

## ENIGMA ISLAND PART 3 - TWILIGHT

Release 1.02

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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.

### **Compatibility**

It's advisable to move 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 possible that other custom scripts 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 Parts 1 and 2, there are some differences in Part 3.

- Starting level 11-12 is recommended.
- You now have a [Help tool](#) which allows companions to provide more help with doors, traps, chests, levers and other placeables.
- Time is of the essence in some quests. These are marked as URGENT in your journal. Events unfold over days rather than hours, so you can still explore areas carefully. The major time factors are sleep and travel between towns (which is faster by horse or ship). The worst that can happen if you're late is that you miss some optional XP, so you can ignore the time pressure, if you prefer.
- Day and night are more important in most towns and villages. There is generally a usable bed somewhere nearby (even if there wasn't in Part 2).
- Owing to the epic scale of Part 3, some towns have inaccessible buildings which are just there to create the impression of being in a large city. For example, in Koberg, it's no longer possible to enter the Riverside district north of the market, though you can still see it from afar.
- Magic items are available in Koberg market now, owing to the change in the law at the end of Part 2.
- There is a powerful new item called the Oracle, which provides information in response to one-word queries in the chat window (a bit like a primitive Google).
- If you ask the Oracle for advice, your companions will chip in if they know better.
- Puissance has been downgraded to a +3 weapon, for game balance.
- Companions sometimes have their own agendas, so their advice is not always helpful, and they may stop you going where you want unless you ask them to wait for you.
- The Player Tool has a "Find Companions" option to remind you where your companions, ships and horses are.

## READ ME

Game Type                      Single Player

Character Level                Starting level 11-12 recommended.

If you start a new character, you will be able to level up to level 11 immediately.

20th level is achievable, starting at level 12.

You can import your existing character from Part 2 or elsewhere if you like, but imported items will be lost.

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.

Playing Time                  About 15 hours including side-quests.

Game Style                      More immersion and puzzles

Less hack & slash

Credits                         Module by Proleric.

Additional plot/dialog by Tess and Siven.

Additional testing by Dalethfc.

**A Dance with Rogues** cameo appears by kind permission of Valine.

Flip of the fez to Alan Moore and Dick Foreman for the **Scuzmatron** concept.

Our cats, **Fluffy** and **Rebel**, appear without permission. (I did ask them, but they just yawned).

**ACAG** body, clothing & armour models by Valine, building on work by Lisa, DartagnonDartagnon, Leonardo da Vinci, JacenArkana and Zorro. The **AGAG** hak is distributed as a component of Enigma Island with the explicit written permission of Valine.

Masks and additional pelvis models taken from the **Ardus Anatomy** hak.

Jousting scene adapted from **Jousting System 1.20** by Suspender.

Forge adapted from **Omega Forge** by OmegaDM.

**King Arthur's Round Table** is a resized and retextured adaptation of a Bioware model.

**Dance animations** by Zeiram.

**Frozen animations** by Bloodsong.

Stocks adapted from the **Phalzyr Torture** hak.

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

In respect of those components of this work which were downloaded from NWVault, the author asserts that all such material was obtained prior to the publication of the NWVault Custom Content Authorship Guidelines on 27-Jan-2009. No restrictions on modification or redistribution were specified by the component authors at the time of downloading.

#### Synopsis

World war looms, as the Emperor of Tula summons arcane forces against King Arthur's fragile alliance.

Will you honour your vassal oath, stand by your friends, or defend your tenants?

As the plot thickens, these dilemmas multiply, and time is of the essence.

How will Queen Virginia handle the King's mistress? Has Bishop Lupin humbly accepted his fall from secular office and the murder of his daughter? What of the Templars, the Scorpions and the Duchess of Draconia? Who is the mysterious pirate known as The Fox? Can you trust the Five Families of Alba or the merchants of Koberg? The time has come to take sides.

As these conspiracies weave their tangled web, they are no more than tiny spiders on a leaf, compared with the force now stirring in the heart of the island after a millennium of silence.

The epic choice is yours - Twilight of the Gods, or Twilight of Humanity?

#### 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.

#### Help Tool

The Help tool is another Special Ability.

When you use it, a target cursor appears. Select a nearby door, trap, chest, lever or other placeable, then talk to a companion to ask for help with it.

This option is normally available even if the companion is not in your party. This can be useful when your companion can reach something you can't.

It allows companions to use Thieves' Tools from their inventory, and loot chests in stealth mode (even if already seen).

Owing to an engine limitation, companions cannot loot gold from a chest.

#### Shortcuts

Once you have visited certain areas, you can get back there quickly by

using the **Travel** option on the Player Tool. From the outset, you can jump to areas explored in Part 2.

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 Part 3, time is of the essence. Horses are one way of beating the clock.

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.

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.

There is a **Find Companions** option on the Player Tool, just in case you can't remember where your companions, ships and horses are.

#### 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.

#### Time

There is always a usable bed somewhere nearby (usually in an inn or castle). This advances the clock to night or day as appropriate. Most beds are not usable, because they belong to other people.

Time is of the essence in some quests. These are marked as URGENT in your journal. Events unfold over days rather than hours, so you can still explore areas carefully. The worst that can happen if you're late is that you miss some optional XP, so you can ignore the time pressure, if you prefer.

The major time factors are sleep and travel between towns.

There are books in the game which provide information about travel time.

You move twice as fast when travelling between towns on horseback. Ships travel even faster, because horses are assumed to rest overnight. Some ships move faster than others, as you'll learn in conversation.

When exploring an area, riding on horseback is only 50% faster (the Bioware default). Since the time limits on quests are in days rather than hours, there's no need to worry too much about this; where horses make a big difference is in the long journeys between towns.

## COMPANION PROFILES

You can have up to 5 companions. Depending on what happened in Part 2, you may be married to ROBIN or LYDIA at the start of Part 3.

### **SPOILER ALERT**

CAPTAIN KIT is a pirate from Alba, with a faster ship than most. His full name is Christopher Reynardine Kat, though he is often known as Kit Kat or Captain Kat. Though courteous and gentile, his motives are suspect - he lives up to his middle name.

ROSAMUND is a simple farm girl from the countryside around Avalon. Her austere training in mind and body at the local temple makes her a useful ally. There's not much she doesn't know about farming and domestic animals. She prefers her native countryside, but might be lured further afield.

DUNBERT is a retired sailor and tavern keeper. 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.

SHARON is a retired whore who helps Dunbert run the tavern. She has learned everything Dunbert knows about locks, traps, and the rest. Her former profession gives her considerable insight into what makes people tick. No romantic, she has a down-to-earth approach, without being too cynical.

FANTINA is the island's Cunning Woman. She lives at the Mill in the pretty rural village of Arnesfield with her partner Wandal and their new baby. 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.

ROBIN remains an enigma. On the face of it, he's a member of the elite Sudish Rangers, a master of fieldcraft, asymmetric warfare and forest lore; but the High Elves speak as though he's a woodland spirit, one of their own. Are they just teasing you?

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.) 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 married to King Penric's sister, Princess Morcasta.

SISTER LYDIA is a young priestess of the Imperial Temple. Trained from birth for a secret mission of global importance, 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.

There are three other companions you'll meet in the Sudish. See [Robin](#) for details.

## 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).
- The Omega Forge doesn't offer the item properties which were introduced in NWN 1.69. So, for example, you can't add the Ride skill to an item. Certain things can't be enchanted, including plot items, miscellaneous items and ammo. Otherwise, normal NWN constraints apply. For example, you can add an Attack Bonus to a ranged weapon, but not an Enhancement (because damage depends on the ammo, not the weapon).
- 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 1.02

176	Autosave before the Fox encounter now restarts the scene reliably when reloaded.
177	If Shuck chases the player out of the Undercroft, he now returns home.
175	Fixed a bug which occasionally prevented a companion in the same area as the player from travelling to the Twilight Zone.
178	Grand Wazoo's exit from the Window of Appearances, and the generals' entrance to the Tiger Master fight, made more robust in the light of issues discovered during EE development (beta) testing.

