping, meaning you have to wait for them to wake up. In addition, there are people in the basement of the guard tower in the southeast who need to be told as well - and those have sleeping cycles as well.

After everyone knows, finally return to Whitsaber. If you have forgotten someone, he does tell you and remind you to talk to these people as well. You can now exit the city using the Orb of the Moons and return to Baden, for the final phase of the plan.

*While in Irinsic, there are food rations in the fortress that replenish after some time and which you are allowed to take. You can prolong your stay inside the besieged city in order to fill up your food stores.*

Baden now tells you that they will attack as soon as the moongate of the city is back in working order. This means you have to be the one to repair it and allow Geoffrey's men to attack the south side, while Baden and the Trinsic inhabitants attack the north side.

Since you surely do not want to meet the siege force, go along the western coast of the mainland to get to the Shrine of Honor. The gargoyles guarding it need to be defeated, so use your usual tactics to get them out of the way. Then free the shrine and take the moonstone. That was surprisingly painless, but we're not done yet.

After that is done, now comes the difficult part, getting to the Trinsic moongate. The safest way is, to drink the invisibility potions Baden gave you and then quickly go through the lake directly north of the gate to reach the circle of stones. You of course will be discovered, but only by a few gargoyles, so kill them after running through the lake. Now, before you do anything, you should lure a number of gargoyles from the elevated path east of the gate and kill them to make the counterattack easier on the troops and yourself.

Once that is done, arm yourself, heal to full health and once you are ready, repair the moongate with the moonstone.

Lots of swordsmen at once run out and attack the gargoyles, you run along with them until you reach the southern gate and things quickly turn into a full-scale battle. Use your bows to kill the winged gargoyles first, since they are more dangerous than the wingless ones, which are held back by the swordsmen. Once these are killed, open fire on the wingless ones to help the swordsmen. If all went according to plan, the gargoyles should be defeated and Baden thanks you for your help.

*Do not forget to pick up all the loot from the huge battle. Gargoyle weapons give a good price on the market. The royal shields and chainmail however can only be sold to Enrik in Buccaneer's Den.*

Recover from the battle, before returning to Paws. Shamino now discovers upon closer investigation of the ruin, that the death of the family was just an accident. Too bad the inhabitants of Paws don't really believe in that and still tremble in fear upon an imagined gargoyle attack.

Finally return to Lord British and report the freeing of the final mainland shrine.

# Valor



## Map of Jhelom - Legend

1. Tavern
2. Harbour
3. Training Square
4. Town Hall
5. Blacksmith
6. Inn
7. Moongate
8. Shrine of Valor

Now that you cleared all the mainland shrines, Arty can finally sell you a ship. So buy it, and set sail for the remaining shrines.

Your first destination should be Jhelom, the city of Valor. You will have to bring Sherry the Mouse with you before departing for Jhelom because she is required for retrieving the Rune of Valor. You can find her in Lord British's Castle, and she will gladly join if given cheese. You can find cheese around the castle, or purchase it from Ubermon in Paws if you ate it all. Be careful, she is very weak.

Once there, go to the mayor Zellivan and ask for the rune and mantra. However, he has neither of them. The rune was supposed to be in possession by Nomaan the blacksmith, but a rat stole it, and he has no idea of the mantra. However, just listen to the songs of the bard Culham at the Sword and Keg to learn that it is "RA" from the refrain of his song. When that this is done, you need to know how to get the rune.

Nomaan and Jerris (while in the tavern) can give you additional information about the rat hole in which the rune has vanished into, while the serving girl Lyssandra gives you the important clue that Sherry could get the rune out of the hole. Now that you know what to do, have Sherry enter the rat hole in the far northern corner of the tavern behind the harpsichord. Take the rune that she gets out of there.

At this point, you might want to tell Sherry to return to Lord British's castle because she is very weak and would surely not survive the following confrontation. You now want to leave Jhelom and sail to the small island directly to the southeast. There lies the Shrine of Valor.

Defeating the gargoyle hordes is a bit complicated due to the fact, that the shrine lies on a mountain, but you should manage. Use the rune to free the shrine and acquire the moonstone. Sail back to Jhelom, and use the moonstone on the moongate there, before reporting to Lord British.



# Honesty

## Talking around the City



Map of Moonglow - Legend

1. Town Hall
2. Tavern/Inn
3. Penumbra's House
4. Reagent Seller
5. Clothier
6. Moongate

Now, return to your ship and set sail for Moonglow, the city of Honesty. The Lycaenum is also located on this island, but that has time for later, you have different priorities for now.

After your arrival, go right away to the town hall near the town gate and talk with the mayor, Aganar, about the rune. He tells you that the rune is held by Beyvin, the husband of Penumbra. However, he has no idea of the mantra. Go the house of Penumbra, which lies mostly underground. She is very insistent on her privacy, so you first have to deal with multiple magical fields that block the way.

After getting through these magical fields, talk to Penumbra and get the bad news that Beyvin is dead, killed in a bar fight for being too honest to people who don't like it. Penumbra explains that the rune was buried together with him in the tombs, making your quest even more difficult. Some donations however will make her reveal the mantra "AHM" to you after a longer fortune telling session.

That still leaves you to find the rune. Talk to Beyvin's cousin Manrel and promise him to put some flowers to his grave to get the crypt key. You must hold on both of these items, as they become very important.

The easiest way to access this dungeon is through a small cellar door behind the bar of the Blue Bottle Tavern, however, Xiao also has an entrance to the crypts hidden in her home. Make sure to really talk to Manrel to receive Beyvin's tomb key and daffodils to place on his grave before entering the dungeon, or you will not be able to proceed beyond level 2 to reach the Rune of Honesty on the 3rd level, which would be especially annoying after coming so far.

The Moonglow Crypts are where the citizens of the magical city bury their dead. The crypts are filled with generations of deceased mages who have been buried with their magical possessions, so be on the look out for considerable treasure, reagents, and other magical items. Search all the bodies and tombs. The undead are quite easy at this point, but the crypts are crawling with slimes and acid slugs, so kill them from a distance, and make sure to stock up on Cure spells before delving into here.

The map for level 1 is in the room directly to the north of the Blue Bottle Tavern entrance. The door to the 2nd level is in the northeast corner (it is hard to see), but to open it you require the key from the crypt just north of the stairs descending to level 2.

You should prefer distanced weapons to kill acid slimes to avoid harming your armour. A second ring of protection can be found in the tomb marked on the map, and a ring of invisibility can be found by Beyvin's tomb.

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### Level 3

No map is available, but it is quite straight forward. There is a small fountain when you first enter this level, and as you proceed down the stairs beware of the three powerful traps that guard the first door on this level. They will kill your party quickly.

After passing these, considerable treasure is available. A magic shield is sitting in the open, so take that. A third ring of protection can be found in a room to the right. The magical fountain in this room casts Protection, and can be used to fill empty potion bottles. In the final room, there is the Rune of Honesty, another magical ring, and in the chests you can find the map to level 2 of the Moonglow Crypts, as well as a map to Level 2 of Deceit.

Now, backtrack back to Moonglow and return the crypt key to Manrel, before you board your ship to Dagger Isle. Kill the gargoyles guarding the Shrine of Honesty as usual, then free it and take the moonstone. Return to Moonglow and repair the moongate before going to Lord British to report on your success.

*Now that you have freed all of the good shrines for leveling up, nothing is stopping you from planning the advancement of your party members to the last detail.*

## Humility



### Map of New Magincia - Legend

1. Town Hall
2. Weaver Charlotte
3. Tavern/Inn
4. Farm
5. Moongate

Setting sail for New Magincia, the city of Humility, you finally only have one more shrine left to be freed.

Arriving at the docks, you should go straight to the town hall to speak with mayor Antonio about the rune and the mantra. The mayor will only give the rune to you after telling him the name of the most humble person living in New Magincia. As for the mantra, he says you should ask around. After you have spoken to the others, talk to Conor at the southern docks who insists that he is NOT the most humble person. He also knows the mantra, "LUM". Go back to Antonio and tell him that Conor is the most humble one in order to get the rune as well.



This had been mostly painless after the other shenghains you had to go through, so set sail for the Isle of the Avatar, where the Shrine of Humility is located on the northern side. This island is a dangerous place, so go directly to the shrine and kill off the gargoyles, then free the shrine with the rune and take the moonstone. After that is done, sail back to New Magincia, and repair the moongate with the moonstone.

Finally, report to Lord British, that now all eight shrines of virtue are again in Britannian hands and all the moongates repaired.

## The Silver Tablet

### The Mysterious Book



#### The Lycaeum - Legend

1. The Lycaeum
2. Healer Dragoth
3. Cellar with Powder Kegs
4. Xiao
5. Adept Towers
6. Observatory
7. Charlotte's Hovel

Now that you have solved the problem with the shrines and forced the gargoyles out of Britannia, it is time to see what the strange book that you got from the gargoyles is about.

Go to the Lycaeum and talk to Mariah. She instantly recognizes it as a script she has already seen, but sadly, her translation tablet was damaged during delivery to her, so she only has a fourth of it and needs the rest before she can make something of it. Take the fragment of the Silver Tablet from her room, and then set out to find the gypsies under Zoltan, who had brought it to her in the first place.

*While you are there, search through the library of the Lycaeum. You'll find many useful books and good equipment.*

Use the Gypsy Calendar to find out where to find Zoltan and talk to him. As it turns out, Captain Johne wanted him to get the tablet to Mariah some years ago, but the pirates under Captain Hawkins ambushed him and the tablet broke in two. The only way to get the other half is to find these pirates.

## Entering the Guild



### Buccaneer's Den - Legend

1. Blacksmith
2. Tavern/Inn
3. Harbour
4. Provisioner Budo
5. Entrance to Buccaneer's Cave

Since Buccaneer's Den is the obvious choice for pirates, go there and ask around. Homer is the man you want, and he says right away that his crew had murdered Hawkins, but he won't reveal more until you are a member of the Guild of Thieves and sends you to Budo, the guild master.

Budo in turn wants the thief Phoenix cast out of the guild before he allows you to join, by your stealing her membership belt, adding that she has made her home in the sewers under Britain. Return to Britain and enter the sewers through the castle.



### **Level 1**

You start this level, entering from the sewers under the castle. Right away you read a book from guards that speak of a great evil in this level. Still, move on and search every cell and container on your way. Your only opposition will be low-level monsters like rats and gremlins.

In the northern part, you finally get to a door that you can't open normally. You need the black gem from the tree stump outside the castle. Behind it is the "Evil Old Man". Be warned that he is immune to all physical attacks, has tons of hitpoints and can kill you with a touch of his little finger. However, he is susceptible to magic, so use attack spells until he is dead, then loot his room. You can only open his chests with the seemingly useless keys from dungeons - they work here. The loot is impressive.



Going on, you should find the exit to the next level soon, but first take a detour into the lair of the Nether Abomination. It's a Liche and if you have the Storm Cloak, you can waste him easily. His room contains lots of good loot - among other things a protection ring and magic armour. Now exit to level 2.



