

Gothic 3 - The Definitive Walkthrough

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Author: Elusive Creator

E-mail: elusivecreator@gmail.com

Webpage: <http://elusivecreator.wordpress.com/>

NB! This guide is also available in pure text format (.txt) from the above website.

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About this guide

This guide aims to help you fully explore the huge and immersive world of Gothic 3 from start to ending and appreciate as much of it's content as possible in a single run. If you are the type of gamer who wants to explore every corner of the map, get every weapon, do every quest and max out all your stats to become "Godlike", then this is the guide for you.

This guide assumes that you have the English version of Gothic 3 on CD or DVD (stand alone or as part of a collection) and that you have downloaded and installed the Gothic 3 Community Patch 1.74 (or later) from the "World of Gothic" website. This patch solves a large number of problems that come with the un-patched versions of the game including crashes, graphical glitches and broken quests. 4 years of continuous work with improving and fixing the game by a number of die hard gothic fans, has turned a chipped gem into a nearly perfect diamond. Finally, Gothic 3 can be played as it was intended. Not only that, but with the patch you no longer need to have the game CD/DVD in your disc player to play the game!

The community patch comes with the ability to select "Alternative Balancing" which changes the rules of the game to make it more challenging. However, since alternative balancing will drastically limit what your character can do in terms of skills, equipment and factions this guide assumes that you want to play with Alternative Balancing turned OFF.

Gothic 3 is a treacherous game in the sense that one wrong move can completely change your outlook for the rest of the game. What this guide offers, that the other guides do not, is instructions meant to ensure that you will not miss out on quest, exp, reputation and special items by triggering irreversible events or just doing things in the plain wrong order. If you want to get "everything" then there are several pitfalls to watch out for and there will be plenty of warnings in the guide to steer you away from those pitfalls.

This guide will show you how to make your character extremely strong early on in order for you to make quicker progress. The author has avoided using any cheats or exploits that permit us from getting items or visiting places that we are not meant to, or boosting stats and abilities by any means other than what the game offers on a normal playthrough. However, we will use techniques of fighting overly powerful enemies (for convenience and for access to chests etc) early on and getting the best possible legal inventories for merchants (by saving and loading). Ultimately what you feel is an exploit is up to you and if you don't like something that this guide tells you, then don't

do it.

The author suggests you use this guide in either of two ways: The first way is to play the game following it to the letter. This should guarantee you to be able to get the same inventories and stats at the same steps (except for assumptions about your gold balance in regards to the variation in monetary value of the random contents of chest and loot on corpses). Also note that there are risks that the author cannot fully protect you against such as NPCs getting into fights with each other and killing each other, NPCs falling through the terrain and into an invisible abyss, or NPCs becoming permanently hostile and uncooperative to you if you steal one item to many) but may not be the most fun playing experience.

The other way to use this guide is for reference and hints. You can search through this document for keywords such as quest names or item names or get inspiration for certain sections of or geographical areas of the game map. This may be more fun but you should not expect to achieve a “perfect” play through – there are simply too many things that will go wrong when you play the game in an open-ended and unstructured fashion.

The stats presented at the beginning of each section are the stats acquired by the author while playing through the game using this guide. The stats may be slightly different if you are not following the guide to the letter but they should give you a good indication of if you are on the right track or not.

Credits

A lot of the material in this walkthrough was discovered through trial and error by the author alone and is not likely to be found anywhere else, in other walkthroughs or on websites on the internet (at least not before this guide was first published). That being said, the author has used plenty of different sources while playing the game which have indirectly contributed to this work. Here are a number of links that have been utilized in the making of this guide:

<http://guides.gamepressure.com/gothic3/>

<http://www.worldofgothic.com/>

<http://forum.worldofplayers.de/forum/>

<http://www.lysator.liu.se/~tomca/games/Gothic%203.txt>

<http://www.gamefaqs.com/pc/920920-gothic-3/faqs>

Many thanks go out to the authors of the content in those locations. Without it the author would not have had the patience to take on writing this walkthrough.

Terms of use

Please feel free to copy and distribute this guide as you please. You may use selected parts or all of the content of this guide in your own guides, walkthroughs, FAQs, homepage etc., but please give proper credit where it is due and also refer to this guide as the source for any information you are reusing.

The goals of this walkthrough

Here are some of the major goals we will aim to achieve:

- Achieve the best possible combination of stats
- Get the best possible weapons and equipment
- Getting as many skills and magic spells as possible
- Finish as many quests as possible
- Kill all beasts and enemies
- Avoid angering or killing any NPCs unless necessary
- Clean the world of loot, empty all chests and pick up all plants/mushrooms
- Get best possible reputation with different factions
- Build a strong character early on to achieve smooth progress
- Leave any world changing events to as late into the game as possible

Some things we do not aim to do...

- We are not concerned about doing things in the default order
- We do not intend to break any time records
- We do not intend to become filthy rich just for the sake of it

Let's examine each of these points and see what they mean in practice.

“Achieve the best possible combination of stats”

How high your stats can go depends on a number of different factors:

- The most important way to permanently raise your attributes is by using Learning Points (LP) at a trainer or at a shrine. Learning points are acquired exclusively from reaching new experience levels. Reaching new experience levels is achieved exclusively by gaining experience points. Experience points are acquired in one of three ways:
 - Finishing quests:
Quests are normally given by specific NPCs and finishes after conditions specific to those quests have been met. Some quests can be completed

even if they were never properly initiated by talking to the quest giver.

- Killing or beating up enemies and NPCs:
All enemies and NPCs killed or beaten up by the player will generate a set amount of exp, but not in the case of enemies killed by other NPCs.
- Talking to NPC's after certain key events (such as quest completion, death of NPCs or items acquired):
Some NPC's will give you exp as a reward for performing task favorable to their cause even when they have not been directly involved.

Each new level will result in 10 new learning points but there is a skill, "Learn faster" that will give you 1 extra learning point per level for a total of 11 LP per level.

- The second most important way to permanently increase your stats is by special items or objects. These include
 - Items you get pick up and carry in your equipment: I.e. stone tablets (Ancient Knowledge), rare plants (various stats), permanent potions (various stats), a special skill learning book, "Book of Arrows" (the skill "Make Sharp Arrows"). These can be found lying around, purchasable from merchants, given by NPC's during dialogs or as rewards for quests.
 - Imovable in-game objects: bookshelves (Ancient Knowledge or Alchemy), Millstones (Strength) in various locations.

Some of these items will only be available once you have enough reputation with a certain faction or from lock picking/thieving/robbing.

In order to get the maximum amount of Ancient Knowledge you need to get good inventories from specific merchants. Each merchant has a set maximum of possible stone tablets (between 1 and 4) and the inventory is randomized the first time you speak to them in game. It is therefore important that you know in advance who the merchants are and that you save your game before talking to them the first time. If a sufficient amount of stone tablets do not appear you may want to reload the game until you can buy the maximum possible amount of tablets.

- The third most important way to permanently increase your stats is from skill points rewarded when finishing quests. Certain quests will give additional points in skills associated with the quest.
- A fourth way to permanently increase attributes is to create permanent potions yourself and then drink them. This requires a certain amount of alchemy points and the skill "permanent potions". When it comes to potions with permanent

attribute bonuses you should be aware that to create them you need the plant called “King’s Sorrel” and there are a limited number of these in the game (57 to be specific). There are 5 types of permanent potions: Strength, Hunting, Life Energy, Endurance and Mana (Unfortunately there is no permanent potion for Ancient Knowledge).

NB! Strength and Hunting potions add 2 attribute points while Life Energy, Endurance and Mana add 4 points. If we compare the costs of these potions to the corresponding cost when using Learning Points with trainers we discover that the comparative worth of Str/Hun potions are 2 LP and Life/End/Mana is only 1 LP each. In other words it is more economical to create Str/Hun than Life/End/Mana, and if you need to increase Life/End/Mana it is better to use Learning Points instead!

- There are ways to temporarily increase your attributes i.e. by wearing enchanted armor, jewelry or weapons. This is useful if you wish to equip weapons/armor etc. with a minimum requirement that is higher than your base attributes. However, it is not possible to learn skills by exceeding the requirements using such temporary attribute boosters.
- The author knows of no cap for attributes in the game, however there are some practical limits to how many learning points you can gain (which can be used to increase attributes), how many stat boosting items you can get and how many additional attribute points can be gotten from quests. Since some creatures that can be killed for exp will keep re-spawning forever, there does not seem to be a limit in principle, but at some point you are likely to get enough of the killing snakes and meatbugs... Here are some limiting factors:
 - Doing everything in the game in the optimal order, while sweeping the world of re-spawned creatures 1 time, will land you at roughly level 93. This should result in roughly 930 skill points acquired. Gaining the skill “Learn faster” can be done at earliest on level 1 (due to the player needing 5 learning points in order to learn the skill, and those Learning Points will only be received by reaching level 1). This means that there are roughly 92 additional learning points on top of the basic 930 points for a practical total of 1 022 LP until the end of the game. These points can then be translated into 1 022 point of additional Str, Hun, AK, Smi, Thi or Alc (1 attribute point per LP), or 4 088 points of additional Life/End/Mana (4 attribute points per LP).
 - Certain key events such as finishing quests or killing NPC’s will make it

impossible for you to achieve other events or complete other quests resulting in a certain amount of exp, thereby potentially preventing your from reaching a certain level and a certain amount of total learning points.

- Learning points are also used to buy skills and magic spells. The more skills and magic spells you learn using learning points, the less learning points you have left to spend on attributes.
- What you spend your points on should be determined by what kind of character you want to play (typically a choice between a fighter and magician archetype). The earlier you decide this the easier it will be to aim for near perfect stats according to your playing style. As a fighter you should focus on strength, hunting skill and life energy. As a magician you should focus on ancient knowledge and mana. Alchemy/thieving/smithing is primarily useful for meeting minimum requirements in order to learn desired alchemy/thieving/smithing skills, so you should only increase those skills to the degree necessary in order to learn the particular skills you need. In the case of alchemy there should not be any need to spend a single learning point during the whole game since there are more than enough bookshelves in the game to read and gain the alchemy points needed to learn all alchemy skills.

In summary, there is not one perfect combination of stats, but rather a some practical limits to the total amount of attribute boosters we can get and how we spend them is a matter of preference preferably matched to playing style. In order to get as close to perfect as possible we should choose a strategy and do it early on in the game.

“Get the best possible weapons and equipment”

There are heaps of weapons, armor, amulets and other goodies in the game. If you sweep the world map from one corner to the other you should encounter all of it. However, there are a few circumstances which can cause items to permanently disappear from the game and that you need to be aware of:

- If an NPC dies only a subset of items (normally useless ones or specific quest items) will be available on his body. Therefore never kill an NPC unless necessary and you know for certain that he does not possess any items you want to trade with him or that you may be able to acquire i.e. by performing a quest while the NPC is a live.
- Certain merchants in the game will no longer want to trade with you if you attack or beat them up or if you commit enough crimes in their community.

Therefore make sure that merchants do not possess items you want to buy before beating them up (or get into the habit of leaving merchants alone altogether).

- Items that are given to NPCs in order to finish quest normally disappear after they have been given and will not be found in the NPC's inventory for trade, on their body after being knocked out or killed.

NB! One notable exception to this rule is King's Sorrel plants which can be reaquired by beating up the questgiver you gave the Sorrels to (there are two such quests and questgivers in the game).

