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

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<tr>
<th>Class</th>
<th>Mercenary</th>
<th>Crusader</th>
<th>Freemage</th>
<th>Blade Dancer</th>
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Red numbers: Preselected skills (cannot be de-selected)
## Skill Teachers

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<td>TC, C.</td>
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<td>Second-hand wpns, C</td>
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<td>Eldgrim, Se</td>
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<td>Yumiko, W. Coast (S. Crag)</td>
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<td>Hamato, Lighthouse</td>
<td>Changbo, Vantyr Range</td>
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<td>Elegant Armor, K</td>
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<td>Lord Kilburn, Yon-Chall</td>
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<td>Great Library, K. / Kastone, Elf Cove, Tomb of 1000</td>
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<td>Geilir, Se / Sayid, KS</td>
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<td>Church, Se</td>
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<td>Luna, Halloth Grove</td>
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</table>

So: Sorpigal  
Se: Seahaven  
C: Crag  
K: Karthal  
KS: Karthal Slums  
TC: Training Center
List of quests (in order received)

Act I.
1. Owen, Ashes to Ashes. Bring Owen’s ashes to Karthal. {Quickly done when Karthal opens.} (1500 XP)
   Let Kirk go, and he changes life style and becomes a Raider. Let Ripley go, and he kills his mother before getting killed himself. Let Luke go, he wanders off the sea to be never heard again.} (500 XP)
4. Orlene, Flower for Fallen Heroes. Place flowers on shrine in Ashen Hills. (100 XP)
   (1500 XP)
6. Zale, Smuggler’s Cove. Find Coffer in cave below Sorpigal. {In Spider Lair.} (75 XP)
7. Maximus, Spiders in the Well. Kill Spider Queen in lair below Sorpigal. (100 XP)
   {Talk to Hamato in Lighthouse, beat Mamushi.} (100 XP)
9. Rosalie, The Highwaymen. Help retrieve item from the Den of Thieves. (100 XP)
10. Hamato, Sword of the Bounty Hunter. Find sword San Tenga Mugen in cult’s secret hiding place. {Skull Rock. Marked as “Gave sword to Hamato” once found (bug?)} (500 XP)
   *** See end of list for Obelisk-quest. ***
    {Brigands taken over castle. Eliminate monsters, find Jon Morgan.} (100 XP)

Act II.
12. Jon Morgan, Morgan’s Eyes and Ears. Explore peninsula, identify the mastermind behind the attacks.
    {Meet Mysterious Elf outside Earth cove in Elemental Forge} (500 XP)
    {Find the Shard of Earth, defeat Earth lord Gralkor, get q16}
14. Jon Morgan, Paladin promotion. Appease ghosts haunting the cursed ruins once and for all.
    {Find three fragments of stone disc. (Den of Thieves, Lost City, Blackfang Hideout, Karthal. Go to cursed ruins, find 4 scraps of paper, show stone disc to friendly ghost} (0 XP)
15. Jon Morgan, Elemental Disturbance. Restore Altar of Sylanna (after found Shard of Earth) – got Blessing of Sylanna (can walk forests), also unlocks road to Seahaven. (500 XP)
    {Shard of Light: Falagar
     Shard of Water: Lost City Lv. 4
     Shard of Air: Skull Rock
     Shard of Fire: Lost City lv. 3 (Crystal Spider)
     Shard of Darkness: Blackguard Jail Lv. 1} (1500 XP)
17. Jon Morgan, Search for Lord Kilburn, show him the letter dropped by brigand.
    {Find Lord Kilburn in Navea Plains on border to Yon-Chall Forest.} (500 XP)
    {Go to The Fort in Crag. Deliver letter to Crag Hack.} (500 XP)
19. Edwin, Receding Horizons. Escort him to the old watchtower in Menthil Coast.
    (Although it’s a long time till we can resolve this quest the party gets a 10% XP bonus in all fights as long as Edwin’s with the party. Therefore keep him as hireling as long as possible.)
    {Old Watchtower at NW edge of Menthil Coast.} (500 XP)
20. Irnel, Fallen Star. Find Starsilver ore. When done, wait one week for a great weapon (Sword Starsilver blade)
    {Find Starsilver ore south in the Desolate Wilds.} (500 XP)
    {Mystery of the Hidden Shrine, Castle Portmeyron lv.1
     Portal to a Distant Star, Den of Thieves lv.1
     Clouds, Dangerous Cave Ashen Hills east of Castle
     The Divine Right, Shipwreck north of Seahaven
     A Passage Through the Isles, Cursed Ruins lv.1
     For Kin and Glory, Blackguard HQ
     Darkside, Sewers lv. 2
     Night of the Destroyer, Tower of Enigma lv. 1
     Decree of Destiny, The Vigil lv. 3} (1500 XP)
List of quests (in order received)

22. **Heame, Haart has its Reasons.** Spy on Lord Haart, find out what he’s doing.
   {Ask for Haart in his mansion after received quest. He’s not there. Ask City Guard, which informs that he left towards Yon-Chall a few moments ago. Go to Haart's cove, uncover his secret, report back to Heame (tell the truth – mostly).} (500 XP)
   This quest must be completed before Haart will train Sword GM.

23. **Lord Kilburn, Peninsula Incognita.** See map section. (1500 XP, White Wolf Shield)

24. **Lord Kilburn, The Hunt for Montbard.** Find the Lost City, find and defeat Montbard.
   {Lost City, lv.2} (500 XP)

25. **Ciele, The Curse.** Find the necromancer Kaspar in Karthal, bring him to Crag.
   {Kaspar is in Hospice in the Slums. Take him to Ciele. Kaspar requires:
   - Sulfur (Seahaven Runes and Crafts)
   - Mercury (Karthal, Munthir the Peddler)
   - Elven Toadstool (Halloth Grove)
   - Widowsweep Berries (Shadow Woods)
   - Heart of Crystal Spider (Lost City lv 3)} (1500 XP)

26. **Kei, Water Magic GM.** Walk 100 steps on water. {Easily done when able.} (400 XP)

27. **Ulagan, Marauder promotion.** Break into Mayner’s lodge. Get pendant.
   {Open (trapped) chest in Menthil Coast. Tell truth all the way. Deliver pendant.} (1500 XP)

28. **Monshan, Warden promotion.** Eliminate poachers in Yon-Chall; free the captured animals.
   {Northern Yon-Chall. Tough fight, but reasonably easy at level 20. Note: Must recruit Spike before we can free the animals. If party already has two NPCs, you don’t even get the option to fire one – doesn’t look like you can recruit him. (Bug?) Spike finds secret spots, so nice to have aboard.} (1500 XP)

29. **Yumiko, Bow GM.** Find and kill Iemanja in Skull Rock – retrieve the bow. (400 XP)

30. **Montbard, The Last Wish.** Please find my daughter!
   {Read Montbard’s diary to find the daughter must be Rosalie (if you heard her out about her story before)
   Go to Chapel in Sorgiapal and tell Rosalie.} (500 XP)

