

Ultima VIII: Pagan Walkthrough

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1. About this Walkthrough

This walkthrough is written to help you finish Ultima VIII while acquiring all useful items. Referring to visual maps (<https://gigi.nullneuron.net/ultima/u8/annotated-maps.php>) will significantly improve the ease of following directions but I have attempted to make this a text-only walkthrough.

This is by no means a comprehensive definitive guide to Ultima VIII, but I will try to make the game as easy as possible for you to complete. Neither is this an 'efficient' walkthrough. My goal is not to demonstrate the shortest route through Pagan, only the surest. I will also point out parts that you can choose to skip if you want to skirt around the story and just get on with the game.

Further, I will attempt to address subtle differences between the unpatched (v2.10.1) and patched (v2.12.1) versions so that you can follow this walkthrough no matter which one you are playing. It is highly recommended to install the patch as it eliminates some very frustrating aspects of the original game.

2. Keyboard Shortcuts

Z: Open your character sheet

I: Open your backpack

C: Toggle combat mode

K: Use key on keyring (patched version only)

B: Bedroll (rest)

F7: Quick Save (patched version only) or Open Cheats Menu (unpatched only, if cheats enabled)

F8: Quick Load (patched version only)

F9: Open Cheats Menu (if cheats enabled, patched version only)

Backspace: Close all open displays

Esc: Open/close game menu

O: Open Options screen

Alt-H: Swap left and right mouse buttons

Alt-X: Quit game

Ctrl-V: Display game version

3. Actions

All actions in Ultima VIII are controlled by the mouse. The original manual has comprehensive descriptions on how to perform various actions. Below is a summary of noteworthy inputs:

Short arrow/right-click will cautiously attempt to move in the arrow's direction.

Medium arrow/right-click-and-hold to walk and **long arrow/right-click-and-hold** to run.

Short arrow/both-click to jump in place or jump-and-grab, and **longer arrows/both-click**: jump in the arrow's direction.

You can attempt a running jump (about twice your height): begin running (long arrow) and **left-click 2 paces before** the intended jump point. According to the manual, if you hold the right button as you leap across a chasm, you can grab a ledge on the other side assuming you are jumping towards one. Then use the left button to pull yourself up. This walkthrough will not be employing running jumps.

Left-click-and-drag will move all movable objects.

Double-left-click on an item or person to use an item, open a container/door, close an open container/door or talk to a person. Doing so on yourself opens your character sheet. Double-clicking the backpack on your character sheet will open it. Attacking with a thrown weapon such as a Death Disk amounts to “using it” so **double-click it in your bag, then left-click** on the target.

Double-right-click on yourself to toggle combat mode. **Left-click** repeatedly to swing your weapon, **left-click-and-hold** to block, and **double-right-click** ahead of you to kick.

4. Avatar’s Stats

Bring up your character sheet by double-clicking on Avatar or hitting **Z** on the keyboard.

Strength determines how effective your attacks are (along with dexterity), how much health you have, and how much you can carry. You start with 15 strength, which can increase to max 25. Your max health will be 2x strength. You can carry items weighing 3x your strength in the unpatched version (max 75), and 4x with the patch (max 100). Strength also determines how high you can jump and how far you can throw objects.

Strength increases the more you attack: hence, you can swing your weapon repeatedly to slice the air in front of you, or kill a lot of easy enemies such as ghouls to max out your strength. Doing so right at the beginning takes about an hour.

Intelligence affects spells in three ways: your max mana is 2x intelligence, higher intelligence results in more sorcery spell charges, and the duration of some spells is directly proportional to intelligence.

Intelligence increases by reading books or casting spells. You have to read the books to the end though; don’t double-click to close the book. You can either repeatedly read the first book you find, or hunt down the shortest book and keep reading it over and over to max out your intelligence.

Dexterity determines your chance to hit an opponent. It also determines your ability to grab ledges and throw objects. Just like strength, dexterity also increases by swinging your weapon. Jumping around has the same effect.

Armor Class (AC) determines how difficult it is for opponents to connect their blows on you. Armor class increases as you equip more and better protective gear.

Hits is your health. You die when it reaches zero. Your max health is 2x strength.

Lost health can be recovered by eating adventurer’s mushrooms, drinking yellow (partial recovery) and red (full recovery) potions, casting healing or restoration spells, resting, or generally hanging around avoiding enemies and traps.

Mana is spent when you prepare or cast a spell (depending on the school). Your max mana is 2x intelligence.

Mana can be recovered by drinking orange potions, resting, or generally hanging around.

Weight shows how much you are carrying (max 3x strength in the unpatched version or 4x in the patched version).

The game will not allow you to add items to your bag once you reach the max limit, but it will not indicate any error either, so in the wise words of nutritionists world over, “Watch your weight.” E.g., carrying a lot of Death Disks can easily eat into your weight allowance.

5. Before we Begin

5.1. Directions

In Ultima VIII, North points to the top-right corner of the screen. Thus, East is bottom-right, South is bottom-left and West is top-left.

```
W   N
   X
S   E
```

There are a few Recall Pads in Pagan where you can automatically teleport to after you find them. I will call them Waypoints because I am more used to that term.

5.2. Time on Pagan

A day on Pagan is divided into six 4-hour brackets: Bloodwatch → Firstebb → Daytide → Threemoons → Lastebb → Eventide. Resting for one period will progress you to the next bracket. Thus, if you are at Firstebb and need to wait until Bloodwatch for an event to trigger, rest for 5 periods by sleeping on someone’s bed or a bedroll.

Find out the current time by double-clicking any clock, or casting the Divination Air spell. If you come across a clock, you may wish to carry it with you though it is not really necessary.

Pagan also has its own months and seasons but they are not relevant to this walkthrough.

5.3. Locating Items

Quite a few items in Ultima VIII are hidden behind other objects. Keys could be hidden under vases or cushions, or equipment may be hidden behind bones. When examining contents of chests, wardrobes and dead bodies, move stuff around to make sure you aren’t missing out on something useful.

Beware of stealing. Tenebrae is a law-enforcing society. With a few exceptions, if you simply take things from someone’s house in their presence, they will call the guards on you or even themselves attack you. You want to avoid this. The citizens of Tenebrae are also a busy lot, so at different times of day they have various responsibilities to attend to. Hence, to steal something, simply rest for a period or two until the person goes away and you will be free to plunder.

This walkthrough does not provide an exhaustive list of items you can find. I intend to lead you to all important and magical items, but will not list all the consumables that happen to appear alongside. If you wish to stock up on potions, death disks, oil flasks, money, etc. it is up to you to pick them up and possibly explore a bit on your own to find more.

5.4. Automatic Doors

There are a few doors that close as you approach them. Simply walk away and return, and they will open as you approach. There is at least one place where you can do the opposite to use this behavior to intentionally close the door so that it blocks a trap.

5.5. Organization

It is tremendously useful to take the time to organize your inventory well. Items remain exactly where they are placed. If you drag an item on to your character, it will be placed somewhere in the backpack for you. That means it could get easily lost behind some larger item. Whenever possible, determine the placement of items by yourself.

Carry several bags to organize items. Each bag weighs 1 unit, but it is well worth the convenience. You can also carry jewelry boxes but they weigh more. Although you can carry a backpack in your backpack, you will not be able to add any other items if you do. You will have to drop the backpack, pick up the other object, then retrieve the backpack.

I myself carry a minimum of 4 bags (or 5 near the end) and organize my inventory thus:

Keyring with keys: top-left corner of the backpack.

1 red potion, 2 yellow potions, 1 orange potion: bottom-left corner of the backpack, half-overlapping each other.

Bedroll: bottom-right corner of the backpack.

Recall item: bottom-right corner of the backpack, in the space that is not covered by the bedroll.

Obsidian coins pile: partially under the bedroll, to its left.

5 bags lined up side-by-side, half-overlapping each other. The left-most one also overlaps the keyring since I don't need to ever see all of the ring + keys.

From left to right, my bags serve the following purposes: Potions and scrolls, Air spell foci, Sorcery foci, Necromancy reagents and spells, Items picked up during journey (mostly magical weapons or armor that I don't intend to use). Obviously, until you progress well into the game you will not need a bag for Air or Sorcery spells, but you need one empty bag to prepare Necromancy spells. So it's best to carry at least 4 bags as soon as you find them.

Finally, I replicate this on the roof of the palace in Central Tenebrae by placing 3-4 backpacks in a neat row next to the waypoint there. They hold extra reagents, potions, scrolls, weapons, armor, books (Ethereal spells) and coins that I don't wish to lug around.

5.6. Movement

Jumping is slightly different in the patched and unpatched versions of the game. In the unpatched version, you need to be fairly accurate in estimating the jump distance, direction as well as your starting position. There are many areas where you can fall to your death if you miss a jump. After about two-thirds of the game, you will learn Fire spells, and then be able to cast Flash to make these jumps safely but until then save/reload is your only option. Once you do get Flash though, use it for every death-defying jump. It will save you a lot of agony.

In the patched version, not only are jumps automatically accurate (95% of the time), but they are also slightly longer. Plus, the Avatar will shake his head and refuse to comply if you attempt to jump too far.

5.7. Conversations

Although this walkthrough won't tell you explicitly to select particular conversation options in many instances, you should speak extensively to people, especially on your first go. Only in very select

cases will you be directed to either choose or avoid specific options. Also speak to people not pointed out by the walkthrough to get general information.

5.8. Monsters

How you deal with monsters is up to you. There is no concept of experience in Ultima VIII so in most cases it is best to simply avoid them. You can usually run away from most monsters, or explore around them while being invisible. If you want more combat, that is up to you. Also, if you run away from a monster far enough and return to the spot, often the monster will despawn.

6. Spells

Your ultimate goal on Pagan is to learn spells from various schools of magic to be able to ultimately defeat the forces that grant the power to wield the magic in the first place, so that you can combine all their power into yourself and open a gateway back to your homeworld. As such, you are going to have to learn spells from the following schools: Necromancy (Earth), Theurgy (Air), and Sorcery (Fire). You cannot learn or cast water spells. Thaumaturgy (Ether) spells turn out to be quite expensive because their spellbooks expire after a single use and need to be recharged with more reagents (therefore, money), and are not worth it. They are also not required for game completion (except one).

6.1. Necromancy (Earth) Spells

Necromancy spells are prepared in advance by creating foci specific to each spell. To create foci, place the correct reagents in an empty bag, then use the Key of the Caretaker on it (double-click the key, then target the closed bag). You can create multiple foci at once by placing the appropriate number of reagents. E.g., if you want to create 10 Rock Flesh foci (a very useful spell), place 10 wood and 10 dirt in the bag before using the key. A focus will disappear from your inventory once used. For the recipes listed below, you need one of each reagent to create one focus.

Open Ground: Opens the ground or wall in specific situations. Vial of blood, Blackmoor.

Death Speak: Allows you to converse with ancient necromancers. Vial of blood, Bone shards.

Mask of Death: Nearby creatures ignore you for a while. Wood, Executioner's hood.

Rock Flesh: Immune to damage. Wood, Dirt.

Grant Peace: Permanently kill the targeted undead creature. Executioner's hood, Blackmoor.

Summon Dead: Raise a few ghouls to fight for you (or skeletons who may fight you). Vial of blood, Bone shards, Wood.

Withstand Death: Revive with full health once upon death. Wood, Dirt, Blackmoor.

Create Golem: Raise a golem from a patch of mud to do your bidding. Vial of blood, Bone shards, Wood, Dirt, Blackmoor.

Call Quake: An earthquake will injure enemies. Bone shards, Wood, Dirt, Blackmoor.

6.2. Theurgy (Air) Spells

Aerial Servant (bracer): Summon a wind gust to manipulate out-of-reach objects in line of sight.

Fade from Sight (closed eye): Become invisible. The duration is proportional to your intelligence.

Reveal (open eye): Dispel invisibility around you.

Healing Touch (pointed hand): Heal target's 8-16 hit points.

Restoration (open hand): Restore target's full health.

Intervention (fist): Become invulnerable for a short while.

Hear Truth (chain): Understand what a speaker really means.

Divination (sextant): Display current location, time, day and month.

Air Walk (wings): Jump further than normal.

6.3. Sorcery (Fire) Spells

Fire spells have to be prepared inside a pentagram. Reagents must be inside the red circle at the required point. A lit candle of the correct color also has to be placed at each point. You have to place a focus in the center (and nothing else) and it must be able to hold the spell you wish to prepare. Unless indicated, symbols can hold 1 charge of all spells. All other foci can hold multiple charges of specific spells. Once everything is in place, double-click the pentagram to charge the focus. You need to be fairly precise in placing all the reagents, so if something doesn't work, change the positions of items by a few pixels and try again. The points of the pentagram are named thus:



| Spell | Foci | Reagents/Candle | |
|--|---|-----------------|--------------|
| Flash: Teleport to the targeted point in line of sight. | Wand, Rod, Staff | - /Red | - /Red |
| | | Ash/Black | Ash/Black |
| | | Pumice/Red | |
| Endure Heat: Withstand the heat of non-magical flames and lava. | Rod, Staff | Obsidian/Red | Obsidian/Red |
| | | - /Black | - /Black |
| | | Iron/Black | |
| Banish Daemon: 50% chance to destroy target daemon. | Talisman | Iron/Red | Iron/Red |
| | | Pumice/Red | Ash/Black |
| | | Daemon Bone/Red | |
| Summon Daemon: Target a creature to summon a daemon to attack it. If there is nothing for the daemon to attack, it will turn on the caster. | Talisman | Obsidian/Red | Obsidian/Red |
| | | Ash/Black | Pumice/Red |
| | | Daemon Bone/Red | |
| Flame Bolt: Shoot a small fireball at a single target. | Wand, Rod, Staff | Pumice/Red | - /Black |
| | | Iron/Black | Ash/Red |
| | | - /Red | |
| Explosion: Shoot a large fireball with area-of-effect damage. | Staff | - /Black | Pumice/Red |
| | | Ash/Red | Iron/Black |
| | | Brimstone/Red | |
| Ignite: Target a flammable object to ignite it, or target self to ignite everything around. | Wand, Rod, Staff, Symbol (multiple charges) | Pumice/Black | Pumice/Black |
| | | - /Black | - /Black |
| | | Ash/Red | |
| Extinguish: Douse a single non-magical flame, or target self to douse everything around. | Wand, Rod, Staff, Symbol (multiple charges) | Pumice/Black | Pumice/Black |
| | | - /Black | - /Black |
| | | Pumice/Black | |

| | | | |
|---|------------|---------------------------|--------------------------|
| Armor of Flames: Protects caster from magical fire. | Rod, Staff | Obsidian/Red | Obsidian/Red |
| | | Brimstone/Red | Ash/Black |
| | | Iron/Black | |
| Fire Shield: Creates an impenetrable ring of fire around the caster. | Rod, Staff | Obsidian/Red | Obsidian/Red |
| | | -/Black | Ash/Red |
| | | Iron/Black | |
| Conflagration: Damage everything around the caster. | Talisman | Pumice+Daemon Bone/Red | Obsidian+Daemon Bone/Red |
| | | Ash/Red | Iron/Red |
| | | Brimstone+Daemon Bone/Red | |
| Create Fire: Surround the target in fire. | Staff | Pumice/Black | Obsidian/Black |
| | | Ash/Red | Ash/Red |
| | | -/Black | |

6.4. Thaumaturgy Spells

These spells are described in and cast from spellbooks. Place the book and required reagents in a bag or your backpack, then double-click the book. This will prepare the spell (the book will glow). The next time you double-click the book, the spell will be cast and the charge will be spent. You can recharge it using the same process. The books as well as several ingredients can be purchased from Mythran, though a few ingredients can be found out in the world.

Confusion Blast: All enemies forget they are in combat. Eye of Newt, Bat Wing, Serpent Scale, Obsidian, Brimstone.

