

ENIGMA ISLAND PART 1 - TREASURE

Release 1.26

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NEW FEATURES

If you played Part 1 before NWN 1.69, you'll discover some new features.

- Shortcuts (which used to be available in conversation with companions) are now on the Player Tool introduced at the start of the module.
- There are horses, which you can manage using the Player Tool.
- You can ask sages or companions for advice if you're not sure how to proceed.
- If you want to continue alone for a while, just tell any companion - everyone will wait for you.
- When you ask anyone to join you again, the other companions will offer to do so, too.
- If you want to "prepare for battle", simply tell any companion.

READ ME

Game Type Single Player

Character Level 1

9th level is achievable.

You can import an existing character, but the game is intended to be played from 1st level.

Content MATURE

Warning : if easily offended by explicit language, nudity, cartoon violence, fantasy magic or fictional religions, this is not for you. May you live in peace, and allow others to do likewise.

You don't need to explore the erotic options to complete the game, if that's your preference.

Playing Time 5 - 10 hours

Game Style More immersion and puzzles, less hack & slash

Credits Module by Proleric.

ACAG body, clothing & armour models by Valine, building on work by Lisa, DartagnonDartagnon, Leonardo da Vinci, JacenArkana and Zorro.

Animal masks taken from the Arduus Anatomy hak.

Crop taken from the JadeinChains hak and converted for NWN 1.68 onwards by Proleric.

Tom Cobleigh scene adapted from an original script by jhmssa.

The author asserts that this work was first published prior to the publication of the NWVault Custom Content Authorship Guidelines on 27-Jan-2009. In respect of those components of this work which were downloaded from NWVault, no restrictions on modification or redistribution were specified by the component authors at the time of publication. In the event that any such restriction was subsequently stated by those component authors (or persons owning the copyright to sub-components), the author asserts that it would be unreasonable and contrary to fair dealing for NWVault or the component authors to claim that the aforementioned restriction applies retrospectively.

Synopsis An epic quest for the Lost Treasure of Kaldric the Foul on the remote

island kingdom of Varota.

On the brink of civil war, a divided Royal Family vies with the noble dynasties of Bloodaxe and Valiant for control of the island, as the Temple of the goddess Tanja seeks to purge witchcraft from the countryside. The emerging merchant houses of Bratik, Augustus and Lupin compete with the Masons and Knights Templar for influence through liaisons with the nobility and the powerful city guilds.

As your ship docks, it seems that you will be drawn into this maelstrom. Yet at that very moment, another ship is ploughing its way through an unnatural storm to bear a far more sinister cargo to the island. Eldritch forces are unleashed, which threaten the very fabric of existence.

Are you the One Foretold, who will unlock the deadly secret of the enigmatic Treasure?

System Requirements NWN 1.69 or later with SOU and HoTU expansions.

Compatible with NWN EE (Extended Edition).

Hakpaks required 1. ACAG102

2. Enigma4

IMPORTANT NOTE : ACAG102 is essential. I've decided not to use Valine's latest version, as we've had too many issues with version control.

Installation Copy the .mod file into the "modules" folder of your NWN folder.

Copy the hakpaks into the "hak" folder.

Depending on your hardware, you may need to disable Shiny Waters to prevent crashes, and enable Dialog Zoom to avoid timing issues. If the banners seem to have ragged edges, try 4 Sample Anti-aliasing. You may also need to turn Grass off if you're seeing tall plants which seem out of place.

Compatibility It's advisable to move all custom content out of your override folder while playing Enigma Island.

There are known issues with "Necromancy 101" and "Tony K's Henchman AI", and it's very likely that other custom extensions will cause problems, too.

I understand that the 1.69 version works with PRC, but this is not supported.

Gameplay Enigma Island was designed with humans in mind, but you should be able to play any race. Valine says that the armour and clothing in ACAG are

intended for humans - as far as I know, it works for all races, but let me know if any of the items look wrong.

If you create a new character, don't bother to change their clothes - the standard clothing and armour is incompatible with *ACAG*, and may appear very strange (not to say indecent).

Any clothing you import into the game is immediately removed. An equivalent number of gold pieces is added to your sea chest, with a small bonus so that you can buy a horse or additional equipment for the tough journey ahead.

There are many different ways to complete the game - you don't need to find the best solution in every situation, kill all the monsters, or complete all the quests. There are relatively few essential steps - otherwise, you just need to gain levels for the harder combat later on.

Early on, in the city of Koberg, it's probably best to concentrate on the quests - you can search the entire city immediately if you like, but some areas become more interesting later on.

The priority option in the Journal indicates how important each quest is.

Not all of the quests recorded in the Journal can be resolved immediately.

You're strongly advised to save the game often, and keep copies of earlier saves.

If you like to play all possible scenarios, when the Royal Messenger gives you three letters, save the game at that point - there are three quests which are mutually exclusive, but lead to the same conclusion.

Escaping conversations may break the game.

Multiplayer and Respawns are not supported.

Player Tool

At the beginning of the module, you're introduced to the Player Tool, which allows you to take shortcuts and manage horses.

To put the Player Tool in a quickslot, right-click on the slot, choose Special Abilities and select the green shield icon.

The Player Tool is context-sensitive; you can see all the commands using the Help option, but the commands themselves only appear when they might be useful.

Shortcuts

Once you have visited certain areas, you can get back there quickly by using the **Travel** option on the Player Tool.

You can also tell a companion to go to one of these areas alone.

For plot reasons, there are areas you can't jump to (which will never be listed as an option), and areas you can't jump out of. Sometimes, you will be able to jump out of an area after an obstacle to leaving has been removed.

Horses

In the Enigma Island series, horses are largely incidental to the story - they're mainly there for fun.

Mounting a horse gives you a temporary hit point bonus; in all other respects, the standard Bioware horse system is employed (see [1.69 Riding Academy](#)).

The Player Tool options are

Mount : Any free horses you can see are rounded up and assigned to the party. This won't appear as an option if the horses belong to someone else. Everyone who has a horse then mounts it.

Dismount : Party dismounts.

Lead horse : Any free horses are rounded up and assigned to the party without mounting.

Free horse : Any dismounted horses are released from the party.

You can also leave horses behind by entering a building or using a hitching post. The difference is that freed horses can be used by anyone, whereas, when you go indoors or hitch, your companions remember their horse.

Sages

Early in the game, you meet two sages - Elberta and Sabba.

In addition to plot-related conversation, you can ask them for advice at any time, which may help you to solve the puzzles.

Sages usually know more than your companions.

Companions

Companions (i.e. henchmen and women) level up automatically with the player.

They will often help you to solve the puzzles. Sometimes they will tell you so, but you can also ask for advice. Other companions will interject if they know more, so it doesn't matter who you ask first. Bear in mind that some companions are better informed than others.

They will identify items for you automatically if they can.

You can ask them to open their inventory. You can then open your own inventory and exchange items.

Once you've spoken to them, they will usually be prepared to follow you, even if you decline their help at first, offend them temporarily, or allow them to go elsewhere.

Companions can't use stealth mode, but certain actions - such as picking locks - take their Hide skill level into account.

"Death" is almost invariably temporary - once you rest in the same area as the "corpse", the companion turns out to be merely unconscious.

You can't open the inventory of a "dead" companion. You must ask them to follow you again once they come round.

If a permanent death occurs for plot reasons, you will learn about this after resting in the same area.

You can ask the party to prepare for battle. Arms and armour are equipped, but this may not be optimum, and no spells are cast.

You can say that you want to continue alone. All companions will wait for you to return.

When you ask a companion to join you, any other companions nearby who are waiting for you will ask if you want them, too.

Healing

You are allowed to rest almost everywhere. If you can't rest, find a safer spot nearby.

You probably need 2-3 companions to complete the game, so rest to allow "dead" companions to recover, once it's safe to do so.

There is a healer, and you can buy potions, though they are scarce and expensive, because they are illegal.

Time

If you arrive at an outdoor area overnight, it's sometimes assumed that you slept somewhere along the way. The game clock advances to the next day.

HINTS ON SOLVING PUZZLES

You may find this section blindingly obvious. I've included it because some players find the puzzles difficult.

Use the books.

Sometimes, possessing the right book will give you more options. More often, the books contain clues.

For example, on careful reading, you may learn where to find a healer, or someone who knows more about a locked door. You may gain insight into the mind of a dungeon creator, which will help you to figure out how the locks work.

Talk to people.

For example, if you are having trouble obtaining illegal magic potions, or selling some of the loot, perhaps someone will tell you about a place where you can "buy and sell anything and anybody". If you can't open a door in a castle, perhaps one of the residents - or former residents - can help you.

