

## ENIGMA ISLAND PART 2 - TEMPLARS

Release 1.04

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## **INSTALLATION**

### **System requirements**

NWN 1.69 or later with SOU and HoTU expansions.

Compatible with NWN EE (Extended Edition).

CEP is not required.

### **Compatability**

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.

### **Instructions**

1. Unzip the main download.
2. Copy the .mod file into the "modules" directory of your NWN directory.
3. Copy Enigma4.hak and ACAG102.hak into the "hak" directory.
4. 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 (or better). You may also need to turn Grass off if you're seeing tall plants which seem out of place.

### **Notes**

Enigma Island is on an older version of *ACAG*, to avoid problems when Valine updates her work.

## NEW FEATURES

If you've played Part 1 of Enigma Island, note that there are some important differences in Part 2.

- Experience points are awarded for achievements, not for killing.
- Starting level 8-9 is recommended.
- If you start a new character, you will be able to level up to level 8 immediately.
- You can import your existing character from Part 1 or elsewhere. Imported items will be lost.
- If your imported character has no Part 1 history, you can choose to create this at the beginning of Part 2 (which involves answering a dozen questions) or accept the default history.
- Your history makes little difference to the game, other than providing deeper immersion through better continuity with Part 1.
- Day and night are more important in some areas now. If you can find lodgings, there will usually be a bed you can use to sleep until nightfall (during the day) or daybreak (at night).
- Koberg now has a religious dress code, so you can ask companions to dress conservatively.
- There are no sages ... but your companions are quite knowledgeable.
- Shortcuts are unavailable until you arrive at Koberg, for plot reasons which will become obvious.

If you played Part 2 before NWN 1.69, note that shortcuts (which used to be available in conversation with companions) are now on the Player Tool introduced at the start of the module, which also allows you to manage horses.

## READ ME

Game Type                      Single Player

Character Level                Starting level 8-9 recommended.

If you start a new character, you will be able to level up to level 8 immediately.

12th level is achievable, starting at level 9. Progress is relatively gradual - the module is more about having fun than gaining levels.

You can import your existing character from Part 1 or elsewhere if you like, but imported items will be lost.

Content                            EROTIC

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.

Playing Time                    About 10 hours including side-quests.

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.

Masks taken from the Arduus Anatomy hak.

Dance animations by Zeiram.

Frozen animations by Bloodsong.

King Arthur's Round Table by Proleric - a resized and retextured version of an original model by Bioware.

Crop taken from the JadeinChains hak and modified for 1.67 onwards.

Stocks adapted from the Phalzyr Torture hak.

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## Synopsis

Templar power has grown beyond recognition, as they vie with Masons, Kings, witches and smugglers to control the destiny of the Island of Varota. Will you rise above the intrigues, escape from the living hell of Guano Bay and dare the eldritch depths of Faywood to unlock the secret of the fabled Nympheroticon?

The Royal Family pursues dynastic marriage as a palliative to their dwindling power and a rising tide of heresy. The medieval landscape is transformed by the invention of banking and gunpowder. As these mundane matters come to a head, an esoteric conspiracy of alchemists seeks the Elixir of Life by opening breaches in reality itself - and who knows what will come through the Gate?

Pit your wits against Schrödinger's Cat, Pavlov's Dog, Maxwell's Demon and many others.

With old friends and new companions, romance, death and taxes are always just around the corner.

Part Two of Enigma Island continues from the scene outside Andersham Castle at the conclusion of Part One.

## 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 is 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). Imported items are removed anyway.

Experience points are awarded for achievements, not for killing.

In some instances, the plot depends on whether your PC is male or female. There are no differences in experience points available, though.

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.

For most of the game, you have a lot of options about what to do next.

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.

Escaping conversations may break the game, so don't use the Escape key, move away, or cast spells while talking to people. Likewise, using mind-affecting spells like Dominate Person other than in a normal combat situation can break the game.

Multiplayer and Respawns are not allowed.

Craft skills are disabled.

#### 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. This option becomes available on arrival at Koberg.

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.

## 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.

"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.

Koberg has a religious dress code. You can ask the party to dress conservatively.

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.

You can buy potions on the mainland. They are illegal on Varota, but Koberg Market sells healing packs.

#### Time

If you can find lodgings, there will usually be a bed you can use to sleep until nightfall (during the day) or daybreak (at night).

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.

## COMPANION PROFILES

### MINI-SPOILER

CHABO is a barbarian shaman of the Dravan people, renowned for her ability to take on the form of the Wolf Spirit. You meet her again at Guano Bay.

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. He knows a lot about the sea and the underworld. You meet him again on his ship (or on landing at Koberg, if you arrive by boat).

FANTINA is the island's Cunning Woman. She lives at the Mill in the pretty rural village of Arnesfield with her partner Wandal. Fantina is intelligent, and offers more advice than the other companions. She rambles on about esoteric matters, although she will freely admit that her occult symbolism is really a metaphor for an entirely pragmatic outlook - she doesn't actually believe in the supernatural. As a witch, her views can be prejudiced - the risk of persecution doesn't improve her opinion of priestesses like Lydia, for example. You meet her again at the Rose Revived.

ROBIN is an enigma. He's a handsome young ranger, yet he wanders the forests alone. He doesn't give much away about himself. Practical, light-hearted, and handy with his weapons, you can't help feeling that he's privately amused by something. He knows the woodland and the elves. You first meet him in Faywood forest.

SIR PALIN OF PETERFIELD is a young aristocrat, descended from Peter the Valiant (a companion of Penric the Bold, founder of the Kingdom of Varota.) He is related to the Royal Family. Sometimes a little formal, he respects the law, but has a good heart. Palin is not quite as dim as he appears to be, especially when it comes to military matters, and is generally tolerant and easy-going. He believes in the official religion, and will defend it, in the final analysis. He's engaged to be married to the King's sister, Princess Morcasta. You can find him again at Guano Bay.

SISTER LYDIA is a young priestess of the Imperial Temple. Trained from birth for a secret mission of global importance, her motivations will seem obscure at first. A powerful cleric, Lydia respects the Law of the Goddess, and maintains high standards of personal conduct. She has a good understanding of politics, reads people well, and offers sound advice. You first meet her aboard the Liberty Belle.

## KNOWN ISSUES

### Bioware issues :

- See [1.69 Riding Academy](#) for an FAQ on horse issues.
- If the module aborts in certain areas, try turning off Shiny Waters.
- If companions freeze or get stuck in combat mode, try using the radial menu commands "Stand Your Ground" and then "Follow". Save/load may help, too.
- 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.

## RELEASE NOTES

### Release 1.04

144	Hak version updated to enigma4 for compatibility with Part 3
127	Improved day & night cycle to reduce timing issues. For example, if you sleep in the Unicorn Hotel until nightfall, Sir Gawain will return to his room as he should.
130	Fixed a bug with the maps so that you return to the correct location, even if you open a second map while the first map is open.
135	Companion heartbeat script no longer refer to the PC until client entry is complete. This should prevent occasional glitches with companion comments.
143	Fixed a Bioware save/load bug which applied a mounted archery penalty when not mounted and when no ranged weapon was equipped.
113	Fantina should no longer appear unexpectedly in the Faywood bath or elsewhere (same issue as 135).
142	Mrs Wellard should no longer be duplicated if you speak to Ron Wellard multiple times.
128	Dancing in a long coat is no longer allowed (because the animations don't work with that robe model).
131	Horses can no longer identify items.
137	Robin is now a fighter (because the ranger AI is bugged).
138	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).
141	Leading a horse no longer makes the Templars suspicious for no good reason.
147	Dynamic placeables that aren't meant to be destroyed are now all plot.
150	Fixed a corrupt cursor in a hidden trigger at the northern exit of Fenchester. This was harmless in 1.69. In EE, the trigger was visible, but otherwise worked normally.
133	If the player chooses Tanja as their personal deity at character creation, Lydia now recognises this.
129	Improved blackout in the Void.
145	Added missing skyboxes
146	If player has lock picking skills, rogue companion defaults to not helping.
115	Fixed an exploit that allowed the player to dominate Hercules and then sell him over and over again.
121	Walkthrough updated to underline what must be done to gain Robin as a companion.