### Level 2

Go straight forward, until you enter cell block 2. You should raid it the same way you raided the first cell block.

When you are done, exit to the caves and follow the path until you reach water and its unfriendly inhabitants. Sea Serpents would have ripped you apart had you tried this earlier, but now they are manageable.

Follow the river - with a short interruption on land, until you reach land and the exit to level 3.

*Beware of the Headless. They may be weak, but there are hordes of them down here.*



### Level 3

This level is the big payoff. First go through the narrow caves until you reach the big lake. Enter the lake and go to its southern shore, where you find a way further south. This leads to Phoenix's house. You can chat with her, but important is to steal her belt with Pickpocket. She also has other neat stuff with her. Once that is done you could leave, but there is much more loot to get.

Make your way to the other southern exit of the lake and follow the land path north, over the waterfall. At the northern shore, there is a bridge to a big pirate fort. Of course there are countless pirates, but slaughtering this armada is worth it, as the fort is filled to the brim with good loot. Among other things, you find Captain Johnne's hat - keep it for him.

Now you have the choice to either orb out or use your ship again, or to further adventure in the sewers and then through the Buccaneer's Cave, which leads onto the island. For this solution, the cave route is taken.

After finally getting everything, you can either orb out, or take the stairs to the Buccaneer's Cave.

## Buccaneer's Cave



### Level 1

The entrance of Buccaneer's Cave can be reached through the cellar door beneath Budo's home. From Budo's cellar, continue north, and go down a large staircase to enter the Buccaneer's Cave.

Head down the stairs, and turn to the west. To the north of here down a staircase is a large pirate encampment. Several reagents and minor treasure can be found here. To exit to the Britain sewers, turn to the east from the pirate camp. The first exit to the east takes you down to a small spider cave on the second level.

Further to the east, another exit takes you to level 2, and straight down to the Britain sewers.



### Level 2

Down on the second level, far to the east, is another pirate camp. In here is a magical helm, and a number of other small treasure.

In the far southeast corner, there is a tiny entrance to behind an outcropping to a cave further to the south. Travel past a number of dragon eggs, and enter into a room with four red drakes. It's a tough fight, but if you get through there you can find a ring of protection and a magic shield.

Continuing through the dragon cave takes you to a large lava lake with an island in the middle. The island is empty, so don't waste your health running through the lava.

One way or another, you finally show Budo your belt and gain membership. Now, Homer is perfectly willing to talk to you, and explains that after murdering Hawkins, the pirates buried the treasure and ripped the map into nine pieces. Homer has one and knows the details, but will not give any of this until you show him the other pieces.

However, he only remembers five of the pirates - of which four have a map piece - and he cannot help you further for the time being until you have all of the pieces.



# Map Pieces and the Treasure

Your next course of action is clear, you need this map in order to get the silver tablet.

Since it would be pointless to look for the pieces before you know where to find them, go to Trinsic first and talk to Sandy, who was the cook on Hawkins' ship, but does not have piece of the map of his own. Sandy actually is willing to trade the information, as long as you get him a fresh dragon egg from the dungeon Destard. He will not take any others, since these are rotten and unusable.

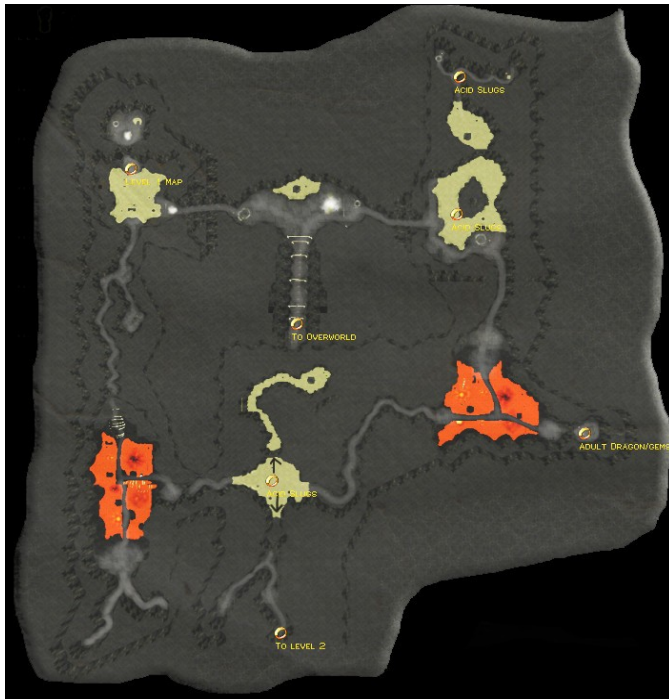
Destard is west of Trinsic, and infested with Dragons, giving you a real challenge.

## Destard

The hellish dungeon Destard west of Trinsic is the home to many dragons and drakes and therefore a very dangerous place to be. As well, the dungeon has numerous twists, turns, and deadends, making it very easy to become lost.

You need to enter to get some dragon eggs for Sandy, so that he will tell you the names of the remaining pirates that hold on map pieces. Also, if you plan on joining the Knights of the Crux Ansata, there is a dead fighter whose shield you have to get to mayor Zellivan of Jhelom.

The dungeon also contains several elder white wyrms. They're tough, but can be fairly easily defeated if you have the storm cloak and engage them in melee. There are also green drakes, which breathe poison breath, and poison your entire party, so bring lots of curing and healing reagents.



### Level 1

Head down the main stairs into the dungeon, and turn to the west. There's a small staircase which leads to a large misty lake. Beware the many acid slugs and slimes down here.

Search the backpack by the body near the northern edge of the lake for the level 1 dungeon map. Take the southern exit through a small corridor. You want to take the exit to the right until you get to a bridge through a lava tunnel. Take the eastern bridge. Beware the many drakes through here.

When you get to the next acid slug filled lake head south to exit to the next level.

There is some treasure and a few gems in the far southeast corner of this level, but

maybe not north fighting the dragon that guards it.



## Level 2

Level 2 is tough, and there are a lot of dead ends with no treasure.

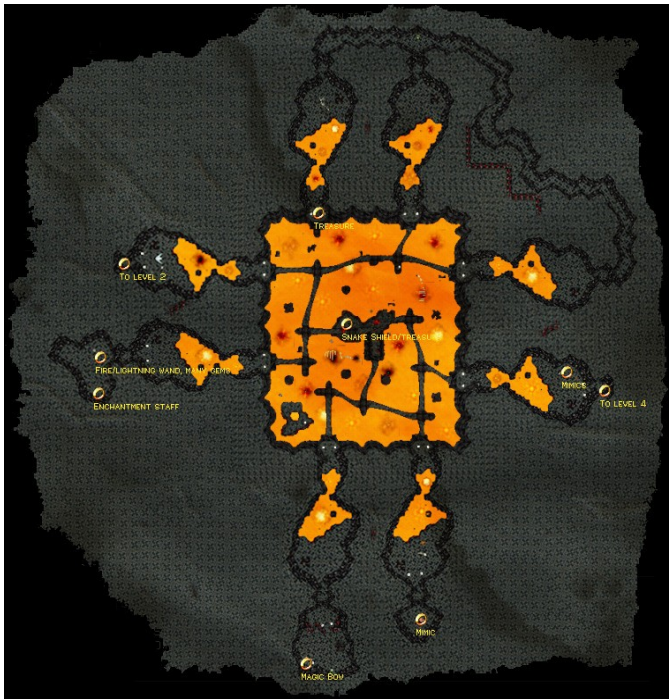
When you go down the stairs, head to the east and search the body with the Shield of Courage for the map to the second level. There's a tough fight with a dragon and a green drake in here.

Exit through the east into another small lake. Continue east until you loop around to a lava filled chamber with four exits. The exits to the south and west are long dead ends, and best avoided.

Exit to the east. If you continue all the way to the east past another lava lake, there's a cave with two dragons in the far east. It contains a ring of regeneration and a magic bow. There also is found the dragon shield

of the dead warrior, that you need for mayor Zellivan in Jhelom, in order to join the Knights of the Crux Ansata.

Backtrack, and keep your eyes open for a small passageway to the north. It's hard to see. Take it and wind your way south across a bridge. At the end of the corridor is your first fight with an elder white wyrm. He's tough, but storm cloaks make him mostly harmless. Just stay far away and blast him with kill magic.



## Level 3

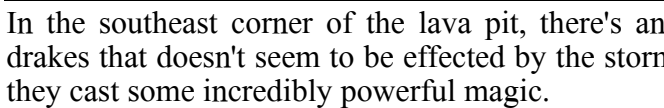
Level 3 has a large central lava pit, with multiple dragons that fortunately can't reach you. In the center, is a small island with remains and a snake standard shield.

The level 3 dungeon map can be found right at the entrance to this level. A magic bow can be found in the room to the southeast. A large number of gems can be found in the room just to the south of where you enter.

The exit to level 4 can be found in the far east. To get there from the start of the level, head east to the first intersection, head south one intersection, and then keep heading straight to the east.

The exit to level 4 is in the far eastern corner of the room.





Level 4 has multiple elder white wyrms. There is a large lava pit in the center of the level, with multiple stone towers rising out of the flames. Dragons have built their roosts on the pinnacles of these towers, and small stone bridge connect them.

Instead of taking these stairs, head to the east. Just before the lava lake is a ring of regeneration and the level 4 treasure map.

In the northeastern corner of the lava lake, there's a small passageway that leads into a room with a massive white wyrm. You can kill him if you wish, and then take the stairs to the north. Follow the passageway up to a series of dragon roosts.

*You should really take more than one egg with you. Not only are they great rations, but there also is someone else who wants one of these - Shubin the cook of Serpent's Hold - which can only improve your karma if you get him one.*

In the end however, you get all eight of the names, and are now ready to take on finding these pirates and their map pieces.

The first one is really easy, since you already are in Trinsic.

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## The Map Piece of Bonn

The second one is the pirate Bonn who has shipwrecked on Dagger Isle years ago and became a crazy hermit.

Approaching him, Bonn himself mentions in his madness concerning the map, that it is in his basement, his "future grave". That is enough of a hint to search the basement of his house, where you find an illusionary wall and walk directly through it, to find the map piece in a chest behind it.

## The Map Piece of the Unnamed Pirate

The third pirate is the Unnamed Pirate, who has died in a shipwreck at the Cape of Heroes.

So search the islands of the cape with your ship until you see the wreck. Now, there first is the issue of the undead crew, but once that nastiness is settled, you can easily find the map piece in a chest in the wreck.

## The Map Piece of Nathaniel Moorehead



Map of Empath Abbey - Legend

1. Empath Abbey
2. Mortician
3. Graveyard
4. Healer
5. Sylaina's House

The fourth pirate is Nathaniel Moorehead, but once you reach Empath Abbey, his wife Sylaina tells you he already is dead, having been lost at sea, and the map piece got stolen by the gypsies under the thief Arturos.

So use the Gypsy Calendar to find out where they currently are and talk to Arturos. You can either pay his price of 100 gold pieces, or refuse once to get it down to 50. One way or another, you have the map piece.