Meteor Shower: A shower of rocks hurts everyone except the caster. Ash, Dirt, Serpent Scale, Brimstone, Blackmoor.

Summon Creature: Summons a random monster to fight for you. Bat Wing, Pumice, Obsidian, Bone.

Call Destruction: Lightning and explosions strike visible enemies. Serpent Scale, Dragon Blood, Ash, Pig Iron, Executioner's Hood.

Devastation: Destroy all creatures, possibly yourself too. Bat Wing, Serpent Scale, Dragon Blood, Pig Iron, Executioner's Hood, Blackmoor, Brimstone.

7. Walkthrough

7.1. Equip Yourself

After being dropped from the sky by the Guardian into the sea by unknown lands, you will be inadvertently rescued by a fisherman named Devon who brings you in an unconscious state to his campsite on the shore. Your only objective is to find a way to return home. The game begins in dialogue with Devon as you wake up.

[Optional – Story] You can choose to have a long conversation with Devon. If you talk to him about the fate you avoided, he will tell you about the Lurker and a little about the Necromancers and that will end your conversation. Instead, ask him about where you've ended up. Replying with "I come from far away" will result in him telling you about Bentic in Tenebrae Library. In this line of questioning, you can get to know about the current ruler of Tenebrae, Mordea and her general disposition in life, as well as about Tempests. You can then go on to question him about the Lurker and Necromancers. You can also keep speaking with Devon to get all story lines in case you miss something.

You could also simply say Goodbye and end the conversation.

7.1.1. Bedroll & Helmet

When you are done speaking to Devon, double-click the Bedroll next to the campfire to roll it up, then place it in your backpack.

Now travel east along the shoreline all the way until the end. Don't worry about any critters you encounter along the way. Just step over them and they will die. Turn north until you reach the city wall. Half-hidden behind a tree here is a jewelry box with a key in it. Take the key (and box if you wish), retreat south a few paces and climb up to the higher ground to the west (stand next to it and medium-arrow/both-click). Travel west until you reach a walled-off area (the remains of a dilapidated house). In the northwest corner of the house is a chest. Double-click the key, then click the chest. Open the trapped chest (double-click; an explosion will hurt you) to find a Helmet. Equip it.

Don't waste any potions on healing your wounds. Quite some time will pass before your first fight and you will probably be back to full health before then.

7.1.2. Dagger & Keyring

Travel southwest from the dilapidated house to return to Devon. Now walk west until you reach steps leading up to a wooden bridge. Next to the steps are a couple of barrels. In one of the barrels, you will find a dagger inside a jewelry box. Equip it on the character sheet. In the patched version, you will also find a keyring.

[Optional - Story] You will also find a scroll mentioning the Skull of Quakes. You don't need to keep the scroll but it tells you that Queen Mordea doesn't wish its location to be public knowledge.

[Optional - Stats] Now is a good time to bulk up your muscles. Walk east a little to an empty patch of land (or all the way to Devon), go into combat mode and swing your weapon like crazy. Jump around like a madman. Eventually you will see your strength and dexterity rising very slowly. You can do this until both are maxed out at 25.

Of course, you could choose to progress your stats slowly as the game intended, and regularly search for and beat up ghouls. You could also cheat your stats up by using the cheat table at <https://fearlessrevolution.com/viewtopic.php?t=23020> with Cheat Engine.

At the wooden bridge, climb the steps and turn south. As you approach, you will witness an execution in a cutscene. Once it ends, you will be questioned about your identity and purpose here by a guard. Answer any way you like. I usually answer honestly: "My name is," "Far away" and "To return home."

Now run north to enter Tenebrae and begin the long journey home. At the city gates, you will be stopped by another guard asking your identity. Once again, answer honestly and continue north through the city gates.

7.1.3. Scrolls & Potions

You will now be in Central Tenebrae. Four-five strides north will be a crossroads. Go a few more strides north under the bridge. Open the door to the west and go in. The chest here only contains some clothes (the key is on the table). Ignore it and go upstairs. Take the scroll of Trap Destruction. Leave this tower via the east and enter the tower opposite (the door will become visible when you get close enough). Go downstairs. The chest here is trapped but don't use the scroll yet. Take the hit instead; we are going to be walking around Tenebrae a lot and you will recover all lost health naturally. Grab your first bag from the chest. Purple potions give you invulnerability for a short period

and are invaluable in some difficult fights. Ignore the helmet: it affords lesser AC than the one you are wearing.

Note: the rest of Equip Yourself can be done in any order. You may choose to plan out a more efficient route for yourself. If this is your first time playing, going across maps multiple times is a good way to familiarize yourself with them.

7.1.4. Keyring

Exit the tower room through the door to the west and go north, across the wooden bridge. This is the palace. Immediately turn east and go through the door at the end of the corridor. This is the kitchen. Three paces to the north is a flight of stairs going up. Take it. On the upper floor, you will see three barrels. All three barrels hold baskets and one of these baskets contains a keyring. If you are playing the unpatched version, this is where you can acquire it.

7.1.5. Central Tenebrae Waypoint

Exit this little tower via the west. Go northwest to a table surrounded by dummies. On this table is a backpack. Empty it and drag it north with you past the dragon statues. In the middle of these statues is the Central Tenebrae waypoint. It will activate as soon as you approach it. We still need to get the item that lets us teleport around, but we'll get to that later. First, place the empty backpack near the teleporter. Eventually, you can add more backpacks or jewelry boxes here and treat them as your stash for items you don't want to lug around.

Once you are done organizing your inventory, go to the northwest tower via its southern entrance. Climb down the stairs to the lower floor and open the door to the east. Walk east and turn north when you see the wooden bridge. Once again you will come upon a pair of stone towers with a stone bridge across them. However, the doors here are locked. Stand right next to the water puddle and jump straight up. To be sure of your placement, you can walk under the bridge and then take tiny paces south until the bridge just comes into view. Then face north and jump up.

The room to the west has several potions; take them if you wish. Go downstairs. The lower room has yet another keyring. You don't need it. However, the desk at the west wall has a bag full of coins which you want. The chest only contains some Molotov cocktails.

7.1.6. Longsword & Body Armor

Go back upstairs, exit the tower and cross the bridge to the eastern tower. Enter it and go downstairs. The chest here is trapped. Stand a few paces away from it and use the scroll of trap destruction. The only items of interest here are the longsword and armor. Don't bother taking the arm guards, we will acquire much better equipment soon before we meet any monsters. Discard the dagger if you equip the longsword.

Return upstairs, climb up the southern side of the bridge and jump down to the paved road. South across the wooden bridge. Turn east as soon as you enter the castle and open the door to enter the eastern corridor. Turn south until you come upon another set of doors, open them, then go west and south to exit the palace. Go south across the wooden bridge and under the stone bridge to be back at the crossroads.

7.1.7. More Scrolls & Potions

Take the road east and follow it 'into the wall' to reach East Tenebrae. Go north, east, north and east to the end of the road. Go northeast across the zig-zagging road to come upon a house with a wooden fence. If the doors are locked, sleep somewhere and return, otherwise go in.

Go straight north and double-click the switch on the wooden wall just above the chair. Also flip a switch on the west wall next to the fireplace. Go to the room north and east through the now open gates and take the key from the dead body.

Climb up the stairs. Do not flip the switch on the southern pillar. Take and use the scroll of trap destruction from the dead body, but stand a few paces away from the chest to avoid damage. Unlock the chest and take everything you need (you don't need the trap detection scrolls) from the chest, tables and dead body, then return downstairs. Exit west and south to leave the house.

7.1.8. Bags of Cash

Go south and west to the junction in the road. Walk directly south alongside a long white wall across the grass until you hit another paved road. Walk east to the end of this road and you will be at the gates of a large estate with the statue of a gargoyle adorning either side of the entrance. Go north around the pool of water to reach the manor. Double-clicking one of the gold plaques should confirm that this is where Salkind resides. Open the door and enter.

In case you need to return here (there is never any pressing reason to), an easier route from the entrance to East Tenebrae is to turn south immediately, take the first fork east, then the first fork south to a pair of dragon statues, and east again to the end of the road.

Inside the manor, go west to the end and then through the door to the south to enter the bedroom. Close the door behind you to make sure nobody catches you stealing. To the left of the tapestry on the north wall is a switch that you should flip. On the table next to the east wall, move the towel and take the key under it.

Exit the bedroom, turn east to return to the main door, and go north to enter the main hall. If someone (Salkind) is here, leave the house and sleep until he's not around. When the room is empty, move the vase in the northwest corner and take the key under it. Go back to the bedroom (south and west) but don't enter it. Instead, use the key to unlock the door opposite and open it. Stand in the doorway and read a scroll of trap destruction (any closer and you will get hurt). Unlock the chest, take everything in it and leave the estate (east, south all the way around the pool of water and outside the gates).

7.1.9. Leggings

Walk all the way west to a pair of dragon statues. Go north and enter the building. Flip the switch on the bricks of the fireplace to your west. Go to the northwest corner and down the stairs. Walk around to the room to the south, move the clock and take the key behind it. Stand a few paces away from the chest in the northeast corner and cast a scroll of trap detection, then unlock the chest. Equip the leggings in it. The backpack contains a few potions. Return upstairs and leave the house to the south.

We are now going to go west to get more equipped, and then return east to get even richer because that is kind of on the way to our next real destination. If you wish, you can flip the order you do these in.

Follow the road west, then north until you reach the gateway you entered East Tenebrae from (flanked by two huge lamp posts). Exit to the west to return to Central Tenebrae. Follow the road all the way west to the other end to exit the map.

7.1.10. Axe

This is West Tenebrae. Continue west along the road until it forks in front of a building and turn south until that road reaches another building. This is Shaana's house. She was the executioner you witnessed at the beheading. Go east and south to the door and enter (there is an entrance on the north side but you can't see it from the outside). Don't worry if she's practicing in this room, she won't see you stealing in the bedroom. The bedroom is to the west—you'll have to go north and west through the skull-patterned curtains to get there. Move the book on a table alongside the west wall to find a key, then use the key on the chest next to it. You can now drop your weapon and equip the axe instead. It is the most damaging non-magical weapon. Take the diamond if you intend to follow an upcoming optional path to more riches.

Note: The book that's hiding the key—open it and read it over and over again until your intelligence reaches 25. It's only two pages so this is the fastest legitimate way to do it. You can read it here even if Shaana comes into the room and even after you've stolen the axe. As long as you don't move it, it doesn't count as stealing. Or leave the house with the book and read it there.

Don't double-click the book to close it. You have to single-click the pages till the end for it to count as 'reading'. Just like your strength and dexterity, this will also require some patience.

7.1.11. Armor

Leave Shaana's house via the north door and you will be back at the fork where you turned east to go around her house. Go west, a couple of strides south where the road turns, and west along the road to reach the blacksmith's (Korick) forge. If it is closed, walk away, sleep and return until it opens. Walk in and speak to Korick. You'll want to buy arm guards and a shield. They'll be placed in your inventory; equip them on the Character Sheet. Equipment in the palace towers, which we ignored, are of lower AC. This is the best equipment you can have until we find magical gear.

If you wish to avoid some later travels in the game, you may wish to acquire a Deadman's Elbow (or stick in the unpatched game) from the northern end of this map before continuing. Read about where to get it in [7.5.4](#).

Now return to East Tenebrae (east from Korick's workshop, north at Shaana's door which you left open, east at the first fork 'into the wall' to reach Central Tenebrae, and all the way east to reach East Tenebrae).

7.1.12. Cash

In East Tenebrae, follow the northbound road. It will bend along the wall: north, east, north, east north, and east along a fence. North along this fence is Rhian's house. She's the widow of the guy who was beheaded.

[Optional - Riches] If the door is locked, you'll have to sleep somewhere and return. Once it's open, enter and speak to Rhian and ask about her husband's business ("What do you do?" "Your husband's shop?"). You can talk to her about other things and as many times as you wish, these options will always be available. Enter the door next to Rhian, go north all the way until you are out from under the roof, go west out of the alcove and north all the way to reach her bedroom. Enter and sleep on her bed for a period. Return to where Rhian was. If she is no longer around (sleep until she isn't), plunder the table lined with gems and jewelry. Don't miss the jewelry box opposite the table; it has obsidian

coins. Sleep for another period in her bed and speak to her when she's back. You can now sell all the goodies back to her for a neat sum. Exit the house back on to the road.

Note: In the unpatched version, after sleeping in her bed, the door to her house remained locked for me and it was impossible to get out. I had to hackmove myself out of her house. Unfortunately you have to sleep somewhere in her house otherwise the door will be locked when she's not home and you can't get in to steal in the first place.

It's possible this bug only appears in certain circumstances and won't happen to you, but keep it in mind before you overwrite a recent save.

7.2. Mythran

7.2.1. *Bentic in the Library*

From Rhian's house, follow the road east and then all the way north along the pool of water until the road bends west. Go all the way west and then north to reach the entrance to the library. The gold plaque to the left of the door will announce the name of the building.

[Optional – Story] Enter the library and find Bentic. He can be anywhere in the library, even upstairs. He is garbed in green, making him hard to miss. You can speak to Bentic about a little background about the place, Devon, the necromancers, leaving Pagan, Mythran, and more. Depending on the conversation route you take, you may have to talk to him more than once to squeeze out all stories. To learn about Mythran, speak to him about neighbors, then Devon, followed by possible ways to leave Pagan. Exit the library when you are satisfied.

7.2.2. *To the Plateau*

From the library, head west to exit East Tenebrae and return to the northern end of Central Tenebrae. Ignore the immediate fork going north to a dead-end. Take the next turn north to the exit flanked by two lamp posts to reach Herdsman's Valley. This map has a couple of interests but we are not equipped to deal with them yet, so we will go straight to Mythran for now. Follow the dirt track all the way north (it bends north-west a couple of times, past a few buildings) and then west when it bends that way (near a large mushroom-like tree). You may choose to kill or ignore any monsters along the way. This will lead you to a cave that you have to go through to reach the Plateau.

Inside the cave, go all the way west until you can go no further and turn south until you reach a body of water. Welcome to your first stepping stones.

If you are playing the patched game, jumping across is easy. Simply point to the rock you wish to land on and jump. If it's not within reach, the Avatar will shake his head and refuse to jump. If it is within reach, he will jump accurately. Ignore the ones aligned to the west of the pool and jump across the eastern stones going south.

In the patched version, you can directly jump across the southern-most stone on to the landmass you see initially (after your fifth jump). In the unpatched version, after the fifth jump, you may need to jump to the stone to the northwest then southwest before jumping on to the landmass.

Climb on to the ledge to the south (it is easier to do along the western side of the ledge). Save your game before you attempt this—at least in the patched version, it is possible to wander 'under' the

ledge and lose sight of the Avatar. If this happens, it is quite difficult to locate an exit out of this invisible labyrinth.

Go south past the electric gate, fighting or ignoring any ghouls you may come across (also ignore the raised platform to the west). Walk west and climb yet another ledge, continuing west past a winch mechanism (you may choose to end the afterlife of a ghoul) and across a wooden bridge into a room full of levers. Ignore the central lever, only the ones along the western wall are of interest. The three southern levers should be switched down, and the three northern levers should be switched up. If from left to right they would be numbered 1–6, you need to double-click levers 2, 4 and 5. The ground will shake once you have oriented them all correctly.

Return east to the winch and hit the lever there. This will lower a fence that barred your exit from this cave until now, though we haven't seen it yet. Go south (you will pass some pillars that held the fence) and jump down the ledge, south and down another ledge, and south again until you exit the cave. You are now at the Plateau. From the cave exit, you could choose to immediately go for the Bone Crusher, but we'll visit Mythran first to save ourselves the trudge back after acquiring the magical hammer.