Look for switches.

Occasionally, levers are hidden behind furniture. Sometimes, a lever in one room will open a door in another. There may be a pressure plate in the floor. Remember that anything that has two positions could be a switch.

Look for the weak point.

A building is as secure as its weakest point. Sometimes there's just one door that can be opened, lock-picked or bashed from the outside. Try everything.

Look for a workaround.

Some of the most difficult puzzles are like the Gordonian Knot, which Alexander the Great "untied" by cutting with his sword. In every case, there is a logical solution, but there may also be a way to "cut through" without solving the puzzle.

HINTS ON SURVIVAL

Though combat is relatively light in this module (very much less per level than the Official Campaign) some players have found it difficult. It doesn't have to be.

Starting at 1st level, your character is weak, so you need to be careful in the early stages - one blow can kill you.

Unlike some modules, you don't get an instant 3rd level for performing some trivial quest - you have to learn to survive.

As broad guidance :

Don't fight unless you have to.

Don't fight anyone until you have 2-3 companions.

If you have any scouting ability (such as Rogue Stealth mode), use it to discover what lies ahead without much risk of combat.

There are situations in which you are allowed to launch an unprovoked attack using the enemy's radial menu - there are clues to when this is permitted - but only do this when you're in a relatively strong position.

Obviously, use the best armour and weapons you can find, and choose the level-up options that improve your chance of survival.

Concentrate your forces - ensure your companions have caught up with you before starting a fight, or dialog with a potentially dangerous opponent.

Frontal attack is not a good strategy when outnumbered by strong foe. Flanking the enemy sometimes allows you to pick them off in smaller groups. Fragmenting your opponents by hit-and-run can help, too.

It's often good to concentrate on killing bosses, spell casters or archers first - hacking away at the foot soldiers is no good if your party is being decimated.

You can tell the weaker companions to cover you with missile fire. This will usually keep them away from hand-to-hand combat.

If an enemy keeps beating you, and all strategies have failed, consider returning when you've achieved a higher level.

If you follow this advice, you shouldn't have to reload very often.

COMPANION PROFILES

MINI-SPOILER

DUNBERT is a sailor from the Liberty Belle. He's no genius, and personal hygiene is not his strong suit, but he's good with his hands - in more ways than one. He's a fairly likeable rogue, with an eye for the girls. Dunbert comes into his own when there are locks to pick, or traps to disarm. You first meet him at the Mummers' Play in Koberg Market.

ELYSSA OF LINTON is the daughter of the Royal bailiff in that village. Her father was murdered by Lord Fenn of Andersham. Although she dropped out of college, she has the skills and fighting ability of a cleric. Her obsession with avenging her father's death has made her narrow-minded. Her comments can be disheartening or misleading, and she is intolerant of heretics like Fantina. She can be found at the Rose Tavern in Koberg.

FANTINA is the daughter of Sabba the Cunning Woman. She lives at the Mill in the pretty rural village of Arnesfield. A very intelligent and well-informed young woman, who has recently experienced sexual awakening with her partner Wandal, Fantina is developing her skills as a witch. Her personal quest for the Four Temples of the Old Gods does not blind her to the need to focus on the matter in hand. She's often able to provide valuable insights. Sometimes soft-hearted, her only real failing is a tendency to ramble on about esoteric matters. As a witch, she risks persecution, which doesn't improve her opinion of priestesses like Elyssa.

PALIN OF PETERFIELD is a young aristocrat, descended from Peter the Valiant (a companion of Penric the Bold) and related to the Royal Family. He's seeking to prove himself as a fighter and as a man, hoping for a knighthood one day. For Palin, the adventure is a rite of passage. Sometimes a little formal, he respects the law, but has a good heart. Palin is not quite as dim as he appears to be, and is generally tolerant and easy-going. He believes in the official religion, and will defend it, in the final analysis. You can find him at the Rose Tavern.

NORTON THE RANGER is a loner from the village of Linton. He's used to adventuring by himself, but as a party member he deploys his tracking skills, and has a good nose for concealed enemies. Though taciturn unless he has something worth saying, he's a handy man to have around in a fight. You will find him in a cell at Andersham Castle.

KNOWN ISSUES

Bioware issues :

- See [1.69 Riding Academy](#) for an FAQ on horse issues.
- If the module aborts in some areas, try turning off Shiny Waters.
- Companions bashing objects won't talk to you, and can get stuck in combat mode once the object is destroyed. The "Stand Your Ground" command on their radial menu fixes this.
- Occasionally, companions won't fight for you, or perform other helpful actions - they just stand there. Try using the radial menu commands - "Stand Your Ground" and then "Follow" often unfreezes them. Save/load may also help.
- Very occasionally, you may get a "no store available" message from a merchant. I haven't been able to reproduce this, but it is reported that you can clear it by leaving the area and returning.

Module-specific issues :

- In conversation, you may occasionally see a blank panel for a moment before the next dialog is displayed, or even get a Death Panel reporting a dialog timeout, if your game is running very slowly. This isn't normally visible on faster machines. If this happens, ensure Dialog Zoom is enabled (and if necessary do all the usual things to make the game run faster, such as turning down graphics detail and disabling antivirus).
- Cloaks look a bit odd when worn with some of the skirts and dresses, owing to clipping issues with the ACAG hak. I'm not expecting Valine to fix this any time soon.
- When you open a container which contains an important document, the description may pop up, so that you don't miss it. Very occasionally, the pop up box is blank, which seems to be a Bioware bug. Don't worry if this happens - just examine the document in the normal way.
- Companions very occasionally lose their heads, or otherwise fail to render correctly. This is fixed by save-load.
- It has been reported that companions sometimes turn into dwarves after the battle at Oakridge. I haven't been able to reproduce this, though I have fine-tuned the timing of events to reduce any risk. If it's still happening, the console command `dm_runscript zz_fix_henchmen` fixes it.

RELEASE NOTES

Release 1.26

287	Simplified entry to Koberg Castle, and Damon's exit at Andersham, to ensure completion, in the light of issues discovered during EE development (beta) testing.
281	The player no longer gets trapped in Andersham Keep if a guard gets stuck outside for some reason.
286	Final lever in Dunrobin House is now more accessible (correcting a pathfinding bug introduced by EE).
285	After the Battle of Oakridge, cavalry no longer retire to rooms in Koberg Castle.
250	Battle of Oakridge timing improved to reduce the risk of companion appearance issues, such as losing their heads or turning into dwarves. The console command <code>dm_runscript zz_fix_henchmen</code> will fix this if it's still an occasional problem.

Release 1.25

274	Hak version updated to enigma4 for uniformity with Part 3
253	Fantina now only asks to return to the mill if she's still in Arnesfield and is not mounted.
264	Fixed a Bioware save/load bug which applied a mounted archery penalty when not mounted and when no ranged weapon was equipped.
265	Companion heartbeat script no longer refer to the PC until client entry is complete. This should prevent occasional glitches with companion comments.
266	Chambermaid quest logic issues fixed.
279	Elyssa no longer says "the guards seem to be ignoring us" once combat has occurred.
252	Associates no longer interfere with lock picking or chest looting (this was sometimes an issue if the associate was not a henchman or an animal).
256	For travel shortcut purposes, the coronation scene now registers that the player has moved from Oakridge to Koberg Castle.
261	Horses can no longer identify items.
267	Dynamic placeables that aren't meant to be destroyed are now all plot.
269	Added belt-and-braces to ensure Anton (Green Dragon crew) has the correct conversation when outside of the evil temple. Previously, repetition of his earlier dialogue was reported.
247	Fixed a bug that filled the jail with mounted Royal Knights after the Battle of Oakridge.
277	The weapon rack outside Koberg Castle is now more accessible. Dogs should no longer spawn outside the cage.
257	Mount Drava converted to Rural Winter tileset.
271	If player has lock picking skills, rogue companion defaults to not helping.
273	Puissance class restrictions removed.
275	Added missing skyboxes.
242	The horse Hercules is now plot, prevent an exploit that allowed him to be dominated and sold repeatedly.
259	Removed some unnecessary doors from stairways.

Release 1.24

246	Henchman advice now works reliably - fixed a timing issue.
255	Added a credit to jhmssa for the Tom Cobleigh scene.
248	Upgraded to Travel Builder v1.00
241	Added some waypoints for compatibility with version 3.04 of enigma3.hak. This has no impact on gameplay.