- There are several graves in the game that can be dug up for loot. The difference to chest and other item containers is that the graves will be refilled once everytime the game is restarted. There is a danger with this because if you store items in graves, save your game and quite Gothic 3, the items will be replaced by random loot the next time the game is started. Therefore avoid string items in graves!

“Get as many skills and magic spells as possible”

What skills and magic you should learn mainly depends on whether you want to play an archetype character such as a pure fighter or magician or some combination. In this guide we will go for a generalist approach and get both fighting and magic skills for the pure fun of being able to do anything and everything (which also allows you to quickly change playing style if you feel bored with either or, without restarting the game).

- Fighting skills: Basic fighting skills will be useful to any type of character early on in the game since you start out quite weak and since magic is not really useful until you have built up a lot of ancient knowledge. Advanced fighting skills will boost the damage and attack patterns in melee combat.
- Hunting skills: Skills for gathering trophies from dead animals are very useful. These trophies can then be sold for gold or given to NPCs in order to complete quests. Some quests cannot be completed unless you have these trophy gathering skills. Other hunting skills are only useful if you intend to make extensive use of bows or crossbows.
- Magic skills: Staff fighting skills are only useful if you intend to play as a pure mage. Other magic skills are useful even if you are only using magic sporadically. Some skills will even double the effect of magic spells!
- Alchemy skills: Since this guide will enable you to be self sufficient for mana and health, without potions, alchemy skills are not very useful early on in the game. The one skill that we will find use for later on in the game is the one for

creating permanent potions.

- Smithing and thieving skills are mostly useful for short term monetary gain, however by the end of the game you should have enough money to do anything you want in any case so thieving and smithing should not be prioritized. However we need to have some thieving skills to get to rare items and some smithing skill to be able to forge special weapons.
- There are also a number of misc skills that can be quite useful such as “Endurance of the wolf” which lets you run longer and “Acrobatics” which decreases the amount of damage taken from falling. These will pay off quickly and should be gotten as early as possible in the game.
- Magic spells are useful to all characters to some degree. Spells range from offensive ones used in battle, regeneration of mana and life force, temporary lighting in dark places etc. etc.

“Finishing as many quests as possible”

Quests are not only fun to do but it reveals about the characters and plot and there is often a reward in store if you finish them. The key to finishing as many quests as possible is to be aware of under what conditions they can be performed and completed. This guide aims to make you aware of the decision points where you risk losing out on quests and the appropriate point of doing various quests for maximum benefit.

There are a number of circumstances that determine what quests can be done:

- Most quests can be done at any time, provided any NPC’s involved are alive and have not become hostile to you (i.e. Chris near Ardea).
- Some quests can only be performed after certain other quests have been completed (i.e. Porgan and Arakos near Montera), after you have gained enough reputation with the relevant city or faction (i.e. quests in Ishtar), after you have spoken about a certain topic with a certain NPC etc (i.e. the Fat Man in the ruins of Mora Sul).
- Some quests will become permanently unavailable after other quests have been completed (i.e. you can no longer have Gorn escort you to Reddock after visiting Xardax tower).
- Quests that involve picking up items or killing a set of named enemies can often be completed before they are given (you do not need to speak to the quest giver first in order to complete them) (i.e. the hungry wolves outside of Cape Dun). However, some of these quests are linked to a side quest where you are escorting NPC to help you in combat (i.e. Merdarion close to the ruins of Mora

Sul). In these cases you need to start the quests the “proper” way by speaking to the quest giver in order not to lose out on the escort quest. If you want to complete both quests but do not like to go into combat with allies (who are often more of a burden than of help) a compromise solution is to kill of all but one of the target enemies, then talk to the NPC and escort him to finish off the last enemy together.

- Some quests will only become available if you say the exact right things to an NPC (i.e. The fat man in the ruins of Mora Sul). In some cases you will not only lose out on the quest by saying the wrong thing but the NPC will unexpectedly attack you and become permanently hostile to you (i.e. Charles near the temple of Trelis).
- Some quests are mutually exclusive (i.e. handing Sanford’s note to Roland in Okara or to Marik in Montera). That is, you can only finish one of them during one game round. In some cases you can finish two quests that are meant to be mutually exclusive, but instead you will lose out on rewards from the quest givers (i.e. quests related to Aldo in Bakaresh)

“Kill all beasts and enemies”

This is simple. Once you are powerful enough just systematically sweep through the world and kill everything in your path. The author does not know of any enemies that will disappear by any other means than being killed by the player, an NPC or another creature. Sometimes you will see wild animals get into fights with each other. Often it is best to intervene in those fights in order not to lose out on exp, However it is not always possible to prevent animals from dying before you get to them.

On the other some creatures will re-spawn with time so no matter how long you keep going there will always be something left to hunt.

“Avoid angering or killing any NPCs unless necessary”

Killing named NPC’s is generally a bad idea as most of them are related to one or more quests which may become impossible to complete once the NPC is dead. On top of this random killings will make others suspicious against you and eventual make others attack you on sight. A dead merchant or trainer means one less chance to make profit or to increase your attributes or learn new skills. All in all it is better to only kill NPC’s when absolutely necessary in order to finish a quest (when all other related quests are done). If you really feel like emptying the world of inhabitants then do it at the very end when everything else is done and there is no longer any risk of screwing up the other

goals. Also be aware that random killing NPC's do not give you any more equipment or exp than merely knocking them over and robbing them!.

“Clean the world of loot, empty all chests and pick up all plants/mushrooms”

Once you have killed the enemies in an area it is easy to sweep the ground of any loot, chests, plants or mushrooms you can find. The author knows of no examples of chest or plant that become unavailable with time, so you can wait as long as you want to loot/pick them up. The question is rather which chests containing special weapons and equipment that can be opened early on in the game to boost your arsenal and make the process quicker. To be able to open all chests all you need is the thieving skill “open difficult locks”, a bunch of lock picks and a load of “open lock” spells reserved for chests which are otherwise “impossible” to open. Alternatively you can learn the skill “open impossible locks”, but since the “open lock” scrolls are numerous and the number of “impossible” locks is limited, the “open impossible locks” is not that useful.

“Get best possible reputation with different factions”

Reputation is a measure of how favourably you are viewed by different factions or cities in the game. The reputation ranges from 0 to 100 where 0 means that you are a complete stranger and 100 that others trust you with their lives (you can freely visit peoples houses and knock people down without raising any suspicion or getting attacked).

Warning! If you have been found guilty of theft or murder, 100 reputation may not have the desired effect (it is unclear to the author to which extent and at what timing criminal actions have what affect in combination with what amount of reputation!)

The most important benefit of reputation is that it may unlock access to certain areas where you will not be allowed to enter otherwise. Often 75 reputation is the magical threshold required for this to happen. Reputation can also be seen as a measurement to what extent you have completed the major tasks in an area or for a faction.

Reputation can only be gained from completing quests and therefore the key to getting as high reputation as possible is to do as many quests as possible. Since some quests, events or NPC deaths will jam other quests, it is important to do things in the right order. This guide is designed to help you perform the quests in such an order that you can always maximize your reputation with all parties (to the extent possible)

NB! From here on the guide will often use the abbreviation “R-x”, where x is the name of the faction or city, when referring to an amount of reputation points. I.e. 1 R-Rebels means 1 reputation point with the rebels faction.

“Build a strong character early on to achieve smooth progress”

A major part of the strategy for a perfect play through is to get a few key skills, spells and equipment as early as possible in the game. Since you start out very weak it is tempting to spend those learning points on combat instead, but we must resist the temptation. While this may be frustrating we will mainly fight humans and orcs in the beginning and for those battles you can easily survive by simply spamming the right mouse button fast enough in a row. If you follow the steps in the walkthrough you will prevail until you get your first offensive magic spells and then you can start battling for real.

“Leave any world changing events until as late into the game as possible”

There are many events that will limit your options during the rest of the game. Since we may want to try a different faction or playing style without having to start the game from scratch, we should leave such world changing events for later. In general the best strategy is to wait with liberations, destructions of rebel camps, turning in slaves to Hashshin or helping slaves escape, and other faction dependant decisions, until the very end.

“We are not concerned about doing things in the default order”

To get the most of the story we may want to visit places, talk to people and kill enemies in the “correct” order as implied by the dialog or quest line, but doing so will require a painful amount of running forth and back. It is possible to solve many quests before we learn about them and still get the rewards, thereby saving ourselves time. This guide assumes that we want to do things in a convenient rather than correct order, as long as it does not mean losing out on exp, quests, stat increases, gold or equipment.

“We do not intend to break any time records”

We will not aim to complete the game as fast as possible. Such a feat is not likely to enable us to see every corner of the world and would be counter productive to our other goals. If you want to get everything you need to invest a considerable amount of time. What we can do however is to make sure the process is as efficient as possible.

“We do not intend to become filthy rich just for the sake of it”

There are tons of ways to get gold in the game. The total amount you can gain depends on:

- What random equipment appears at the merchants, in chests/baskets/graves
- How many times you revisit merchants and graves. Merchants gain new gold with time and graves may contain new valuables every time the game is restarted.
- What items you consume/use up versus which ones you sell
- Who you sell items to (regular merchants or specialized merchants who will pay extra for certain types of items).
- If you have the skill “Bartering” which reduces costs and increases profit during trade
- If you engage in smithing/cooking/brewing and sell the products
- If you engage in robbery/thieving etc.

There is quite a lot of gold lying around and you will gain tons of gold from selling items that you will loot from defeated enemies. In the end you will only find use for a fraction of the total amount you can gain. Therefore maximizing your gold is not something to strive towards as a long term goal.

Part 1: Become a fast learner and master of Ancient Knowledge

When you start the game you have a unique opportunity: you are virtually invulnerable. This means that enemies can knock you down but not kill you. The exception is particularly powerful enemies such as spell casters and you can still die from falling. This limited invulnerability wears off as you gain levels. Use this time limited benefit to get to places and items you normally cannot get to until far later in the game.

This part will require a lot of reloading which may be tiresome, but sticking to the plan will pay off for the rest of the game!

The goals for this part are:

- Get the skill “Learn faster”. By getting it as early as possible we can reach the maximum total possible learning points at the end of the game. To get this skill we need 5 LP, 100 AK and 5 000 gold. To get 5 LP we just need to reach Level 1 which is easy (the difficult part is to avoid reaching level 2 by accident before getting the “Learn faster” skill).
- Get the skill “Endurance of the wolf”. The world of Myrtana is vast and where you cannot go with teleporter stones we need to go by foot. Then it helps to have high endurance which lets us sprint without interruption. Getting this skill will let you run for double the amount of time without running out of endurance.
- Get as much Ancient Knowledge as possible. This is needed to train “Learn

faster” but also for spells and magic damage. We only need 100 for “Learn faster” but since we are immortal we should use the opportunity to get as much Ancient Knowledge as possible. There are lots of places through out Myrtana were we can get Ancient Knowledge without spending any Learning Points – unfortunately it often requires money, reputation and a lot of loading/saving to get the correct inventory of a merchant (which is a matter of patience rather than difficulty).

- Getting the money needed to train the two skills previously mentioned and buying stone tablets from merchants. The easiest way to get money is to hack away at orc and human opponents for loot and weapons that can be sold. Unfortunately that would also give us exp which would raise our level before we have gotten “Learn quickly”. For this part we will rely mostly on chests and stealing to get the money needed.
- Getting as many Teleporter Stones as possible. There are 30 stones scattered around the world and getting them will enable you to travel instantly between locations. In this part we will only be able to get 25 of them since the rest are tied to quests that would increase our exp beyond level 1 and spoil our plans.
- Get the Paladin’s shield. We will not be able to equip it yet but it is a good time to get it while we are immortal. This way we will be able to use it as soon as we get the Shield Parry skill in part 3.