### Release 1.03

126	Fixed a bug in the "Wait for me elsewhere" henchman instruction.
117	Henchman advice function improved to prevent a potential timing issue.
122	Remodelled King Arthur's Round Table.
118	Upgraded to Travel Builder v1.00
114	Added some waypoints for compatibility with version 3.04 of enigma3.hak. This has no impact on gameplay.

### Release 1.02

091	<p>Major review for NWN 1.69.</p> <p>Gameplay :</p> <ul style="list-style-type: none"> <li>- Horses introduced.</li> <li>- New player tool enables horse control and shortcuts without henchmen.</li> <li>- Boat travel improved.</li> <li>- A few areas remodelled for compatibility with Part 3.</li> <li>- Some corrections to alignment.</li> <li>- Some other cosmetic changes.</li> </ul> <p>Technical :</p> <ul style="list-style-type: none"> <li>- Travel Builder used in place of bespoke transition code, to support horses.</li> <li>- Horse scripts imported from "Builders' Guide to Horses and Creature Scaling".</li> <li>- Henchman scripts upgraded to X2.</li> <li>- 2da and Bioware script refresh to capture 1.69 changes.</li> <li>- Horses included / excluded as appropriate from henchman loops.</li> </ul>
111	Fixed an issue with party appearance after the Rip Van Winkle scene (and save/load as a chicken or in the dragon costume).
104	Fixed an issue with the Black Powder quest - journal no longer says you've met Marco and discussed Miggins until this has happened.
108	Fixed an issue with some guards facing the wrong direction in combat.
095	Monsters no longer pursue the player to other areas (this was already true for sharks, now extended to all creatures because some players were confused by the default Bioware behaviour - e.g. Pyrofax was thought to have "disappeared" when actually she had entered the Treasury by a different door).
112	Fixed an issue with the Templar dress code - you can no longer avoid jail by carrying armour you don't have the proficiency to equip.
106	Player immobilisation for key conversations reduced to 2 seconds.
096	Charon no longer requires payment after the initial trip.
088	Option to export your character and history at the end of the game for future use.
105	Improved variety of ranged weapons and ammunition
109	Dialog tweaks - PC can be more cautious at the beginning. Underworld quest has more options for investigators of good alignment. Lydia explains more clearly that her mission continues beyond the quests in this module. PC now controls taking Lydia to the hotel - other companions go downstairs if privacy is requested. Proposals of marriage take priority over stepping into the Void.
103	Removed NDB script debugging files to make module smaller.
102	Chabo's Wild Shape spell feedback corrected. Hakpak version checking improved.

#### Release 1.01

100	Fixed an issue with reopening the Andersham desk that could result in dialog timeout #2.
099	Fixed an issue which probably caused the occasional portal failures at the Tree of Life and the Hanged Man in the Beta release. Since release 1.00, there has been a fail-safe mechanism, so anyone who is still having problems probably hasn't killed all the guardians (they sometimes run and hide in corners). Fixed a similar issue with the Templars in the opening scene, which could only happen if the PC chose to run away - no problems have been reported with this, so it's just a fix for good order.
093	Updated portraits - Fantina.

#### Release 1.00

084	Now using NWN 1.68 with both expansions. Enigma2.hak must now be downloaded separately, because it's common to Parts 1 & 2.
004	All dialog reviewed - more options and companion comments.
087	Lydia will no longer go back to the hotel unless the way out is clear. For example, this prevents jumping out of the sewers, leaving the ferryman on the wrong bank of the river, unless the laboratory exit is open.
083	Tree of Life and Hanged Man portals will appear through a failsafe mechanism after a few seconds if not triggered by the death of the last guardian.
092	Blank dialog panels and dialog timeouts on slower machines can be prevented by enabling Dialog Zoom. Read Me updated to this effect.
076	Silbury Theatre made more robust, by removing the trigger at the start of the performance, and providing an abort routine. It is likely that the trigger was responsible for the reported problem that the game froze periodically and interrupted rest in this area, though I was only able to reproduce the first of these symptoms. PC now disarms before taking part. Patsy renamed.
086	Temple Crypt was spawning additional pilgrims on every entry. This could degrade performance on slower machines, and almost certainly accounts for the reported problem "after acquiring the Boots of Speed near the end of the game".
081	Wedding - it is no longer possible to have strange conversations with the guests. Abort routines have been added to some of the more critical conversations throughout the module. However, in general, breaking conversations is strongly discouraged and unsupported.
094	Fantina and Templar Youth journals now update and close correctly. Fixed some minor dialog errors.
079	Stores - script tweak to reduce the risk of stores failing to open. This is an unusual problem, which I haven't been able to reproduce.
082	Prison uniform is now suitable for females of all classes. It is somewhat revealing, by Templar standards, but this is the best possible compromise, given constraints in the ACAG hakpak.
073	Koberg Castle - courtiers now adjust their position if one of the group is missing.
054	Scorpion assassin encounter after talking to Lydia at the Unicorn is now reliable.  OnEnter scripts for Koberg Temple, Castle Pyrofax, Grabbitand Cellar and the Rose Revived have been changed, because they were using distance checks, which are potentially unreliable at the moment of entry.
027	Companion comments are now queued if unable to talk when first triggered, and on entry to an area (to prevent potential conflict with other conversation events). Handling of comments triggered by using levers is now more robust. Unnecessary interruptions to stealth mode reduced.
021	Appearance of armour and cloaks improved.
090	Portraits updated.
077	Wedding - Robin and Lydia always attend now. Fixed an issue with Lydia's dress.
068	Rose fetish dancers now have additional conversation. Rose dungeon added. Use of nipple clamps is restricted to consenting adults.
028	Porton - added dialog options to suggest the easier options of playing solo and surrendering. Each companion's gear is placed in a separate container, for convenience. The latter change was also made to Faywood Palace and Koberg Castle jail.
065	Added an animation to the fairy ring and the Gold Dragon. Added woodland creatures to Faywood.

### Release 0.07

037	Templar Youth quest added for balance.
074	Timeout added to critical dialog retry script. Heartbeat scripts cached to improve performance.
064	If Sir Palin is offended, he returns any plot items before going to Koberg Castle, and sleeps on a bed roll there at night. He is woken before the wedding, to ensure that the closing scene doesn't break.
067	Guano Bay weapons rack removed from quarry as it allowed the PC to hoard weapons.
068	Guano Bay autosave no longer repeats on reload.
069	Lydia's reason for fleeing Koberg Castle after escaping from jail is now clarified.
070	Breaking conversation with Sir Roger or Sir Cuthwulf now sends you to jail if appropriate.
071	Morcasta can no longer be told she is to be married if Astra is the bride.
072	Black Powder - talking to Marco before Elenor has given you the quest now updates the journal. If you talk to Elenor afterwards, you now have the option of sending him to Alba even if you agree to take him to the Barber's cellar. The Pie Shop is mentioned in the Journal.
066	Ron Wellard - fixed an issue that could leave his door open after the first conversation, allowing you to fight him prematurely.
065	Craft skills disabled to prevent the creation of armour that the Templars won't respond to correctly.
063	Maid and servant uniforms are now classified correctly as improper dress.
062	Water node decoy chest dialog now fires on close, not on open. Added potion of Restoration to counter possibility of level drain.
061	Void Portal dialog fires every time you try to use it, to ensure that Fantina's warning and marriage proposals are always received if appropriate. Also, minor dialog tweaks to Smiling Sam, Aylmer, Marco, Penric, Fantina and Dame Julia. Changed the appearance of King Arthur and Prince Rupert. Added a monk's robe and a rapier to the Fenchester stores. Newt Tavern staff have new names. Invisible objects at Porton Castle have correct names now. Checked all spelling throughout.
055	Lydia romance - resolved some issues : asking to go to the hotel then not showing up; not asking when she should; not recognising that she is in the hotel; fairy scene treated as infidelity before the romance is fully confirmed.
080	Lydia now only exists as one instance. This probably doesn't affect game play, but is convenient for testing.
008	Strip naked limited to visible items (unless you are in jail) to reduce unnecessary re-equipping afterwards. Cloaks removed when appropriate, for NWN 1.68 compatibility.

