ULTIMA® VIII

CLUE BOOK

ULTIMA VIII

PAGAN

CLUE BOOK

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PENTOLOGY

COMPILED BY
Melissa Mead
with the aid and vision of
Remvatos, son of Apathas

HOW TO USE THIS BOOK

General Hints

Introduction and Plot-Path Hints. These hints are for those who only want a very gentle nudge. They are a fictionalized summary of what people (names in **bold**) have information to keep you on the plotline, and also gives clues to some subplots, Pagan history and character situations.

General Information

Times of Day. Some people are found at different places depending on the time.
Food and Recuperation. This tells how food affects regeneration of hit points.
Statistics. Your statistics are dynamic, and they influence how well you interact with your environment. This section tells how they change, and how they affect your performance.
Location. Press Ctrl V. The last number is the map number. This information will help you discover where you are after teleportation, or when you're just plain lost.

Armor & Weapons

Note. *Each magical item is listed with a unique number (e.g., M9) that appears in the map keys.*

This section provides an arsenal of information about the weapons and armor at your disposal:

- Their weight.
- Their damage or defense values.
- Any special attributes they have.
- Where to find the rarer items.

Denizens & Dangers

Here you'll find all the statistics on each and every monster, creature, person and danger that you'll face:

- Their statistics — Armor Class, Dexterity, Damage, and Hit Points.
- Any special abilities they have.
- Any vulnerabilities you can use to your advantage.

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Maps

The two letters in the parenthesis refer to the specific map. (See **General Information, Location.**) The number specifies where the object or event is on that map.
The maps serve a triple function:

- They give you an idea of where you are and where you need to go.
- They are keyed to help you find objects and places that are necessary or useful.
- They are cross-referenced to the Walkthrough, to help you through difficult areas without having to read through the whole section.

Magic

This contains information on spells.

- How to cast a spell.
- What you need to cast a spell, and some good areas to find them.
- What each spell does.
- How much mana it costs and what its damage is, plus how much it weighs (if applicable).
- What each reagent, focus and item looks like.

Walkthrough

Note. *Two sub-plots — Ghost and Slayer — are included.*

This has three methods for use.

Cross-referencing from the maps gives you quick-fix information.
General step-by-step instruction lets you scan down the left of the page to see what you need to do without sifting through extra information.
Detailed instructions tell you everything you must do to get through an area, a section, a level or the entire game.

Tips

General pointers to help you fully enjoy the game. Information is broken into **General Advice, Money and Items, Dangers** and **Magic** categories.

INTRODUCTION

Now you have summoned me from my slumber I cannot guess. The method must have been unusual in its power, and unique in the casting. I am awakened, and for that I am grateful. It is not my true nature to remain oblivious to the flow of time; the currents of eternity are as lifeblood coursing through my being. My purpose is awareness — it is my existence. Since the coming of the Titans my eyes have been shrouded and dim. I once marked and exulted in every event which occurred on this isle, from the sharp spark of a blade of grass plucked by grazing toraxen to the harmonic thrum of the ever-growing caverns. I saw all until the currents of time banished my lord Apathas from his true position. I am his son, Remvatos, whom the people call The Observer.

From your silence I can tell that I am not the one you expected to answer your summons. You expected power, perhaps? Did you call on Amoras, hoping for the divine gift of love and happiness? Or are your ambitions more martial — your desire for the war-skills and cunning strategies of Odion? I am neither of those, and have no real power to bestow upon you, but do not return me to the darkness so soon. For if you have any curiosity about the world of Pagan, I am your best oracle. I have seen all, and for the privilege of brief stays in the realm of light, I shall tell you all I know.

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ULTIMA VIII PAGAN
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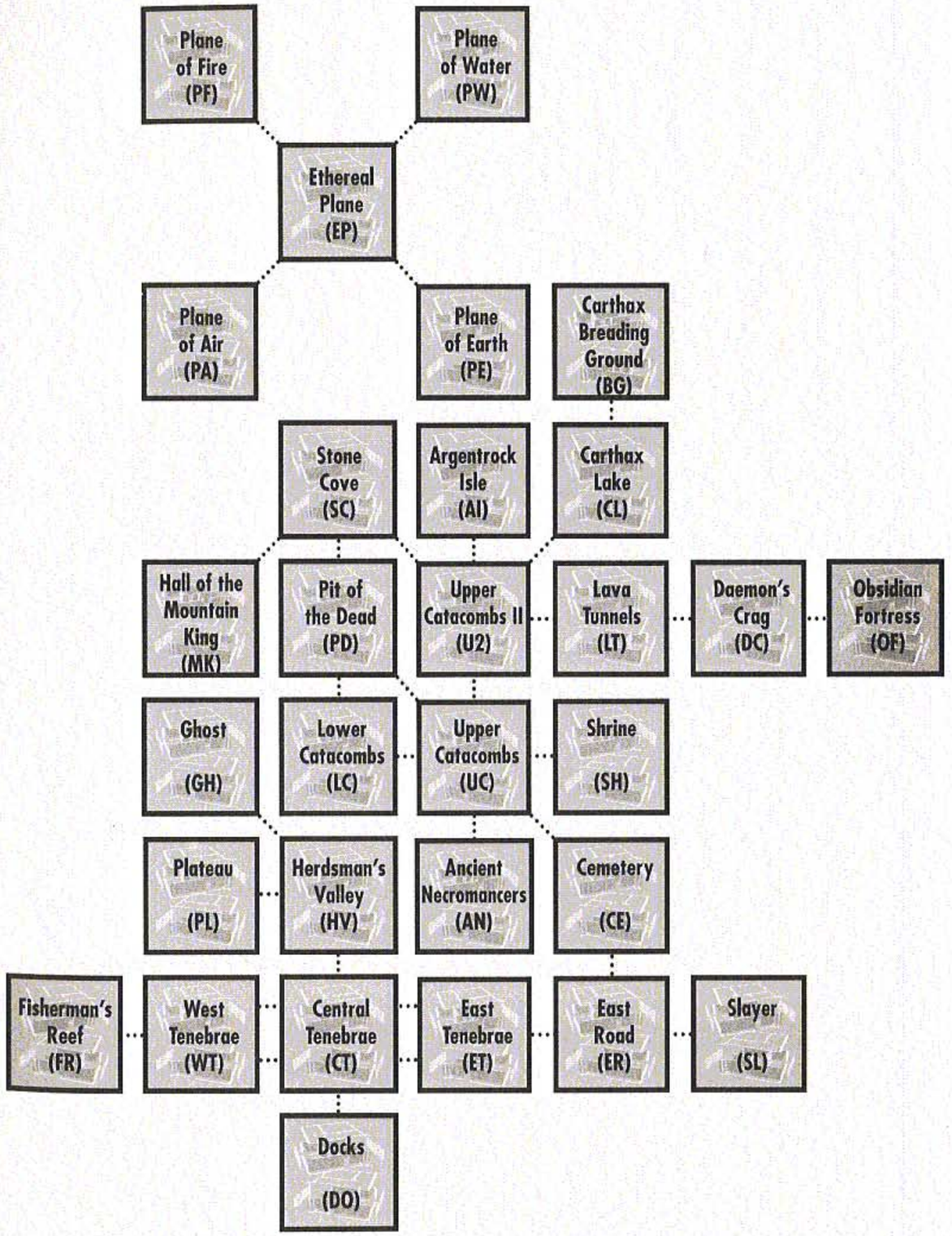
LOCATION MAP

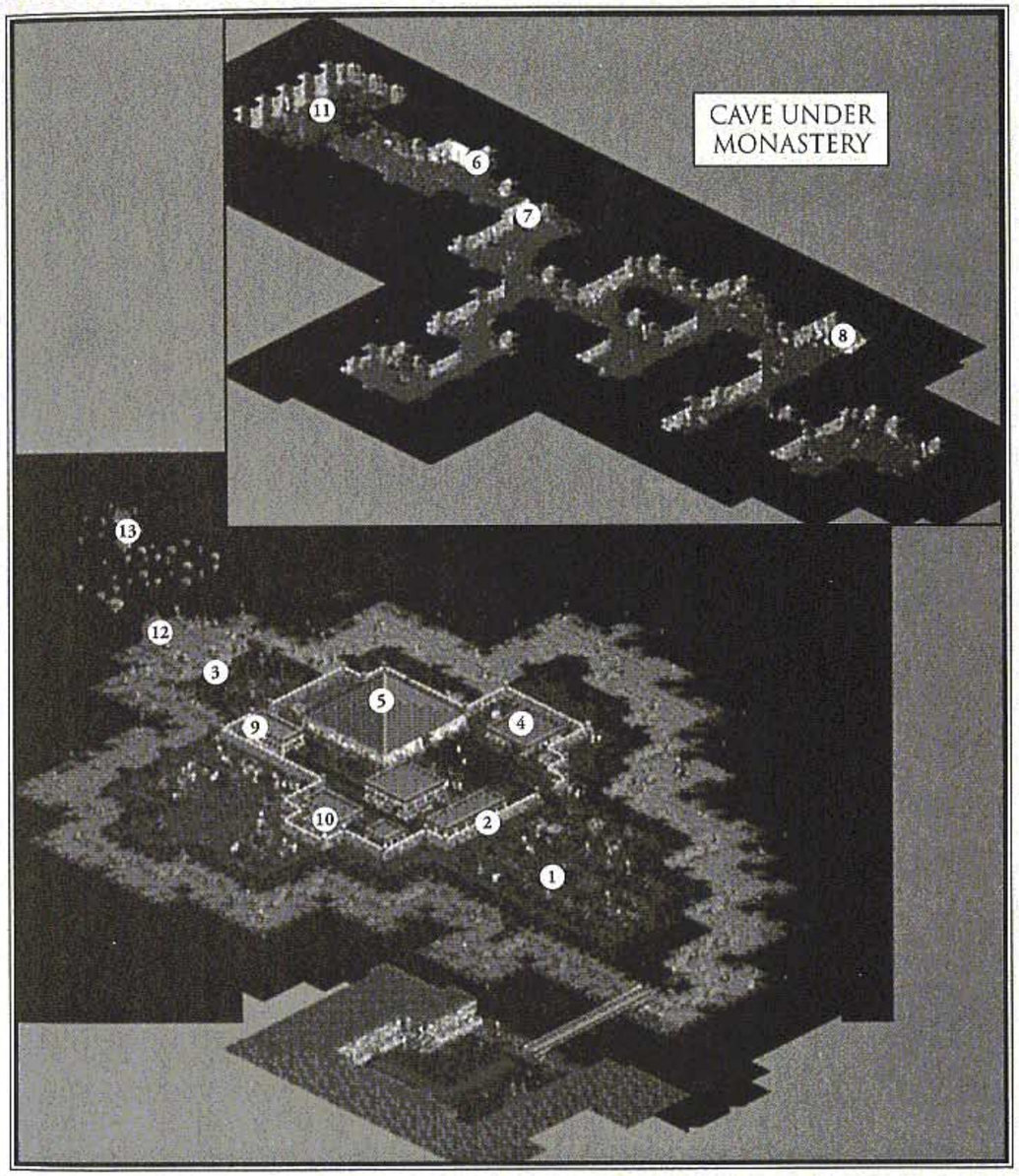


MAPS

Sometimes, when the pearly covering of Pagan grows thin and looks like sheets of kith silk billowing in a storm, you can dimly glimpse a pale disk. It is called the Eye of Stratos. Cold and still in a turbulent heaven, it peers from above as if trying to see into the dim and shadowed world of Pagan. There is no one left, not even Stratos, who could put the name "sun" to the Eye of Stratos — but long before the new gods came and vanquished Apathas, my father, the sun shone brightly on an island of verdant life. In the space of a day, too long ago for mortal memory, the clouds came and the rays of the sun were warded away.

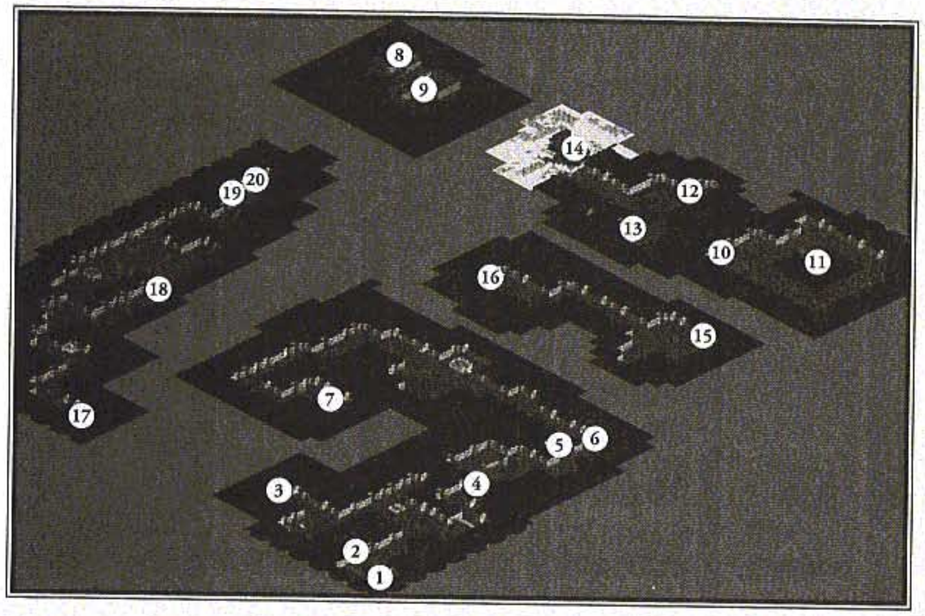
The first to die were the flowering plants, then the animals which fed on them. Grasses and soaring trees disappeared, replaced by moss, fungus and hardy shrubs. In time the mushrooms and shrubs grew in size, but they do not provide the shelter and food for wildlife that the light-drenched world supported. The people, in their own way, adapted to their new world, but the teeming farms and bustling cities of yesterday are quiet and still. These generations do not find it unusual, nor do they notice that their numbers are decreasing. I find it almost unsettling to think that unless things change, I may not have a world to observe in a few millennia, just a bare dome of rock in a cold, lifeless sea. And then I, too, shall perish.

ARGENTROCK ISLAND (AI)



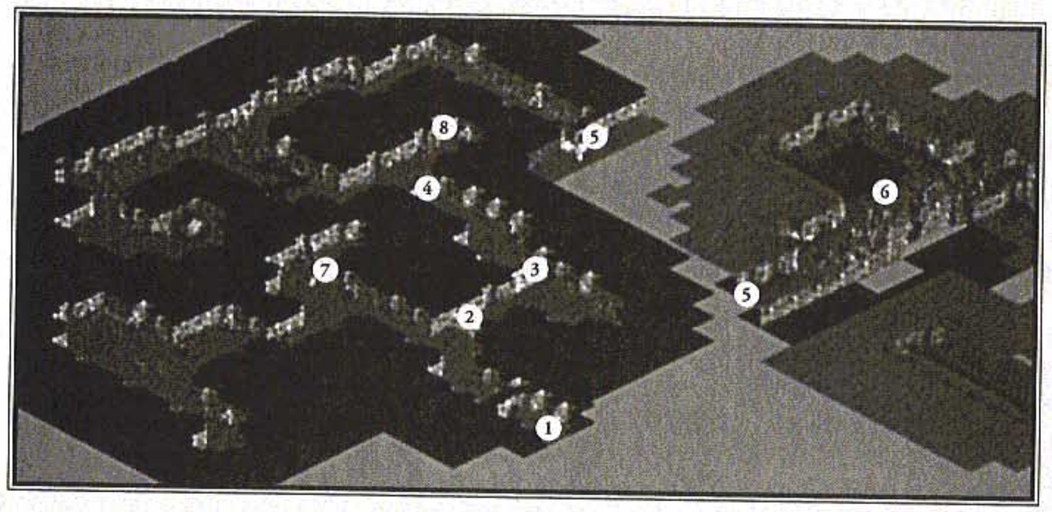
1. Recall Pad
2. Stellos
3. Test of Centerness
4. Xavier
5. Monastery
6. Underground Entrance
7. Door
8. Magic Item M11
9. Torwin
10. Cyrrus
11. Torax
12. Windy Point
13. Stratos

ANCIENT NECROMANCERS (AN)



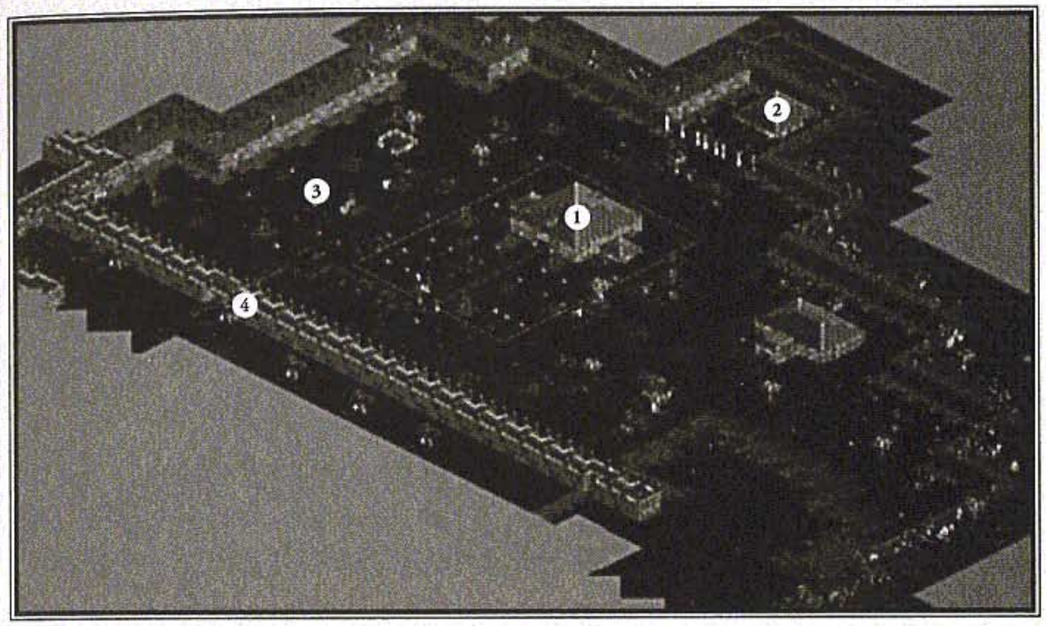
1. Entrance
2. Reagents
3. 1st Necromancer
4. Daemons
5. 2nd Necromancer
6. Lightning
7. 3rd Necromancer
8. Teleport In
9. 4th Necromancer
10. Teleport In
11. Grass Area
12. Teleport In
13. Magic Item M2
14. Exit
15. Teleport In
16. 5th Necromancer
17. Teleport In
18. Shooter
19. 6th Necromancer
20. to Upper Catacombs

BREAKING GROUND (BG)



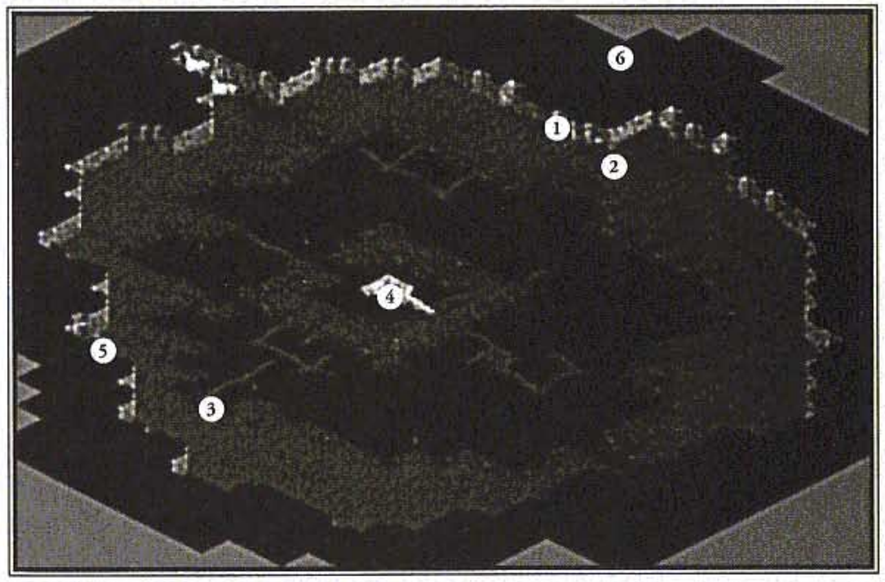
1. Entrance
2. Spiked Wall
3. Gate
4. Gate
5. Doorway
6. Grave of Kalen's Beloved
7. Magic Item M3
8. Magic Item M4

CEMETERY (CE)



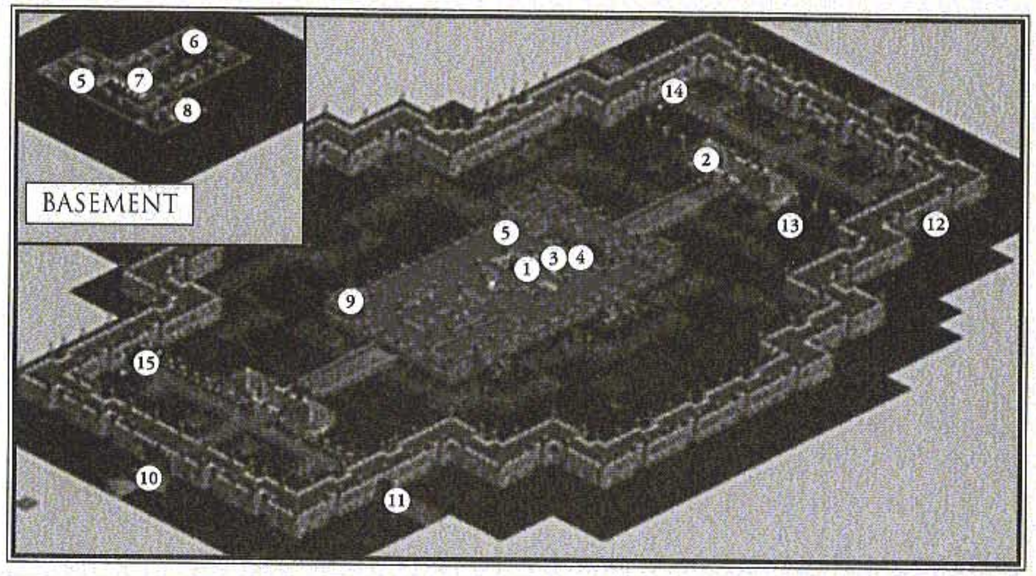
1. Vividos
2. Building (Ancient Necromancers)
3. Kilandra's daughter's grave
4. East Road

CARTHAX LAKE (CL)