### Release 1.01

163	Fixed a Bioware save/load bug which applied a mounted archery penalty when not mounted and when no ranged weapon was equipped.
149	The Imperial Matriarch now refers to Dura II (the current emperor) rather than Duin II (who will be emperor several centuries later).
151	Sir Palin is no longer constrained to follow Penric's orders once the King is dead.
152	If you leave Robin in the Sudish, the journal is updated more reliably to remind you to return after the war. The new Legion quest reminds you to destroy the supply train, and closes when this is complete.
170	If the pirate encounter is reloaded from autosave, it begins again correctly. Previously, the Fox wrong assumed that he had lost the battle.
153	Fixed a bug which allowed the Fox to survive being handed in the Sheriff.
155	Player should no longer get trapped on a balcony at nightfall. Previously the door could lock behind them.
161	Fixed a bug which sometimes left the player naked at the opening banquet
166	Dynamic placeables that aren't meant to be destroyed are now all plot.
161	Fixed a bug which could disable the Travel Tool in Alba.
174	Rosamund's Harvest Moon and Captain Kat's dragon shield are now droppable, to allow enhancement and permit the player to force Rosamund into unarmed combat by confiscating her weapon.
159	The dial puzzle in Asteron's Palace is now animated.
165	If player has lock picking skills, rogue companion defaults to not helping.
164	Added missing skyboxes

### Release 1.00

142	Succession Crisis - fixed a death panel bug that occurred if corpses were still around when you reported your victory to Queen Virginia. The peace conference is no longer an option if any of the factions are hostile.
125	Fixed a bug in the end game - there is always an option to return to earth now.
145	If the PC has an unequipped skin in their inventory, the player tools are now added to it correctly. This was probably only an issue for some Bioware pre-generated characters.
130	Fixed an exploit which allowed you to loot all the weapons in your armoury.
124	Loading a saved game no longer triggers the area OnEnter event. This prevents the PC from being stuck behind doors which lock at night.

128	Captain Kat no longer attacks other companions after the battle of Koberg Bay (this was an occasional bug).
143	If a companion leaves the party for plot reasons, their horse now travels with them (even if it's hitched, left outside or in a ship's hold).
139	Lancelot & Guenevere quest can now be resolved with Sir Lucan at any time, if it's still open.
123	Broken links fixed in Queen Astra and Violet Sharp conversations. Sharp Palace is always open now.
146	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).
136	Sleeping Beauty can now be woken up by clicking on her (a slightly more reliable mechanism).
144	The Oracle is now in its own faction, to prevent it from being attacked.
129	Alba traders no longer allow you to gain XP indefinitely after the fleet is hired.
120	Quest closure corrected : Rats
121	Portraits corrected: Princess Veronica's door, Princess Aurora
122	Ship captains can no longer obstruct gangways.
065	If King Gorlois dies while sitting on his throne, his corpse is now placed on the ground nearby, so it's easier to loot.
077	Robin is now a fighter (because the ranger AI is bugged).
075	The Imperial border pass is no longer available after the war ends (because the border opens at that time). The experience points are now given when companions arrive at Duin, regardless of how this was achieved.
111	Queen Maya now recognises the new monarch correctly after the succession crisis, with an opportunity to discuss Virginia's pregnancy if it's relevant.
133	Rosamund is no longer slower than the others when mounted. She dismounts before milking the cow. Travel time from Theta New Town to Old Town is now negligible.
138	Extended endgame with combat option.
140	Beggars no longer follow if you leave Theta New Town.
131	Breaking Wednesday's conversation is no longer allowed.

#### Release 0.05

118	Autosave at the start of the module tweaked to prevent an occasional problem with reloading, which resulted in the Death panel and the message "you cancelled an important conversation".
107	Shuck now returns to his lair during the day after combat.
095	Slave ship (Concord) ladders and cabin door tweaked to prevent a random bug that could corrupt companion AI, cause slaves to wander about, leave the player stuck in No Rest mode, etc.
119	Fixed a bug which sometimes left King Mordred in the courtyard (rather than moving him to the castle), resulting in a broken conversation if you tried to close King Arthur's quests with him.
103	Captain Kat is no longer available if you hand him over to the Sheriff.
106	The clothing store in Alba market now remains open even if Ron Sharp dies at night. Amongst other things, this makes it easier to buy a dress for Princess Veronica.
115	Mayor Lorian no longer gives the St Tadeo quest if you've already given the relics to Archbishop Hadrian.
110	Rapunzel Grimm conversation no longer has an option to mention Marco the Alchemist if

	you didn't receive that quest in Part 2.
112	Captain Kit's invitations are now less frequent when not in Alba.
113	Duran's Hall now has improved day/night processing, to ensure that Duran's corpse is always found in the correct location, and reduce potential confusion about when to sleep.
114	Excalibur is now a plot item.
116	Scorpions' challenge in the Office of the Seal is now repeated if you agree to leave, then return.
117	The Merry Dance quest is now updated correctly when you receive the horn, and closes when you use it. The Gold Dragon now behaves like any other summoned creature.
108	Fixed a gender error in Lydia's conversation at the Templar barricade.
105	Andersham Wall quest now closes if Gummage is told to mend it.

#### Release 0.04

085	Ship travel now works reliably.
102	Pirate and Concord fights are now easier.

#### Release 0.03

098	Starting equipment improved. The player can now choose the items they prefer from a large selection (but only one melee weapon, one shield, etc).  Puissance reinstated (but downgraded to a +3 great sword for game balance).  Removed restrictions on merchants' gold and buy price.
101	Grand Wazoo journal now closes when you meet King Justin.
097	At Andersham, the XP for inspecting the farms is now awarded only once, though inspection remains an option until Faerie Hill has been discovered.
096	Fantina now gives you the Oracle, even if she wasn't a companion in Part 2.
090	Time-critical quests are now marked URGENT in the journal. The walkthrough has been improved to explain the major time factors more clearly (though this can be deduced from the travel books in the game itself).

#### Release 0.02

093	Fixed a bug that allowed war events to continue after completion of the Duran quest. This caused a lot of strange behaviour, such as duplicate King Ruperts at Fenchester Castle, or King Arthur and other folk disappearing without explanation at Avalon.
089	You no longer have the option to discuss Arthur's quest with Merlin before you've spoken to Arthur. Merlin no longer tells you that Arthur is dead when he isn't.
088	If you decide to spare Commander Fairbright, Will now comments before killing him.
076	Adjusted the camera height in the Prolog so that halfling PCs and other short races can see the action more clearly.
086	"Out-of-date hakpak" error message corrected. It now refers to enigma3.hak, not enigma2.hak.

#### Release 0.01

Beta Test.



## Quests

### **SPOILER ALERT**

[A Merry Dance](#)

[Andersham](#)

[Andersham - Faerie Hill](#)

[Andersham - Missing Cows](#)

[Andersham - Rats](#)

[Andersham - Right of Way](#)

[Andersham - The Wall](#)

[Asteron](#)

[Asteron's Palace](#)

[Background](#)

[Camelot](#)

[Draconian Punishment](#)

[Dun Cow](#)

[Excalibur](#)

[Grand Wazoo](#)

[King Arthur](#)

[King Arthur's Vassals](#)

[King Penric](#)

[King Penric's Fleet](#)

[King Penric's Intelligence Report](#)

[King Penric's Tax](#)

[Lady of the Lake](#)

[Lancelot & Guenevere](#)

[Legion](#)

[Marshal Duran](#)

[Mayor Lorian](#)

[Merlin](#)

[Millennium](#)

[Palin](#)

[Pentangle](#)

[Princess Veronica](#)

[Queen Astra](#)

[Robin](#)

[Rosamund](#)

[Saint Tadeo's Relics](#)

[Saint Tadeo's Shrine](#)

[Shaggy Dog](#)

[Slave Trade](#)

[Sleeping Beauty](#)

[Sphinx](#)

[Succession Crisis](#)

[The Fox](#)

[The Grail](#)

## Andersham

After the Prolog, there is a long banquet scene in which you learn that the Empire has invaded the Sudish.

Regardless of what you say at the end of the banquet, you are not committed to any course of action yet.

Your former companions will not let you leave the castle until you speak to them. Fantina gives you the Oracle and departs for Arnesfield. Don't worry - you'll see her again.

You can choose to travel with Dunbert or Sharon, but not both. Their abilities are equal, but whichever one you choose, you won't see the other one again.

Your options are wide open now - actually, you can explore almost everything in any order, but your journal might suggest the following :

- You can go upstairs to the Keep to pursue the [Andersham quests](#) that your tenants will give you.
- The Player Tool lets you go immediately to Koberg Castle to meet [King Penric](#).
- You can also jump directly to Koberg Harbour to set sail for the Sudish to help [Robin](#) find his parents.

There is no right or wrong way to proceed, but bear in mind that time is of the essence; events will overtake you unless you pursue these initial quests fairly quickly.

Before leaving Andersham Castle, you'll probably want to gather equipment from the Armoury, the Library and the Treasury (a chest in the Keep upstairs).