Release 1.23

223	Major review for NWN 1.69. Gameplay : <ul style="list-style-type: none">- Horses introduced.- New player tool enables horse control and shortcuts without henchmen.- A few areas remodelled for compatibility with Part 3.- Some corrections to alignment.- More dialog options and some other cosmetic changes. Technical : <ul style="list-style-type: none">- Travel Builder used in place of bespoke travel code, to support horses.- Horse scripts imported from "Builders' Guide to Horses and Creature Scaling".- Henchman scripts upgraded to X2.- Henchman conversation upgraded to capture Part 2 features e.g. queueing.- 2da and Bioware script refresh to capture 1.69 changes.- Horses included / excluded as appropriate from henchman scripts.
212	Some new features originally introduced in Part 2 are now supported in Part 1 : <ul style="list-style-type: none">- You can tell henchmen you want to continue alone- If you ask one henchman to join you, any others near by will offer to join, too- Conversation initiated by NPCs is more reliable- Undressing is limited to visible slots
209	Companions now offer advice.
210	There is now a more robust dialog option to export your character at the end of the game, which ensures this happens at the right time to capture your history.
235	Fixed an issue with luring guards away from the city gates, which broke the game. Conversation scripts standardised. Guards return to post on re-entry to area. Doors open if you have a pass and no guard is available.
222	Fixed an issue with the battle at Andersham Keep which occasionally prevented the player from leaving at the end.
216	Fixed an issue with Fantina thinking she's in jail when she isn't - player can no longer break the arrest conversation.
236	Fixed an issue with Damon not escaping to the Spread Eagle.
211	Fixed an issue with Bratik's chambermaids that allowed the orphanage conversation to happen prematurely, resulting in Petra's costume change failing later on.
225	Fixed an issue with some guards facing the wrong direction in combat and conversation.
231	Fixed an issue with the witch hunt at Koberg Harbour. Jenny now runs away if you use the radial menu to attack the mob.
233	Fixed trivial dialog issues - Ralph will tell you about Malin after Lord Debric has mentioned him, even if you've already spoken. Proleric no longer says he's waiting for a ship before he escapes.
224	Player immobilisation for key conversations reduced to 2 seconds.

229	Added usable hitching posts for horses.
208	Reviewed armour and cloaks in game to improve appearance. Imported armour and clothing are now replaced with an equivalent value in gold.
221	Removed NDB script debugging files to make module smaller.
206	Removed inappropriate voice chats from dialog.
219	Hakpak version checking improved.

Release 1.22

218	Minor fixes - craft skills disabled, store opening more robust, dummy henchmen used for testing removed. (The latter probably doesn't affect game play)
215	Updated portraits - Fantina.

Release 1.21

214	Now using NWN 1.68, both expansions, and Enigma2 hakpak. Princess Morcasta portrait changed.
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Release 1.20

- 196 Created token to pass history to Part 2
- 201 Statuette of Tanja no longer triggers the Matriarch conversation until she has given the quest.
- 194 Henchman command to follow at 18 feet now works correctly.
- 197 No longer possible to kill Proleric or Wandal
- 195 Clarified Norton's relationship with Elyssa at the end.
- 193 PC is now immobilised briefly when other characters want to talk. Mummers' Play is now harder to avoid.
- 203 Kaldric's ghost conversation with Delia now only happens before you find Ergon's diary. This ensures that the quest is always closed.
- 204 ACAG hakpak upgraded to version 1.2
- 202 Added more clues to the Rose Tavern and a further explanation of why you can't buy magic items in the market. Read Me reinforces Captain Burdsi's advice not to get distracted in Koberg.

Release 1.19

165	Expanded Witch Hunt side quest. Module now has four alternate endings. Fixed a cosmetic issue with Bratik's chambermaid animation.
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Release 1.18

192	Added side quests - Rustic Marriage, Examination Hall, Joan's Chalice, Wurzel's
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	<p>Ward.</p> <p>Removed Homewrecker reputation.</p> <p>Andersham Castle is seized by the Crown until you swear fealty.</p> <p>Fire Temple is now accessible without solving Asteron's Tomb puzzle.</p> <p>Fixed minor issues with Norton equipment, and Morgana and Fantina escapes.</p> <p>Fixed an issue with Fantina arrest - sometimes she stayed with the PC, but behaved as though she was in jail.</p> <p>Fixed an issue with elf ghosts in Koberg.</p> <p>Made fight with Ergon slightly harder.</p> <p>Improved appearance of Gold Dragon.</p> <p>Dialog improvements - Cedric the Carpenter, Anna the Tailor.</p>
163	<p>Added some constraints to picking locks and stealing items in civilised areas.</p> <p>Removed henchman stealth mode option, owing to Bioware issues.</p> <p>Reaction to henchmen picking locks is as though they were in stealth mode.</p>
168	<p>Added some comments on inappropriate dress.</p>
179	<p>If you arrive at an outdoor area overnight, it's assumed that you slept somewhere along the way. The game clock advances to the next day.</p>
175	<p>The design of the ACAG hakpak means that some clothes are gender-specific, and look wrong on the opposite sex. Attempts to cross-dress are now blocked.</p>
176	<p>One-shot keys and letters are removed from the game after use.</p>

Release 1.17

191	<p>Added side quests : Witch Hunt, Orphanage.</p>
190	<p>Shortcuts now work everywhere, unless you're trapped. Royal Messenger relocated. Koberg Castle, Guildhall and Doon Cave simplified. Morcasta can no longer become Queen. Minor dialog improvement - Penric. Fixed an issue with "musical chairs". Fixed an issue with breaking Fantina arrest dialog. Reduced number of greatswords.</p>
170	<p>Improved handling of wandering and escaping creatures.</p>

Release 1.16

189	Fixed an issue with henchmen attacking the peasant at Marling.
187	Fixed some minor issues with henchmen entering Petersfield Tower.
186	Fixed cosmetic issues with Moll Cutpurse exit, including a correction to factions.
185	You can now ask a henchman to stop disabling traps, so that you can recover them, if you have that ability. Difficult locks which can be bashed now have a high DC rather than a key requirement, so that henchmen can bash them.
178	Added a side quest - Floristan the Bastard.
188	Minor dialog improvements - Elyssa, Sabba, Queen Mother, Prince Penric, Sir Patrick, Sister Eva, Neville, Anton, students, spyholes, timing issues on entering areas.
172	Added four more shortcuts. Oakridge area simplified.

Release 1.15

183	Fixed an issue which prevented Palin from joining the party if you killed Jack Finch before speaking to him for the first time.
181	Fixed an issue with Elyssa's exit from Andersham Castle which could affect Norton's subsequent dialog.
184	You can now pick the pocket of the Steward in the Iron Palace.
182	Minor dialog improvements concerning Fantina, Eileen, Bratik, Moll, Ergon, Mother Verunda, Sir Albron, Mungo, the Matriarch and the Greystone ghost.
169	Fixed a minor issue with Sir Angus at Marling which occasionally suppressed the floating text. Added Sir Borodin scene.
166	Improved the battle with Lord Fenn.
173	Fixed an occasional issue in the Endgame which could reveal the location of the Treasure prematurely.

Release 1.14

164	Elyssa and Fantina will now work together. If you annoy any henchman often enough, they will go home. Fixed an issue with Fantina and the Juggernauts. Fixed an occasional timing issue with the Royal Messenger. Improved clues to Dark Tower levers.
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174	Added option to by-pass Oakridge on the initial visit.
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Release 1.13

171	Added another clue to Asteron's hall. Minor correction to walkthrough.
177	All cut scenes now allow camera control. Fixed minor issues with Fantina scenes and South Gate.

Release 1.12

162	Added Vampyres's diary. Improved Council and Arrest scenes. Minor dialog improvements. Elyssa will no longer stay in witch houses. Reduced pointless searching of ordinary homes.
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Release 1.11

161	Fixed a bug which stops dialog with Norton if Fantina is in the party under certain circumstances.
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Release 1.10

160	Added some dialog and a book to explain why the Iron Palace is so empty, with another plot twist at the end. Added urchin at the beginning, just for fun. Minor improvements to Fantina, Balina, Mistress Lucy and Battle scenes.
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Release 1.09

159	Norton now provides a minor clarification en route, which alters the closing scene slightly. Number of companions is now unlimited (unless they have religious differences).
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Release 1.08

158	Added some more companion dialog for clarity. Fixed minor dialog issues with Dickon and Miranda.
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Release 1.07

157	Minor clarifications concerning the Gold Dragon, Dickon, Miranda, Princess Morgana, Elyssa, and the Dark Tower levers. Added a shortcut to the Iron Palace (replacing
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	the tunnel to Marling) and a shorter path to the Air Temple. Simplified the labyrinth in King Asteron's tomb.
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Release 1.06

156	Fixed a bug which allowed you to destroy the altar in the Temple of Asmodeus, preventing completion of the game.
155	Added some more companion dialog for clarity. Cosmetic improvements to the Rose Tavern, Four Temples and Queen Xian.