**Act III.**

31. **Jon Morgan, Morgan’s Informant.** Sneak into Karthal through sewers. Contact Zouleika. (1000 XP)

32. **Dunstan, The Great Escape.**
   * Find Hamza {Ask in Tavern, then go to Cosmic Circle.}
   * Get quests 34 – 35 – 36 – 37} (1000 XP)

33. **Meleager, The Naga Tea.** Collect samples of different Naga Teas.
   {Ohlae tea: Wagon, Ashen Hills
   Akari tea: Hamato, Lighthouse after q8
   Heijin tea: Erika, Minho Marshes
   Higan tea: Tavern, Navea Delta
   Urago tea: Manami, Karthal}
   (1500 XP + Elixirs: 1 Arcane resistance, 3 Health, 3 Mana, 1 Potency)

34. **Hamza, Sewer Key.** Find Theron and get sewer key. {Tavern in Slums.} (500 XP)

35. **Hamza, Partners in Crime.** Get Blackfang help on needed info to break into Blackguard jail.
   {Contact Ajit, Blackfang Hideout, Slums.
   Ajit, Coffer. Find ship "Sun Hind", retrieve chest and bring back here.
   Ship on SW coast Desolate Wilds has been raided by Nagas. Go to Skull Rock to find chest.} (500 XP)

36. **Mizuki, Arcane Discipline GM.**
   * Come back tomorrow
   * Come back in a week
   * Come back in a month
   {“I had to teach you the first lesson: patience.”} (400 XP)

37. **Hamza, Liberation.** Hamza’s men will create a diversion which will allow access to Blackguard HQ. {Complete Blackguard Jail and HQ, find and free Falagar.} (1000 XP)

38. **Arnod, X-Bow GM.** Find and shoot 5 targets in mountains. (400 XP)

39. **Erling, Scout promotion.** Escort Geisli to Seahaven.
   {Easily done – actually the easiest 1500 XP in the game.} (1500 XP)
List of quests (in order received)

41. Tamina, Cult of Meow (UBI achievement bonus quest) Go to Temple of Meow, free Farah, defeat Kilrah. (750 XP)

42. Jon Morgan, Dunstan. Find info about Dunstan (Hamza → Lock Kit, Karthal → Shiva, Wyslin Jungle. (1000 XP)

43. Shiva, Descent into Terror. Find the Tomb of a Thousand Terrors. (1000 XP)

44. Sandor, Warfare GM. Defeat Sandor’s troops. {Maulers, Goblins, Dreamwalkers, Jaguar Warriors, Cyclopes.} (400 XP)

45. The Wanderer, The Curse of Volos. Enter Fortress of Crows, take it from there. (750 XP)

Act IV.

46. Mysterious Elf, Out of the Darkness, automatically given when entering Tomb of a Thousand Terrors: Find a way out of the Tomb. (1500 XP)

47. Yeshtar, Memory Lane. Use Dream Shard to follow Dunstan’s memory. (750 XP)

48. Jon Morgan, The Battle of Karthal, Enlist Crag Hack’s help {Go to Crag, talk to Crag Hack, after he joins party and all sail for Karthal. The rest of the game is linear.} Explore and conquer The Vigil (1500 XP)

49. Crag Hack, Master of Assassins. Explore and conquer Ker-thal – end game at level 3. (1500 XP)

Epilogue

50. Bonus: Untamed Thirst Tavern, get second ruby. Use it to enter Limbo. Melvin, In Limbo. Defeat all Ubinancers. (750 XP)

51. Bonus: Loose Ends. Go to Karthal. (0 XP)

52. Neela, Escape from Fort Laegair. (0 XP)

53. Neela, Solitary Rose. Find Rosalie. (500 XP)

54. Rosalie, Distress Signal. Sabotage ballistae. (500 XP)

55. Orna, Dressing for the Occasion. Find your gear. (0 XP)

56. Rosalie, A Smuggler's Life for me. Meet Rosalie in the Spider Lair. (0 XP)

57. Rosalie, The Unicorn Plot. Real end of game. (1000 XP)

The Secret of the Obelisks quest: (automatically defined when first obelisk is touched). Talk to all obelisks. Each obelisk adds a little to clue-list. When all obelisks have been visited:
"Your journey begins before the gates of Seahaven. Now walk nine steps towards the Savage Sea. Turn left and walk twelve steps. Turn right and walk eleven steps. Turn left and walk nineteen steps. Turn right and walk three more steps. Turn right again, and take your last step. Under the rock to your left, you will find the treasure I buried."
Note: The treasure, the relic sword Flame Tongue isn’t there before you’ve got all the clues.

Obelisks can also be used for fast travel.

<table>
<thead>
<tr>
<th>Crystals &amp; Statues (bonus)</th>
<th>Barrel: Increases:</th>
<th>Barrel w. monster</th>
<th>Chest</th>
</tr>
</thead>
<tbody>
<tr>
<td>A: Air ward (20 pt)</td>
<td>Red: Might</td>
<td></td>
<td></td>
</tr>
<tr>
<td>D: Dark ward (20 pt)</td>
<td>Blue: Magic</td>
<td></td>
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<tr>
<td>E: Earth ward (20 pt)</td>
<td>White: Perception</td>
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<tr>
<td>F: Fire ward (20 pt)</td>
<td>Purple: Destiny</td>
<td></td>
<td></td>
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<tr>
<td>L: Light ward (20 pt)</td>
<td>Pulsing purple: Prime res.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>P: Prime ward (20 pt)</td>
<td>Pulsing red: Fire res.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>A1: Arcane ward (10 pt all)</td>
<td>Pulsing yellow: Light res.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>HP: Hour of power</td>
<td>Pulsing blue: Water res.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>D+: +10 Destiny</td>
<td>Pulsing green: Earth res.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>B: Dispel party</td>
<td>Pulsing black: Dark res.</td>
<td></td>
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<tr>
<td>S: Shrine</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Ox: Obelisk</td>
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</tbody>
</table>

F: Fountain, restores health and mana
2. Meet Dunstan, q2.
3. City guard (investigations on disappeared citizens).
4. Book "The History of Karthal".
5. Eileen’s House, q3.
7. Book "Sea Shanties and Harbor Songs".
8. Aiolos, Scout hireling.
10. Empty house, later entrance to Spider Lair.
11. Well - entrance to Spider Lair.
12. Exit to Agyn Peninsula. Blocked by City Guard before q7 finished.