You can sleep in the Keep if you wish. Bear in mind that if you arrive in Koberg at night, you won't be able to see King Penric until the morning.

It's wise to use the horses in the castle courtyard to travel to [Koberg](#), even if you intend to take a shortcut - you won't be able to obtain maximum experience points for the module unless you travel fast. Talk to your groom to obtain the horses.

## The Fox

The first time you set sail from Koberg Harbour, you are intercepted by pirates in Koberg Bay.

You can fight or surrender.

If you surrender, you have dinner with Captain Christopher Reynardine Kat (aka the Fox) on board the Venus, before being taken to Alba. There you meet Elenor, Captain Kat's patron, who orders your release. In this scenario, the Liberty Belle docks at the east end of town, so you can recover any companions and horses.

If you win the fight, which is intentionally tough, Captain Kat proves to be unconscious. You can choose to accept him as a companion, or take him as a prisoner (there's really no practical difference). When you order Captain Burdsi to a new port, the Venus follows as a prize. If your destination is Alba, the Venus docks at the west end of town.

In all scenarios, you can now travel in the Venus (a faster ship) by talking to Mister Peg (the mate) when Captain Kat is in your party.

You have the option to have a romance with Captain Kat, if you fancy him at first meeting. He has a rather controlling style, so in the early stages he'll remind you to have dinner with him at Davy Jones Locker and play the tables at Jolly Roger's. He really wants to have fun with you at Ursula's Palace - you can skip the brief "courtship" by going there first (but still have dinner and gamble later, if you like).

At all times, you have the option to hand the Captain over to Sheriff Watt in the Koberg Guildhall for a small reward. The Fox is executed, so you lose a companion and the use of the Venus. The Liberty Belle sails to Koberg Harbour if need be, so you're not stranded.

## Andersham - Faerie Hill, Missing Cows, Rats, Right of Way, The Wall

Neville tells you at the end of the opening banquet that your tenants are waiting upstairs in the Keep.

They'll be there, day and night, until you pass judgment on their "urgent" grievances.

Talk to any of the tenants to receive a number of minor quests.

Once the tenants have returned to their farms, you can only talk to them during the day.

For maximum experience points,

- Go and see the farms for yourself (discovering the **Faerie Hill** door mentioned below) before passing judgment.
- Get Gabriel and Tring to shake hands on the **Right of Way** dispute before ordering Gabriel to pen his bull (it's not dangerous, but it's a courtesy to his neighbour).
- Order Grundy to repair **The Wall** and remove his garbage to discourage **Rats**.
- Complete the **Missing Cows** quest (see below) within 48 hours.
- After 48 hours (or later), talk to Gabriel and Grundy. Insist that they do what you told them.

The only urgent quest at Andersham concerns the **Missing Cows**.

Go into **Faerie Hill** on Gabriel's Farm in Andersham.

Clear the spider web and discover that the door is locked.

Talk to Gabriel to obtain the key.

If your court is still in session, Gabriel will be in Andersham Keep - otherwise, you can only talk to him on his farm during the day. So, "seeing the farms for yourself" before or during the court session avoids any delay in obtaining the key, which is important if you want to pursue the time-critical quests elsewhere.

Enter Faerie Hill. Kill the Hellcats in the passage to the north.

It isn't necessary to kill all the monsters in Faerie Hill - you'll find a journal which confirms that only the Hellcats are an immediate threat to the village.

Note that the follow-up with Gabriel and Grundy after 48 hours is not urgent. It's probably best to complete the **Missing Cows** quest, then travel to [Koberg](#), only returning to Andersham for the follow-up much later, when all urgent tasks have been completed.

## King Penric - Tax, Intelligence Report, Fleet

This quest is only available until [King Arthur](#) goes to war.

You have plenty of time before that happens, but, when it does, you won't be able to complete these quests, even if you've started them.

When you talk to King Penric at Koberg Castle, you'll have to pay war tax to his chamberlain, Sir Alric.

The King then gives you an intelligence report which indicates that the Empire plans to invade Aquilon in Avalon-Hesse.

The timetable in the intelligence report may help you to plan your priorities.

When you've discussed the report, King Penric gives you a credit note to allow you to hire a fleet in Alba.

Since Sir Alric has taken your gold in tax, you may need to sell something to hire the Liberty Belle from Captain Burdsi in Koberg Harbour. Alternatively, you can use some of King Penric's credit note money and hope something turns up (it probably will).

You can redeem the credit note at the Templar banks in Koberg, Alba or elsewhere (as it says on the note).

Sail to Alba. Go to the Exchange (north of the market in the south-west of the city).

Talk to the traders and hire the fleet - it doesn't matter who you approach, but you'll need to deal with at least two if you want to drive the price down.

There's an experience bonus for negotiating the rock-bottom price of 7,000 gold.

If you agree this price with a trader who subsequently dies before the deal is closed, one of the other traders will oblige.

On return to Koberg Castle, talk to the King.

There's another experience bonus if you return unused gold to him.

Penric leaves for Camelot Castle, ordering you to follow.

Travel to Camelot (sail to Port Royal, go north to Fenchester and Silbury, then west to Avalon).

When you talk to Penric at Camelot, he places you at the disposal of [King Arthur](#).

After the war between Avalon-Hesse and the Empire is over, on arrival at any major town south of the Empire, the Town Crier will tell you that King Penric has died of dysentery.

You can also get this news by calling Fantina on the Oracle.

This triggers a [succession crisis](#).

## A Merry Dance

In [Alba](#), on Pleasure Island in the north-east, there is a theatre.

Talk to the Barker during the day to watch the performance.

After the play, talk to Merry, who is being arrested.

If you let this happen, the quest will never start.

You can pay Merry's fine, or steer the conversation rapidly towards the libel issue (for which there is an additional bonus, because it's a discussion of fact).

If you argue with the Safeguard about the sedition issue, you will end up paying the fine, because it's a matter of opinion (they need the money!).

Merry gives you a key inscribed "endless woe from tangled yellow sock". Endless woe is "wo", from "yellow sock" is "yell sock", an anagram of [Locksley](#).

It also says "Look for the window of opportunity".

Go to Locksley village in the [Sudish](#). The first house in the village (across the bridge, next to the hitching post) has a locked window, which now opens to reveal a note reading

A Ring around a Rose  
Below a King  
Above a Crown  
In Avalon

Go to Camelot Castle in [Avalon](#). Upstairs is the Round Table - the design shows a ring around a rose, below a King. About the table is a Crown banner. There's a key in the hem.

The key inscription is "where scholars dine". The only place that matches this description is the Common Hall of the Law School in [Duin](#).

The key opens a cooking pot in the Common Hall, revealing a letter with the message "a bar within an unbroken circle".

Go to the Inn of the Unbroken Circle in [Theta New Town](#). There is a key on the bar, inscribed "Final Examination".

This refers to the Examination Hall in [Koberg](#) ("final" because it's the city mortuary, as you may recall from earlier episodes).

Here, you meet the Gold Dragon. He won't help you until you've received the [Asteron](#) quest. After that, he will give you the Horn of the Gold Dragon, which allows you to summon him (but only once).

There is no particular situation in which you need to use the horn - it's just a bonus combat item.

Like other large summoned creatures, the *Gold Dragon* won't follow you (unless you use a door), but you can save/load to jump him to your position.

## Slave Trade

Your investigation into the slave trade in Alba can start in a number of ways.

If you are captured by the [Fox](#), ask Lucretia Vendetti in the market about buying slaves, or talk to Rapunzel Grimm in the Safeguard tower, you'll get a hint that Eshara is involved.

[Princess Veronica](#) will tell you explicitly that there are slaves on an Esharan ship in the harbour.

There is a ship anchored on the horse market groyne called the Concord, which is heavily guarded by Esharan sailors.

Talk to the sailors. Insist on inspecting the ship.

The key to the hold on the lower deck is in the desk in the ship's cabin.

Talk to the slaves and release them.

You now know about Princess Veronica and the cellar below a tavern (if you didn't already).

The only taverns in town are Jolly Roger's and Davy Jones' Locker.

You may well be attacked on your way there by the Sharp twins, who have heard about your battle on the Concord.

If not, you'll find that both taverns lead into the cellar area.

However, only Jolly Roger's has a secret door into the slave cells.

This is a large bookcase. It contains an IOU from Maria Grissini to the Sharps, hinting that they own the place.

On examination, the bookcase seems to move when pushed. Bash it to open the secret door.

If you didn't already collect the IOU, it is on the ground when the secret door is open.