Release 1.05

154	Added some dialog options to clarify the Endgame.
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Release 1.04

153	Added some dialog with the Steward of the Iron Palace, and a book which explains the story behind the entire mystery (in case anyone's lost the plot). Updated the Read Me to explain that some of the quests are long-term.
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Release 1.03

152	Improved walkthrough. Added a clue to the Master Key location.
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Release 1.02

151	Fixed a bug with multiclass PCs which prevented companions levelling up as intended.
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Release 1.01

150	Fixed a bug which could trap you in Koberg Castle.
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Release 1.00

140	Fixed a bug with Dravan combat and Chabo cutscene that could result in the Death panel. Dravan dialog now has explicit options to back off and/or pass without fighting. Ghost wall relocated slightly, to reduce the risk of genocide.
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145	Fixed a bug which sometimes caused the Lord Fenn cutscene to hang. Made combat slightly easier.
149	Fixed a bug which allowed you to lock yourself into the Dark Tower dungeon.
148	Added some shortcuts via companion dialog to reduce running about.
146	Companions no longer die permanently. When the PC rests in the same area, "dead" companions prove to be merely unconscious.
147	Added feedback to many levers and doors to make puzzles a little easier.
139	Read Me updated to give hints on survival and solving puzzles, based on player feedback.
141	Chabo dialog is now slightly clearer.
143	Elgin now charges a minimum of 100 gold.
144	Duplicate map pins removed.
142	Wearable animal masks and crop added. Appearance of Full Plate +1 improved.

Beta Version v07

138	Fixed a bug with the Council of Seven quest. Talking to Augusta before 3rd level no longer prevents her from voting.
125	Fixed a bug in Kaldric's Temple - closing the portcullis manually no longer locks it.

Beta Version v06

128	Fixed a bug in copying imported characters' inventory.
136	Fixed a bug that left some sorcerers in the game after you denounce them.
133	Fixed a typo in Sir Angus dialog at Marling.

Beta Version v05

Beta Test

WALKTHROUGH

SPOILER ALERT

A walkthrough of the essential steps to complete the game, some of the more interesting side shows, and the underlying logic. Use your browser's BACK button to navigate.

[Koberg](#)

[Arnesfield](#)

[Greystone](#)

[Doon](#)

[Asteron's Tomb](#)

[Three Letters](#)

- [Queen Mother's Quest](#)

- [Kill The King](#)

- [Council of Seven](#)

[Andersham](#)

[Dark Tower](#)

[Well of Souls](#)

[Iron Palace](#)

[Endgame](#)

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Koberg

The journal tells you that the overall game objective is to find the Treasure, and that the immediate objectives are to find Dunbert, the Sea Chest, and the Library.

Mandatory : you will discover that you need to get a North Gate pass from Palin, Honest John or Dickin to leave the city. Nothing else in Koberg is essential at present. Of course, you may not get far without information, companions and equipment ...

There's a pilgrim robe in Captain Burdsi's cabin. You're dealing with religious people here, so maybe they'll be more helpful if you dress right before you leave the ship ...

Talk to Sergeant Fingel in the harbour to get a heads-up on the power structure in the city.

Talk to the Mother Superior at the Harbour gate. Deny being a sorcerer to get a Visa. (The pilgrim robe doesn't help here, unless you claim to be a pilgrim).

Ask one of the Halberdiers to open the gate.

Once in the city, talk to Sister Lucia for information on the city layout (if you're incorrectly dressed, she tells you she's here to help pilgrims - try wearing the robe, or persuading her that you are a pilgrim).

She mentions the Rose Tavern in the Westgate District - " I believe you can hire people there - they buy and sell almost anything". Take note of this - you will need companions, and you will probably want to buy or sell some illegal magic items, such as potions ...

We're looking for the library, so right now head west.

Continue along Market Street until you meet Dunbert (who is watching the Mummings' Play). Ask him to follow you.

Dunbert tells you that your sea chest is at the Green Dragon, an unknown location. You could search the entire city now - but if you go back to your tour guide, Sister Lucia, she will tell you (by omission) which district it's in, and, as we will see, you can shortly get even more precise information at the library.

For now, continue down Market Street (checking out the stalls). Goodwife Aylmer (at the first stall) gives you another hint about the Rose Tavern, mentions the Fool & Bladder as a place for gossip, and also cites the Barber-Surgeon as a source of medical knowledge. Again, make a note of this for now.

Go through the open gate to the Temple campus. Ask Sister Eva where to find the library. Enter University College. If you're not dressed as a pilgrim, the staff will tell you to talk to the Dean, and you'll need to make the right pitch. Remember she's an academic - she's interested in funding and reputation, but nothing else will influence her.

Talk to Mistress Elberta to get the Asteron's Tomb quest, then talk to the Librarian for precise information on which books to read. If you've met Dunbert, she will also tell you the exact location of the Green Dragon. Read the books in the library and study the map - the more you learn here, the more you'll understand what's going on later.

Read the journal entry on Kaldric's Treasure, and check the map. This tells you that you will eventually need to go north from the city, to investigate Arnesfield and Greystone.

In addition, you now know about Asteron's Tomb and Puissance (also, the Templar quest, if you speak to Sir Patrick at Templar Hall next door). As there are no obvious next steps, and they're low priority in the Journal, park them, until more information turns up later.

Right now, talk to Dunbert to get a shortcut to the Westgate district. Go to the Green Dragon in the NW corner of the city. Try to open the door. Once admitted, find your Sea Chest and take your equipment.

If Dunbert is with you, he'll try to leave. You can offer him a share of the treasure, and remind him about the girls he could have if he were rich. Otherwise, he goes back to the ship, but he'll still follow you, if you ask again.

Proceed to the Rose Tavern (near the West Gate). Talk to Palin (who gives you a North Gate pass) and Elyssa. Ask both of them to follow you.

Elyssa will give you the Lord Fenn quest, but a glance at the map will tell you to park it for now - you can't go west of the city yet.

If you talk to the prostitutes upstairs, you may get ripped off for a key of little importance, or information that is free if you use your eyes. They're nice girls, but business is business.

If you can afford it, you can buy a North Gate pass from Honest John downstairs, but since Palin will give you a pass for free, there's no need for these shady dealings!

Take a shortcut to the Market. Buy any equipment you need (it's possible to complete the game without buying anything at this point, but better armour and weapons always help).

Go to the North Gate. Drop into the Fool & Bladder for more background on the Royal Family, Lord Fenn and Jack Finch. If you are a rogue, you can pickpocket Dickin's North Gate pass - if not, there is one in his house (Villa Grimley). Dickin also gives you a hint about the bandits - let them take what they want, so they leave you alone.

Ask one of the Halberdiers to open the North Gate, and leave the city.

(Later in the game, you will obtain the Freedom of the City. At that time, you can ask the guards to open the West Gate and the South Gate).

Hint : On subsequent visits to Koberg, the best places to sell items are Villa Augustus and Villa Miranda. Honest John at the Rose Tavern will buy and sell illegal magic items - at black market prices.

Hint : You can flirt with Miranda the Jeweller or Dickon the Wainwright, which can lead to a one night stand eventually, if you choose. Nothing you do in that respect affects the game.

Hint : You may eventually need a healer who can cure disease, poison and level-drain. Once the West Gate is open, the book Equine Pox or the barber in Carter Lane will suggest where to look!

Arnesfield

Mandatory : nothing. This area is optional. You can just give the outlaws your gold, and follow the road north to Greystone. You can fight now to gain experience points, come back later when you're stronger, or never return. It's entirely up to you.

Remember Dickin's advice to give the outlaws what they want, and Palin's comment that an unprovoked attack on bandits is legal.

Notice that the outlaws have you caught in a crossfire when you first encounter them, with a 5:4 or better advantage. Not good odds for a frontal attack (though if you all have horses you might pull it off).

If you have trouble defeating the outlaws, you need to adopt a flanking maneuver (see Read Me - Survival). Give Rutheric your gold (you will get it back). Go to the well, and attack the outlaw archer there (using the radial menu). Stand firm, and kill more outlaws as they attack you (your flanking move develops into a fragmentation attack). Then kill the archer by the smithy. Work your way round, behind the smithy and the Red Lion, and between the Inn and the Bailiff's house, to surprise the rest of the outlaws. Search Rutheric's corpse to recover your gold.