Key pointers for this part are:

- Avoid contact with any NPC’s not mentioned (it will be less confusing that way when we get further into the game).
- Always save before talking to a merchant with special equipment (i.e. stone tablets, transformation scrolls and blueprints for weapons) for the first time. Once you have talked to a merchant his special equipment will be fixed for the rest of the play through.

NB! Common items such as lock picks, plants and food will be automatically replenished in the merchant’s inventory after some time has elapsed (the author is not sure of exactly how much time is required).

- When talking to merchants only bring up topics that will get you to see their goods. Don’t start other topics that will open up quests etc. unless absolutely necessary (for the same reasons as not talking to NPCs not mentioned)
- Avoid contact with enemies. Engaging in battle will result in getting exp, missing out on loot from animals (since you don’t have trophy collection skills yet) or may upset the order of things in other ways...

- Rotate through a few separate save games so that you can go back if you mess up.
- Keep your sword (the Orc Slayer) sheathed through out this part. Otherwise you may lose it when you are knocked down.

Warning! Just be careful not to accidentally sell your Orc Slayer to merchants when trading.

- When you have to enter an area were orcs or humans are expeted to attack you (i.e. because you do not have enough reputation and are not allowed to enter) you should store your gold in a chest before entering, and later pick it up, once you are done. This will prevent attackers from stealing your gold if you are knocked down.

Warning! Never store gold or items in graves as the game will replace the content with randomized items the next time Gothic 3 is started.

- When you are stealing items or opening chests belonging to NPCs, make sure that no one is watching. If you cannot get to a chest or item without the NPC looking at you, you will have to sneak (refer to the control settings screen in game to learn the keyboard or mouse command for sneaking).
- If you decide to pick up items or loot chests not specified in this part, please be aware that doing so may cause you confusion later on when you cannot find the items mentioned in the walkthrough.

1. When the game starts you find your self in the village of Ardea which is under attack by Orcs. You will need to act quickly in order to prevent any NPC's from getting dislocated as the battle progresses. Do not attack any Orcs since you would get experience points if they die (which would increase your experience level and spoil our plans). Instead run towards the table in front of you on the yard. Pick up the items on the table: a Teleporter Stone for Ardea (Number 1 of 30), a silver goblet, 100 gold and 3 healing potions.
2. Run to the smithy just west and pick up 2 halberds and 3 wooden shields inside (Halberds and shields sell for lots of gold to merchants so they will be a prime source of funding in order to buy tablets with ancient knowledge).
3. Exit through the north entrance of the village and follow the path down the slope heading south west. Run by the fishermen's huts but keep some distance to Lester to avoid getting involved in the plot just yet. Keep going west with the cliff wall on your right side. You will see a farm with Orcs. Run past it and you will end up on another path. Follow it to the west and avoid the wolves roaming

the area. Continue along the path to the west to reach Cape Dun. Enter the village and follow the path on the left hand side. On your right is a Hashishi called Esiel) stirring a pot. Run inside his house and steal some items from the bookcase: 150 gold, 2 silver goblets and a casket. Also read the book from the bookshelf to gain 5 Alc.

Warning! Leave the locked Chest in the back for later. Opening it will finish a quest which would give us unwanted exp.

4. Exit the house and go to the neighbour house just south west with the mercenary Bufford. Enter and steal a wooden shield here (make sure you are not in Bufford's line of sight when you are picking up the shield in order to avoid getting caught).
5. Exit and go north west to find a warehouse guarded by an Orc named Urkrass. Save your game here and sneak inside the warehouse from the back door on the south side. Urkrass will turn around every now and then so be careful that he does not see you. Pick up the Teleporter Stone for Cape Dun (Number 2 of 30) on a shelf but leave the other items where they are for now. If you get caught just reload from your saved game.
6. Exit the warehouse and go up the path leading up the slope just in front of you. There is a tent here close to some orcs and mercenaries. Enter the tent and steal 2 halberds.
7. Exit the tent and run north towards a gorge. Save your game and then try to safely slide down the cliff wall where it is not too steep. You should land on a grassy patch below next to a cave with some lurkers. Run south past the lurkers and onto the beach. Next head into the sea. Swim west for a few minutes, past 2 waterfalls to reach a grassy ledge on your left side. Pick up some loot here next to two skeletons including a crossbow, a wooden shield, a silver goblet and a gold goblet.
8. Just north is a stone circle with some gargoyles. Try to lure the gargoyles away from the stone circle, then quickly run and pick up a long sword and a Paladin's Shield lying inside the circle.

Warning! Remember to hold on to the Paladin's Shield and be careful not to accidentally sell it when trading with merchants later on.

9. Head north past some monsters (they look like dinosaurs but are called monsters, huh?) and some trolls. After passing the trolls head north west up a hill to reach some orcs camping outside of a huge temple. Run north up a slope with the temple on your right to find some rebels outside of a cave by a burnt

down house. Avoid getting too close to the rebel Steve (we do not want him to call out for us and start a conversation) and head east past some snappers. You will see a camping orc patrol in front of you. Avoid getting close to the orcs and instead hug the mountain wall on your left going north along a road. When the road forks head north east into the wilderness to reach a guard tower. From the tower go north to enter a cave. Inside you will meet 3 ogres. Try to avoid them and pick up a two-hander, a king's shield and a ring of arrow protection from the floor. You will probably get knocked down a few times, but at this stage of the game you are unlikely to die.

Tip! Try to get up as soon as possible after getting knocked down and jump in the direction you want to go in order to avoid getting knocked down again.

10. Once you have the items exit the cave and go south to get back to the road. You may get attacked by wild bores at this point. Run east along the road and try to lose the boars as quickly as possible. When you reach a toppled cart and some crates pick up a gold casket here (quest item). Keep going east along the road past some rebels camping here. Further along the road you will reach the city of Montera. Run inside the entrance and up the stairs. Next enter the house on your left. Pick up a two-hander and a spear in here.
11. Exit and enter the next house just north with a frightened slave in it. On the table is a Teleporter Stone to Montera (Number 3 of 30) that you should pick up.
12. Exit Montera the way you entered and follow the road going north east. Keep following the road past a grain farm on your right. The road takes you east and eventually to an orc camp just south of the city of Gotha. Save your game here before proceeding. Next talk to Narkan (merchant with stone tablets). Buy 4 stone tablets of him for 300 gold (if he doesn't have enough of them you should reload to your last saved game until he does). Also buy any lock picks he may have in his inventory as they will come in handy soon. Use the 4 tablets from your inventory to permanently increase your AK by a total 20 points.
13. Save your game and run up the hill north east. There are zombies and skeletons here guarding the village just behind the barricades. Remember, that you can get knocked down but it is unlikely that you will get killed at this stage in the game. Quickly run into the smithy on your right. Pick up the Teleporter Stone to Gotha (Number 4 of 30). Also open the locked Chest here to get some magic scrolls that we can sell for gold later.
14. Gotha is one of few places where no one will get upset if you loot everything (since anyone who could care is dead). Go from house to house and grab anything

you can find and open any chests and locked chests, but stay away from the cave underneath the castle. Leave the old chest in the alchemist's house for later.

15. Enter the castle. It is full of zombies, skeletons and there is a demon here. Avoid the enemies and search every corner of the castle for loot. Open any baskets, chests and locked chests and pick up any gold and treasure you can find. Leave any Old Chests and Heavy Chests for later. In the house furthest back inside the castle you should find a Bookshelf to read for 5 AK.
16. Exit the castle and run down towards the orc camp. Make sure to loose the zomibes behind you or they will get spotted by the orc guards and start a battle that we do not wish for at this point. Exit the camp to the east and follow the path east past some snappers. After following the path for a while you will reach a bridge on your left hand side and a campfire with a Ripperbeast to your right. Cross the bridge and then follow the path to the left up the hill towards the villiage of Faring. When you see a cave opening on your right, enter to find a Teleporter Stone to Faring (Number 5 of 30), a shovel, some pickaxes and a grave. Click on the grave to start digging and, if you are lucky, receive some pricy loot.
17. Exit the cave and run north up the hill. Enter the first house on your left to find a chest there. If Connor is around you will need to be sneaking when you are opening the chest to avoid getting in trouble. After opening the chest put all your gold inside and save your game (if you don't you may loose the gold during the next step).
18. Exit the house and run up the hill to the north east. You will see an orc guard and a large castle in front of you. Take the road south towards the castle. Save your game here. As you approach the bridge one of the guards will warn you and let you know you are not welcome. Jump up the stairs diagonally from behind of him and run through the castle to the innermost of the castle yards. The orcs will not be happy about you trespassing so you may get attacked and knocked down a few times (however, since you left the gold in a chest the orcs cannot steal it from you and you need not worry).

Warning! Avoid any shamans in the castle as they could potentially kill you with well aimed ranged offensive spells such as fireballs or ice bolts.

Find two bookshelves in a house with shamans and read them for 10 Alc. Also go to the house in the very back for a bookshelf that will give you 5 AK. Finally, go up a tower to find one bookshelf for 5 Alc and one bookshelf for 5 AK. When you are done run out of the castle and down to the village to get your gold back from the chest in Connor's house.

19. Head back towards the castle one more time stop when you reach the fork in the road with a guard, before reaching the bridge leading to the castle. Head up the slope behind the guard and follow the road as it bends forth and back. When you reach the top there is a wooden gate guarded by an orc. We cannot get through the gate the normal way but there is another way through. Just to the right of the gate is a low ledge leading upwards with a fence. Jump up the ledge and over the fence where it is low. Continue up the road until you see a Nordmarian warrior named Rathgar by a campfire. Ignore him and keep on going until you reach the border between the snowy landscape of Nordmar and the grasslands of Myrtana from where you came. Follow the snowy borderline east for a while until you reach a gorge and see some orcs guarding a bridge to the north east. Save your game now. Make sure your endurance is filled up, then attempt to run to the left of the bridge and jump across the gorge where it is most narrow (alternatively you can try to run across the bridge, but the chance is high that you will get knocked down by fireballs from the orc shamans and have your gold stolen, or even get killed). After crossing follow the road north losing the pursuing orcs. Continue past ice wolves, a troll and some sabertooths. When you reach a sign post keep following the road north past some ice wolves to reach a bridge. Make sure to lose the wolves before reaching bridge (we don't want them to get into a fight with the Nordmarian guards by the bridge). Cross the bridge and run uphill. A guard named Garik may try to stop you from reaching the village. Just keep close to the cliff wall and he will ignore you. When you reach the Wolf Clan settlement, find a house belonging to an NPC called Ronar. Pick up the Teleporter Stone to Wolf Clan (Number 6 of 30) on the table in there.
20. Exit the house and run up the hill to the east until you reach a building. Instead of entering go around the building to the north side and save your game there. Try to slide down to the ground level from here without taking any damage. Run north east past some ice wolves to reach 2 sign posts. Follow the road north past more ice wolves and a sabertooth until you reach a bridge. Lose any pursuing enemies before crossing the bridge and then follow the road uphill past various Nordmarians. Keep going uphill past a cave on your right until you reach the Hammer Clan's settlement. In the eastern corner of the settlement is the large building of the chieftain. Enter and pick-up the Teleporter Stone to Hammer Clan (Number 7 of 30) lying on the table in the center.
21. Exit and go to the edge of the mountain just north of the building. Save your game here. You should be able to safely slide down the cliff wall close to a site

with goblins. Run north west from here past some sabertooths and jump over a gorge. Keep going north west downhill to reach 2 sign posts. Follow the road north past a troll. Keep following the road east past some sabertooths until you see some goblins. Instead of approaching the goblins go north east up a ledge and follow it towards a bridge. Cross the bridge to bump into Sivert. When he starts talking to you just tell him you are a friend

NB! The default response is to tell him you are a foe which would open up a quest. This quest can be finished later on anyway so you do not need to worry about loosing out on it by answering that you are a friend.