### Release 0.06

051	Opening scenes and endgame - it was possible to get stuck in Andersham Keep, Guano Bay or Koberg Market if critical conversations failed to trigger. These conversations - with Neville, Sir Roger, Sister Eva and Swan - are now forced if nothing has happened for two heartbeats.
060	Ice Cavern - fixed an issue which could result in cold damage persisting after you leave.
052	Porton - added a fail safe mechanism to ensure torture scene doesn't break if Sir Hubert or his companion get stuck.
059	Faywood Palace - you can now leave without Robin (after Titania's warning suggesting this is not a good idea).

058	Berith is destroyed if you use the final portal before killing him. This prevents the remote possibility that your companions don't appear in the final scene.
057	Robin no longer responds with a strange message about leaving the forest if you ask to go somewhere else in Faywood Palace or Castle Pyrofax.
056	Princess Morcasta - when you tell her about the Royal Wedding, you can no longer tell her she's marrying King Rupert if it's been agreed that she's marrying the Prince.
053	Leonardo now checks you have the money before selling the portrait.

#### Release 0.05

049	Guano Bay - fixed an issue which could result in death under interrogation.
050	Sir Gawain - fixed an issue which sometimes gave you no option to come to his room.
033	Loan - the journal now closes correctly if you repay the loan to the Templars when challenged. It is valid for the journal to remain open at the end of the game if you manage to get that far without repaying or cancelling the loan.
048	Guano Bay - animation during interrogation is now more robust.
020	Leonardo conversation improved.
013	Sister Eva conversation has more options.

#### Release 0.04

045	Council of Seven quest now refers to the Augustus cellar rather than the Rose Revived because it's possible that you don't know what's in the cellar at that point.
046	If Smiling Sam tells you at night where to find the Rose Revived, it immediately opens.
036	Known issue logged : if the game is running slowly, in conversation you may sometimes see a blank panel for a moment.
006	Guano Bay - changed timing of autosave to prevent loss of sound. Corrected Anna's voice set.
026	Wandal now leaves as Sir Roger enters, to make it clear that he isn't arrested or killed. His clothing now complies with the dress code.
012	Endgame gives additional XP bonuses for completing the Council of Seven and Omnite Conspiracy quests if not already received at the beginning of Return to Andersham.
024	Lydia now faces you when discussing marriage.
011	The Council of Seven message is now delivered by the Town Crier, to emphasise that the Tax Collector doesn't work for the Council.
009	Reduced general availability of magic items slightly to make Temple Crypt and Andersham hoards more attractive. Kingsbane introduced from Part 1.
007	At Guano Bay, you can now leave your kit with Sir Palin before swimming. Chabo returns her kit before leaving. Sir Mungo equips armour when awake.
014	At Guano Bay, when prisoners are freed, the cell door opens automatically if appropriate, to ensure that full XP is awarded and avoid henchmen jumping through locked doors.

#### Release 0.03

041	Scorpion chest no longer gives infinite XP.
042	Queen Cruella no longer attacks you in the Camelot scene.
043	Journal now records the location of important characters, where this is not marked on the map. Added a map pin for the Green Dragon.

015	Guano Bay prisoners no longer have uniforms when not working in the quarry.
018	Silbury - minor improvement to Fantina dialog.
031	Wedding scene - dead servants no longer appear.
032	Citizens who appear after the Templars leave now have correct voice sets.
035	Underworld quest is now shown as complete in your Journal if you kill Ron Wellard.
038	Sir George dialog amended to make his character more balanced.
039	Merchants - on rare occasions, you may get a "no store available" message. This has been recorded as a known issue. Try leaving the area and returning.
040	Companions won't fight under some circumstances - they just stand there. Recorded as a known issue - it is reported that this can be fixed by patching to NWN 1.68.

Release 0.02

034	Sir Roger didn't appear at the end of Wandal's conversation if Neville was blocked by a servant en route to the door. There were similar issues with guards returning to their posts, and using baths. This has been fixed.
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Release 0.01

Beta Test.

## **WALKTHROUGH**

### **SPOILER ALERT**

[Andersham Castle](#)

[Guano Bay](#)

[Liberty Belle](#)

[Koberg](#)

[Masons \(Templar Bank\)](#)

[Sewers](#)

[Port Royal, Fenchester and Silbury](#)

[Porton](#)

[Belsing Forest and Faywood](#)

[Castle Pyrofax](#)

[Asteron's Palace and beyond](#)

[Side-Quests](#)

## **Side-Quests**

Side-quests are not essential, but they generally have a big pay-off.

[Arrested](#)

[Fantina](#)

[Underworld](#)

[Indulgence](#)

[Black Powder](#)

[Scorpions](#)

[Omnite Conspiracy](#)

[Royal Diplomacy](#)

[Sir Gawain](#)

[Council of Seven](#)

[Return to Andersham](#)

[A Merry Dance](#)

[Templar Youth](#)

## Andersham Castle

**Essential : Read Chronicle IV and talk to Wandal.**

After the opening scene, in which the Grey Reaper warns you you're about to lose everything, and the change of scene to Andersham Keep, examine Chronicle IV (which is on your desk) to find out what's been happening in Koberg.

Neville tells you that Wandal has arrived.

Have a good look around before speaking to Wandal - in particular, get the gold from a chest by your bed to open up all options.

Once you speak to Wandal, Sir Roger Darcy and the Templars arrive to arrest you.

You have two choices.

If you surrender, you are taken to Guano Bay as a prisoner, but you save the lives of your servants, gaining a bonus quest, an extra henchman, and some additional experience points.

If you run for it, open the tower door, and go down into the castle corridor. Pull the chain, and exit via the water gate. Pay Oliver the Boatman to take you to Koberg.

If you have no money, you have no choice but to enter the castle hall (or return to the keep), where you will be captured, and taken to Guano Bay as before.

## Guano Bay

**Essential :** If you are a prisoner, you must get Sir Mungo's key and the healing potions, then escape.

You can arrive at Guano Bay in two ways :

- [Travel from Koberg](#)
- [Arrested at Andersham](#)

### **ARRIVAL FROM KOBERG**

If you escaped from Andersham Castle, you will eventually learn about Guano Bay from Lord Debric, Lady Gemma and Dame Julia at Koberg Castle.

In this scenario, the quest is optional, though it's worth doing to gain Sir Palin as a companion.

Before you set off, it's best to have at least 2 companions. Dame Julia will give you money if you talk to her before freeing the prisoners.

Ask Oliver the Boatman to take you to Guano Bay.

If you didn't get the key from Lord Debric or Lady Gemma, you can bash the main gate.

Obtain Sir Mungo's key and free all the prisoners except Norbert (who is a psychopath).

Amongst the prisoners, [Anna](#) and [Merry](#) give you side-quests.

### **ARRIVAL AS A PRISONER**

During interrogation, don't tell anyone where Fantina is - not even Sister Eva - to avoid a small penalty later on.

Once in a cell, talk to your neighbour until it's time to go to work in the quarry.

In the quarry, you can talk to one of your potential companions - either Chabo or Palin will be there - but they're too weak to join you at this stage.

If you have the skill, steal the key from Sir Mungo's pocket.

Talk to the companion. Propose waiting until the guards take you back to your cell.