Now you can talk to the villagers to obtain information (and a nice sword). They will hint that you should talk to Sabba, and that there is bad blood between her and the miller. That might tell you not to take Sabba at face value ...

The landlord of the Red Lion will tell you about Delia the Cook. If you talk to Delia after this, she will tell you about the ghost in the cellar at Greystone Manor. Sounds like a place worth visiting ...

If you search the entire area, you'll find that Kaldric's tomb in the NE is empty. Sinister - but not much you can do about that quest yet, other than follow the clues you already have.

Talk to Sabba (in the house by the well). After she tells you to look in the divining pool, talk to her again to get the Fantina quest.

Go to the house by the mill. Talk politely to Wandal - don't start a fight. Talk to Fantina and ask her to follow you.

Fantina tells you that she will be your guide to the Four Temples - which is a hint that there's nothing you can do yet - wait until she tells you she's found something. This quest gives you some nice magic items and experience, and an alternate way into the endgame, but it's not vital.

Fantina will be arrested in Koberg unless she is disguised. A helmet or a religious robe will do. If you need to rescue Fantina from Koberg Castle, remember she will be arrested again unless she is disguised. To get into the Castle, you can get a pass from Mother Verunda at the end of the Greystone quest, or wait until you meet the Royal Messenger at the start of the Three Letters quest. Once you have a pass, the Castle guards and Sir Albron will let you in. If you can't get Mungo to release Fantina by threat

or persuasion, a bribe will do the trick. As Mungo is none too bright, you can do this many times, but the price goes up ... maybe he's not so silly after all.

Greystone

Mandatory : you only need to achieve one of two things here. Either take Jack Finch's head and release Bratik, or raise 1,000 gold to buy the Freedom of the City from Honest John at the Rose Tavern. Obviously, the former method allows you to spend your money on equipment instead, which is very helpful later on.

The approach suggested here is one solution, but you can do things in a different order without penalty.

You're looking for Lord Alban, Jack Finch, Bratik and more clues to the Treasure (based on everything you learned at the library, from Palin, and elsewhere in Koberg).

Go up the hill ahead. Open the Manor gates and enter the grounds.

Enter the Manor. Go down to the cellar (remember Delia saw something strange there). Wait by the north wall until the secret door appears. Enter Kaldric's Temple.

Alternatively, go round the Manor to the back door. Have a long rambling conversation with Lord Alban until he tells you how to find Greystone Cave. You can steal his equipment from the chests. Go to the waterfall at the NW corner of the map. Now you will see the way up. Enter the cave, deal with Jack Finch (see below), and find your way into Kaldric's Temple. The other side of the secret door appears opposite the first turning to the north.

From the secret door in Kaldric's temple, head west until a portcullis closes behind you. Carry on to the dead end with 3 levers for a useful treasure.

The levers only have 8 possible position combinations ($2 \times 2 \times 2$), so try them all until you hear the portcullis open. (With all the levers in their original position, the middle lever allows you to escape).

Return to the junction marked with skulls. Open the big door to the north (leading to the Temple itself), then immediately turn round to kill the skeletons that materialise behind you.

Go back to the secret door, and head north. The second door to the east leads to a passage that brings you out behind some goblins in the corridor, taking them by surprise.

If you open the door at the north of the corridor (the one marked with heads on poles), the goblins will alert Ergon and Betafax, who will escape. Don't worry - you can catch up with them later - but here I'm going to assume that you heeded the grim warning, and didn't open the door yet.

As you return south, looting the rooms, you will find a reference to "Polly Weaver". It's not clear what this means, so park this low-priority quest until something turns up.

If you haven't killed Jack Finch yet, go back to the secret door, then head west to the door into Greystone Cave.

When Jack Finch and his outlaws are dead, search his corpse - take his head and the key.

Open the door to the west with Jack Finch's key. Talk to Bratik, and allow him to escape. Your journal tells you to talk to Sheriff Lydia now - which can wait until this episode is complete.

If you strike a reasonable bargain with Moll Cutpurse (without being greedy), you can collect a reward from Sharon at the Rose Tavern later - there is some honour amongst thieves, after all.

Now go back to the Temple with the statue of Asmodeus.

Take the door to the north, which leads to another part of Greystone Cave.

Kill Betafax.

(If you came upon Betafax earlier, you might have decided to leave her alone until you achieved 2nd level, but actually it's not a very difficult fight, even at 1st level - she is only a baby, after all).

To the west of her cave is a door leading into Ergon's room.

Kill Ergon. Take his diary from the desk.

You now have a major clue - the Treasure has been taken to Doon. If Palin is with you, he will tell you that Doon is near Petersfield - otherwise you will have to ask around the island until someone tells you where it is.

To get to the Water Temple, open the door to the east of Ergon's room. Kill the goblins, open the door to the east, kill the skeletons, and cross the water to the altar. If Fantina is with you, the Cup of Charity appears.

Go back to the Manor and talk to Verunda. When Quince is dead, talk to her again to get a pass to Koberg Castle. You don't need to go there yet (unless Fantina is in jail) but it's a useful source of background information.

If you like, return to Arnesfield. Talk to Delia to close the mystery of the "ghost" in the cellar (which was explained in Ergon's diary).

Return to the Guildhall in Koberg. Talk to Lydia (as instructed by the journal) and then Lupin (as instructed by Lydia) to get the Freedom of the City. You must have Jack Finch's head, and Bratik must be free, for this to work.

Doon

Mandatory : The only thing you must do here is to find Analin's letter, to get the next clue to the Treasure.

To recap - Ergon's diary (found at Greystone) prompts you to find Doon. If Palin hasn't already told you where it is, call on Sabba for an update (as she requested). If you missed that clue too, when you call on the Mayor or the Queen Mother, they will direct you to University College, where Elberta will reveal its location. People in Petersfield will give you a clue, too. If all else fails, you will find it by wandering around the island.

By now, you should be at about 3rd level, and everyone capable of wearing heavy armour should have half plate or better (available from Aylmer in the market, if not found elsewhere).

Starting from Koberg, if you haven't obtained the Freedom of the City during the Greystone mission, buy one from Honest John in the Red Lion.

Ask a guard at the South Gate to open it. Head south, through Oakridge to Peterfield.

Obtain the Dravan dictionary from Peterfield Tower (if you didn't already get one from University College Library) so that you can talk to the Dravan.

You can also get the Malin quest from Lord Debric here (Palin will introduce you).

Cross the ford at Petersfield to the forest of Doon.

Head south until you come to the clearing with Dravan warriors.

If you do anything to make this tribe hostile, you won't be able to use shortcuts in this area until hostilities have ceased.

Unless you have the dictionary, ignore them, or back off quickly, conversation is likely to lead to a hard (but not impossible) fight, as Ralph will have warned you. Killing them doesn't greatly alter the outcome of the game, but you don't have to, so why do it?

Continue south across the ghost fence - pretend to be mad when the Shaman challenges you. Alternatively, you can kill him, in which case, the rest of the tribe are hostile if you return to the clearing before making amends as described below.

(You could go west from the clearing instead, towards the wooden fortress, then south to another cave entrance, but that's much harder. There's a powerful trap, archers and a bear to contend with, before reaching the ice column described below. Facing one shaman has to be easier than trying to take out a whole fortress!).

Enter the barrow (which is part of Doon Cave) . You can collect some useful potions from the corpses here before fighting the "ancestors", who, for the first time in the game, carry the threat of disease and level drain.

(If the potions prove insufficient, you need to go to Elgin in Lindale for healing (as the Barber-Surgeon in Koberg tells you). You will encounter some knights on the way (at Marling), but you don't have to fight them).

Head west until you come to the ice column. This is a point of no return, so save the game. Once you go down, you will not be able to use shortcuts again until the fortress gate is open, and there are no more hostile Dravan.

Go down the ice column, and continue along a passage until you see double doors to the north.

If Fantina is with you, she will advise you to go that way.

(If you keep going east here instead, you end up fighting more Dravan and their dogs unnecessarily, but it doesn't really matter. If you leave the cave now, there is a tough but winnable fight inside the Dravan fortress, and you can escape by pulling the lever on the fortress platform).

Go through the double doors into the Temple. Kill Ergon and Betafax if they escaped here.

Leave the Temple by the small door to the north.

Head west to the end of the corridor. Try to open the door to Asteron's Tomb to learn about the inscription.

Return eastwards. Open the first door to the north, then kill Analin. Take his key, wolf mask, and the letter providing another important clue to the Treasure.