If you're still not sure who owns Jolly Roger's, ask the barmaid.

This should prompt you to visit Sharp Palace, where you will definitely have a fight with the Sharps, who are running the slave trade.

Actually, you can attack the Sharps at any time (which you might want to do if you've read the Sharp Report in the Safeguard tower).

Before the slaves are free, this is easiest during the day, when Ron is in the Exchange, Reggie is in the Market and their guards are dispersed around Sharp Palace.

If you kill Ron Sharp before closing the deal on [King Penric's fleet](#), one of the other traders at the Exchange will match or better his price.

Violet Sharp has a heart attack when Ron is killed, as the girl who takes over her market stall will tell you.

The quest ends when the slaves are free and Ron Sharp is dead.

## Princess Veronica

This quest can start in several ways.

- If you travel to Theta Old Town, and speak to King Justin in the Palace, he will tell you that the Princess is probably being held somewhere in Alba.
- During the [slave trade](#) quest, the slaves will tell you that she's in a cellar under a tavern.
- If you bash the bookcase in the cellar of Jolly Roger's, you will find the cell where the Princess is held, and learn that one of the slavers has the key.
- If you attack the Sharp twins (based on the Sharp Report in the Safeguard Tower) then search Sharp Palace, you'll find the Princess anyway.

You have to complete the slave trade quest, one way or another, to free the Princess.

When Ron Sharp is dead, you can use his key to open the door in Sharp Palace which leads to the cellar, and also to open the cell where the Princess is held.

The Princess asks you to put some clothing on the stool in her cell.

She won't accept scanty armour or lingerie - it needs to be conservative clothing.

After the Princess has left for Theta, you can go to her father's palace in the Old Town to get your clothes back from the Princess and receive the King's thanks.

This involves getting past the [Grand Wazoo](#).

There is an additional experience point bonus if you decline the reward on the grounds that his kingdom is very poor.

## **Grand Wazoo**

There are no experience points for this quest - it's really just a step in the [Princess Veronica](#) saga.

On arrival at the Palace in Theta Old Town, the Wazoo tells you to wait outside by the door.

Once you're outside, the Wazoo emerges from the Window of Appearances above the door.

Talk to him and prostrate yourself (yes, it is humiliating, but there's no other way).

Go back into the Palace. The door to the Throne Room is now unlocked.

Talk to the Wazoo and prostrate yourself again.

He unlocks the door to the Audience Chamber, where you can speak to King Justin, who explains why he allows this.

### Saint Tadeo's Shrine & Relics (Mayor Lorian)

This quest can start in two ways. You may find the relics by chance, or the Mayor of Alba may commission you to steal them.

On arrival at Alba, Elenor Gaunt tells you that Mayor Lorian Grissini wants to see you.

Go to the Mayor's Palace during the day to receive the quest from the Mayor.

On arrival at the Rotunda in Theta Old Town, you can reveal the plot to Archbishop Hadrian for an experience bonus.

Open the shrine in the Rotunda to establish that it is empty. Discuss that fact with the Archbishop to receive the key to the Necropolis.

On entry to the Necropolis, you can see St Tadeo's tomb through the bars to the west, and three runes corresponding to the three mechanisms that you need to activate.

When you activate a correct mechanism, it produces a green light.

Incorrect mechanisms produce a red light and activate the Guardians. These mechanisms must be deactivated again before St Tadeo's tomb will open.

When only the three correct mechanisms are activated, a magic circle appears around all the mechanisms, and St Tadeo's tomb opens.

Recover the relics. You can now sell them to Mayor Grissini in Alba, or, for a larger experience bonus, return them to Archbishop Hadrian.

There are a couple of Easter Eggs in the Necropolis. You're alerted to this if you're in Detect mode or have the Spot skill.

- In the room to the north, immediately behind the Guardians, a handle can just be seen in the floor. This raises a floor panel.
- There is a secret panel in the long room in the west (it's in the centre of the west wall).

### Queen Astra

This quest is only available until the war between Arthur and the Empire ends.

On arriving at Fenchester, you may discover that the new Queen is not behaving very well. You can learn this from the Mildred the Apothecary, Lacroix the Couturier, Bishop Egbert or the Queen herself.

Talk to Countess Julia in Silbury Castle. She will send her steward to provide some coaching to the Queen if you steer the conversation that way.

### **Robin (Sudish, Locksley Village)**

This quest is only available for a limited time. If you learn that the war in Sudish is over, the most you can do is collect Robin as a companion for other adventures.

From the outset, Robin's quest is to rescue his parents from Locksley Village in the Sudish, which lies on the road north from Silbury in Morovia.

If you need to depart from the direct route to Locksley, you can ask Robin to wait for you briefly. He won't wait on a ship, though.

If you remain on Varota for more than two days, or take him too far from the direct route, Robin will go to Locksley on his own, in which case he's captured and held prisoner in his own house (which is marked on the map).

There is an experience bonus for arriving at Locksley with Robin, which you can also get if you rescue him later.

On arrival at Locksley, you meet Robin's fellow rangers, who warn you about the Imperial forces defending the village, and suggest three possible approaches.

The battle is not that difficult, though the direct approach attracts heavy fire from the siege engines. There is an autosave when you first arrive in the area, just in case.

As you explore the area, the Imperial forces respond to your position, as the rangers warn you. The cavalry will try to cut you off in the woods south of the river, and occupy the high ground if you attack from the mill. The heavy foot move out of missile range if they can't attack your position directly.

If you explore in stealth mode, these movements still occur, though they won't attack unless they can see you.

Your first goal is to kill or capture Commander Fairbright, who is outside Robin's house. When you talk to him, if there are no legionnaires nearby, the imperial forces surrender.

There is an experience bonus for allowing him to leave, even if the Rangers subsequently kill him (which happens if Will is in your party).

Commander Fairbright gives you the key to Robin's house, which is where he will be if he's been captured. Robin's kit is in a barrel behind the house. If he had a horse, it will be just north of the road back to Morovia.

If you leave the area without capturing Commander Fairbright, the heavy infantry and cavalry receive reinforcements from the main body of the Legion.

Your second goal is to destroy the supply wagons. There is a large experience bonus for this, because it's critical to the Rangers' strategy for defeating the main body of the Legion. The [Legion](#) quest keeps track of your progress.

Once your goals have been achieved, Robin will remain in Locksley until news arrives that the Tenth Legion has been destroyed (which often happens much later in the game), after which he will follow you elsewhere.

The news will be delivered by the Town Crier on arrival at any major town outside the Sudish (except in [Tula](#), where communications are suppressed by the Emperor).

You can also get the news by calling Fantina on the Oracle, if she is still at Arnesfield Mill.

On returning to Locksley village, you'll find a meeting going on in Robin's house. When the meeting is over, he'll become your companion again.

The other rangers will never leave the village.

## Asteron

The [Lady of the Lake](#) explains that Asteron has escaped from the Void.

Before searching for Asteron, you need to find the Four Treasures of Avalon - the [Grail](#), [Excalibur](#), [Millennium](#) and [Pentangle](#).

Return to the Lake, where Vivian is waiting for you to explain the next mission, which involves travel to the Empire.

She'll give you some hints about bringing your party up to full strength :

- You can now go to Arnesfield Mill (via Koberg's north gate) to recruit Fantina.
- Sister Lydia will travel to Duin after you've seen the Imperial Matriarch (see below).
- [Robin](#) can be collected from the [Sudish](#) after day 21.

The Sudish Rangers John, Will and Tuck will never leave the Sudish.

If you have chosen Dunbert as a companion, there's no way to acquire Sharon, and vice-versa.

Travel to [Duin](#).

If you have high bluff skill, you can talk your way into Imperial College at this point.

Otherwise,

- Talk to the Imperial Matriarch in the Imperial Temple during the day.
- If you haven't got the Four Treasures in your own inventory (or pretend you haven't), the Imperial Matriarch will ask you to collect them. If the Imperial [border](#) is still closed, she gives you a pass that enables you to bring your party across (this won't happen once the war is over). If Sister Lydia is still on Varota, the Matriarch gives you a letter that allows you to bring her to Duin if you wish.
- You can also pickpocket the Matriarch to get these documents.
- Once you have the Four Treasures, tell the Matriarch (or give them to her). This triggers a battle.
- After the battle, Mother Superior Anna will give you the key to the Master's Chamber in the Law School. If you didn't get the pass and letter before, you'll find them on the Matriarch's corpse (if they're still useful).
- Once in the Master's Chamber, Petroc suggests that you tell the guard outside Imperial College that you want to visit the Office of the Seal to gain admission.