Follow the road towards another bridge and cross it. Enter the house here and pick up the Teleporter Stone for the Fire Clan (Number 8 of 30) from a table.

22. Head back down towards Sivert and go back across the bridge here. Save your game. Go west from here past some goblins. The goblins shaman can kill you with his fireballs so it may require a few tries before you manage. Follow the road east past ice wolves and an orc encampment to your left. Run up the mountain past sabertooths, trolls and ice wolves. After following the road for some time you will reach a monastery. Enter and run up several stairs to find a building with a library in the very back. Go down several staircases and dark rooms to reach the bottom floor. There are two bookshelves here. Read the books on them for 5 AK and 5 Alc.

Warning! Do not touch the Chronicles of Dominance in the side room since this would have unwanted consequences at this point.

23. Open the old chest (1 of 50 special chests containing magical items) to get the Teleporter Stone to Monastery (Number 9 of 30) and a Scroll of Fire Ball.

24. Head back up the stairs to the yard of the monastery. Enter the house of Innostian to the north of the library and read the bookshelf here for 5 to Alc.

NB! Depending on the time of the day Innostian may be blocking the bookshelf. In that case you either have to sleep till midnight (when Innostian goes to bed) or come back later to read it. If you decide to come back later you should make a note to your self in order not to forget it.

25. Use the Teleporter Stone of Montera (Number 10 of 30), from your inventory, to teleport to Montera. Enter the city and run up the stairs. Enter the inn opposite to the stairs and save your game. Talk to Basir (merchant with stone tablets) to get the quest “Basir wants his old gold casket”. Give him the gold casket you found earlier to complete the quest. Reward: 500 exp, 1 R-Hashshin, 1 000 gold. Ask him to see his goods. Buy three stone tablets from him for 225 gold (or

- reload to the last saved game if he does not have them). Use them to gain 15 AK.
26. Exit the city and run straight north, past a farm, towards a camp of rebels behind a small hill. Continue north until you reach a gorge. Run down a slope into the gorge and up again onto a slope to the west in the gorge. Run north to reach a campfire with an NPC resting there. Run North west past some ripperbeasts until you see a large mountain hill to the north east. Run north east towards the mountain wall and hug the wall going eastwards until you reach a cave entrance with two rebel guards. Pick up a Teleporter Stone to Okara (Number 11 of 30) here, lying on a rock just next to the entrance.
 27. Run inside the cave opening and down the stairs into the rebel camp Okara. Run down through the tunnels to reach the bottom of the caves with some bedrooms. In an alchemist's room on the left side is a bookshelf that you should read for 5 Alc.
 28. Exit Okara and go west following the mountain wall until you see a rebel by a campfire. From the campfire run North west past some lurkers and across a river to enter the village of Silden. Find Temmy by a house just west after crossing and save before talking to him. Buy 3 stone tablets from him for 225 gold and read them to gain 15 AK (If he doesn't have the tablets reload until he does.) Gain the gold that he possesses by selling him weapons and shields you have picked up so far on your trip.
 29. Run north towards and go west just before reaching a pit with an arena in order to enter a gate with an orc gatekeeper. Go west to another gate by some stairs and save your game here. You need to run through the gate and into the house to the south east, but once you go through the gate you will get attacked. There is a bookshelf in the house that you should reach for 5 AK. Once you have read the bookshelf quickly exit and run north out of the upper quarters, away from the pursuers. If they knock you down you will lose gold so you are better of reloading to the last save game if it happens.
NB! Alternatively you can store your gold in a chest in one of the nearby houses before you make your run but most of the chests around tend to be well guarded and difficult to access.
 30. Immediately to the north of the gate to the upper quarters is the house of the Shaman Grompel. Enter and read a bookshelf for 5 Alc.
 31. Exit and go north to find the hunter Pavel. Talk to him to get the quest "Follow Pavel to his hunting cabin".
 32. Follow him south but stop when you run by a stone circle by a waterfall to your

- left, just before leaving Silden. Pick up a Teleporter Stone to Silden (Number 12 of 30) lying on a rock inside the stone circle.
33. Run west back to Pavel and keep following him. When you reach his cabin the quest “Follow Pavel to his hunting cabin” finishes. Reward; 2 R-Silden and 500 exp. This will cause you to gain your first experience level and acquire 10 LP.
 34. Pay Pavel 1 000 gold and 5 LP to learn the skill “Endurance of the Wolf” from him (by now you should have more than 1 000 gold, but if you don’t you will have to find a merchant and sell of some weapons and shields before completing this step). You will benefit greatly from this skill for the rest of the game!
 35. Run south to get back to Silden. Find a bridge to the south west of the city and cross it. Follow the road south west past some bloodflies and through a tunnel. Keep following the road south west past some goblins till you reach a fork with a signpost and some bloodflies nearby. Follow the road west past a golem to find a cave on your right. Save your game before entering and then run inside. The cave contains a Weathered Stone Tablet in the very back, but there are many minecrawlers in your way. The trick is to zigzag between them and towards the back of the cave for as long as possible without getting hit. Fortunately the minecrawlers will not kill you but merely knock you down. You will notice that you lose speed once back on your feet and that you are easily struck down time and time again. As mentioned earlier in the ogre cave, one way to prevent this is to quickly jump in the direction you want to go when you get up. You may want to do a few trial runs with a torch so that you find the exact location of the Weathered Stone Tablet. After a few tries you should be able to make it to the back were you can see the tablet lying on a rock. Getting out is equally difficult as getting in but fortunately it is only a matter of time as long as the minecrawlers knock you in the right direction. Once you get outside save your game and read the weathered stone tablet to gain 10 AK.
 36. Follow the road north past some goblins to reach the city of Geldern. Enter the house just south west and pick up a shield and some weapons.
 37. Exit and enter the house just south east with the orc named Gunnock. Pick up a wooden shield, a few piles of gold in the bookcase here, but leave the single gold coins and all other items alone (each single item you pick up will contribute to building suspicion so we should only pick-up a limited number of really valuable ones).
 38. Use the chest in the corner and store your gold in there. Exit and go to the temple just south. Save your game by the entrance. Make a run for the throne

room to the east and read three bookshelves in here to gain 5 Alc and 10 AK. Also run into the Shamans room to the north for two bookshelves to gain 10 Alc. If the bookcases are blocked by shamans you may have to come back later (make a note of it in order not to forget). You may get knocked down a few times inside the temple but with some luck you will not get killed. When you are done go back and pick up your gold from the chest in Gunnock's house.

39. Exit and go north west to the smithy. Enter and steal two wooden shields, 2 silver goblets and some gold here but leave all other items.
40. Exit and go south east towards a camp fire. Enter the house just south east and save your game. Talk to Renwik in here and buy 3 stone tablets from him for 225 gold (if he does not have the the tablets reload until he does.) Read the tablets to gain 15 AK. Also sell of weapons and shields you may have.
41. Exit and go to the house just south. Enter and save your game. Talk to Jared and buy 3 stone tablets from him for 225 gold. Read them to gain 15 AK.
42. Exit and go up the stairs to the second floor. Save your game here. Talk to Peratur and buy 3 stone tablets from him for 225 gold. Read them to gain 15 AK.
43. Exit and run down the stairs. Go to the house of Marius just west and read the bookshelf to gain 5 Alc.
44. Exit and enter the house to the south. Read 2 bookcases here to gain 10 Alc.
45. Exit and run south east towards some stairs by the city wall. Enter the building to the west up here to steal 6 halberds and 4 wooden shields, 3 silver goblets and 2 gold goblets (you may have to do some jumping and playing with camera angels to get to all the items.) Leave the other items alone.
46. Exit and run back down the stairs from the wall. Enter a smithy just south and steal 3 wooden shields inside.
47. Exit and enter the house to the north. Save your game here. Talk to Mirzo and buy 2 stone tablets from him for 150 gold. Read them to gain 10 AK.
48. Exit and go south east to find Hamil by a shed. Save your game. Talk to Hamil and buy 2 stone tablets from him for 150 gold. Read them to gain 10 AK. Also buy any lock picks he may possess. Finally, sell off halberds and wooden shields you have found.
49. Go west to the city entrance and exit Geldern. To the south west is a rock by some glowing crystals. Pick up a Teleporter Stone to Geldern (Number 13 of 30) lying there.
50. Follow the road south past some snappers until you reach a bridge. There are two graves just nearby to your left. Pick up two wooden shields and two rusty

swords here.

51. Cross the bridge and run south west. Follow a road here leading uphill. Follow it all the way up to a cave. Run to the back of the cave and pick up the amulet of armor by a skeleton here. Equip the amulet to gain some protection bonus.
52. Exit the cave and follow the mountain wall south east until it turns into a slope. Run south east uphill to reach the entrance of the rebel camp Nemora. Instead of entering run west uphill and open a chest here to get the Teleporter Stone of Nemora (Number 14 of 30).
53. Run down into Nemora and into a cave tunnel. Find a Bookshelf by the mage Treslott to gain 5 Alc.
54. Run back up and exit Nemora, the way you entered. Run north east and down the mountain into the woods. Go east until you reach a road and follow it south east to get to Trelis. Save your game before getting close to the guards by the bridge. Run across the bridge and into the city (if you get stopped by the mercenary Thorus try to end the conversation as quickly as possible).
Warning! While in Trelis we need to avoid getting close to the orc Pranck as he will otherwise force a quest on us that we do not want at this time.
Go north to reach the house of Khabir. Save your game before talking to him then buy 2 stone tablets for 150 gold. Read them to gain 10 AK.
55. Exit and sneak into the cellar just east. Steal all treasure and gold here.
56. Exit and go up the stairs. Enter the library to the south. There are two bookshelves here. Read the books on them to gain 5 AK and 5 Alc.
57. Exit and save your game. Go north east towards a smithy and yet again be careful to stay away from Pranck as he is normally roaming in this area. Sneak inside the smithy and steal a wooden shield and a two hander but leave the other items.
58. Exit Trelis the way you came, from the south west, and cross the bridge. Just south among the trees is a shrine of Beliar. Open a chest just behind the shrine to get the Teleporter Stone of Trelis (Number 15 of 30).
59. Follow the road south past a farm. Keep following the road south and as it bends off towards the south west. Follow the road west past some ripperbeasts and snappers. When you see a tent with some snappers make a full stop. Instead of going towards the tent or along the road, run south up the mountain by some large boulders. Follow the rim of the mountain towards the east and down onto a plateau connected by a stone bridge to another mountain in the east. Head south east to the tip of the plateau to find a tent. Dig up a grave just outside of the tent

to receive Light Nomad Clothes, a Potion of Life Force and a Potion of Endurance. Equip the clothes for enhanced protection and drink the potions to gain 4 Life and 4 End, permanently. Pick up a lion skin, a knife and some teeth inside the tent.