## The Map Piece of Morchella



### Map of Serpent's Hold - Legend

1. The Griffon's Den
2. Gherick's Home
3. Siege Crafters
4. Serpent's Hold
5. Morchella's Home
6. Amanda's Home
7. Shubin's Home
8. Loubet's Home
9. Order of the Silver Serpent
10. Cabirus' Home

The fifth map piece is held by Morchella, who lives on the Isle of Deeds. She will only release it for a special shield from the Order of the Silver Serpent. It's a shield you currently do not have, meaning you need to get one first.

So first talk to Koranada in Serpent's Hold, who easily allows you entrance on the ground that as the Avatar, you have already proven your worthiness. Take a curved heater, a gold nugget and a peering gem to Gherick, so that you get the special shield, then be present in the order tower to get initiated. Afterwards, trade the shield with Morchella to get the map piece.

These were the easy ones. The final three pieces are far more difficult to get.

## The Map Piece of Heftimus McPry

The sixth piece was held by Heftimus McPry, who has become a beggar in Jhelom and says after a small donation, that rats stole it from him in dungeon Wrong. That means you have to enter the dungeon to get it back from them.

Dungeon Wrong and dungeon Covetous on the shores of Lost Hope Bay are connected to each other on the third level. The dungeon can be conquered from either entrance, and Covetous is likely the easier of the two. In order to get past the third level of Wrong, you also need to explore the second level of Covetous. anyway. In the fourth level of Wrong, you can find the part of the treasure map that rats stole from Heftimus McPry.

Wrong is filled with powerful foes and therefore should only be entered with full reagent stocks. There are also a number of hostile children who cannot be saved. Covetous has many slimes. There are many magically locked doors and chests in Wrong which will require significant use of reagents, and a number of keys need to be located, too.



### Covetous Level 1

The map for this level can be found in the abandoned lighthouse in Minoc.

Very little treasure on this level. There are a few gold nuggets far to the east, and a key that will help later with Wrong in the cave to the north. Another key can be found to the south, behind a boarded-up passage that you have to smash open (the key is well hidden in the niche behind that).

Upon entering this level, head left following the mine cart track. Follow the track again to the left, and continue all the way until the east, where there is a staircase down to level 2.

Watch out for all the slimes.



### Covetous Level 2

Small level, but lots of treasure.

When you first enter the level, there are a bunch of snakes. Kill them all. In the center of the swampy area is a bucket. You cannot reach it, so shoot it with an arrow and use Fetch to retrieve the key.

From the barrel, head south through small door into a larger swampy area. Watch out for corpses. The first floating barrel you come across in the swamp contains the Level 2 Covetous map.

Explore further south. There's a magic sword in the chest on the island. Another key can be found in a barrel floating in the water south of the chest.

A final key can be found in a small passageway to the east of the swampy corridors. You'll need these keys to access Wrong level 3. The access to level 3 Wrong can be found far to the west.

*Note the many places you can mine. The lower level of Covetous is especially rich in gold and gems, thus you should have a pick with you to mine them all and make a small fortune on the way.*





### Wrong Level 1

This level is a large loop, with many small corridors projecting outwards, and a few small chambers inside of the main loop.

When you first enter the dungeon, there is a key hanging at the entrance. Grab it, and head further into the dungeon. Two spiked gorgets can be found on this level, one in the far southwest corner inside some sleeping quarters. The other spiked gorget can be found in the northern part of the map in a library.

There are 2 staircases to level 2 in the center of the map. You can also grab keys from a table in a room to the center east, and a key from the center west.



### Wrong Level 2

This level is also confusing, and has several dragons about.

Watch out for the deadly trap if you take the southern exit to level 2. It's between 2 statues, and will kill your party very quickly.

There are 3 daemons and a room full of children just to the southwest of the northern exit to level 2. The map for level 2 of Wrong can be found on a spider web covered corpse in a small jail cell just to the east of the central north-south running corridor. You have to keep your eyes peeled.

To exit to level 3, enter the room to the far west with a large statue. Inside are many dragons, so defeat them all as quick as possible. A ring of invisibility can also be found in this room.

Proceed east from this room all the way, and turn north. Follow the corridor to the east again. In here, there's a locked room which spawns a dragon. Kill the dragon, and loot the chest, and a key can be yours. Continue east of here.

To the north, there's a locked door to level 3 of Wrong, and you'll need to search Covetous to find the keys.





### Wrong Level 3

Head north into the main room of level 3.

There are multiple small cells coming off this room, and the central cell to the east contains the map to level 3 of Wrong. Grab it, and proceed to the north into a room full of children.

Head to the west of there to proceed to level 4.

*Notice the interesting fountain on this level. Searching it reveals a lever freeing the way to the room of a Balron. Better don't let this lord of evil live if you know what's good for you.*



### Wrong Level 4

You enter into another large room with a statue in the center. There are 4 silver serpents in this room to take care of.

There are some barracks in the far eastern corner of this area, with multiple footlockers. Clockwise from the entrance, the first locker has a magic shield. The second locker has the level 4 Wrong map. The 7th locker has another spiked gorget.

The room in the far northwest has a key buried in the refuse pit. Now, head to the west through several rooms. They'll loop around to the north, and then back to the west.

Within are 2 liches, easy if you have the storm cloak. Grab the map piece from the floor. Loot the chest for a magic sword,

and ring of regeneration, and invisibility and you are finally done with this very long double-dungeon..

## The Map Piece of Old Ybarra

The seventh map piece is not much easier, since the pirate Old Ybarra is lost in dungeon Shame. Dungeon Shame can be found at the shores of Lost Lake. It is full of headless, rogues, trolls and a few dragons and drakes. The dungeon consists of numerous large caverns with long connecting tunnels, with the first two level designed as a mine. Also, Shame is the place where you can find the LAIM scroll for Mr. Blip and Miss Blip in a secret chamber on the 4th level.



### Level 1

Take the elevator down to the first level. Make sure to carefully position all characters on the platform before pulling the switch.

This first level has nothing tougher than headless and orcs, so carefully follow the map to make your way to the second floor elevator.

The level map can be found in the shack at the bottom of the entrance elevator.



### Level 2

Do not proceed straight ahead into the mines. It's just a bunch of confusing dead ends.

Instead, circle around to the right of the minecart tracks. There's no need to go into the long cavern with the drakes. They're tough, and there's no treasure.

Continue circling around until you reach the cyclops camp. Kill them all, and go down the hill for 3 barrels. Search them for the level 2 map.

Continue south from the cyclops caves until you reach another elevator going down.

### Level 3

Things start getting a little more difficult on this level.

Proceed to the bridge going across the large chasm. If you proceed straight across the bridge, you follow a long convoluted tunnel clockwise around the main chamber. This eventually takes you into a fight with a gazer. One of the corpses has a magic bow.





If you don't want to take this long detour for a magic bow, head left instead of taking the bridge. This sends you clockwise around the main chamber.

Smash the boulder that's in your way, and proceed to a small rogue camp. Kill the rogues, and search for the level 3 Shame map. Proceed west until you get down into the main chamber.

From here, keep heading west through the main chamber until you are on the other side of the river across from the gazer. Proceed through the small gap in the rocks, and follow the trail until you reach level 4.



#### Level 4

There are several things to do on this level. Head south, and defeat the dragon. He's hard to see, since he's way above you.

Take the level 4 map. Continue heading south until you reach a four-way intersection. Take the route to the west. Travel through this small passage, until you see a small passage heading to the left. Follow the path to the southeast until you reach a room with a magic fountain. Use it, to wish for food. Ybarra needs this.

In the south of this room is a large rock blocking a passage. Use a powder keg to blow it up. Go inside. Here you can find the LAIM scroll for Mr. Blip and Miss Blip. You can also find the decapitated heads of The Ultima 6 Project team.

Head back to the fountain room, and head back to the four way intersection. This time head east, and take the first small passage to the right. Follow through here until you meet Ybarra. Trade him food for the map piece, and only tell him where to find the magic food fountain after getting the map from him.

There's nothing more to do in this dungeon, so use the Orb of the Moons to exit in order to look for the final map piece..

## The Map Piece of Ol' Hawknose

The eighth piece was held by Ol' Hawknose, but as Sin Vraal in the Drylands tells you, the pirate got killed by giant ants when he tried to kill the gargoyle and his body got dragged into the Ant Mound. This really is the hardest map piece to get.

The Ant Mound is home to the giant ants of Britannia. The cavern entrance can be found deep within the Drylands. It consists of a multitude of twisting sand tunnels and caverns, with the occasional pool of water. Treasure is sparse, since the ants have little interest in gold or other treasure. The Ant Queen and the body of Ol' Hawknose with a piece of the Treasure Map of Hawkins can be found on the bottom level.

Beware the giant ants, for they are tough, they are fast, and they will poison unwary adventurers. They can be fairly easily dispatched by using ranged weapons, but care must be taken not to allow them to gang up on you. Also, beware of rooms with larvae, they have a nasty tendency of hatching and attacking your party from behind. You'll want several thousand arrows, and enough reagents for at least a hundred cure and heal spells.



### Level 1

There is very little of interest in this level, therefore just going to the exit to the next lower level is needed.

Entering from the hole near Sin Vraal's house is advised, since from there, one has to just go forward and then after the narrow canyon, turn right in order to find the ramp to the next level, avoiding unneeded confrontations.



### Level 2

This level can be somewhat confusing without a map.

After entering, go south to the lake, then take the eastern exit. Follow the corridor and then take the eastern way again.

Once the corridor turns easternward, take the first southern tunnel to enter the middle of the three chambers, which holds the ramp down to level three.





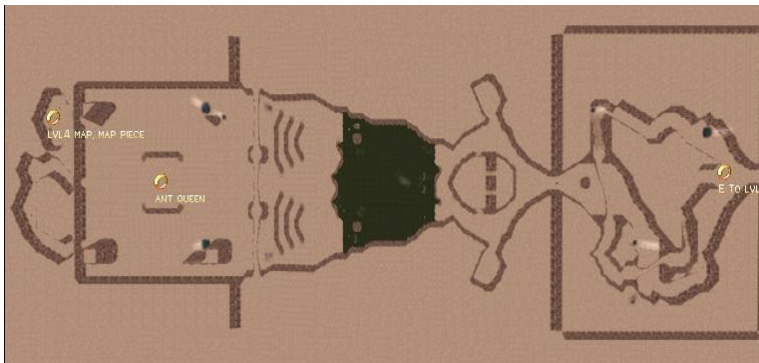
### Level 3

This level is a bad labyrinth and without a map, not beatable in a reasonable time, as it also is infested with giant ants.

After entering, take the first, western way and follow it, until it is bisected by a plateau. The plateau is a red herring. Follow the southern way and outright ignore the first way south.

Take the second, where you find some treasure. Go through the arch and enter the food chamber for more treasure, before making your way north to the vineyard, where the exit to level four is found.

*It is amazing to see how the mind of an ant works and how they have sorted all of the things in their food chambers. Note that the gargoyles didn't have much better luck with them. After all this hardship, loot the chambers, since the ants don't need these items anyway.*



### Level 4

This level is straightforward.