**Services:**
A: Armory – Heavy Armor E
W: Caldwell’s Weapons – Warfare E
M: Johara's Charms and Talismans
   Identify, Magic Focus E
L: Arcane Library. Spells, Arcane Disc. E
C: Chapel of Elrath. Cure/heal – Light magic E
   Rosalie (q9, q30, q53-57)
TG: Town Garrison, Maximus
   (q7, q8, q11) – Endurance M
T: The Goblin Watchtower – Dagger E
   Jassad, q5
   Kengi, Chef hireling
TC: Training Center:
   Air magic E
   Bow E, X-bow E
   Sword E, Mace E, Axe E
S: Stables: Travel to other cities (later)
   Hire pony (increase inventory size)

No monsters, except Giant Spider in barrels (5 XP)
1. Encounter two spiders. After they have been disposed of, find good items in chests, equip, go back up to town to sell / buy / equip before continuing towards queen.
2. Spider Queen (q7). Level up.
3. Chest w. loot + Smuggler’s Coffer (q6).
4. Dead wizard with Ripped page of journal.

Secret wall (can be knocked down). Need some way of means to discover secret walls to find these. Spell Whispering shadows (or scroll), NPC Rosalie or Spike, later in the game gain the ability. Walls of three kinds:
- f (gazelle): might
- p (gears): perception
- m (keyhole): magic

In this case Rosalie found the wall, as she was part of party at the time.
Giant Spider (5 XP)
Wolf (20 XP)
Moonsilk Spider (20 XP)
Militia (by castle) (20XP)
Kenshi (by Lighthouse) (20 XP)
Brigand (by Thieves’ Den) (20 XP)
Spectre (by Cursed Ruins) (40 XP)
Lv 2 - 5

S: Shrine
Ox: Obelisk
Obelisk quest and quick-travel.
DC: Dangerous Cave
MC: Mysterious Crypt

T: Buried treasure
TO: Obelisk quest treasure.

Ship Wreck:
Elite Pearl Priestess (66 XP), Elite Naga Warlord (66 XP). Book “The History of Hammer Fall”
Chest w. loot + Relic Rocklin.
Lv 19
2. Book "Bestiary of Ashan".
3. Book "Michael and His Glories".
4. Notification: "Do not enter the Cyclopes’ caves! They won’t disturb us, as long as we don’t disturb them. – Iven"
5. Shrine for q4.
6. Notification: (This signpost was put here months ago. Wind and rain have erased most of the writing.) Following reports of witchcraft, dark magic and necromancy, this area is currently under investigation by the Holy Inquisition. Trespassers will be questioned.
7. Itinerant Merchant (Wagon).
   Earth / Fire / Prime magic E.
   Trade / supplies
   Naga Tea quest (Buy Ohlae tea).
8. Imperial Sentinel: "There was a bandit attack – we’re still clearing up the mess. The road to Seahaven is closed for the time being." (Opens when Gralkor has been defeated, and not before.)
9. Riddle chest: What runs smoother than any rhyme, loves to fall but cannot climb? (water)
10. Sign: DUBRA RIVER.
11. Notification: "Perren, your men have once again been seen ferreting around our loot. Alliance or not, that better never happen again, or I’ll have your head. You’ve been warned. – Iven"
12. Sign: "ASHEN HILLS – South to Sorpigal-by-the-Sea"

**Strategy**

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

_Dangerous Caves_ contain a difficult encounter, _Mysterious Crypts_ include a puzzle, but no encounters. Both have huge rewards for succeeding, most often a relic, and often other extremely good items.

The two dangerous caves:
West: **Cyclops** – taken at lv 18. (2 x Elixir Arcane res.)
East: **Shadow Dragon** – lv 13 with some difficulty.

Mysterious Crypt: Do as soon as possible.

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

1 – 2 – 3 – 1 – 2 – 2

Get relic _Holy Sandals_.

Shrine for Orlene’s flowers
Navea
Advice: Visit Water ward crystal before entering.

1. Sign "Spirit gate to Light room". (Door can only be opened from north side.)
2. PP opens adjacent door, releasing **Hamato**. Also opened door to stairs to lv. 2.
3. To activate stairs up to level 4, step on both PPs.
4. Encounter **Mamushi**. (Pushes party, so stay clear of edge!)
5. Supposed to be clue to turning on lights? "Malassa rules in the shadows, and Elrath rules in the sky. Before light will shine, respect to the dragons must be paid. To the north Arkath rules the mountains od fire.
To the west Sylanna protects the Earth.
To the south Shalassa’s sea lies.
And to the east Ylath’s winds rise.
A day dawns on burning forests. At noon a tempest rages on the sea. At dusk the stormy winds spread the fire. Under the stars water shall nourish the earth.
Only by walking the right path, shall Elrath’s light illuminate us all."
That should indicate NW – SE – NE – SW.
But, in addition there are markings on the statues’ swords, with one, two, three, and four stripes, indicating order NW – SW – NE – SE, which turns out to be the correct order to step on the PPs, igniting the light (q8).

On the way out, meet **Hamato** again:
Get Akari Tea (q33).
Dual Wield M.
1. Chest w. loot + Rusty Key.
2. Rusty Key opens door.
3. One archer in each corridor. Quick in – back.
4. Book "Portal to a Distant Star" (q21).
5. Chest w. loot + Iron Key.
6. Door unlocked with Iron Key.
7. Lever opens door 7*.
9. Lever opens door 9*.
10. Chest w. loot + Bronze Key.
11. Bronze key unlocks door.
12. Luke (q3) (fight or let go).

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

Lv 6 - 7
Advice: Buy Whispering Shadows and Burning Determination scrolls (at Wagon) before entering.

On entry met by bandit who thinks we are reinforcements – something is terribly wrong.
1. Lever opens two doors 1*.
2. Lever opens door 2*.
3. Lever opens door 3*.
4. Sign "Emergency supplies. Bring these chests to the keep as soon as possible. “— Praetorian Captain Gwendal”.
5. Attacked from north and south simultaneously.
8. Lever opens door 8*.
   (One or both of these levers also open doors B, C).
10. Use spell (scroll) Whispering Shadows to discover.
11. Chest w. loot + Bronze Key.
12. Bronze Key unlocks door.
15. Book "Houses of Wizardry".
17. Chest w. loot + Silver Key.
18. Silver key unlocks door.
19. Iven is here.
   Advice: Immediately move to f; after a while two more bandits enter by door 18 and join the fight, so in original position you would be surrounded.
20. Golden key unlocks door.
   Got Castle Portmeyron Key, which I never found any use for.
22. Door is open after meeting Jon Morgan.
23. Lev and his griffins (travel to Elemental Forge.)
   Note: first time must travel from here. Later travels from castle entrance. So take a short trip here before leaving castle, else have to return here.
24. Jon Morgan after initial meeting.
   (But also at castle entrance.)
   (After Lost City.)
25. Book "Mystery of the Hidden Shrine" (q21).
26. Lever moves bookshelf at 26*.
**Elemental Forge**

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

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

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

---

Assassin (30 XP)
Stalker (30 XP)
Elite Assassin (50 XP)
Elite Stalker (50 XP)

In Earth garden:
Earth Elemental (30 XP)
Unique: **Gralkor** (300 XP)

Lv 11
Note:
All the "Element entrances" need the respective Shard to enter.