60. Save your game here. Go west towards a part of the edge of the mountain that is sloped, and safely slide down to ground level. Run west past some jackals to reach the village of Braga. Enter and find some boxes in the southern parts. Pick up the Teleporter Stone to Braga (Number 16 of 30) lying nearby.
61. Enter the house of Nafalem in the eastern part of the village and read a bookshelf for 5 AK.
62. Exit the village and run south east along a road between some ruins with jackals, until you reach a patch of grass with palm trees. From there run south west past some black snappers, up a hill with some palm trees. Head south west past some more snappers and down into a canyon. Keep going south west with the mountain wall on your right side past 2 bloodflies. There is a cave to the right in the mountain behind a tall tree. Enter it and find a stone pillar in the first room of the cave. Read it to gain 5 AK.
63. Exit the cave and follow the mountain wall south east past many bloodflies and black snappers. When the mountain wall ends head north west across the sands for some time and towards a mountain. Follow the mountain wall north west past sand lurkers to reach a cave behind some trees. Save your game before approaching the cave. Run inside and try to avoid the sandcrawlers to get to the back room of the cave. Pick up 2 stone tablets on the ground here (one by the cliff wall and one by a rock) and then make your way back out while being continuously knocked down. Once outside save your game and read the tablets to gain 10 AK.
64. Run south across the dunes past an oasis on your left until you reach a road. Follow the road south west and uphill for a while to reach the city of Ishtar. When you reach the gate of the city, pick-up the Teleporter Stone to Ishtar (Number 17 of 30) on the table outside.
65. Fill up your health using the water barrel here then save your game. Run through the gates and straight ahead into Zuben's temple. Avoid the attacking guards and lions and continue into the bedroom in the far back of the temple. There is a bookshelf here that you should read to gain 5 AK. Also pick up a Teleporter Stone to Zuben's Palace (Number 18 of 30) on a cushion in the same room. Afterwards, run back and out of Ishtar, into safety. If at some point you are

- knocked over by a guard you should reload to the latest save game in order to avoid having your gold stolen.
66. Once outside Ishtar fill up your health and save your game once more. Now run inside once more but take right this time, down a slope, to get to the house of the Nefarius. There is a bookshelf here that you should read to gain 5 Alc. If Nefarius is blocking the bookshelf you will have to come back later instead. Next run back out of Ishtar. If you get knocked over, reload from your saved game as you do not want to have your gold stolen.
 67. Refill your health using the barrel and save your game once more. Next, slide down the cliff wall to the east and keep going east. When you reach a cliff edge slide down once more. To the east is the ruin field of Mora Sul with a tomb in the middle next to a huge tree. Go down into the tomb and open a basket by a bloody skeleton. Enter into the crypt to pick-up a stone tablet. Read it to gain 5 AK.
 68. Exit and go north east until you see 2 fire golems by a grave. Save your game before getting too close. Run towards the fire golems and try to pick up a Weathered Stone Tablet lying in between two skeletons. There is a risk that their fire balls will kill you in which case you have to reload the game. When you have picked up the tablet run north east away from the fire golems. When out of reach save your game and read the tablet to gain 10 AK.
 69. Follow the mountain wall north east past many minecrawlers till you see a cave in the mountain on your left by some trees. Enter and run to the back of the cave where you will find Merdarion. Talk to him and ask him about his studies. He will give you a weathered stone tablet. Read it to gain 10 AK.
 70. Exit and head straight south towards the field of ruins past many sandcrawlers. Go to the block of ruins to the south (the north western most block of ruins.) In the middle is a tomb. Enter to pick up and read a stone tablet worth 5 AK.
 71. Exit the tomb and go south through the ruins to reach one more block of ruins. Find a Hashishi called Mezir digging here. Save your game. Talk to Mezir and buy 2 stone tablets for 150 gold. Read them to gain 10 AK.
 72. Walk just a few steps south west of Mezir and you should see a glowing crystal on top of a ledge inside the ruins. There is a stone tablet on the floor slightly in front of and below the crystal. Pick it up and read it to gain 5 AK.
 73. Head back north east past Mezir and follow the road east to reach some tents with orcs. Drop down into a pit south of the campfire. Enter a tomb here to read the inscription on a pillar to gain 5 AK.
 74. Exit and go to the eastern side of the pit. Enter another tomb here and find a

- stone tablet. Read it to gain 5 AK.
75. Exit, run back up and follow the edge of the pit to the east. You will be heading down some stairs with a camp of orcs on your left and some tents below in front of you. Stop in the middle of the stairs where the building to your left ends. Go around the corner and look for a pile of rubble. There is a stone tablet here. Pick it up for and read it to gain 5 AK.
 76. From the pile of rubble walk straight east with the some stairs on your left side. You will reach a broken wall and in front of you is a pit with a Shadowbeast. Without dropping down, stand on the wall and you should be able to target a stone tablet below. Pick it up from where you are and read it to gain 5 AK.
 77. Head north out of the ruins and towards the city of Mora Sul on top of a cliff. Run past lizards and jackals till you reach the cliff wall with the city above. Go east to find a road and follow it north east to enter Mora Sul. Once inside Mora Sul go find the arena in the south western part of town. North west from the entrance of the arena is the house of Bandar. Pick up a Teleporter Stone to Mora Sul (Number 19 of 30) on the table outside of his house.
 78. Find Ilja in the back of the city and save your game. Buy 2 stone tablets from him for 150 gold in order to gain 10 AK.
 79. Find Faesul and save your game. Buy 2 stone tablets for him for 150 gold to gain another 10 AK.
 80. Teleport back to Braga. Follow the road east past many lizards and jackals. Eventually you will reach the mining town of Ben Erai. Enter the alchemist's house in the western part of town to read a bookshelf and gain 5 Alc.
 81. Exit and go to the south eastern part of town.

Warning! Avoid any contact with an NPC called Navaras (on a slope in front of the mountain with mines). If you get close to him he will force a time limited quest on you that we do not want to complete just yet.

Follow the mountain wall east and climb the hill just north to reach a lookout tower. Go north towards the top most mine shaft and enter to find a Teleporter Stone to Ben Erai (Number 20 of 30).
 82. Exit and follow the mountain wall south east. Keep following the mountain east and then north east to reach village of Lago. Go to the north eastern part of the village and find a Teleporter Stone to Lago (Number 21 of 30) lying next to a manure pile behind a field of swampweed.
 83. Exit Lago and follow the road south east past some jackals, an ogre and some sandcrawlers. Keep following the road south past some zombies to reach the

village of Ben Sala. Enter and pick up the Teleporter Stone to Ben Sala (Number 22 of 30) lying on a pile of yellow sand close to the smithy in the middle of the village. Don't stay around longer than necessary or the guards will spot some zombies, start a battle, and you will potentially lose out on exp for the future.

84. Exit Ben Sala and run south until you reach some big banners and a road. Follow the road north east with a mountain on your left and a rocky hill on your right. Run past the guards and into the city of Bakaresh. Find Silvio in the southern parts of the city. Pick-up the Teleporter Stone to Bakaresh (Number 23 of 30) lying on the lid of a well nearby him.
85. Go to the arena in the north eastern part of the city. South of it are some ruins with a Jackal and a stone pillar next to it. Avoid the jackal and read the inscriptions for 5 AK.
86. Go to the northern part of the city with a guard standing in front of a cave like entrance. Save your game here. Run inside and all the way up to the first tower of the temple. Enter the second door on your right and run all the way down to the bottom floor of the treasure chambers. Pick-up the Teleporter Stone to the Temple Of Beliar (Number 24 of 30) there. Once you have picked up the teleporter stone run behind the pillar in the room to take cover from the attackers.
87. Teleport to Cape Dun.
NB! Depending on the time of the day this step may or may not work. If not find a bed to sleep till midnight or not take note of this step and come back and do it at nighttime.
Enter the house of Esiel. Put your gold in the chest by the bookcase and save your game. Exit and run inside the building just south. Ignore the warnings of the guards and find a bookshelf inside. Read it (provided it is not blocked) to gain 5 AK. Run outside and let the guards beat you up once so that they forgive you. Go back inside Esiel's house and pick up your gold from the chest.
88. Exit the village and follow the path east. Run past the farm with orcs to the east and up the rocky slope just north east. Continue north east through a groove to find some stairs leading down into a pit. You have reached the rebel camp of Reddock! Instead of going down into the camp follow the rim of the pit on the west side. Pick up all healing plants that you see (you need at least 10). Eventually you will stumble upon a chest and a metal chest. Open the regular chest and leave the metal chest alone
89. Continue along the cliff wall to the west and you will find a cave opening. Pick

- up some items, weapons and gold here next to a smashed cart.
90. Save your game outside the cave opening and run inside. Run past Minecrawlers and Fire Lizards down through the tunnels. At the end of the tunnels you will reach a large room with a Fire Lizard and four Goblins. There are 2 locked Chests here. Avoid the enemies and open the chests to get the Teleporter Stone to Reddock (Number 25 of 30) and some other items.
 91. Run out the tunnel at the side of the room, opposite to the direction you came from, and you will reach the rebels hideout. Save your game after loosing any pursuing goblins. In here you need to steal anything you can find. This includes rusty weapons by skeletons, five regular Chests inside a cave room, inside huts and by the smithy, a Locked chest and some shields and weapons by the smithy. There is also a load of weapons and shields inside a cave room next to the smithy. The challenge is to get as much of it as possible before being stopped by an NPC. You will get off with a warning and hopefully you have gained a lot of equipment to sell for gold.
 92. Run up the slope until you see a room with an alchemy table and a fire mage named Sebastian. Talk to him and ask him to teach you Alchemy two times in a row. He will give you a quest called “Bring the Fire Mage Sebastian some healing plants”. Give him 10 healing plants you collected earlier to finish the quest. Reward 250 exp, 1 Alc and 10 R-Reddock. Next ask Sebastian to show you his goods. Sell of any goods needed to reach 5 000 gold in total, starting with weapons, then spells and only if necessary other stuff. Next ask him to teach you about Ancient Magic and tell him you want to learn faster in order to learn the skill “Learn quickly” for 5 000 gold and 5 LP. Finally read his bookshelf to gain 5 Alc.

This concludes part 1.

NB! It is possible to get a total of 325 AK at level 1, but we skipped the remaining 30 AK for good reasons. Here are the additional AK and some clarifications as to why we choose not to get it just yet:

- We could have read the book on the bookshelf on the second floor in one of the houses in Ardea for 5 AK, but doing so will be easier once the battle of Ardea is over. If you run around Ardea while the battle is going you are risking orcs getting killed by NPC's which would mean you were missing out on exp.
- We could have gotten stone tablets from Dereck in Cape Dun. The reason we did not get this in part one is because getting them requires us to finish the quest

“The Quartermaster in Cape Dun needs healing potions” which would result in 500 exp. This would either take us beyond level 1 or we would have to substitute this quest for one of the two 500 exp quests we did do: “Basir wants his old gold casket” or “Follow Pavel to his hunting cabin”. Since you will be getting the stone tablets from Dereck soon enough it is better to prioritize the 1 000 gold and the “Endurance of the wolf skill” from these two quests..