**ALTERNATIVE :** If you have high stealth skills, get out of sight of the guards (go to the east end of the quarry, far north-east corner) and enter stealth mode. Open the quarry gate. Now you can escape via the Armoury, as described below - but be warned that the hostile guards may spot you, and certainly will when you swim.

If you don't already have the key, Sir Mungo appears, drunk, and drops a key. Let him try to abuse you. Pick up the key when he falls asleep.

Search the cells. Rescue Sir Palin and Chabo, and ask them to follow you.

Leave the cells by the gate to the south. Go directly across to the Armoury to obtain healing potions and equipment (if you haven't already done so).

Enter the other building - the Guardhouse. Get the main gate key from the table.

Exit via the main gate. Go down to the beach, and swim to safety. You will have to leave your companions and equipment behind for now.

Later, once you've reached Koberg, you can return to rescue the prisoners - see [Arrival from Koberg](#) above. Oliver the Boatman is by the river in Anvil Lane. You will need 100 gold to hire his boat.

## Liberty Belle

Essential : Once you're ready, ask Captain Burdsi to take you to Koberg.

You need to get dressed first. There's a pilgrim robe in the cabin.

On arrival at [Koberg](#), you are introduced to the [Scorpion](#) quest, which is optional.

## Koberg

Essential : go to the Guildhall to obtain the [Masons](#) quest. Explore the [Sewers](#). On return from [Faywood](#), return to the Sewers and enter [Asteron's Palace](#).

If you are sent to Guano Bay at the beginning of the game, you first arrive at Koberg Harbour on the Liberty Belle. If you escaped from Andersham Castle, Oliver the Boatman takes you to Koberg Riverside.

Either way, Dunbert is waiting at your arrival point. He's a useful companion. If you follow his advice, you'll discover the [Underworld](#), [Masons](#) and [Royal Diplomacy](#) quests, amongst others.

The Templars are looking for you. When they first see you, they will challenge you - if you feel unable to tell a white lie about your identity, you will be [arrested](#).

There's quite a lot to do in the city. The essential steps (above) are few, but the side-quests provide valuable experience points.

You can follow the quests in almost any order - the outcome may vary slightly, but it doesn't really matter.

You may prefer to tackle quests as they present themselves, or else you can search the entire city at the beginning.

To raise money, start the [Masons](#) and [Underworld](#) quests early on.

To obtain more companions, consider the [Fantina](#), [Guano Bay](#) and [Scorpion](#) quests at an early stage.

The only real hazard on the city streets is being [arrested](#). This is generally a nuisance, which is best avoided.

## Masons (Templar Bank)

**Essential : Return the Masonic Document to Watt in order to learn the combination to enter the Sewers.**

On arrival in Koberg, Dunbert suggests that you visit the Guildhall.

Talk to Watt to learn about the Templar Bank and the Masonic Document.

Go to the Templar Bank.

At the top of the stairs is a dial and lever. This is a combination lock, which you probably won't be able to crack yet.

Talk to Cedric and take out a loan. This is optional, but a useful source of cash.

You can also buy a credit note. This is useful later, just before you travel to [Port Royal](#), to avoid paying taxes. Read the credit note to discover where it can be redeemed.

The Masonic Document is on a table near Cedric.

If you don't have the skill to obtain the document by stealth, talk to Dunbert after you've seen the document. Engage Cedric in idle conversation about double-entry booking while Dunbert does the deed.

Alternatively, buy a potion of invisibility from Sandra the Ironmonger in Koberg Market. This is only possible after you've seen the document.

You'll also recover Sir Roger's letter, which mentions the Mutus Liber. You don't need to follow this up immediately (see [Sewers](#)).

Return the Masonic Document to Watt at the Guildhall to learn the combination of the lock at the top of the stairs in the bank.

Sir Roger's letter mentions the Mason Word, which is important later on, but Watt won't reveal it under any circumstances.

## Sewers

**Essential :** enter the Sewers from the Templar Bank. Cross the river. Later, when you have the second combination, open the locked door to the south to enter Asteron's Palace.

At the top of the stairs in the Templar Bank is a combination lock. Set the combination to 666 (as Watt tells you in the [Masons](#) quest). Pull the lever to open the door to the sewers.

You immediately arrive at an underground river. Talk to Charon, the ferryman, and pay him to cross the river. You can return the same way (even if you don't have any gold).

**Optional :** recover the Treasures of Varota.

This is worth doing, as three out of the four Treasures are useful magic items. You may wonder what the Treasures are doing in the sewers, until you meet [Fantina](#).

At various points around the sewers are levers labeled with coloured arrows. These open the doors to the elemental nodes, which are elsewhere in the sewers.

As it happens, each door is labeled with an arrow of the same colour as the corresponding lever, but all you need to do is flip each lever once to open all the doors.

The biggest hazard in the sewers is the room of spiders. If Palin is with you, he will suggest outflanking tactics - from the bridge to the south, you can kill most of the spiders with missile fire. In the spider room are some potions of Antidote, in case you get poisoned.

Each of the elemental nodes contains one of the Treasures of Varota. In most cases, the treasure is in a chest in plain sight at the heart of the node. One exception is the Water Node - the central chest illuminated by a shaft of light contains nothing of value, but there is a less obvious chest containing the treasure, which is just visible above the waterline in a niche at the other end of the Node.

A Stone of Giramphiel (which can be found in [Sir Gawain's room](#) and in [Faywood Palace](#)) offers some protection against drowning in the Water Node.

**MAJOR SPOILER :** Mutus Liber.

Your long-term objective is the second combination lock to the south of the area, but, as you learned from Sir Roger's letter in the [Masons](#) quest, you can't open it until you have page 11 of the Mutus Liber.

To obtain this, you will have to travel to [Faywood](#) via [Port Royal](#), which you may not be ready to do yet.

As your companions will suggest, you can discover this information in two ways :

- From Lavinia Grimley at University College.

As Lavinia explains, you must first talk to the Dean, to find out about the Archive.

Lavinia can be persuaded to give you the Archive key if you tell her it will help the King. (Lavinia is the King's mistress - see [Royal Diplomacy](#)).

Unfortunately, page 11 is missing from the Mutus Liber in the Archive. Talk to Lavinia again to learn about the Faywood copy.

- From [Marco the Alchemist](#).

Marco will only help you if you take him where he wants to go. If you allow him to be taken elsewhere, he won't tell you about Faywood.

## Port Royal, Fenchester and Silbury

Essential : gain admission to Port Royal. Travel through Fenchester and Silbury to reach Porton.

Your journey to the mainland can be triggered in two ways :

- The main plot eventually requires you to travel to [Faywood](#) (see [Sewers](#) for details).
- [Royal Diplomacy](#) requires you to travel to Fenchester, which is on the way to Faywood.

Once you have a reason to visit the mainland, you can hire the Liberty Belle in Koberg Harbour by talking to Captain Burdsi.

There are various warnings that travel incurs the risk of robbery (see Hagiograph II, for example). You can reduce the impact of this, after hiring the ship, but before leaving Koberg, in several ways :

- You can delay selling the items you find on Varota until you get to Fenchester (where you get a better price).
- You can buy a credit note at the [Templar Bank](#). This is a cheap option. The credit note tells you where it can be redeemed in Fenchester and Silbury.
- You can buy gems from Eileen the Goldsmith at Villa Miranda (or other goods). You can resell them at a small loss in Fenchester.

It's convenient to keep a few gold coins as small change - 20 gold is sufficient, as it happens.

Ask Captain Burdsi to take you to Port Royal.

To get into the town, you have to hand over half your gold in taxes to the Harbourmaster at the gate. This is actually the only "robbery" that occurs on your journey.

Take the road north to Fenchester.

You first arrive at night, outside the Newt Tavern. It's convenient to hire a room, because most buildings in the city is closed at night.