Now is a good time to collect your party from around the world before returning to Duin, if you haven't already. You may need the Matriarch's documents, as described above.

Once inside the Office of the Seal, refuse to leave. Ned the Shadow drops the key to the bookshelf containing the Password of the Day. The same key opens a barrel of black powder, which you may need shortly. The fight can be avoided in stealth mode by picking Ned's pocket.

Click on the Palace drawbridge and enter the password while the conversation is still active. The same passwords are used every week. For example, Day 10 is the third day of the second week, so the password is "Yellow".

You can't enter the Palace without the Four Treasures and three companions that you need for the ritual.

Inside the Palace, your objective is to surround the Window of Appearances. The map in the Office of the Seal tells you where to find it. Four internal doors and gates have to be broken down under fire - the black powder is handy for this.

Once the fight starts, you can't leave the Palace.

It's not necessary to kill the defenders - you can just keep moving.

You may need to conceal yourself to survive. Using the black powder doesn't break spells such as Invisibility, though it does break stealth mode.

Focus on reaching the fifth courtyard, which contains the Inner Palace. You can't get into that building, owing to a magical force field. Instead, follow the steps up to the roof surrounding the Window of Appearances for a cutscene in which Asteron appears. If you don't have the Four Treasures and three companions required for the cutscene, Vivian's voice will tell you to go back for them.

At the end of the cutscene, you find yourself in the Twilight Zone.

Talk to YAP until he releases you.

Go down two levels to the room with the TV screen. Use the right hand control to raise the ball on the unknown device, then take the Twilight Token from the device.

The Twilight Token opens various doors when you put it into the pedestal nearby. Remember to take it back again, as you'll need it several times.

Go up one level. Use the Twilight Token to open the Force Field into a room with seven pods.

Notice that Asteron is in pod 1, and your companions are in the other pods.

You cannot release or harm Asteron at this point - as YAP warns you, he is invulnerable.

The central control selects one of the seven pods, as indicated by the lights in front of the pods.

The left hand control opens the selected pod.

Free your companions.

Go back down to the room with the TV screen. Use the Twilight Token to open the exit, then go out into the city.

Towards the north of the city is a bridge. Bash the gate open - there's no way to get any help from the mechanical voice.

North of the bridge is the Control Centre. You need the Twilight Token to get in.

Go east until you meet Lord Mezzanine. Approach him to gain access to the Scuzmatron room further east.

Talk to the trainee, then sit in the Scuzmatron to gain knowledge of the tractor beam controls.

On return to Lord Mezzanine, you can avoid a nasty fight if you can creep by him, or accept the menial job he offers you.

Go to the tractor beam controls at the west end of the building, summon Asteron, destroy him and go home.

## Draconian Punishment

[King Arthur](#) asks you to investigate what's happening in Draconia.

You need to find three independent witnesses, each of whom gives you a separate journal entry for the record.

The first is a beggar, who you'll see in the street at the south end of town. You can talk to him during the day - he's asleep at night.

The second is a prisoner, who's in a cell in Draconia Castle on the level below the entrance.

The third is a servant, who's in the deepest level of the castle. To get there, you need a special key. First, take the stairs up to the left of the throne, during the day. In the Duchess's chamber is a black box, which contains Thrillseeker, the item you need to open the electronic gate on the deepest level. Open the gold dome to talk to one of the servants. (At night, the chamber upstairs is locked, and the Duchess will prevent you from talking to her servants in the dome).

Once you've done this, report back to the King at Camelot to receive an experience bonus.

If Arthur is dead, you can report back to King Mordred, who will be in Arthur's chamber with Sir Kay.

## **Excalibur**

The [Lady of the Lake](#) explains that Excalibur is buried in Asteron's Temple of Bovis, somewhere below [Koberg](#).

### **Theta**

To find that Temple, you must first visit [Asteron's Palace](#) in [Theta Old Town](#) to obtain an ancient scroll.

### **Arnesfield Palace**

On returning to Koberg, go to Arnesfield Palace during the day.

In the south-east corner you'll find steps down to a locked door. The key is in an armoire in Lavinia Grimley's chamber nearby. The chamber door is only locked at night.

The locked door leads to a tunnel which connects Arnesfield Palace to the Royal chamber in Koberg Castle (Lavinia is the King's mistress, and a close friend of the Queen, too).

Half way along the tunnel is a weak spot in the north wall, which can be bashed open to reveal a door and a set of four runes.

The door will open when the rune pattern matches the ancient scroll which you found in [Asteron's Palace](#).

This leads to the Temple of Bovis.

### **Temple of Bovis**

In the room to the south of the entrance is a chest containing the key to the door to the east.

Cross the bridge to the east and head south into a room with a locked portcullis.

Keep going south. At the end of a long winding passage is a chest containing the portcullis key, guarded by Bovis.

Beyond the portcullis is the main temple in which Excalibur is embedded in a stone.

A strength of 30 is required to pull the sword from the stone.

Try to take the sword. If you fail, you can then ask the Earth Spirit nearby to do the job.

Once Excalibur is floating above the stone, click on it again to take the sword into your inventory.

## King Arthur

What happens with King Arthur depends on the timetable set out in the [Intelligence Report](#).

If you didn't get one from [King Penric](#), there's another copy in [Merlin's](#) library.

If you travel to Avalon (Camelot Castle) before month 7 day 11, King Arthur will be there. If [King Penric](#) has reached Avalon, obtain his permission to talk to Arthur, who will then give you three quests - [Merlin](#), [Draconian Punishment](#) and [King Arthur's Vassals](#). As Arthur indicates, Merlin's quest is more urgent than the others.

Unless you complete the [Marshal Duran](#) quest in time to avert the war,

- On month 7 day 11, King Arthur and his entire army go to war - you won't be able to find him at all.
- On month 7 day 15, King Arthur is killed. Mordred takes his place at Camelot - you'll find him in the same chamber, next to the Hall of the Round Table. The war is now over.

This news is provided by the Town Crier on arrival in most major towns.

Alternatively, you can get the news from Fantina on the Oracle (provided she hasn't left Arnesfield Mill yet).

After the war is averted or over, the King (Arthur or Mordred) will give you the above-mentioned quests, regardless of what happened with King Penric.

### King Arthur's Vassals

When [King Arthur](#) has given you this quest, you can get some facts and figures from the ledgers in Merlin's library.

Travel to Draconia (on the road north from Avalon).

If you are doing the urgent [Marshal Duran](#) quest, you may want to continue north first, completing this quest on your return.

Go up to Draconia Castle and talk to the Duchess in the throne room during the day.

You won't know whether the agreement you reach is acceptable until you return to Camelot to discuss the matter with the King and Sir Kay again.

To succeed, you need to talk about land exchange rather than purchase (Sir Kay told you the treasury is empty. Also, it would take more than 30 years of Royal income to buy all the land).

Also, it has to be a nominal land exchange - say 20 hides per Baron. Merlin's ledgers indicate that Arthur doesn't have enough land to do an exchange of all the Baronial estates.

Even this solution can't be met from the King's personal holding, but he can take a nominal amount from his vassals, and repay them with land acquired from the Duchess.

As Sir Kay mentions at the outset, even if the Barons only hold a very small estate from the King, they are still obliged to attend the Royal court, which is the objective here.

Incidentally, the price of land (and related income) used in this quest is scaled up to the standard NWN cost model - it in no way reflects medieval economics!

### Lady of the Lake

On arrival at Silbury, the elves Elendil and Asteril tell you to travel to a lake west of Avalon to meet the Lady of the Lake, Vivian.

Take the Pilgrims' Way west through Avalon to Lake Wetbush.

There is one point beside the lake, between two willow trees, where the bank has collapsed.

A wooden barrier has been placed there to stop people falling in the lake.

You need to get quite close to the barrier to trigger the cutscene.

Vivian rises from the lake and gives you the [Asteron](#) quest, in which she appears again.

## Lancelot & Guenevere

At Avalon, in the castle courtyard, Lancelot and Guenevere are usually talking together during the day, near the steps up to the castle itself.

Lancelot won't be there if King Arthur's army is in north - the Town Crier or a servant will have told you if the army has gone, and will update you when it returns.

The quest begins if you pass close enough to overhear the lovers' conversation while [King Arthur](#) is alive.

If [King Arthur](#) dies before you've done anything about it, the quest is over.

If you discuss the matter with King Penric in Camelot Castle (or Sir Lucan, on first meeting), you can take an oath not to discuss the matter, for which there is an experience bonus.