7.2.3. To Mythran's House

Go directly south from the cave exit until you spot a small building to the west. If you run too fast you might miss it. You should have no impediments on the way but take note anyway to not hit any red mushrooms. Go through the building's door to enter Mythran's house. Time your way through the electric gates to reach the other end. If you sustained damage, drink one of the potions conveniently kept on the table before exiting.

7.2.4. Recall Item

Locate Mythran; he could be anywhere in the house. Speak to him for as long as you wish to get some background information. At the end of the conversation, he will give you a red potion and a Recall item (both appear directly in your backpack), which will let you teleport to waypoints from almost anywhere (a few sections of the game don't allow teleporting). Although Mythran claims that it has a limited number of uses, I have not come across such a limit.

You need to buy a Scroll of Dispelling Magic Portals from Mythran. This is the only scroll he has for sale, so speak to him about buying scrolls and then agree to pay 50 obsidians for it.

[Optional] You could also choose to pay another 50 obsidians for the Confusion Blast spell. This will result in the spell book appearing in your backpack, but you will need to buy reagents from Mythran (Thaumaturgy: Eye of Newt, Bat Wing, Serpent Scale, and Sorcery: Obsidian, Brimstone, totaling 115 obsidians), to be able to activate it. Once activated, you can cast the spell by double-clicking on the book and its charge will be spent (requiring even more reagents). It is not worth the hassle.

7.2.5. Plateau Waypoint & Magical Dagger

After you've finished with Mythran, locate the Plateau waypoint in the eastern section of the top floor. Make sure it is activated, then return to the bottom floor. Just east of the staircase is a room with a backpack in it. Mythran has already given you permission to take whatever you wish from his house. If you had attempted to take this backpack or its contents earlier, it would require stealing precautions. You will find a magical dagger, Korghin's Fang, and some coins, all of which you should take. You may equip the dagger. It actually does lesser overall damage than the axe, but gives +1 AC and improves your chance to hit an enemy by 4. More importantly, it is a magical weapon, so it can damage enemies that are impervious to normal weapons, such as ghosts. There is no point in keeping the axe if you are not going to use it. Pagan has no active economy—or at least you are not welcome to participate in it—so you cannot sell your equipment for money.

Once you've taken whatever you wish from Mythran's house, exit it via the east door on the lower floor. Instead of taking you back to the electric gate room, it will take you out to the Plateau. We are now going to acquire the Bone Crusher.

7.3. Magical Hammer

From Mythran's house, go west until you can go no further (avoiding red mushrooms and avoiding or killing any changelings), then turn north. Along the northern wall will be the cave that houses the Bone Crusher (called Hammer of Strength in the unpatched game). Once inside, go north to the end, then north-east past the troll, east again along the narrow passage, all the while avoiding or tanking through the fire shooters. Turn south after you have passed the high ledge and quickly run south and east as far as possible to avoid falling stalactites.

At the end, you will come upon a chest. Do not open it yet. Instead, inspect the skeleton at the end of the passage to obtain 3 scrolls of trap destruction. Use one of them to eliminate the trap on the chest, then get your new weapon from it. You may or may not want to equip it; its max damage is higher than Korghin's Fang, but it doesn't give you the ability boosts and the overall damage output of the dagger usually turns out better due to its much better min damage.

Now double-click the Recall item in your backpack to return to Central Tenebrae. We are now going to acquire yet another weapon upgrade, a pretty important one.

7.4. The Slayer

From the waypoint, we need to return to East Tenebrae (south from the waypoint up to the castle wall, jump down, south across the wooden bridge, under the stone bridge, and east).

In East Tenebrae, turn north, east, north and east along the road. Follow this as it zig-zags north, east, north, east in quick succession, and then all the way east 'into the wall'. You will exit to a map called East Road.

From the East Road wall, take a couple of strides east and turn north along the road. Take the first fork east and follow the road until it forks again. Go south until the road ends. Go east (off the road). You may encounter a couple of ghouls when you go off the road. It is up to you whether you wish to engage them or not. You will reach a dilapidated house with a skeleton inside. Here is the entrance to Treasure Cove aka Slayer Dungeon. Walk to the middle of the house and you will fall into the dungeon.

Eliminate or ignore the troll, it's up to you. Turn west and read the book on the pedestal if you wish. Open the door and continue west until you can go no further. Turn south, past a large blue platform. (On top of the platform is the second book if you wish to read it.) West again until you can go no further (you'll meet a couple of skeleton warriors that will come to life if you hang around), south again all the way to the end, west to the end (stepping on the spiders will kill them), south and west to the end of the corridor. You will now be at a door.

This room houses a few peasants and another troll. In the northwest corner is a backpack with a key that you need. My suggestion is to use the invisibility scroll you picked up at Salkind's house to acquire the backpack, leave the room and close the door behind you. If you'd rather massacre the troll, that's up to you. You could get a little unlucky with stealth though, if one of them blocks your exit (or even access to the backpack) long enough for the invisibility to expire. You can still eventually run away but if you want to accomplish this purely with stealth, it might take a save and reload.

Now return to the large blue platform (from outside the room: east, north, east, north, east at the skeleton warriors). Travel north until you come upon another door and a gate blocking your way.

Open the door and flip the lever to open the gate. This will also summon a ghost. If you run back south all the way to the blue platform, wait a couple of seconds and go back to the gate, the ghost should disappear. Or you can take it on with your magical dagger or hammer.

From the gate, go north to the end, east to the end, north again and east again. At the end of this corridor will be the third book if you wish to read it. North again will take to you the end of a platform surrounded by water. Climb up the short wall and jump to the island. A ghoul will wake up on the top platform. Climb up when it's either not near you or at least facing away from you and either kill it or jump down to the other side. Walk to the end of this platform. It is safe enough to make it to the next island in two jumps even if you choose to go via the disappearing stone in the middle.

If you are playing the unpatched game, these jumps are much more difficult. Take the stones to the northeast which don't disappear. You will have to measure an appropriate distance to reach the first rock. If that is successful, you can jump further northeast-ish to the next rock, and then north to the island. You could choose the middle path too but don't save while standing on a disappearing rock. The whole exercise might take a few reloads; you might even find an easier path for yourself.

The partially-dressed skeleton here has a purple potion. Drink it for the upcoming fight against a Seeker, lying in wait to the east. You may of course choose to pick it instead of drinking it. If, like me, you picked up the backpack earlier instead of just the key within it, you will have to drop it temporarily otherwise the game will refuse to add the potion to your inventory. Once the seeker is defeated (or if you are able to avoid it), unlock the door with the key you acquired earlier.

Two skeleton warriors will try to kill you as soon as you enter. Since they cannot be permanently killed, your best strategy is to kite them away from the door to one of the corners of this room, rush through the western door and close it behind you. Walk up to the cobwebbed door and climb up. Placed on a platform here is the Slayer, one of the best weapons in the game. It has a 10% chance to kill an enemy outright, no matter how many hit points it has.

To leave this cave you can climb down, and open and walk through the cobwebbed door to return to East Road (in the northwest corner). We are now as equipped as we can be at this point without cheating.

If you wish to avoid some later travels in the game, you may wish to acquire Executioner's Hoods from the northern end of this map before continuing. Read about where to get them in [7.5.3](#).

7.5. The Necromancers

7.5.1. *Volunteer to help Vividos*

From the Treasure Cove exit (northwest of East Road), walk directly east until you hit the paved road and exit north to the Cemetery. Follow the dirt track (north, east, north, east, north through the fenced gate) to reach the tomb. You will find Vividos either walking outside or somewhere inside. Speak to him in as much depth as you wish, but be sure to volunteer to retrieve the ceremonial dagger that Mordea has taken ("What problems", "Power mad", "Get the dagger back"). Teleport to Central Tenebrae.

[Optional] We are on our first proper quest. Take a few minutes to organize your inventory and drop excess items. Apart from your equipped gear, at the very minimum you will require your bedroll, the recall item, keyring, one bag, and the scroll of dispelling magic portals. A few potions will help along the way, not just healing (red, yellow) and mana (orange) potions but also any invisibility (black) and

invulnerability (purple) potions you may have found. By now I have 5 bags, a scroll of invisibility, and a few scrolls of trap destruction. If you chose to acquire the necromancy reagents earlier you will need those too.

7.5.2. The Ceremonial Dagger

Walk southeast of the waypoint into the tower and go down the stairs to the kitchen. There is a good chance you will run into Aramina, who is Mordea's maid (in a white dress). If she isn't here, leave the castle and sleep for a period or two until you find her here. She is unwilling to speak right now and will ask you to meet her at Bloodwatch in East Tenebrae. You need to wait until Bloodwatch to progress any further. Exit the kitchen to the north and enter the Royal Hall to the west (flanked by two guards. A clock on the table will tell you the time. Double-click your bedroll to sleep as many hours as necessary to get to Bloodwatch (or sleep one period at a time if you are unsure).

To get to Aramina's house, exit the Royal Hall and walk all the way south to the crossroads (out of the palace, past the wooden bridge and under the stone bridge). Go east to reach East Tenebrae. Here go south, east past one fork, south past the pool of water and east. The first building to the north here is your destination. If it is Bloodwatch, Aramina will be at home. As always, speak to her as much as you wish about Mordea, Salkind and Devon. The important conversation is about the dagger. Persuade her to tell you about it and she will mention that she has a key to the chest in which it is kept. Promise to not tell anyone where you got the key and she will entrust it to you.

Teleport back to the castle, sleep for 1 period, and go downstairs to the kitchen via the southeastern tower. Again, exit the kitchen to the north and enter the Royal Hall to the west. There should be nobody around at this time (that is why we slept for 1 period on the roof—if anyone is here it is more difficult to retrieve a key and you cannot take the dagger if Mordea is sleeping in her chambers). Close the door behind you. On the table under the cushion is a key you need to get into Mordea's bedroom. Once you've got it (add it to your keyring), unlock one or both doors to her room and enter. Unlock the door to the room holding the large chest, then unlock the chest itself. Take the scrolls if you wish; the dagger you want is in the jewelry box.

Now you need to return to Vividos. South all the way out of the palace to the crossroads, east to East Tenebrae, a bit north and generally east to East Road, north all the way along the road and east then north to the cemetery, along the dirt track to the tomb. This time Vividos will definitely be inside, alongside Lothian dying on the altar. Speak to him to hand over the dagger and watch the ritual that unfolds. Once Lothian is killed, Vividos will speak again; agree to become his apprentice and he will ask you to find a couple of reagents. Note that the reagents he requires need to be obtained from specific places otherwise he will not accept them.

7.5.3. Executioner's Hood

Executioner's Hood can be found just outside the cemetery, so we'll go there first (exit the tomb, south past the fenced gate, and west, south, west, south along the dirt track to the exit). Once at East Road, take a few strides south until you come upon a tree just next to the paved road. Travel east through the wooded area until you reach a pit. There will be a few changelings here that are easy to kill. The mound in the center has several executioner's hoods. You only need one to hand in to Vividos, but take them all. Make two piles: one that you will keep and another separate single mushroom. You'll see later why.

7.5.4. Deadman's Elbow (Sticks)

Now we need to make our way to West Tenebrae. Recall yourself to the Central Tenebrae waypoint, exit the castle south (fastest way is to jump over the south wall) to the crossroads, and go west.

Continue west in West Tenebrae until the road forks north and south; go north until it turns west again. Ignore the bend and continue north across the grass until you hit the road again.

Go further north leaning a little west until you come upon a dilapidated house. You will be attacked by a horde of ghouls and a ghost. The fight can be a bit overwhelming the first time. Try and separate the monsters so that you end up fighting only one or two at a time. If you wish to avoid the fight, lead them away and quickly grab a single deadman's elbow (called stick in the unpatched version) from near the base of the tree, or take it after they are all dead. This time you only need one; they are not useful for anything other than this quest.

You could have acquired these reagents much earlier in your travels. I have noted them here for the story to make sense.

7.5.5. First Spells

Now back to Vividos. Teleport to the castle, jump down the south wall, run south to the crossroads and exit east. A bit north and generally east to East Road, all the way north, east and north to the cemetery, along the dirt track to the tomb. Note that this time when you enter East Road, a guard will stop you and ask you about your association with Bentic and Devon. You can be honest. He will also inform you that Bentic has been executed and Devon has been arrested.

At this point you can take a detour to participate in the eventual death of Mordea. We will do it later for continuity sake as well as to cut down some travel. Some people's dialogs may differ based on whether Mordea is alive or not, but your actual progress will not be affected in any way.

Vividos will still be next to the altar. Before speaking to him, drop your pile of Executioner's Hoods on the floor and keep only the single on your person; if you don't Vividos will claim them all for himself. He will now give you the Key of the Caretaker, which is required to craft necromancy spells. You can speak to him further to learn about your quest, how to use the key, etc. Once you are done, pick up the mushrooms you dropped and go upstairs to the library.

Read the books scattered around the library if you wish. In the southwestern room, the book sitting on the eastern table will teach you how to prepare Open Ground and Death Speak spells, both of which you will require very soon. Use the bag on the northwestern table to create your spells. Note that in terms of game progress we have only learnt these two spells, but you are now free to create any necromancy spell you wish.

The bag already has reagents to create 1 Death Speak. Add another blood vial and pile of bone shards to it to create 2. You are eventually expected to have 6 Death Speak though in reality you will only require 3.

Now, using a vial of blood and blackmoor, create one Open Ground (much later in the game you will need 4 more). With another blackmoor and one of the executioner's hood that you didn't turn in to Vividos, create one Grant Peace. With the remaining reagents, you can either create Mask of Death (Executioner's Hood, Wood) or Rock Flesh (Wood, Dirt). I recommend the latter though either will be useful in the long run.

In the large chest at the northern end of the room is a scroll with the recipe for Call Quake.

From now on, you should be grabbing as many reagents as you can find. Some of them will be useful in our immediate journeys, others can be used to create and hoard useful spells like Rock Flesh and Grant Peace. Go ahead and prepare (and use) as many spells as and when you like; I will only point out the ones absolutely necessary to progress the quests.

We are now going to embark on a fairly long journey before we return to Tenebrae.

7.6. Ancient Necromancers

7.6.1. To the Upper Catacombs

Leave the tomb and walk south out past the fenced gate, and west along the dirt track until you reach the end of the fenced area. Immediately turn north and walk to the other end of this fence. Now go northeast. You will come upon another fenced gate with some red mushrooms growing at the base. Be careful; not only can the mushrooms hurt you, you will be attacked by a horde of ghouls and a ghost. You can choose to kill them or avoid them (run away from their view and return after a few moments).

Finally, enter the gate and go around to the east of the stone building. Walk in through the door and into the central passage between the pair of gargoyles. Stand next to the rock wall and cast Open Ground. Step into the opening that forms in front of you and you will be in Upper Catacombs 1.

7.6.2. To the Ancient Necromancers

Throughout the catacombs you are likely to come across ghouls, skeletons and, more importantly, weak ground. Sometimes the tile under you will fall away into a pit and you can climb back up. At other times the tile will fall into lava. There is a chance you don't fall along with it if you are running past but you will die immediately if you do. The route I have chosen is fairly safe but save often.

Run north past the skeleton, large doors and fire shooters until you are halted by a fence. On the western wall will be two switches. Flip the one closest to the fence to open a gate. Past the gate, go east until you can go no further, north to face up to a skeleton, a couple of strides east and north again. Take the next path east (if you go north too far, you will encounter an automatic door that closes as you approach, you need to turn east before this).

Now track all the way east past a pile of skeletons until you come upon (another) automatic door. Once it closes, walk back past the skeleton pile and return so that it opens, and go through. Go north and turn east when you can. Again turn north when you can, go all the way to the end of the corridor (a dead body here has an irrelevant note about the Skull of Quakes, another dead body has notes about the dangers in this area), east to the end, then south. Take the first path east and continue east past the junction until you reach a more open area. To the north is a room with a cobwebbed door and a ghoul inside.