When you hire the room, your companions make their way into other rooms, where you can collect them, when you're ready.

You can use the bed in your room (or any other room) to sleep until daybreak, which allows you to explore the city fully.

Having a bath improves your charisma if you are travel-stained. This can be useful later, for clearing other harmful effects, though you can also buy potions at the Silver Star.

You may come upon Fantina and Palin *in flagrante*. Be nice to Palin, otherwise he will return to Koberg (where you can collect him again later). If your character is openly gay, you'll find that Palin is a homophobe.

If Dunbert has disappeared, you will find him at the Cock Inn. You need to unlock or bash the interior door, which will start a fight with the residents.

On subsequent visits to the Newt, your companions stay with you, unless you tell them otherwise. Having a bath together is handy for clearing harmful effects.

The main activities in Fenchester are [Royal Diplomacy](#) and the [Omnite Conspiracy](#). There's also unrivalled shopping, so stock up before you leave.

When you've finished your business in Fenchester, and want to go on to Faywood, the gate to the north of the main square takes you to Silbury.

In Silbury, head west to [Porton](#). There are no rewards for participating in the Reality Theatre.

## Porton

Essential : Get into the castle. Obtain the key to the stairs. Open the gate to the west of the square to continue your journey to Faywood.

Talk to Lady Porton.

You have the choice of a very difficult [fight](#), or [surrender](#).

### Surrender option

Rest in the Oubliette, then climb the chain that appears. After a cut scene, you are released.

Pull the chain to free your companions from the Oubliette.

Talk to Lady Porton. Put her in the Oubliette, then pull the chain to release her. Ask her to help you, so that she gives you a key.

Talk to Sade while Lady Porton is in the Oubliette, so that she gives you the other key. Sade won't talk to you while Lady Porton is around.

Bribe Sir Hubert to allow Sade to escape for bonus experience points.

You can also pick the pockets of Lady Porton and Sade to get the keys.

Ignore the battle that is now raging in the castle.

Alternatively, you can kill Lady Porton to get her key and talk to Sade, but this will make her guards hostile.

### Fight option

When Lady Porton is dead, ask Sade to help you, or pick her pocket, to get the key to the stairs.

### In all cases

Lady Porton's key opens a chest in her chamber, which is at the east end of the castle. The chest contains treasure, and any items that have been stolen from you.

Sade's key opens the gates to the stairs in the castle hall. Go up to the battlements.

You will see three levers on the battlements.

If you look carefully across the square, you will see that the outer levers open and close the town gates.

The middle lever operates the main gate to the castle, as you might expect.

Use the western lever to open the gate to the west of the square.

If necessary, use the middle lever to open the castle main gate.

Leave the castle and continue your journey west.

## **Belsing Forest and Faywood**

**Essential : Travel to Faywood. Get into the Palace. Solve the puzzles to meet Oberon and Titania. Complete the [Castle Pyrofax](#) quest. Obtain page 11 of the Mutus Liber.**

On arrival at Belsing Forest from Porton, continue west on the road until you come to a road side shrine, then head north-east through the forest until you come to a cave which leads to Faywood.

This is the safe route - as you may have learned from the shopkeeper in Porton. If you stay on the road west, you meet a Knight of the Host, who will also tell you about the safe route.

If instead you fully explore Belsing Forest, you will have a few fights, but you won't gain any experience points for them.

Once in Faywood, head north, past Robin's camp (he won't help you yet). Enter the fairy ring (a mushroom circle). The fairies play a trick on you - leave the ring to return to normal.

Go back to Robin and ask him to follow you. He won't do so unless you have visited the fairy ring. Return to the fairy ring. This time, the fairies let you into their hidden palace, where they play another trick.

Go to the warm pool to the east and take a bath, then talk to Maxwell's Demon, who will admit you to the next section of the palace.

Find your way to the bedroom. Take the Bell of Conditioning from the chest. Return to Pavlov's Dog. Use the Bell within conversation range to open the door to the next section of the palace.

Talk to the metal door straight ahead. Enter the chamber to the west. Talk to the elm tree and ask his name. Wigner tells you that Schrodinger's Cat is dead. The door you just spoke to is now open.

Optional : the door north-west of the tree room leads eventually to Zeno's corpse, where you will find the Pipes of Binding. Return to the tree room, then go east and north to the throne room.

Talk to Oberon or Titania. The orgy with the fairies is optional - if you choose to take part, talk to the monarchs again afterwards.

Get your equipment from the Chamber to the west, then talk to Oberon or Titania. They send you to [Castle Pyrofax](#).

Once Pyrofax is dead, talk to the monarchs again. The door to the Nympheroticon (immediately to the east) opens.

Collect Page 11 of the Mutus Liber. Talk to the monarchs. They send you back to the fairy ring.

If Fantina was with you when you last entered the fairy ring, your old companions will have aged somewhat. Talk to Fantina to undo the spell.

## Castle Pyrofax

**Essential : obtain three keys and kill Pyrofax.**

The sharks in the moat are harmless, provided you're not injured.

In front of the castle are two submerged doors. Pick the locks, or break them open.

The west door leads to the Fire Cavern. Run across the lava stream near the entrance. Obtain keys from chests near Lord Znaal and the second demon.

The east door leads to the Ice Cavern, where you can obtain the third key from a chest near Lord Figu.

There is a zone near the entrance to the Ice Cavern which is not so cold. You can rest here. If you leave the Ice Cavern with the slightest damage, the sharks will attack.

If Robin is killed in the cold zone, you can revive him by resting at the entrance.

Use the keys to remove the three pillars in front of Castle Pyrofax. The main gate opens.

Kill Pyrofax. As Robin mentions at the beginning, you may have to use hit-and-run tactics. If you have the Pipes of Binding (see [Faywood](#)), you can root Pyrofax to the spot and rake her with missile fire from a safe distance. This takes a long time, unless you have a few charges of [Black Powder](#). All of the side doors in the Hall lead to the Treasury, where you can rest - or you can use Titania's ring to return to the Palace for respite.

If you want to loot the dragon's Treasury, go down by one of the doors to the south of the hall.

Pull the lever to the south of the Treasury - notice that this opens the door to the north.

Return to the hall, and enter one of the doors to the north.

Pull the lever to the north of the Treasury - notice that this opens the door to the bedroom.

Ignore the lever in the centre of the Treasury for now.

Pull the lever in the bedroom - notice that this opens the door to the treasure chest.

Loot the treasure chest.

You are now trapped. Pull the lever in the centre of the Treasury (or use Titania's ring) to escape.

Once you are ready to return to Faywood Palace, simply put on Titania's ring.

### **Asteron's Palace and beyond**

**Essential : Open the door to Sir Roger's laboratory and the portal to the Void in order to kill Sir Roger Darcy.**

Once you have page 11 of the Mutus Liber, go back to the [Sewers](#) and make your way to the second combination lock in the south.

Sir Roger's letter (see [Masons](#)) mentions that page 11 gives you the combination. There are two furnaces and ten human figures, so the combination is 210.

Set the dial to 210. Pull the lever. The door to Asteron's Palace opens.

Find your way to the north-east of the Palace. Notice that the pedestals blocking the way north are labeled with a Tree and a Hanged Man. Pull the lever labeled with a yellow arrow.

This opens a door (also labeled with a yellow arrow) north of the entrance.

Go back to the door with the yellow arrow and enter the chamber with two teleports.

The teleports take you to the Hanged Man and the Tree of Life.

Hanged Man - talk to the spirits. You can choose to die and be reborn, or else destroy the spirits, to create a portal back to Asteron's Palace .

Tree of Life - talk to the angels. You must refuse to stay with them, and destroy them, to create a portal.

There have been isolated reports that the portals do not appear in these areas once the occupants are dead. I can't reproduce this problem, so there is now a fail-safe mechanism which will definitely create the portal. Note that you must destroy the occupants - disabling them in some other way, such as causing them to flee to the edge of the area, won't work.