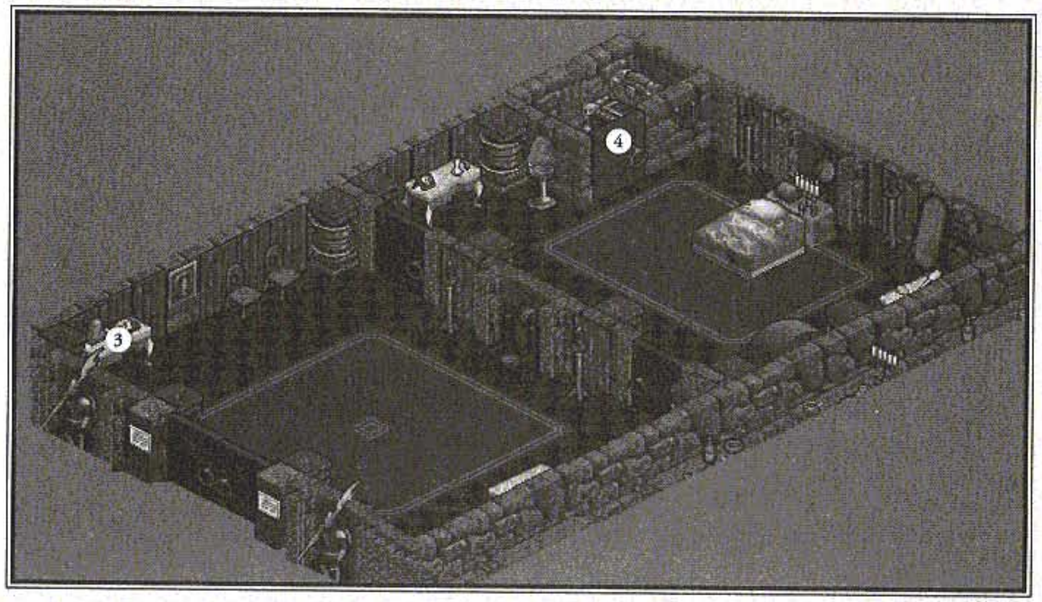
1. Entrance
2. Recall Pad
3. Bridge
4. Hydros
5. to Breaking Ground
6. Upper Catacombs

CENTRAL TENEBRAE (CT)



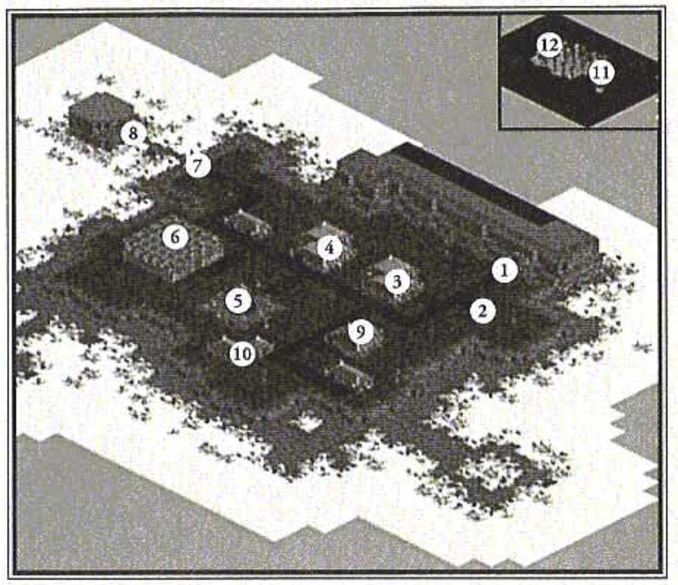
1. Recall Pad (2nd floor)
2. Key Ring
3. Mordea's Bedroom
4. Inner Door
5. Basement Entrance
6. Devon
7. Door
8. Secret Door
9. Tear of the Seas
10. Docks
11. to East Tenebrae
12. to East Tenebrae
13. to Herdsman's Valley
14. to West Tenebrae
15. to West Tenebrae

MORDEA'S BEDROOM (CENTRAL TENEBRAE)



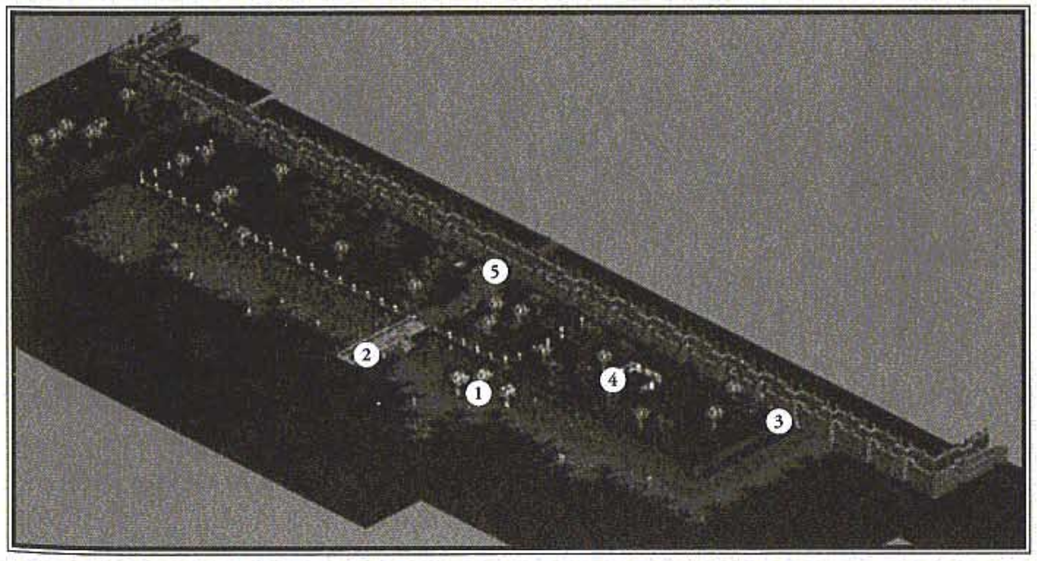
3. Key
4. Inner Door/Chest

DAEMON'S CRAG (DC)



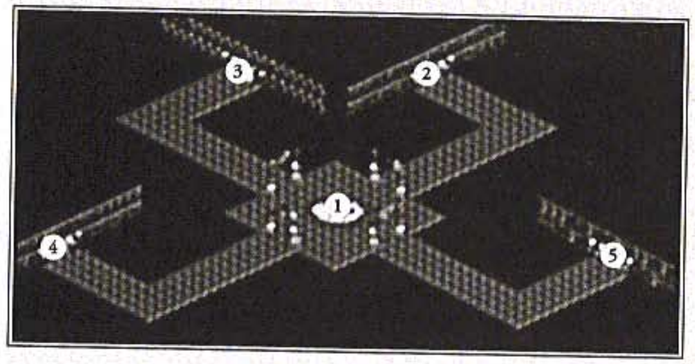
1. Entrance
2. Recall Pad
3. Bane
4. Vardion
5. Great Pentacle
6. Library
7. Bridge
8. Entrance to Obsidian Fortress
9. Beren
10. Gorgrond
11. Malchir
12. to Obsidian Fortress

DOCKS (DO)



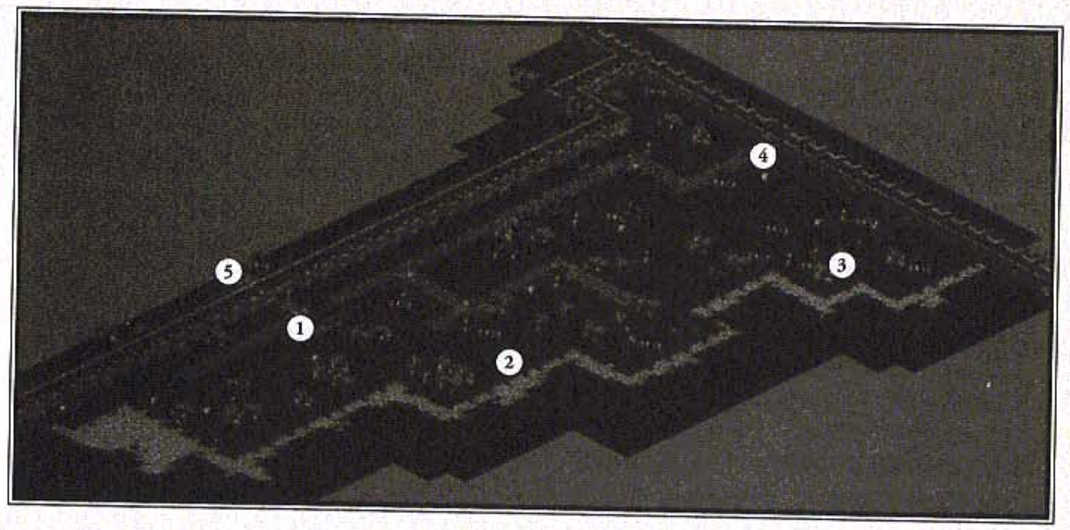
1. Devon
2. Execution Site
3. Box
4. Chest (trapped)
5. to Central Tenebrae

ETHEREAL PLANE (EP)



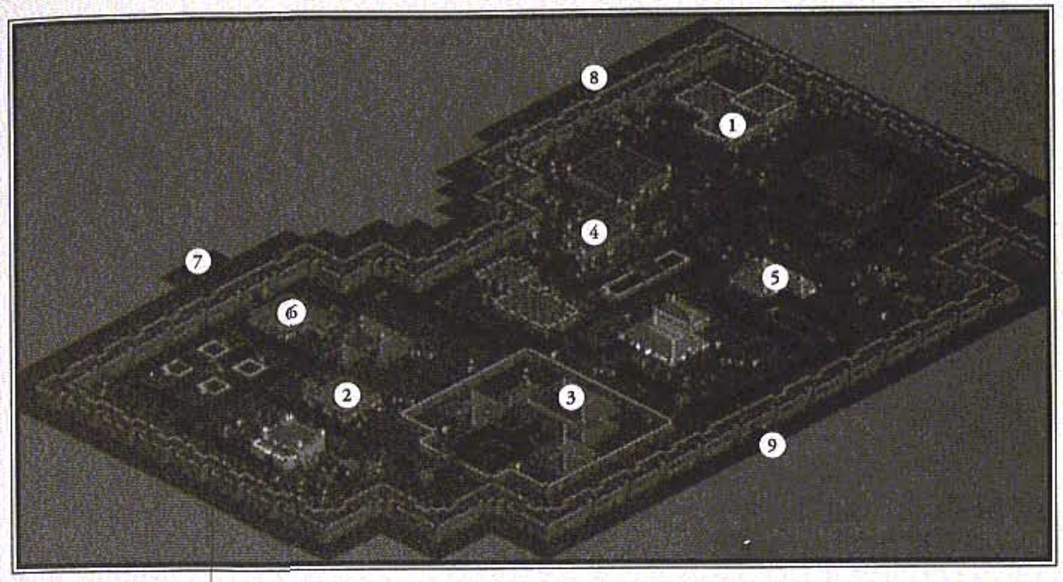
1. Teleport in / Pentagram
2. Plane of Water
3. Plane of Fire
4. Plane of Air
5. Plane of Earth

EAST ROAD (ER)



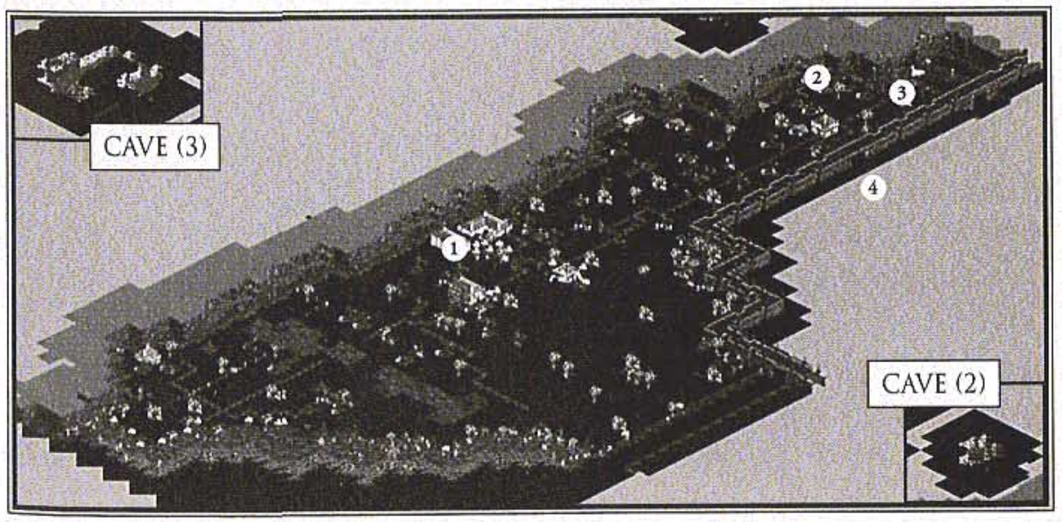
1. Guard
2. Slayer Quest
3. Executioner's Hood
4. to Cemetery
5. to East Tenebrae

EAST TENEBRAE (ET)



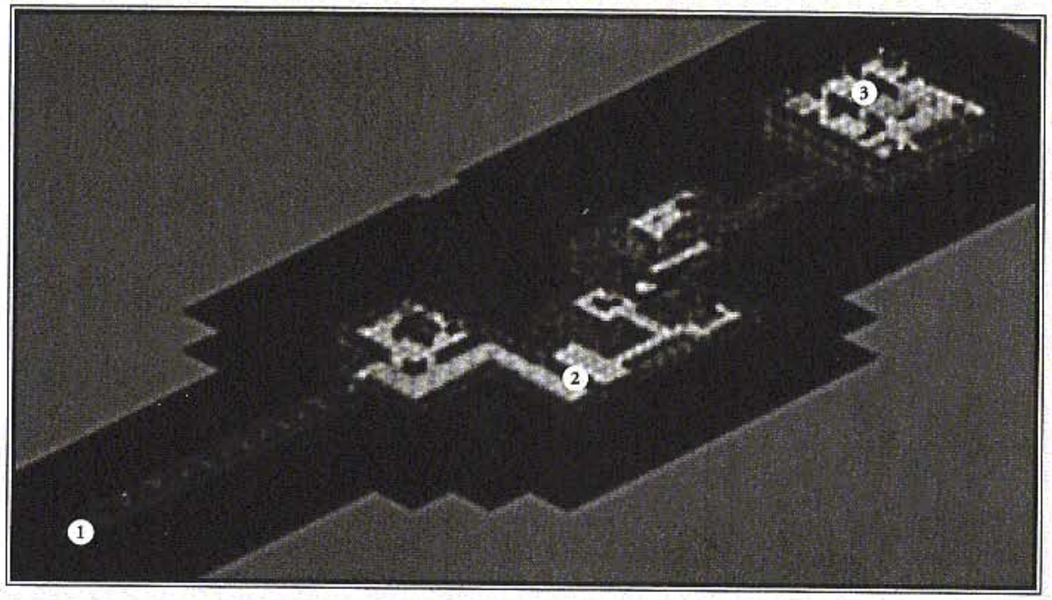
~~1~~. Library
2. Aramina
~~3~~. Salkind
locked room
Temple of Hydros
4. Rhian
5. Beren
~~6~~. Darion (Right master)
~~7~~. to Central Tenebrae
~~8~~. to Central Tenebrae
9. to East Road

FISHERMAN'S REEF (FR)



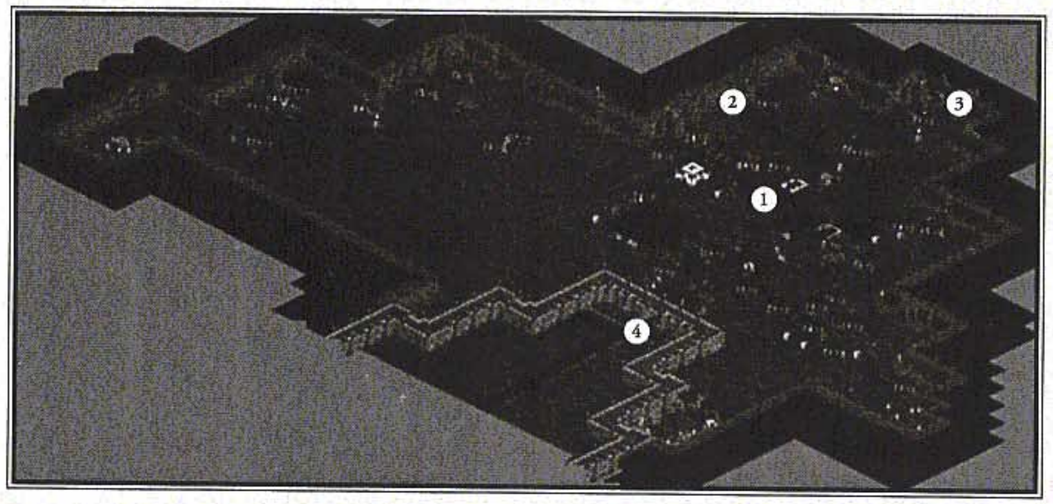
~~1~~. Kilandra
~~2~~. Cave
longsword
~~3~~. Cave (must climb up cliff above waterfall)
Chain hauberk
~~4~~. to West Tenebrae

GHOST ROOM (GR)



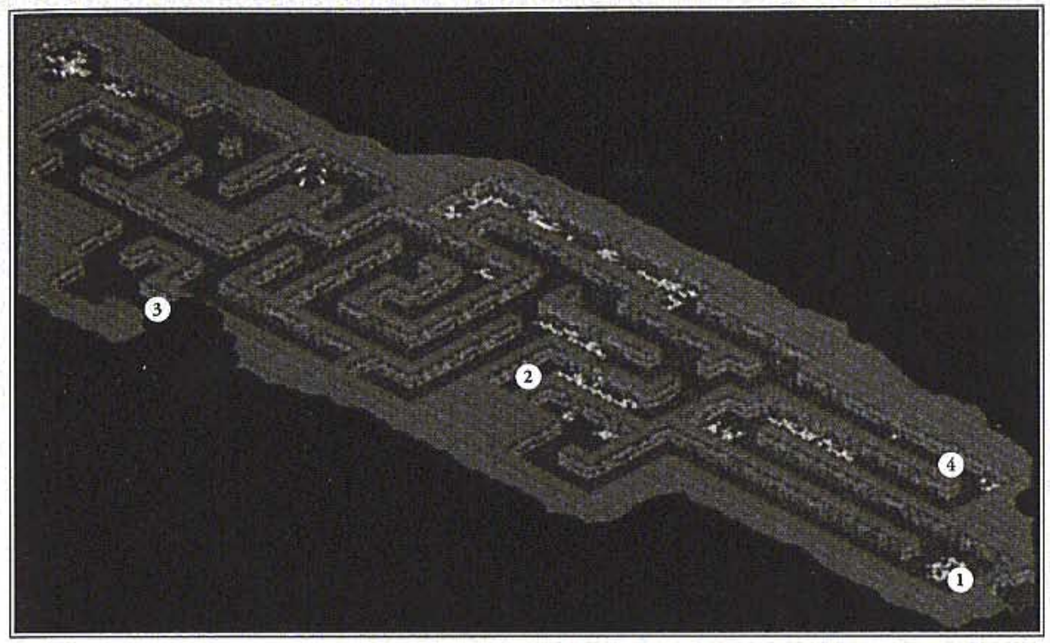
1. Entrance
2. Doors
3. Magic Item M2

HERDSMAN'S VALLEY (HV)



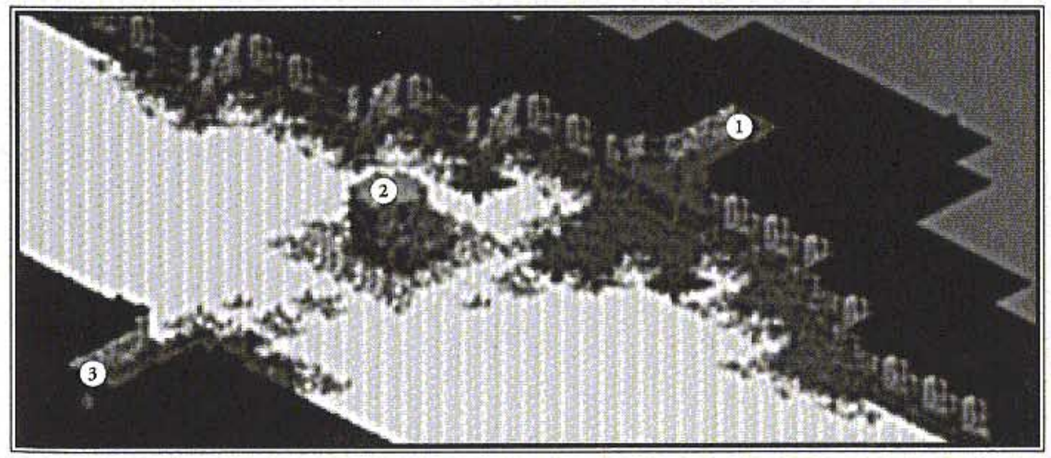
1. Corinth & Gwillim
2. to Plateau Cave
3. to Ghost Cave
4. to Central Tenebrae

LOWER CATACOMBS (LC)



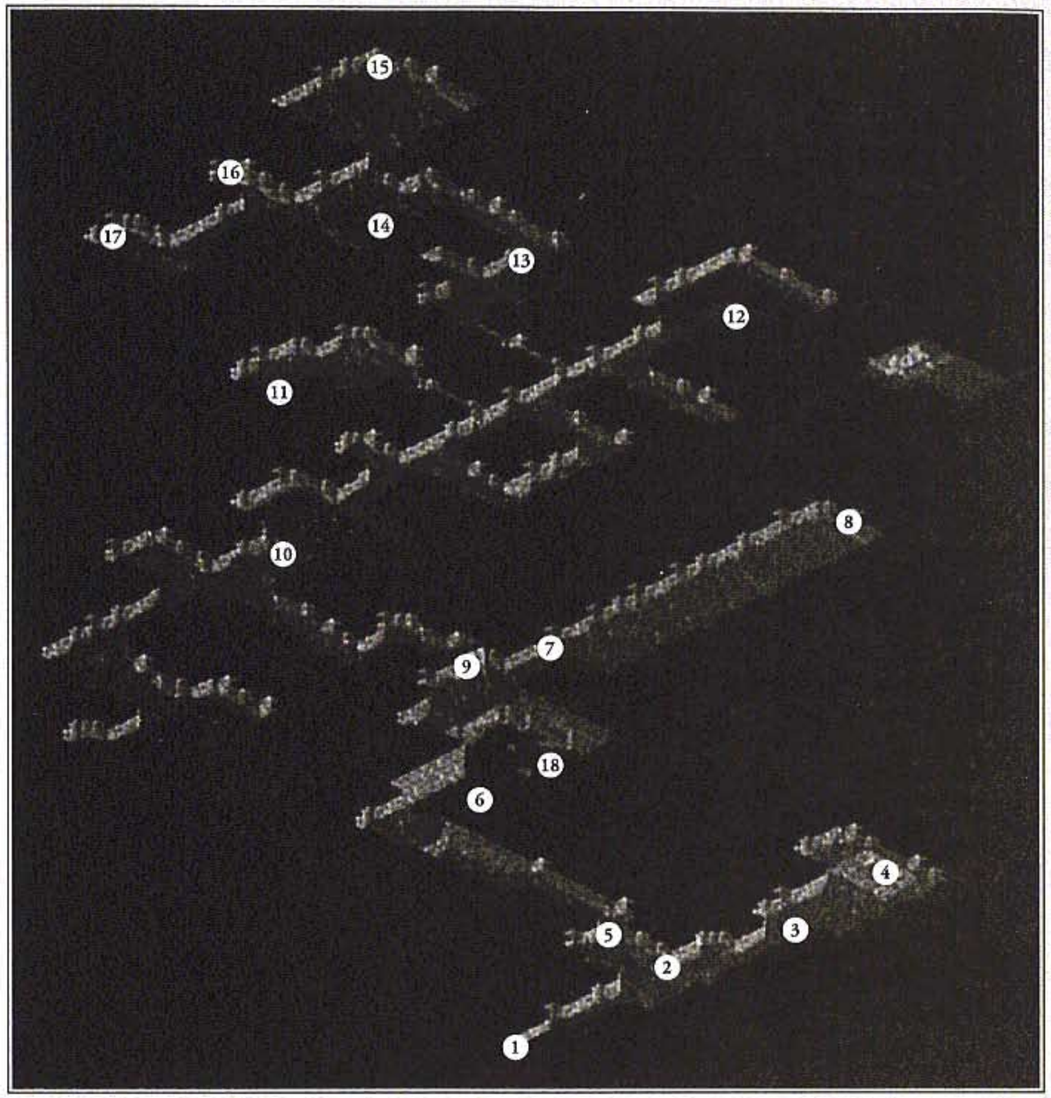
1. to Upper Catacombs
2. Invisible Chest
3. to Pit of the Dead
4. Teleporter