- We could have gone to the Tomb of Haran Ho in Varant to get an additional 10 AK from the stone pillars there while dodging minecrawlers with our invulnerability. The reason we did not do that is that there are less AK to receive from stone pillars/bookshelves than there are stone pillars/bookshelves. That is, every time we read a pillar/bookshelf the story advances, but when the last part has been read we will no longer receive any AK. Since the path we are about to take takes us past just enough bookshelves/stone pillars anyway the total amount of AK will be the same in the end. Besides trying to outsmart the minecrawler is a tedious task (as you should know from the two other mines in with crawlers we have visited so far) and by ignoring the tomb we save ourselves time in the long run.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 1:

Level: 1, Exp: 1 250, LP: 0, Str: 100, Hun: 100, AK: 295, Smi: 10, Thi: 10, Alc: 101, Life: 204, End: 104, Mana: 100

Part 2: Liberate Ardea and get Mana Regeneration

Liberating Ardea is the first step in the main story line so you need to do it regardless of what faction you want to side with in the end. At this stage you may be tempted to do a lot of more things before getting back to Ardea where we started (i.e. getting some nice spells and skills, a full armor set, all the Teleporter Stones etc. etc.) but you are strongly advised not to do that! I.e. if you reach Xardas tower and finish the quest “Find Xardas!” before liberating Ardea the conversation with Hamlar and Diego will be bugged and as a consequence Gorn will never offer to show you the location of Reddock (which means you can never finish that quest and never get maximum reputation with rebels).

The main goals for this part are:

- Free Ardea from the orcs to advance the story line (and prevent some bugs).
- Get the final 5 Teleporter Stones so that we can go quickly, anywhere in the

world, when we need to.

- Get some more Ancient Knowledge that we avoided previously in order to not to gain levels.
- Get the skill “Mana regeneration”. This will permanently solve most of our mana needs for the rest of the game.
- Get the spell “Healing”. Together with mana regeneration this will ensure a virtually endless supply of life energy.
- Get the money needed to train the skills and the spell mentioned above. Most of it we will get by robbing Geldern.
- Get the Helmet of the First Paladin which will give us some additional armor bonus for the first few parts of the game.

93. Teleport to Ardea. The battle is still raging here. Take out as many orcs as you can, starting with Boss Prakkaz and the warriors rather than the scouts, in order to get as much exp as possible (and the best possible loot once the battle is over). Don't stop to pick up items while the battle is going on, just keep hacking away from one orc to the next. Your allies will not take damage from you swinging your weapon at the orcs, or vice versa, so you don't need to take any particular precautions. Once the battle is won the remaining orcs will flee, the quest “Liberate Ardea from the Orcs!” finishes. Reward: 2 R-Rebels and 500 exp. If you have cleared the area close to the entrance of Ardea the remaining orcs will flee south and that gives you a chance to intercept them for additional exp and loot. Now you can loot all the corpses and take the weapons lying around. On the corpse of Boss Prakkaz you will find a map of Myrtana which will come in handy. The next things we need to do is to talk to our friends who helped us in the battle.

Warning! It is quite important that we speak to them first thing as they will be heading out to other locations in the world very soon. If you wait too long or start exploring the vicinity they may suddenly be gone and you will miss out on Gorn's quest (described below!)

94. Go to Hamlar in the center of the village and he will start talking to you. He will give you the quest “Talk to the leader of the rebels in Reddock!
95. Talk to your three friends Diego, Milten and Gorn, by the camp fire nearby, in no particular order.
96. Exit Ardea from the north entrance and follow the path left down the slope towards some fishermen's huts. Talk to Lester here (we ran by him earlier) and

you will get a message for Diego.

97. Go back to Ardea and talk to Diego, Milten and finally Gorn. Gorn will give you the quest “Gorn shows you the rebels' hideout”. Follow in Gorn’s footsteps and ignore any Scavengers in your way unless they attack. When you reach Reddock the quest will finish and you receive 1 R-Rebels and 250 exp.

98. Teleport back to Ardea. Go from house to house and grab everything you find. **NB! The citizens won’t mind you looting the village right after the liberation, but if you try to do the same thing later, once the village has been repopulated, they will mind!**

This includes: 17 chests, 1 locked chest, random items by the Shrine of Innos, lots of weapons and shields in the smithy. Save before opening the chests in the alchemist’s house and the smithy since they may contain recipes for potions and blueprints for weapons respectively. Also save before opening the locked chest and make sure you get good loot. If you are not happy with the contents of any of the chests, just reload from your last saved game.

99. Read the book on the bookshelf in the Alchemists house for 5 Alc.

100. Read the book on the bookshelf on the second floor of the house south of the smithy for 5 AK.

101. Fill up your life energy and save your game. The following part will be tricky and may require a few tries. Teleport to Gotha. As soon as you arrive run north from the teleportation point and into the cave there, avoiding the zombies. You need to run into the far back of the cave and avoid many skeletons and zombies on your way. Try jumping over the skeletons if they are blocking your path. Quickly pick-up the Teleporter Stone to the Temple of Vengard (Number 26 of 30) in the very back room. You will get a message that you finished the quest “Find the teleporter stone that takes you to the king!” Reward: 2 500 exp. Immediately go behind the crates to avoid the skeletons from reaching you.

102. Teleport to the Temple of Vengard using the stone you just found. Exit the temple and find some burning rubble to the east of the temple entrance.

Warning! Depending on the time of the day the rebels here may spot some orcs nearby and start a fight. If this is the case, reload from your last save game and sleep to a different time of the day before trying again (the author is unsure of exactly which time of the day will be safe).

Save your game now since you will need to make another dangerous run. Go through a hole in the wall here and jump down. Go east and turn left at the corner of the house with a stairs leading upwards. Run south across the bridge

and past many orcs. You will reach a long stair case with a lot of rubble on it. Jump on top of the rubble and across the stairs to reach the castle. Head straight into the castle and towards the shrine of Innos in the inner castle yard. From here look to your right and you should see a staircase by the castle wall. Climb it and enter the doorway close to the top of the stairs. Read two books in the building here, on the bookshelves, for 5 Alc and 5 AK respectively.

Tip! If the books are occupied just leave the room and enter again. This will cause the NPCs to switch places and sometimes some of the bookshelves to become unoccupied.

103. Exit the building and go back down into the yard. Enter the throne room of King Rhobar. Ignore the king and his guards and exit through a doorway on the left side of the room. Walk up the stairs and take right. Enter a doorway and run up the stairs of a tower. Pick-up the Teleporter Stone to the throne room of King Rhobar II (Number 27 of 30) and an unidentified Teleporter Stone labeled “No one knows where it goes” (Number 28 of 30). There is a bookshelf here for 5 Alc that you should read (it may only be available during night time so sleep till midnight in a nearby bed or come back later if needed).
104. Teleport to Hammer Clan. Exit the settlement and follow the road east until you reach a sign post by a fork in the road. Follow the road north east until you see some pools of blood in the snow and a shadowbeast nearby. To the south east are a few ice wolves. Try to walk around the ice wolves and head up the slope south of them without them following you. Once up the slope go directly north east to find Hanson and his pet wolf Graypelt by a hut. Talk to Hanson and ask him about Xardas. Next save your game. Talk to Graypelt to get the quest “Meat for Graypelt”. Give him a piece of raw meet to finish the quest. Reward: 1 000 exp. Next tell Graypelt to lead you to Xardas to get the quest “Follow Graypelt to Xardas tower”.
105. Follow Graypelt down the slope and onto a long and winding road full of enemies. On your way you will encounter goblins, sabertooths and ice golems. You must try to run around them and past them without getting hit. If you get hit greypelt will start fighting and you will have to reload to the last save game. Sometimes you will have to run ahead of Graypelt to lose the enemies and then go back to meet up with him in order to continue. After a long run up the trail towards the top of the mountain you will reach Xardas tower. Graypelt stops here and the quest “Follow Graypelt to Xardas tower” finishes. Reward 1 Hun, 3 R-Wolf Clan and 1500 exp

106. Enter the tower to finish the quest called “Find Xardas!” Reward: 1250 exp.
107. Loot the place, including picking up many scrolls and several piles of gold. Make sure to pick up the “Open Locks” scroll and a Teleporter Stone to Xardas tower (Number 29 of 30) on the table on the second floor. Read the bookshelf on the first floor for 5 AK and the bookshelf on the second floor for 5 Alc. Don’t talk to Xardas yet.
108. Teleport to Geldern. We will now raise some funds by doing some thieving business but we must be smart or we will catch the attention of the citizens. As explained earlier, since the level of attention of thieving causes depends on the amount of items stolen, the best strategy is to only go for the really valuable items. In this case we will mainly go with weapons and large piles of gold called “treasure”. Go to the stairs leading down to the cellar under the Shamans’ house in the south western end of town. The door is locked here. Use the “Open Locks” spell scroll you got in Xardas Tower. The guard will be annoyed that you are using magic so put away your scrolls as soon as the door is unlocked (strangely enough he doesn’t mind you entering the cellar). Open the door and enter the cellar. Resist the temptation to grab everything. Instead start by picking up the Helmet of the First Paladin from the table here. Picking up the helmet will finish a quest called “Find the first paladin’s helmet!” and you will receive 1 Thi and 500 exp. Equip the helmet for some armor bonus. Pick-up a pile of gold called “treasure” on the table but don’t touch the other piles of gold or gold coins. Take all weapons and shields and the grab the key to the treasury.
109. Exit and go to the treasury in the northern part of town. It is guarded by two orcs and the door is locked. Fortunately you can use the key you found in the cellar of the shamans’ house. Walk inside and take all weapons and shields. Also take 2 piles labeled “treasure” from the table and one from the floor, but leave the other gold and items.

NB! The orcs will be looking at you through the doorway so it is easy to get caught here. However, you can still pick up items visible through the doorway as long as you yourself is not in the guards’ line of sight!
110. Go talk to Jared in the middle of the city by a 2-storey house. He will ask about the paladin’s helmet but don’t sell it to him yet. Instead sell off weapons and shields for some decent profit (Just refrain from selling the Orc Slayer, the Paladin’s shield and keep at least one pickaxe). You should now have the gold you need for the remaining steps in this part.
111. Teleport to Cape Dun and go to the west end of town by the slope leading up the

hill. Find Dereck close to a campfire. Before talking to him save your game. Talking to him will start the quest: “The Quartermaster in Cape Dun needs healing potions”. You should already have the potions so give them to him to complete quest. Reward: 10 R-Cape Dun and 500 exp. Now look at Deckard’s inventory. Occasionally he will have up to 3 stone tablets on him. If he doesn’t reload the game until he has 3 tablets and then buy them from him. Once you have bought them use them from your inventory to gain 15 AK.

112. Teleport to Silden. Go find Pavel in his hunter cabin to the south of the city. Have him teach you “Acrobatics” for 1 000 gold and 5 LP.
113. Teleport to Mora Sul. Run down the ramp from the entrance of the city then head straight east. You will end up at the ruin field of Al Shedim. Head towards the sunken path in the middle to finished a quest called “Al Shedim discovered”. Reward: 1 000 exp.
114. Follow the path south till you reach a large platform with a fire. Open a basket here to get the Teleporter Stone of Al Shedim (Number 30 of 30). You now have all teleporter stones!
115. Nearby in the ruins to the east of the platform is the water mage Saturas. Ask him about “the island” and then about ancient knowledge. Tell him you want to learn “to draw power from within yourself” and pay 5 000 Gold and 5LP to learn “Mana regeneration”.
116. Slightly south of Saturas you will find the mage Myxir. Ask him about artifacts and then about ancient knowledge to receive 2 stone tablets for a total of 10 AK.
117. Just south of Myxir is a ledge in a corner of the buildings. Reach the ledge by jumping up the column next to a table and then jump onto the ledge. Pick-up a stone tablet here for 5 AK.
118. Go back to the sunken path and follow it northwards.
NB! There is a tomb in the pit nearby with a stone pillar that you can normally read for 5 AK. However since you have already read all the parts of the story by now you will not receive any more AK.
At the end of the path you will find Lester. Ask him about stone tablets to receive 2 tablets for 10 AK. Don’t ask about any key at this point of time.
119. Go to the orc tents nearby. From there head north past sandcrawlers, snappers and a gargoyle until you reach a tall tower at the corner of a block of ruins. Just a few steps south west of the tower you will find a few stairs leading down to a gateway. Pick-up a stone tablet on the stairs for 5 AK.
120. Go a little bit further south and you can see some gargoyles in front and below.