The point here is that disclosing the affair will divide and weaken the Knights of the Round Table.

If instead you inform [King Arthur](#), he orders you to arrest the Queen.

Until you resolve this, you can't sleep or take a shortcut from the castle.

As you approach the Queen, you are attacked by Sir Lancelot and other knights loyal to her.

If you vanquish them, the Queen takes poison.

There is no bonus for completing the quest this way, although Sir Lancelot does have a rather nice magic ring.

## Legion

This is an element of the [Robin](#) quest. Your goal is to damage the Imperial rear guard and wreck their supply chain. The quest closes when all five supply wagons are destroyed.

Hint : black powder is handy here. Alternatively, if you bash a wagon, you can then use a companion's radial menu (Attack Nearest) to get them to join in. It doesn't take long if the whole party is engaged.

## Marshal Duran

This quest is only available until day 24, as it depends on the timetable in the Intelligence Report, which you can get from [King Penric](#) or [Merlin](#)'s library.

The quest is given by [Merlin](#), but only if [King Arthur](#) has authorised it.

This means that you first have to get [King Penric](#) to Avalon, then talk to [King Arthur](#), and finally see [Merlin](#) (the natural order of events, if you do as you're told).

Merlin gives you a Scorpion seal to help you with the quest.

Take the road north from Avalon, through Kingscourt, Shagwell and Draconia to the border with Tula.

There are a lot of distractions along the way, but you might prefer to return to them when this quest is complete, because it's time-critical.

See [Tula](#) for ways of crossing the border.

Once across the river gorge, take the right fork in the road (i.e. north-east) to Marshal Duran's camp at Osmany.

Show the Scorpion seal to the guards and the Marshal.

You're now a prisoner, so if you don't have the skill to steal the key from the Marshal and escape, sleep in the guest room until nightfall.

The Marshal is assassinated (there is no way to prevent this). Get the key from his body in the room at the end of the corridor.

The Tiger Master appears when you try to leave - you can fight him, or just run away (in which case he vanishes into the night when you leave the building).

If you talk to one of the Constables now, you discover that your action has still succeeded, despite the assassination.

When you call Fantina on the Oracle, or return to any major town outside the Empire, you can confirm that you've averted the war between the Empire and Avalon-Hesse.

You may be surprised that no one acknowledges your part in preventing the war. The reason is that your secret mission was only known to Merlin and Nimue, neither of whom are credible witnesses any more (see [Merlin](#)).

## **Merlin**

[King Arthur](#) asks you to see Merlin about an important mission.

This is the [Marshal Duran](#) quest, but Merlin won't tell you anything about it if you arrive too late.

Once the war is over (or averted), Merlin disappears, and Nimue goes mad.

You may suspect that Nimue used the same spell on Merlin that he once deployed against the court of King Gorlois.

There's nothing you can do about this event, but it might help you with the [Pentangle](#) quest.

## **Millennium**

The [Lady of the Lake](#) tells you that King Gorlois has Millennium. You can take it from him at the end of the [Sleeping Beauty](#) quest.

## **Palin**

In general, Sir Palin will only do what [King Penric](#) has told you to do.

If Palin objects to a proposed action, ask him to wait for you. He won't wait on a ship, though.

Two days after the game begins, if you still haven't seen the King, Palin will leave for Koberg Castle, and won't help you again until you do so.

Until you've spoken to the King and received the [fleet quest](#), Palin won't travel beyond Koberg.

Once you have the fleet quest, Palin will only agree to travel between Varota and Alba, until you've carried out the King's orders.

When King Penric leaves for Avalon, Palin will agree to travel anywhere between Varota and Avalon. Once in Avalon, he will go as far as Lake Wetbush (because he trusts the High Elves' advice). Otherwise he won't go anywhere which isn't on the way to Camelot until you've reported to Penric there.

He won't enter an Omnite Rotunda under any circumstances, because it's against his religion.

See also [Succession Crisis](#).

## **Pentangle**

The [Lady of the Lake](#) tells you that [Merlin](#) has Pentangle, and that Nimue might know more.

Actually, Nimue won't help as long as Merlin is around.

After news of Merlin's disappearance reaches you, Nimue will tell you exactly where to look.

It's hidden in the north-east diagonal wall of Merlin's chamber.

You might find it on your first visit to Merlin, but it's well concealed - there's a loose stone which is just visible if you use the tab key or run the cursor along the wall.

You're alerted to this if you're in Detect mode or have the Spot skill.

## **Sleeping Beauty**

The legend behind this quest is provided by the [Lady of the Lake](#) and [Merlin](#).

Whether you have this background or not, you will find Princess Aurora, King Gorlois and the sleeping court when you explore the Undercroft.

The Undercroft entrance from the George in Kingscourt Underhill is a red herring - the court can only be reached at first from Shagwell-cum-Amply (see [Shaggy Dog](#)).

Go down the well into the Undercroft and head south until you reach the court and discuss it with your companions.

There are two options now.

If you click on the sleeping Princess, the guards wake, transform into their undead form, and attack. After the battle, click on her again and kiss her (there's no gender restriction). The entire court transform into undead for a second battle.

Alternatively, go back into the passage and head north. Before you get to Shuck's lair (marked by bones), there's a low doorway to the east (easy to miss) beyond which you find a magic circle over a coffin. Look for the slight glow in the pool and talk to it, revealing the Spellbinder. The answers to the questions are "King Gorlois" and "Merlin" (which you won't know unless you have the background and have seen the court). Agree to the unbinding - on return to the court, everyone has gone except King Gorlois, who is dead.

The point of this quest is to recover [Millennium](#) from King Gorlois once he's dead.

Beyond the court is an exit to Kingscourt, for your convenience. Be careful not to run up the hill into the [Dun Cow](#).

## The Grail

The Grail is the most elusive of the treasures of Avalon, perhaps.

You won't be able to find it until the [Lady of the Lake](#) has told you about it.

From Avalon, go north to Kingscourt Underhill, then east to Petting Overcourt.

East of the village is a tunnel leading to the Grove of Tron, which you can enter if you are dismounted and alone.

There's no need to enter the grove itself.

Take the path south around the grove, cross the bridge, and try to open the tower.

You can't enter the tower, and all of the questions are red herrings, except one.

If you already know about the Grail, you can answer "The Grail", "The Greater Cup of Charity" and "Love".

If you have a romance or marriage with Captain Kit, Rosamund, Robin or Lydia, one of them will now have the Grail.

Otherwise, you will receive the Grail yourself.

### **For Information**

Some journal entries are just for information, with no quest involved.

**Background** - From the outset, you have a reminder of what happened in Parts 1 & 2.

**Camelot** - After [King Penric](#) orders you to Camelot, you have a note of how to get there.

**Sphinx** - a reminder of where the Sphinx told you to use the ancient scroll (see also [Asteron's Palace](#) and [Excalibur](#)).

## Asteron's Palace

In Theta Old Town, there is a window in one of the turrets to the north-west which are half-buried in the sand.

This leads to Asteron's Palace.

You may get a clue to this from Sir Dennis of Bloodnok at the Inn of the Unbroken Circle (Theta New Town).

The [Lady of the Lake](#) also mentions it, in connection with [Excalibur](#).

The key objective is to retrieve an Ancient Scroll, which you need to complete the [Excalibur](#) quest.

Make your way down the broad staircase to level 2.

Optional : the dragon statue in the large hall spits fireballs in a 10m radius, but only in a 90 degree arc (indicated by the scorched bones), so it may be attacked safely from behind to get at its treasure chest.

On a platform to the east of the large hall is a rune pillar, which opens the door you can see to the north.

The corridor turns east, but is blocked by a gate. You should be able to see that the lever here opens an "inaccessible" door to the south, near a statue inscribed "two heads are better than one".

To reach the "two heads" statue, return to the large hall with the rune pillar, and go through the door to the south-west, which is now open.

Note that there are actually two statues. Their position is a clue - two heads are better than one here.

Ask a henchman to wait by the first statue (the one outside of the small room).

Use the lever by the second statue inside the small room . You now can see the gate in the corridor to the north opening, but the door of the small room closes behind you.

Using the Help tool, ask the henchman waiting outside to use the lever by the first statue to set you free.

The door in the corridor to the north of the large hall with the rune pillar is now open.

That corridor eventually turns south. Notice three torch brackets on the wall - the middle one is a lever, which opens the door at the end of the corridor. It's on a timer, so run for the door.

You're back on level 1.