LAVA TUNNEL (LT)



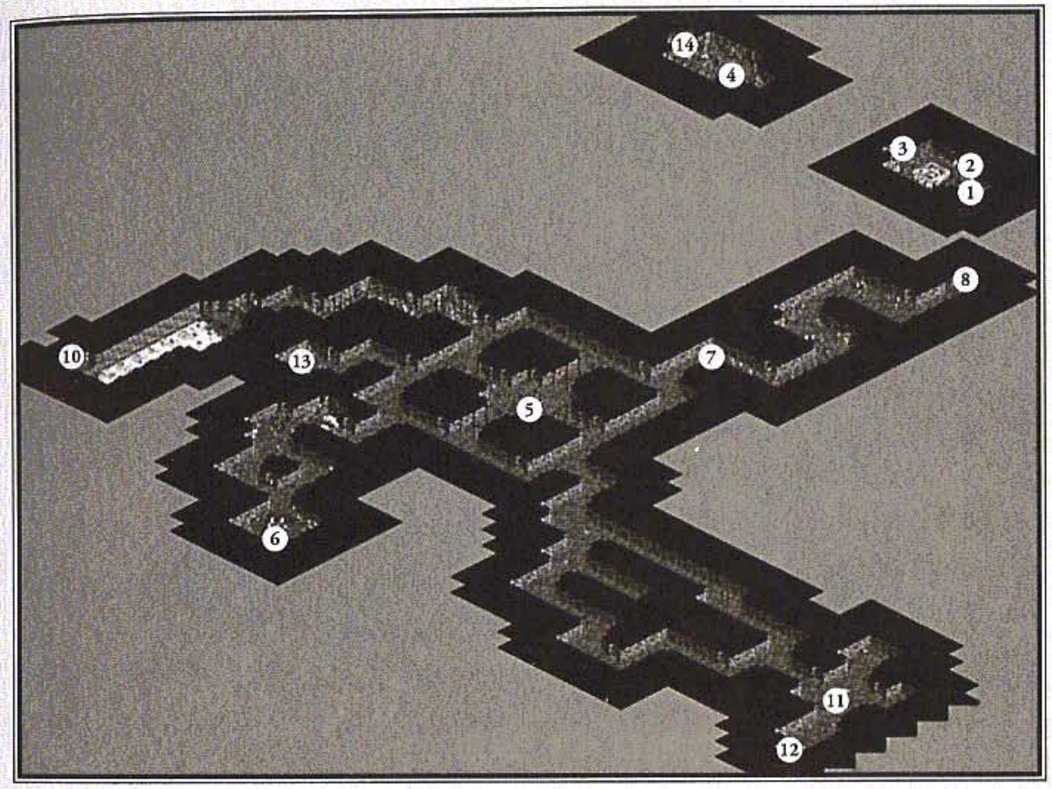
1. to Upper Catacombs
2. Beren
3. to Daemon's Crag

HALL OF THE MOUNTAIN KING (MK)



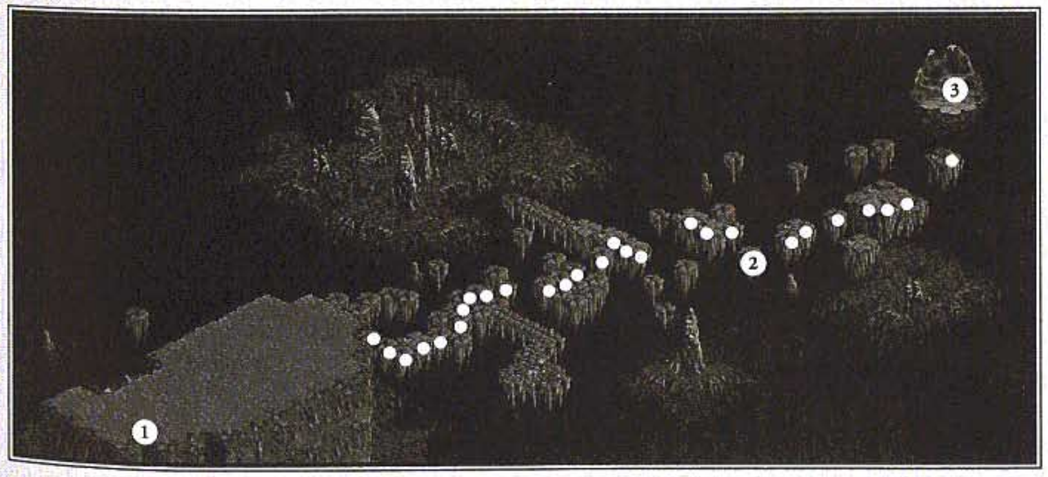
1. Entrance
2. Teleporter Pad
3. Chasm
4. Lever
5. Bridge
6. Floating Platforms
7. Force Fields
8. Chest, Gem of Protection, Key
9. Gate
10. Stepping Stones
11. Chest
12. Teleporter
13. Door
14. Moving Platforms
15. Lithos
16. Teleporter Pad
17. Recall Pad
18. Chest

OBSIDIAN FORTRESS (OF)



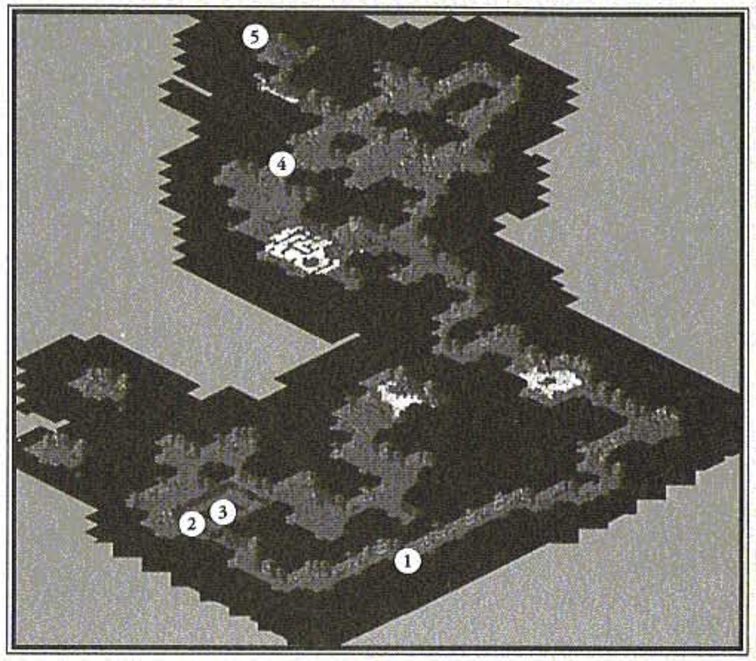
1. Entrance
2. Arcadion
3. Teleporter
4. Malchir
5. Teleporter
6. Symbol
7. Spiked Balls
8. Symbol
9. Lava
10. Symbol
11. Fireballs
12. Symbol
13. Magic Item M14
14. Magic Item M10

PLANE OF AIR (PA)



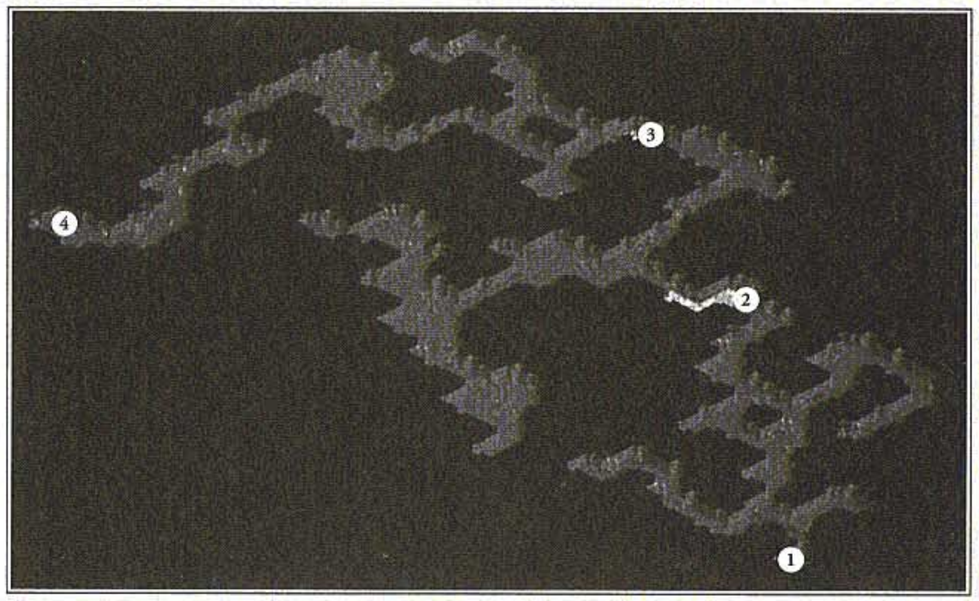
1. Entrance
2. Magic Item M4
3. Stratos

PIT OF THE DEAD (PD)



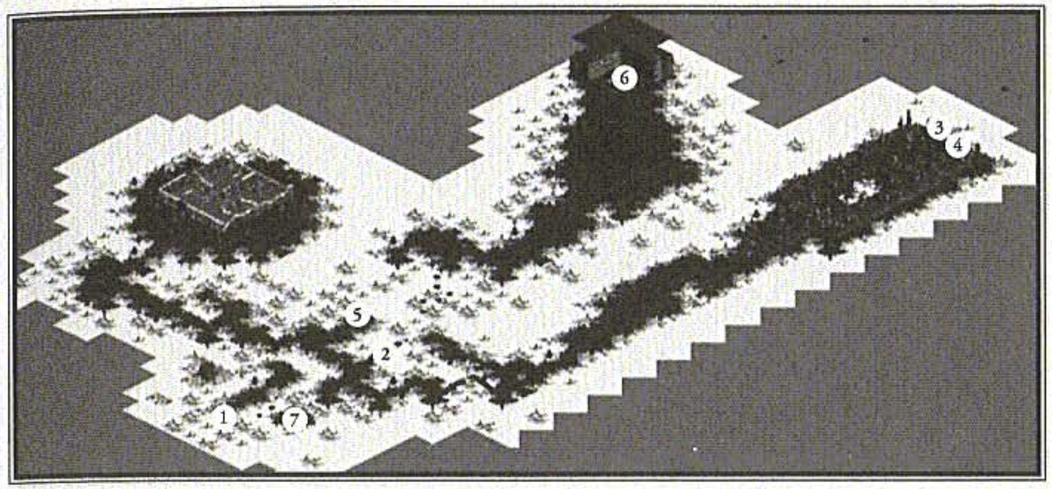
1. Entrance
2. Door
3. Heart of Earth
4. Key
5. to Lower Catacombs

PLANE OF EARTH (PE)



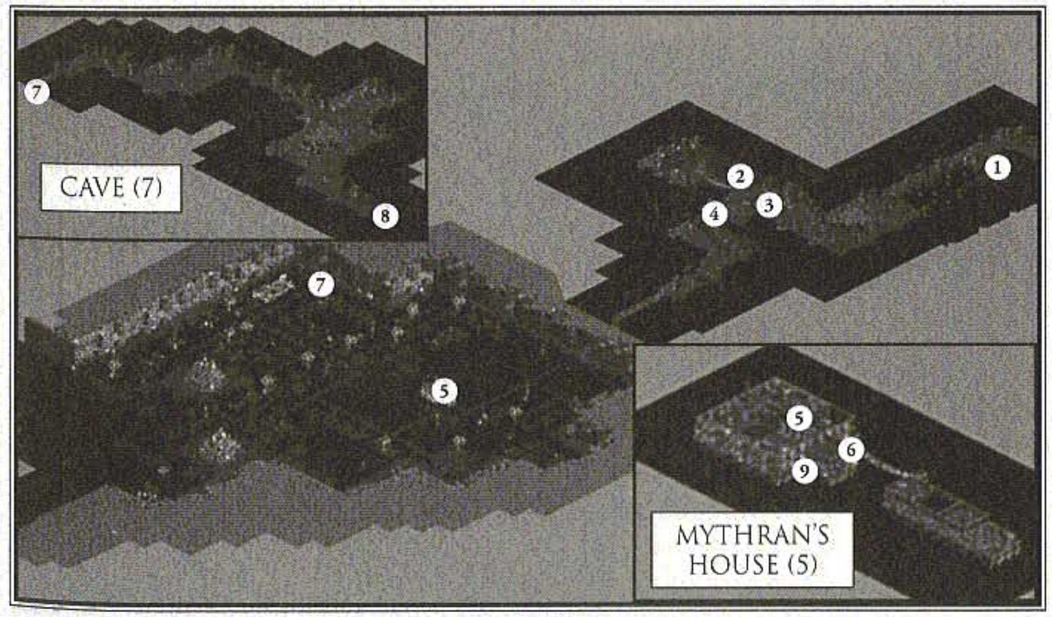
1. Entrance
2. Invisible Walkway
3. Platforms
4. Lithos

PLANE OF FIRE (PF)



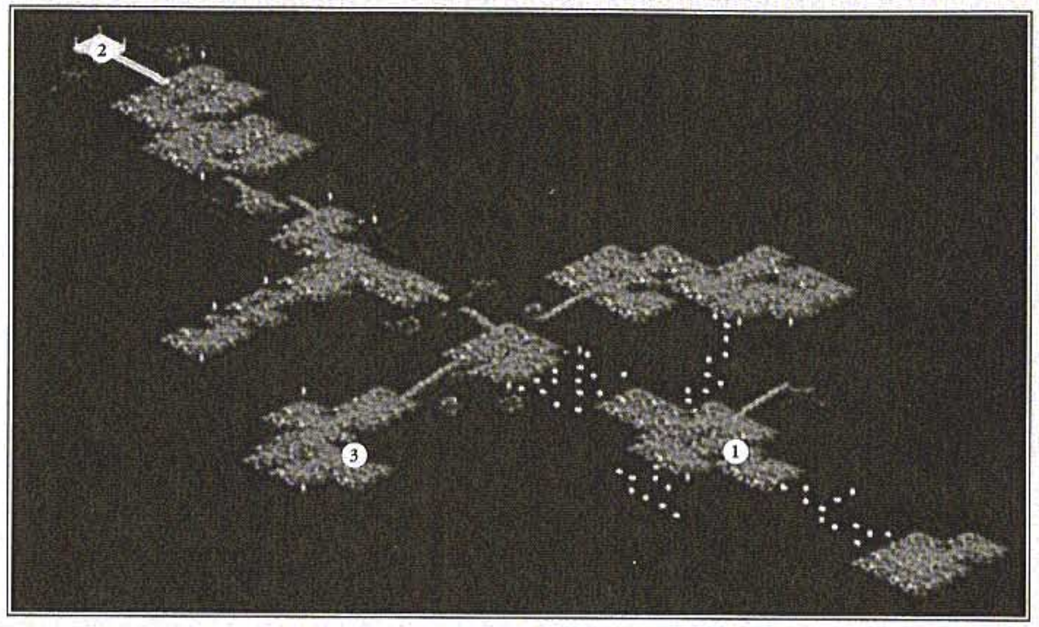
1. Entrance
2. Broken Bridge
3. Small Shrine
4. Magic Item M12
5. Design
6. Pyros
7. Magic Item M5

PLATEAU (PL)



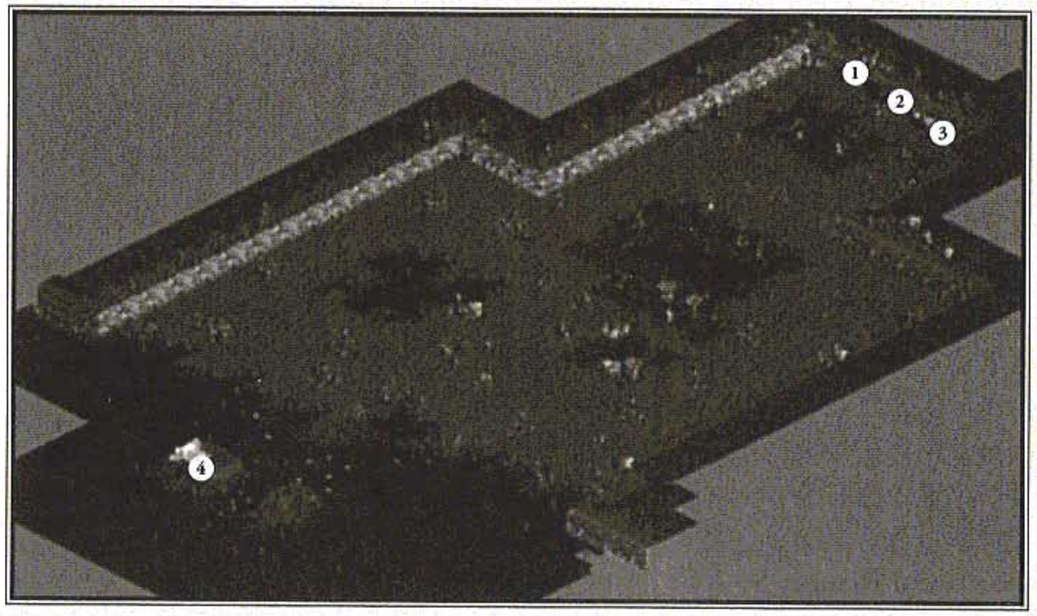
1. Herdsman's Valley
2. Rope Bridge
3. Lever
4. Gate
5. Mythran
6. Recall Pad
7. Cave
8. Magic Item M6
9. Magic Item M9

PLANE OF WATER (PW)



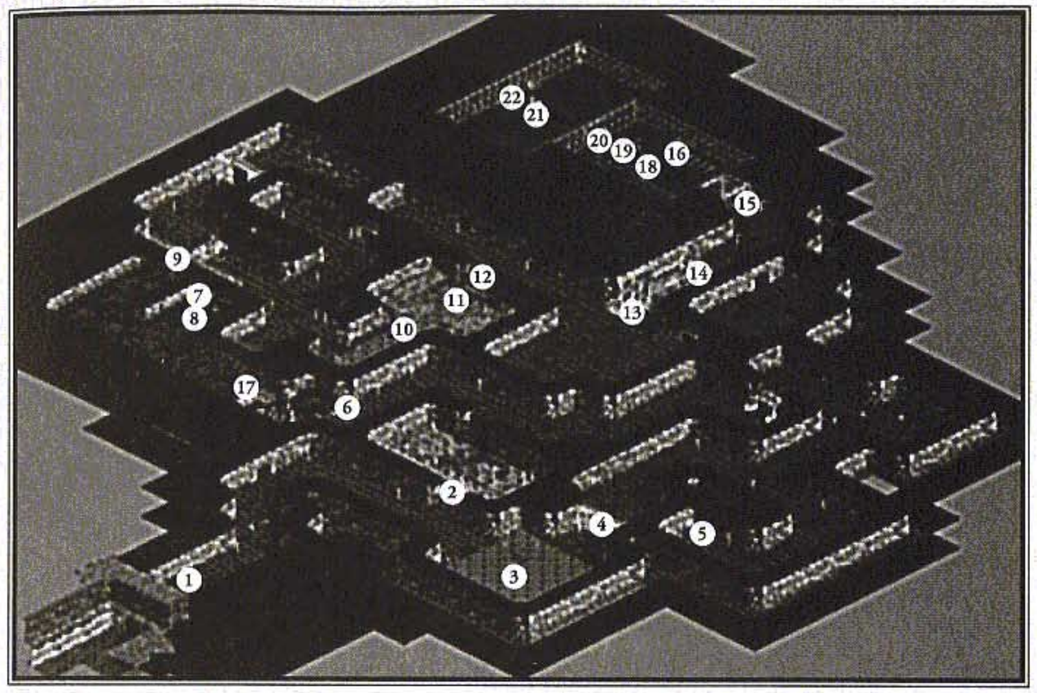
1. Entrance
2. Hydros
3. Magic Item M1

STONE COVE (SC)



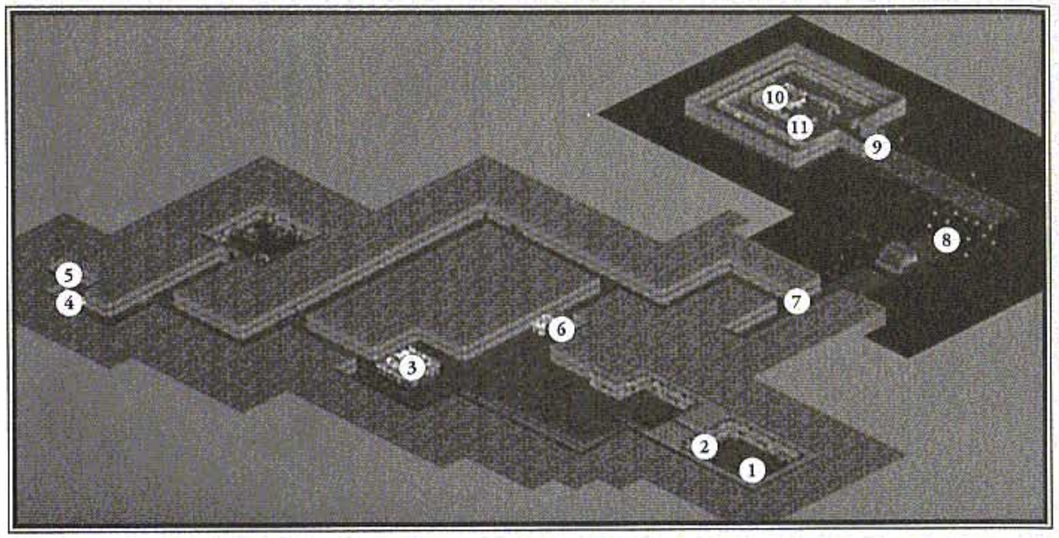
1. to Upper Catacombs
2. to Hall of the Mountain King
3. to Pit of the Dead
4. Magic Item M7

SHRINE (SH)