Save your game here. You should see a weathered stone tablet in the corner here. Drop down and run for the tablet. After picking it up run south to get away from the gargoyles as fast as you can. When in safety read the tablet for 10 AK.

121. Go south from here past a bunch of nomads and around to the outskirts of the ruins. Follow the path in westwards direction until you see a high tree by a ruined wall on your right side. Go straight north from this tree and you will see a lonely Morning Dew mushroom to your left and a stone tablet laying in the sand a few steps to the right. Pick up the stone tablet for 5 AK.
122. Run back to the path and keep following it westwards until you see a tree with three Morning Dew mushrooms next to it on your right side. Pick-up a stone tablet laying just a few steps to the north of them for 5 AK.
123. Go west till you see some Scorpion like enemies called “Temple Guardians” in another block of the ruins. In the room where they reside is a chest and a pile of rubble. Save your game and make a run for the stone tablet next to the pile of rubble. Immediately run to safety to avoid the temple guardians and then read the table to gain 5 AK.
124. Teleport to Ardea and go to the shrine of Innos in the southern part of town. Ask for ancient knowledge and learn the spell “Healing” for 1 700 Gold and 5 LP. Open you spell book (by accessing the in-game menu). Drag the healing spell down into one of your quick slots at the bottom of the screen, so that you can quickly use the spell any time from pressing the corresponding number key on the keyboard. This spell will be useful from now on as the next part will take us into battle and require us to heal up more often.

This concludes part 2.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 2:

Level: 6, Exp: 11 350, LP: 29, Str: 100, Hun: 101, AK: 380, Smi: 10, Thi: 11, Alc: 126, Life: 204, End: 104, Mana: 100

Part 3: Fight in the arenas and get full gear

This part is focused on fighting and as a by product gaining some important fighting skills, magic spells and weapons. Actually we are not just going to do any kind of fights but two particular kind of fights: arena fights and some odd 1-on-1 combat. Many cities

in Myrtana have arenas and you can practice fighting here as well as gain stats, exp and equipment. At this stage of the game we can do most arena fights with only two exceptions: castle of Faring and Ishtar (since we do not have enough reputation to enter these two arenas).

The main goals for this part are:

- Get various fighting skills. Melee combat will never be as effective as magic but regardless of your playing style it can be useful from time to time. Learning some key fighting skills will enable us to adapt to the situations.
- Get various hunting skills. Learning the three trophy collection skills will enable us to remove teeth, claws and skins from various animals. These trophies can then be sold to make an additional source of income. It will also help us get material needed in order to solve certain quests in the future.
- Get some thieving skills. Making money and getting access to special equipment is tricky early in the game and two thieving skills will be especially helpful here namely “Pick difficult locks” and “Make Excuses”.
- Get some useful magic spells. The main two spells are “Fireball” and “Rain of fire” which will be our main offensive spells for some time to come. We will also get the skill “Fire Mage” which enhances the damage of the “dominance” spells (including fireball and rain of fire). This will enable us to kill almost any lesser creature in just one shot.
- Get the strength required to learn fighting skills. We can get this by doing arena fights in various cities. In the process we should get the gold needed to pay the trainer and also gain some additional AK from rewards for winning the fights.
- Get the Moon blade. The moon blade is one of the best weapons that do not require too much strength. Since we will get it as a reward from the arena fights it will be the natural weapon of choice for some time to come.

Key pointers for this part are:

- For now your character is very weak in melee but fortunately most battles can be won by repeatedly pressing the right mouse button. This technique works especially well against humanoids and in arena arena battles. Another helpful technique is to have your weapon ready before the opponent has reached the center of the arena at the beginning of a fight. The second your opponent draws his weapon you should hit him to get the advantage.
- In arena fights you cannot die. However if you are knocked down your opponent will take half of your gold and sometimes also your weapon. In other words:

save before an arena fight and don't lose! Also be careful not to exit the arena while fighting or you will lose on walk over.

- Remember to loot your opponent and take his weapon and shield (if applicable) after each fight in the arena. Also talk to the opponent after the fight. Sometimes you will be rewarded with exp or you will gain new information. Also use your healing spell to fill your health to maximum before the next fight.
- If you are fighting within a fence or in a pit you use the walls to your advantage. Push your opponent towards the wall and for him to get stuck and then deal blows rapidly to make his life energy drain quickly.

Tip! When you deal the finishing blow it is best to be in the center of the arena. This is to avoid the weapons and shields your opponent drops from dropping on the other side of the fence, pit or (or in the case of Bakaresh and Mora sul, on to a different floor.

125. Teleport to Geldern. Run east after entering the city and you will find the arena. Find the orc Agenak (fighting trainer) in the house next to the Arena. Talk to Agenak and tell him you want to fight in the arena to receive the quest "Defeat Dimitar in the Arena". Go out of the house and enter the arena. Defeat Dimitar to finish the quest. Reward: 1 Str, 6 R-Geldern, 1 500 exp. Talk to Dimitar after the fight. Next talk to Agenak again for 500 exp and a stone tablet worth 5 AK.
126. Tell Agenak you want a stronger opponent and you will receive the quest "Defeat Gembak in the Arena". Defeat Gembak to finish the quest. Reward: 1 Str, 6 R-Geldern, 1 500 exp. Talk to Gembak but don't tell him to go "give Ivan what he deserves" yet (that quest we will deal with much later). Talk to Agenak for another 500 exp and a weathered stone tablet for 10 AK.
127. Talk to Agenak again and ask for his strongest fighter and you will receive the quest "Defeat Kulak in the arena". Defeating Kulak in the arena will finish the quest. Reward: 1 Str, 6 R- Geldern, 1 500 exp. Talk to Agenak for 500 exp and a Ring of strength. Equip the ring to get a bonus of 5 Str as long as the ring is equipped.
128. Teleport to Montera. Eun into the city and towards the castle in the east. Take left before reaching the castle and run north east to reach Arena. Talk to Asthon. He will require 500 gold for entry fee. Once you have paid talk to Dan. Ask him about his slave and then about the arena. You will get the quest "Defeat Dan in the Arena". After your victory the quest finishes. Reward: 1 Str, 7 R-Montera, 1 000 exp. Talk to Dan for 500 exp and he will give you his slave.

NB! We are not going to take away his slave at this point of time.

Also pick up some weapons lying on the floor in the arena.

129. Talk to Goose for the quest “Defeat Goose in the arena”. When he is defeated the quest finishes. Reward: 1 Str, 7 R-Montera, 1 000 Exp. Talk to Goose for 500 exp and 300 gold.
130. Talk to Feodor for the quest “Defeat Feodor in the arena”. After his defeat the quest finishes. Reward: 1 Str, 7 R-Montera, 1 000 exp. Talk to him for 500 exp and 500 gold.
131. Talk to Ugo for the quest “Defeat Ugo in the arena”. After your victory the quest finishes. Reward: 1 Str, 7 R-Montera, 1 000 exp. Talk to him for 500 exp. Ugo can now train you in thieving skills. Have him train you 20 Thi, the skills “Make excuses” and “Pick difficult locks” for a total of 30 LP.
132. Talk to Ashton for the quest “Defeat the champion Ashton in the arena”. After his defeat the quest finishes. Reward: 1 Str, 10 R-Montera, 1 250 exp. Talk to him for 500 exp and 1 000 gold. Take the opportunity to steal some weapons from Ashton’s hut. There are also some weapons in the Marik’s house next to the city gates.
133. Teleport to Silden. Go south to the arena. On the southern side you will find Barrack by a tent. He will give you the quest “Defeat Jarock in the arena”. After defeating Jarock the quest finishes. Reward: 1 Str, 6 R-Silden, 1 000 exp. Talk to Barrack for 500 exp and 100 gold.
134. Ask Barrack for another fight and you receive the quest “Defeat Jaroll in the arena”. When you defeat Jaroll the quest finishes. Reward: 1 Str, 6 R-Silden, 1 000 exp. Before Jaroll get’s back on his feet, run into his cave in the west of the arena. Pick up the long sword and the battle axe here and leave the other items.
NB! The hammer lying here is a quest item for later in the game so let’s leave it where it is for now.
Talk to Barrack for 500 exp and 200 gold.
135. Talk to Trompok sitting on a bench next to the stairs leading down to the arena pit. Tell him you could use someone like him and then that you will punch him in the mouth if he doesn’t fight you. Defeat and you will be able to use him as an ally in battle from then onwards.
Warning! If you try to bribe him or if you complete the arena fights in Silden before doing this step Trompok will not offer his service to you.
136. Ask Barrack for his best fighter to receive the quest “Defeat Trompok in the arena”. Defeating Trompok will finish the quest. Reward: 1 Str, 6 R-Silden, 1 500

- exp. Talk to Barrack for 500 exp and 500 gold.
137. Teleport to Mora Sul. Go to the arena in the south east. Talk to Felipe outside the arena (alternatively he may be sleeping in a tent directly east of the arena entrance) and pay 100 gold to receive the quest “Defeat the Paladin in the arena”. Defeating the Palading will finish the quest. Reward: 1 Str, 5 R-Mora Sul, 1 000 exp. Talk to him for as soon as he gets up to gain 500 exp. Talk to Felipe for 500 exp and 200 gold.
 138. Pay Felipe 250 gold to start the quest “Defeat Anktos in the arena”. Defeat Anktos to finish the quest. Reward: 1 Str, 5 R-Mora Sul, 1 000 exp. Talk to him once he gets to gain 250 exp. Talk some more with him and exhaust all topics. Talk to Felipe for 500 exp and 500 gold.
 139. Pay Felipe 400 gold to start the quest “Defeat Oelk in the arena”. Defeat Oelk to finish the quest. Reward: 1 Str, 10 R-Mora Sul, 1 000 exp. Talk to Oelk after he gets up for 500 exp. Talk to Felipe for 500 exp and 800 gold.
 140. Pay Felipe 500 gold to start the quest “Defeat Angar in the arena”. Defeat Angar to finish the quest. Reward: 1 Str, 15 R-Mora Sul, 1 500 exp. Talk to him after he gets up and ask him about the fight for 500 exp. Talk to him and exhaust all topics. From now on Angar can now join you in battlewhen you need him, but leave him alone for the time being. Talk to Felipe for 1 250 exp, 1 000 gold and the Moonblade. You should now have exactly the right amount of strength needed to equip it! Equip the Moonblade and add it to your quick slots.
 141. Exit Mora Sul and run down the slope from the city to ruins in the south west. Go to the orc tents in the middle and find the an NPC called “The Fat Man”. Taunt him to get the quest “Defeat the fat guy”. Knock him down to finish the quest. Reward: 1 Str, 500 exp.
 142. Teleport to Gotha. Run west to loose the zombies and then head for the orcs. Talk to Potros in the house in the middle. Insult him to get the quest “Defeat Potros. Once he has been defeated the quest finishes. Reward: 1 Str, 1 500 exp. Quickly loot Potros, take his weapon and then loot the rest of the place while Potros is down, including opening the chest (which contains an additional Teleporter stone to Gotha, that you do not need...). Once Potros get’s up talk to him for 500 exp.
 143. Teleport to Cape Dun. Run to the south east part of town and up the hill. Talk to Arokkh. He will let you fight in the arena and give you the quest “Defeat Fadi in the Arena”. This arena is trickier than the ones you have been to previously since it does not have a fence around it. This means it is easy to accidently step

outside and lose the battle.