To the north is a gate. The pull chain nearby opens it - go into the next room and light the jewel on the statue. This opens the door in the south-west corner of level 1.

Optional : the chest behind the statue is guarded by two more dragon statues. Walk straight to the chest, avoiding the field of fire indicated by the scorched bones.

Go down to level 2 through the door you just opened.

A long corridor north takes you to a dial which can be turned in the four compass directions.

Turn the dial to "south" and take the long southbound corridor just east of the dial until you find a pillar with a button.

Press the button, which locks with a green light on.

Return to the dial. Note that the door north is now open, and one of the pillars beside it has a green light.

Turn the dial to "east", and go through the door north of the dial.

Go to the north-west corner of the area, then head east, south, east until you reach another pillar with a button. This opens the door at the north-east corner of the area.

You're back on level 1 again.

You see three doors ahead. All three doors are on a timer, so you need to run. Pull the lever, run through the first door, quickly pull a second lever, then run through the second and third doors.

If you get stuck, use the escape chains to go back. The escape route is also on a timer, and the corresponding levers are locked until the escape route is closed.

Once you're in the arena, you can use a lever by the third door to open the way back, or a lever to the south-east to open a shortcut to the main exit.

Take the ancient scroll from the altar - this is vital for the [Excalibur](#) quest.

## Dun Cow

On arrival at Kingscourt Underhill, Wednesday tells you about the Dun Cow that sits on Kingscourt Hill - the stone circle in the far north west of the area.

This is one of the toughest monsters in the module.

As Wednesday suggests, it won't attack until you get close, and it will stop attacking if you flee.

You can kill it (with difficulty) or approach it with [Rosamund](#) in your party, in which case it is pacified.

There is the same experience bonus either way.

There are no experience points for the rest of the quest, which is just a bit of fun.

Tell Wednesday that the Dun Cow is no longer a problem (he's in his cottage by day, and the George by night).

He offers to initiate you (but you can refuse at any point, or fail the test, without penalty).

Follow his instructions exactly (they're in your journal).

Lead the white hart to the stone circle where the Dun Cow used to be.

As you approach, the white hart enters the circle of its own accord.

To pass the initiation, agree unequivocally to everything Wednesday asks of you, except the sacrifice - you must offer yourself in place of the white hart.

The answers to his questions are that initially you can see a tree, later you can see, hear and feel the wind.

## Shaggy Dog

At Kingscourt Underhill, Wednesday warns you not to take the road north at night, because Shuck, the black dog of Amply, haunts the village of Shagwell-cum-Amply.

He tells you (correctly) that Shuck is invulnerable at night (including dawn and dusk).

A more detailed background is provided by the book in Merlin's library.

As it happens, Shuck occupies the bridge between Shagwell and Amply at night, so you can explore the south side of the river in that area, as long as you stay well away from the bridge.

Shuck's lair by day is in the Undercroft.

To reach it, go to the old well in Shagwell-cum-Amply during the day, equipped with a rope.

The well is on a path west through the woods, a little north of the road to Kingscourt.

Climb down the well - you will fall some way, but with a rope it's not fatal.

Once in the Undercroft, a trail of bones south leads to Shuck's lair.

Since you're now alone, you might want to fetch help, in which case go north instead. This passage into Amply Manor, from where you can return to the well and collect your party.

There's no need to jump down the well now - if you do, you'll lose your companions again.

There are experience points for killing Shuck. By day, this isn't too difficult.

P.S. If you go down the well at night, Shuck will be on Amply Bridge, not in his lair. If you try to escape via Amply Manor, you have the tricky task of luring Shuck off the bridge then out-running him. There are two other alternatives. You can go north from Amply Manor to Draconia (ideal if you're trying to do the [Marshal Duran](#) quest quickly). Or, you can escape from the bottom of the well by the tunnel south to Kingscourt Underhill (see [Sleeping Beauty](#)).

## Rosamund

Rosamund is a useful companion in the villages north of Avalon, especially in the [Dun Cow](#) quest.

During the day, you can see her at Shagwell Farm, but the farmers stop you talking to her.

Optionally, you can find out more about her from Chrysis at the Temple of Jura (which is in a clearing on the west bank of the river in Shagwell-cum-Amplly).

Chrysis will not talk to you unless you persist.

Go to the farm at night, staying close to the outer wall to avoid [Shuck](#).

You may want to leave your companions behind, to stop them getting into a suicidal fight. If Shuck kills them, you'll probably have to return by day to revive them.

There is a bull in the farmyard. It's very easy to kill it, but more stylish to open the gate and run for the hay loft door in the cowshed.

Chrysis and Rosamund will tell you that killing the bull is bad news, but actually there's no penalty.

Talk to Rosamund in the hay loft. If you haven't spoken to Chrysis, you'll need a high persuade skill.

If Rosamund agrees to join you, she'll tether the bull, but you need to be careful to stop her attacking Shuck - better to go back to Kingscourt and sleep at the *George* until morning.

There are two opportunities to start a romance with Rosamund - on first meeting, if you say you fancy her, and when you try to go to Avalon or Draconia with her.

## WALKTHROUGH

### **SPOILER ALERT**

As the module is fairly non-linear, this section just outlines the main features of each major area.

You'll probably visit them in a different order.

Only the [Asteron](#) quest is mandatory. Apart from the pre-requisite quests mentioned in that section, other quests are simply optional ways of gaining experience.

Minor areas are covered under the appropriate heading - for example, Kingscourt Underhill is part of Avalon.

Each area has links to the [quest](#) details.

[Andersham](#)

[Koberg](#)

[Alba](#)

[Theta](#)

[Port Royal](#)

[Fenchester](#)

[Silbury](#)

[Sudish](#)

[Avalon](#)

[Draconia](#)

[Tula \(Osmany and Duin\)](#)

## **Koberg**

You can get to Koberg by road from [Andersham](#), or by ship from any port.

On first arrival, there's not much point in exploring the entire city. Later, you'll need to search everywhere, to resolve the [Excalibur](#) quest, but that can wait.

As before, there are merchants in the market, Villa Augustus and Villa Miranda during the day. You can buy a spare horse in the harbour.

There's also a new Omega Forge in Aylmer's workshop, which allows you to make magic items. You can do this in Alba and Fenchester, too.

Credit notes can be bought and sold at the Templar Bank, as before.

You can hire a room at the Unicorn Inn if you need to sleep.

[King Penric](#) is expecting you at the Castle during the day - if you don't talk to him before you leave Varota, you may not have time to complete some of the optional quests later.

The only essential step is to go to Koberg Harbour, hire the Liberty Belle and set sail.

You might decide to sail to [Alba](#) (as instructed by [King Penric](#)), [Port Royal](#) (to get [Robin](#) to the Sudish quickly) or [Theta](#) (for the hell of it).

If Robin or Palin object to your destination, ask them to wait for you, well away from the ship (they won't wait on the ship itself).

Whatever you do, you will be intercepted by the [Fox](#) in Koberg Bay the first time you set sail.

Much later, when the war with Avalon-Hesse and the Empire is over, you will learn that there is a [Succession Crisis](#). This information is conveyed by the Town Crier in most major towns, or by Fantina on the Oracle. See quest details for your options on return to Koberg.

## Alba

You can reach Alba by road from [Port Royal](#) and [Theta](#), or by ship from any port.

The [Fox](#) may take you there by force.

You can sleep upstairs at Gaunt Palace in the east end of town.

There are merchants in the market and an Omega Forge in Vendetti Palace. John Gaunt and Jakob Grimm will trade jewels in their respective palaces, and there is a Templar Bank behind Gaunt Palace for buying and selling credit notes. Salty Sam in the market is the only source of Black Powder in the module. You can buy an extra horse on the jetty near the market.

On first arrival, Elenor will ask to you go to the Mayor's Palace during the day. The Mayor gives you the [St Tadeo](#) quest.

The Exchange next door is the place to acquire [Penric's Fleet](#).

Ask Lucretia Vendetti in the market about buying slaves, or talk to Rapunzel Grimm in the Safeguard tower, to get a clue about the [Slave Trade](#).

This quest may lead you to [Princess Veronica](#), or you may find her anyway under the Jolly Roger, in which case she also tells you about the slave trade.

The play on Pleasure Island in the north-east of town opens the [Merry Dance](#).