Take the southern way and go straight westwards, ignoring all side paths. After crossing a shallow lake and beneath a stone bridge, you should see the Ant Queen.

Don't harm her, since this would be genocide and hurt your karma badly.

Instead, ignore her and go around her. West of her are two chambers. In the northern one, you find the body of Ol' Hawknose and his piece of the map, beside some loot.

You then can orb out.

## Access to the Pirate Treasure

Now that you finally have the eight pieces of the map, return to Homer and promise him to get the storm cloak from Captain Hawkin's treasure for him, so that he in return gives you the last piece together with instructions how to find the correct entrance.

You should have several powder kegs in your inventory and purchase a shovel from Budo, before setting sail for Spektran. Follow Homer's instructions and use your shovel to free the entrance from the debris in order to enter the Pirate Cave. Make sure you bring three powder kegs with you. The cave itself is a huge maze that is filled with many dangers including dragons, many trolls, and a nigh infinite number of slimes and acid slugs. Distance weapons are a must for these. The fourth level contains Captain Hawkins' treasure.



### Level 1

This level has lots of trolls. Look in the starting area for the map to level 1.

Take the exit to the far left behind the sign that says danger. Just a short ways into this passageway, there's an exit to the right. Then immediately take the next exit to the left. It's very short.

Follow down this passageway until you see another sign and an exit to the left. Take that passageway for awhile. You'll cross a landbridge, and find several branching chambers. Keep heading to the west, avoiding the passages to the north and south.

You'll eventually loop around to a troll camp. Defeat them all, and continue through the cavern until you reach level 2.

*As the map shows, there are some nice treasures on this level. It is completely up to you if you want to take the detour in order to get these treasures, or not. Remember however that you soon need to really ramp up your regent stores.*



### Level 2

If you head straight south into the lake, you can find the map to level 2.

Head back out of the lake, and this time take the passageway to the east of the lake. Head south, and ignore the first passage to the right (east). Take the second passageway to the right (east), which will take you across 2 landbridges, and you'll fight a mimic.

Take the small cliff to the right, and loop around off tower into the cavern below. There are many slimes down there. Try to kill them all from afar with your bow.

When you reach the bottom, you'll see an exit to the west. Don't take that. Instead explore the cavern for an exit to the south. That will take you to level 3.





### Level 3

Level 3 has a large lake full of sea serpents. Try to avoid them all.

Instead, as you enter the level take the exit to the right into a large cavern. Head to the southern part of the cavern. Do not take the landbridge. Do not enter this lake. In the south, you'll see an invisible passage. Don't head south through that, but instead loop along the cliff on the southern edge of the lake.

Follow this east, until you reach a smaller lake. Enter it, and then take the exit to the east. This will take you across a landbridge to the top of a tower. Walk down the little ledge into the lake. From there, go north, looking for a walkway out of the lake, and then further north for a walkway up onto the northern cliff.

Follow that out of the cavern, and take the path to the left, which will lead you to level 4.



### Level 4

Almost there. As you cross a huge landbridge, you'll see dozens of slimes below. You'll have to kill them all, eventually. Kill as many now as you can.

As you head north across the landbridge, you'll see three passageways exiting from a central room. The far eastern passageway takes you to a room with dragons. The north (central) passageway takes you to a room with 2 daemons and a strange animated corpse. The exit to the left (west), will take you to the room with all the slimes. Kill them all.

On the far end of this room, there is a huge metal door. Stack 3 powder kegs in front, and fire an arrow to blow them all up. Enter Hawkin's treasure room. Search every box, there is a lot of good stuff here.

You'll absolutely want Zoltan's earring, the silver tablet, the storm cloak, and the magic fan. Look for a magic helm, glass sword, protection ring, invisibility ring, magic bow, and the level 4 map. You can now backtrack all the way to your ship, OR you can walk to the west through a large magical wall.

There are many swashbucklers here. Eventually, you'll return to the surface. Grab the vessel sitting there, before using it to return to Spektran to get your own ship, which is still docking there. Since you are honest, bring the storm cloak to Homer, who will thank you for it.

# The False Prophet

Now that you finally have the completed silver tablet, bring both pieces and the gargoyle book again to Mariah at the Lycaeum, whom now can translate you the whole thing without much problem. She discovers that it holds quite the nasty surprise in that the gargoyles think that you are the villain in the whole thing, thinking that you are the False Prophet, who will bring doom to their race and kill them all. It also states that only a "sacrifice" of the False Prophet will bring peace.

Mariah does not like this at all, and suggests you should go to Sin'Vraal in the Drylands and see what he thinks about the whole thing, since after all he's the only gargoyle with whom you can talk about this whole affair. So orb to the Shrine of Sacrifice and walk to his hut to speak with the gargoyle.

Sin'Vraal explains, that sacrifice can mean many things in his language, and since he had been an outcast in gargoyle society, he would not know all of them due to his lacking education, thus the need to talk to a gargoyle scholar to get more information. Sin'Vraal explains further, that you will probably need to visit the Shrine of Singularity, but that this is impossible without flying, which you obviously cannot. That is a problem for later however. He also mentions that Captain Johne should know more, and that the entrance to the Realm of the Gargoyles and the house of the captain are at the bottom of the dungeon Hythloth, which is located on the Isle of the Avatar.

## Hythloth

Hythloth is a series of large magma filled caverns interconnected by small passageways. The dungeon is a hellhole filled with dragons, daemons, and mongbats. It is necessary to enter this dungeon to reach the Realm of the Gargoyles. Captain Johne can be found living in a small house on the fourth level. The long lost quicksword Enilno, used to slay the enchantress Minax can be found deep within a lava lake on level 3. This is the most dangerous of all dungeons, and it is advised to only enter after having full stocks of reagents and the best equipment possible. All dungeon maps are located on level 4 in a small backpack in Captain Johne's house.



### Level 1

There is no treasure on this level, just a number of giant magma filled rooms. Head down the stairs, and north past two storerooms. Exit the next cavern to the east, and cross the giant landbridge.

You're now in Hythloth proper. Take the long corridor southeast into a huge room filled with many dragons and drakes. Head straight east across this the cavern, to the north of the lava lake. Exit the cavern to the east. Follow the passageway as far as you can north, and then turn east again. This will take you to another lava lake.

The stairs down to level 2 are on the southeastern edge of this second lake.





## Level 2

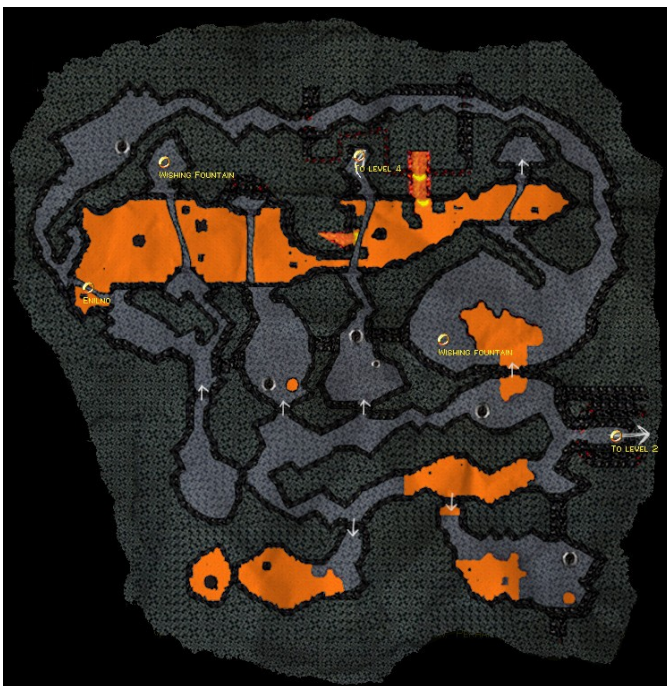
Still no treasure, just a lot of tough fights. Continue along the main corridor east, north, west, and finally to a small exit into the main part of level 2.

You can eventually reach level 3 by looping north or south in a large circle. The passageway to level 3 is on the far western side of the loop. I personally prefer north, and there's a food wishing fountain along this route.

Head to the north, and follow the left handed wall. You will come across three small passages to the left (south) in quick succession. They are all dead ends, so avoid them. Continue following the left hand wall far to the west. You'll reach a room with a large pillar in the center.

From here you want to take the exit to the northeast, where there is a large lava lake completely blocking your passage. You have to wade across, and directly on the other side, there are several dragons and drakes waiting for you.

After you heal up, you'll see another lava filled passageway to the northeast. Dive in again, and you'll soon reach level 3.



## Level 3

Finally we've reached Enilno. Head east, and the path splits north and south. Take the northern route to avoid wading through another lava lake.

You'll see several passageways leading off to the north. The first passageway is filled with lava, and should be avoided. The second passageway takes you to level 4 and a fight with 2 ancient wyrms and multiple dragons. We want to go that way eventually, but we want Enilno, too. The third passageway to the north is a dead end. Finally you reach a small exit to the west. Take that, and proceed north.

The trail splits east and west. East takes you to another wishing fountain. West takes you to Enilno. As you proceed through here, there is several small pillars on the left

hand side. Walk through those, and look for an arrow leading down into the lava. When you get down there, use Dispel Field to retrieve the sword. Be careful, as soon as you retrieve Enilno, multiple dragons appear. fight them all, or run.

Backtrack, and proceed to level 4.



#### Level 4

Finally things start to ease up. Keep proceeding west. There is a lake full of sea serpents to the south. Avoid it. Continue to the west, and you'll see a small stairway.

Take that. If you explore more, you'll have to deal with a gargoyle encampment, which should be easy at this point. Head across the land bridge. Take the small passageway around this cavern to the north. This will finally take you to another large cavern. In the southern part of this area, you can find Captain Johne.

Talk to him, grab the Hythloth maps. The exit to the Realm of the Gargoyles is in the northwest corner. Talk extensively to him and he gives you much enlightenment about the whole mess and begs you to help the gargoyles, before their whole world is

destroyed by the void. He suggests meeting his friend Beh Lem at the nearby gargoyle exit of Hythloth and then gives you a Gargish-English dictionary. Read that one completely, down to the last page. That will enable you to finally understand the gargoyles.

Take the maps out of his house, then proceed to the exit to meet Beh Lem.

### The Gargoyle lands



#### Map, Realm of the Gargoyles - Legend

1. Shrine of Singularity
2. Korpdesdeteraltlem's home
3. Altar of Sacrifice
4. Draxinusom's home
5. Lensmaker's home
6. Gargoyles shops
7. Weaponsmith's home
8. Hall of Knowledge
9. Gargoyle Healer's home
10. Naxatilor's home
11. Teleport to Hythloth
12. Valkadesh/Beh Lem's home
13. Goodscrafter/Foodmaker's home
14. Snakecharmer's home
15. Captain Bolesh's home
16. Axsimurart's home
17. Gargish Silver Horn
18. Tomb of Kings
19. Gargoyle burial grounds
20. Teleport to Birth of Passion
21. Teleport to Agricultural Grounds
22. Teleport to Shrine of Control



If Beh Lem is not present at the exit, explore the island a bit and then wait at the entrance until he arrives at the appointed time. Beh Lem in turn pretty much tells you that his father Valkadesh could shed light into the whole sacrifice mess, and then joins you permanently (you need him, or the gargoyles will attack you).