X: Berenice – Magical Focus GM
Strategy & Sequence:

1. Seahaven to explore / equip / train / get quests.
2. Explored eastern part of Navea Plains and Yon-Chall Forest, resolving Haart-quest in Yon-Chall while there.
3. Mysterious Crypt and Lord Kilburn (to get relics as early as possible).
5. Starsilver: from Navea Plains pass through the outskirts of Halloth Grove to the Desolate Wilds, completing the Mysterious Crypt en route, and finally to the Starsilver site before returning to Seahaven with the ore and delivered it to Irnel.
6. Explored the rest of Yon-Chall (except Poacher area – careful!)
7. Headed towards The Crag, north of Halloth Grove and through Minho Marshes and the northern part of the Wilds.
8. In Crag resolved and received quests, and equipped, before returning to Seahaven.
9. Entered Navea Delta from west and took the battles there. After area had been cleared, the Starsilver Blade was ready for collecting, returned to Seahaven.
10. Shadow Woods. A few fights, the DC and MC.
11. Ashen Hills DC (Cyclops (44 XP), lv 18 (couldn’t done it before) – 2 x elixir of arcane resistance, else worthless items).
   Note: Found that neither Sorpigal nor Seahaven had Master Fire spells, but Mojo in Crag had them.
12. The Lost City – Montbard.
   (can walk on water)
15. Explore Shipwrecks and other water areas.
17. Enter Karthal through sewers and Falagar’s Mansion.
19. Explore Karthal and Slums.
20. Go to Sun Hind and Skull Rock.
   (can use teleporters)
22. Explore Wyslin Jungle and Menthil Coast.
23. Cursed Ruins.
24. Fire Lord.
26. Black Guard HQ and Jail.
27. Dark Lord.
28. Dungeon quests in sequential order.
Seahaven

Services:
A: Gregor’s Armor – Medium armor M
W: Silver Blades, q20 (good swords)
M: Runes and Crafts (good X-bows)
   Identify, X-bow M, q25
L: Church Library. Spells, Magic focus M
TG: Town Garrison
   Two-hand M
   Shield E, Spear E, Medium armor E
   Identify, X-bow M, q25

1. City guard, q22.
2. Bear – Endurance E / Dodge E.
3. Edwin, q19.
4. Book "Song of Earth".
5. Windsword Garrison (Mercenary promotion)
6. Haart Mansion, q22, Sword GM.
7. Sana, Mage hireling.
8. Stenar (later flute).
9. Eldgrim’s House – Spear M.
10. Geilir’s House – Fire magic M. (Runepriest promotion)
11. Heame, q22.

T: The Moon Doe – Dark magic E
Mojo: Arcane discipline E
   Mysticism E
   Sword E, Dual wield E
   Medium armor E
   Water / Air / Prime magic E

Naga Bank: Mace M
   Two-hand E
Note: By now, NPC Edwin is with us, giving party 10% more XP for all encounters. Figures given includes this bonus.

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

**Poachers:**
2 x Blackfang Thug (44 XP)
2 x Blackfang Marauder (44 XP) defeated at lv 20.
Talk to Spike (nothing happens)
- Fire one NPC, talk to Spike.
- Recruit Spike – get option "free animals" (yes) – q28 OK.

**DC:** Martyaxwar (220 XP)
Relic: Imaran (crossbow)
Book: "The Treacherous Queen Tuidhana"
Lv 19
Lord Kilburn q23:
1. Sorpigal-by-the-Sea is located on the shores of a bay. What is the name of that bay?
   Tiriya
2. What is the name of the large river on which Karthal is located?
   Navea
3. There’s a lake in the very center of the Peninsula. What is it called?
   Eye
4. What name is given to the rocky coast on the western edge of the Peninsula?
   Menthil
5. What is the name of the sea north of the Peninsula?
   Irisus
6. What was the ancient name of these lands, before they became known as the Agyn Peninsula?
   Malyn
7. What is the name of the small forest east of Karthal?
   Shadow Woods
8. There’s a place whose name means “Songs of the Wind” in the Elven Language. What is the place?
   Wyslin

Then, after receiving q24, returned to Seahaven for yet another time for training.

Connected teleporters.
A → a etc.
Shortest route shown by arrows.
Reward:
Relic Titan Leggings
DC: *Tuco* (165 XP)
Defeated at lv 16 (with difficulty)
Rewards:
- Relic bow *Mageslayer*
- Book "A Savage History of the Pirates"

**Desolate Wilds:**
- Jaguar Warrior (33 XP)
- Dreamwalker (33 XP)
- Mauler (33 XP)
- Goblin (33 XP)

**Halloth Grove:**
- Elite Moonsilk Spider (66 XP)
- Facehugger (44 XP)
- Elite Earth Elemental (66 XP)

**Sun Hind:**
- Pearl Princess, Kensei
- Book "Titan Finder", Chest w. gold.
- Sailor: Skull Rock, need "Swordfish"

1. Elven Toadstool (q25).
2. Starsilver ore.
3. Yaksha – Two-hand GM.
4. Riddle chest:
   "Completely round is fairly rare. Bright and shiny when I’m there.
   When I’m not, they call me new. But I’m old. Older than you." (moon).
5. Yumiko – Bow GM quest (q29).
   Kraal – Barbarian promotion.
7. Mizuki – Arcane Disc GM (q37).
8. Riddle chest:
   "What is not enough for one, just right for two, too much for three?" (secret).
9. Luna – Dark Magic GM.
10. The Wanderer (q45)

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

Relic *Ancestor Mask*
Book "Life with the Pao Island Orcs"
Minho Marshes
Mauler (33 XP)
Goblin (33 XP)
War Panther (33 XP)

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

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

DC Wyslin Jungle: Sentenza (220 XP)
(lv 24, no problem)
Dropped Elixir of Health
Relic: Vampire Armor

DC Menthil Coast: Manco (220 XP)
(lv 24, no problem)
Dropped Elixir of Vitality
Relic: Heart Piercer (spear)

1. Erika, Naga Tea (Heijin Tea).
   Fire mag. GM.
   Big fight if proceed southwards!
2. Tieru (Druid promotion).
3. Shiva – Air mag. GM, q43.
4. Book "The Binding of the Clans".
5. Chest w. Mayneri’s Pendant
   (trapped), q27.
Services:

A: Everyman's Armor – Dodge M (good robes)
   Bones – Trap Disarmer hireling

W: Largo's Second-hand Weapons – Dagger M
   (good spears and daggers)

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

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

TC: Spear E, Mace E, Dagger E, Axe M
   Bow E, Two-hand E
   Shield E, Endurance E
   Magic focus E, Air magic M

T: Toothrot Tavern
   Bart Brimstone – Tinker hireling

1. Tao's House – Mace GM.
2. Zhin – Treasure Hunter hireling (nice to have)
3. The Fort.
   Ciele: Water magic M, q25.
   Crag Hack: q18+++.
4. Ameyro (Crag Hack’s ship).
6. Ulagan – Marauder promotion, q27.
7. Sir Christian (boat travel).
8. Kirk (Lost Lambs, q3).
9. Book "Wandering the Waves".
10. Later in the game: Kaspar and Zouleika
    (Freemage promotion quest).
Untamed Thirst Tavern:
Get Naga Tea (Higan Tea).
Hedwig: Defender promotion / Limbo q50.