When both the Hanged Man and the Tree of Life portals have been created, the door to the north-east of Asteron's Palace opens. This leads to Sir Roger's laboratory.

In the laboratory, which is full of poison gas, pull the chain next to the ladder and climb out. This clears the air.

Return to the laboratory. Read the open book, which tells you that you need to say the Mason Word.

Using the Talk area just above your Quickslots, try saying each of the Mason Words recorded in your journal at the conclusion of the [Masons](#) quest until a portal appears behind the open book. The magic word is AVM.

If you don't have all four Treasures of Varota in your personal inventory, Fantina will ask you to gather them. Do this before entering the portal, to avoid a tough fight.

Step through the portal into the Void for the final boss combat.

The easiest way to handle this is to give the four Treasures of Varota to Fantina when she asks for them. This won't happen unless they're all in your personal inventory.

If you decide to do it the hard way, note that you don't have to kill Berith - simply escaping is sufficient. A Stone of Giramphiel (which can be found in [Sir Gawain's room](#) and in [Faywood Palace](#)) offers good protection against the demon. Any "dead" companions are revived when you leave the Void.

When Sir Roger is dead, a portal appears to take you into the endgame, where you catch up on the latest news and join the wedding party.

Before the game ends, you have a dialog option to save your character and history for future use.

## Arrested

There are no experience points for this.

In Koberg, you will be arrested under the following circumstances :

- When first challenged by the Templars (unless you lie about your identity)
- On entry to Holy College or Templar Hall (unless you have an Indulgence).  
Dunbert warns you not to do this.
- When you argue with the Templars. (For example, they don't like you to bear arms or hide your face. Do what they ask, or they'll arrest you).
- When your loan repayment is overdue.
- When you fail to pay the Poll Tax.

One of the potential offences is being improperly dressed. The Templars are not always consistent about this, but as a general rule, try not to show any flesh below the neck, apart from your hands. If challenged, you have an opportunity to change clothes, but if any member of the party has no "decent" attire in their inventory, you will be arrested anyway. This is a much bigger issue for females than males, which just goes to show what bad guys the Templars really are.

Once in the cell at Koberg Castle, all you have to do is rest. Your companions will give you this advice, if you ask them.

Princess Morcasta slips into the jail area at night, and will release you when you talk to her.

If your loan repayment is overdue, it is cancelled, but you can never take out another loan.

Your equipment is in a chest just outside the cell.

The castle guards won't challenge you - Templar prisoners are not their problem.

## **Fantina**

This is a simple quest, but there is a big experience point bonus for acquiring Fantina as a companion and learning much about the back plot.

At the outset, Wandal told you that Fantina is at the Rose Revived, but its location is unknown.

There are two ways to find it :

- On completion of the [Masons](#) quest, you learn that a new cellar has been constructed under Villa Augustus.

Go to the Villa during the day. Sebastian Augustus reveals that the Rose Revived is in the cellar.

- During the [Underworld](#) quest, after Smiling Sam has told you about [Sir Gawain](#), she will tell you where the Rose Revived is (if you ask).

Go to Villa Augustus at night. Find the steps down (in the south west corner of the warehouse) and enter the Rose Revived.

Talk to Fantina to discover what Sir Roger Darcy is really up to.

Just for fun, try leading a companion onto the dance floor.

## Underworld

After you speak to Dunbert in [Koberg](#), go to Morris's digs just north of the burned-out shell of the old Rose Tavern near the Westgate.

If Dunbert is with you, you can enter. Morris tells you how to get into the Green Dragon, which is on the north side of his block. (If you don't want to know, the quest is over).

At the Green Dragon, give the password to enter, and talk to Smiling Sam to receive a series of assignments.

If an assignment is not to your liking, tell Sam that you're not working for her anymore. In this case, Dunbert will subsequently prompt you to resume the quest by talking to [Sharon](#).

If you accidentally discover what's in the locked room at the Green Dragon, the quest continues [here](#).

Your first assignment is to smuggle some booze into the Green Dragon.

After dark, go to Oliver the Boatman, by the river in Anchor Lane, to collect the booze.

Return to the Green Dragon and sell the booze to Smiling Sam.

Sam tells you that Lenny the Dip has disappeared after a visit to Grabbitand House (unless you already wandered in there by chance and rescued him).

Break into Grabbitand House. Kill the guards. Find the key they dropped.

Open the cellar and release Lenny the Dip.

Return to the Green Dragon.

Smiling Sam assigns you to the [Sir Gawain](#) quest.

Recover King Arthur's letter, and give or sell it to Smiling Sam. You can negotiate a price of up to 500 gp.

Alternatively, if you want to use the letter elsewhere, you can still continue this quest, by telling Sam that the letter has been destroyed.

Sam introduces you to her boss, Tom the Viper.

Tom requires you to collect "rent" (protection money) from Aylmer the Armourer.

As Fantina will suggest, you can just pretend to collect the money, and take 100 gold of your own to Dunrobin House.

If you want to go through with it, head for Aylmer's workshop, just north-west of his market stall, at night. Break down the door, and collect the rent.

Enter Dunrobin House by the front door, and talk to Ron Wellard.

If you follow Ron's instructions to the letter, you will be executed - game over. This is the only time that your criminal past catches up with you in this quest.

Talk to Sharon at the Wheelwright House (Linton Road, on the corner where it turns west) to learn about the sex slaves held at the Green Dragon.

Actually, you can free the slaves at any time during the quest, if you find them by accident. The quest then continues from this point.

Go to the Green Dragon.

If you have the skill, take the key from Sam's pocket. Otherwise, talk to her and insist on seeing the locked room, or just bash the door - this starts a fight.

Talk to the slaves and tell them to go.

Some time later, you will be ambushed by Tom the Viper. Get the key to Dunrobin House from him.

Enter Dunrobin House. Talk to Ron. You can fight him, or banish him from the island - you get the experience points either way.

Bash the bookcase in the second bedroom to discover Ron's unpleasant hoard.

## Indulgence

You need to complete this in order to finish the [Sir Gawain](#) and [Scorpion](#) side-quests, because it allows you to enter Holy College and Templar Hall without being arrested.

If you ran away at the beginning, and sold Sir Gawain's letter, you won't be able to finish either of those side-quests, so you won't need the Indulgence.

You can learn about Indulgences from Sir Roger (if you were imprisoned in Guano Bay), from Dunbert (if you ask for advice about money) or from Sir Cedric (if you ask about the law).

Go to the Templar Bank. Ask Sir Cedric Pushpen about the law. He tells you that you need a lawyer.

If you ask your companions for advice, they tell you to visit a lawyer at night.

Sue Grabbitand-Runne is at the Goldsmith House, not Grabbitand House. You discover this if you visit Grabbitand House and speak politely to the guards, or talk to Eileen the Goldsmith at Villa Miranda (which is one of the places your companions advise you to visit for buying and selling).

Go to Villa Grimley or the Goldsmith House at night. Talk to the lawyer.

Both lawyers offer the same deal, but Grimley is cheaper.

Agree to purchase the Indulgence from one of the lawyers.

The following night, return to the lawyer at night to buy the Indulgence.

Grimley actually takes two days to prepare the Indulgence. Sue completes it on time.

## **Black Powder**

You can learn about this quest from Elenor of Alba, or by wandering into the Safe House at the end of Wool Lane in Koberg.

Elenor can be found in Koberg Castle during the day, or in the top floor Lion Room at the Unicorn Inn at night.

Elenor explains that the plan is to smuggle the alchemist Marco off the island in a barrel.

Without Elenor's help, you'll have to figure this out for yourself - the barrel has air holes, which might be a clue.

Take the barrel, which is just outside the Safe House.

Kill the Templars in the Safe House - this won't make the other Templars in Koberg hostile.