Now, enter the teleporter to the main island, then find the path into the gargoyle city, a pass through the mountains on the southwestern side of the island. Stay far away from the gargoyles for now and instead seek out Valkadesh's house in the southwest of the city. Valkadesh gives you more information, and that there possibly are ways to prevent the prophecy, but warns you that you better first surrender to Lord Draxinusom so that the other gargoyles no longer see you as a threat.

Go to the house of Lord Draxinusom and say Valkadesh sent you, then agree to his conditions without complaint, and he puts the Amulet of Submission onto you, which you should keep on, as it shows you have surrendered to the seemingly inevitable and are no longer a threat to the gargoyles. Return to Valkadesh, and he tells you that you will have more than enough time now, since the next possible date for a sacrifice is far away. Since you without doubt want to prevent being stabbed to death, he sends you to Naxatilor, to finally to know more of the prophecy.

*Since you are now in no hurry, do take the time to talk to the gargoyles and learn more about them and their culture. It is really fascinating to see that despite all the differences, they are more like us than we can imagine. It also gives you an idea what is currently happening in their realm.*

Naxatilor says there are three meanings to sacrifice - self, others, and valuables. Since sacrificing yourself is what you have been trying to avoid the entire time, and you certainly do not want to sacrifice your friends, you must sacrifice that which is valuable. The only thing of value to the Gargoyles is the Codex of Ultimate Wisdom, and Naxatilor will ask if you mean destroying the Codex. Answer no, leaving only one alternative - return the Codex to the Vortex so that no one can claim it for themselves. Therefore, that is what you have to do.

Naxatilor sends you to the Hall of Knowledge to read the Book of Rituals so that you know what to do. In addition, take the broken purple lens and get it repaired by the Lensmaker, then go back to Naxatilor, who says you need a human lens as well. In addition, you need the Vortex Cube and access to the Codex. Alas, Captain Bolesh will tell you, while he is recovering at the healer. The only way to gain entrance is to get a quest from the Shrine of Singularity.

## The Balloon

The flying issue is a real problem, so you need to find a way to fly. Since your orb has by now programmed the center of gargoyle city into it, return to Britannia with the orb, then board your ship and go to Buccaneer's Den. Once you are there, listen to the song of Johann, who mentions a balloon. Since that needs more information, go to the Lycaeum and search the library until you have found the book "The Lost Art of Ballooning", and read it thoroughly. There is a rumor that a balloonist is in Minoc. So orb to Minoc and first ask mayor Isabella and then Selganor, who tells you that the balloonist was hired by Sutek the mad mage, who lives on the island of Terfin, which will be your next stop.

Once you have docked there, prepare to fight a number of bizarre creatures including mutant fish, mutant boars, two-headed alligators, giant rabbits, and giant chickens. All of them clear signs of Sutek's madness.

Blackthorn's former palace is now a huge labyrinth, and Sutek tells you the balloonist is dead in his dungeon. To get through this labyrinth, first explore the southeast corner on ground level. There you can find a key. This key unlocks the main door to Sutek's castle, and you can enter his throne room by unlocking doors by the entry sign.

From there, enter the northeast tower and head to the roof. Fight the monsters on the roof, and grab the silver key from the hedges. Proceed down one level on the northeast tower. Unlock the doors there, and enter the room to the right into a torture room. Grab the pewter key from the far corner of this room. Head back to the roof, and take the southeast tower down to the third level. Head northeast from there, and search a magically locked chest for the golden key. Head back down the southeast tower to the second level. Explore this level until you reach the southwest, and use your golden key to unlock the southwest tower.

Thankfully, you can unlock the tower on the ground floor from within, thus sparing you from having to go through this a second time. From there, head to the basement. Talk to Pushme Pullyu. Unlock the central dungeon to speak to Gorn, and grab the copper key while you are there. That allows you to unlock the door in the southwest on ground level.

The answer to the Pushme Pullyu is to take the eastern trapdoor. Head down there and proceed through some lava. Explore down there until you find the body of the balloon build and search him to find the instructions for the steps to produce a balloon. Now that this is done, return to your ship, or you lose it.

You need to reach the shrine, you have the balloon plans. Therefore, you need to build a balloon. Here what you need to do:

- **Cauldron:** You can find several in dungeon Wrong, or the Cyclops Cave, but one is enough. Be warned that a cauldron is really big and very heavy, so that person can transport little else.
- **Anchor with Rope:** You can buy the anchor from Budo and the rope from Mortude. You must separately attach a rope to the anchor for this to work. Place both on the same character, and use the rope.
- **Rope:** Mortude in Paws sells rope. Buy six rolls from him, or maybe more to make sure you are on the safe side.
- **Basket:** Michelle in Minoc can make that one for you if you have the plans. It does cost 300 gold for her to do so. Be warned that the basket is so big, it takes up almost the entire backpack and is very heavy.
- **Balloon Hull:** Have Arbeth in Paws make 40 spider silk (from your reagent stores) into thread, then try asking Thindle for weaving it to cloth, but he has not the needed skill. Instead go to Charlotte in New Magincia, who does have the needed skill for the task. Then bring the silk cloth to Marissa in Paws to let her make the balloon bag according to the plans.

Finally, return to the gargoyle lands with your orb and go to the clearing beneath the Shrine of Singularity. You can recognise it by the fact it is selectable. Using the clearing repeatedly will enable you to build the balloon, until it is ready, as long as you have all items and the plans with you. Then board it and fly up to the shrine. Once there, use an extra rope to secure the way back down. You can now use the rope to get up there and no longer need the balloon.

Finally, you have arrived at the Shrine of Singularity.



# The Sacred Quest

Once you talk to the shine, be direct and say you are on a sacred quest and that you want everyone to have the Codex. The Shrine doesn't like people wasting words. The Shrine of course says it is not that easy, since you first should learn more about the gargoyles - the very people you want to save from destruction - in order to understand what's at stake, and directs you to discover the mantra of singularity by meditating at the shrines of three principles.

The three shrines of the principles are strewn throughout the Realm of the Gargoyles, and are hard to reach, thus this is your next quest.

## Control



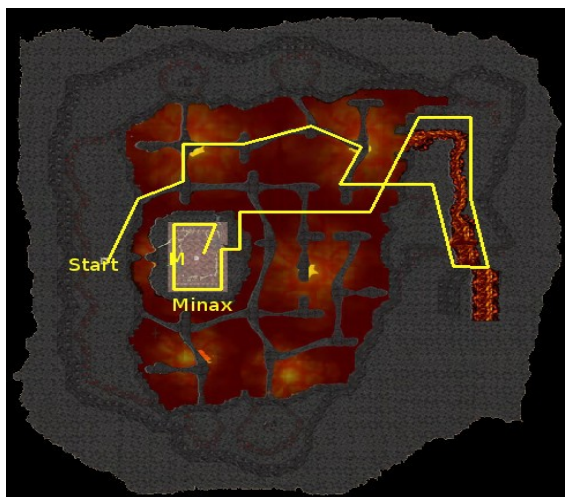
You will find the teleporter to the Shrine of Control in the mountains south of Valkadesh's house, high up where the snow is falling.

The teleporter, after you found it, will transport you into a huge ice cavern. The first part of the level is not particularly difficult; you just need to manage your way to the other side of the cavern, where a walkway leads to the lake in which the shrine island lies.

There are Elder Wyrms, but by now, you should know how to deal with them. The big puzzle is the shrine island, since an invisible labyrinth surrounds the shrine. The trick is to go around it on the left side, and take the back entrance to reach the shrine.

The shrine surprisingly is Mondain, who got into this form to show that his insane idea to control the land had cost his own self-control. After he has taught you all he can, he reveals the first part of the mantra of Singularity. Now make your way back out.

## Passion



For the Shrine of Passion, take the teleporter to the jungle island Inzende Or. There is not much to see on it, just leave the jungle and make your way to the northwestern ruins, where you find the teleporter to the shrine area.

This shrine area is perhaps the most dangerous place to be found, as not only is it swarming with enemies (dragon, daemons and fire lizards), but you are also constantly taking heat damage. You need to take the left path, constantly heal yourself, enter safe zones, until you have reached the other side of the cavern, cross the lava river, and then descend the steps into the lava lake itself!

Now, quickly make your way to the shrine island and deal with the foes there, while continuing to heal yourself and find the one place you can break to enter the shrine.

The shrine this time is Minax, who gives you a tale how boundless passion was her downfall, before she gives you the second part of the mantra. Orb out directly.

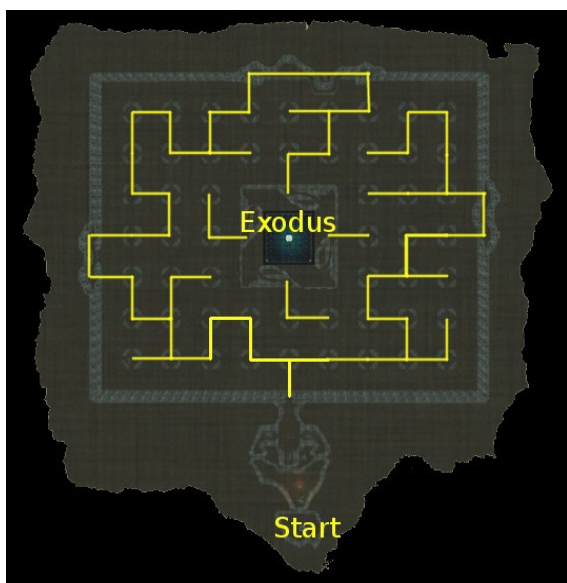
## Diligence



### Map of Mainde Don - Legend

1. Arbpostermirvir's farm
2. Farmer Krill's home
3. Teleport to main Gargoyle lands
4. Farmer Nash's home
5. Usarbbetlem's farm
6. Shrine of Diligence

The Shrine of Diligence is difficult to find. You must take the teleporter to the farming island Manide Don and then start to search the snowy area of the mountains near the farm of Farmer Nash in order to find the teleporter hidden away in a cave. While you already are in the area, you can also talk to the various gargoyles and find some interesting sights on the island, including an interesting headless lair.



Now, the shrine area is a big puzzle. Figure out which part between platforms are invisible bridges and where really is a gap. This is more difficult due to the masses of corpses. Your first goal is to reach the path in the side wall, then proceed to the other side of the cavern, where you need to find the path to the middle, which is just a test of endurance.

The last shrine is represented by Exodus. He recounts that he was very diligent in his goal, so much that he went too far and lost sight of what he wanted. He then gives the last part of the mantra.

## Restoring the Peace

Now that you do have all three parts, return to the Shrine of Singularity, and upon the question, say the Mantra "UnOrUs", so that you finally gain the needed Sacred Quest.