Do not enter yet. Instead, walk up to the door and climb up (opening the door or leaving it closed makes no difference). If you have any Death Disks, this would be a good opportunity to use them to kill the ghoul. Otherwise jump across next to the ghoul and kill it. Open the jewelry box, discard your leggings and equip the magic leggings instead. Make sure you have a decent amount of hit points before continuing because you are about to take an unavoidable hit. If you landed on the platform, climb down (you may need to move the ghoul's body out of the way) and walk towards the door. The ground will open up and you may fall down. If you don't, walk into the pit to fall down.

If you do not pick up the leggings now, this building and the jewelry box will vanish after finishing with the necromancers, and its contents can be found upon the ground here when you return.

You'll get a little hurt as you fall down to this subterranean map, but we are now ready to meet all the ancient necromancers. Almost. First, collect all the reagents in this area. There are bone shards right next to you, and the barrels in the western alcove hold some more reagents. Don't miss the fourth barrel hidden in the corner.

You may be attacked by a skeleton while going about collecting the reagents. This is a good place to use the Grant Peace we created in Vividos' library to give it permanent death so it will not bother you again while you are scavenging.

You are going to need at least one more Death Speak though you are expected to have a total of 6. So go ahead and create as many as you wish (vial of blood, bone shards).

7.6.3. First Necromancer

Travel north (run to avoid a falling stalactite), going west when you are able. A chest in a broken down building will have a few more reagents that you should take. Once you've got them, go further west towards the wall, south, and west all the way as soon as you are able (keep running or you'll get hit by stalactites). Climb up the stairs and use Death Speak on the necromancer to speak to him to learn the recipe for Mask of Death (wood, executioner's hood). Go ahead and create it.

7.6.4. Second Necromancer

Go back to the chest (east, north) and go all the way east. Before you spoke to the first necromancer, the ridge here was impossible to cross but the stalagmites growing up from it have now dissolved away and you can climb across. You will first come upon a kith and then three daemons as you run west and north. You are expected to use Mask of Death to avoid combat, but just run past all of them to achieve the same outcome.

As you are traveling north, you will see a raised platform. Our quest requires us to continue north, but in a backpack on this platform as well as to the west of the platform are some reagents. The problem is, if you attempt to retrieve them, you will be set upon by a ghost and several ghouls. Climb up to the first tier and cast Mask of Death on yourself. Now climb up again and take everything useful from the backpack. Either jump down to the west (the fall might hurt you a bit) or jump west via the first tier if you feel confident about how much time you have left on Mask of Death, and locate the backpack next to the table. Take the contents. Ignore the chest; it is trapped and empty.

You could, of course, choose to fight the ghost and ghouls instead of using Mask of Death. Fighting the daemons if they follow you is not recommended; they hurt a lot. If you didn't need to use Grant Peace earlier on this map, you could use the one we made on any one creature if it becomes too deadly.

Now return to the eastern side of the platform and continue north all the way, east all the way, north a bit (walk along the western wall) and west into the alcove. Climb up to the high ground and Death Speak to the second necromancer who will teach you Rock Flesh (Wood, Dirt). You will need at least one right now. We are scarce on resources so we can prepare more later. Climb down and exit the alcove.

7.6.5. Third Necromancer

Before continuing, cast Rock Flesh on yourself. The upcoming passage is charged with lightning and will kill you if you don't. Go north and run all the way west until you can go no further. It is a long trek—ignore the raised area along the way and just keep heading west (there is a vial of blood on a skeleton, and a pile of bone shards next to another skeleton on the way, but we have quite a few of those). Along the rest of the route stalagmites and stalactites will regularly attempt to hurt you. Head south. You will come across what looks like a dead end, but you can pass through a narrow opening in the southwest to continue south.

In a backpack next to the kith there are a few reagents. You can ignore it and keep running, but it contains dirt which we don't have too much of. Fight it or ignore it, going all the way south, east and north as the passage winds that way, then east to the third necromancer. Death Speaking to him will reveal the recipe for Summon Dead, but it is not a very useful spell (don't waste any reagents). At the end of the conversation, you will be transported to a new area surrounded by water.

7.6.6. Fourth Necromancer

There are plenty of reagents on and around the skeletons. Run east past the electric gates and jump over the chasm where you will be attacked by a skeleton and a couple of ghouls. Once you kill the skeleton, you can throw it into the water so it won't bother you again. A little further to the east you will find the fourth necromancer. Watch out for the stalactite that falls as you approach him. You no longer require Death Speak but can use it if you have any left (there is no further use for that spell in the game). Speaking to him will reveal the Grant Peace recipe, and you will be teleported to yet another new area.

There is no necromancer in this area, just a changeling and lots of reagents. Walk east to a grassy region and collect as much as you want before entering the fenced throne area: there is nothing around the edges of the map. Some executioner's hoods are growing at the base of a tree, and the two chests flanking the entrance to the throne room have more stuff.

Inventory clutter: if you haven't noticed already, when combining items with different graphics, the whole pile takes on the graphic of the item you are dragging. To reduce inventory clutter, you can choose to impose the smaller graphic onto your pile (executioner's hood here or blackmoor earlier) by always dragging the smaller one onto the larger item/pile.

Walking towards the throne will transport you once more to a different region.

7.6.7. Magical Armor

Going a bit east and north of where you begin will take you to a skeleton with a couple of reagents and an empty trapped and locked chest. We don't really need them.

Head south and jump over the water (you can jump from the southwest corner of the outcrop). Follow the landmass to the east, walk around the raised platform and climb up to the first tier. Hugging the northern pillars, walk up to the candle. Collect the reagents from the bag and take a very small step south so that you can reach the armor. Going any further can cause the ground under you to give way, plunging you to a watery death.

Jump down from the platform and return west to where you crossed over the water. Now go all the way west until you reach lava. You can walk up to the tiny bit of land jutting out to the northwest. Walk to its western edge and jump across. The game may deem your landing point to be lava even

though it looks like solid land, so save first; it might take a few tries. In the patched game, you can safely jump to the perpendicular dent in the ledge wall. Climb up and go west and then north, following the formation of the rock. At the end, jump on to the small island to the south to be transported to a new area.

7.6.8. Fifth Necromancer

If you are unlucky, a kith will immediately corner you in your spawn point. It can be quite difficult to kill from this vantage point so you may be better off reloading if this happens. Whether you choose to fight or evade the kith, do not get cornered—often your hits won't even land from this position. Run a little to the south as soon as you spawn to avoid this fate, then head west once you have killed or evaded the kith. Follow the passage all the way west, south and west to find the fifth necromancer. Run all the way to avoid the many hazards and enemies. You will get the recipe for Withstand Death, after which you will be teleported one last time.

Go ahead and cast Withstand Death (wood, dirt, blackmoor) upon yourself (you could have cast it as soon as you had enough spare reagents). As far as I can tell, there is no time limit. It will last until your next 'death' (zero hit points), whereupon you will immediately be granted full HP and mana. Also, although the necromancer claims that it can be cast only once, you can shield yourself from death repeatedly after every 'resurrection'.

7.6.9. Sixth Necromancer

Go west all the way, north, west again when you are able (ignore the closed up building, it only contains a vial of blood and a skeleton) and north until you hit a wall (the passage splits into two). Left from here will take you to a chest on a platform with some wood and bone shards, but you don't really need any more right now. To continue with the quest you need to go a bit east and north past a fire shooter. You can Rock Flesh your way past the fire shooter, tank through it, or even attempt to evade it. The last option is a little tricky—the Avatar has a tendency to get stuck in certain spots causing you to take at least a little damage—but possible.

Past the fire shooter go west–northwest all the way, then follow the passage north, east and north. The necromancer is enclosed in a building patrolled by two skeletons. You could Grant Peace to them but I just run into the building and close the door behind me. You can finally learn the recipe for Create Golem, as well as information on how to reach the Mountain King.

The stairs adjacent to this room allow you to exit this labyrinth, but a ghost will appear to block your way as soon as you approach them. You can Grant Peace or simply bypass it to run up the stairs and leave to be returned to the eastern end of the Upper Catacombs.

You now know all necromancy spells. Ideally you should always have Withstand Death active upon you (there is no way to identify that it is active; after casting it, all you can do is keep track of any 'death' and then recast it). A few Mask of Death, Rock Flesh, and Grant Peace are quite useful to always keep on hand. We will require one Create Golem in the near future but don't worry if you are running short of certain reagents; there will be plenty when you need them. Call Quake can be fun but irrelevant since in most cases you can simply run past enemies.

7.7. Deeper into Upper Catacombs

If you did not pick up the magic leggings before falling into the pit to the ancient necromancers, now is your chance to get them. From where you emerge, you will have to traverse quite a ways west (a bit north) to find them lying on the ground.

You will emerge on a high platform in the Upper Catacombs. Jump off it to the west (may hurt a little) and travel south, avoiding the pools of water where the ground will sink beneath you. Follow the passage west, south (a couple of skeletons have some yellow potions) and east, and go through the door at the end. This will take you to Upper Catacombs 2. This map leads to several locations around Pagan and our current destination is Stone Cove.

7.8. To Stone Cove

Go a few strides east past the stalagmites and all the way south down the corridor. Follow the passage southwest and you will reach a shallow pit with a couple of skeletons. Kill them or evade them but jump down to the opposite side and climb up to the west (I don't think it is possible to cross over the pit even with a running jump). To evade them, simply wait for them to bunch up directly under you and jump as far as you can to the opposite corner. They're slow so you will have enough time to climb up. A ghoul will arise from the ground you are about to climb to, but it can be easily taken care of in combat (or evaded).

Keep following this corridor all the way to the west. You will come upon what looks like a dead end, but if you hug the black wall you can walk south and southwest along it around the pool of water. Continue south until you reach a more open chamber. Next to the north-western pillar is an executioner's hood if you want it. Go southwest to another pool of water that you need to jump across. Depending on which side you jump from, you may need to cross two stone bridges or one (the first one from west to east, the second from north to south). Either way, follow this path south. Ignore the door in the wall with spikes atop it.

You need to go south through a very narrow passage where a ghost lurks in wait. Draw it back first or simply run past it (and any other creatures you come across on the other side) and keep going south (the passage bends southwest a bit) until you come upon another body of water. Position yourself opposite the two stalagmites and jump across (west). Once again you need to follow this passage south until you come upon a fire shooter.

An automatic gate will lower as you approach to reveal the fire shooter. Retrace your steps a bit and return here so that this time the gate will rise and block the trap, leaving you free to walk around unharmed. Now you need to run a few strides west and south to the switch on the pillar. As you do, a couple of stalactites will fall. If they hit you, so be it—at least they won't block the way. If you are able to avoid them, they may lock you within that small space. Flip the switch to lower the gate you can see. If you are locked in, climb up the switch pillar and jump southwest beyond the stalactite.

Go east through the now-lowered gate, south through a door (watch out for a rising stalagmite), and out. You have reached Stone Cove.

7.9. Reagent Rampage

Stone Cove is full of all the necromancy reagents you will ever need. All of them reappear once you pick them up, walk away and return, so you can farm this region as much as you wish. I dare say you will not require more than 20 of each reagent and even that is overkill, unless you want to Grant Peace to every undead creature you come across.

Walk all the way east from where you emerge along the north wall to find executioner's hood (there's another one right next to the large doors). Along the western edge as well as the eastern edge of the muddy patch just south of you are piles of wood. To their east, where the eastern wall bends you can find bone shards. Directly south from the bone shards in the next muddy patch is dirt (there are four separate dirt piles in this patch). Directly east of the dirt piles you will come across a vial of blood

among the skeletons. Finally, blackmoor is to the west and south of the dirt next to some stalagmites, in proximity of a weird ice-cube-like structure. The same reagents are scattered elsewhere too.

If enemies are hovering around any item you wish to pick up, ignore them and run to the next item. When you return the monsters should be gone. Go around the map until you are satisfied you have enough, and even create whatever spells you wish to create. You will require one Create Golem (vial of blood, bone shards, wood, dirt, blackmoor) quite soon.

Note that piled ingredients don't weigh much, but each spell focus weighs 1 unit. So don't go overboard in preparing spells. You will require 4 more Open Ground until the end of the game. You will also require another Create Golem much later, as well as one Mask of Death.

7.10. The Deceiver

You need to go all the way to the south-center of the map, at the edge of the water. You will know you are in the right place if you are standing on an outcrop over the water that looks like a cross (directly south of the patch with the dirt piles). Jump south-eastwards along three stepping stones (be careful, some stones disappear) on to an island with a raised platform.

Walk around the eastern and southern edges of this platform to more stepping stones. You need to jump west across two stepping stones to another island with a raised platform patrolled by a skeleton. If you choose to kill the skeleton, drag its body into the water so that it will no longer bother you. Otherwise simply evade it and pick up the Deceiver, a powerful magical axe, from the altar. Of all the magical weapons, the Deceiver inflicts the most overall damage, and also grants you 2AC. Personally I feel the Slayer is better because of its vorpal hit chance, and if you want an AC setup The Protector grants you 5AC but does slightly lesser damage than the Deceiver. Equip whichever weapon best suits your style.

You need to return to mainland the same way: step down east from the ledge (save first and do this in the vicinity of the stepping stone so that you land on the stone instead of water), jump east across to the island, and then north-northwest-ish across the three stones. Go all the way north, back to where we started on this map.

7.11. Hall of the Mountain King

Along the north wall is a set of huge doors, and a small building with a single door. The Avatar can open neither of these, but a golem can. Just south of the double doors, cast Create Golem and target it on the brown muddy patch. Once he is created, instruct him to open both doors, one after the other. The single-door entrance leads to the Pit of Death but we don't want to go there yet. Enter the Hall of the Mountain King through the double-doors.

There are many hazards on this map. Save often.

Go north and keep going that way past the golem and pit, jump across another pit and proceed further until you reach a run-down building, avoiding the dangers along the way—there are explosive fire traps as well as fragile ground that can give way under you, plunging you to your death.

Between the two lamp posts is a lever you need to activate. To its right is a low portion of the wall. Climb up it and into the building, and activate the lever next to the winch. As soon as you do this, three ghouls will rise up to attack you so be prepared.

Return south to the golem and this time go west past the pedestal with the Earth symbol that looks like F. Go northwest to come upon a chasm going west. The levers in the previous location activated a disappearing bridge across it. Wait for it to appear and run across, past another golem until you come upon yet another chasm with floating platforms.

On the patched version, these platforms remain in place, making it extremely easy to hop across. In the unpatched version, they constantly move and you will probably need to save/reload many times to time your jumps perfectly—you could spend a good half hour or more here! With a lot of patience and precision, it is possible.

Once across, your next challenge is disappearing floating platforms initially going north and then west. Ignore or kill the golem. The biggest danger is a platform disappearing under you otherwise these jumps are fairly easy, even in the unpatched version. The floating stones do not disappear so use them to save. Do not save while standing on a disappearing platform; if timed badly, it could spell disaster. Keep in mind that the last platform appears just as the one before it is about to disappear. If you miss it, you could safely make it to the bottom of the chasm, but I haven't found a way to climb back up.

Go north, ignoring the door to the west (if it comes into your vision), until you come upon some blue mushrooms, a skeleton and a scroll.

7.11.1. Force Field Maze

This is a large maze that zaps you (or anything) that attempts to cross between certain pillars with blue force fields. There is only one route to get to the northern end of the room unharmed.

One strategy is to become immune to harm (potion of invulnerability or Rock Flesh) and run across. Another strategy is to determine the safest route by throwing mushrooms across each pair of pillars as well as between pillars and walls. If it's a trap, the mushroom will get zapped (this will not work if you have Hackmover on). I will attempt to describe the safe route here but it may end up being quite cryptic if you don't have a map. If you are finding your way through the maze unprotected, take short steps, and stop and assess after crossing each pair of pillars.