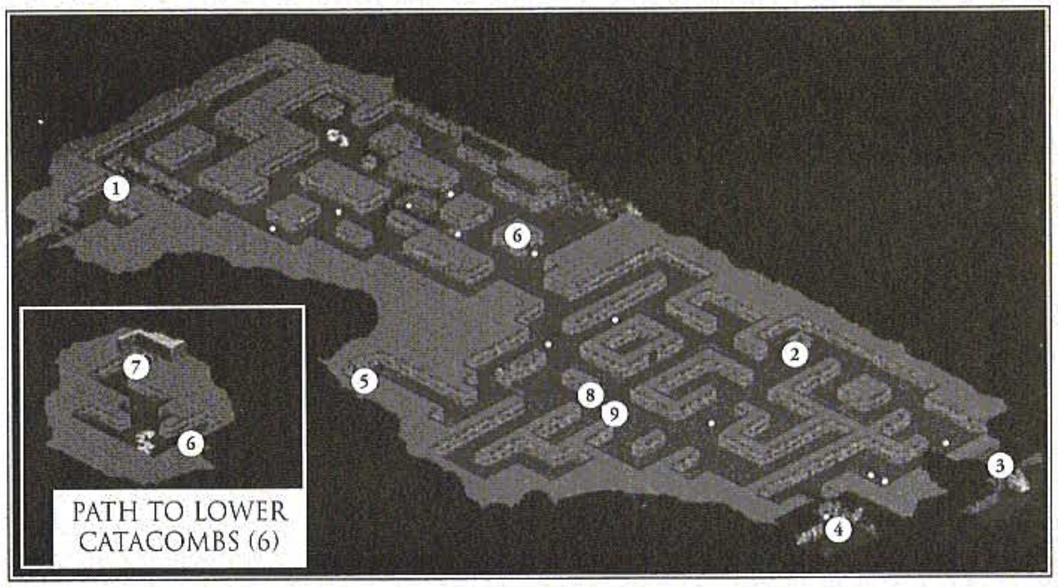
1. Entrance
2. Fence Area
3. Levers
4. Door
5. Skull of Quakes
6. Wall
7. Tombstone
8. Underground Area
9. Archway
10. Platform
11. Room w/ Keys
12. Tripwire
13. Stairwell Puzzle
14. Lightbeams
15. Door
16. Skeleton
17. Shield
18. Altar
19. Zealan Statues
20. Entrance of Khumash-Gor
21. Khumash-Gor
22. Obelisk Tip

SLAYER (SL)



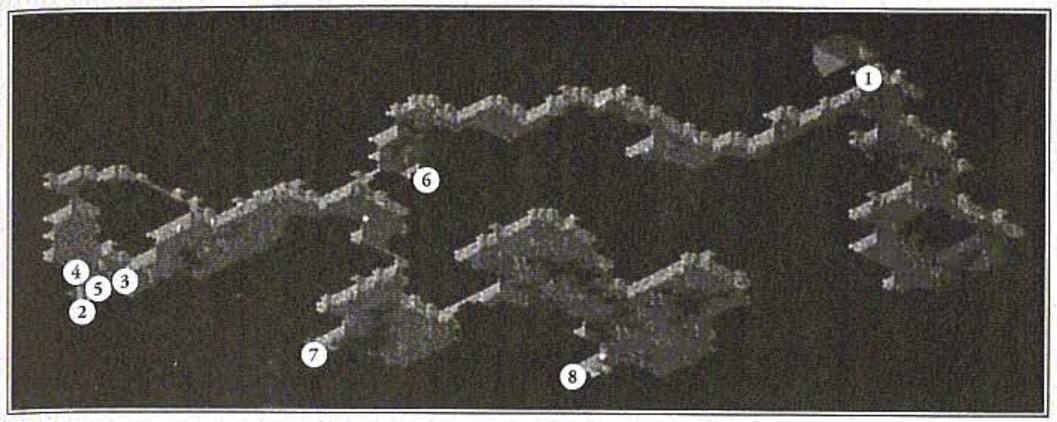
1. Entrance
2. Door
3. Book
4. Door
5. Key
6. Lever
7. Book
8. Stepping Stones
9. Door
10. Magic Item M13
11. Exit to East Road

UPPER CATACOMBS (UC)



1. Entrance
2. to Ancient Necromancers
3. from Ancient Necromancers
4. to Upper Catacombs II
5. to Lower Catacombs
6. to Zealans
7. to Shrine
8. Receptical for Skull of Quakes
9. Recall Pad

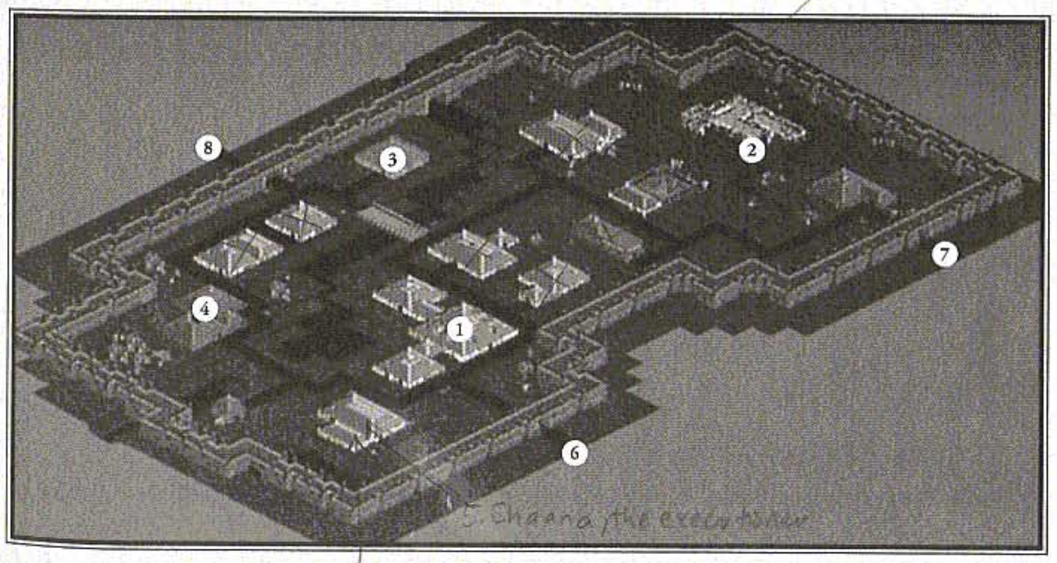
UPPER CATACOMBS II (U2)



1. Entrance (from Upper Catacombs)
2. to Stone Cove
3. Switch
4. Gate
5. Door
6. to Argentrock Island
7. to Carthax Lake
8. to Daemon's Crag

WEST TENEBRAE (WT)

gladiator arena



1. Orlok's Tavern
2. Sticks
3. Devon
4. Korick (the Smith)
5. Shaana
6. to Central Tenebrae
7. to Central Tenebrae
8. Fisherman's Reef

GENERAL INFORMATION

Times of Day

There are six time periods each approximately four hours long in Pagan:

- Bloodwatch *(Mid-dark)*
- Firstebb *(Before daybreak)*
- Daytide *(From daybreak)*
- Threemoons *(Mid-light)*
- Lastebb *(After mid-light)*
- Eventide *(From light's end)*

Food and Potions

People who eat regularly, neither too often nor too rarely, recuperate more quickly than those who do not. Every fourth or fifth meal, if not taken immediately after the previous meal, provides a small burst of increased health.

Potions are common on Pagan, and their effects are related to their colors.

- **Red** fully completely restores your health, unless you are 100% healthy (have 100% hit points). In that case, it reduces your hit points by up to half.
- **Yellow** increases your hit points by 10-12 points.
- **Orange** increases your mana by 10-12 points.
- **Purple** gives you temporary invulnerability. The effect lasts approximately 60-90 seconds.
- **Green** is poison, and lowers your hit points by 10-12 points.
- **Black** makes you invisible. The effect lasts approximately 60-90 seconds.
- **Blue** puts you to sleep temporarily. It does not restore either mana or health, and does not work on anyone else.

Statistics

Hit points are a measure of your health. Each attack that "succeeds" against you reduces your hit points. When they reach zero, you die.

Damage is the amount of hit points subtracted from a target after a successful attack.

Armor Class is how much damage is subtracted/deflected from a successful hit. The percentage subtracted is your armor class multiplied by three (e.g., AC = 20, 60% of the damage is subtracted from a hit).

Dexterity is how agile a person is, and relates to how often an attack will be successful. The range is from 1 (low) to 25 (high).

Mana is a unit of magic power.

Strength relates to how much weight you can carry, how effective your attacks are (in combination with dexterity). Swinging a weapon is a good way to increase strength. A new warrior has a strength of 15, while a seasoned veteran may attain 25.

Intelligence is effects your ability to create and cast spells. The more intelligent you are, the more often you get a high number of charges when creating sorcerous spells — reading a great number of books increases your intelligence.

Weight refers to how much is in your inventory, including the armor, weapons and clothes on your body.

Maximum Strength	25
Maximum Intelligence	25
Maximum Dexterity	25
Maximum Mana	50 (2 x Intelligence)
Maximum Hit Points	50 (2 x Strength)
Maximum Weight	75 (3 x Strength) [version 2.10] 100 (4 x Strength) [version 2.11]

Location

Pressing Ctrl V will bring up a screen with your location — the last number is the map number.

3	DO	Docks	37	AI	Argentrock Isle
4	FR	Fisherman's Reef	39	WT	West Tenebrae
5	ER	East Road	40	CT	Central Tenebrae
6	CE	Cemetery	41	ET	East Tenebrae
7	HV	Herdsman's Valley	43	EP	Ethereal Plane (End Game)
8	PL	The Plateau	44	PF	Plane of Fire
12	DC	Daemons' Crag	45	PW	Plane of Water
14	OF	Obsidian Fortress	46	PA	Plane of Air
15	SL	Slayer Map	47	PE	Plane of Earth
16	CL	Carthax Lake	49	U2	Upper Catacombs II
21	SC	Stone Cove	50	UC	Upper Catacombs
24	LT	Lava Tunnel	51	LC	Lower Catacombs
25	LT	Lava Tunnel after the water is freed	54	SH	The Shrine
26	CL	Carthax Lake after the water is freed	57	PD	Pit of the Dead
28	BG	Breaking Ground	62	AN	Ancient Necromancers
31	MK	Hall of the Mountain King	63	GR	Ghost Room

I have noticed that wherever adventurers of any kind gather, by the warm red firelight in Orlok's tavern or on the chill stone of the practice arena, gradually the talk turns from daily concerns to the legendary feats of bygone eras. Warriors' exploits are related, discussed and studied both by those who hunger for the fever-pitch of battles and those who are simply driven by insatiable curiosity. In due time, the talk drifts to the greatest of ancient heroes, Bluesword.

It is generally thought that his true name and family was a mystery even in his own time. That much is true. He was certainly a warrior like no other. His sharp mind could devise tactics against which there were no defense, and his untiring speed and agility made him seem almost inhuman. His greatest strength, however, was that he persuaded or coerced all the greatest magic-crafters on the Great Isle to charm his armor and enspell his weapons. These charmed tools, combined with his preternatural skills, gave him the ability to stand alone against an army, preventing their advance from the first glow of dawn to the last shimmer of twilight, when only the eerie blue glow of his sword edge could be seen weaving and dancing in the first dark. When Bluesword died, his magic armory vanished. Some say the magic evaporated with his last breath, while others believe that he carried the tools of his trade with him to the far side of The Dark. There are still others who insist that the magic items were simply scattered and hidden. There is no certainty in mortal minds — only fuel for endless hours of talk.

ARMOR & WEAPONS

Weapons

Damage is the harm done to an enemy by a successful attack. Armor or other forms of protection may reduce the damage taken.
Weight is how heavy the object is. The weight you can carry equals three times your strength.
Attributes are either Blade, Blunt, Magic or Fire, or a combination thereof. Edged physical weapons (swords, etc.) do Blade Damage, non-edged physical weapons (mace) do Blunt Damage, magically imbued weapons do Magic Damage, and if the magic is a fire-based one, they will do Fire Damage. Certain creatures are affected differently by different weapons, as seen in **Denizens & Dangers**.

Common

Hammer
Damage 4-12
Weight 7

Dagger
Damage 3-9
Weight 1

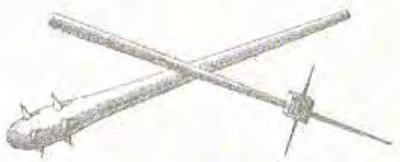
Mace
Damage 4-14
Weight 4

Scimitar
Damage 5-16
Weight 5

Sword
Damage 5-17
Weight 3

Saber
Damage 5-17
Weight 6

Axe
Damage 6-19
Weight 5



Magic

(M6) Hammer of Strength

Damage 1-19
Weight 1
Special attributes Blunt and Magic Damage
Location Lower Catacombs,
Plateau

(M7) Deceiver (Axe)

Damage 8-21
Weight 1
Special attributes Blade, Blunt and Magic Damage
Location Lower Catacombs,
Stone Cove

(M8) Scimitar of Khumash-Gor

Damage 5-16
Weight 1
Special attributes Blade and Magic Damage, adds 1 pt. to attack dexterity, doubles Damage on undead
Location Shrine

(M9) Korghin's Fang (Dagger)

Damage 7-13
Weight 1
Special attributes Blade and Magic Damage, adds 4 pts. to attack dexterity, adds 1 to Armor Class when held
Location Lower Catacombs,
Plateau

(M10) Blade of Striking (Sword)

Damage 5-17
Weight 1
Special attributes Blade and Magic Damage, adds 7 pts. to attack dexterity
Location Lower Catacombs,
Obsidian Fortress

(M11) Protector (Sword)

Damage 5-17
Weight 1
Special attributes Blade and Magic Damage, adds 4 to defense dexterity, adds 5 pts. to Armor Class when held
Location Lower Catacombs,
Argentrock Isle

(M12) Flame Sting (Sword)

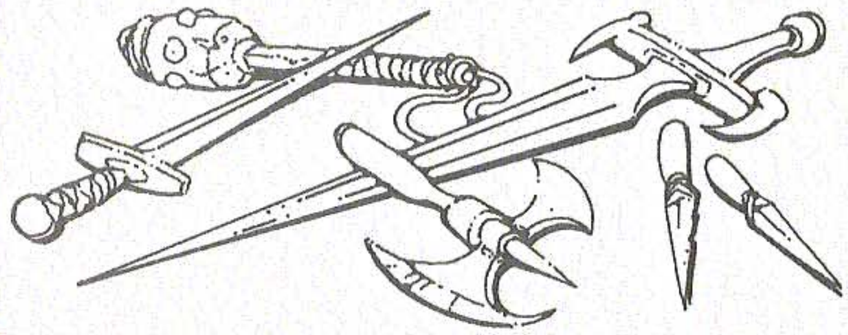
Damage 5-16
Weight 1
Special attributes Blade, Magic and Fire Damage, adds regular fire damage (5-10 pts.) to each strike, adds 1 to attack dexterity
Location Obsidian Fortress,
Fire Realm

(M13) Slayer (Mace)

Damage 4-14
Weight 1
Special attributes Blunt and Magic Damage, 10% chance of lethal blow
Location Lower Catacombs,
Road Treasure

(M14) Daemon Shield

Weight 1
Special attributes Protects against Fire Damage, magical or otherwise
Location Obsidian Fortress



Armor

Defense of their armor is the amount of protection from the damage value of an opponent's hit.

Location tells you where you can purchase or find rare or unique armor.

Note. *A Fire attack cuts the defense of your armor in half.*

Head

Cap, Leather
Weight 3
Defense 1

Chain Coif
Weight 3
Defense 2

Helm, Crested
Weight 3
Defense 3

Helm, Great
Weight 3
Defense 4

Helm, Open-faced
Weight 3
Defense 2

(M1) Helm, Magic
Weight 1
Defense 5
Location Obsidian Fortress, Water Realm

Chest and Groin

Chain Hauberk
Weight 5
Defense 3

Breastplate
Weight 5
Defense 4

Cuirbolli *(Hard Leather Jerkin with Kidney Belt)*
Weight 5
Defense 2

Cloth
Weight 5
Defense 1
(covers chest and groin)

(M2) Armor, Magic
Weight 1
Defense 6 (Ghost Cave Armor = 5)
Location Ancient Necromancers, Ghost Room, Obsidian Fortress

Hands and Arms

Armguards, Leather
Weight 2
Defense 1

Armguards, Chain
Weight 2
Defense 2

Gauntlets, Plate
Weight 2
Defense 3

Gauntlets, Plate Mail
Weight 2
Defense 2

(M3) Gauntlets, Magic
Weight 1
Defense 4
Location Argentrock Isle, Carthax

Legs

Leggings, Plate-Mail
Weight 3
Defense 2

Leggings, Leather
Weight 3
Defense 1

(M4) Leggings, Magic
Weight 1
Defense 4
Location Carthax, Daemon's Crag, Air Realm, Upper Catacombs

Shields

Buckler
Weight 4
Defense 1

Round
Weight 4
Defense 3

(M5) Shield, Magic
Weight 2
Defense 5
Location Lower Catacombs, Obsidian Fortress, Fire Realm

I can see things that none others have ever observed, Traveller, and I tell you now that Pagan is a dangerous place. The servants of Lithos, the ghouls, are driven to destroy all living humans. This you know. But what is secret is that after the victim has lain dead for a while — long enough to cool, but yet be fresh — the slayer's comrades emerge from the crevices of the ground and devour the corpse, from shredded flesh to the last bone shard. I warn you also that newborn kith are without skeletons or armor. They work their small, soft bodies into the tiny cracks of dungeons and catacombs, so that not even rooms that appear to be securely sealed are ever truly safe from their kind.

As for traps and other dangers that are hidden, Pagan is full of them. They were built by people who wished to guard their secrets, by necromancers protecting their labyrinthine tombs, and sometimes even by the original architects who served gods that predated even my father and the other Zealan gods. Of these events I have no knowledge, but can only respect the endurance of these mortal creatures.

DENIZENS & DANGERS

Hit points are a measure of health. Each attack that "succeeds" against you reduces your hit points.
Damage is the amount of hit points subtracted from a target after a successful attack.
Armor Class is how much damage is subtracted/deflected from a successful hit. The percentage subtracted is your armor class multiplied by three.
Dexterity is how agile a person is, and relates to how often an attack will be successful.

Undead and Supernatural Creatures

Aerial Servant

Capabilities. Aerial servants do the bidding of their Theurgist masters, using their powers to manipulate physical objects to perform their tasks. Although obedient, they are more aware of their fate than most undead and sometimes may struggle to rebel and obstruct. They are much like ghosts in all other respects.

Statistics

Armor Class	0
Dexterity	15-22
Damage	6-12
Hit Points	40-60

Vulnerabilities. Only harmed by Magic Damage.

Daemon

Capabilities. Creatures from another realm, they close in to attack with sharp fiery talons. They are extremely tough and are naturally immune to any damage caused by fire, although they can drown in lava.

Statistics

Armor Class	19
Dexterity	14-21
Damage	12-18
Hit Points	80-100

Special Abilities. Their touch does Fire Damage. Immune to *Grant Peace.* Immune to Fire Damage. Blunt weapons do half-damage.
Vulnerabilities. Can be killed with a physical attack.

Ghost

Capabilities. These beings are trapped in the vicinity of their deaths, but not restrained by any physical obstacles. It is quite clear that they are immune to direct physical attacks, but spells and magical weapons do damage them. They are violently jealous of those still living, and use their invisibility as a natural defense.

Statistics (Ghost)

Armor Class	16
Dexterity	15-21
Damage	0
Hit Points	80-90

Statistics (Fiery Skull)

Armor Class	0
Dexterity	12-15
Damage	1-3
Hit Points	2-5

Special Abilities. Their skulls turn into flames and pursue their victims. They cannot be killed with Blunt or Blade Damage, and are immune to magical "instant death" attacks, except *Grant Peace.*

Vulnerabilities. Can be killed by magic weapons, and are susceptible to magical attacks against the undead.

Ghoul

Capabilities. The ghouls that roam Pagan have lost all memories of their human past. Although dim of sight and thought, their broken nails are sharp as knives and carry deadly pestilence, their wounds mend quickly and fear is unknown to them.

Statistics

Armor Class	15
Dexterity	14-16
Damage	6-12
Hit Points	35-50

Special Abilities. They learn from experience what angles of attack work best against you. They are immune to magical "instant death" attacks, except *Grant Peace.*

Vulnerabilities. Kicking them stuns them for a moment. They are susceptible to most magical attacks against the undead, and can be killed with a physical attack or *Grant Peace.*

Golem

Capabilities. Summoned by magic, Golems are powerful forces entirely under the control of their masters. Without either thought or fear, they are a formidable force to behold.

Statistics

Armor Class	18
Dexterity	7-8
Damage	15-25
Hit Points	150-175

Special Abilities. They are immune to fire damage, resistant to stuns, and Blunt weapons only do half-damage.

Vulnerabilities. Can be killed with a powerful physical attack.

Minion of the Lurker

Capabilities. These sea creatures were once humans who drowned in the murky waters of the Lurker's realm. Changed beyond recognition, they hold no memories of their lives on land. They sometimes approach the surface of the water, but the light hurts their sensitive eyes and they must soon descend. No one has ever been able to harm a Minion, but they will snatch the bodies of people foolish enough to enter the water, and drag them beneath the surface.

Statistics

Armor Class	30
Dexterity	20-22
Damage	1-5
Hit Points	78-83

Skeleton Warrior

Capabilities. These skeletons are swift and warlike. They retain the armor and swords from their mortal years, as well as the memories and skills of how to use them.

Statistics

Armor Class	17
Dexterity	15-20
Damage	7-13
Hit Points	35-45

Special Abilities. They will resurrect unless killed by a powerful magic weapon, and are immune to magical "instant death" attacks.

Vulnerabilities. They are susceptible to magical attacks against the undead, and can be killed with a Blade or Blunt Damage, and also *Grant Peace.*

Common Beasts

Kith

Capabilities. Wild kith are quite dangerous when they rear up on their abdomens to strike with their fangs. This attack not only causes great damage, but leaves the victim suffering the effects of their lingering poison.

Statistics

Armor Class	20
Dexterity	14-18
Damage	12-16
Hit Points	85-105

Special Abilities. Stun resistant, and Blunt weapons only do half-damage.

Vulnerabilities. Can be killed with a physical attack.

Mandrill

Capabilities. Quick and vicious, these small, flying creatures react immediately and violently to any perceived attack upon their territory.

Statistics

Armor Class	3
Dexterity	15-23
Damage	3-5
Hit Points	18-22

Special Abilities. They hover near their target and bite.

Skellot

Capabilities. These small, crawling creatures are another animal that Pagans have learned to tolerate. Slow-moving and foul-smelling, they find their way into hovels and palaces alike in their single-minded search for food.

Statistics

Armor Class	0
Dexterity	8-12
Damage	1-2
Hit Points	2-7

Special Abilities. They bite.

Vulnerabilities. Can be squished underfoot.