First off, we need the human lens. Orb to Moonglow and go the Lycaenum in order to speak with the astronomer Ephemerides for a human lens. He will require a Glass Sword for it, so if you do not have one, bring five peer gems to the glassblower Dale in Minoc to get one. Ephemerides in return will give you back the gargoye lens and the blue human lens. That was nice and easy.

Now the only thing missing is the Vortex Cube. It was told by the curator of the Hall of Knowledge has been stolen and brought to Stonegate.

Arriving at Stonegate, you notice a cyclops family has made it their home. Just be friendly and talk to Papa Cyclops and he agrees to give you a key in return for fresh fish. Get his fishing rod and get some fresh fish from the nearby sea, then give it to him to get the key in return. You must have the fishing rod equipped to your main character to do so. Right click the sea by the small beach south of Stonegate where you see fishes in the water.

That done, enter the basement and try to navigate your way through this mess, until you have reached the bottom, where you unlock the only door and get the Vortex Cube. There is little plan to the basement, only trial and error can bring you to your goal here. You can now orb out and teleport directly to the Shrine of the Codex, provided you have programmed it into the orb, otherwise you need to use your ship.

Since you do have a sacred quest, the Stone Guardians allow you to pass without further incident. You now should have the eight moonstones, the Vortex Cube and both lenses in your inventory. So read the Codex of Ultimate Wisdom, and then return it to the void, to bring peace to the land.

*You can now enjoy what you have accomplished. An enormous task and yet you have not hesitated to accept it. It is to be hoped that the peace will be long, for the road ahead will still be full of hardship, as a war as bloody as this is not easily forgotten by anyone. The future should be interesting.*



# Side-Quests



While the main quest is the one you need to solve to save Britannia from destruction, there are the problems of the common man as well. As the Avatar, you are to be an example to our people, thus why you are encouraged to help them and be there, so that they can gain hope in such hard times. These side-quests are not sorted by city, but by region of Britannia in which they start. Note: However, once a quest has started, it can well get you to travel all over Britannia. Some of these quests span multiple entries in the Compendium.

## Central Britannia

### The Wizard of Oz

Fyodor in Britain tells you that Lord British would really like to have the book "Wizard of Oz", so go to the Lycaeum and search the library until you have found the book. Bring it to Lord British and he will reward you with numerous peer gems, easily worth the thousand gold pieces.

### Quest for the Jester

Chuckles in the castle tells you after some talking back and forth that he has left a trail of hints of something important.

First search Nystul's chest to get that. The next clue is in Serpent's Hold. Once there, search the potted plants until you have the clue, then the next one is under a beehive in Michelle's shop in Minoc. That clue in turn tells you the next one is in the harpsichord of the tavern in Moonglow. That one then tells you that the next clue is hidden in a jail cell in Yew. This will tell you that the next is in the cauldron of Charlotte in New Magincia. Moreover, that one leads you to the final clue, which is hidden in one of the lions in the courtyard of Lord British's castle.

That last clue finally tells you to talk to Smith the Horse at Iolo's Hut. He gives you a clue to the previous game. That means Chuckles had wasted your time, but at least it gave you experience for your troubles.

## Mystery of the Silverleaf

Maldric in Castle Britannia boasts that a secret ingredient makes his roasted boar so great, but he does not tell you what it is. Players of Ultima VII already have a good guess. Buy several jars of honey from Empath abbey, then go to the silverleaf trees north of Serpent's Spine, where you meet the Fuzzies Flizzbomb, Haplin, Porshon and Empley. Now, it will take time, bribery with honey, and finding out when to speak with them, but eventually, they will task you with finding silver tree saplings, which you can find in the southern Spiritwood.

Take all saplings with you and present them to the Fuzzies to get several Silverleaf in return. Show these to Maldric, and he admits that this is his secret ingredient and tells you the exact recipe.

## The Spider Cave

Lady Nan in the conservatory is scared of spiders, and even tells you about the Spider Cave. So go to this cave, which is found in the mountains a little south of Empath Abbey.



The Spider Cave contains numerous arachnids and a few poisonous slimes. Spider webs abound, and these can be used to gather spider silk. The map for this dungeon can be found on the 3rd level of the Swamp Cave. A small gargoyle encampment that had been overrun by spiders can also be found in the depths.

Make sure to check out the web-covered bodies and barrels for treasure. The dreaded Spider Queen can be found on the lowest level and slaying her nets the party 500 spider silk.

Once that is done, return to Nan and give her the news of the death of the Spider Queen, so that she can sleep better at night in the future.

## Healing the Deaf

As Anya in Britain tells you, her husband Matt is suffering from his deafness, especially since their daughter is studying music at the Conservatory. Therefore, she asks you to find a way to restore him.

Sail to Marsor's Isle (north of New Magincia). Here resides the dark mage Lorcan. Search the pile of bodies behind his house to find a spell against deafness. Return to Anya, and give her the good news. Then heal Matt and then talk to Anya again.

## Freitag

Kytyn at the royal museum tells you about the soldier Gertan and his battle with the dragon Freitag. You can meet Gertan in Cove as one of the wounded. He mentions that Dr. Cat would love to hear the story as well, even if only in book form. So, go to the Lycaeum and find the book "Caverns of Freitag". Bring that to Dr. Cat in Paws.

## Bard Secrets

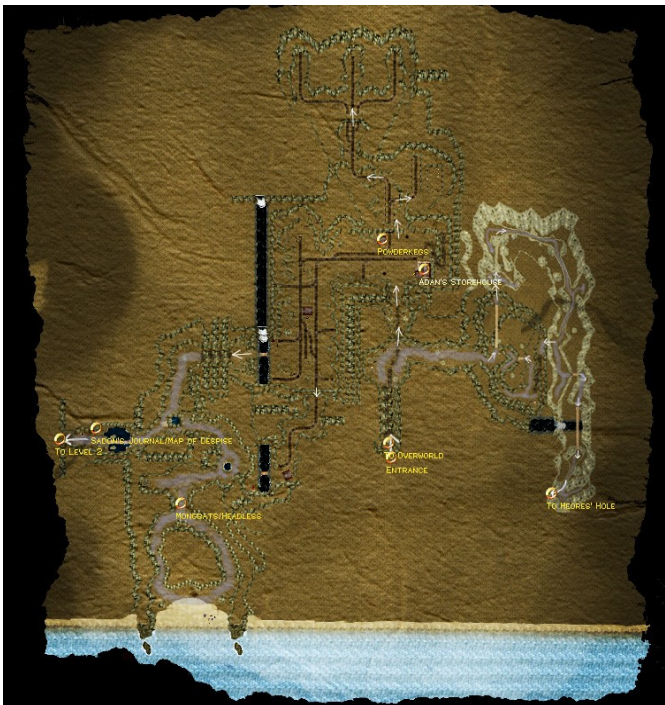
Kenneth in the conservatory in Britain tells you that Bards have many secrets, but does not want to tell all of it at once. You have to return to him regularly in order to slowly weasel everything out of him. Everything he tells you is surprisingly helpful advice.

## The Depths of Despise

Entering the adventurers' guild in Britain and talking to the guild mistress Hermione. She reveals that Adan, who is one of their men, went into dungeon Despise but never returned. She wants the map from him, regardless if he is dead or alive, and tells of two more people having a stake in this.

First, talk to Terri, who was expecting a delivery of gold from Adan, who has an exclusive contract with the mint, and fears the worst. Then speak to Efram, who's Adan's friend., and still hopes his friend returns safely. After all this is done, prepare properly and then go to Despise.

Once you have located the cave entrance to Despise in the Serpent's Spine mountains, descend the entrance stairs into the dark cave.



### Level 1

On the first level, go forward to enter the mining complex, since the route to the right takes you to Heroes' Hole, a place where your survival chances early in the game are slim.

Once inside the mine, first search Adan's storehouse, which gives you some more information about what had happened. You can search the mine as you please, and also mine the gold you find with a pick, but to advance you have to find the underground river in the west.

Once down the ramp, you should start following a trail of gold nuggets to the west (always pick them up), until you reach a small crate with lots of gold and the journal of Sadon. Sadon writes that he has killed Adan.

That's bad news for you, so you need to find his body now. The exit to the next level is to the west. To the south waits nothing but trouble, so avoid that area if possible.





## Level 2

Level 2 is more straightforward than the first one. Ignore all the side-caves, since they all are dead ends.

Kill the ghosts that try to stop you and go forward to the west, until you reach a shallow, misty lake. Be careful, this lake is filled with slimes, which will take some time to get rid of. Alternatively, you can use one or two powder kegs from the first level here.

Once you have cleared that problem, ring the bell to call Grimm Roeper the ferryman from the other side of the big lake. Pay two gold to cross. Once across, take the northern path and then further to the west to find the entrance to level 3 of Despise.



## Level 3

Level 3 is big, but holds large rewards. Once there, stay on the right side of the river and descend the ramp to find Adan's body under a lit torch near the river. Take his journal and read it to the end to get all maps and the quest entry. Also, take all of the nuggets and gold bars in his crates. If you have taken all nuggets and gold bars so far in the dungeon, you should have the needed gold for the mint.

Now that the main quest is finished, additional treasure can be found before leaving.

Cross the river behind the waterfall and quickly pass the lake (be careful, rotworms and zombies abound!) to reach the cave entrance in the west. Inside the winding, narrow cave, go the the right, past a cavern

occupied with a daemon and many skeletons. Past this cavern there is a set of traps. Be careful. Further down the winding corridor past multiple enemies is a small cave containing a magic shield and a magic sword.

## Level 4

Level 4 can be accessed through a hole in the middle of the lake you just passed. It holds nothing but minimal treasure and three silver serpents.

Once you have found Adan's body, taken his book and other stuff, and read it thoroughly and got all gold, you're done. Return to Britain. First show Hermione the book, then give the gold to Terri, and then give Efram the book. Then finally return to Hermione.

## Funeral for a Warrior

Talking to nurse Sasha in Cove about her other patients and especially Ed, she declares that Ed has died from his wounds. Well, take his body to Geoffrey, who instructs you to go to the mortician at Empath Abbey for funeral preparations. He cremates Ed's body and gives you the urn. Return to Geoffrey, and then go to the cemetery of Britain to attend the funeral. Afterwards return to Geoffrey a final time.

## The Healing of Artegal

Talking to Lazeena in the Blue boar reveals that she knows Artegal, one of the wounded in Cove. After you have talked to Sasha about the wounded man, reveal his location to Lazeena. Escort her to Cove, where she will tend to Artegal as well. Come back regularly about ten days after your last visit to hear from Sasha about Artegal's slow improvement until he is released.

## The Triple-Crossbow

Gwenneth at Iolo's Bows reveals that they can make an ultra-strong triple crossbow, but it will take three months. This starts a timer, and after the three months have elapsed, you can actually take the weapon into your inventory when you ask for it.

# Northern Britannia

## True Justice

After you got the rune from Witton, listen to his story about Lenora. Next you have to talk to the prisoners Essian, Strom, and especially Taliesin, the male druid. Finally, talk to Riona again, before you talk to Lenora a final time.