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

1. Wysthal
(No, you won’t catch me) – and gone she was.
2. Widowsweep Berries, q25.
3. Atlas – Endurance GM.

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

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

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

**Beach:**
Elite Kensei (66 XP)
Elite Naga Warlord (66 XP)
Elite Pearl Priestess (66 XP)

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

**Mysterious Crypt**
Very tough puzzle: press plates horizontal and vertical to a pillar to lower it.
Initially, only PPs 1 – 5 are visible. Stepping on 4 then 1 removes a pillar, unlocking PP 6.
Similarly stepping on 1 then 3 unlocks 7. As more and more PPs are unlocked the number of pairs grow, and it becomes pretty tedious. One sequence that unlocks the chest with relic Will and Resolve (gloves) is shown to the right.

**PP stepping sequence:**
1 – 3
4 – 1
7 – 4
6 – 7
5 – 8
7 – 9
10 – 5
11 – 9
10 – 7
12 – 6
6 – 8
12 – 7
7 – 11
12 – 11
Lv 1:
Ghoul (33 XP)
Skeleton (33 XP)
Militia Captain (28 XP)
Elite Brigand (50 XP)

Lv 2: (add)
Elite Rogue Mage (50 XP)
Elite Militia Captain (55 XP)
Ghost (33 XP)
Ravenous Ghoul (44 XP)
(by stairs to lv 3.)
Unique: Montbard (165 XP)

Lv 17-19

1. Militia Captain dropped Iron Key.
2. Unlock w. Iron Key.
3. Loot + Rusty Key.
4. Unlock w. Rusty Key
5. Door opens from S. only
6. Loot + Silver Key.
7. Attacked from three sides.
8. Loot + Bronze Key.
9. Unlock w. Bronze Key
10. Unlock w. Silver Key.
11. Montbard (q30).
12. Book "Excerpt from Montbard’s Journals".
14. Loot + Golden Key.
15. Unlock w. Golden Key.
(So expected goodies in chest, but no.)
The Lost City

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

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

Level 3:
1. Riddle Chest:
   "History is told, forgotten, and can be told again. What is put on parchment never remains unchanged. Always truth can be washed away and rewritten. But the specter of past words seldom completely fades." (palimpsest)
   Silly puzzle, answer can be found in one of the many books we have found (or Ahlam's gossip).
2. Loot + Golden Key.
3. Open from west.
4. Sorli – Heavy Armor GM.
5. Big fight.
8. Loot + Shard of Water.

Lv 4
Elemental Forge
Shard of Water

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

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

Area E of Seahaven

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

Lv 19

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

Ship Wreck:
Air Elemental, Water Elemental.
Book "The Divine Right" (q21)
Chest w. loot + Relic Sun Shield
Elite Giant Spider (66 XP)
Facehugger (44 XP)
Unique: Erysichthon (220 XP)

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

1. Zouleika.
2. Lever opens 2*.
3. Lever opens 3*.
4. Erysichthon dropped Elixir of Vitality.
5. Tamotsu – Medium Armor GM.
6. Surrounded by 4 Elite Giant Spiders
After Black Guard Jail:
7. Falagar leaves party and meets Zouleika.
8. Lever for 8*.
9. Lever for door.
11. Lever for door 11*.

Very conveniently paladin was ready for GM
Heavy armor, taught by Sorli, Lost City. So used
exit to Lost City, found Sorli, and then exit from
Lost City to Castle Portmeyron to meet Jon
Morgan.
Black Guard (44 XP)
Dark Wizard (44 XP)
Unique: Ripley (220 XP)
Level 2 also Wolf Hound (44 XP)
Lv 20

Second visit, Lv 23

First time here, shortest route through to get into Karthal and get XPs and trade goodies before returning here for the rest.
1. Lever (opens door 1*).
2. Encounter, leveled up to 21.
3. Ripley (q3)
   After Ripley had been defeated (and by that q3 completed) went out to Karthal Harbor District. Returned here later.
4. Lever (closes 1*, opens 4*).
5. Book "The Eighth City".
6. Lever (closed 4*. Sequence 4 – 6 – 1 opened 6*. May be a coincidence.)
7. Chest w. loot + Golden Key.
8. Open door w. Golden Key (encounter).
10. Lever opens 10*.

After found Shard of Light went directly to Elemental Forge to challenge Light Lord.
Services:
A: Elegant Armor – Heavy armor M
W: The Deathmatch – Bow M
M: The Cosmic Circle, Trade / Identify q32
C: Karthal’s Chapel – cure/heal, q1
L: Great Library of Karthal.
Spells / Prime magic M
TG: Praetorian Garrison – Spear GM
S: Karthal’s Stables
T: The Lock Kit – Water magic E
q32, q42

1. Meet Dunstan again (q32).
5. Book "Manifesto of the Karthal League".
6. Munthir the Peddler (q25).
7. Sir Christian (boat travel).

Arrival from Falagar’s Mansion;
Greeted by Dunstan
Services:

M: Blackfang Hideout,
   Trade (goodies, Stone Disc Fragment 2, Relic Blackfang Gauntlet)
   q35, q36
L: Arcane Library
   Spells / Dark magic M
TC: Black Guard Training Center
   Axe E, Warfare E, X-bow E
   Mysticism E
   Light / Dark / Earth / Fire magic E
T: Rickard’s Taverne de la Licorne
   Theron (q34)
   Warfare M

1. Book "A Tour of the Free Cities".
2. Tamina – Dual wield E,
   q41 (Cult of Meow UBI bonus quest).
1. Shard of Light opens
2. Step on PPs such that all are alight.
   Creates stairs A – B.
3. Interact to encounter Riseliin.
   Reward: Permanent Clairvoyance (detect traps).
4. Unlock with shard after Riseliin has been defeated.

Then went back to Karthal, to the Lock Kit where we found info on Hamza (“How can we contact him?”). Were directed to Cosmic Circle, met Hamza and got q33 and q34. Found Theron in the Slums tavern, got Sewer Key, went to Blackfang Hideout and talked to Ajit. So went and found Sun Hind. Was told about Skull Rock, our next destination.