Spider

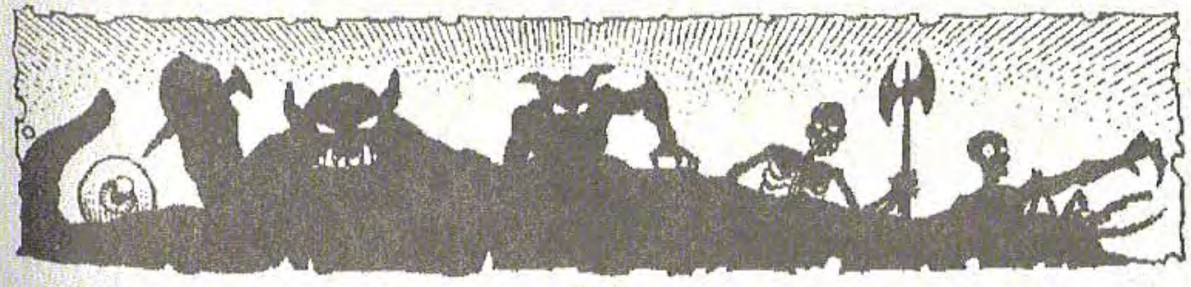
Capabilities. Spiders are more of a nuisance than a serious threat to any fighter. Generally using its coloring as camouflage in low-lying plants and grass, spiders are primarily disliked for fouling things such as food supplies and bedrolls.

Statistics

Armor Class	0
Dexterity	8-12
Damage	1
Hit Points	2-6

Special Abilities. They bite.

Vulnerabilities. Can be squished underfoot.



Torax

Capabilities. Toraxen are usually docile beasts except when provoked. Their powerful jaws deliver a bite that is their only means of attack, but which can easily cripple or kill. The coarse, thick hide that protects them from predators also proves useful against weapons.

Statistics

Armor Class	28
Dexterity	8-12
Damage	7-14
Hit Points	40-55

Special Abilities. Use their heads as battering rams. They are stun resistant, and Blunt weapons only do half-damage.

Vulnerabilities. Can be killed with determined physical attacks.

Unusual Creatures

Changeling

Capabilities. Mimicking the appearance and skills of their foes, these violent little dopplegangers use their enemies' own strengths against them. When harmed, they can flawlessly disguise themselves as trees or bushes.

Statistics in natural form

Armor Class	11
Dexterity	12-16
Damage	7-10
Hit Points	30-45

Statistics as Avatar

Armor Class	15
Dexterity	5-10
Damage	7-15
Hit Points	30-45

Special Abilities. They shapeshift, often taking the form of their opponents.

Vulnerabilities. Also mimic their opponent's or "borrowed" shape's weaknesses. Can be killed with a physical attack.

Invisible Being

Capabilities. It is fortunate that the Invisible Ones are so rare, for they are indeed deadly. Entirely invisible except for the occasional glow of their eyes, they react quite violently to intrusion.

Statistics

Armor Class	5
Dexterity	8-12
Damage	4-6
Hit Points	15-25

Special Abilities. Invisibility.

Vulnerabilities. Eyes sometimes light up, giving away their position. Can be killed with a physical attack.

Seeker

Capabilities. These monstrous peculiarities have long been accepted as a natural phenomenon of Pagan, but the truth is that they resulted from early magical experiments, prior even to recorded history. Although they were created for the sole purpose of violence and destruction, their vision is poorer than one might think, and their memory is understandably short. Therefore they spend most of their time lost and confused — until they spot their victims.

Statistics

Armor Class	14
Dexterity	17-25
Damage	12-16
Hit Points	75-100

Special Abilities. They have a much longer reach than any opponent they may face.

Vulnerabilities. Can be killed with physical attack. Very susceptible to fire.

Troll

Capabilities. Denizens of the darker areas of Pagan, these vaguely man-shaped have recently ventured into the villages and populated areas. Ponderous, stupid and huge, their enormous strength gives them a natural talent for carnage. One blow of a club can easily crush an unprotected skull.

Statistics

Armor Class	18
Dexterity	7-10
Damage	10-28
Hit Points	150-225
Mana	

Special Abilities. They are stun resistant, and blunt weapons do half-damage.

Vulnerabilities. You can lure them repeatedly through a fire until they burn to death. Can be killed with a physical attack. Blunt weapons do half-damage.

People

Guard

Capabilities. Highly trained, well-equipped and not reluctant to use their bardiches, these soldiers guard the cities and surrounding areas from all possible threats. Generally they won't go out of their way to pick fights with armed opponents, but they gladly fight whenever provoked.

Statistics

Armor Class	25
Dexterity	15-25
Damage	8-15
Hit Points	35-65

Special Abilities. Highly trained with the bardiche.

Vulnerabilities. Can be killed with a determined physical attack by a well-armed opponent.

Peasant Adult

Capabilities. Peasants are not generally armed, but that doesn't mean that they are helpless. Beren is quick to answer any call of distress, and ruthlessly disposes of malefactors he deems a threat to the peace and quiet of his jurisdiction.

Statistics

Armor Class	10
Dexterity	10-15
Damage	2-5
Hit Points	10-20

Special Abilities. Can call upon Beren for aid.

Vulnerabilities. Extremely vulnerable.

Peasant Child

Children are rarely hostile.

Statistics

Armor Class	5
Dexterity	1
Damage	7-14
Hit Points	10-15

Special Abilities. When driven to attack, they gather together in large numbers.

Vulnerabilities. Too young to defend or attack well.

Sorcerer

Capabilities. Sorcerers almost never carry weapons, and are generally too busy to start fights. When threatened, however, they quickly prove that they are more dangerous than the most highly-armed soldier.

Statistics

Armor Class	12
Dexterity	12-16
Damage	5-10
Hit Points	17-24

Special Abilities. Whatever spells they happen to have prepared.

Vulnerabilities. Can be killed with a physical attack.

Theurgist

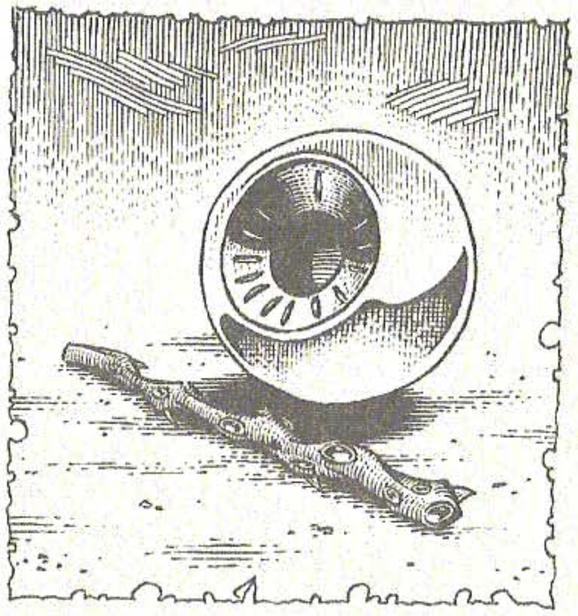
Capabilities. Like Sorcerers, Theurgists are too busy to look for trouble ... usually. Occasionally a Theurgist has a bad day, and then nearby travellers should beware his wrath.

Statistics

Armor Class	12
Dexterity	12-16
Damage	5-10
Hit Points	17-24

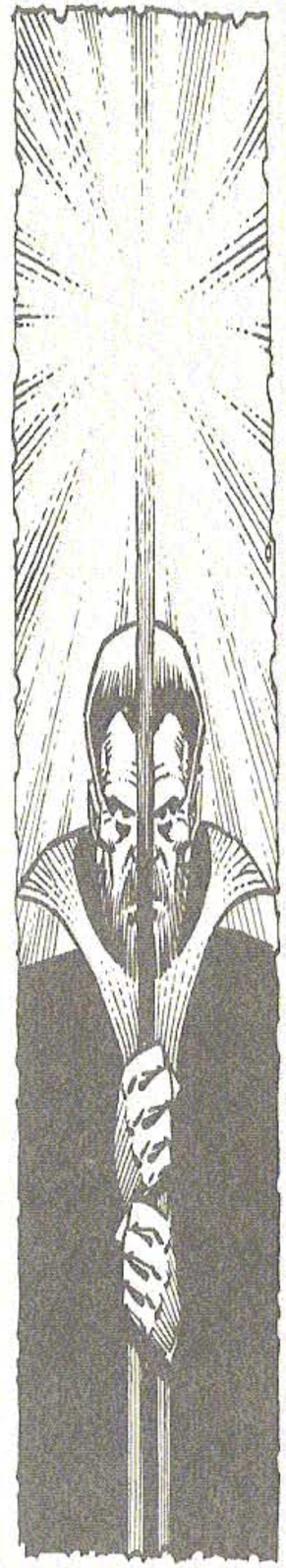
Special Abilities. Whatever spells they happen to have prepared. They will often simply teleport away, disdaining violence.

Vulnerabilities. Can be killed with a physical attack.



Perils

Item	Points of Damage
Chaos Gem	Bursts into Fire Gems
Death Disk	5-20
Electric Gateway	5-10
Exploding Chest	5-20
Fall, 10-Foot	2
Fall, 11-Foot	4
Fall, 12-Foot	8
Fall, 13-Foot	fatal
Fire	5-10
Fire Gem	5-20
Fire Mortar	5-20
Fire Mushroom	5-20
Fire Shooter	5-20
Fire Spout	5-20
Floor Spike	3-5
Force Field	5-10
Lava, Red	1-2
Lightning	100
Oil Flask (Green)	5-20
Oil Flask (Gray)	20-32
Meteor	10-30
Poison	1 (instantaneous)
Spiked Roller	2-5
Stalactite	15



It is generally understood that Stellos is the wisest of the Theurgists. His age counts decades as mortal men count years, and he treats knowledge and learning as a bottomless well to an unquenchable thirst. His powers are unmatched. It is said that Stellos is the wisest of them all, yet Stellos himself has never been known to claim true wisdom. It is not humility that keeps him quiet, though. It is only that Stellos, alone of mortals, remembers Boreas.

Boreas was more than a healer of wounds and ills. When she discovered hunger, she fought it as though it were a plague. Foresters were called to teach the craft of trapping toraxen, fishers to teach the art of casting nets, and artisans were urged to take apprentices. Where she found crime, there was no surcease of vigilance until justice prevailed. Neighbors were united with her leadership, and they pacified the undead until even the farthest reaches were safe for travellers. Pagan seemed to gleam during her lifetime, cleaner for her touch. She was loved by most, respected by all, and particularly beloved to Stellos. When she drew near death, she forbade her friend to extend her life. She was old, she said, and her lifetime was complete. Stellos left her side, unable to watch her leave his world. He has never mentioned her since that day — neither from bitterness nor a hardened heart, but from a buried grief that still burns raw for Boreas, wisest of the Theurgists.

MAGIC

Necromancy

Necromancers are the servants of Lithos, and are skilled at manipulating the residual energy left behind when life departs from its physical shell. This energy is emitted as etheric waves. In preparation for controlling this magic, the necromancer keeps reagents near to hand. These are simply natural materials that are consumed entirely by the magic process. Each spell is only good for one casting per preparation.

To create a Necromantic spell

- Put the appropriate reagents in a pouch.
- Close the pouch.
- Use the Key of the Caretaker on the pouch.

The spell is then "readied," and may be used at any time.

Note. *Casting, not creating, the spell is when mana is consumed.*

Reagents

[Version 2.10] Each individual reagent weighs 1 apiece. When they are stacked, some weigh 1/10th apiece, rounding up to the nearest whole number (e.g. 1-10 weighs 1, 11-20 weighs 2.).
[Version 2.11] Each individual reagent weighs 1/10th apiece.

Blood

Main Location Cemetery, Ancient Necromancers, Stone Cove
Intrinsic Forces Movement/Animation — the essence of life, reft from the body, serves as a reminder of mortality.

Bone

Main Location Cemetery, Ancient Necromancers, Stone Cove
Intrinsic Forces Summoning/Communication — the source of blood is also, strangely enough, the source of the will, and remembers the life it once embraced.

Wood

Main Location Fisherman's Reef, Ancient Necromancers, Stone Cove
Intrinsic Forces Preservation/Binding — almost ageless, a time-aided tree can be stronger than the hardest rock.

Dirt

Main Location Cemetery, Ancient Necromancers, Stone Cove
Intrinsic Forces Protection — the plant grows from the womb of the land, its roots deeply embedded in the safety of the soil.

Executioner's Hood

Main Location East Road, Stone Cove
Intrinsic Forces Death — this fungus is black in hue, dark in purpose and shaped like the head-covering of its namesake.

Blackmoor

Main Location Cemetery, Ancient Necromancers, Stone Cove
Intrinsic Forces Power — this is an odd mixture of the element of Earth and the mysterious Blackrock.

Spells

Each spell item weighs 1.

Death Speak **(Kal Wis Corp)**

Effect You may speak to only those who have been buried with full necromantic rites. The process of *Death Speak* is too agonizing for those who were not interred correctly to be coherent.
Duration one conversation
Mana 1
Reagents Blood, Bone

Mask of Death **(Quas Corp)**

Effect You enter a trance which closely simulates death.
Mana 1
Duration Approximately 60 seconds
Reagents Wood, Executioner's Hood

Rock Flesh **(Rel Sanct Ylem)**

Effect Your body becomes nearly invulnerable to damage. Other than invulnerability, your abilities do not change.
Mana 2
Duration Approximately 100 seconds. The end is signaled by a sound effect.
Vulnerabilities Damage which consumes you, such as water or lava, will still be lethal.
Reagents Wood, Dirt

Summon Dead **(Kal Corp Xen)**

Effect Summons a skeleton warrior to assist you against a certain foe. It is wisest to leave the combat after you tell it who or what its target is, otherwise it may attack you next.
Mana 2
Reagents Blood, Bone, Wood

Open Ground **(Des Por Ylem)**

Effect Opens weakened areas of ground or walls.
Mana 3
Reagents Blood, Blackmoor

Create Golem **(In Ort Ylem Xen)**

Effect Summons a golem from any dirt terrain, and tell it how to assist you in one endeavor. It will try to destroy you if you attack it, otherwise it will wander off peacefully.
Mana 3
Reagents Blood, Bone, Wood, Dirt, Blackmoor

Withstand Death **(Vas An Corp)**

Effect After casting this spell on yourself, you will resurrect with full health the next time you should perish. This spell will only work on the caster.
Mana 4
Reagents Wood, Dirt, Blackmoor

Grant Peace **(In Vas Corp)**

Effect Banishes the magic that animates an undead creature you designate, sending it to its eternal rest.
Mana 5
Reagents Executioner's Hood, Blackmoor

Call Quake **(Kal Vas Ylem Por)**

Effect Causes the ground to roil and pitch, confusing and injuring your enemies.
Mana 5
Reagents Bone, Wood, Dirt, Blackmoor

THEURGY

Purity is the goal for Theurgists. Although they begin their studies using small tokens to serve as foci for their thoughts, as these monks gain skill they no longer need the artificial help of any physical items. This level of enlightenment, however, takes years to attain — during which their silver foci are invaluable. Once the token is charged, the spell can be cast innumerable times, limited only by the amount of the caster's mana.

To create a Theurgistic spell

- Get the silver ore from the caves beneath Argentrock Isle.
- Take the ore to Korick the Smith and have him forge the tokens.
- Place the tokens, one at a time, on the Altar of Focus on Argentrock Isle.

The tokens are now charged foci and may be used at any time, as often as desired.

Note. *Mana is used when you cast the spell.*

SPELLS

Each focus weighs 1.

Divination **(In Wis)**

Effect This invocation reveals the Theurgist's location, time of day, day of the week and current month.
Mana 3
Focus Sextant

Healing Touch **(In Mani)**

Effect This is a healing spell, curing minor wounds in yourself and others. 8-16 points are healed.
Mana 5
Focus Pointing Hand

Aerial Servant **(Kal Ort Xen)**

Effect This spell calls a whirling being of Air which accepts one command to bring you something that is not obstructed by a solid object, or to move an item that is on the other side of a wall or closed door.
Mana 5
Restrictions Cannot move fixed objects such as trees or walls. Can open doors, throw levers, open dangerous chests, etc.
Focus Arm Band

Reveal **(Ort Lor)**

Effect This spell releases a wave of energy that dispels invisibility from objects within the Theurgist's vicinity.
Mana 5
Focus Open Eye

Restoration **(Vas In Mani)**

Effect This is quite a powerful invocation. It restores a living recipient to full health, eliminating wounds, maiming or disease. Best used on self.
Mana 15
Focus Open Hand

Fade from Sight **(Quas An Lor)**

Effect As the name of this invocation states, the Theurgist becomes completely invisible to the sight of nearly all mortal beings.
Mana 5
Duration 2-3 minutes; the less intelligence you have, the shorter the duration.
Focus Closed Eye

Air Walk **(Vas Hur Por)**

Effect By means of this invocation, the Theurgist doubles his jumping ability. This is cast the first time without a focus, when the Theurgist makes the leap to Windy Point to speak with Stratos.
Mana 15
Duration approximately 60 seconds
Focus Wings

Hear Truth **(An Quas Lor)**

Effect This invocation reveals the truth to any lie spoken intentionally to the Theurgist, as if the Air, itself, were unraveling the thread of the message.
Mana 3
Duration approximately 120 seconds
Focus Chain

Intervention **(In Sanct An Jux)**

Effect This calls into existence an enveloping wall of Air that blocks all damaging forces (including spells) except lava or water.
Mana 15
Duration 2-3 minutes; the more intelligence you have, the longer it lasts.
Focus Fist

Sorcery

Sorcery is the study of otherworldly powers and beings that may be called upon for destructive purposes. Sorcerers function in Cabals — one Master with four Acolytes. They walk a razor's edge: the Acolytes' power adds to that of the Master, but when an Acolyte becomes powerful enough, the master faces challenge or assassination. Most Masters take care of those who become a threat before true danger actually manifests. Many is the Acolyte who has become an offering to the powers involved in Sorcery ....

Touch the token to determine the number of charges it holds. Although the number of charges it takes is largely chance, the caster's intelligence also affects spellcasting.

Black Candle

Red Candle

To create a Sorcerous spell

- Place spell's focus at the center of the pentagram. The foci (wand, rod, etc.) have to be as near the center of the pentagram as possible.
- Place candles (black or red, as indicated) at each point around the circle. Candles must be placed on the holders (centered) and be lit. Each spell has different places for black and red candles.
- Place the indicated reagents inside the point of the star, near the candles. The reagents must be as close to their respective candles as possible; in some cases you can place them on top of the candles.
- Stand outside the pentagram and double-click on it. The reagents disappear after the focus is enchanted, but the candles remain and can be reused.

Note. *If any of the above criteria are not met then you will not be able to create the spell.*

If there is something wrong, there be will a brief message. If you kneel down but the spell doesn't work, then the candles are correct — the problem is either in the reagents' placement or you are not using the appropriate focus.

The focus is now charged and can be used to cast the spell at any time.

Reagents

All reagents may be found in the library in Daemon's Crag.
[Version 2.10] Each reagent weighs 1.
[Version 2.11] Each reagent weighs 1/10th.

Volcanic Ash

Intrinsic Forces — Flame — the refuse of the volcano has the property of creating the initial spark of fire.

Pumice

Intrinsic Forces — Distance — this rock, cast highest and farthest from the volcano, retains the etheric impetus built up in the flight.

Obsidian

Intrinsic Forces — Duration — while seeming to be a fragile, easily broken substance, it endures the heat of the volcano.

Pig Iron

Intrinsic Forces — Protection — iron's hard yet versatile nature works in protective Sorcery as no other reagent can.

Brimstone

Intrinsic Forces — Power — this is the rock that burns or, more to the point in Sorcery, explodes. A virtually limitless source of power dwells within its etheric composition.

Daemon Bone

Intrinsic Forces — Summoning/Binding — having taken a hint from the Necromancers, the Cabal found that Bone does, indeed, retain its tie to life. It is even useful in the ritual of binding when enough power is at hand. Daemonic forces are summoned and controlled by use of this reagent.

Foci

Each focus weighs 1, regardless of quantity.

Symbol

Wand

Rod

Staff (only one)
Location: Malchir

Daemon Talisman

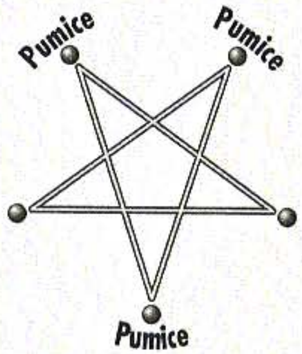
Spells

Mana is used only to charge the foci, not to cast the spell.

A focus can only hold one kind of spell at a time, although it can hold multiple charges of that spell.

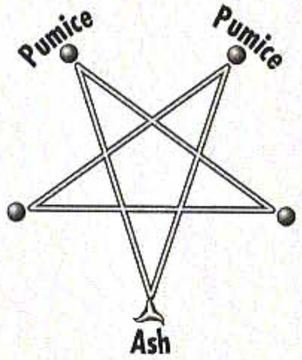
Extinguish (An Flam)

Effect This spell douses candle-flame.
Mana 4-5
Reagents Pumice
Foci Symbol, Wand, Rod or Staff



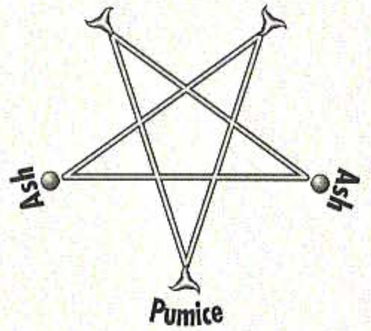
Ignite (In Flam)

Effect This spell lights candles for use in sorcery.
Mana 3-4
Reagents Ash, Pumice
Foci Symbol, Wand, Rod or Staff



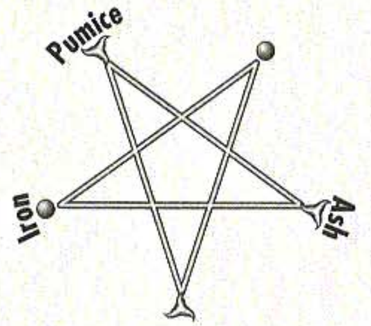
Flash (Flam Por)

Effect This spell is used to move from one place to any other place within sight, without actually traversing the intervening space; only solid objects can obstruct the transportation.
Mana 6-8
Reagents Ash, Pumice
Foci Wand, Rod, Staff or Symbol*



Flame Bolt (In Ort Flam)

Effect This spell shoots a bolt of fire from the caster, severely burning the unlucky target of the Sorcerer's ire.
Mana 8-10
Damage 4-12
Reagents Ash, Iron, Pumice
Foci Wand, Rod, Staff or Symbol*



Endure Heat (Sanct Flam)

Effect This spell creates a glowing field that allows the Sorcerer to touch any non-magical flame and remain unhurt. With this spell, a Sorcerer can even endure the heat of lava if it is solid enough to walk upon.
Mana 8-10
Duration 2-3 minutes; the more intelligence you have, the longer it lasts.
Reagents Iron, Obsidian
Foci Rod, Staff or Symbol*

** As it is not the most stable focus, the Sorcerer's symbol of the pentagram can only retain one charge for these spells.*

Fire Shield (In Flam An Por)

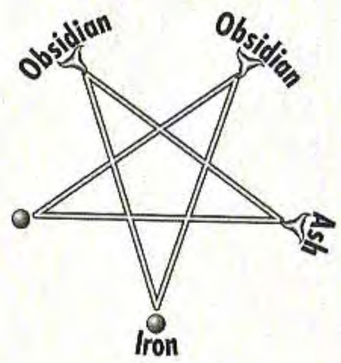
Effect With this spell, flames burst into existence and encircle the Sorcerer. No tangible creature except a daemon can pass through this barrier of fire, not even the Sorcerer. Anyone foolish enough to try is thrown back and burned in the bargain.