She finally understands that in her grief over her predecessor, she had lost sight of true justice, and frees the wrongfully imprisoned people (you can visit all affected people to get responses).

Go to her for confirmation some time later.



## Gargoyles in Yew?

In Yew, you are confronted with burnt-down houses and accounts of gargoyles being the ones responsible, with rumors about the shrine. So go to the Shrine of Justice (better after you cleared it) and investigate. In the woods nearby you find four items: a strange triangle, bloody slippers, a bloody knife, and another strange item. Since the whole thing seems suspicious, it calls for further investigation.

Talking to Sylaina in Empath Abbey, she mentions her late husband's strange friends, Dagan, Bast and Sy, who seemed to have become a militia group. She voices her sincere doubt that they suddenly turned honest. They camp either at the shore of Lost River or near the shrine) and question them, which makes them look suspicious.

Search the area near their southern camp to find stairs inside a big tree trunk that leads to a cave. The journal there is enlightening, in that the so-called militia is the true culprits, who have created false evidence. Take the journal, all three of the cloaks and masks and then search outside for the grave of their latest victim (you notice it by the shovel). Take the shovel on it.

Now, present the journal to Lenora, then the three masks and cloaks, mention the grave, and finally hand over the fake evidence. They are now behind bars.

## **The Grave Digger and the Mortician**

At Empath Abbey, there is a feud between the mortician Glen and the gravedigger Mole going on, with none of them speaking to the other.

So start with Glen, then go to Mole. That way you exchange messages between them until finally, the situation is mostly resolved and you get a key from Glen. Open the chest in his house for your reward, and also take the special shovel and give it to Mole, so that he is satisfied as well.

## **Utomo and Yuna**

Utomo in Yew misses his love Yuna. You do find her in Buccaneer's Den and give her the news. Return her message to Utomo and he tells you some things about the magic fans, which you can find in Hawkin's treasure.

# **Eastern Britannia**

## **Mandrake for Doris**

Doris, who is running the inn in Minoc, gives you a small task: getting her some Mandrake Root for her studies of magic. It actually does not have to be fresh, just some from your reagent pool satisfies her, and she gives you a rather meager reward.

## **For the Boat**

Grindl in Minoc has need of some rope and sailcloth. You can either find these things, or buy them in Paws and then deliver them to her. She will reward you for the delivery.

## **The LAIM Scroll**

Using a ship to reach the shore directly north of Minoc, which cannot be reached by foot, you find the entrance to an icy cave directly below the old water tower. After killing the monsters inside, break the icy wall to the next room with an arrow and meet the mages Mr. Blip and Miss Blip. These two have a problem, they suffer of the LAIM disease and need a cure, but the only scroll was stolen by thieves. In addition, a rare ingredient from a big serpent is needed. You need to get both.

The scroll is found on the fourth floor of dungeon Shame, in a secret room next to the food-wishing fountain (search carefully for the entrance) and the ingredient is Silver Serpent Venom, found either near the Shrine of Honesty or in the Realm of the Gargoyles. Bring both back to her.



## The Swamp Cave

The entrance to the Swamp Cave can be found southeast of Cove in a small swampy peninsula. The stairway leading down into this dungeon is located just behind Grendel's hut, left over from Ultima V.

A powerful mage has taken up residence on the third level, and there are numerous gems, gold nuggets, and other magical treasure hidden through these caverns. More importantly, there is a Storm Cloak located on the 3rd level, which may be extremely useful if you haven't yet visited Mariah in the Lycaenum.



### Level 1

Head down the stairs into the swamp cave. When you reach the first intersection, head west. When you first get the opportunity to turn south, look for a small wooden crate which contains the level 1 Swamp Cave map.

Head further to the west as far as you can for a ring of protection. Head back to the entrance and head east. There's some minor treasure to the far east, but you can head north instead for the exit to level 2.



### Level 2

Head east to a bridge, and take the bridge to the south. Right across the bridge to the right is a large field of nightshade and mandrake root.

Continue south across a stone bridge into the camp of an evil mage. Nothing too interesting here, so continue to the southwest around some stairs into the swamp below.

Work across the bridges into the west and head down to level 3.



### Level 3

Head west. There's a small passage leading out into the swamp to the south. There's an altar here with many gems, but be careful, there are several very large and very powerful corpses hiding in the swamp just around the altar.

Continue further to the west, and you will see a force field. Dispel that, and head into the cave. There are several undead, and a powerful mage. Kill them all, and look for a small magically locked wooden crate. Look in there for a Storm Cloak, the level 3 Swamp Cave map, the map to the Spider Cave, several magic rings, and a magical staff.

There is little more of interest here, so you can now leave this place.

## Western Britannia

### The Marder Mystery of Quenton

After you got informed by the mayor, received the rune, ask Marney about Quenton. She voices her doubt about the circumstances of his death, wishing you to investigate the matter. Therefore, we do so and start a lengthy and involved investigation.

To get results you have to talk with everyone in town, especially the innkeeper to get his ghost story, and even Horance for some cryptic hints. Once you have literally pressed them all dry of information and gotten all the hints (sometime you have to talk to someone again after new information), use the Seance spell to "talk" with the ghost of Quenton (who haunts the inn at night) as well for further hints.

You also notice Michael coming into town in the evening, and since you know who he is from Marney, talk to him and watch him act suspicious. You can by now use the hints that he is the true culprit.

Now that you know all this, talk to the mayor's brother at the drawbridge to Castle Britannia, he is the Gate Guard, and get confirmation that although the whole thing is suspicious, his bother would not reopen the case. So return to Marney and tell her that you suspect Michael. She tells you, while shaken, to give the case to the druids. Go to Yew and talk to Lenora about the matter. When you return to Marney, she tells you that they arrested Michael.

You can later visit him in the Yew jail.

## Cyclops Cave

The Cyclops Cave can be found just to the east of the road from Empath Abbey to Skara Brae in a small forest. Within are hundreds of the aforementioned cyclops. These creatures are slow, but hit hard, so having a way of destroying them from afar before they can engage in melee combat is essential. Beware, some cyclops throw rocks at the party.



Upon first entering the cave, there are three cyclops encampments.

The one to the southwest contains a map of the cave. Some gold can be found in the camp to the east, and a ring of regeneration is located in the north.

Further east lies the cyclops banquet hall. In here are dozens of cyclops, several empty cauldrons (needed for making the hot air balloon), and dozens of powder kegs. The cyclops use the powder to season their food, but be careful, one misplaced arrow can wipe out your entire party in a colossal explosion. The banquet hall and the storeroom to the north contain enough food to feed your party for months. Also in the storeroom, the party can find a spoiled dragon egg.

To the south of the banquet hall lies the cyclops bedroom. In the various barrels and chests here, can be found cyclops loincloths. These powerful magic item will cause fear in all nearby enemies.

## Southern Britannia

### Flippits

Dr. Cat tells you, that Thindle and Mortude are really passionate flippits players. They will reveal that you need three things: a hat with a brim, a bone and a dry pea. Curiously enough, these things are hard to get.

Once you do have found them over the course of the adventure, play a round with Mortude, and if you win, you will have gained 1-point dexterity. The odds of winning are random, so keep playing.

### A Book for Dr. Cat

As Dr. Cat will tell you, he is looking for a copy of the book "Sniltwit's Big Book of Boardgame Strategy", in order to broaden his horizons about games much further. So, go to the Lycaenum, search the library for the book, and bring it back to him. Dr. Cat gives you a 500 gold reward for the book.



## Jimmy's Ship

Jimmy in Trinsic tells you during the siege that his ship has been damaged by the gargoyles. Once the siege is broken, he asks for your help in the repairs, saying that Strom in Yew should know how to do it. You actually need to have freed him from prison first by making Lenora aware of her error of ways, before he can help you at all. Once you have done so, Strom explains exactly everything, and that you need five planks in order to do so.

In order to get the planks, first visit Ben the lumberjack and get five Yew logs from him. Then visit the sawmill in Minoc to get five planks made from the logs by Aaron. With the planks, return to Trinsic and speak to Jimmy while he is at the docks, and together you can repair the ship. Jimmy repays you for your help with ten of each reagent.

## The Hooded Stranger

Talking to Abelinda in Trinsic during or after the siege reveals, that a hooded stranger has talked to mayor Whitsaber. The mayor however says it was a misunderstanding, and that the stranger went to Serpent's Hold. There, Lady Tessa says he got in a confrontation and left. Sir Simon reveals he is looking for pirates. Budo in Buccaneer's Den says the stranger went on to the Lycaeum. Mariah then reveals that the stranger was interested in the silver tablet.

Since by now you can guess that it was a gargoyle, go to Sin'Vraal to solve the matter and return to Mariah to give her the answer. Mariah will then be willing to join the party.

## Heroes' Hole

Heroes' Hole, located south of Trinsic, holds nothing of plot relevance. However, it offers experience through many fights and some loot. The second level of this dungeon can be accessed through Despise or Heftimus Cave. There's a number of very tough fighters with plate mail. Don't allow them to gang up on you.



### Level 1

Enter through the cave south of Trinsic. Head north from the entrance to reach a camp of evil fighters. There in the chest, you can find the map to level 1 of Hero's Hole.

Continue from here east to a room with about ten reapers. Reapers are tough, and the best way to clean this out is with ranged weapons and the storm cloak if you have it available. Lots of gold here. Continue north until you reach a room with a basket in the center. Use this as a marker for your explorations.

To the north of here are exits down to the second level of Hero's Hole. To the east of here, there's several rooms with nightshade and further to the east is a room with about twenty acid slugs. There's nothing of value,

and the fight is tough. North of the room with acid slugs, is a room with several snakes. Further north of that is an evil altar surrounded by about a dozen evil fighters and half a dozen evil mages.



### Level 2

Level 2 can be directly accessed from Despise to the east or Heftimus' Cave to the west. You can also reach it from level 1 above.

There's not much to see on this level, other than several elevated platforms connected by bridges.

To the north, you can take a path down to the chasms below, but there is nothing down there other than dozens of slimes and other poisonous creatures.

## Islands of Britannia

### The Wisps and level Eight

Talking to Xiao at the Lycaenum, she tells you outright you need to do something special to get level 8 spells from her. She wants you to ask the Wisps for their secret. While you are there, also go to the library and take "The Book of Lost Mantras" with you. Now, go to Spiritwood and talk to a Wisp. The secret is easy, it is the Armageddon spell. Transcribe it into your spellbook, but never cast it. The Wisps also want dense information, so give them the book, and in return demand the gold.

Now you are much richer after exchanging it at the mint. Of course, Xiao will only accept that you have done it when you have reached level 8, rewarding you with +1 intelligence and access to her spells.

### Sir Cabirus and his Vision

At Serpent's Hold, you meet Sir Cabirus, of whom you have heard from Almruc in Castle Britannia. He has a vision of building a colony in the Abyss. Listen to it for him to mention two interesting groups, the Seers of the Moonstone and the Knights of the Crux Ansata.