Persuade Marco to get in the barrel, and pick it up (you will need a companion to help you to carry it now).

Marco asks you to take him to the cellar below the Barber's Shop in Carter Lane.

If Elenor initiated the quest, you now have a choice - you can do as Marco requests, or go to Oliver the Boatman, by the river at Anvil Lane, and allow him to take Marco to Alba. In that event, the quest is effectively over - Elenor will tell you that Alba is preparing to help unspecified "friends" on Varota to seize power, but actually this is a ruse - all she really wants is the secret of the black powder.

If you've hired Oliver's boat, he will ferry the barrel across to Carter Lane - or else you can go the long way round.

The way into the cellar under the Barber Shop is opened by pulling a chain in the Pie Shop opposite (remember that Marco told you that Miggins the Pie Maker was the Barber's confederate).

Once in the cellar, you can ask Marco about the Mutus Liber (see [Sewers](#)).

You can also ask him about how to make the black powder. The components are available as follows :

- Charcoal can be found on the Liberty Belle, or bought from Sandra the Ironmonger (Koberg Market) and at the Silver Star Apothecary ([Fenchester](#) main square).
- Saltpetre can be found in the [Guano Bay](#) Guardhouse (remember that it's associated with guano deposits) and at the Silver Star.

- Brimstone deposits can be found in the Fire Node ([Sewers](#)) and the Fire Cavern under [Castle Pyrofax](#) (i.e. wherever you find lava, you find brimstone).

Once you have all three components, ask Marco to make the black powder.

Using the Black Powder can be hazardous. When using the item (by double-clicking it in your inventory), select a target which is more than 5 meters away, and not moving towards you. When the target cursor appears, be careful to click on it only once - otherwise, you will run to the target just in time for the explosion to kill you!

## Scorpions

This quest is only available if you allowed yourself to be captured and sent to [Guano Bay](#) at the outset. It's a bonus, for not allowing your servants at Andersham Castle to be killed.

The main reward is an additional companion - Lydia - though there's also a nice item at the end.

After you escape from Guano Bay, you find yourself on the [Liberty Belle](#). When you open the chest in the cabin, you discover a book explaining the legend of the Scorpions.

There's nothing more you can do until the ship docks at Koberg.

On arrival, Beatrice is assassinated by the Scorpions.

Talk to Lydia. She asks you to meet her at the Unicorn Hotel.

Go to the hotel. The Seagull Room is upstairs (examine the doors to find the right one). Try the door.

Talk to Lydia. She explains who she really is, and asks you to help her to see the Matriarch.

When you next enter Koberg together, if there are no Templars around, the Scorpions will attack.

After a couple of days, if you were turned on by the Trust Game, Lydia will invite you back to the hotel. This is your opportunity to start a romance, but that doesn't affect the outcome of the quest. Your other companions will wait downstairs if Lydia becomes amorous in the hotel room.

You need to complete the [Indulgence](#) quest to continue.

Go to Holy College with Lydia. Talk to the Matriarch or either of the Mother Superiors. Lydia begins talks with the Reformed Temple.

On the following day, return to Holy College and talk to Lydia. Her explanation of what has happened is enigmatic - you won't discover the true significance until later in the game.

After you've been to Fenchester, the next time you see Lydia, she will give you the key to Henry's Riverside apartment.

Go to the apartment and kill the Scorpions (this is easier during the day, when Henry is at the Castle - in this case, you need to bash or unlock the steel door, and Henry will flee the island).

To get full experience points and a bonus item, open the chest in the octagonal room in which the Scorpions were hiding.

### Omnite Conspiracy

This quest can begin in two ways.

- At [Guano Bay](#), Anna the Tailor asks you to take a message to Dame Julia at Koberg Castle.
- At Koberg Castle, Dame Julia asks for a nocturnal meeting at Northgate House (in Mason Lane, by the North Gate), where she asks you to rescue Anna the Tailor from Guano Bay.

Either way, once you've rescued Anna, report back to Dame Julia, who gives you the key to the Koberg Rotunda, which is the round structure on the outside of Lupin Palace, at the west end.

At the Koberg Rotunda, talk to Bishop Lupin. He needs you to find his grandson Florian, and Archbishop Oswald. As he hints, you can't do this until you have Queen Maya's letter (see [Royal Diplomacy](#)).

Incidentally, if you want to understand more about the Omnites, you can read the Hagiographs in the Rotunda. There are other copies at Guano Bay (no doubt confiscated from Anna), and of course in the archive of forbidden books at [University College](#). The archive also has copies of the Apocrypha, which are heretical books that even the Established Circle of the Omnites suppresses.

Once you have Queen Maya's letter, follow her instructions and travel to Fenchester.

It is convenient to complete this quest in parallel with [Royal Diplomacy](#) and [Faywood](#), so that you only make one journey to the mainland, but it isn't essential.

If you visit the Rotunda at Fenchester, as Florian requests, Father Cuthbert tells you that Floristan and the Archbishop have gone to Fenchester Castle.

Incidentally, if you were paying close attention to the Apocrypha, you may detect that Father Cuthbert is a Gnostic heretic. His mad vision refers in passing to the creation of the elemental nodes in the sewers, and gives you a taste of the other breaches in reality you probably haven't seen yet. However prescient this may be, it doesn't help you at all - you don't need to speak to him.

You will go there anyway, in the course of [Royal Diplomacy](#), so you can't miss them.

When you talk to King Rupert, you find that Floristan is alive and well.

Provided you haven't yet closed the marriage contract with Queen Maya, Florian's desire for freedom of religion on Varota is built into the Royal marriage contract at this point.

If you talk to King Rupert after the contract is closed, he explains that he can't change it now.

Report back to Bishop Florian at Koberg Rotunda to complete the quest.

Later, you will receive bonus experience points for this (either at the beginning of [Return to Andersham](#) or at the end of the game). The bonus is bigger if you succeeded in changing the marriage contract.



## Royal Diplomacy

This quest is "easy", but requires diplomatic finesse to obtain maximum experience points and avoid losing a companion.

At Koberg Castle, talk to the Queen Mother, Maya, in her chamber after dark.

If you speak to her during the day, she will ask you to return after nightfall.

The Queen Mother proposes to marry Princess Morcasta to King Rupert of Morovia, to weaken the Templar position on the Island.

Your biggest problem here is that Sir Palin is engaged to be married to Princess Morcasta. If you let him know that this is your intention - which can happen in conversation with Princess Morcasta or King Rupert, or when you ask your companions for advice - Sir Palin will leave you, and remain in Koberg Castle. He will only help you again if you can tell him (or Princess Morcasta) that the plan has changed, as explained [below](#).

Ideally, you need to speak to Dame Julia of Silbury (the Morovian emissary) before speaking to King Rupert. Fantina and Lydia will give you this advice, if you ask - also, Dame Julia hints as much if you speak to her before the Queen Mother gives you the quest.

Dame Julia is in Koberg Castle during the day, but another nocturnal meeting is required (as she will tell you), at Northgate House (in Mason Lane, by the North Gate).

Dame Julia gives you a letter to take to King Rupert.

Travel to Fenchester as instructed. You can do this on the same journey as the [Faywood](#) quest, or make a separate trip - it doesn't matter.

Lydia will not accompany you to the mainland, no matter what you say or do, because her mission lies in the city of Koberg.

In Fenchester, find your way to the main square, and talk to the guards on the gate to the west.

As long as you have Queen Maya's letter, the guards will admit you to Fenchester Castle.

Talk to King Rupert. Be careful - you have to get the diplomacy right first time, for the best result.

If you're rude to the King or the clergy, you will be thrown out, and the marriage is off. This is one way to restore your friendship with Sir Palin - though not the best.

If you mention Dame Julia's letter, you can lead the conversation towards a marriage with Princess Astra, rather than Princess Morcasta.