Open the second door. Talk to Chabo. Ensure the temple is clear of enemies and that you have the wolf mask, then talk to her again, so that she destroys the Temple (this is not essential, but it means you don't have to fight the Dravan any more, and you get a big experience point bonus to compensate for those kills).

If you talk to Malin now, he will go home, and Lord Debric will reward you with the Valiant armour, which is well worth having. You can also break into Ralph's cottage and kill him, to get a magic axe.

If you have allowed Proleric to go home, too, you will bump into him at the Anchor Tavern during the Merry Dance quest, where he will give another hint about the Dark Tower (which you don't really need).

Asteron's Tomb

Mandatory : You can skip this area if you've completed the [Kill the King](#) quest. Otherwise, to complete the game, you must recover either King Asteron's Shield or the Sword of Reason. Exploring Asteron's tomb thoroughly leads to a huge payoff in magic items, which makes combat much easier later on.

You must first attempt to open the tomb, as described in the Doon mission.

There are three clues on what to do next. Firstly, if you spoke to Elberta at University College, she will have given you the Asteron quest, and explained that she is an expert on the subject. Secondly, in the library there is a book on Asteron by Elberta. Thirdly, Analin's bedtime reading is the very same book by Elberta. So, chances are that Elberta can help. If Fantina or Palin are with you, they will tell you this more or less explicitly.

Return to University College in Koberg. Talk to Elberta, who will open the tomb.

There are four clues to how the inner locks in the tomb work. Firstly, the riddle "Doors may open, guardians fall, but none shall find King Asteron's Hall". "None" could mean "no one", or it could mean "no guardians have fallen" (unlikely because they attack relentlessly), or it could mean "no doors open". Secondly, Elberta's book describes Asteron's obsession with closing doors. Thirdly, every time you open or close a door, there is a "click". Finally, the Read Me says "anything that has two positions could be a switch". If Dunbert is with you, he will tell you that the doors in the tomb are a mechanism of some kind.

Fight your way through the tomb, ensuring that you close all the doors behind you (otherwise the big door to Asteron's Hall won't open).

There are two ways to approach Queen Xian, with roughly equal XP. You can either kill her, or give her an orgasm which releases her from the curse. If you are a female PC, or say you are gay, Dunbert can help here.

If you have trouble killing Queen Xian, try a more powerful magic weapon. There is a +2 sword in an untrapped coffin in Asteron's Hall, if you can get to it before she kills you.

You can see the Fire Temple from the tomb entrance, but you need to go all the way round the maze to find the door. If Fantina is with you, you are rewarded with the Sword of Reason.

There is a lever in plain sight in the Fire Temple to open the quick exit.

Take King Asteron's shield back to Sir Patrick in the Templar Hall at Koberg to gain access to the Matriarch. (If you examine the shield, you will see the crescent moon badge that Sir Patrick told you about when he gave you the Templar quest).

Give Asteron's skull to Elberta at University College to gain access to the museum. Lots more magic items to use or sell!

Three Letters

Mandatory : you must complete one of the three quests described below.

By now, you should be looking for a way to deal with Lord Fenn (having spoken to Elyssa and having read Analin's letter).

Once you have found Analin's letter at Doon, the next time you visit Koberg, a Royal Messenger gives you three letters, giving you three options for getting into Andersham Castle to kill Lord Fenn. You can only choose one option, but you can talk to each of the letter writers (the [Queen](#), the [Queen Mother](#), and [Watt the Tiler](#)) to learn more about their quest first. As soon as you swear an oath of allegiance, you are committed to that quest, and the other letter writers won't help you any further. All of the letters warn you about this. The Queen Mother's quest is the simplest.

Queen Mother's Quest

Mandatory : once you swear allegiance, this quest is mandatory.

Talk to the Queen Mother at Koberg Castle. (If you haven't been there before, ask a guard to open the Castle door. In the first room, ask Sir Albron to admit you, and agree to surrender your weapons and companions).

Once you've sworn allegiance, collect your weapons and companions.

Go to the Rendezvous (a house in the Westgate district) and talk to Damon. He tells you to meet him at Andersham.

Leave the city by the West Gate. Head west through Marling to Linton. Take the road south to Andersham.

Talk to Damon on the bridge at Andersham. Now you can enter the castle.

Once Lord Fenn is dead, the Queen Mother will reward you with his castle, if you go back and talk to her.

If you refuse to swear fealty to the King, you will discover that the castle has been seized by the Crown. You then have to go back and take the oath to continue the game.

Kill The King

Mandatory : once you swear allegiance, this quest is mandatory.

Go to Oakridge (as instructed in the Queen's letter). Open the double doors to the Summer Palace courtyard, and enter the Palace building to the left.

Talk to Prince Penric. Swear allegiance when you're ready to accept the quest.

NOTE

You need to find some knights now. What are the options? Firstly, there are the Templars. They seem like a good bet - but they need orders from the Matriarch. Then there are King Morgan's knights - but they won't betray him. Lastly, there are Lord Fenn's knights at Marling (if you haven't killed them), but they're not interested. So, you need to see the Matriarch - if you don't have a pass to Holy College yet, Prince Penric will give you a Royal Warrant.

Also, you need two troops of guards. What are the options? King's Halberdiers - I don't think so - they're Morgan's household troops - they won't even discuss the matter! Lord Fenn's guards at Andersham ? Unlikely!

So we're left with the Lion Guard and the Petersfield Guard.

If you talk to the Lion Guard, they refer you up the chain of command, which leads to the Matriarch again (once you've dealt with Quince - see Greystone walkthrough).

The Petersfield Guard clearly take their orders from Lord Debric and Lady Gemma (who just happens to be the Queen's sister). Talking to Lord Debric turns out to be fruitless, but what of his wife?

WALKTHROUGH

Go to Holy College (the building to the north of the Temple compound in Koberg). The Knights will open doors for you if they're closed. Talk to the Matriarch. Troops will assemble at Oakridge.

Now go to Petersfield Tower and talk to Lady Gemma. Her troops go to Oakridge.

Return to the Summer Palace. Save the game before you report back to Penric, just in case.

The battle begins.

Once King Morgan is dead, the scene changes to Koberg Castle for the coronation of King Penric II.

Your journal prompts you to talk to the new King. Agree to meet at Linton.

As you leave the castle, a Lupin family messenger asks you to go to the Guildhall to see the Mayor. This is an optional side-quest. The Mayor gives you a key so that you can rescue Floristan the Bastard and discover evidence that Lillian the Fair, the old Queen Mother and her Lady-in-Waiting have been murdered by the new regime. You can't bring anyone to justice for this crime, but you can learn a little more about it by talking to King Penric and his mother, interviewing the nearest neighbour (Anna the Tailor) and by catching up with the gossip at the Fool-and-Bladder.

Leave the city by the West Gate. Head west through Marling to Linton.

(Wondering what happened to Fenn's knights at Marling? Penric just marched an entire army through there - they're long gone. As it happens, if you didn't kill them yet, they fled to the Spread Eagle in Andersham, where you can still kill them if you need the experience points).

Talk to Penric at Linton. Head south to Andersham and enter the castle.

Once Lord Fenn is dead, you can go back to King Penric to be officially rewarded with the castle.

If you refuse to swear fealty to the King, you will discover that the castle has been seized by the Crown. You then have to go back and take the oath to continue the game.

Council of Seven

Mandatory : once you swear allegiance, this quest is mandatory.

Go to Koberg and talk to Watt the Tiler.

Now you need four votes on the Council.

The first thing to do is to find the names of the councillors in the Roll of the Seven, which is in the library, amongst other places.

You can talk to them all, but you will get a result with Eileen the Goldsmith, Augusta at the Unicorn Inn, and Sebastian Augustus at Villa Augustus.

As soon as you have the four votes, the scene changes to the Guildhall for the Council meeting.

Once the Council has changed, talk to Watt (who is now in the Guildhall, near the entrance) to learn about the secret passage into Andersham Castle (and some information about the levers in the Castle).

Leave the city by the West Gate. Head west through Marling to Linton. Take the road south to Andersham.

Enter the Spread Eagle. In the store room to the left is a trap door leading to the Castle.

Once Lord Fenn is dead, you can obtain a pardon from the Queen Mother, and become the official owner of the castle.

If you refuse to swear fealty to the King, you will discover that the castle has been seized by the Crown. You then have to go back and take the oath to continue the game.

Andersham

Mandatory : you must kill Lord Fenn and his guards, then open the way to the Dark Tower.

You will need to be 4th or 5th level at this point. It helps if your companions and yourself have been collecting the magic items along the way, but this isn't vital.