Mana 10-12

Duration 2-3 minutes; the less intelligence you have, the shorter the duration.

Reagents Ash, Iron, Obsidian

Foci Rod, Staff or Symbol*



Armor of Flames (Vas Sanct Flam)

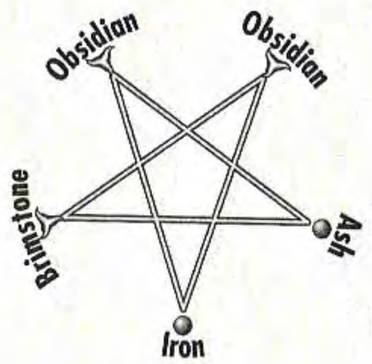
Effect This spell bathes the Sorcerer in a corona of magical flames that ward off all other fires of magical nature, such as Flame Bolt, Explosion and Conflagration.

Mana 12-15

Duration 1-3 minutes; the more intelligence you have, the longer it lasts.

Reagents Ash, Brimstone, Obsidian

Foci Rod, Staff or Symbol*



Create Fire (In Flam Ylem)

Effect At the casting of this spell, a fire erupts around the target. Those who are foolish enough to remain in the blaze continue to suffer damage until they step out of the flames.

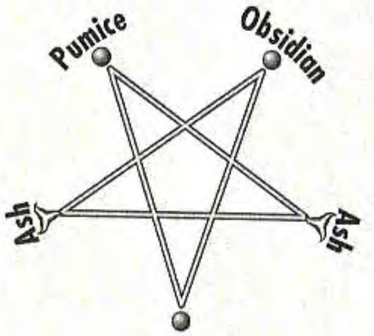
Mana 14-17

Damage 1-3 pts. every few seconds until the target escapes the flames

Duration 2-3 minutes; the more intelligence you have, the longer it lasts.

Reagents Ash, Obsidian, Pumice

Foci Staff or Symbol*



Explosion (Vas Ort Flam)

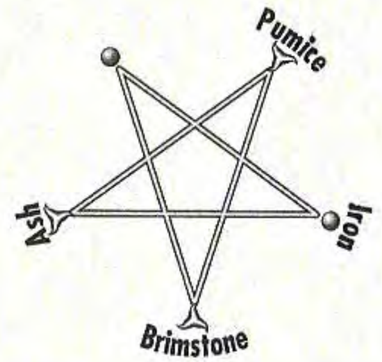
Effect This is much like the *Flame Bolt* spell, but with considerably larger and more devastating effects.

Mana 16-19

Damage 12-24 in an approximately 16-ft. square area of destruction

Reagents Ash, Brimstone, Iron, Pumice

Foci Staff or Symbol*



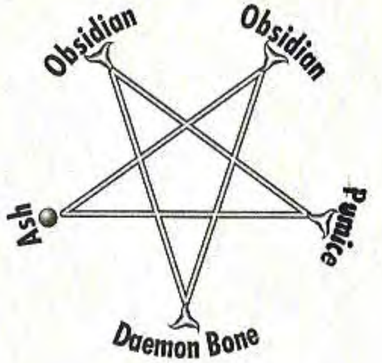
Summon Daemon (Kal Flam Corp Xen)

Effect This ritual of binding summons a "common" daemon to attack one creature of the Sorcerer's choice. The dangerous nature of this spell lies in the fact that if no victim is specified as soon as the creature appears, the daemon will attack the Sorcerer. After accomplishing its task, the daemon will be "loose" unless banished.

Mana 18-23

Reagents Ash, Daemon Bone, Obsidian, Pumice

Foci Daemon Talisman or Symbol*



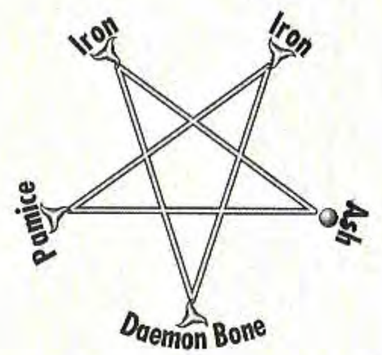
Banish Daemon (An Flam Corp Xen)

Effect As the name so plainly states, this spell will usually return a daemon to its home in the fire of the volcano. Unfortunately, even the most skilled Sorcerers have been known to attempt an unsuccessful banishment, which only draws the daemon's attention to the Sorcerer.

Mana 18-23

Reagents Ash, Daemon Bone, Iron

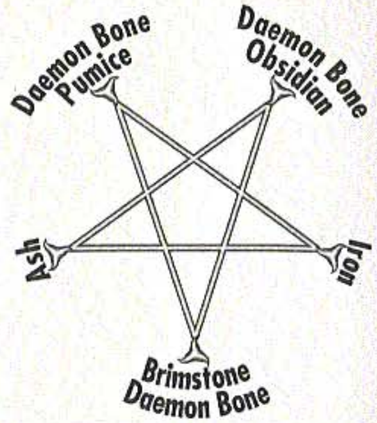
Foci Daemon Talisman or Symbol*



** As it is not the most stable focus, the Sorcerer's symbol of the pentagram can only retain one charge for these spells.*

***Conflagration* (Kal Vas Flam Corp Xen)**

Effect	This is the most powerful ritual that the Sorcerer's Cabal has revealed. If any greater exists, only they know about it. By use of this spell, a malicious force of fire manifests near the caster, where it then commences to wreak savage destruction on all things nearby.
Mana	22-27
Duration	Approximately 20 seconds
Reagents	Ash, Brimstone, Daemon Bone, Iron, Pumice, Obsidian
Foci	Daemon Talisman or Symbol*



** As it is not the most stable focus, the Sorcerer's symbol of the pentagram can only retain one charge for these spells.*

THAUMATURGY

Thaumaturgy is a relatively rare form of magic on Pagan. It results from the study of all magic and therefore touches on all of the powers the others possess, to greater or lesser degrees. Due to the extremely rare and costly nature of certain of the reagents, some of which do not seem to exist any longer on Pagan, if they ever did, it is a discipline that creates more curiosity than it provides answers. Only Mythran sells either the spellbooks or the reagents, and there is no other source for the books.

To create a Thaumaturgic spell

- Put the spellbook in a pouch.
- Put the reagents in the pouch.
- Use the book.

The spell is then ready and can be cast by using the book.

REAGENTS

Each reagent weighs 1, regardless of quantity.
A book can only be charged with one type of spell.

Eye of Newt

Intrinsic Forces	Sight/Knowledge — this aids a mage in focusing the inner eye within the mind.
Main Location	Mythran
Cost	25 obsidian coins

Bat Wing

Intrinsic Forces	Life/Creatures — the flesh, bone and blood found in this structure serve as an excellent lodestone to the essence of life.
Main Location	Mythran
Cost	25 obsidian coins

Serpent Scale

Intrinsic Forces	Destruction/Separation — the poison in the mouth of this beast seeps into the flesh and corrupts the scales, giving them the magical ability to act as a destructor of bonds.
Main Location	Mythran
Cost	25 obsidian coins

Dragon Blood

Intrinsic Forces Great Power — so powerful is this creature that the blood burns as if aflame. Precise measurements of this are wise, for too much and the magic goes dangerously awry.
Main Location Mythran
Cost 40 obsidian coins

Spells

Mana is expended when a book is charged with a spell, not when the spell is actively cast.

Confusion Blast **(In Quas Wis)**

Effect This causes a release of etheric energies, inflicting no real physical damage, but causing all combatants near the Thaumaturge to completely forget the present combat.
Spellbook 50 obsidian coins
Mana 3
Duration Until an outside force renews combat.
Reagents Eye of Newt, Bat Wing, Serpent Scale, Obsidian, Brimstone

Summon Creature **(Kal Xen)**

Effect This highly variable spell magically calls the nearest formidable creature (troll, kith, daemon, etc.) to the Thaumaturge's defense.
Spellbook 100 obsidian coins
Mana 3
Reagents Bat Wing, Pumice, Obsidian, Bone

Call Destruction **(Kal Vas Grav Por)**

Effect This spell causes bolts of lightning and lethal explosions to cascade around the Thaumaturge, unerringly striking any foes.
Spellbook 150 obsidian coins
Mana 3
Reagents Serpent Scale, Dragon Blood, Ash, Pig Iron, Executioner's Hood

Devastation **(In Vas Ort Corp)**

Effect This spell, first formulated by what could only have been an insane mage, is designed to disrupt the very fabric of life throughout the world. All creatures and beings face instant eradication. As far as can be told, there has never been a successful casting of this spell.

Spellbook 1000 obsidian coins
Mana 3
Reagents Bat Wing, Serpent Scale, Dragon Blood, Pig Iron, Executioner's Hood, Blackmoor, Brimstone

Meteor Shower **(Kal Des Flam Ylem)**

Effect A fiery downpour of molten rocks cascade upon enemies and allies. The caster alone remains untouched.
Spellbook 100 obsidian coins
Mana 3
Reagents Ash, Dirt, Serpent Scale, Brimstone, Blackmoor

Ethereal Travel

Effect Takes caster to the Ethereal Plane. Place the Blackrock fragments in a circle around the caster, then use the obelisk tip.
Spellbook 250 obsidian coins
Mana 3
Reagents All five pieces of Blackrock

Tempestry

Tempestry is an inherited covenant with Hydros, Titan of Water. It is impossible to "acquire" these powers; one is born with them. It gives the Tempest the power to control the water and storms, clouds and lightning. Only true Tempests can wield this magic, and they need no material components.

LOCKS & THEIR KEYS

	Locks	Keys	
(DO, 4)	*Chest*	Key in box	(DO, 3)
(SL, 6)	*Locked steel door*	Lever nearby	(SL, 6)
(SL, 9)	*Locked door*	Key in backpack	(SL, 5)
(BG, 3)	*Gate*	Switch on left of gate	(BG, 3)
(MK, 5)	*Bridge*	Lever	(MK, 4)
(MK, 9)	*Locked door*	Key in chest	(MK, 8)
(MK, 13)	*Locked door*	Key in chest	(MK, 11)
(CT, 4)	*Inner door*	Aramina's Key	(ET, 2)
(CT, 7)	*Locked door*	Switch to left of door	(CT, 7)
(CT, 8)	*Secret door*	Open Door Scroll from Mythran	(PL, 5)
(ET, 3)	*Salkind's inner door*	Key under towel, Key under spittoon, switch in Salkind's bedroom	(ET, 3)
(FI, 5)	*Design*	Gray spheres from Shrine go in each glowing square	(FI, 3)
(U2, 4)	*Gate*	Switch	(U2, 3)
(U2, 5)	*Gate*	Automatically unlocks after you've spoken to Ancient Necromancers	(AN)
(UC, 5)	*Locked door*	Key of the Scion, from Vividos	(CE, 1)
(UC, 6)	*Locked door*	Key of the Scion	(CE, 1)
(UC, 8)	*Hole in wall*	Skull of Quakes	(SH, 5)
(SH, 4)	*Locked door*	Key	(SH, 3)
(SH, 15)	*Locked door*	Key	(SH, 11)
(SH, 20)	*Locked door*	*Open Door Scroll* from Mythran	(PL, 5)
(PD, 2)	*Locked door*	Create Golem or Key	(PD, 4)
(PD, 3)	*Tombstone*	*Open Ground*	(PD, 3)
(GR, 2)	*Gate*	Key from Kilandra's Daughter's Grave	(CE, 3)
(PL, 4)	*Gate*	First, throw all levers on the far side of the rope bridge without bones in front of them	(PL, 2)
		Then the last lever must be thrown	(PL, 3)
(SC, 3)	*Door*	Key of the Scion	(CE, 1)

PLOT-PATH HINTS

TENEBRAE

I waken at your wish. I see you are a troubled and uncertain traveller in my home-realm. The eyes of Remvatos are all-seeing, and it is clear that this world is confusing to anyone new to its shores. The verdant, troubled island of Pagan is inhabited by a wide range of people, from narrow-minded to quietly heroic. Though I have spent much time in the darkness, the natures of this new generation are instantly revealed to me, as true as if they were written in gilt-bound volumes. Some are petty, some seem grander than they have right to claim, while others strive to overcome the myriad obstacles fate has arranged for them. **DEVON** *can be a valuable ally, recently grieved by the many executions near what was once his peaceful beach haven. His friend* **BENTIC**, *the scholar, has read enough books to fill a dozen libraries, and has consequently grown very wise. Indeed, while all the opinions of citizens of Tenebrae are worth hearing, Bentic's advice is best followed, even when the way is dangerous and difficult. There are tales, too, which a traveller seeking after adventure might heed. Orlok may have time to tell you a tale or two, and some townspeople may know more than he does, if prompted.*

If adventure is what you seek, however, there is more than enough to be had outside the walls of Tenebrae. **VIVIDOS** *the Necromancer is in need of aid, and would appreciate a bold ally as well as an apprentice. The villagefolk are wary of the Necromantic ways, but Vividos is an honest man.* **ARAMINA** *knows things that could help him, but she is too timid of nature to be of much use on her own.* **MORDEA** *is dangerous and hinders or destroys anyone whose power might threaten her — and hides her secrets in the Great Palace, behind locked doors and under darkness.* **LOTHIAN** *clings to life in a world on the brink of change, and although she struggles to live until the proper rituals are possible, her grip is weakening. A storm of a new age gathers ...*

Change in Rule

You have summoned me, and I answer. During my slumber, the good fisher has been imprisoned by his foes, and his truest friend has been taken from him. I can feel that the forces of darkness are so prevalent that the loss of one bright aura of good is keenly felt, like a cold mist over the land. The loss of **Devon** *would be as chilling as a winter deluge — his need of help is pressing.* **Salkind** *is an important part of Mordea's power, and keeps her oldest secret sealed behind a wall in the deepest part of the Great Palace. Yet even the strongest walls can be breached, as* **Mythran** *knows well. Moreover, he knows the value of the shield he keeps, though he may withhold this fact. Secrets only grow in power the longer they are kept. Mordea's secrets should not be confined to the darkness, but should be announced to the people as bold truth. The storm will begin ....*

⊕ ⊕ ⊕

Lithos

A short while only, and my eyes light again upon the world. It is pleasant to see your path has opened before you — though it may be dark and arduous. **Vividos** *always proves most helpful to those who assist him, and his apprentice will have access to items, spells and information invaluable to the adventurer. He can point you to the home of* **Lithos** *— and to become apprentice to Lithos is to gain undeniably useful knowledge, powers and items.* **Lothian's** *remains must be sent to the titan of Earth before her soul can truly rest, and in these times the peace of the dead is a hallowed privilege. Hallowed and rare.*

Zealans

This time you did not summon me, but I use the trace of our link to touch your mind, and I hope your spirit heeds me. My father, **Apathas**, *deep within the lair of the oppressor Titan of Earth, has felt a presence through the living surface and rocky ground. I believe it must be you. Descend beyond all previous levels to where the true rulers of Pagan stand captive and immobile. Heed my father's words, and those of his mighty equals. If all goes well, they will reveal a destiny undreamed by mortals.*

⊕ ⊕ ⊕

Stratos

Traveller! I see that the storms of change are but as wind at your back! Indeed, **Argentrock Isle** *has many who would appreciate your courage and talents.* **Xavier** *tests countless promising students, and* **Stellos** *has guided many with his wisdom, but you have the ability to succeed beyond any previous accomplishments.* **Korick**, *the smith, has also been known to be useful to the students of Stellos — in a practical way. I have seen your acts of strength, but I also know your heart, and your compassion marks you for great things, for leadership.* **Stellos** *may be wise enough to mark it in your actions. The others are too gnawed by the problems of their small lives to make momentous changes — though sometimes they know more than they tell.* **Cyrrus** *is one such. Some aspire to reach* **Stratos**, *but where they fall short, you may not. The world is vast, with a myriad of paths to truth, and when one is completed, the next beckons ....*

Hydros

Each time I rouse, Traveller, you have made progress that marks you indelibly. You seek the next step from me, and I can see that you will not rest until your touch has affected every corner, from mountain-top to deepest abyss. You have mounted the skies. Look you now to flowing worlds of **Carthax** *if you wish another quest.* **Hydros** *would doubtless reward any adventurer who endeavored to free her, and your redoubtable magic can make a long-dead spring the fountainhead for a Titan's floodwaters. The new Tempest's power is involved, however, and one never gains power without another's loss. As no one relishes lost power, once Hydros is loosed,* **Devon** *will doubtless have a request. If your warrior's heart yearns for the fiery thrills of danger ....*

Pyros

The world is in turbulent upheaval, I can feel its resonance in every rock and stream. The air seems to breathe it. A balance has been toppled and must be righted. The Sorcerers of **Daemon's Crag** *are key. Speak to the acolytes, and be agreeable to all, though I fear they confide their closest secrets only to their own. Greatness awaits you there, although the way is fierce. The Master Sorcerer* **Malchir** *can be a great ally or a powerful foe, and is not incapable of being both. Seek guidance from others such as* **Beren** *or* **Gorgrond** *— they are familiar with forces that I am sure will further your quest. Your passage causes powerful forces to awaken, and I sense that you will not be stopped by any obstacle, no matter how securely your way is barred.*

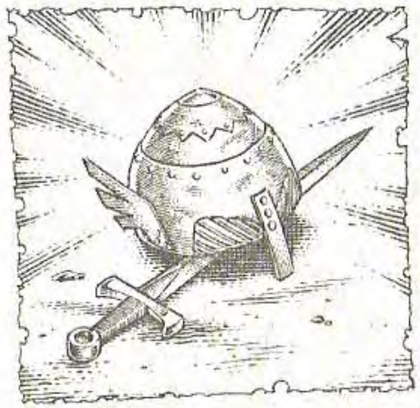
Ether

Your victory is nearly complete, Avatar. For the first time I can clearly see your true place in my world. My father knows all that may be, not just what is, and he sees the many futures that you might have forged coalesced into one. **Mythran** *suspects this also. You will end the fire and rains, as well as the trembling of the ground.* **Stratos'** *tricks cannot blind you, and* **Devon** *knows your abilities — he will help. There are dangers now, but I know the gateway will open before you, lifting you beyond all worldly obstacles.*

Victory

Avatar! Though my father forecast your success, I only now see the scope of his vision! The Titans fear you, though they seek to disguise their dread. They remain behind doors and prepare for doomed battles. A door, a battle, another door ....

I am watching ....



TIPS

General Advice

- SNSO = Save Now, Save Often
- Never drop your **bedroll**, the **Key of the Scion**, the **Key of the Caretaker**, the **Recall Item** or any **Blackrock** items.
- Always activate nearby **Recall Pads** by walking near or on them.
- Kill ghouls to raise **strength** and **dexterity** status. Later take on kith, as well.
- You can move **dead ghouls.**
- When **waiting** for someone to arrive somewhere, *leave the area* and sleep. A person won't come if you sleep nearby.
- When getting wooden sticks for Vividos, **ghosts** won't attack you if you aren't in Combat Mode.
- The maximum **armor class** is 29.

Money and Items

- **Skeletons** will have different things in their inventory each time you kill them.
- Use **restorative potions** as you find them, they weigh quite a bit and sleep is more useful.
- Use **bags** to organize your things.
- You can **pile some objects** (such as coins and necromantic reagents) on top of one another — they'll take up less room and weigh less.
- **Stacked reagents** take up less room than the spells you could make with them.
- Use a **keyring** (CT, 2), then you don't have to carry the extra weight of lots of keys or remember which is which.
- **Don't steal** valuable things (coins, armor, weapons, etc.) when people are around.
- Inside a broken-down wooden house in West Tenebrae, you can move the wood and debris, and jump into a lower room. You can find **67 coins** there. Get out again by standing on the pile of wood and climbing out.
- The only place you *need* **money** is at Mythran's. You can leave your money at his house so that you don't have to carry the extra weight. (Each coin weighs 1/100 a Pagan "stone.")
- **Changelings** and **ghosts** drop money and items when they die.
- You can steal from **Korick** if he steps off the screen for a second.

Dangerous or Interesting Places

- There is a "**cheat room**" in the Lower Catacombs that contains most magical weapons, armor and other useful things. Stand in front of the recess (LC, 4), facing north. Then jump forward and upwards. The teleporter is invisible and high enough that you can walk *under* it without triggering it.
- When entering Mythran's house, if you run through the **entryway** without hesitation, you'll be safe.
- When crossing **Rolling Spheres**, you can leap them if you jump slightly to the side, but not *directly* over them.
- In places where there are **red mushrooms**, don't walk behind things — there may be mushrooms that you can't see.
- Beware of **glowing spots** in Upper Catacombs floors. They are fire spouts.
- Beware of **small dark rings** on cavern and catacomb floors. They are spikes.
- Beware of walking near **puddles** in the catacombs. The floor is weak.
- If you hear **lava sounds** where you don't see lava, walk near the wall.
- In the Hall of the Mountain King, you can walk along the **edge of the water**, and skip the jumping part.

Magic

- Don't have **daemon bone** near a pentagram when casting — it might summon one.
- You can use ***Endure Heat*** to cross red lava. Yellow lava is too liquid to cross.
- Cast ***Extinguish*** on self to put out *all* flames.
- The First Acolyte of Daemon's Crag always lives in the **First Acolyte's building** (DC, 4), no matter who currently has the position.
- Scattered around Pagan, especially in Tenebrae, there are a number of **magic scrolls.** There are five different kinds: *Secret Door Scroll, Trap Detection Scroll, Trap Destruction Scroll, Scroll of Healing,* and the *Scroll of Invisibility.*

You would do well to learn the philosophies of the Theurgists, Traveller. For every ill there is a cure, for every path barred, there is a way around or over or through. There are no questions without answers.

The Pagans have a story. Once there was a child who awoke from a dreamless sleep, only to find himself in a strange place — a house he had never seen before. In this house there were many wonders, and he knew it was filled with magic. There were no doors or chimneys, and the narrow windows looked out into a black, depthless void. The youngster first sought help by crying out for his parents or any nearby aid, but his words were trapped within the walls. When that proved useless, he searched for switches or levers or keys that might open a secret passageway. The walls proved bare, however, and the drawers and boxes were empty. Then, he reasoned, there must be a magical exit hidden nearby. He looked for books which might give him the words he needed, but there were none to be found. He then sat upon the floor and thought.