Shard of Air opens entrance
Room is filled with tiles at different elevations, so can’t walk on them straight away. Some tile heights are adjusted by the pressure plates:
A. Resets puzzle
B. Tile 2 down
C. Tile 3 up, and something happening in the center of the room
D. Tile 1 up
E. Tiles 1, 2, 3 up, some tiles between 3 and 4 down.
   Apparently working sequence: D – 2 x B – 3 x C – 4 x E. (After C can walk up to 4. Then slowly adjust…)
Meet Shalwend at 5. Defeat him to gain ability to use mountain teleporters. Then go to TA to the treasure area. TB outside is activated after Shalwend’s defeat.

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

i. Wysling Jungle, including DC Sentenza.

ii. Owl Cave. Nothing there but the book “The Fabrication of the Orcs”. But those on a Shaman promotion quest can enter dreamland, encounter a boss and get promoted.

iii. Menthil Coast. DC Manco. Then went to Mayneri’s chest and stole pendant (q27). By now was once again loaded so went to Crag to sell, and get reward from Ulagan (q27).

iv. Went to the Vantyr Range (next map).
Skull Rock

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

Lv 23 – 24

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

2. Lever opens door 2*.
3. Opening chest spawns lots of monsters, and opens doors 3*.
   ** Use password “Swordfish” to enter level 2.
4. 2 Elite Mermaids + Iemanja (dropped Yumiko’s bow).
6. Chest w. San Tenga Mugen (q10) (got 500 XP now, but Hamato didn’t want to talk about the sword at all when we returned it (bug!)). Big fight.
7. Blackfang chest (q36). Big fight.

After / during Skull Rock, went to Crag and Wilds, resolved Yumiko’s Bow (q29), started Mizuki’s quest (q37), and delivered Kaspar in the Fort, Crag (q25) → updated q25.

On the way back bought Sulfur in Seahaven magic shop, and Mercury from Munthir the Peddler in Karthal.

Explored the rest of the accessible sewers. Contacted Hamza, received q38, Liberation.

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

Equipped with Shard of Air, first went to Elemental Forge.
   T1 – T5 are the 5 targets we must shoot.
2. Changbo – Dual wield GM.
3. Dwarf Hall – Scout Promotion, q40.
5. Plundered wagon. Cyclops. DC nearby is not accessible except if on Defender promotion quest.
6. Book, no lore entry (bug?).
7. Book “Malassa Mourning”.
8. Riddle chest.
   “I am so simple, that I can only point. Yet I guide men all over the world.” (compass)

Door opens when we have stepped on all tiles once and only once (classic draw line without crossing or lifting pencil-puzzle). Easy enough. Elixir of Arcane Resistance, Relic Jade Coif (helmet).
Before doing the Cursed Ruins completed Dubra Srubland (including Asterion), and found the last Obelisk. Having got all the clues could go to the stone near Landro-obelisk and find the sword *Dragon Flame Tongue*, that will replace the Starsilver Blade (it becomes the better one eventually). Then headed for the Cursed Ruins, with two Spectres waiting outside.

### Cursed Ruins

- Ravenous Ghoul (44 XP)
- Skeletal Spearman (44 XP)
- Spectre (44 XP)
- Elite Ravenous Ghoul (72 XP)
- Elite Skeletal Spearman (72 XP)
- Elite Spectre (72 XP)
- Unique: *Ephie* (220 XP)
- Unique: *Leander* (220 XP)

**Lv 25 – 26**

1. Chest w. Bronze Key.
2. Book "A Passage Through the Isles" (q21). Encounter when take.
3. Bronze Key unlocks.
5. Iron Key unlocks.
7. Up from the buried treasure rises Leander. Dropped Elixir of Vitality.
8. PP opens door.
9. PP opens door 9*.
   P1 – P4: Bloodstained page.
   PP opens door 10*
10. With all four Bloodstained pages, go back to ghost (6), give her the *Stone Disc*. That completes q14, and paladin is promoted (but no additional XPs).
11. Book "The Dragon of Karthal – a Popular Folk Tale".

Next went to Tamina (Karthal Slums), received and completed q41.
1. PP slides wall 1* southwards.
2. PP lowers pillar at 2*, opening passage.
3. PP slides wall 3* south, opening passage.
5. Closed, stepping on PPs and toggling the lever a few times opened it. Also 4* was suddenly open during this process – don’t know what happened.
6. Farah.
7. PP activates PP 8.
8. PP opens passage eastwards. Must be activated first.
10. Bronze Key unlocks.
11. Kilrah.

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

Lv 26

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

Fire Elemental (66 XP)
Unique: Pyrannaste (550 XP)
Lv 26

Shard of Fire opens entrance.
Only some of the tiles can be stepped on between the fires. The levers L1 – L5 move some tile as shown by the arrows. (LR resets puzzle). Would have been easy except when you step on tile (1), another tile moves, and where depends on what levers have been thrown so far. I think the order isn’t critical as long as lever L1 is thrown first. The order given here works, first L1 – L5, then step on (1), then go to (2) to meet Pyrannaste (blessing: sense enemies).

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

Elemental Forge
Shard of Darkness

Shadow Elemental (45 XP)
Unique: Sinshan (350 XP)
Lv 26

Shard of Darkness opens entrance
Teleporters don’t have a unique destination, which makes the puzzle harder… Sequence:
A → a; B → b; C → c; A → a; D → c; E → b; F → d.
Go to (1) to meet Sinshan. (dropped Elixir of Health).
Reward: Blessing of Malassa – detect secret passages.

Armed with that ability the Enigma Tower can be explored.
Ravenous Ghoul (44 XP)
Facehugger (44 XP)
Elite Facehugger (72 XP)
Unique: Zaahid (220 XP)

Lv 26 – 27

NOTE: Sacred Grove is inaccessible if there are no elves in the party.

No monsters before fight with Zaahid.

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

Elite Goblin (66 XP)
Elite Mauler (66 XP)
Elite War Panther (66 XP)
Elite Jaguar Warrior (66 XP)
Lv. 2 also:
Goblin Hunter (44 XP)
Panther Warrior (44 XP)
Crusher (44 XP)

Lv 26 – 27

NOTE: Pao Kai Nest is inaccessible if there are no orcs in the party.
NOTE: Crusher was the 50th entry in the Bestiary – so could now go and collect reward from Jassad.

1. Big fight.
2. Buried Treasure w. Rusty Key
3. Chest needs Rusty Key.
4. Blind Shaman:
   "You can’t enter. You are not chosen."
   (Only for Barbarian promotion quest.)
5. Door opened by Shaman if on promotion quest, giving access to Pao Kai.
   (385 XP, Elixir of Mana)
Temple of Ylath

Elite Harpy (66 XP)
Dreameaver (66 XP)
Unique: Koreke (220 XP)

Lv 28

NOTE: Temple of Ylath is inaccessible if no humans are in the party.
First challenge is to get past the teleporter area. Use the two portals marked by arrows and walk around to the right. First fight when arrived at bridge.