First the seers. Ask mayor Aganar of Moonglow first, then talk to Dargoth at the Lycaenum. He would be willing to let you join, if you manage to secure a very nasty spell for them: Anju Sermani. A fighter at Serpent's Hold should have already mentioned it. Since it is so evil, go to Marsor's Isle, the island of the dark mage Lorcan, search his books (read them all to the end) until you have found the right one and the Anju Sermani scroll falls out. Return that to Dargoth and, you can join (and gain a special staff).

As for the knights, talk to mayor Zellivan in Jhelom, and he offers you to join if you manage to return a special shield to them from a knight that died in dungeon Destard. You will find the body of the knight in a cave on the second level, near the exit to the third level. Bring Zellivan the shield. Now you can join the order as well.

## **love in Moonglow**

Reagent seller Joren in Moonglow tells you of his crush on the assistant of the clothier, Dulcie, but thinks he has no chance since she is in love with the clothier, Garridan.

Talking to Garridan makes it clear he is not a good choice for her, but Dulcie thinks he is the perfect man and thinks of Joren as just cute. You need more hard facts to convince her. Search Garridan's house to find a book in which he accounts of relationships to five different women. Wait until the evening to catch him red-handed with one of them, but he does not seem to be concerned at all. So go to Dulcie and tell her now, then show the book as proof, which makes her run off to confront Garridan. Now go and talk to him.

Afterwards, go to Dulcie again, and she cannot believe she fell for this guy, but will need awhile before starting a new relationship. Go to Joren, who takes the news with great relief, and hopes something could develop in the future.

## **Elad and Virtue**

Elad on Buccaneer's Den is trying to be more virtuous. You should believe him, and give him the mantra he is seeking, so that he can meditate at the Shrine of Honesty.

## **The Hat of John**

In the middle of the treasures of the pirate fort in the caverns beneath the Britain sewers, you find Captain John's hat, with no hint how it got there. Just hold onto it and return it to him once you meet him in dungeon Hythloth. He will be thankful for having it back.

## **An Egg for the Chef**

Shubin at Serpent's Hold want a dragon egg for a special meal, so give him one of your spares (you hopefully have took more than one from Destard) in order to satisfy his demand.

## **The Young Sailor**

Young Evie of New Magincia dreams of becoming a sailor like her mother, and hopes Conor Starfalcon will teach her how to sail. Talk to Conor, and he will tell the hero he thinks the girl is still young, and first needs William's permission. Talk to William who thinks it is a great idea. Talk to Evie again. She is now excitedly preparing for her first sailing lesson.

## **Fencing lessons from Loubet**

Not really, a quest, but training with Loubet of Serpent's Hold (while he's in the training hall) grants the Avatar +1 dexterity.



# Location Varies

## Shipwrecks

There are three shipwrecks.

The first one is that of the ship "Virtuous", of which the bard Sionnach at Empath Abbey tells you about. You will find the wreck at the northern shores of Lock Lake, but beware that you first have to take care of the undead crew before you can plunder it. Within is over a thousand gold, reagents, and some magical equipment.

The second is the ship "Dutchman", of which the bard Lazeena in Britain sings about. It is wrecked on the Fens of the Dead. The undead crew guards it well.

The third and last is in the main quest, and revealed by Homer.



## Zoltan's Earring

After Zoltan told you the story how of Captain Hawkins attacked them, he also reveals that the pirate stole his favorite earring. You can find it in the pirate treasure where you find the Silver Tablet, and return it to Zoltan.

The gypsy will reward you with 10 gold, a glass sword, and 2 powerful magic scrolls.

## Greetings form the Militia

The southern militia group of Carra, Dax, Hob and Thonyn that patrols the Trinisc area feels they should give their greetings to the militia that patrols the Cove area (and which rescued you at the Temple of Virtues), consisting of Marcus, Razo, Oran and Wyburn. So exchange messages.

## Gypsy Resemblance

Over the course of your quest you will com into contact with several people, specifically Taynith, Karina, Zoltan, Penumbra and Dr. Cat. If you are patient and pick up the various threads you find out more about Taynith's love life, but promise her to stay silent about it.

*Note about the following section:*

*Meeting with Penumbra, she revealed to me that the Avatar had been tempted by the evil mage Lorcan during the quest, but resisted due to strength in the virtues. However, she also revealed to me that she had seen in her crystal ball, what would have happened, had the Avatar fallen from the path of virtue.*

*For the sake of completeness I have included this section to show you the devastating results this would have caused to all of Britannia and as a warning to those who still admire the Triad of Evil. Therefore I have not put it into the table of contents as well and only those who have read the rest of this book will discover this cautionary tale.*

## The Path of Darkness



There is an evil path that allows you pretty much to bring death and destruction to Britannia. The dark path is initiated by talking to the dark mage Lorcan on his island. However, he only talks to characters with low to zero karma. Lorcan will give you only one chance, if he meets a virtuous Avatar the first time, the path is automatically blocked.

Lorcan explains to you that he has been extensively studying the long dead dark master Mondain, and believes his return is imminent, but has been unable to contact the spirit of the dead sorcerer. He sends you to the ruins of Magincia beneath New Magincia to find the book that describes a ritual to summon Mondain.

You can reach the ruins through the cellar beneath William's home. His young grandson Fred has the key, but you might need to speak to Evie and William before he reveals that information.

Deep beneath New Magincia, you find the ruins of Old Magincia. Head to the far south, across a bridge and enter a small crypt. Search in the bookshelves for the book Evil Rites, which describes how to summon Mondain, Minax and Exodus.

## The Needed Items

You'll need:

- The summoning ritual
- Bloodletting knife (Found in Lorcan's house)
- Empty Bottle (Found in Lorcan's house)
- Mondain Medallion (Found in level 4 Deceit)
- Enilno (Found in level 3 Hythloth)
- Cards of Exodus (Found in the Lycaum, search the book titled Exodus Cards by the Avatar shrine, the cards fall out after reading to the end)

All of these were already described, apart from dungeon Deceit, which you have never entered during your quest. Therefore a solution to this horrible labyrinth is needed.

## Dungeon Deceit

Dungeon Deceit on Janus Isle is home to an unnamed mage on level 4, who possesses a medallion made from the bones of Mondain. This important artifact is required by Lorcan to help summon Mondain back to Britannia.

The dungeon has numerous magic traps, that cannot be detected by your party, and have a tendency to poison or put your characters to sleep. Keep your party at full health at all times. There are numerous branching corridors and dead ends for your party to get lost in. Watch out for secret passages.

There are a number of slimes, gremlins, mimics, and even a whole horde of zombies on level 4.



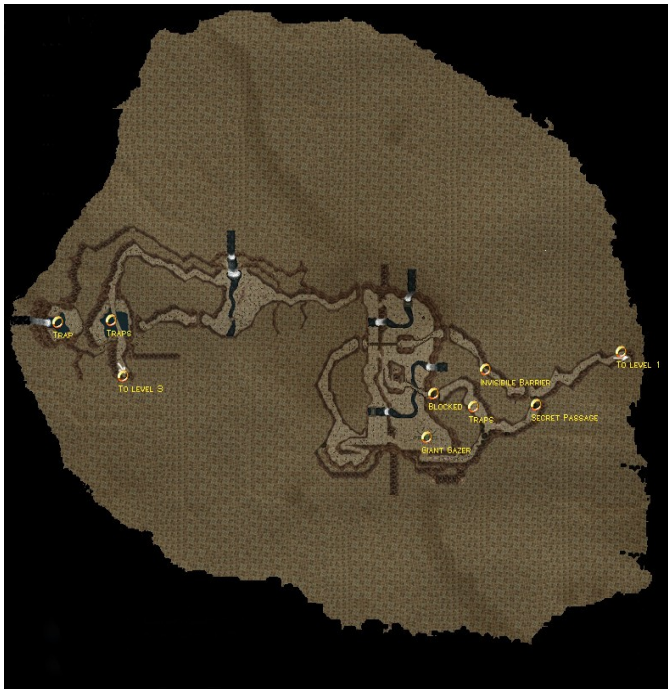
### Level 1

Head down the stairs and go to the west. The doors to the north and east are dead ends with mimics. Head through here into a cavern with four more corridors branching off. Head to the east.

The two passages to the north and the passage to the south are long dead ends with many traps, gremlins, and mongbats. Avoid these and continue east. Head through the lake and take the small passage further to the west.

This next area is a circle with four spokes radiating out of the circle. The second exit clockwise leads to level 2. The other three exits contain traps and monsters.





## Level 2

The map for this level is found in the 3rd level of the Moonglow Crypts. Head to the west, and walk through the secret passage to the south. If you continue to the west, there's an impassable invisible barrier.

Continue further to the west to the next split in the passage. The passage to the north has many gremlins and traps, which eventually leads to a dead end. The south leads through some boulders into a large cavern.

There is a giant gazer in this area which is an illusion. It can't hurt you, and you can't hurt it, but it's so big it's nearly impossible to maneuver around. Try not to aggravate the gazer too much because they're fast and you can't outrun them. Invisibility can be your friend here. If you absolutely have to,

leave one party member behind to engage the gazer and finish the dungeon with your remaining three party members.

Anyway, head into the main cavern, head to the far north. From there, take the passage through to the west. Do not take the southwestern passage, as this sends you back to the beginning of the level. Head through the corridor into another lake. There are two passages to the west out of here. The southern passage takes you to a dead end with multiple traps. If you get trapped in a small room, you have to kill the two evil mages to escape. The northern passage loops you around eventually to level 3.



## Level 3

Head into a room with a number of chests and buttons. These do nothing. Head to the east or west, and loop around. There are 3 levers you need to pull. Watch out for them.

This opens a passage to the south from the original room. Head south. This takes you to another set of jails which contain children. The second jail on the west has a small button on the western wall. Press that and continue further to the west.

Go south from here, and fight the giant mimic. It has 1000 hitpoints, but is easily defeated. Continue south through the secret passage, and investigate the corpse to the east for the level 3 Deceit map.

Continue south and take the passage to the west which will take you to level 4.



#### Level 4

Head east across a land bridge into a large chamber. Do not take the exit to the south, it's a trap, instead head to the north down into the lake.

Head east across the lake fighting the zombies. They're not so strong. Further to the east is a corpse, search it for the Deceit level 4 map. Continue further to the east through a small exit into another large chamber.

In the far eastern end is an evil mage. Kill him and take the key from his body. Use it to unlock the two chests. One of the chests has Mondain's medallion, which was your goal.

### The Summoning Ritual

After you have gathered these five items, return to Old Magincia. In the center of the ruins is the Altar of Evil. It is surrounded by a number of pillars and corpses. Right-click on the altar and begin the ritual. Sacrifice Mondain's Medallion, the Cards of Exodus, and Enilno. The evil spirits will possess your companions, and Mondain will bring about the destruction of the Gargoyle lands and Lord British, leaving you the undisputed master of all Britannia.

**Penned by**  
Tribun Dragon

**Additional Content from**  
Shaella, Dungy