This is an ethical dilemma - Astra is very young, but Morcasta is betrothed to Sir Palin. If you asked Fantina or Lydia for advice in advance, they will have suggested the Astra option, explaining how this works in medieval times. There are more experience points for proposing Astra as the bride, because it resolves Sir Palin's problem, relieves Astra's boredom, and fulfils her aspiration to power. You will understand this better if you spoke to Astra before leaving the island.

If you steer the conversation towards "two young people", King Rupert proposes his son as the bridegroom - the best solution. However, if you miss this opening, the elderly King thinks he's about to marry a nubile young Princess, so of course he won't suggest this alternative.

There is one further detail that you can negotiate with King Rupert before or after the main marriage contract. In Fenchester's main square, there is a painter called Leonardo. Once you have spoken to him, you can obtain the King's permission for Leonardo to make a portrait of Princess Virginia. Ask Leonardo to paint the picture. Return after one day to purchase it.

When convenient, return to Koberg.

Before closing the contract with the Queen Mother, you have two options for maximum experience points :

- If you have the portrait, show it to King Penric during the day. At night, his mistress Lavinia objects, though you can get round this if you have her love letter to [Sir Gawain](#). The King resolves to marry Princess Virginia.
- If Astra is to be married to Prince Rupert, tell her. She will be delighted (not least because you asked her about it before closing arrangements with her mother).

Close the contract with the Queen Mother after nightfall. Once you've done this, the marriage contract is *fait accompli*, so you can't get the bonus points for the portrait or Princess Astra's delight.

If you offended Sir Palin, you can talk to him now, and he will join you again if Astra is the bride, or if the marriage is off because you offended King Rupert.

To recap, the ideal solution is that Prince Rupert marries Princess Astra, and King Penric marries Princess Virginia.

The minimum solution is that King Rupert plans to marry Princess Morcasta. This completes the quest, with fewer experience points.

For plot continuity, if you didn't achieve the best solution, it happens anyway at the end of the game, but of course you don't get the bonus points.

## Sir Gawain

Synopsis : you can either obtain King Arthur's letter to Sir Gawain, and sell it to the highest bidder, or work with Sir Gawain to achieve Arthur's goal.

The quest can begin in several ways.

- When you talk to Sir Gawain.
- When you are assigned this task during the [Underworld](#) quest.
- When you speak to Henry of Hokenbard at Koberg Castle during the day.

Speak to Sir Gawain at Koberg Castle during the day. If your PC is female, he shows romantic interest, otherwise he asks you where he can get a drink.

If you tell him that alcohol is strictly illegal, the quest is over. Otherwise, he invites you to his room.

After dark, call on Sir Gawain at the Unicorn Hotel. He's on the middle floor, in the Hart Room (which has a stag emblem on the door, if you look).

Whether your PC is male or female, you can get him drunk. You will need five bottles of wine - other alcoholic drinks don't interest him.

If your PC is female, you can have sex. He needs to have five orgasms before he falls asleep.

Once Sir Gawain is asleep, you can take Arthur's letter and his equipment from the chest.

If Sir Gawain is still awake when you leave, you can try again on subsequent nights. Once you have taken the letter, he won't let you in at night again.

You can use the letter in the [Underworld](#) quest, or sell it to Henry of Hokenbard. However, this dubious action has consequences - you won't be given the [Return To Andersham](#) side quest, which depends on helping Sir Gawain to fulfill his mission, and consequently you won't be able to complete the final step of the [Merry Dance](#).

You can negotiate a price of up to 500 gold with Smiling Sam, or obtain twice as much gold from Henry - it's up to you.

Alternatively, when Sir Gawain is conscious (which won't be until next day, at the Castle, at the earliest), you can return the letter to him, and still continue the Underworld quest.

He asks you to get him into Holy College.

You need to complete the [Indulgence](#) quest to continue.

Once you have the Indulgence, take Sir Gawain to Holy College for a conference with the Mother Superiors.

Later, there is a scene in King Arthur's court in Camelot Castle, Avalon. You see the outcome of helping Sir Gawain, and your role is acknowledged briefly.

Even if you don't complete this quest, you still get the King Arthur scene eventually (for plot continuity), but in this case, you get no credit for it.

### **Council of Seven**

You need to complete this quest promptly, before the [Templars leave the island](#).

Shortly after you explore the [sewers](#), you receive a visit from the Poll Tax Inspector. Pay the tax, or be [arrested](#).

Talk to Mayor Lydia at the Guildhall. Agree to help her to influence the Council.

During the Council meeting, speak out whenever the opportunity presents itself - don't stay silent.

Don't call Melissa a coward.

The Council votes to boycott the Templars.

The outcome of this decision becomes clear - and you receive an XP bonus - when the [Templars leave the island](#) or at the end of the game.

## Return to Andersham

This is a major "good conduct" bonus that you only receive if you refrain from selling Sir Gawain's letter, and succeed in arranging a Royal marriage.

Once you have completed the [Royal Diplomacy](#) and [Sir Gawain](#) quests, the next time you enter Koberg, there is a cut scene in King Arthur's court which explains the outcome of Sir Gawain's mission.

At the end of the cut scene, back in Koberg, a Royal Messenger summons you to a conference in Koberg Castle, at which you learn that the combined influence of King Rupert and King Arthur has changed the political situation on Varota.

You receive an experience point bonus for restoring King Penric's power.

If you have completed the [Omnite Conspiracy](#) quest, King Penric declares religious freedom. This earns another bonus, which is larger if you built this into the marriage contract.

If you have completed the [Council of Seven](#) quest, Mayor Lydia announces that you helped the Guilds to mobilise against the Templars, which earns a further bonus.

At the end of the conference, King Penric asks you to recapture Andersham Castle from Sir Roger Darcy.

He also opens the Temple crypt, which contains some useful items.

There are two ways to get to Andersham now - by road from the Westgate, or by boat (ask Oliver at Riverside). Your companions will advise you on this.

If you've completed the [Merry Dance](#), you can walk into the castle unopposed, using either route. Otherwise, you must go by boat, bash or pick the water gate open under fire, then get the castle key from the Templar Commander on the battlements by the drawbridge in order to open the door which leads to the keep. [Black powder](#) comes in useful here, but it's not essential.

To get full credit, you need to talk to Neville in the Keep, and open the Armoury in the main section of the castle to get some handy equipment.

## A Merry Dance

When you release Merry the Trickster from [Guano Bay](#), he gives you a key marked BRATIK.

When convenient, go to Bratik Palace in [Koberg](#) during the day. Rosa Bratik gives you a cryptic clue, to which the answer is BOOT. She says it's a sign overseas.

Once you need to sail to the mainland and journey to [Fenchester](#), find your way to the Sign of the Boot, which is in the west quarter of the city. Mavis the Cobbler gives you a key inscribed with a reference to "South of Tailor".

The rest of the clue suggests that the next stop will be back on the island of Varota, across the sea.

There are two tailors you might investigate - Anna the Tailor in Guano Bay, and Melissa the Tailor in Koberg Market. When you talk to Melissa, she will tell you that she lives in Cutthroat Alley in the Westgate district. The Tailor House is located at the east end of the alley, on the north side.

Use the cobbler's key to enter the hovel to the south of the Tailor House.

Merry's note contains an anagram of CONSTANTINE, and the further clue that you're looking for someone who speaks Thetan at Koberg Castle.

Go to the Castle during the day. Talk to Sir Constantine of Theta. He gives you an anagram of ANDERSHAM.

Once King Penric has give you permission to go to [Andersham](#), go to your castle. Instead of the Templars you may have expected, you find the Gold Dragon, who gives you a magic ring to help you defeat Sir Roger Darcy.

### **Templar Youth**

If you talk to the Templar Youth Leader in the Temple compound in Koberg, you will learn of the Templars' despicable plan for the children.

Once you have access to [Bratik Palace](#), talk to Rosa Bratik. She agrees to take in the orphans (because she used to be one herself).