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

After this quest went to the observation point and hence completed Edwin’s quest. So he left the party and we gain 10% less XP. But by now we were more in need of a horse.
When talking to the Blackguard Captain outside, Hamza’s men start a fire, allowing us in.
1. Chest w. loot + Golden Key.
2. Lever for door.
4. Stepping here with Iron Key: main room filled with monsters, door behind closes shut.
5. Golden Key unlocks door to second level.
6. Iron Key unlocks.
8. Book "For Kin and Glory" (q21).
9. Lever for door.
10. Golden key unlocks door (no goodies in chest).
11. Door slams shut behind party – big fight.

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

Actually, (8) is the only reason to go up here at all.
Karthal Jail Lv. 1

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

Lv 28 – 29

1. Lever for door 1*
2. Sewer Key unlocks door.
3. Stepping here spawns monsters, door behind closes shut.
4. Lever opens doors 4* and 3.
5. Coming from north and stepping here opens doors 5*, releasing 2 Elite Minotaurs.
6. The Butcher drops Iron Key, Elixir of Mana.
8. Iron Key unlocks door.
9. Lever for door.
10. Force door open (requires high might, but The Butcher dropped an Inner Fire Scroll, just in case).
11. Falagar.
   Joins party, follow him to Sewers level 2 where he meets Zouleika and leaves party (Sewers map).

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

No monsters  
Lv 29

1. 5, 4, 0: Notification boards
2. Riddle chest:  
   "I am known to both young and old, Some cower from me, others I make bold. But I’m not one you mock or taunt. For your every step I haunt" (death).
3. Riddle chest:  
   "What does man love more than life, Hate more than death or mortal strife; That which contended men desire, The poor have, the Rich require; The miser spends, the spendthrift saves, And all men carry to their graves?" (nothing).
4. Riddle chest:  
   "While I don’t walk, swim or fly, Before I fade, I still wander. I shed tears even if I don’t cry. But what am I? That I wonder." (cloud)
5. Book "Night of Destroyer" (q21) – Riddle required:  
   "What three letters make a man of a boy?" (age).
6. Notification code needed to open door to second level: 0451
7. PP resets puzzle. PPs A – I must be stepped on in correct sequence to open door: B A B E F I H G H.
8. Room is trapped. With Clairvoyance ability or spell, the trapped tiles are shown, so no problem. (White route works.) Jumping teleporters. Step on the two PPs, and all’s OK. Riddle chest:  
   "I have a head, I have a tail. But I haven’t got a body. What am I?" (coin).
10. Book "Astronomical notes".
11. Chest w. Relic Staff of the Lyre (Mag. Focus).
12. Nur – Prime magic GM.
13. Riddle chest:  
   "Who has a hat but no head, a foot but no shoe?" (mushroom)
14. Chest w. flute (Seahaven – Sudgerd)
15. Interact: Riddle: (fear) – got Hidden Scrolls, needed for Freemage Promotion quest.

None of the chests contained anything we needed, and we didn’t get any XP’s for going here. So the only reason is the book for q21 (and the relic if magic-focus-users in the party). The flute and the barrel also make it worthwhile.

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

Then headed for Sudgerd.
Shadow Elemental (45 XP)
Facehugger (40 XP)
Shadow Lurker (40XP)
Fire Elemental (40 XP)
Elite Facehugger (65 XP)
Elite Shadow Lurker (65XP)
Unique: Eye of Madness (200)

Lv 29

NOTE: Sudgerd is inaccessible if no dwarves are in the party.

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

After Sudgerd went to the Desolate Wilds and talked to The Wanderer. Got q45 and half of a pendant.
1. Meet Melanthe. Give her pendant and leave (750 XP, quest solved the easy and non-satisfactory way.) Alternatively keep pendant half and enter fortress.
3. Door opened by code BETRAYAL (graves).
4. Door opens from this side only.
5. Lever unlocks secret magic walls to east.
6. Solid wall – turn around and fight, and walls turn magic secret again.
7. Treasure w. Silver Key.
8. Open chest to proceed eastwards. Note: "No return."
9. Door opened by solving pressure pad puzzle. Chest contains goodies, but not compared to what we have.
11. Golden key unlocks door. (Manual says keys are always used on same level.)
12. Step here to initiate another big fight.

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

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

Bullseyes w. letters:
Teleporters.

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

Unique: Melanthe (500)

Lv 30
1. Meet Melanthe. Give her pendant and leave (750 XP, quest solved the easy and non-satisfactory way.) Alternatively keep pendant half and enter fortress.
3. Door opened by code "BETRAYAL" (Graves).
4. Door opens from this side only.
5. Lever unlocks secret magic walls to east.
6. Solid wall – turn around and fight, and walls turn magic secret again.
7. Treasure w. Silver Key.
8. Open chest to proceed eastwards. Note: No return.
9. Door opened by solving pressure pad puzzle. Chest contains goodies, but not compared to what we have.
11. Golden Key unlocks door. (Manual says keys are always used on same level.)
12. Step here to initiate another big big fight.

The relic and the XP for the numerous fights are the only reasons to do this one. Rings / amulets with 100% prot. vs. paralysis big advantage here.
1. Notification:
   "ONE As life withers and closes, As the first sign of rage grows."
2. Notification:
   "TWO Peace ends while battles start again."
3. Notification:
   "THREE A circle is drawn, while shadow is born."
4. What is its name? (Erebos) – opens door 4*.
5. Attacked from all sides.
Teleporters: Two-way A – A etc., one-way A – a etc.
Confusing: Used all teleporters, stepped on all PPs. At some time something got triggered, for all teleporters stopped working (giving access to many new chests), and doors * opened.
At that time also,
1. Attacked from all four corridors.
Tomb of a thousand terrors

Level 4:
Tiles marked X1 – X5 are not present initially. Pressure pad P1 bridges the two tiles marked X1, P3 gives access to X3, etc. X6 is there from the start, but is removed when stepping on P5. Teleporters: Two-way A – A etc.
1. Eye of Terror dropped Elixir of Health. Chest contains relic *The Evangelist*. On tile south find Dunstan’s body with his diary explaining what’s going on; and a Dream Shard.

Level 5:
Teleporters A – a, etc, find the way to Elf cove:
Eruina: Dark magic M
Kastone: Prime magic M
Yeshtar: Dagger GM, q47 (Dunstan’s Memory)

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

Lv 31
(no monsters level 5)
1. Riddle to open door:
"One shadow. No Honor. No Glory. No Mercy. So many Terrors are buried in this Tomb." (1000)
2. Artemis casts spell to open door.
After battle, transported to void, dialogue with Erebos – explains what happened.
After Tomb of a thousand terrors, reported to Jon Morgan. His daughter had been kidnapped. Got q48, went to Crag and recruited Crag Hack. Sailed to a Karthal in chaos – the battle for Karthal.

**Battle of Karthal**

2. Encounter Mysterious Elf Salvin. When asked why you do this, reply "for the girl" and Salvin takes his own life (no reward). Any other reply, fight Salvin, get XP and elixir +items.