First, take a few steps east and go north between the two stalagmites. East between the two closely-placed pillars all the way to the wall, even if you cannot see yourself. Go north, hugging the wall, past two pillars (the second pillar is next to a stalagmite). Go west through the narrow gap, to the west of the three pillars placed close to each other. North through the narrow space past the second pillar. West to the scroll. North past three pillars. East between the closely-placed pillars. North just beyond the next pillar. East through the very narrow passage up to the eastern stalagmite. South, east, north and west around this stalagmite, past the two right-most pillars. North to stand in the center of the three closely-placed pillars next to a stalagmite. East, north and west around the pillar with the green mushroom, beyond the stalagmite you were just standing next to.

North past one pillar, east past the same pillar and north to combat a ghou. Immediately east of the ghou and north through the narrow space, and immediately northwest through the wider space. You've reached the end of the maze. Approach the chest from the right to avoid a falling stalactite. Acquire the key from the chest, as well as a blue field passage gem (called gem of protection in the unpatched game). This gem will let you walk through the maze unmolested.

7.11.2. Onward to Lithos

Return south all the way to the door we passed earlier and go west through it. Close the door behind you if you left the golem and kith alive. Follow the passage west, south and west, climbing up and jumping off a high ledge on the way until you reach an open space littered with red mushrooms. Heading north from here will bring you to a body of water with disappearing stepping stones. Jump across the stones to the other side.

Keep going north past a western alcove until you come upon a tall stalagmite. Take the narrow passage leading west of here. The room you will emerge in has several adventurer's mushrooms (the ones with the green spots) that you can munch on to heal yourself. In the southwest corner of the room is a chest with a few useful potions in it. More importantly, you need the key hidden behind one of the red potions. There are blue force fields in this room but you will not be affected by them because you are carrying the gem that negates their effect.

Return east through the narrow passage, go north, and take a similar narrow passage going west. Once you reach open space, go north, jump across the water, and through the locked door. Run west to avoid the many falling stalactites until you reach a pool of water to the south. The floating platforms here disappear in the unpatched game, but you don't need to use them at all in either version. Carefully walk to the southwestern tip of the landmass as far as you can (until the Avatar is flailing his arms) and jump while pointing west-southwest. He will jump to what appears to be water but is a shallow spot where you won't die (but save first). Jump west to the solid landmass.

Go north and then northwest past the rows of skeletons and ghouls, and Lithos will speak to you. Leave this chamber the way you came. From the pool of water, go south, west, and immediately turn south. At the end of the passage you will come upon the Hall of the Mountain King waypoint to the west. Make sure it is activated, then recall yourself to Central Tenebrae (or the Plateau if you wish to buy Meteor Shower).

Just north and west of the waypoint is a platform with the Earth symbol (F). Stepping on it will transport you to a similar platform at the beginning of this map.

7.12. Mordea's Death

Unload any extra items you may be carrying. You no longer require the blue field passage gem. Since we are already at the castle, let's put an end to Mordea's reign of terror.

From the waypoint, go to the northwest tower and down the stairs. Go south through the door to the other end of the room and down the stairs to the dungeon. Go east, north, east to the metal gate and flick the switch next to it to lower it. Speak to Devon (you don't need to open the locked door), who directs you toward Salkind. Tell him you will help him.

[Optional - Story] Salkind could be in the Royal Hall of the castle itself or at home. The Royal Hall is upstairs, south past the double-doors, east and north through the other double-doors. We robbed his home in East Tenebrae very early in the game; from the Royal Hall go south all the way to the crossroads, east to East Tenebrae, south, east, south and east to the end of the road. To the north is his estate. Speak to him about Bentic and Devon wherever you find him. In the main room of his house, his logbook rests on the desk along the western wall. Read it to know more about Bentic's alleged crimes and the evidence that proves them. Teleport back to Central Tenebrae and return to the dungeon (northwest tower, down the stairs, south through the door, down the stairs).

From the metal gate and switch, go all the way east. You will find yourself in front of a room with a pink book behind metal bars, and no visible entrance. Clicking the book once will tell you it is Bentic's Journal. Cast the scroll of dispelling magic portals and read the journal.

Once you finish reading the book, you will be captured by guards. No matter how you answer, you will be whisked away to the docks where Devon is about to be executed. When you get the chance, say "Devon is the rightful heir" and "I have proof." Mordea will be killed, and Devon will temporarily leave Tenebrae before assuming his responsibilities as the new Tempest.

And they all lived happily ever after. Well, everyone except you; you are still stuck on Pagan. To resolve this situation, we need to return to Vividos first.

7.13. Key of the Scion

Don't use the Recall item after Mordea's death. It's much faster to just walk north into Central Tenebrae. Go to the tomb in the cemetery (east from the crossroads to East Tenebrae, a bit north and generally east to East Road, north all the way along the road and east then north to the cemetery, along the dirt track to the tomb). Tell Vividos that you have met the Mountain King and that he has given you a task. He will give you the Key of the Scion so that you can inter Lothian.

Exit the building and go east and north around it to find Lothian's body. Use the Key of the Scion on her body, then return to Vividos. He will now send you on a pilgrimage.

We will defer the pilgrimage till later because learning the Air spells first will make the journey much simpler. The only real consequence of this is delaying the discovery of the Upper Catacombs waypoint, which is not a big deal.

If you wish, you can do the pilgrimage ([7.17](#)) first, get the Upper Catacombs waypoint, and then continue to Argentrock Isle.

7.14. Argentrock Isle Waypoint

If you don't have a Restore to Sight scroll (we got one very early from Salkind's house) on your person but have one stashed in Central Tenebrae, teleport there first and pick it up. If you don't have any, it's okay.

Teleport to the Hall of the Mountain King. Jump down to the east, go north all the way and west to the Earth symbol (F) to be transported to a similar platform near the exit to Stone Cove. Again jump down to the east and go south all the way to Stone Cove. Go west and exit to Upper Catacombs 2.

Go north, walk around the pillar to the west to reach the pillar with the switch, go east past the fire shooter, and go north all the way. Jump east across the water and keep going north (the passage winds east a bit), all the way through a very narrow passage that is patrolled by a ghost. Once you reach the stone bridge, turn east to find a door in a wall with spikes atop. Use the Key of the Scion to unlock it and go through to reach Argentrock Isle. Go northeast, then north across the wooden bridge, and finally west-northwest to find the Argentrock Isle waypoint.

7.15. The Theurgists

Continue going west-northwest until you come upon a walled settlement. We are looking for Brother Xavier. He is dressed in blue and carries a sword at his side, and could be at home (the only building at the northern end of the settlement) or in the monastery (the large building directly west of the entrance to the settlement). He could also be patrolling the grounds outside the walls, or meditating next to the waypoint.

7.15.1. Test of Wisdom

Talk to Brother Xavier. After receiving a short exposition about healing and Stratos, tell him you wish to be enlightened and ask about the Test of Wisdom. You can read all about Stratos and her philosophies from various books on the lower floor of the monastery, but you can take the test right away if you know the answers. Xavier will ask you five questions in random order from a larger pool, so you will not always get the same ones. Use these answers to pass the test:

Remain silent when others are bragging.
A breezy evening on a porch is the best respite.
Weapons destroy but wit builds.
Tend the injured in battle.
Welcome your prodigal son.
Comfort a sad child.
Testify truthfully against your thief brother.
Tell the dying soldier the battle is lost.
Honesty.

7.15.2. Test of Centeredness

Xavier will now tell you to take the second test. You could speak to Stellos about the test but don't really need to. Stellos is dressed in white robes, his face covered by the hood, and also could be at home or in the monastery. His house is just south of the entrance to the settlement.

To take the test, go south from the monastery doors, west past the fenced garden patch, a couple of steps north and all the way west to reach the cliffs. This is Windy Point. Climb up to the first level and you will see a circular symbol engraved upon the second level. As soon as you step into the circle, the test will begin. Winds will attempt to push you off the edges—should you fall, not only will you take damage, but will also fail the test and need to start again. You need to keep an eye on which side you are being pushed toward and take medium steps in the opposite direction. The trick is that the direction could change suddenly, with the wind aiding your movement instead of opposing it, causing you to fall.

Climb up when you are ready. The test lasts only for a few seconds, and its start and end are indicated by thunder. Once you're done, climb down and return all the way east, around the fenced garden patch, and north to the monastery. Find Stellos either within it or in the house to the very east and tell him you have passed the tests.

Find Torwin (garbed in blue with a knife at his side) and talk to him about his ambition. He could be hanging around the upper floor of the monastery, or in his house in the southwest corner next to the garden patch. Also speak to Holy Cyrrus at his home, in the monastery or sometimes around the grounds. He wears a white robe but doesn't cover his head with the hood. His house is to the southwest of Stellos' house, just north of the well.

If you have a Restore to Sight scroll, go to the western wall of the monastery hall and stand between the pillars facing the tapestry depicting two ladies. Cast the spell to reveal a chest that has magic arm guards and mana potions. If you don't have the scroll, you can get these after enchanting and using the Reveal focus.

7.15.3. The Protector & Silver Ore

Go to the very western end of the monastery (you'll have to walk under the balconies of the upper floor) and go around. Walk to the northwestern corner and take the stairs down. Walk east and open the locked door with the key that Stellos gave you.

Go southeast and east between the electric pillars. A red potion is partially hidden behind a rock here, and a skeleton is clutching a restoration scroll. Proceed east and south to pick up a piece of silver ore. Go north via the eastern passage, turn east when you can and pick up the silver ore next to the stalagmite. Now go north to a house and walk over to its eastern side. Cast the scroll of dispelling magic portals, walk in, and pick up the Protector. This sword does decent damage (slightly less than the Deceiver), but gives you 5AC.

Leave the house and go way south. In the first niche in the western wall you will find the third piece of silver ore. Just to the north of this niche is a narrow passage going east. Follow it to the other side and you will spot three pieces of silver ore as soon as you emerge from it (one just to your north, another to the south and the last to the southeast). Another two pieces are to the north of here, one sitting on a rock mound, the other in a niche in the northern wall. This is all you require, but there is one more piece of silver ore to the east, surrounded by a few potions.

7.15.4. Creating Foci

Teleport to Central Tenebrae. Unload any excess items you may be carrying. We are headed to West Tenebrae to have Korick create foci for us. From the waypoint, go to the south wall of the castle, jump down and go south to the crossroads. Head west to West Tenebrae and go west to the end of the road. Don't go to Korick yet; we are going to lay the groundwork for another quest first while we are in this region.

Walk a bit north and go through the door you come upon to enter a tavern. Speak to the bartender, Orlok, and listen to his tale of ghosts. Then speak to Jenna, the barmaid. Do not compliment her; she is easily offended and will speak to you no further. Talk to her about the tale, and leave the tavern via the door you entered from.

Follow the road south, then west all the way (it bends south at one point) to reach Korick's forge. Have him create one of each focus. Be careful with your selections, he can create multiples of the same focus, effectively wasting your silver ore. You only have 8 pieces and require 8 foci. You may wish to break the dialogue and organize your inventory after every 2-3 foci; they get placed in your backpack and can get lost among other items.

Teleport back to Argentrock Isle, go northwest to the settlement and west to the monastery. Place each focus one by one on the Altar of Focus to enchant it.

If you haven't already taken the magic arm guards from here, walk to between the two pillars to the west, cast Reveal, and take them from the chest.

7.15.5. Test of Skills

Find Stellos and tell him you have created your foci. He will now want to test "everything you have learned." Again, go to the very west end of the monastery and down the stairs. This time go west to spot an injured torax. Cast Aerial Servant, target the torax and then a vacant spot next to you. Once the torax is beside you, cast Restoration on it. Return upstairs, find Stellos and inform him of your success. Also speak to him about Torwin.

7.15.6. Stolen Focus

Find Brother Xavier, tell him you have passed the third test, and he will tell you the same story as Stellos; that his focus is missing. Tell him you have met Torwin. Now find Holy Cyrrus. Cast Hear Truth before speaking to him and ask about Torwin's location.

Now go to Windy Point (south of the monastery doors, west past the garden patch and west all the way to the cliffs). A conversation will begin as soon as you climb up and step forward, at the end of which Torwin will jump into the water. Take the focus he leaves behind. You can also take his ring if you wish and return it to Rhian in East Tenebrae but it has no consequence other than role-playing satisfaction.

Go back east, down the cliff, within the settlement walls around the garden patch, and find Brother Xavier. Return the focus to him, then find and speak to Stellos. Tell him about Torwin's fate.

7.15.7. Test of Belief

To take this test, return to Windy Point (south of the monastery doors, west past the garden patch and west all the way to the cliffs). Climb up to the first level and walk west to where Torwin jumped from.

As instructed, jump west as far as you can and you will land on a floating platform. From here you need to hop across several floating platforms to reach Stratos. This can be quite difficult (and frustrating) on the unpatched version. It is easier on the patched version because you can simply point to your destination and click.

We need to return to Stratos later in the game so you'll need to perform these jumps again. The irony is that you can entirely skip the test of belief now in the patched version and only come here once later. In the unpatched version you need to do it now. The good news is that by the time you return, you will have Fire spells and will be able to use Flash to get safely across.

Jump to the platform northwest of you, then north and north. Now you need to go around the outer ring in an anticlockwise manner until you see a large floating platform. Once you reach that, Stratos will speak to you and give you the Air Walk focus.

7.16. Ghost Armor

Our next endeavor involves a lot of travel and talking. The payoff is worth it. You need at least one Mask of Death (wood, executioner's hood) as well as Aerial Servant to be able to do it painlessly.

This entire quest line is unnecessary in the unpatched game. The armor you find is worse than the silver armor. The patch fixed that. If you wish to skip it, return to Tenebrae, unload any excess items, and continue from [7.17](#).

7.16.1. Investigate the Ghost Story

Teleport to Central Tenebrae. We need to find Fightmaster Darion. His academy is in East Tenebrae so jump down from the south wall of the castle roof, go further south to the crossroads and go east to East Tenebrae. Go south and turn east as soon as you are able. At the end of this road is the Fightmaster's academy. If he is not in the building, he could be roaming around the pools of water to the southwest of the academy. Yet another place to look for him is at the west end of West Tenebrae. If you don't wish to walk all the way there, just sleep somewhere until Darion returns to the academy, then speak to him about the ghost you heard of from Orlok.

Teleport back to Central Tenebrae. This time, jump off the northern wall of the palace roof (after going through one of the towers) on to the wooden bridge, and continue north under the stone bridge to reach Herdsman's Valley. Follow the dirt track north until you are standing between two houses. Take a peek in the house to the west to check if a man (Gwillim) is there. If he isn't, go northwest past the fire pit and beyond to the corner of the map. Ask Gwillim about the ghost and keep pestering him until he cuts the conversation.

Now we need to talk to his wife, Corinth. She will be in the house you just checked. If you are not already there, return southeast to it and talk to her. You might need to speak to her more than once. Get her to tell you that they've been here for generations, and eventually about the ghost. Squeeze every bit of information about the ghost from her.

Talk to Gwillim again, either here or the northwest corner of the map. Tell him Corinth admitted that he has seen the ghost, and did so because she wants to help him and wants him to speak. Tell him Mordea is dead when you get the chance. Continue asking him more about the ghost until he eventually tells you about Kilandra.

Kilandra is in Fisherman's Reef (west of West Tenebrae), so teleport back to Central Tenebrae, hop down south to the crossroads, and go west to West Tenebrae. To reach Fisherman's reef, you need to follow the paved road west, north, west all the way, north to the wooden bridge, west across the bridge to the end of the road, south and west. Follow the dirt track west and generally south until you come upon a building with an open roof and a table set for a cheese course. From here, follow the track west-southwest and enter the building. Talk to Kilandra three times; first that you are looking for a ghost, second about a key to a particular door, about her daughter, and finally about the key.