If you enter the castle by the trap door, the guards will attack you, otherwise they leave you alone for now - though you can make the final battle easier by killing the guards as you go round the castle.

Find your way up to the battlements. Save the game before entering the keep - you won't be able to leave until Fenn and all the guards are dead.

You can attack Lord Fenn (using his radial menu) or talk to him - either way, you fight Lord Fenn and his guards in the keep, and any surviving guards outside will join the battle.

If Elyssa dies in the battle with Lord Fenn, her death is permanent. Otherwise, Elyssa returns to her home in Linton now, where you can collect her equipment (see comment on Norton below, before you rush off to Linton).

Once Lord Fenn is dead, get the key from his body.

If you can't figure out how to use the levers in the Castle, remember the advice "perhaps one of the residents - or former residents - can help you". The only resident left alive is Neville - who claims to know nothing, but refers you to Princess Morgana. Your journal reminds you she's gone to Koberg Castle. You'll find her there, in a cell (as the old Queen Mother will tell you, if she survived). Threaten, persuade or bribe the jailer Mungo, then make Morgana tell you all the Castle's secrets before she escapes. Downside - you get to fight her later if she's free - but that's not a big deal.

Use the pressure plate on the Keep floor (just east of the doors) to unlock the lever hidden behind a pillar in the south-east.

Use the lever to open the conference room door in the castle below.

Return to the castle hall. If necessary, use the lever in plain sight by the main door to open the exit to Andersham.

Use the lever in the north-east of the hall to open the dungeon.

If you need another companion, open the cell in the castle dungeon with Lord Fenn's key and talk to Norton. You can retrieve Norton's equipment from his cottage in Linton.

Shortcut : if you tell Norton you don't need him, he goes home, where you can collect him. That way, you don't have to give him any equipment. Or you can ask him to follow you to Linton in the nude. Not that it matters!

Enter the conference room. Close the outer door to open the tunnel to the Dark Tower.

If you want the +5 sword *Puissance*, use the button on a pillar in Andersham Castle hall to open the door to the chapel. Take the statuette from the altar. If you have already spoken to the Matriarch in Holy College, she will have told you that she's looking for "proof" of Lord Fenn's dealings with Asmodeus, so take the statuette to her. Otherwise, she will give you the quest when you next see her, which is easy, because you already have the statuette! The Matriarch will tell you to take the sword from the Temple crypt. (This assumes that you've completed the Asteron's Tomb quest with the Templars, or the Kill the King Quest - otherwise, you can't get in to see the Matriarch. You can still complete the game without *Puissance*).

If you want to complete the 4 Temples quest, go north from Linton to Lindale. Lord Fenn's key opens the gate to the east of the village (as you might expect, if you've spoken with Elgin). The gate leads to the Earth Temple. If Fantina is with you, you are rewarded with the Pentacle of Wisdom.

Dark Tower

Mandatory : you must open the way to the Wells of Souls.

You should be close to 6th level by now.

You start in the Cellar with a big pit in the middle (the Well of Souls).

Open the door in the south-east (pick the lock, or bash it down) and go up to the Hall.

Kill the bugbears, and retrieve the note from the blacksmith's corpse. This explains how the levers work upstairs.

Open the main door to the north, and go out to the courtyard.

The courtyard is a crossfire killing zone, so move quickly.

To your left is a ramp up. Work your way up the tower as quickly as you can, killing bugbears as you go.

At the very top, enter the double doors in the round tower and kill the ogres. Pull the lever to open the outside door on the level below (as explained in the blacksmith's note).

Go down to the middle level on the outside of the tower, and round to the door on the east side, which is now open. Save the game before entering.

Kill Lord Azaal (this can be quite tough, so you may need to use any magic items you've acquired here).

The blacksmith's note tells you what the five levers in the Control Room do (left to right).

Pull the left-hand lever to open the door to Well of Souls in the Cellar.

Return to the Cellar and enter the Well of Souls via the door in the north-east.

OPTIONAL :

The feedback on each lever in the Control Room tells you whether the corresponding door opened or closed, and which floor it's on.

The simplest strategy is to ensure that all the doors are open (according to the feedback) before going downstairs to explore.

The second lever from the left closes the door to the tunnel back to Andersham Castle, which is unhelpful. The third lever opens the Anteroom in the Hall. The fourth lever opens the Armoury in the Anteroom. The Dungeon in the Anteroom is already open (no need to pull the fifth lever, which is mounted back to front).

From the Control Room, a door to the south leads down to the Hall, so you can check out the results fairly quickly.

Well of Souls

Mandatory : destroy Karrl's coffin. That's all.

You need to be close to 7th level now. You're going to meet a lot of undead here, so magic items that protect against level drain, fear and suchlike are useful.

Earlier in the game, at Linton, you have an opportunity to do the Ghost Ship quest. Talk to the skeleton on the ship to get the key to the nearest house. There, Martha gives you the key to the Captain's house in Koberg. Talk to the Captain's ghost for another long rambling seafarer's tale. Return to Linton and comfort Martha. The point of all this is to tell you that the coffin is important.

In the Dark Tower cellar, Buffy tells you that you need to destroy the source of the shaft of red light, which the Captain also mentioned. The coffin is the source.

Just in case you missed those clues, Karrl will keep regenerating at the coffin until you destroy it.

Fight your way down to the lowest level.

Talk to Karrl to find out what happened to Kaldric's remains (this resolves the "Kaldric's Tomb" quest). Karrl claims that you've been tricked into all the killing you've done so far, as part of a macabre ritual.

Destroy the coffin guarded by skeletons (use its radial menu to bash it).

This opens the way to the Iron Palace - the one door in the Dark Tower that you haven't used yet.

Return to the Dark Tower.

Go up from the cellar to the hall. Go out to the courtyard and through the open door ahead to Mount Drava.

Go round the mountain until you come to a cave in the east. This leads to the Iron Palace.

To complete the 4 Temples quest, continue a little further south. Find your way up the mountain to the Air Temple. If Fantina is with you, you are rewarded with the Wand of Intuition.

Iron Palace

Mandatory : get the Master Key, get past the Dragons, get the Temple Key.

Go north round the outside of the Palace. Bash open the small door in the north wall (a Fireball, Bolts of Fire or similar are also effective) and enter the Palace.

Go west into the room with 7 Gremlins. Save the game.

Angry tells you that you need to disable the security system in order to get the Master Key from the Steward.

Use the following in order :

Left button - Right chain - Right switch - Left lever

Left chain - Right lever - Left Switch - Right Button

The full solution to the puzzle is [here](#), if you're interested.

If you don't want to do the 7 Gremlins puzzle, it is possible to run or sneak past the Juggernauts. This is easier if you have Boots of Speed (available from Honest John) or similar, and leave your party at the entrance.

Go east and continue south and west round the inside of the palace until you find the servants.

Talk to the Steward (or pickpocket him) to get the Master Key. This may lead to a fight with the servants - if so, pick up the key when the Steward is dead.

Return to the 7 Gremlins room. Open the door to the ballroom.

Talk to the dragons until you answer 3 questions correctly (see [Trivia](#)).

You'll soon realise that you need some books to answer most of the questions.

In fact, you can opt out of the Trivia altogether if you have three books : Chronicle I, the Book of the Law, and the Statutes of Jedda. All three can be found in University College Library.

The door to the west is now open.

At last you discover Polly Weaver, who tells you to destroy the Temple with a holy artifact.

What could that be? Well, the Four Temples were holy, weren't they? So the four objects you found there might do. Otherwise, who could you ask? The Matriarch may spring to mind again! Another clue here is that when you recover Puissance, you can see St. Clara's tomb, but can't get to it. Maybe it contains a relic or artifact?

Get the Temple Key and other goodies from Kalia's chamber. Read Kalia's journal to confirm your understanding of the underlying mystery.

Take the shortcut to the outer gate of the Iron Palace by talking to a companion. (If you need to complete the Four Temples quest now, or return to Koberg to see the Matriarch, you can use the same shortcut to return to the Iron Palace when you're ready).

If you haven't completed the Four Temples quest, go back to Holy College in Koberg and talk to the Matriarch (this is only possible if you have given Asteron's shield to Sir Patrick in Templar Hall, or you have completed the [Kill The King](#) quest). Who might have stolen the Statuette of Tanja? Honest John seems to know something about this, as you probably discovered much earlier in the game. Go to Dunrobin House and recover the real Statuette (you will need a rogue for this - the north door of Dunrobin House can be lockpicked. Once in the house, a pressure plate on the floor to the east of the door opens the chamber. A lever hidden behind furniture in the chamber opens the kitchen. Bash open the door to the west of the kitchen. In the store room, pull the lever hidden behind a crate in the north-east corner. The statuette is in a chest in the next room). If you need to trade with Honest John, do it now, as you won't get another chance. Give the Statuette to the Matriarch. Recover Saint Clara's skull from her tomb in the Temple Crypt. Return to the Iron Palace.