Crag Hack leaves party to find "Master of Assassins" (q49). Enter The Vigil.
1. Markus Wolf, First meeting (escapes) – fight
4. Lever needs Silver Cog.
5. Lever needs Golden Cog.
   Both 4 and 5 needed to open door.
6. Markus Wolf, Second meeting (Anne escapes, then Markus runs away – big fight follows.).
7. Markus Wolf, final meeting. Get a choice to kill or spare him. (If spared, meet him later in prison, if killed end of story). Easily defeated, dropped Elixir of Health.
8. Take off shoes to get 2h-mace relic Vayaleth.
The Vigil

Level 2

Lv. 1

1. Shade (50 XP)
2. Elite Shade (70 XP)
3. Chakram Dancer (50 XP)
4. Dark Prophet (50 XP)

Lv. 3

Lv. 1

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

Level 3

Lv. 2

1. Book "Dynasty of Light" (q21).
2. Lever opens doors east – big fight.
3. Lever opens door 3*.
4. Lord Myron.
5. Lady Thea
   Trade, buy Supplies.
8. Need Golden Key to open.
1. Crag Hack’s body  
   (impressive he got this far).
2. Big fight when drink from fountain.

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

Lv 33
Elite Shade (70 XP)
Elite Chakram Dancer (70 XP)
Elite Dark Prophet (70 XP)
Elite Shadow Watcher (70 XP)
Faceless (50 XP)

Lv 33 – 34

1. Big encounter.
Note: Party is in Combat mode all the time on this level, except the four Sanctuaries near (3).
1. First meeting Erebos.
   Erebos pursues party and attacks continuously.
   He can’t be defeated, but can’t be neglected either – have to fight him, and suffer much loss. But whenever he gets a serious wound he heals completely and vanishes.
2. Torn page (hints).
   Four pieces = Solar Sigil.

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

Lv 34
Alien Technology (42 XP)

Uniques:
- U1: Leslie (250 XP)
- U2: Helene (250 XP)
- U3: Erwan (250 XP)
- U4: Paul (250 XP)
- U5: Julien (250 XP)
- U6: Gary (250 XP)

Lv 34 - 35

Ubimancers dropped:
- Leslie: Key Card Gamma
- Helene: Key Card Delta
- Paul: Key Card Alpha

Persons (game developers):
1. Melvin. q 49: Defeat all Ubimancers (U1 – U6)
2. Marta
3. Balearic Fox
4. Caro
5. The Sinner
6. Denis
7. Kutsi
8. Lirion
9. Achim
A. Stephan
B. René
C. Larissa
D. Thomas
E. Lore
F. Karsten / Spike
G. Stefan
H. Johannes / Moni
I. Marcus
J. Angi
K. Anselm
L. Patrick: “There is no place like 127.0.0.1”
M. Christian
N. Daze – Get 750 XP for q 50. (Goodies in chest behind)

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

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

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<th>Code</th>
<th>Binary</th>
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<tr>
<td>Switch</td>
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<td>1</td>
</tr>
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<td>1</td>
</tr>
<tr>
<td>162</td>
<td>1</td>
</tr>
</tbody>
</table>

Doors:
1. Key Card Alpha unlocks.
3. Open from west side.
5. Key Card Beta unlocks.
8. Key Card Delta unlocks.
10. Enter code: 127.0.0.1
12. Key Card Epsilon unlocks.
Q51: Go to Karthal for reward. In Karthal: Arrested and sent to Fort Laegaire prison – Duke Oswin wanted to get rid of us. (Of course stripped of all equipment.)

Escape: Get cell key – distract guards by knocking on walls at selected points. Must be done in exact order, or game over. With infinitely many combinations and only one working, that means *lots* of reloads…

Correct sequence shown by 1 – 11.

(There are also other “knocking spots”, not shown here.)

Only walk on highlighted part of map. Don’t do any other actions than knock and walk. Goal: Room NW, and then east to outlaw post.

At outlaws’ you can equip, although crappy equipment compared to what you had. Then get q52: Eliminate Perren.

(Next, complete map)

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

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

Lv 35

1. Neela (leader), q51, 52.
Sells Supplies.
3. Pandareos; sell, repair weapons.
4. Tjofr, ld items, sell magics (foci, potions).
5. Lever toggles door N.
7. Red cell key.
8. Lever toggles doors N & S.
9. Lever toggles 3 doors NWS.
10. Yellow cell key.
11. Lever toggles door S.
12. Green cell key.
13. First big fight with Perren’s guys.
15. Lever toggles door N.

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

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

After defeating Perren, return to Neela and get q5 – find Rosalie (the one and only, from Den of Thieves and Montbard’s daughter fame).

---

1. **Rosalie**, q54: Sabotage all four Ballistae (B1 – B4)
   - Find an open space where she can summon help.

2. **Markus Wolf** is here if not killed in the Vigil. Will offer help if he can join party. If accepted he will attempt to kill Rosalie at (6), but is himself killed. So all in all – just as well to kill him in The Vigil.

3. Big encounter with castle guards. Lure them back to cell area a few at a time. Note: Inquisitors will put chars to sleep continuously. No chance to win these fights without Burning Determination. (Ie. if no party member knows this spell it’s end-of-game.)

4. Caindale casts high level Sun Ray (Tjofr sold Light Ward spells) and is pretty tough, especially if party knows few magic protective spells.
   - Drops Storehouse Key.

5. Unlock door with Storehouse Key.
   - Storehouse contains all items that were confiscated from party; C1 items for character 1, etc., and one chest for shared items (q55).


On return to Karthal, Rosalie invites party to confront Duke Oswin in his Summer Palace. (She has proof of his betrayal.) q56, q57.
Immediately attacked on arrival.

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

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

Unique: Sir Gallant (200 XP)

1 – 9 are graves:
1. Ronan the Great
2. Brian II the Merry
3. Ronan II the Gifted
4. Logan the Beloved
5. Erwan the Builder
6. Brian the Blessed
7. Lea the Peacemaker
8. Ronan III the Patient
9. Connor the Graceful

Find the order inside "Dynasties of Light" lore book.

Correct order: 1 – 6 – 3 – 4 – 9 – 5 – 2 – 8 – 7 and a chest appears in the center of the crypt. No special goodies compared to what we already have.
Orange lines: Barriers, Windows
1. Lever removes wall 1*
2. Chest w. Golden Cog
3. Lever needs Golden Cog. Removes wall 3*
4. Door opens from west only
5. Door opens from north only.
On return after going full circle and passing through door (5) all barriers were gone.

1. Stepping here opens doors A and B, and enemies attack from all three corridors. Pretty tough fight.
Fight your way to north end of room.
1. Duke Oswin and Empress Gwendolyn is here. Duke orders Seraph guard Adira to attack. Keep alive for a while (until Adira’s health is reduced to about 50%), then queen stops fight and wishes to hear us (Rosalie) out.

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

Happy ending – and this time the final ending.