7.16.2. Get access to Ghost Cave

Now we need to go to the cemetery. As before, teleport to Central Tenebrae, jump down south all the way to the crossroads, east to East Tenebrae, north, east, north, and all the way east to East Road, north all the way, east and north to the cemetery. Go directly northwest to come upon a gravestone. Double-clicking it will reveal that it is Elaina's gravestone. Her ghost will appear and drop a key. Take it and recall to Central Tenebrae.

Our final journey takes us back to Herdsman's Valley. Jump off the northern wall of the palace roof on to the wooden bridge, and continue north under the stone bridge to reach Herdsman's Valley. Follow the dirt track north. Once you reach between the two houses, keep going north (off the track) until you reach the end of the map. To the west is a pile of logs. Move each log away to reveal a cave and walk in to Ghost Cave.

7.16.3. Ghost Cave

Follow the narrow corridor north. When it ends, go northeast to find two doors. Open either one with the key dropped by Elaina and walk north along the bridge until another bridge branches off west. Go west. At the end, you need to stand exactly at the break in the northern wall and jump north. Don't point to the lower platform opposite to jump to. Point to the upper one instead; you'll land on the lower one so climb up. Beware of mandrils; they can push you off to death by water.

Follow this upper platform north, jump west at the end and walk around to the dead mandril. North of it the floor has caved in. If you fall down the entire way you will die. Go to the northwest corner and walk north to fall down one level. Then walk southeast to fall down another level. Take a couple of steps south to see where you are, then go north along the narrow corridor to the other side.

Take the staircase to your west up one level and walk across to the southeast corner of this room. Again, take this staircase up. There are many undead in this room and killing all of one kind will only spawn more. Cast Mask of Death on yourself (invisibility won't work), jump across to the west and go towards the center of the room. You will see a golden armor lying there. Do not approach it—it will keep moving around out of reach. Use Aerial Servant to place the armor next to you and immediately grab it. It might take more than one cast of the spell for it to land properly; sometimes the armor jumps away while you are still chanting.

Teleport to Central Tenebrae before Mask of Death expires. Wear the new armor and unload any unnecessary items you have.

7.17. The Pilgrimage

We are going to revisit some familiar territories: the cemetery and the Upper Catacombs. Return to the cemetery (jump down south from the roof all the way to the crossroads, east to East Tenebrae, north, east, north, and all the way east to East Road, north all the way, east and north). Follow the dirt track north, east and north, but this time continue going north alongside the fence. At the end, head north-east and north through the gargoyle-flanked gates and enter the building in front of you from the eastern side. Go the end of the central passage between the two gargoyles and cast Open Ground, then enter the Upper Catacombs.

Walk north all the way through the door and the previously-lowered gate up to the fenced area. Go east all the way till you can go no further, north, east, immediately north and east, past the pile of skeletons to the automatic gate, which will shut upon your approach. Retrace your steps and return so that the gate lowers and cross over. So far this route has been familiar to us.

Now go north and you will come upon a building to the west. In the unpatched version, the gold plaque will read "Towards Fate Do You Travel" and in the patched version it will be "The Birthplace of Moriens." Open the locked door with the Key of the Scion and go through. Go west, south, west to walk around the lava.

All the way west in the little corridor next to the gold plaque that reads "Rest in Peace," you can cast a Restore to Sight scroll or Reveal to discover a chest with silver magic armor.

From the lava pool, on the other side of this corridor, head in a west-northwest direction and follow the corridor north to come upon large double-doors. Walk through to enter the Shrine of the Ancient Ones.

7.17.1. Skull of Quakes

Walk north, northwest past the spiked rollers, north past the doors, and east until you come upon a caged chest surrounded by 5 levers. Use Aerial Servant to deposit the chest next to you and take the key from it.

The actual solution to the puzzle is this: Going clockwise, if the levers are numbered 1 to 5 starting at the western one, flip the levers in this order: 5-3-5. (Sometimes it works with just 5-3, sometimes with 5-3-5-3.) But you need to first throw the corresponding skull candles far away, then activate the levers. If you hear a horn sound, or if balls of fire emerge, something went wrong. You can continue playing around with random levers until the cage opens but it is better to reload and start from the beginning. If all the levers get flipped by themselves, you're doing the right thing.

Just before this cage puzzle was a gate puzzle to the north. You can avoid either that puzzle (as we have done) or avoid this cage puzzle and another puzzle a little further ahead, and solve the gates instead. It is far easier to do this one even if you don't know Aerial Servant.

Go north through the locked double-doors, further north to the end of the passage past all the fire shooters (hug the east wall to avoid damage), east to the end of the passage, all the way south and west to a chest. If you have a scroll of trap destruction, use it from a few steps away, or just tank through the trap on the chest. Take the Skull of Quakes from it; it will be useful much later.

7.17.2. Puzzling Gate

Return east, north and west to see a passage going north. Go north and west past the spiked rollers to come upon a fenced gate that seems impossible to open. Although hidden from view, there are pressure plates to the north of the gate just like the ones you can see to its south. Walk around the northern edge of the wall until you hit one and the gate will open. Go south through it.

This pressure plate puzzle could have been avoided if you had solved the gate puzzle earlier instead of choosing to do the cage puzzle.

Now follow the passage west, south, southwest, west past the exit to the gate puzzle, and south. You need to climb up to the west between the stalagmites. It can be a little tricky to find the right spot to stand in before climbing up. Go west (jumping over the water), and turn north as soon as you are able. You will come upon a gravestone.

Conveniently placed next to it is an empty bag, a vial of blood, and blackmoor. If you don't already have Open Ground, you can prepare it here. Cast Open Ground and the mud next to the gravestone will fall away. If you were standing in the right spot, you should fall down with it (unhurt) or just walk into the pit. Walk south and you will be able to see where you are. Go east to see the Zealan Ceremonial Shield. Aerial Servant it next to you and pick it up.

7.17.3. Rolling Spheres Puzzle

Go all the way west and north through a gateway and you will find yourself surrounded by a few pillars. Go all the way east to find the rolling spheres puzzle. The way north is barred by a fence. To the northwest of it is a pillar with a pressure plate on top. Aerial Servant the skull lying on the ground to the pressure plate and the gate will open.

Actual solution: You need to hit the pressure plate to lower the fence. To do this, you need to stand at a distance and throw rolling spheres at the top (but on the side) of the tall pillar that is holding up the plate (beyond the fence). This will not work if Hackmove is on. If your mouse pointer is an arrow while holding a sphere, the sphere will be placed instead of thrown. To throw it, the pointer needs to be crosshairs. It could take several tries and might turn out to be frustrating, especially if you start running low on things to throw.

Go north and flip the lever to raise an adjacent platform. Walk south under the platform and take the key from the table. The chest and barrels around here have some reagents and coins if you want them. Just north of the lever is a white beam that can harm you; jump over it. On the other side, go east past a fire shooter to come upon a stairs puzzle.

7.17.4. Stairs Puzzle

The objective is to 'move' the entire staircase from the right to the middle. The problem is that you can only move one step at a time, by first weighing down the pressure plate in front of the step you

wish to move, and then the plate in front of the destination. The restriction is that you can never place a taller step in front of a lower step. You can weigh down the pressure plates either by stepping on them, or by using the clock that has been provided here. I find it much simpler to just walk around.

If the pressure plates (or stairs) are numbered 1, 2 and 3 from left to right, the solution is: 31 32 12 31 23 21 31 32 12 13 23 12 31 32 12. Be careful after placing the last step. Stepping again on plate 2 will undo it. The door will open once the puzzle has been completed and you should go through it.

Blocking your path north are blue and red beams. The red beam is benign, but the blue one will kill you. Cast Rock Flesh on yourself, drink a purple potion of invulnerability, or cast Intervention before going across and down the steps on the other side. Continue north to find a locked double-door to the west. Unlock it; the next set of doors is not locked so go through to the Zealan Shrine.

Go west to the last bench that has a skeleton lying on it. Move the skeleton to reveal a key that you should take. This will let you unlock all the small double-doors, giving you easier access to various regions of this map, which we will use on our way back. Walk up to the altar, place the Zealan shield on it, walk to the middle of the statues, and they will speak to you.

7.17.5. Obelisk Tip

It is best to prepare Grant Peace before continuing. You can kill your upcoming foe (Khumash-Gor) with a magical weapon but the spell is the most painless way to defeat it. Use the scroll of dispelling magic portals to open the doors in front of you. Make sure you're prepared before entering (e.g., keep your inventory open so that you have ready access to the Grant Peace focus).

After killing the ghost, pick up the Scimitar of Khumash-Gor. It is a decent weapon, but nothing special. It does double damage to undead, but you are better off using the Deceiver for consistent higher damage output, the Slayer for its vorpal hit chance, or the Protector for its AC boost. Next, along the western wall, open the jewelry box to the right and take the Obelisk Tip. The chest has some potions. The statues will speak to you again upon leaving this room.

7.17.6. Shortcuts to the Exit

Leave the shrine through the double double-doors to the east and return south. To the east, just before the staircase, are double-doors that you can unlock. Go through these and head south all the way to more locked double-doors. Again, unlock and walk through. Now go all the way west, past the staircase puzzle, to the end of this corridor. At the very end, unlock yet another set of double-doors to the south and go through. Run south all the way (a tiny bit east) to more locked double-doors. Unlock them and walk up to where you picked up the shield from (this is how we would have got it without Aerial Servant).

Finally, walk south and follow the passage east to unlock the last set of doors. Go southeast past the spiked rollers, and south to the Birthplace of Moriens. South, east, southeast, jump east over the lava, a tiny bit north and east to exit back to the Upper Catacombs.

7.18. Upper Catacombs Waypoint

From the entrance to the Birthplace of Moriens go southeast, east, south, southeast past a raised chest, and east to the end of the structure you are walking alongside. On the eastern wall of this structure, notice the glowing red sphere. Use the Skull of Quakes on it to collapse a building next to you. Go down into the pit and through the door to reveal the Upper Catacombs waypoint.

If you teleport to the Plateau, you can pick up two more spells from Mythran: Summon Creature and Call Destruction.

7.19. Cheat Room

I am getting quite annoyed at carrying around a mundane shield while most of our other gear is magical. Our journeys will give us a magical shield (and helm) quite late so how about we grab one now?

From the Upper Catacombs waypoint, go south to exit the room and south up the stairs in front of you. Head west all the way, and south all the way to an automatic gate that will shut as you approach. Go back north to reset the gate and return so that this time it opens for you. Go west all the way and south. Unlock the door with the Key of the Scion and enter the Lower Catacombs.

Walk west along the northern wall to avoid falling into lava and a gate will close as you approach. Go south and hit the southern lever to lower a different gate. Further south and west are two more levers. Hit the eastern lever to open the first gate and return north to it.

Run west through this long corridor all the way until you reach a pool of lava. Go north and then run east down another long corridor, this time hugging the southern wall, right to the end. Walk north through the fence, and west until you come upon a pair of immobile skeletons. The door will close as you approach it. Stand between the two skeletons and face the door. Take tiny steps towards it (ignore the fire shooter), jumping straight up each time. Eventually you will find the sweet spot that will take you into the cheat room.

The magical shield is in the easternmost chest. You can exit the cheat room by walking towards the southeast corner, but we need to be somewhere else.

7.20. Carthax Lake Waypoint

Unload superfluous items in Tenebrae if you wish to, then teleport to the Hall of the Mountain King. Climb down east from the teleporter, go north and west to the Earth symbol (F) to be transported to the other end of the Hall of the Mountain King. Leave the map by jumping down east and going all the way south to Stone Cove. Go west and exit back to Upper Catacombs 2.

Go north past the door, around the pillar to the pillar with the switch, east and north all the way. Jump east across the water and continue north (east a bit) until you reach a pool of lava. Jump east across the narrowest part, go south around the stalagmite, east through the narrow corridor, south past the electric gate, and all the way south-southeast until you come upon a brick wall with spikes on top and a fence-like gate in the middle.

On the brick pillar just north of that wall is a switch that almost blends into the background. Flip it to lower the gate, open the door to the south with the Key of the Scion, and exit to Carthax Lake. Just two steps to the east will activate the Carthax Lake waypoint.

7.21. Free Hydros

To your south (covering all of the center of this large map) is the bed of a dry lake. You don't want to fall in because there is no way to climb back up. Follow the edge of this lake bed going west-southwest, then south. Continue going all the way south to the wall and follow the wall east and south to the opening of a cave. Go in.

Walk west past the troll and a new map will load. Keep going west up to a lone stalagmite.

[Optional] Run west to a campsite with a troll. You can choose to make yourself invisible by any means (potion, scroll, Fade from Sight focus), or you can also kill or avoid the troll. A skeleton between the campfire and the eastern wall has magical arm guards. You already have a set, but this walkthrough will point out all magical items. There's also some meagre amounts of money, potions and an

invisibility scroll to be found on the ground, in the containers, and on the other skeletons. Return east to the lone stalagmite once you are done scavenging.

Go north, climb over the wall to the other side and continue north. There are two switches under the fenced opening in the western brick wall. Flip the left switch and climb to the other side. Go west all the way past the troll and past an automatic gate that (thankfully) opens as you approach.

[Optional] To the north is a trapped chest and a troll. Again, make yourself invisible if you want to. If you have a scroll of trap destruction, use it to disarm the chest. It has magic leggings and a few potions. Once more, we already have a set of magic leggings and these are no different.

Go south and then southwest, jump over the water to the west, continue west to the end, north to the very end, and east to the very end through an opening, evading or killing monsters along the way. From where you emerge, go north to find a gravestone. Stand 4–5 steps away from the gravestone and cast Open Ground. This will start the flow of water. Teleport yourself back to Carthax Lake.

From now on, the colors will go hazy for some periods. This is because Hydros has been freed and she is messing with the weather.

Once again, walk around the edge of the lake going west–southwest, then south (you'll have to jump over a stream at one point). At the southwest corner, go east, this time hugging the lake edge instead of the wall. You'll come upon a stone bridge that looks like you can simply walk on to. It's actually above you, so you need to jump up to it. Cross this bridge to the east and follow it north (for reference, on the corner is blackmoor). Jump to the landmass to the north and then go east all the way and north again to the white steps. Walk up the steps to the central pedestal and Hydros will speak to you. Teleport back to Central Tenebrae.

7.22. The Sorcerers

[Optional – Story] You can speak to Devon about Hydros' release while you are in Tenebrae.

Unload any extra items you may be carrying, then teleport to Carthax Lake. Return to Upper Catacombs 2 by using the exit just to your west.

Walk north until you find a narrow enough spot to cross the water to the east, and jump across. Go east and north past the electric gate through the narrow passage. Continue northeast, jump across the water, and go east all the way across the stone bridge. Turn south after the large stalagmites and jump across the gap. Use the lever to lower one metal gate, only to raise another right in front of it. Walk right up to this metal gate (you will thus be standing on top of the lowered gate) and cast Aerial Servant on the lever. Now both gates will be down and you will be able to walk through.

Or, if you look very carefully on the western wall, there is a switch you can flip. This will lower a wooden gate and you don't need to bother with the metal gate at all.

Use the Key of the Scion on the locked door and go through to the Lava Tunnel. Go south, down the cliff wall, and south to the southwestern corner of the peninsula. A man will appear and speak to you. Answer any way you like.

7.22.1. Daemon's Crag Waypoint

Save your game. Now walk to the very edge of the stony land and take three short steps west on to the dark brown lava (make sure to start from the southwestern corner that is jutting out westwards, not southwards). The first bit is safe, a little further and you will start getting hurt. Now you need to

make a long jump west. If you jump from the right spot, it can be achieved with a normal long jump in the patched version. In the unpatched version, you may attempt a running long jump but that is extremely difficult to time correctly. Instead, cast Air Walk on yourself and then make the jump. If your jump fails, reload, take another step west and, if you don't take damage, try again.