Eventually he decided the only way out would be through the very floor itself. He used a nearby dagger to pry up some boards, and made a chilling discovery. Beneath the floor there was not dirt, but the same unwavering darkness that hung outside the windows. Then the answer was clear. He knew there was only one way to escape. He lay down on the bed, and closed his eyes. When he awoke, he was safely home. So you see, friend, you will never find your way truly blocked. There is always passage. ⊕ ⊕ ⊕

WALKTHROUGH

STAGES

Arrival
Cemetery
Change in Rule
Earth
Zealans
Air
Water
Fire
Ether
Endgame

Note. *The cardinal directions for Pagan are diagonal. North is toward the upper-right corner of your monitor screen, east is toward the lower-right corner, south is toward the lower-left corner, and west is toward the upper-left corner.*

Note. *The notations in parenthesis [example, (DO, 2)] are map keys. The letters specify which map, the number identifies the keyed location on that map.*

AI	Argentrock Isle	LT	Lava Tunnels
AN	Ancient Necromancers	MK	Hall of the Mountain King
BG	Breaking Ground	OF	Obsidian Fortress
CE	Cemetery	PA	Plane of Air
CL	Carthax Lake	PD	Pit of the Dead
CT	Central Tenebrae	PE	Plane of Earth
DC	Daemons' Crag	PF	Plane of Fire
DO	Docks	PL	The Plateau
ER	East Road	PW	Plane of Water
EP	Ethereal Plane (End Game)	SC	Stone Cove
ET	East Tenebrae	SH	The Shrine
FR	Fisherman's Reef	SL	Slayer Map
GR	Ghost Room	UC	Upper Catacombs
HV	Herdsman's Valley	U2	Upper Catacombs II
LC	Lower Catacombs	WT	West Tenebrae

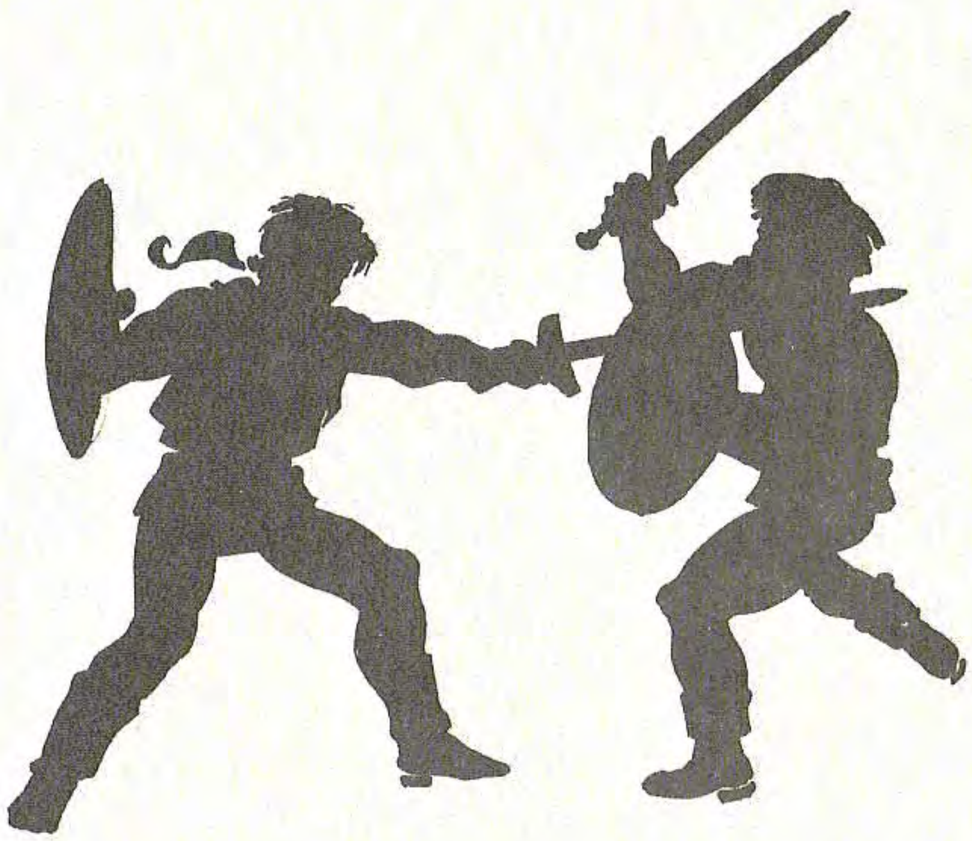
Arrival

(DO, 1)
Talk to Devon.

- He knows some basic historical information.
- Roll up the bedroll (DO, 1), and put it in your backpack.
  Extra. *Get the key (DO, 3) from the box behind the tree, unlock the trapped chest (DO, 4) and get the helmet. The skeletal remains in this chest hold several death disks, which are very dangerous in close quarters!*
  Note. *To use a death disk, double-click on the disk, then click on the target. Throw it — it explodes on impact. If there is any obstruction in the way, the disk will hit it and explode, and you may take damage from the explosion.*
- Go to the Docks.

(DO, 1)
Watch Execution.

- Approach the execution area.
- Shaana decapitates Toran. Rhian sobs over her husband's body.
- Answer Tarna's interrogation questions.
- Go to Tenebrae (DO, 5).
- Answer the guard's questions.



Salkind - Lady Mordea's senechal
meet Araminia at bloodwatch

Cemetery

ET, WT, FR
Talk to townspeople.

- Kilandra (FR, 1) has opinions about Mordea's despotic rule.
- Orlok (WT, 1) mentions the past reign of the Necromancers.

(CT, 1)
Activate Great Palace Recall Pad.

- The Recall Pad is on top of Great Palace; activate it by walking near or on it.
  Note. *Recall Pads are square gray platforms that raise and animate an X on top of them as well as have animating pixels under them.*
  Extra. *In the southeastern tower of the castle is a keyring (CT, 2) in a basket in a barrel. (The keyring helps because, no matter how many keys are on the ring, its weight is always one. Also it keeps your keys organized and you don't have to remember which key is which.)*
  (to get the keyring I had to climb up on the tower deck)

(ET, 1)
Talk to Bentic.

- He is at the library, either upstairs or at a desk downstairs.
- Ask about Tenebrae.
- Ask if he knows how to leave Pagan.
- Tell him you wish to leave Pagan.
- Ask about Mythran.
- Ask where Mythran lives.

(PL, 5)
Go to Mythran's house through cave.

Extra. *In this cavern, any skeletons that are wearing pants have items in their inventory.*

- Cross the water (PL, 1) by jumping from stone to stone. If you are not standing as far back as possible on each stone, you will over-jump — except when you jump to the second and next-to-last stone.
- Cross the rope bridge (PL, 2).
- Throw all levers without bones or skulls in front of them.
- Return across the bridge and use the lever (PL, 3) in the small ruined building to open the two large iron gates (PL, 4).
- Avoid the traps in Mythran's house.

(PL, 5)
Talk to Mythran.

- Tell him "I have many questions."
- Tell him you wish to leave Pagan.
- Confirm that you are not just testing him, that you truly want to leave Pagan.
- Get the Recall Item from Mythran. This is vital!
  Extra. *Get Korghin's Fang (M9). This dagger has increased accuracy, and the damage of a regular sword. It is in a backpack downstairs, in a room with two large casks.*
- Activate Mythran's Plateau Recall Pad (PL, 6). It's upstairs on the front balcony.
  Hint. *To the northwest there is a cave with the Hammer of Strength (M6) (PL, 8).*
- Use the Recall Item by double-clicking on it, and selecting "Tenebrae."
  Note. *If you have not activated the Recall Pad on the top level of the Great Palace, then the Recall Item will not give you the option of "Tenebrae."*

(CE, 1)
Go to Cemetery.

Hint. *The East Road has many creatures wandering around. This is an excellent time to raise your strength by fighting. (The higher your strength, the more you can carry.)*

(CE, 1)
Talk to Vividos.

∔ He tells you about the necromancers' past, and also about the dagger that Mordea took from them.
- Ask about joining them.
- Continue to ask about the necromancers until the you can ask about Mordea.
- Ask about the dagger.
- Offer to get the dagger.

(ET, 2)
Talk to Aramina.

∔ She lives in a small wooden building (ET, 2). She is only there at the hour of Bloodwatch.
- Ask about the dagger.
- Promise she won't get in trouble.
- Get the key (ET, 2).

(CE, 1)
Go to Mordea's bedroom.

∔ It is safest to go when she is eating in the dining room. If she is asleep, she won't wake up if you stay near the wall and don't step on the carpet.
- Open door to Mordea's bedroom.

∔ She's hidden the key (CT, 3) beneath a black "skull" cushion.
- Open the inner door (CT, 4) with Aramina's key.
- Open the chest (CT, 4) with Aramina's key.
- Get the ceremonial dagger.

(CE, 1)
Talk to Vividos.

- Give him the dagger.
- Watch the Ceremony.
- Ask if he is the Necromancer.
- Ask what a Scion is.
- Accept his offer to become his apprentice.
- Offer to get the reagents for Vividos.

Change in Rule

(ER, 1)
Talk to guard on East Road.

∔ Devon is imprisoned, and Bentic has been executed.

(CT, 6)
Talk to Devon.

∔ Devon is in the Great Palace dungeon.
- Use the switch beside the prison door (CT, 7) to open it.
- Tell Devon you will help him to learn Mordea's motivation.

(ET, 3) or (CT, 3)
Talk to Salkind.

∔ He'll tell you that he keeps the logbook in his house.

(ET, 3)
Read logbook.

∔ It mentions "forbidden" research, sealed in the dungeon behind magically locked doors.
Hint. *There are two keys in Salkind's house, one is beneath a towel and the other is behind a spittoon.*

(PL, 5)
Return to Mythran's house.

- Talk to Mythran.
- Buy the *Secret Door Scroll* from Mythran for 50 coins.
- Get the Ceremonial Shield from a wall upstairs. There is a book about the Shield nearby.

(CT, 8)
Return to Great Palace basement.

- Use the *Secret Door Scroll* on the wall (CT, 8) near the book in the doorless room.
- Read Bentic's research (CT, 8).

∔ The palace guards discover and arrest you.

(DO, 2)
Explain that Devon is heir.

- Tell the people on the docks that Devon is the rightful heir.
- Watch the resulting duel.

Note. *You may now buy* Confusion Blast *from Mythran.*

(ER, 3)
Get Executioner's Hood.

÷ Executioner's Hood can be found off the East Road path, in a sunken area guarded by changelings.

(WT, 2)
Get wooden stick.

÷ Wooden sticks are outside the burned-out house in West Tenebrae, near a large tree. (The proper sticks have three points.) The ghost does not attack peaceful travellers.

(CE, 1)
Get useful items from Vividos.

- Give reagents to him.
- Get the Key of the Caretaker from Vividos.
  Warning. *You must have room in your inventory to get the key, or it will be lost!*
- Get all the reagents from the upstairs southern room. The bag is also useful.
- Read all the books upstairs: they teach you what you need to cast certain spells.

(CE, 2)
Create entry to Upper Catacombs.

- Go to building north of Vividos' graveyard.
- Create a hole in the building's (CE, 2) north wall.
- Cast *Open Ground* spell. The wall crumbles, and beyond it lies the first chamber if the Upper Catacombs.

(UC, 1)
Enter Upper Catacombs.

- Go to the small building (UC, 2) without a roof. There is a ghoul and a box inside. Once you walk near, the ghoul wakes up.
- Walk into the building and fall through the floor to the necromancer area.
  Extra. *The box has magic leggings and coins. To get them, when the floor drops, click and hold the left button while holding the right button down. You will catch yourself on the other side of the hole. Quickly release then click and hold the left button to pull yourself up. Kill the ghoul in order to get the box, then drop down the hole to the necromancers.*
  Hint. *There are useful reagents (AN, 2) near the entrance (AN, 1) to the Ancient Necromancer level.*

(AN, 3)
Speak to first necromancer.

- Use *Death Speak* on first Ancient Necromancer.
- Learn *Mask of Death* spell.
- Go northeast until you find a ridge. Climb over it, either kill or avoid the kith, and cast *Mask of Death* on the three daemons (AN, 4). You can also avoid them.

(AN, 5)
Speak to second necromancer.

- Use *Death Speak* on second necromancer.
- Learn *Rock Flesh* spell.
- Cast *Rock Flesh* on yourself.
- Head north, and then west.
- Run through the corridor (AN, 6); the spell protects you from the lightning bolts. Keep running.

(AN, 7)
Speak to third necromancer.

- Use *Death Speak* on third necromancer. Make sure no dangerous creatures are nearby.
- Learn the *Summon Dead* spell. Once you learn this spell the necromancer teleports you to a small plateau (AN, 8).
- Go to the east through electrical fences, and over the chasm.
  Hint. *The best way to get rid of skeletons here is to defeat them, then throw them over the side. This is not always easy.*

(AN, 9)
Speak to fourth necromancer.

- Use *Death Speak* on fourth necromancer.
- Learn *Grant Peace* spell.
- ÷ This is a useful spell, especially against ghosts. When you learn this spell you are teleported to a new cave (AN, 10).
- Head north, through a nest of changelings, until you come to a structure in the center of a grassy area (AN, 11).
  Hint. *There are many useful reagents nearby.*
- Enter the structure to go to the next area (AN, 12).
  Warning. *It is very hazardous to pause in this area.*
- Run to the south until you get to some stairs. Head north and west.
  Hint. *There is magic armor (M2) (AN, 13) located in the southern area of this cavern.*
- Leap the lava and climb onto the raised walkway.
- Follow the walkway west then north until you come to the end. Jump onto the next raised platform (AN, 14) to the east.
- After teleporting to the next cave (AN, 15), head west, south and then west until you come to the fifth necromancer (AN, 16).

(AN, 16)
Speak to fifth necromancer.

- Use *Death Speak* on fifth necromancer.
- Learn *Withstand Death* spell. You are then teleported to the next cavern (AN, 17).
- Head west and north. Follow the northeastern wall until you come to a shooter (AN, 18) with no apparent way around.
- Cast *Withstand Death* and walk through.
- Head west, north, east, and north once again.
- You reach a building with stairs (AN, 19). Enter the building.

(AN, 19)
Speak to sixth necromancer.

- Use *Death Speak* on sixth necromancer.
- Learn *Create Golem* spell.
  Warning. *Avoid puddles on cavern floors — they conceal weak spots. Walking along the walls is advisable.*
- Go up the stairs to the Upper Catacombs (UC, 3).
- Go south, west, south, and then east, and enter the Upper Catacombs II (UC, 4).

(SC, 2)
Find and open doors leading to Hall of Mountain King.

- Go to the southwest corner of the Upper Catacombs II (U2, 2).
- Throw the switch (U2, 3) to lower the gate (U2, 4).
- Open the next door (U2, 5).
- ✣ Stone Cove is an area with three entrances along the north wall. The left entrance (SC, 1) is a cave entrance that takes you back to Upper Catacombs II. The center entrance (SC, 2), which has tall black doors, leads to the Hall of the Mountain King. The door on the right (SC, 3), fronted by a wall with spikes, leads to the Pit of the Dead.
  Hint. *To the south there is a small island. On the island is Deceiver (M7) (SC, 4).*
- Cast *Create Golem* on the dirt outside the tall, black double-doors (SC, 2).
- Tell the golem to open the doors.

(MK, 1)
Go to Hall of Mountain King.

- Head north from the entrance (MK, 1) and jump over a chasm (MK, 3).
- Find area that has a checkered floor (MK, 4).
- Climb over wall.
- Throw switch next to the throne. (The switch outside the wall does nothing.)
- Kill or avoid the ghouls that pop up.

(MK, 5)
Cross bridge and floating platforms.

- Go back close to the beginning, then head west, until you reach a bridge (MK, 5) created by throwing the switch. (Watch out for disappearing parts of the bridge.)
- Run around the golem and follow the passage.
- Jump across each of the floating platforms (MK, 6) individually.
  Hint. *There is a chest near here. It is out of reach, but you can use* Aerial Servant *to bring it down.*
- You must now deal with yet another golem. Lure the golem down to the south then run around him to the north. This gives you time to gauge and jump to platforms that are appearing and disappearing.
- Cross the platforms. The first two platforms disappear, after which they are solid.

(MK, 7)
Pass force field maze.

- Head to the north until you come to the force fields (MK, 7). You'll recognize the force fields; they are blue walls that appear between posts, zap you and throw you back.
  Hint. *You can test where fields might be by tossing mushrooms. A blue wall will flicker if there is a field. Or, if you have a couple purple potions, consume one then run half way through, stop and take another and run the rest of the way to the north end. (Purple potions are potions of invincibility. You won't need them to go back through the maze because the Gem of Protection in the chest (MK, 8) protects you against force fields.)*
- Go through the maze of force fields to find a chest (MK, 8) at the north end. This chest contains a key and a Gem of Protection for returning through the fields.
- Take the gem and the key, and head back through the fields.
- Find and open the door (MK, 9) on the west wall with the key.

(MK, 10)
Cross stepping stones.

- Follow the corridor west then south, then west again.
- Head north when the cavern opens up, until you see water with stepping stones (MK, 10).
- Jump one by one to get across.
  Hint. *Once you reach the water, go west along the edge of the water until you walk out of sight. Even though you can't see yourself, take about three more steps, jump west, and continue to follow the edge of the water all the way around to the other side. This allows you to get around the water without using the stepping stones.*

(MK, 10)
Get key.

- Go north.
- This hallway has passages to the west that are very difficult to see. Take the first passage. It opens up to a cavern with changelings, blue force fields and a chest (MK, 11) in the south west corner. In that chest are potions of all colors.
- Move the potions in the chest to get the key.
- Take the key and return to the hallway.

(MK, 13)
Unlock door.

- Head north. Look for the second hard-to-see passage to the west.
  Hint. *At the far north end of this passage are two fading platforms that take you to an island with an earth symbol (MK, 12). Do not go out here yet! It teleports you back to the beginning (MK, 2) of the Hall of the Mountain King. There is no reason to go out here yet. If you go far enough to find a troll, then you have gone too far.*
- Go down the second passage. When the cavern opens up you have no choice but to go north and jump across some water.
- On the other side is a locked door (MK, 13). Open the door with the key from the first west passage.

(MK, 14)
Cross moving platforms.

- Go through the door and then head west to the end of the passage. To the south at this point are more moving platforms (MK, 14).
- Jump to the first platform, then jump at an angle to the second. Next, jump to the land itself; do not jump to the third platform. The only difficulty here is jumping to the land when the platform is not in the way.
- Head north to Lithos (MK, 15).
  Hint. *Go south and look for the Recall Pad (MK, 17) so that you can activate it for later use. Watch out for the big land symbol (MK, 16) on the ground. This sends you back to the beginning of the Hall of the Mountain King. At this point that would be bad. Later, it is very useful.*

(MK, 15)
Talk to Lithos.

- Ask to be Lithos' apprentice.
- Agree to perform the Ritual of Interment.

(CE, 1)
Return to Vividos.

- Use the Recall Item to get to Central Tenebrae (CT, 1).
- Go to the cemetery.
- Inter Lothian (double-click on her).
- Get the Key of the Scion.
- Agree to go on Vividos' pilgrimage.
  Hint. *Vividos may send you to Moriens, when in fact he means the Heart of Earth. Take care to visit the Zealans.*

Zealans

(SH, 1)
Go to shrine.

- Return to the catacombs via the building (CE, 2) to the north, and head northeast until you find a building (UC, 6) with a door and a plaque (saying "Towards fate do you travel") on the east side. This building is recognizable by the natural cave wall to the north.
- Use the Key of the Scion to unlock the door.
- Enter the door.
  Note. *You may now purchase* Meteor Shower *from Mythran.*

(UC, 6)
Go down stairs.

- Go down the stairs (UC, 6), and then west across the lava.
  Hint. *There is a dead body with a book about the Zealans and the Ceremonial Shield.*
- Go north, through the door (UC, 8) / (SH, 1) and continue north then northwest past some rolling balls, then north again.
- Go east. You will come to a fork in the passage, one path going north to a fenced area (SH, 2), the other going east to a square room (SH, 3) with five levers and a chest. Continue east to the square room.

(SH, 3)
Move levers to reach chest.

- Move the skull candles far away from the levers to disarm the levers' trap.
- Pull the levers until the center fence lowers.
- Get the key out of the chest.
- Unlock the north door (SH, 4).
- Follow the passage north, east and south.
- Open the chest (SH, 5) and take the Skull of Quakes.
- Return to the fork in the passage and go north to the fenced area (SH, 2).

(SH, 2)
Navigate fence maze.

- Enter the fenced area. The pressure plates raise and lower the individual fence gates.
- Walk to the northeast area and climb onto the raised platform.
- Jump northwest from the northwest corner of the platform to bypass the entire west portion of the maze.
- Go north out of the maze area.

(SH, 7)
Go down to second level.

- Go west, the turn south, following the passage south to avoid the spike balls.
- Climb up the west wall (SH, 6) and continue past the pit.
- Take the first north passage. (It leads to a tombstone that reads "AMREZHAR by the Ancient Ones He is Met.") There is a table with two reagents and a bag (SH, 7).
- Cast *Open Ground.*
- Drop down to the lower level of this area (SH, 8).

(SH, 10)
Open gate.

- Go south. The passage splits west and east, but the east way is blocked by stalagmites. The west way bends straight north through an archway (SH, 9).
- Take the western path, following it north through the doors to the T-intersection.
- Go east. You come to a room (SH, 10) with a table, marbles strewn on the floor and a raised platform on the other side of a fence.
- Throw a marble onto the raised platform to open the gate. You may have to back up until just the southeast tip of the platform is showing.
  Hint. *Stand on the skull to throw the marbles farther.*

(SH, 11)
Find keys and pass tripwire.

- Go north through the gate into a large room (SH, 11) with two platforms.
- Get the keys which are under each platform.
- Continue north.
- Jump over the lightbeam tripwire (SH, 12).
- Go east at the T-intersection until you come to a "stairway puzzle" (SH, 13).

(SH, 13)
Solve stairway puzzle.

Hint. *The trick to the puzzle is that you can only move the stairs "down."*

- Place the clock on the platforms (numbered 1, 2, 3 from left to right) in this order:

3,1	**3,2**	**1,2**	**3,1**	**2,3**
2,1	**3,1**	**3,2**	**1,2**	**1,3**
2,3	**1,2**	**3,1**	**3,2**	**1,2.**

A doorway opens at the top when you have completed the puzzle.
Hint. *The first number of a pair should lower a stair, and the second number should raise a stair.*

(SH, 14)
Pass light beams.

- Climb to the top.
- Cast *Rock Flesh* or *Withstand Death* and walk through the two light beams (SH, 14).
- Go down the stairs on the far side, then west until you find a set of tall double-doors (SH, 15) to the west.
- Open the door with the key that you got from under the left platform (SH, 11).
- Open the set of doors after the tall double doors.

(SH, 16)
Get key and use shield.

- Get the key (SH, 16) from under the skeleton (on a bench) near the statues. This key opens all the short double-doors in this cavern.
- Put the Ceremonial Shield on the altar (SH, 18) and leave it there.
  Hint. *You can use the shield you got at Mythran's house. If you don't have it, you can go back to the room south of the marble room, and get another Shield (SH, 17).*

(SH, 19)
Talk to Zealan statues.

+ They recognize the Shield from Mythran's house. They tell you to enter the Tomb of Khumash-Gor and retrieve the tip of the Obelisk. They warn you that the spirit of Khumash-Gor may still live.

(SH, 21)
Defeat Khumash-Gor and find two artifacts.