Outside the Iron Palace, go through the double doors at the west end into the courtyard.

Enter the Temple ahead. Click on the altar to open its inventory. Place Saint Clara's skull on the altar and close the inventory. The altar is destroyed.

If you have completed the Four Temples quest, you don't need the skull. Place the Cup of Charity, the Sword of Reason, the Wand of Intuition, and the Pentacle of Wisdom on the altar instead. They will remain when the altar is destroyed.

Leave the Temple. The double doors behind the Temple are now open. Kill the Green Dragon gang (including Morgana, if you let her escape from Koberg Castle) and go through the doors to the Treasure.

Endgame

Mandatory : kill Kalia.

Talk to Kalia.

There are two possible endings.

If you pretend to be evil, and offer to join Kalia, you will provoke the dragons into killing her.

Otherwise, the dragons attack. As soon as Kalia vanishes, ignore the battle - turn round and run back through the curtain of lights to find her. She may be invisible until you get close to her.

Once Kalia is dead, leave the room. The scene shifts to Andersham Castle, where you can say farewell to your surviving companions.

Save your character when prompted, if you want to export your history to Part 2. Note that this won't work if you save your character before the prompt.

Postscript - Kalia's Journal

Just in case you missed it -

My earliest memory as a small child was of my noble father, Kaldric.

He used to call me My Treasure - they say those were his dying words, when they murdered him at Arnesfield.

What fools men are! My father's words spawned the myth of the Lost Treasure - but I was the only Treasure he cared about.

I grew up in the care of my nurse, Polly Weaver. Later, she told me that my mother had died in childbirth.

As I grew up, I discovered many of my father's secrets, and I determined to bring him back as an undead lych, so that he could fulfil his ambition to rule the island.

I travelled far and wide in search of the means to achieve this.

After many years, I discovered the ritual of the Wells of Souls in an arcane tome in Faywood. I was unable to steal the book itself, so I copied the spell, and later translated it from the original elvish.

Much later, in Sandeni, I met someone who could perform the ritual for me - Karrl the Vampyre.

Also in Sandeni, I learned the secret of summoning dragons from an old wizard. How he squealed before he died!

Now I have summoned three dragons, who are bound to serve me until the moment of my death.

It was an easy matter to create outposts at Greystone and Doon, with the help of the followers of Asmodeus, so that we could seize strategic outposts when my father returned, and seek revenge on his murderer, Lord Alban.

I was nearly discovered by a servant, on a nocturnal visit to the cellar of Greystone Manor - but no matter.

The vain Lord Fenn was easily convinced to help me. I let him believe he would become King once I was mistress of the Temple at Koberg - but of course, we would have killed him once he had delivered Andersham Castle to us.

On my orders, Lord Fenn arranged for the coffin of Karrl the Vampyre to be brought from Sandeni, and together Karrl and I performed the ritual of the Well of Souls.

By night, I recovered my father's remains from the tomb at Arnesfield.

Now all that remained to complete the ritual was to deceive a traveller into an orgy of killing, then sacrifice them to Asmodeus.

Unfortunately, the traveller proved more capable than we expected - both Karrl and my father's remains were destroyed.

This is no matter - my father's spirit remains in Limbo, and, with the help of the traveller, he WILL return ...

Trivia

You will be asked three of the following questions.

What relation is Prince Penric to Penric the Bold? **Great-Grandson**

Who made the sword Puissance? **Kalan**

On average, which of the following weapons causes most damage? **Morning Star**

Who was the servant of Asmodeus at Greystone? **Ergon**

Where will you find the Blue Boar? **Petersfield**

How many ships did Tanja tell St Clara to send to Varota? **Three**

Which King is buried at Doon? **Asteron**

What is the badge of Lord Alban? **Lion**

By which name is Tanja not known? **Great Lady**

When is the Festival of the Great Mother? **Harvest**

Which of the following is not one of the old gods? **Omni**

Three adventurers wish to fight thirty goblins. Where is the best place for them to join battle? **A doorway**

Which of the following offers least protection? **Pot Helmet**

All of the walls of my house face south. What colour is the bear? **White (because the house must be at the North Pole)**

Which of the following items is not sold in Koberg market? **Ring of Protection (because magic is illegal)**

What name is shared by the Royal butler, and the uncle of King Morgan? **Pendrin**

Who is (or was) the sister of King Morgan? **Morgana**

Where is Sir Alric from? **Marling**

Which of the following is a Shaman? **Chabo**

A Merry Dance

Mandatory : nothing. This quest is optional and has low payoff. It's just for fun.

You can complete elements of this quest at convenient points in the game.

Talk to Merry in the Anchor Tavern. Find out why he can't enter the city.

Get a pass to Holy College by giving [Asteron's shield](#) to Sir Patrick (or completing the [Kill the King](#) quest).

In Holy College, talk to Lawyer Grimley (this is not possible after the Council of Seven quest, as you will have offended the Merchants Guild).

Go back to the Anchor Tavern. Talk to Merry.

Go to Marling. Enter the small stone building. Talk to the parrot. The solution to the riddle is

My namesake now you have to find - **Polly (Parrot)**

Another clue you'll see behind - **Spinner (there is a top in a niche behind the parrot)**

North of tailor, west of cage - **North of the tailor's stall in Koberg Market, West of the cage outside the Guildhall**

Lives the friend of Merry mage.

Return to Koberg. Enter the workshop to the west of the Guildhall. Talk to Polly Spinner to get a key, and a simple riddle spelling out SHIP.

There are only 2 ships in the game - as it happens, it's not the one you arrived on.

Proceed to Linton. Open the hold of the ghost ship. Take the key and examine it to see the clue "seek ye the temple".

Which temple? Here Merry is being vexatious, as there are 9 temples in the game. However, if you searched Oakridge carefully earlier on, you will know there is a locked niche in the Temple there. The only other temple locks you may not have opened yet are in the Temple of Tanja at Koberg, so you may have to eliminate that possibility first.

Go to Oakridge. In the grounds of the Summer Palace is an open-air temple. Look for a small niche in the floor, to the east of the statue of the Grey Reaper. Take the key and read the note.

The note says "Confused Nigel lost me" - an anagram of Elgin. You may remember that Elgin said that the key to the north was stolen by a travelling entertainer - now we know it was Merry.

Go to Lindale. Open the gate to the north of the village. Look for a cave in the north-east corner of the map.

Talk to the hermit - persist until he reveals that he is a Gold Dragon. You don't have to agree with him, but don't be rude. The reward is an increased ability score.

Snow Wight and the Seven Gremlins

OK, this puzzle is an elaborate joke, really - it has a logical solution, but it's so much easier to sneak past the Juggernauts ...

There are 8 devices, which must be flipped in the correct order - that's 40,320 possible combinations. Phew!

But wait - Barmy tells us that the sequence is - button, chain, switch, lever, chain, lever, switch, button.

Once we have the first four, the rest follow automatically, so actually there are only 16 combinations ($2 \times 2 \times 2 \times 2$ possibilities).

Now, Gloomy says we will be killed instantly if we get it wrong. It turns out that "instantly" means "after 8 flips" - you have to try all 16 combinations.

So, "learning by death" is feasible here (but hardly satisfying - and there is a better way).

Consider Dodgy, Edgy and Flakey. One always tells the truth, one sometimes lies, one always lies.

The trick here is to eliminate the one who "sometimes lies", because he is the only element of uncertainty.

Dodgy says Edgy is more honest than Flakey.

If Dodgy always lies, Flakey tells the truth.

If Dodgy always tells the truth, Flakey always lies.

If Dodgy sometimes tells the truth, either Flakey always tells the truth, or always lies.

This tells us that Flakey is either truthful or a liar, so he can't be the one who sometimes lies.

If Flakey lies, he will select the truth-teller as least truthful, and reverse his answer.

If Flakey tells the truth, he will select the liar as least truthful, and tell you (truthfully) that the liar would tell you the reverse of the correct solution.

So, either way, all we have to do is reverse Flakey's answer, which gives us right chain, left button, right switch, and left lever.

But wait - that isn't the order Barmy gave us. We've deduced a truthful answer from Dodgy, Edgy and Flakey - but we didn't ask them about the sequence !

So, the correct answer is - left button, right chain, right switch, left lever - and the next four follow automatically, in the order given by Barry.