Now head south and west around the island and south on to the safe landmass. Go west and south where the land bends. Go to the southeastern corner and jump south over the water. Go a bit east and south, climb up to the passage and exit it to the south to reach Daemon's Crag. South-southeast of here is the last waypoint.

7.22.2. Choose your Mentor

Across the road from the teleporter (west) is Acolyte Bane's house. Speak to her, and make sure to ask her about the sorcerers, the acolytes and Vardion. Keep speaking to her until she asks you to get Vardion's truename and agree to her terms. She will tell you her own truename.

Once you follow through with Bane's proposal, Vardion will die. You could make the same deal with Vardion and have Bane killed instead. It makes no real difference to the gameplay, only the roleplaying flavor changes.

Exit Bane's house and follow the road south and west over to the next building. The gold plaque next to the door will announce it as the First Acolyte's house. Enter and talk to Vardion; ask about himself, the First Acolyte, the sorcerers' dealings with Tenebrae, shrewd bargaining, and agree with all his demands. Now Vardion will want you to find out Bane's truename and give you his own.

Now you can speak to Vardion again and give him Bane's truename (Sabriane) or return to Bane to the east and tell her Vardion's (Morduin). The other acolyte will be murdered in a cutscene that follows, and you will be given the key to the library to learn how to create Fire spells. If Vardion was murdered, Bane will now be first acolyte.

7.22.3. First Test

Exit whichever house you are in and follow the road west until it is flanked by a building on each side. The larger one to the south houses the library. The gold plaque reads The Hall of the Sorcerers. Go in and unlock the large doors to the west. This is the library.

On a table in the northwest corner is yet another pair of magic leggings. Feel free to read as many books as you want. Pick up all the wands, rods, talismans and symbols you can find. Look carefully, some items are obscured by the environment. Ignore the reagents, take only the foci (or dump the reagents into the large chest). I found a wand, a rod, a talisman and a symbol of Flame Bolt. Just next to the large chest, partially hidden under the bookshelf, is a jewelry box. Take the key from it.

One of the barrels has a large number of candles in it. Drag and put that barrel inside the large chest. Now drag the large chest all the way over to your mentor's house (north and east of the library). It will take a lot of clicking, but it is much better than having to pick up and store individual reagents in your backpack. The only advantage of siding with Vardion is that this is a shorter trip.

In Vardion's house, you can find a wand of Flame Bolt in a jewelry box to the north. In Bane's house, the bag on the table has a rod and a symbol of explosion. Place the chest in an empty space in your mentor's house, and take the barrel out.

For your first test, you have to prepare Flame Bolt, Flash, and Endure Heat. If you leave the house before finishing, the test is forfeit and you have to start over. Endure Heat requires a rod, so there is no choice in the matter. You can use the wand and rod for the other two.

You are now ready to take the first test, so speak to your mentor and begin. Use the pentagram and candles (make sure they're lit) in the house, get more candles from the barrel as you need them, and the reagents from the chest you dragged over. You can prepare the spells in any order.

7.22.4. Second Test

Before we proceed, prepare any other spells that you are able, since we have a chestful of reagents to work with. I like to go outside the house and exhaust the charges from both the symbol and wand of Flame Bolt. I use the symbol to create Extinguish, wand for Ignite, and talisman for Banish Daemon. Keep the symbol of Explosion you found earlier, it will be of use in an upcoming test. If you are playing the unpatched game, you may want to create a second wand of Flash instead of Ignite; having many charges of this spell is very useful and you can create Ignite later using a symbol. Finally, take one red candle and put it in your backpack.

Now leave your mentor's house and follow the road going west all the way to the end. Turn north when it does, west at the end, keep going west until you cross a bridge, and approach the Obsidian Fortress at the end. Don't try to unlock the doors; they will open automatically as you get close.

As soon as you enter, Malchir will summon two daemons to attack you. As soon as you get control, run directly west past them into an opening. Speak to the daemon here (Arcadion), then walk up to the pentacle. Take the key from the table and unlock the chest. Once again, you have a barrel full of candles and a chest full of reagents and foci. I like to place all the bags on the ground so I can work with all of them open while the chest is closed.

You will require Extinguish, Ignite, Armor of Flames, Explosion, Summon Daemon, and Banish Daemon in a short while, so prepare whichever spells you don't already have. Now the only fire spells not in your backpack will be Fire Shield, Conflagration and Create Fire. Once you are done, walk west and step on the square platform to be teleported deeper into the fortress.

7.22.5. Four Symbols

You need to retrieve 4 symbols from this region to complete the test. There is one in each cardinal direction and you can get them in any order. Kill or ignore the ghouls. We will head south first. We'll return to the platform after each trip but don't step on it until you have all the symbols.

Walk south from the center platform between the pillars, turn west at the end, and south when you are able. A gold plaque tells you that this is the Extinguish passage. The corridor turns west and you'll come upon a bridge littered with red mushrooms. I like to Flash across the bridge to avoid taking damage and possibly falling into the lava due to knockback. However you make your way across, the corridor turns south. You can avoid the red mushrooms by walking around the north side of the stalagmite. Kill or evade the kith, then run east all the way to the end, and finally south to the end. You'll see a flaming pentagram to the southeast. Cast Extinguish on yourself while standing next to it to put out all the flames. Take the magic helm (finally) and symbol and return to the central platform (northeast, north, west, north around the huge stalagmite, east across the bridge, north, east and north past the pillars).

Go east through another pillar-lined corridor, and turn south. Before going east when you reach that passage, cast Armor of Flames on yourself. To the east, the gold plaque will read Armor of Flames. Go south from the plaque, east as soon as you are able down a long corridor (there'll be a symbol of Summon Daemon between two pillars if you want it), southeast and south. Take the magic shield from the platform and go south to find the symbol. You need to return the same way (north, west, northwest, west down the long corridor, north to the plaque, west, north, west).

From the platform, head north then east to the next plaque, which reads Flash. Go north to the end of the corridor, then Flash twice across the spiked rollers to the east. Again, Flash twice north across more spiked rollers. Now you need to go west across the field of red mushrooms. Cast Rock Flesh or Intervention and tank through them, leaving you a clear way back. Go east and south, banish the daemon (there's a symbol with 1 charge in the backpack) and get Flame Sting, the most damaging weapon in the game. A little further east, go through another red mushroom patch to the north before your protection runs out. Kill or avoid the seeker and pick up the symbol. Return to the central platform (south, west, south, east through the benign red mushrooms, Flash south, Flash west, south to the plaque, west, south).

Before going for the last symbol to the west, we will take a little detour. Go west, south, west and south to confront a mad sorcerer. Kill him. On his body you can find some reagents and foci. Also, if you hit the lever along the north wall, you will find a horde of prepared spells, reagents and candles. His pentagram is already almost set up to prepare Conflagration: you need to remove one extra daemon bone hiding behind the large daemon bone at Perivolcan Ze, and one extra brimstone from Aphelion. Move them far away from the pentacle before attempting to charge the talisman.

Depending on how long your fight with the sorcerer lasts, it is possible that an explosion knocks these reagents around. In that case, you are out of luck; you can either place them all back or choose to not create the spell. It is not required for game completion.

If you are running low on Flash, you can create another wand here, and any other spell you wish.

Return to the pillar corridor (east, north, east, north) and continue north to see a gold plaque that reads Endure Heat. The way ahead is a maze with narrow passages and you can get momentarily blocked while trying to find the right way. There are also some undead in the area, so you can choose to become invisible while navigating this region. Also, if you are forced to kill any ghouls, you will have to move their bodies out of the way before proceeding.

After the first pillar, you have to go north, west, southwest, south-southeast, southwest (sticking to the wall for the last one) in quick succession. In the next passage (that goes generally west), go west, southwest, west, northwest, southwest. Finally, go southeast, southwest, and south all the way to the end.

Head west and south, southwest through a narrow passage, and south to a river of lava. Cast Endure Heat before jumping down, and jump across the dark brown patches in the lava, going south. Banish the daemon before climbing up the cliff to your west at the end. Use a scroll of trap destruction if you have one, then take the symbol from the chest. You'll also find magic armor that you don't need. You need to return to the central platform the same way (down the cliff, north across the lava, up, north, northeast, east, north through the maze of pillars, east through the continuing maze, north and east to reach the plaque, south and east past the pillars). If you are quick enough, you won't need to cast Endure Heat to cross back across the lava.

Step on the platform to return to Arcadion. Speak to him and once more step on the platform, this time to go to Malchir.

7.22.6. Third Test

As your final test, Malchir will ask you to cast Flame Bolt, Explosion, and Summon Daemon in that order. Make sure to target him with each spell. Finally, banish the daemon that he summons to complete the test. A ritual will take place at the great pentacle near the Hall of the Sorcerers in a

cutscene; you should have been carrying a red candle. If you aren't, it won't affect any outcome but you will be spoken sternly to. Be very compliant in all your replies—asking questions or not being in line with the others can eventually lead to your demise, especially if you forgot to bring a candle and Ignite spell.

7.22.7. Tongue of Flame

Walk north to reach the First Acolyte's house, then follow the road west to cross the bridge to the Obsidian Fortress again. Keep going west to Arcadion's room, and further west to the platform. This time you need to defeat Malchir in combat. His daemons can be annoying so it is useful to have Banish Daemon ready to cast (keep the talisman in your backpack instead of a bag, and open your inventory as soon as combat begins). I also like to cast Intervention or Rock Flesh.

On Malchir's dead body you will find the Tongue of Flame, a book about it, magic arm guards, and a few other things. The tongue is the only item you need. In the center of his pentagram is a staff, the only focus that can hold multiple charges of either the Explosion or Create Fire spell. Use his pentagram to make one of these if you wish. The reagents are in a chest to the north. Finally, in that same chest is the Blade of Striking, the last magical weapon in the game. It is nothing special; it just gives +1AC, slightly better chance to hit and the same amount of damage as the Protector.

Unfortunately you can't use the Recall item within the obsidian fortress, so walk all the way east until you're out. Keep going east across the bridge and road, south and east all the way to the First Acolyte's house, and turn south to reach the great pentacle. Walk over it to start a fire storm. The Tongue of Flame will drop out of your backpack; be sure to pick it up again.

7.23. Ethereal Travel

If you are playing the patched version of the game, you can now recall to Central Tenebrae to dump your excess gear, and then to the Plateau. The unpatched version prevents teleporting out of Daemon's Crag or the Lava Tunnel entirely, so you need to walk northeast from the great pentacle to reach the waypoint, walk east to reach the Lava Tunnel, shoot across to reach its north end (using Flash for the long jump), and teleport after you reach Upper Catacombs 2.

If you are really rich, you can buy Mythran's last offensive spell, Destruction for 1,000 obsidians.

Show Mythran the Tongue of Flame. He will make a book appear on the upper floor under the Zealan Shield to the west. Read the book, talk to Mythran again about recreating the obelisk, and buy Ethereal Travel from him (250 coins). Now we need to gather and charge the reagents required for this spell.

If you don't have money for Ethereal Travel, don't worry. We'll find a big pile of money very soon.

7.23.1. Tear of the Seas

Teleport to Central Tenebrae and drop the Ethereal Travel spellbook as well as any money you are carrying. There is no further use for money in this game.

Walk to the southeast tower, take the staircase down to the kitchen, north past the door, and west to the Royal Hall. Devon should be in the bedroom to the north (or in the dining hall to the south). Tell him you want the Blackrock Fragment and after some more conversation he will give you a key. Go south to exit the Royal Hall, go south to the entrance of the castle, and then west into a small room with a chest. Unlock the chest and take the Tear of the Seas.

If you were unable to buy Ethereal Travel earlier, take the money from the chest and go buy it.

7.23.2. Heart of Earth

You will require the last Create Golem and Open Ground here. Make sure you have them before proceeding.

Teleport to the Hall of the Mountain King. Jump down east, go north and west to the Earth symbol (F), again jump down east, and go south to Stone Cove. We already opened the door to the east with our golem earlier. If you didn't, use the Key of the Scion to unlock it. Go through to the Pit of Death.

Take a couple of steps west, and follow the corridor south and west (jump down a cliff wall) and you'll come to a locked building with a gold plaque that reads Conventicle of the Dead. Position yourself right up against the doors so you can see a tiny bit of the mud patch on the other side to the north. Cast Create Golem on it, and have the Golem open the door. Run past the skeletons on either side of the door and climb up on to the mud patch where they can't reach you. Deal with the ghoul that rises, and cast Open Ground to reveal the Heart of Earth.

The actual key to open the doors to the conventicle is in the far northwest of the Pit of Death. In that same region is an exit to the Lower Catacombs. If we didn't use Create Golem, we'd have to traverse the whole map, or enter via the Lower Catacombs to at least avoid the round trip.

7.23.3. Breath of Wind

Teleport to Argentrock Isle. Go northwest to within the settlement walls, west to the monastery, south and west around the garden patch until you reach Windy Point. Climb up the cliff and stand between the pillars to the west. You are no longer taking the Leap of Faith test so you are unable to jump very far. Cast Air Walk and jump west to reach the floating platform. Wait a couple of seconds until the spell wears off, then jump (use Flash if you wish, especially on the unpatched version) northwest, north, north, and then in an anticlockwise direction around the outer ring of platforms to reach Stratos.

You don't really need to speak to Stratos so just say bye when she initiates conversation. Cast Reveal (or a restore to sight scroll) to see the Breath of Wind on a pedestal to the north. Target Aerial Servant first on the orb, then on the platform next to you and take it. Stratos will complain.

The unpatched game calls this object the Breath of Air.

In the patched game, you can still cast Air spells. In the unpatched game, you need to cast the Breath of Air upon yourself to be able to cast an Air spell.

7.23.4. To the Ethereal Plane

Teleport back to Central Tenebrae. Make sure you have all 5 blackrock fragments (Obelisk Tip, Tongue of Flame, Tear of the Seas, Heart of Earth, Breath of Wind) as well as the Ethereal Travel spellbook on your person.

Also, discard everything you won't require but take everything you want. After traveling the planes you will no longer have access to the items you leave behind. Maybe take a weapon or two that you like, useful potions, scrolls, etc. I even drop the necromancy keys. The only items specifically required

on the Ethereal Plane are the blackrock fragments and at least 1 charge of Endure Heat. In the unpatched version, it will be convenient if you have a few charges of Flash.

You can take everything you can carry and drop them on the plane, too.

Double-click the spellbook once to charge it. Double-clicking it a second time will transport you away.

7.24. Defeat the Titans

Once on the Ethereal Plane, to your northwest is a large pentagram, with four paths going away from it, one in each direction. We need to defeat each titan by using their respective blackrock fragment on them.

7.24.1. Stratos

Follow the path south and west to reach the Plane of Air. Walk north to the end of the platform, then keep jumping north across the floating rocks. Wait a couple of seconds before saving because some of the rocks may fall away under you; save only on stable platforms. The jumps themselves are easy so even on the unpatched version you don't need to use Flash. There are a few magical items on the way but you don't really need them now, do you?

At the end, you will reach Stratos. Double-click the Breath of Wind and target the vortex in front of you. You will be transported back to the central square once Stratos is defeated.

Keep track of the blackrock fragments. If you carry them in a bag like I do, they will be 'charged' and placed in your backpack instead.

7.24.2. Hydros

This time, take the northern path and turn west when it does to reach the Plane of Water. Walk to the western end of the island you are on, stepping around the puddles of water. You need to cross some disappearing stepping stones to go further west. It is best to monitor which stones don't disappear and use Flash to transport yourself across (2 Flashes should get you there).