There are some other profitable things to do:

- You can beat the house at Jolly Roger's (as Captain Kat will explain when you're there). Bet in thousands. Play the Nell Nimble game, but stop as soon as you lose a round, because Nell cheats. In the Monty Haul game, always "swap" until Monty refuses to play any more (if you're not sure why this works, look up "Monty Haul" on Wikipedia).
- The Templar Bank has a hidden safe in the south wall, which can be opened if you have sufficient lock picking skill.
- Sharp Palace has treasure behind a painting on the top floor.
- Grimm Palace has a secret panel in the south wall of the middle floor.
- Gaunt Palace contains two treasure chests in plain sight on the top floor.
- Vendetti Palace has a secret panel on the east wall of the middle floor. Elias Bernersly will give you a clue to this - you can also pick his pocket, if you have the skill.

You're alerted to the hidden containers if you're in Detect mode or have the Spot skill.

## **Theta**

You can reach Theta by road from [Alba](#), or by sea from any port.

The harbour area is just for docking ships.

You can sleep at the Inn of the Unbroken Circle, where you may get a clue to [Asteron's Palace](#) from Bludnok. Otherwise, the merchants and beggars of the New Town are best avoided.

Most of the action is in the Old Town.

At the Rotunda, you can pursue the [St Tadeo](#) quest.

The [Grand Wazoo](#) will eventually let you into the "new" palace, where the [Princess Veronica](#) quest may start, and certainly ends.

A window in a ruined tower to the north-west leads to the ruins of [Asteron's Palace](#) (where you can pursue the [Excalibur](#) quest).

## **Port Royal**

You can reach Port Royal by road from Silbury and Alba, or by ship from any port.

You can sleep at the Pilgrim's Rest (where fleas are unavoidable).

The market is pretty poor unless you need an extra horse.

## **Fenchester**

You can reach Fenchester by road from [Port Royal](#) or [Silbury](#).

There's a bed for you in the Castle.

This is the best place for merchants (and another Omega Forge) - goods are very thin on the ground north of here.

Amanda (in the market square) trades in Templar Bank credit notes.

The [Queen Astra](#) quest starts when you talk to the Queen (or other folk in town) but you'll need to go to [Silbury](#) to resolve it.

## **Silbury**

You can reach Silbury by road from Fenchester, Avalon or the Sudish.

A bed is waiting for you at the Castle, where you can also resolve the [Queen Astra](#) quest.

The merchant in the market is not very useful, but does buy and sell Templar Bank credit notes.

## **Sudish**

The Sudish can only be reached by road from [Silbury](#).

There is no bed there for you, but you shouldn't need to sleep.

This area is where the [Robin](#) quest unfolds.

Later in the game, on arrival at most major towns, you may be told that the war in the Sudish is over, in which case you can return to take Robin on your travels again.

## Avalon

You can reach Avalon by road from [Silbury](#) or [Draconia](#).

There's a bed for you in the highest tower of Camelot Castle (just up the hill in the main Avalon area) and another room you can hire at the *George* in Kingscourt (for which see below).

You may meet a Town Crier here, or in other major towns, for an update on how the war is going. You can also call Fantina on the Oracle for information, if she's still at Arnesfield Mill.

Before you enter the castle, you may prefer to head west to Lake Wetbush to meet the [Lady of the Lake](#). The elves you meet in [Silbury](#) will advise this, but you can do it later, as it's not time-critical. Also in the Lake area is a cave leading to the Temple of Vanya, which is just for fun - as the priestess tells you, it doesn't help with any quests, and there are no experience points for it.

While Avalon is at war with the Empire, you'll need to get [King Penric](#) to Camelot Castle before you can speak to [King Arthur](#) and [Merlin](#). If you do this early in the game, Merlin gives you the bonus [Marshal Duran](#) quest. The latter is time-critical, so you may want to head for [Osmany](#) immediately, ignoring the many distractions along the way.

Whenever you talk to the King at Camelot Castle, you will be given the [Draconian Punishment](#) and [Vassal](#) quests, both of which require a trip to [Draconia](#). This is conveniently done on the way back from [Osmany](#), as it's not time-critical. You may also find [Pentangle](#) in the castle, though this is easier after the war is over.

At one point during the war, almost everyone may leave Avalon for a battle at Aquilon (which you never actually see). At all other times, in the castle courtyard, in the main Avalon area, you can overhear what [Lancelot and Guenevere](#) are discussing. You can also joust with Sir Bors, picking up an unlimited number of small experience bonuses (winning is easier if you buy Riding Boots in the market at Fenchester, Alba or Koberg).

Immediately north of the main Avalon area on the road to Draconia is Kingscourt Underhill, where you may encounter the [Dun Cow](#). Much may remain unresolved in Kingscourt until later in the game. The Hell Fire Club is a red herring. Further east is Petting Overcourt, where you can find the [Grail](#).

Continuing north from Kingscourt Underhill, at Shagwell-cum-Amplly you may encounter the [Shaggy Dog](#), [Rosamund](#), [Sleeping Beauty](#) and [Millennium](#). Much of the action takes place in the Undercroft below the disused well.

North of Amplly, the road leads to [Draconia](#) at last.

## Draconia

Draconia can be reached by road from [Avalon](#) (via Kingscourt and Amply) or [Tula](#).

There is a bed for you in the castle.

There's also a Templar Bank where you can exchange credit notes, but no merchant.

Most of the action is in the castle, where you can make progress with [Draconian Punishment](#) and [Vassals](#) before reporting back to the King at Avalon.

## Tula (Osmany and Duin)

There's little of interest in Tula until you receive a quest to go there (though you may be able to obtain some of the treasure ahead of the quests).

North of [Draconia](#) is the Tula border.

While Avalon-Hesse is at war with the Empire, you have to make your first border crossing alone.

- If you are on the [Marshal Duran](#) quest, show the Scorpion seal to the border guard on the bridge. If you are not alone, he won't let you cross, so leave your companions well away from the bridge.
- You can leap the gorge on horseback at the eastern end, provided you have sufficient Ride skill. Riding Boots are available in the market at Fenchester, Alba or Koberg.

There are three ways to open the border and take companions into Tula.

- Complete the [Marshal Duran](#) quest (the war ends).
- Follow the [Asteron](#) quest until Vivian tells you to go to Duin, where you can then obtain a pass from the Imperial Matriarch.
- Wait (or sleep) until Month 7 Day 15, when the war ends anyway.

Once across the river gorge, you can take the road North-West to Duin for the [Asteron](#) quest, or North-East to Osmany for the [Marshal Duran](#) quest.

You can sleep in the Common Hall of the Law School at Duin, and the guest room upstairs in Marshal Duran's hall in Osmany.



## Succession Crisis

Once the war between Avalon-Hesse and the Empire is over, you learn that [King Penric](#) has died of dysentery.

The city of Koberg is now divided between three factions.

- Queen Virginia and her secular followers in Koberg Castle.
- The HOST and other Omnite supporters of the infant King Floristan in and around the Koberg Rotunda
- Templars and other Tanjan forces in Holy College and the Temple courtyard, who support the claim of Queen Morcasta.

Sir Palin and Sister Lydia will depart immediately for Koberg. You will find them behind a barricade at the entrance to the Temple courtyard. There is no way to persuade them to join you or admit you at this time; in fact, if you choose war with the Templars, you'll have to kill them, losing two valuable companions.

Fantina will go to Koberg Castle - you'll find her just outside. She's now available as a companion, if she wasn't before.

Smashing a barricade at the Temple or the Rotunda will start a fight with the faction in question. You can also attack the faction with missile fire.

Once the Templars or the HOST are hostile, there is no going back - peace is impossible.

Queen Virginia's faction cannot be attacked safely, owing to their popularity.

Most of the citizens will comment on the situation if asked. Though it's not vital to seek their views, it may help a little. Opinion is divided. Arguably, the Templars are least popular, because of their former tyranny, and Virginia is the most popular, because she is seen to represent secular rule and tolerance, but you'll find conflicting views on all sides.

Talk to Queen Virginia at the Castle.

Even if you agree to join Queen Virginia's faction, you can go back and ask her to reconsider (unless you've made one of the factions hostile). If you choose war, the quest ends when you've killed all the opposing faction members and report back to her. There is no alternative to killing innocents like Floristan and Morcasta.

If you persistently argue with Queen Virginia against civil war, while the other factions are still neutral, a meeting is called.

If you insult the religious leaders, the talks break down. Both the HOST and the Templars become hostile.

Otherwise, a peaceful solution is agreed.

Maximum experience is awarded if you are offered the throne for achieving the peaceful solution (regardless of whether you accept or walk away).

A smaller bonus is available for eliminating the rival factions. There's no penalty for doing this, but you can expect some harsh words from their sympathisers.