- Use an *Opening Scroll* (from Mythran (PL, 5)) to go through the door (SH, 20) behind the Zealans. The spell does not work if the shield is not on the altar.
- Khumash-Gor appears as a ghost (SH, 21). Use *Grant Peace* or a magical weapon.
- Get Khumash-Gor's scimitar (M8). It lies where the ghost once was.
- Get the obelisk tip (SH, 22). It is in a box behind the throne of Khumash-Gor.

(SH, 19)
Talk to Zealan statues again.

+ They tell you they know your goals and potential. They mention Ether, the Fifth Titan, and that such a status is your "destiny." They also tell you to go to Water and Air.
  Note. *You may now purchase* Summon Creature *from Mythran.*
- Use the Recall Item to return to the Hall of the Mountain King (MK, 17).
- Use the Earth Symbol Teleporter (MK, 16) to return to the southern corridor (MK, 2) of the Hall of the Mountain King.
- Go south through the entrance to Stone Cove (MK, 1).
- Go through the western door (SC, 1) to the Upper Catacombs.
- Head north, west, then south until you come to a small building (UC, 8).
- Use the Skull of Quakes (SH, 5) on the red hole in the wall (UC, 8). The light fades for a moment.
- Go into the new hole in the floor (UC, 9), through the door in the bottom, and walk near the Recall Pad.

Air

(AI, 1)
Go to Argentrock Isle.

- Go to the Upper Catacombs II in the eastern-most tip of the Upper Catacombs (UC, 4).
- Go south again as though you were going to Stone Cove. Halfway there is an entrance to the east (U2,6).
- Take the corridor (U2, 6) to Argentrock Isle.
- Cross the bridge and look for the Recall Pad (AI, 1) to the northwest of the bridge.
- Activate the Recall Pad.

(AI, 4)
Talk to Xavier.

÷ Xavier is the one wearing dark blue clothes and carrying a sword.

- Ask for enlightenment.

(AI, 4)
Pass Common Sense Test.

Hint. *Books nearby may contain stories teaching common sense.*
Hint. *The answers to the test:*
Comfort children.
Look for honesty in companions.
Welcome your child.
Tell the truth about the battle.
Enjoy breezy evenings on the porch.
Sacrifice your sight to heal the sick.
Say that weapons destroy but wit builds.
Don't brag.
Tend the injured.
Always give truthful testimony.

(AI, 3)
Take Centerness Test.

- Ask to take second test.

÷ He tells you to go to Windy Point (AI, 12), to the west. The Centerness Test is a tall platform (AI, 3) with a symbol on the top.

- Climb up to the top and the test begins.
- Maneuver to stay on the platform until the wind stops.
  Hint. *Do not use full arrow during this test unless absolutely necessary. Remember that the center of where the arrow (cursor) originates is the symbol, NOT where you are standing.*

(AI, 2)
Follow Stellos' instructions.

- Talk to Xavier (AI, 4). He sends you to Stellos (AI, 2).

÷ Stellos is wearing white robes. He tells you to prepare for the next test by constructing your foci.

- Get the key to the testing room from him. He tells you to go below the monastery building (AI, 5).
- Descend the stairs located in the kitchen.
- Head east from the cavern entrance (AI, 6).
- Unlock the door (AI, 7) with the key that Stellos gave you.
- Enter the cavern.
- Find eight pieces of silver ore. The silver ore looks just like the other light gray stones in this cavern, but smaller.
  Hint. *Protector (M11) (AI, 8) is located near here.*

(WT, 4)
Make foci.

- Teleport to Central Tenebrae (CT, 1) and proceed to West Tenebrae.
- Ask Korick in West Tenebrae (WT, 4) to make each focus.
  Note. *Be patient and careful, because you have to ask him to make each individual piece.*
  Warning. *Korick will make duplicate foci and you can be left with one focus short of a complete set due to lack of silver ore!*
- Return to Argentrock Isle (AI, 5) via the Recall Item.
- Place each focus, one at time, on the Altar of Focus (AI, 5) to charge them.
- Study spells in Monastery (AI, 5).
- Talk to Torwin (AI, 9).
- Talk to Cyrrus (AI, 10).
- Talk to Stellos (AI, 2). Tell him that you have made your foci.

(AI, 11)
Take third test.

- Ask to take the third test. He once again sends you below the monastery (AI, 5).
- Go down the stairs in the kitchen again, but this time go west to find a ledge (AI, 11). On the other side of the water is a wounded torax.
- Cast *Aerial Servant* (it looks like a shackle) on the torax, cast it on the torax, click on the ground next to you. The torax appears there.
- Use *Healing Touch* (it looks like a pointing hand) on the torax.

(AI, 12)
Find Xavier's missing focus.

- Talk to Stellos (AI, 2). He tells you that Xavier is missing the focus of healing.
- Talk to Xavier (AI, 4). He tells you about Torwin's research on combining foci and power.
- Talk to Stellos (AI, 2). Say you have met both Torwin and Xavier.
- Talk to Cyrrus (AI, 10).
- Cast *Hear Truth* on Cyrrus to learn that Torwin is heading to Windy Point (AI, 12) to perform his experiment.
- Confront Torwin (AI, 12). He is at Windy Point, north of the Test of Centerness. He attempts the leap.
- Retrieve the focus of healing.
  Hint. *You can also take the ring he drops, mention it to Stellos (AI, 4), Xavier (AI, 2) or Cyrrus (AI, 10), and return it to Rhian (ET, 4).*
- Talk to Stellos (AI, 2). Tell him you have found the focus.
- Return the focus to Xavier (AI, 4).

(AI, 12)
Take Leap of Faith.

- Talk to Stellos (AI, 2). He tells you to take the Leap of Faith.
- Go back to Windy Point (AI, 12).
- Stand between the pillars at the edge, and jump as far as you can (make the arrow full-length) to the west.
- Make your way up the floating stepping stones until you land on the largest platform (AI, 13).
- Walk to the northern part of that platform. Stratos now picks you up and talk to you.
- Talk to Stratos (AI, 13) and receive Air Walk focus.
- Learn about the Blackrock fragment called Breath of Wind.
  Note. *Do not get the Breath of Wind at this point, because you will not be able to use Theurgy spells once you take the Breath of Wind.*
  Note. *You may now purchase* Call Destruction *from Mythran.*

Water

(U2, 7)
Go to Carthax Lake.

- Go back to Upper Catacombs (UC, 9) and then to Upper Catacombs II (UC, 4).
- Go south through a small passage way, past the entrance to Argentrock Isle (U2, 6) and take the east passage.
- Continue all the way south to the entrance to Carthax Lake (U2, 7)/ (CL, 1).

(CL, 4)
Go to Hydros.

- Activate the Recall Pad (CL, 2).
- Head west until you can go no further, then go south as far as possible, then east.
- Go north to the edge of the water (CL, 3).
- Follow the edge of the water west to find a bridge going out across the lake. At the broken end of the bridge, there is a cross-bridge with another broken bridge on the other side.
- Jump to the cross-bridge, then follow that piece around to the west, then north. You should now be on a plateau with water in its center.
- Walk out onto the white platform (CL, 4).

(CL, 3)
Talk to Hydros.

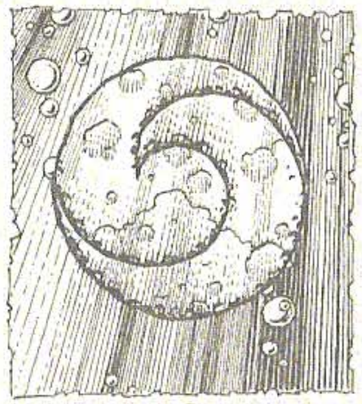
- ✣ She says that she is trapped.
- Agree to help her.
- ✣ She tells you that you must cast *Open Ground* on the grave of her captor (BG, 6) and set the water free.

(BG, 6)
Free the water.

- Go back across the broken bridge and go west to find a cavern entrance (CL, 5).
  Hint. *There are magic gauntlets (M3) (BH, 7) and magic leggings (M4) (BG, 8) nearby.*
- Go in. There is a troll to the west and bones on the floor.
- Run past the troll (or you can fight it).
- Enter the cave (BG, 1).
- Go west until you see a northern wall with spikes on it (BG, 2).
- Climb over the wall, in the area that doesn't have spikes.
- Go north until you see a wall to the west with a fence (BG, 3) over a hole in the middle of the wall, with two switches nearby.
- Use the switch on the left to lower the gate.
- Climb through and continue west. You come to a wall with spikes on it, with a gate (BG, 4) in the middle.
- Walk to the gate, and it will open.
- Go through the gate and continue west.
- Go west, south, west, north and then east through the cave entrance (BG, 5).
- Go north.
- Find the tombstone (BG, 6) on the other side.
- Cast *Open Ground.* This frees the water and forms a waterfall.
- Return to the white platform (CL, 3).
- ✣ Learn that Hydros is unleashed, and Devon is powerless and in danger.

(CT, 1)
Talk to Devon.

- ✣ Now that he is Tempest, you can find him in the Great Palace.
- Agree to resolve storms and find the sorcerers.
  Note. *You may now purchase* Devastation *from Mythran.*



Fire

(LT, 2)
Find and talk to Beren.

- Teleport back to the Upper Catacombs (UC, 9). Return to the Upper Catacombs II (UC, 4) as if you were going to Carthax Lake once more. The way to Daemon's Crag is north and then east from the cavern that has the Carthax Lake entrance.
- Go through the Lava Tunnels, which are cooled rivers of lava.
- Go to the western edge of the lava. Beren (LT, 2) should be there.
- Talk to Beren.
- Use the Air Walk focus to reach where Beren was.
  Warning. *Do not attack any sorcerer, otherwise all the sorcerers will turn against you, and you will not be able to complete the plot!*

(DC, 3)
Talk to Bane.

- Go to the southern wall, through the center passage. Climb up and go south to enter Daemon's Crag (LT, 3).
- Activate the Recall Pad (DC, 2) in Daemons' Crag.
- Go to Bane (DC, 3).
- Reveal your name.
- Ask about the Enclave, Morgaelin, current Sorcerers, Acolytes and First Acolyte.
- Agree to any task.
- Learn the true name from Bane (DC, 3) and Vardion (DC, 4).

(DC, 4)
Talk to Vardion.

- Reveal your name.
- Explain that you go where you will.
- Apologize for offending him.
- Ask about the First Acolyte, dealings with Tenebrae and shrewd bargaining.
- Agree to any task.

(DC, 3) or (DC, 4)
Cause Bane or Vardion to kill the other.

- Tell either Bane or Vardion the other's true name.
- ‡ That sorcerer will summon a daemon to kill the other sorcerer. Malchir appears and angrily asks who will fill the now vacant position. The sorcerer offers you as a candidate.
- Accept the vacant position.
- Agree to take the necessary test after studying at the Library (DC, 6).
- Get the key to the Library from the new First Acolyte (the surviving sorcerer).

(DC, 6)
Study and get necessary items.

- Go to the Library (DC, 6). It is west and to the south from Vardion's house, and has huge double doors and barred win dows.
- Learn spells, information on Ritual of Flame and about the Blackrock Fragment and its effect on the titans.
- Obtain all wands, symbols, rods, etc. in the library.
- Get three candles of each color and as many of the reagents in the library as you can carry.
- Talk to First Acolyte (DC, 4). Agree to take the test.

(DC, 4)
Begin test.

- Enchant the foci with *Flame Bolt, Flash* and *Endure Heat.* The reagents and foci are in the library (DC, 6).
  Hint. *During the test all the reagent, candles, wands, etc. in the First Acolyte's house are yours for the taking.*
- Learn the spells and information on Ritual of Flame.
  Note. *You must have all the reagents with you when you take the test. If you leave the house in middle of the test, you have to start all over again.*
  Hint. *Since all the reagents in the Library are yours for the taking, it is an excellent place to make the spells you need without having to carry a bunch of reagents with you. There is also a room in the Obsidian Fortress that offers the same opportunity.*
  Hint. *The spells that you must have to complete this stage are* Extinguish, Ignite, Flash, Flame Bolt, Endure Heat, Armor of Flames, Explosion, Summon Daemon *and* Banish Daemon.

(DC, 8)
Go to trials location.

- Cross the bridge to the northwest (DC, 7).
- Go to the Obsidian Fortress (DC, 8).
- ‡ The entrance to the Obsidian Fortress is at the end of the bridge that crosses the lava. You'll find it to the northwest of the Library. It only opens after you pass the first three tests.
- Talk to Malchir (DC, 11). He summons two daemons and then disappears.
- Cast *Banish Daemon* on these two or run past them.
- Go down the steps (DC, 12) to Arcadion's lair (OF, 1).
  Hint. *You can use all the magic components here to create the spells you need for the upcoming trials.*
- Talk to the daemon Arcadion (OF, 2) and tell him you want to see Malchir.
  Hint. *Do not attack Arcadion or banish him, or you will not be able to continue.*
- Walk to the alcove (OF, 3) opposite the stairs and you are teleported to the trials (OF, 5).
- Get the four symbols.
- ‡ Each trial requires a spell for completion: *Extinguish, Flash, Endure Heat* and *Armor of Flames.* There is a sign at the entrance to each trial telling you which you will need.

(OF, 6)
Extinguish trial.

- Find the pentagram with five fires burning around it and a magic helm in the middle. Cast *Extinguish* on yourself. When this is done the fires disappear. Get the helm and the symbol underneath it.

(OF, 7)
Flash trial.

- Cast *Flash* to get past the spiked balls (OF, 7) and the fire shrooms to obtain the symbol (OF, 8).
  Hint. *You may instead use* Rock Flesh, Intervention *or purple potions.*

(OF, 9)
Endure Heat trial.

- Cast *Endure Heat* to cross the lava (OF, 9) and retrieve the symbol (OF, 10).
  Warning. *Remember that you can only walk on the orange lava — not the yellow.*

(OF, 11)
Armor of Flames trial.

- Cast this spell to survive the fireballs (OF, 11) that appear around the symbol (OF, 12) as you approach.
  Hint. *Near the symbol is also the Daemon Shield (M14).*
  Hint. *you may instead use* Rock Flesh, Intervention *or purple magic potion, and not worry about the fireballs. The magical shield (M14) will also protect you from fireballs.*

(DC, 5)
Summon Pyros.

- Return to Arcadion by returning to the teleporter (OF, 5).
- Talk to Arcadion (OF, 2). He sends you to Malchir (OF, 4) via the teleporter at the back of his chambers.
  Hint. *To the left of the stairs (OF, 14) is the Blade of Striking (M10).*
  Hint. *If you use the four magical symbols to cast spells, you will get an infinite number of charges!*
- Prepare an *Ignite* spell, and get one red candle.
- Talk to Malchir (OF, 4).
- Cast *Flame Bolt, Explosion* and *Summon Daemon* at Malchir, in that order.
- Banish the daemon he summons. He then teleports you to the Great Pentacle (DC, 5).
- Perform the Ritual of Flame, following Malchir's instructions.

+ Pyros finds a weakness in the binding spell, and Malchir sends Pyros back.

- Talk to Beren (DC, 9) or Gorgrond (DC, 10).

+ All Titans are adversely affected by Blackrock. Fragment of Fire is Pyros' Blackrock nemesis.

(OF, 4)
Get useful items from Malchir.

- Return to the Obsidian Fortress. Walk to the alcove opposite the stairs.
- Duel with Malchir.
- Get The Destruction of the Temple from Malchir's inventory and read it. This book describes the original location and destruction process of the gate.

+ Malchir may have a scroll explaining that you receive the power from the Tongue of Flame only when you carry the fragment over the Great Pentagram.

- Get the Tongue of Flame from Malchir's inventory.

+ You must walk over the Great Pentacle with the Tongue of Flame in your inventory to trigger the firestorms.

- Go back to the Catacombs and teleport to Mythran (PL, 5).
  Note. *The Recall Item Mythran gave you does not work in Daemon's Crag or the Obsidian Fortress.*
  Hint. *Before leaving the Sorcerers' Enclave, make sure you have a couple of charges of* Endure Heat *and* Flash — *these are very useful in the Earth Realm.* Banish Daemon *is also good to have.*

(PL, 5)
Talk to Mythran.

+ He tells you about the Blackrock fragments and also about the gate.

(PD, 3)
Get Heart of Earth.

- Go to the Upper Catacombs via the Recall Item.
- Go through the entrance to the Upper Catacombs II (UC, 4).
- Go to Stone Cove (U2, 2).
- Go to the Pit of the Dead (SC, 3). It is the door in Stone Cove with spikes on top. Use the Key of the Scion to open those doors.
- Go to the tall doors in the southwest wall (PD, 2).
- Create a golem to open these doors.
  Hint. *There is a key to these doors on a skeleton (PD, 4) farther north.*
- Climb on the edge of the center arena (PD, 3), and go to the middle of the arena.
- Cast *Open Ground* in front of the tombstone (PD, 3). The ground opens, revealing the Heart of Earth.
- Take the Heart of Earth.

(AI, 13)
Get Breath of Wind.

- Return to Argentrock Isle (AI, 1) via the Recall Item.
- Use *Air Walk* to cross the chasm (AI, 12).
- Talk to Stratos (AI, 13).
- Cast *Reveal* spell.
- Use *Aerial Servant* to retrieve Breath of Wind from the pedestal to the north.

(CT, 9)
Get Tear of the Seas.

- Go to Central Tenebrae.
- Ask Devon (CT, 3) for help.
- Get the key to his chest in the study.
- Get the Tear of the Seas (CT, 9) from the chest in the southwest corner of the Great Palace.

(EP, 1)
Go to Ethereal Plane.

- Buy the *Ethereal Travel* spell from Mythran. It costs 250 coins.
  Hint. *Placing the fragments in a pentagram around you also works. The order is Air, Fire, Water, Earth and the Obelisk Tip (with the Obelisk Tip being the lowest tip of the pentagram). "Use" the tip, and teleport to the Ethereal Plane.*
  Warning. *If you lay the pieces down, and then read the book a second time you will be teleported to the Ethereal Plane without the Blackrock pieces! That's very bad.*

Endgame

(EP, 1) Arrival.

- ✣ You appear on a platform floating in space. To the north is the Plane of Water, to the west is the Plane of Fire, to the south is the Plane of Air, to the east is the Plane of Earth.

(EP, 2) Plane of Water.

- Jump from pedestal to pedestal, heading west (PW, 1).
  Hint. *The Magic Helm (M1) is near here (PW, 3).*
- Use the Tear of the Sea on Hydros (PW, 2). When this is done, you are returned to the Ethereal Plane.

(EP, 3) Plane of Fire.

Hint. *There is a magic shield (M5) (FI, 7) near here.*

- Follow the path to the north.
- Jump from the broken bridge (PF, 2) to the other side.
- Go to the small shrine (PF, 3).
  Hint. *Flame Sting (M12) is just visible behind the shrine.*
- Get all the gray spheres from the chest.
- Return down the center path to the star puzzle (PF, 5). It looks like a star with glowing squares on each point.
- Put a sphere on each glowing square. The spheres will turn red, then disappear. For each sphere that disappears, a platform will raise in the lava.
- Jump from platform to platform, crossing the lava to the north.
  Warning. *Once you jump from a platform it will disappear. If you jump straight up, you will fall into the lava.*
- Find Pyros (PF, 6).
- Use the Tongue of Flame on Pyros. You are returned to the Ethereal Plane.

(EP, 4) Plane of Air.

Warning. *Some of the platforms fall out from under you. Small ones are safer than big ones.*

- Jump from platform to platform, in a northeasterly direction.
  Hint. *There are Magic Leggings (M4) just east of the first platform.*
- Use the Breath of Wind on Stratos (PA, 3). You are returned to the Ethereal Plane.

(EP, 5) Plane of Earth.

- Head northwest.
- ✣ There is an invisible walkway (PE, 2) over the lava.
  Hint. *You can cast* Endure Heat *and walk along the outer edge. Or you can throw rocks around to see where they do not sink.*
- Head north, then west, and find the platforms over the lava (PE, 3).
- Jump from platform to platform.
  Hint. *Just jump down to the outer edge and walk around the lava.*
- Head southwest to find Lithos (PE, 4).
- Use the Heart of the Earth on Lithos. You are returned to the Ethereal Plane.

(EP, 1) Conclusion.

- Arrange the energized Blackrock fragments on the large gray pentagram.
- Energize the Obelisk Tip by "using" it on yourself.
- Walk into the Black Gate, into the Guardian's homeworld.

Ghost Subplot

WT, ET, HV, FR Talk to Orlok, Jenna, Darion, Gwillim, Corinth, Gwillim (again)and Kilandra.

- Ask Orlok (WT, 1) to tell you some of his tales. The first tale he tells you is a ghost story.
- Talk to Jenna (WT, 1). She thinks perhaps the ghost story is true.
- Talk to Darion (ET, 2). He mentions the herdsman believes in the ghost.
- Talk to Gwillim (HV, 1). He says he doesn't want to talk about it.
- Talk to Corinth (HV, 1). She says Gwillim, her husband, has seen it.
- Talk to Gwillim (HV, 1). He'll admit that he knows the ghost, and that the ghost supposedly lives in a nearby cave.
- Go into the cave (HV, 3) and try to open the door.
- Complain to Gwillim (HV, 1). He directs you to Kilandra (FR, 1).
- Talk to Kilandra three times. The third time, she directs you to her daughter's grave (CE, 3).

(GR, 3) Get key and find ghost.

- Go to the west side of the cemetery.
- Double-click on the appropriate tombstone (CE, 3). A ghost appears, throws a key to the ground and disappears.
- Get the key.
- Open the door (GR, 2) in the cave.
- Discover the ghost is really a floating suit of armor (GR, 3) (M2).
- Cast *Aerial Servant* spell to retrieve it.

Slayer Subplot

(SL, 3)
Get the key.

- Find a ruined building (ER, 2) at the south end of the East Road. The building is noticeable by a fire gem in the middle of the building, and there are skeletal remains nearby.
- Walk into the building. The floor will drop out from underneath you.
- Head west through the door (SL, 2), continue west past another book (SL, 3), southwest to a dead-end (SL, 4).
- Once you come to the dead end, there is a door (SL, 4) to the north, behind which are women and a troll.
- Take the key (SL, 5) (in a backpack in the western corner).

(SL, 6)
Pass the steel door and two books.

- Return to the raised platform with a book on it (SL, 3), and continue north to the gate with a small building nearby (SL, 6).
- Go into the room and throw the lever. The steel door comes down, and a ghost appears at the doorway.
- Go north, then east to the next book (SL, 7).
- Continue north to the water, jump across, and climb over the raised area in the middle.

(SL, 8)
Cross the stepping stones.

- Use the stepping stones (SL, 8) to get across the water and head west. There's a seeker here, so be careful.

(SL, 9)
Pass door near third pedestal with book.

- Find a door (SL, 9) near a pedestal with a book on it. Unlock this door with the key from the southwest room (SL, 5).
  Hint. *If you do not have the key, then just move the book off of the pedestal, climb up on the pedestal and climb over the wall.*
- Go through the door and around the wall to the south and west.

(SL, 10)
Get Slayer and leave.

- Climb over the wall to the north toward the center of the room. There's a raised platform, with a door on the east side below.
  Warning. *Do not go through the door yet.*
- Climb up on the platform (SL, 10) and get Slayer (M13) from the altar.
- Jump back down and go through the door on the side of the platform.
  You will find yourself in the northwestern corner of the east road.

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