Keep going in a general westerly direction, up a stone bridge, jumping across the gap in it, all the way to another stone bridge, jumping down, then a third bridge, this time jumping up, and finally further west and northwest at the end to see the white stairs that lead to Hydros. The jumps can be a little tricky so save before each one, but Flash is not really required here. Use the Tear of the Seas on her and get transported back to the central square.

7.24.3. Lithos

Now take the eastern path and turn north to reach the Plane of Earth. It's a long journey from here to Lithos.

Go north, northwest and follow the cliff wall west. Climb up the cliff and go northwest until you reach a stalagmite. Now follow the passage west, north, west, north, west to reach lava. Some ground can fall away under you, but if you keep running you should avoid any hazards. Cast Endure Heat before climbing down and jump across the down brown patches going south and west (you have to make a couple of jumps but you can mostly walk across). At the end, climb up and go west to see some red mushrooms. Follow the corridor north all the way to the end and go west.

You'll have to jump west and south across some floating rocks. Flash is not really required but it may take more than one try on the unpatched version. At the other end, go south, west all the way to the

end, climb down, south, climb up, and west all the way. Follow the winding passage south right until you reach Lithos at the very end.

Keep your inventory open before you reach him so that you can use the Heart of Earth as soon as you have control, to avoid having to contend with his golems. You'll get transported back to the central square once Lithos is defeated.

7.24.4. Pyros

To reach the Plane of Fire, take the western path from the central square and turn north. Go north and then to the northwestern corner of this island. Jump northwest, go north a bit, and east all the way to the end (ignore the bridge; also, on an island to the south of that bridge is a magic shield that we don't need). Go north, east and north up a bridge, jump to the bridge opposite, walk down it to the east, and now keep going generally north (it's a long way) until the very end where you will find a shrine. There are a few monsters and hazards on the way, especially ground that can fall away under you.

Take the jewelry box from the shrine (there is another Flame Sting partially hidden behind the shrine) and run back south all the way to the bridge. Go west up the bridge, jump south, south down the bridge, west, south, west past another bridge and north to reach a 9-point star. From the jewelry box, place one sphere on each of the glowing squares. Each one will make a rock appear in the lava. Once completed, jump across the rocks, generally heading north. The rocks will disappear after one jump (even if vertical). They are not difficult so Flash is not required, but you have to be careful in the unpatched version.

On the other side, go north a bit, northeast and then generally northwest to reach Pyros. Keep your inventory open so that you can quickly use the Tongue of Flame on him before his summons can attack you. After Pyros is defeated, you will be teleported back to the central square.

7.25. The Black Gate

Double-click the Obelisk Tip and use it on yourself to charge it. Now you need to place the fragments on the points of the pentagram. The Obelisk Tip goes on Aphelion, the southeast point closest to you. Clockwise from that go the Breath of Wind, Tongue of Flame, Tear of the Seas and Heart of Earth. Just like sorcery reagents, they need to be placed fairly precisely. In the patched version, a few sparkles above the fragment will confirm that is the case.

Once all five fragments are placed, the obelisk will rise from the center. Walk into it and you've finished the game.

8. Appendix

8.1. NPC Ids for Cheats

| | | | |
|----|----------------|----|----------------------------------|
| 13 | Aramina | 1 | Avatar |
| 57 | Arcadion | 32 | Beren |
| 29 | Bane | 52 | Cardas |
| 12 | Bentic | 2 | Devon |
| 25 | Brother Xavier | 54 | Daemos |
| 15 | Corinth | 60 | Emrichol |
| 5 | Darion | 31 | Gorgrond |
| 14 | Gwillim | 56 | Kothius |
| 22 | Holy Cyrrus | 58 | Mad sorcerer (Obsidian Fortress) |

| | | | |
|----|----------|----|--|
| 24 | Jenna | 53 | Mentar |
| 16 | Kilandra | 55 | Tallon |
| 9 | Korick | 8 | Tarna |
| 27 | Malchir | 4 | Guard (Tenebrae gate at Docks) |
| 7 | Mordea | 45 | Guard (Central Tenebrae crossroads) |
| 33 | Mythran | 11 | Guard (Central Tenebrae near Herdsman's Valley exit) |
| 10 | Orlok | 46 | Guard (southeast of palace entrance) |
| 18 | Rhian | 47 | Guard (southwest of palace entrance) |
| 3 | Salkind | 48 | Guard (northwest of palace north exit) |
| 19 | Shaana | 49 | Guard (northeast of palace north exit) |
| 23 | Stellos | 50 | Guard (west of Royal Hall) |
| 26 | Torwin | 51 | Guard (east of Royal Hall) |
| 28 | Vardion | 61 | Guard (palace armory) |
| 21 | Vividos | 59 | Guard (East Road entrance) |

8.2. Item Ids for Cheats

| Magic Armor | Id | Frame | Quality |
|-------------------------|-----------|--------------|----------------|
| Gold Armor | 841 | 0 | |
| Silver Armor | 64 | 0 | |
| Magic Arm Guards | 844 | 0 | |
| Magic Helm | 843 | 0 | |
| Magic Leggings | 845 | 0 | |
| Magic Shield | 842 | 0 | |
| Magic Weapon | Id | Frame | Quality |
| Blade of Striking | 819 | 0 | |
| Bone Crusher | 815 | 0 | |
| Deceiver | 822 | 0 | |
| Flame Sting | 817 | 0 | |
| Korghin's Fang | 820 | 0 | |
| Protector | 818 | 0 | |
| Scimitar of Khumash-Gor | 821 | 0 | |
| Slayer | 816 | 0 | |
| Normal Armor | Id | Frame | Quality |
| Great Helm | 531 | 0 | |
| Large Shield | 539 | 0 | |
| Leather Armor | 523 | 4 | |
| Plate Mail | 523 | 0 | |
| Plate Mail Arm Guards | 530 | 6 | |
| Plate Mail Leggings | 532 | 2 | |
| Normal Weapon | Id | Frame | Quality |
| Axe | 419 | 0 | |
| Dagger | 418 | 0 | |
| Longsword | 420 | 0 | |
| Mace | 417 | 0 | |
| Sabre | 542 | 0 | |
| Scimitar | 541 | 0 | |

| Potion | Id | Frame | Quality |
|------------------------------------|-----------|--------------|----------------|
| Black Potion | 766 | 7 | |
| Orange Potion | 766 | 2 | |
| Purple Potion | 766 | 5 | |
| Red Potion | 766 | 1 | |
| Yellow Potion | 766 | 3 | |
| Scroll | Id | Frame | Quality |
| Restore to Sight Scroll | 827 | 9 | 55 |
| Scroll of Dispelling Magic Portals | 827 | 0 | 1 |
| Scroll of Healing | 827 | 10 | 52 |
| Scroll of Invisibility | 827 | 1 | 54 |
| Scroll of Restoration | 827 | 8 | 53 |
| Scroll of Trap Destruction | 827 | 7 | 51 |
| Scroll of Trap Detection | 827 | 0 | 50 |
| Necromancy Reagent | Id | Frame | Quality |
| Blackmoor | 395 | 14 | |
| Bone Shards | 395 | 7 | |
| Dirt | 395 | 9 | |
| Executioner's Hood | 395 | 10 | |
| Vial of Blood | 395 | 3 | |
| Wood | 395 | 8 | |
| Necromancy Focus | Id | Frame | Quality |
| Call Quake | 746 | 8 | |
| Create Golem | 746 | 5 | |
| Death Speak | 746 | 0 | |
| Grant Peace | 746 | 7 | |
| Mask of Death | 746 | 1 | |
| Open Ground | 746 | 4 | |
| Rock Flesh | 746 | 2 | |
| Summon Dead | 746 | 3 | |
| Withstand Death | 746 | 6 | |
| Air Spell Focus | Id | Frame | Quality |
| Bracer | 396 | 2 | 0 |
| Closed Eye | 396 | 4 | 0 |
| Chain | 396 | 6 | 0 |
| Fist | 396 | 7 | 0 |
| Open Eye | 396 | 16 | 0 |
| Open Hand | 396 | 3 | 0 |
| Pointing Hand | 396 | 1 | 0 |
| Sextant | 396 | 0 | 0 |
| Wings | 396 | 5 | 0 |
| Charged Air Spell Focus | Id | Frame | Quality |
| Aerial Servant | 396 | 10 | 0 |
| Air Walk | 396 | 13 | 0 |
| Divination | 396 | 8 | 0 |
| Fade from Sight | 396 | 12 | 0 |

| | | | |
|-------------------------------------|-----------|--------------|----------------|
| Healing Touch | 396 | 9 | 0 |
| Hear Truth | 396 | 14 | 0 |
| Intervention | 396 | 15 | 0 |
| Restoration | 396 | 11 | 0 |
| Reveal | 396 | 17 | 0 |
| Sorcery Reagent | Id | Frame | Quality |
| Brimstone | 398 | 16 | |
| Daemon Bone | 398 | 20 | |
| Iron | 398 | 11 | |
| Obsidian | 398 | 9 | |
| Pumice | 398 | 2 | |
| Volcanic Ash | 398 | 1 | |
| Black Candle | 454 | 8 | |
| Red Candle | 454 | 12 | |
| Sorcery Focus | Id | Frame | Quality |
| Rod | 397 | 16 | 0 |
| Staff | 397 | 17 | 0 |
| Symbol | 397 | 19 | 0 |
| Talisman | 397 | 18 | 0 |
| Wand | 397 | 15 | 0 |
| Ether Spellbook | Id | Frame | Quality |
| Spellbook: Call Destruction | 288 | 1 | 84 |
| Spellbook: Confusion Blast | 288 | 1 | 81 |
| Spellbook: Devastation | 288 | 1 | 85 |
| Spellbook: Ethereal Travel | 288 | 1 | 86 |
| Spellbook: Meteor Shower | 288 | 1 | 82 |
| Spellbook: Summon Creature | 288 | 1 | 83 |
| Charged Spellbook: Call Destruction | 288 | 11 | 84 |
| Charged Spellbook: Confusion Blast | 288 | 11 | 81 |
| Charged Spellbook: Devastation | 288 | 11 | 85 |
| Charged Spellbook: Ethereal Travel | 288 | 11 | 86 |
| Charged Spellbook: Meteor Shower | 288 | 11 | 82 |
| Charged Spellbook: Summon Creature | 288 | 11 | 83 |
| Key | Id | Frame | Quality |
| Docks Key | 82 | 0 | 58 |
| C-T'brae SW Tower Key | 82 | 3 | 35 |
| E-T'brae Key on Skeleton | 82 | 0 | 31 |
| Salkind Bedroom Key | 82 | 0 | 98 |
| Salkind Vase Key | 82 | 0 | 97 |
| Darion's Key | 82 | 0 | 30 |
| Shaana's Key | 82 | 2 | 35 |
| Slayer Troll Key | 82 | 0 | 83 |
| Aramina's Key | 82 | 0 | 48 |
| Mordea's Bedroom Key | 82 | 0 | 33 |
| HoMK Blue Field Key | 82 | 3 | 9 |
| HoMK Narrow Passage Key | 82 | 3 | 16 |

| | | | |
|-----------------------------------|-----------|--------------|----------------|
| Silver Mine Key | 82 | 1 | 8 |
| Elaina's Key | 82 | 3 | 39 |
| Shrine Chest Puzzle Key | 82 | 3 | 66 |
| Shrine Key Beyond Rolling Spheres | 82 | 0 | 17 |
| Shrine Key Under Skeleton | 82 | 0 | 102 |
| Disciple's Key | 82 | 0 | 69 |
| Key in Sorcerers' Library | 82 | 1 | 72 |
| Obsidian Fortress Chest Key | 82 | 0 | 71 |
| Devon's Key | 82 | 0 | 90 |
| Quest Item | Id | Frame | Quality |
| Recall Item | 833 | 0 | |
| Key of the Caretaker | 232 | 0 | |
| Key of the Scion | 232 | 3 | |
| Ceremonial Dagger | 571 | 0 | |
| Deadman's Elbow | 395 | 20 | |
| Skull of Quakes | 814 | 0 | |
| Silver Ore | 586 | 0 | |
| Bentic's Journal | 607 | 0 | 1 |
| Obsidian Fortress Symbols | 397 | 20 | 0 |
| Breath of Wind | 442 | 3 | |
| Heart of Earth | 442 | 1 | |
| Obelisk Tip | 442 | 0 | |
| Tear of the Seas | 442 | 2 | |
| Tongue of Flame | 442 | 4 | |
| Charged Breath of Wind | 793 | 3 | |
| Charged Heart of Earth | 793 | 1 | |
| Charged Obelisk Tip | 793 | 0 | |
| Charged Tear of the Seas | 793 | 2 | |
| Charged Tongue of Flame | 793 | 4 | |
| Miscellaneous | Id | Frame | Quality |
| Backpack | 529 | 0 | |
| Bag | 637 | 0 | |
| Jewelry Box | 116 | 0 | |
| Keyring | 79 | 0 | |
| Key Blank | 82 | 0 | 0 |
| Bedroll | 534 | 0 | |
| Obsidian Coin | 143 | 7 | |
| Clock | 227 | 0 | |

8.3. Map Ids for Cheats

Coordinates are given for where Avatar enters the map.

| Map | Id | X | Y | Z |
|------------------|----|-------|-------|----|
| Docks | 3 | 14544 | 5824 | 8 |
| Central Tenebrae | 40 | 13028 | 13000 | 48 |
| East Tenebrae | 41 | 12828 | 14092 | 48 |
| West Tenebrae | 39 | 18930 | 14070 | 48 |

| | | | | |
|------------------------------|----|-------|-------|-----|
| East Road | 5 | 5248 | 22784 | 48 |
| Treasure Cove | 15 | 15711 | 15487 | 0 |
| Herdsmen's Valley | 7 | 15071 | 26239 | 8 |
| Cave to Plateau | 8 | 31583 | 19135 | 0 |
| Plateau | 8 | 14590 | 11210 | 48 |
| Cemetery | 6 | 5375 | 29719 | 8 |
| Upper Catacombs 1 | 50 | 2948 | 10612 | 48 |
| Ancient Necromancers | 62 | 30153 | 30829 | 0 |
| Upper Catacombs 2 | 49 | 22655 | 6335 | 48 |
| Stone Cove | 21 | 3359 | 2111 | 8 |
| Hall of the Mountain King | 31 | 27850 | 23246 | 128 |
| Pit of Death | 57 | 30495 | 28023 | 48 |
| Argentrock Isle | 37 | 26816 | 26896 | 64 |
| Under Monastery | 37 | 5971 | 2751 | 64 |
| Fisherman's Reef | 4 | 15464 | 6912 | 48 |
| Ghost Cave | 63 | 16127 | 18679 | 0 |
| Shrine of the Ancients | 54 | 15694 | 14386 | 8 |
| Lower Catacombs | 51 | 28732 | 4804 | 0 |
| Cheat Room | 51 | 25599 | 11199 | 0 |
| Carthax Lake (Drained) | 16 | 19263 | 9631 | 104 |
| Carthax Lake Breaking Ground | 28 | 10776 | 13376 | 56 |
| Carthax Lake (Full) | 26 | 19743 | 9639 | 104 |
| Lava Tunnel (Hydros Freed) | 25 | 20287 | 24191 | 64 |
| Daemon's Crag | 12 | 20275 | 13936 | 64 |
| Obsidian Fortress (Arcadion) | 14 | 15935 | 2303 | 8 |
| Obsidian Fortress (Trials) | 14 | 15439 | 16767 | 80 |
| Obsidian Fortress (Malchir) | 14 | 8759 | 2303 | 8 |
| Plane of Ether | 43 | 16767 | 17279 | 16 |
| Plane of Air | 46 | 13951 | 7455 | 176 |
| Plane of Earth | 47 | 25279 | 13503 | 0 |
| Plane of Water | 45 | 21823 | 14431 | 8 |
| Plane of Fire | 44 | 27295 | 30367 | 8 |