Tip! While in the arena, don't forget to take a few steps back after advancing towards your opponent, in order to avoid stepping outside the bounds of the arena.

Defeat Fadi to finish the quest. Reward: 1 Str, 10 R-Cape Dun. Talk to Fadi after the fight for 250 exp. Talk to Arrokh and get another 250 exp.

144. Ask Arrokh for another opponent to get the quest "Defeat Darmok in the Arena". Defeat Darmok to finish the quest. Reward: 1 Str, 10 R-Cape Dun, 1 250 exp. Talk to him after the fight for 250 exp. Talk to Arrokh for another 250 exp and a bastard sword (you don't need it, but you can sell it for great profit!).
145. Teleport to Lago. In a house just north of the arrival point you will find Fabio. Talk to him about the arena and ask him for a fight with Mumbak. Go to the arena just east. Ask Mumbak what he is doing here and tell him you want to fight. Next, tell him you will fight him right in the spot and you will receive the quest "Fight against Mumbak". Defeat him to finish the quest. Reward: 1 Str, 10 R-Lago, 1 000 exp. Talk to him after the fight for 500 exp. Next go back and talk to Fabio for 500 exp.
146. Ask Fabio for a fight with Grubuz. Give him 400 gold and then go see Grubuz to the north of the arena. Ask him what he is doing here and the tell him to fight you to receive the quest "Fight against Grubuz". Defeat him to finish the quest. Reward: 1 Str, 10 R-Lago, 1500 exp. Talk to him after the fight for 500 exp. Next talk to Fabio to receive a swampweed package (quest item) and 1000 exp.
147. Teleport to Reddock. Talk to Gelford in the pit by the entrance. Sell off as much of your weapons and shields as you can.
148. Run down into the cave. Sell off some more weapons and shields to Sebastian in the first side room.
149. Run down to the bottom floor and talk to Copper here and tell him you want to fight in order to receive the quest "Defeat Copper in the arena". Defeat him to finish the quest. Reward: 1 Str, 250 exp. After he gets up on his feet talk to him for 250 exp. You can use him as a partner in combat, but we don't need him at the moment.
150. Talk to Joey guarding a tunnel in the back. Ask him about his job and tell him to fight in the arena. You get the quest "Defeat Joey in the Arena". Defeat him to finish the quest. Reward: 1 Str, 10 R-Reddock, 500 exp. Talk to him again when he gets up for a healing potion and 250 exp. If you still have weapons and shields you do not need you can sell some of it to him.

151. Teleport to Faring. Run up the slope to the north. When the road forks by an orc guard, take left to go to the arena. Talk to Curtis here and pay 100 gold to receive the quest “Defeat Goran in the arena”. Once Goran is defeated the quest finishes. Reward: 1 Str, 8 R-Faring, 1 000 exp. Talk to Curtis for 500 exp and 150 gold.
152. Pay Curtis 100 more gold to start the quest “Defeat Moff in the arena”. When Moff is defeated the quest finishes. Reward: 1 Str, 8 R-Faring, 1 500 exp. Talk to Curtis for 500 exp and 150 gold.
153. Pay Curtis 200 gold to start the quest “Defeat Spike in the arena”. When Spike has been defeated the quest finishes. Reward: 1 Str, 8 R-Faring, 2 000 exp. Talk to Curtis for 500 exp and 300 gold. Ask him to teach you the “Shield parry” skill. You can now equip the Paladin’s shield and also assign a hotkey to it! This completes your initial gear!
154. Teleport to Bakaresh. Go to the arena in the north east. Save your game here
Warning! Not only will you be facing skilled opponents in Bakaresh but beware that they are carrying poisoned weapons!
Talk to Hernando just outside of the Arena. Pay Hernando 1 000 gold to get the quest “Defeat Irhabar in the arena”. When Irhabar is defeated the quest finishes. Reward: 1 Str, 5 R-Bakaresh, 1 000 exp. Go talk to Hernando for 500 exp and 2 000 gold.
155. Pay another 1 000 gold to Hernando to receive the quest “Defeat Achmed in the Arena”. Defeating Achmed will finish the quest. Reward: 1 Str, 5 Rep to Bakaresh, 1 000 exp. Achmed can teach you fighting skills if you pay him some gold but we don’t need him at the moment. Talk to Hernando for 500 exp and 2 000 gold. Talk to him again for an additional 500 exp.
156. Pay 1 000 gold to receive the quest “Defeat Mufassa in the arena”. When Mufassa is defeated the quest finishes. Reward: 1 Str, 5 R-Bakaresh, 1 000 exp. Talk to Hernando for 500 exp and 2 000 gold.
157. Pay 2 000 gold to receive the quest “Fight for the title”. This will be your toughest fight so far as you are facing two opponents at the same time. Save your game before entering the arena. As long as both opponents are near each other you will easily be overpowered so the key is to try to separate them from each other (you may have to run around a bit to succeed in separating them). Once you have one fighter targeted with the other at a comfortable distance, give the closest guy all you have got and if possible pin him down towards the wooden fence. Once the first fighter is down quickly turn around and finish the second

one. After the fight start looting the first fighter so that he does not have time to get back on his feet. Finishing the quest will give you 1 Str, 10 R-Bakaresh, 2 500 exp. Talk to Hernando for 500 exp and 4 000 gold.

158. Talk to Achmed sitting by the campfire outside of the arena. Pay him 500 gold and have him train you 20 Str as well as the skills “Strong swordfighter” and “Heavy crossbow” for a total of 30 LP.

159. Teleport to the Wolf Clan. Go north west to find a house with a whetstone outside. You should find Hogar inside or nearby. Talk to him and suggest a sparring match. Tell him you want to fight for gold.

Warning! If you tell Hogar that you want to fight “for honor” you will just miss out on gold and exp.

Pay him 200 gold and you will receive the quest “Duel with Hogar”. Defeat him to receive 3 R-Nordmar, 5 R-Wolf Clan, 1 500 exp. Make sure to take his axe as it sells for a lot of money. When he wakes up talk to him for 400 gold and 500 exp. Ask him to train you the two skills “Orc Slayer” and “Large Weapons” for a total of 10 LP.

160. Teleport to Cape Dun. Run around the city and pick up Wolf skins lying. There should be close to 20 of them in total (including 3 by a cart just outside of the city). We will find a use for these in just a moment.

161. Exit the city to the west and follow the road until you see a shrine of Beliar on your left side. Learn the spell “Lightning bolt” at the shrine for 5 LP.

Continue west to find Jens (hunting trainer and merchant) by his hut. Talk to him to get the quest “Pelts for Jens the Hunter”. Give him 10 wolf skins to finish the quest. Reward: 10 R-Cape Dun and 500 exp. Have him teach you 29 Hun and the three skills “Take animal skins”, “Take reptile hides” and “Teeth, claws and horns” for a total of 44 LP. These skills will be necessary in order to complete certain quests in the future but will also help adding a bit of extra income as you fight animals in the wilderness! You should also pick up a bow by a bench outside of the house and a hunting bow on the table inside the hut. Finally, open three chests inside the hut.

162. Teleport to Faring. Go back to Curtis by the arena and have him teach you “Strong shield parry” and “Crossbowman” for a total of 10 LP.

163. Teleport to Ardea. Go to the shrine of Innos in the southern part of the village and learn the spells “Light” and “Fireball” for a total of 10 LP.

164. Teleport to the Throne room of King Rhobar. Run up the tower we visited earlier and talk to Karrypto. Ask him about ancient magic and have him teach you the

skill “Fire Mage” for 5 LP.

This concludes part 3.

By now you have become an exceptionally dangerous spell caster, eventhough the game has hardly started!

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 3:

Level: 16, Exp: 71 350, LP: 2, Str: 150, Hun: 130, AK: 395, Smi: 10, Thi: 31, Alc: 126, Life: 204, End: 104, Mana: 100

Part 4: Ardea, Reddock, Cape Dun

The previous 3 parts were aimed at maximizing our skills and attributes at an early stage but from here on we can embark on more “normal” game play. Instead of teleporting around like crazy and do tasks here and there we can now explore area by area without restrictions.

The city of Ardea, the rebelcamp of Reddock and the city of Cape Dun are all located in southern Myrtana. They are located relatively close to each other and many of the quests in this area are related to more than one of these locations. Therefor it is natural to explore all 3 locations in one go.

The main goals for this part are:

- Clear out the areas surrounding Ardea, Reddock and Cape Dun by doing all the quests, killing all the enemies, getting all the chests, taking all plants etc.

Key pointers for this part are:

- Pick up any plants, mushrooms or other stuff lying around that you can find. Just be careful with items that obviously belongs to other NPCs or you may get attacked. Try not to loot whole cities, instead steal a few valuable things and leave the rest.
- The fireball spell is your best weapons for almost any fight (since you have such a large amount of ancient knowledge and the “Fire Mage” skill which boosts the damage of the spell). Use it whenever possible and you will save a lot of time and hardly receive any damage (since opponents will die before they have a chance to get close.) Since your current arsenal of weapons, skills and spells gives you many options, including bow, crossbow and melee combat, you can try out different attack patterns for fun.

- When cornered use melee combat
- When fighting at distance use lightning bolt and fire ball spells if the target is still or moving towards you. However, bow or crossbow will be more useful if the target is moving in a different direction, or if it is fleeing (I.e. this always happens with deer).
- Other important uses for melee weapons, bows and crossbows are when you find that an enemy is resistant to magic or if you are running out of mana.
- Use your ranged weapons and spells to scout for enemies in areas of dense vegetation, darkness or mist. The ranged weapons and spells will highlight the name of enemies targeted. By turning around you will be able to identify all enemies in the nearby vicinity before actually running into them.

NB! Running around with ranged weapons and spells active all the time is not advisable since it will prevent you from finding many items and plants by random auto-targeting.

- If you find yourself in dark areas just use your new “light spell”.
- Manage your inventory wisely. On one hand you have an unlimited amount of space, on the other hand you need gold early in the game. Sell off weapons, shields you do not need when you meet merchants to build your fortune. You may of course sell other items too but be aware that various items are needed in quests, for smithing (using blueprints), in alchemy (potions and arrows) and that some are needed to perform certain actions. Here are some advice for various types of items:
 - Quest items: These are needed to complete quests and often have special names or names related to NPC’s. It goes without saying that these should never be sold! They can be weapons (i.e. Wenzel’s sword), armor/robes (i.e. Robe of Adanos), rings (i.e. Ring of Life), jewelry (i.e. Gold caskets) or other (i.e. Sanford’s Note). You will find them among similarly looking items under their respective categories in the inventory. When trading with merchants be careful to distinguish which are quest and regular items in order not accidentally sell quest items.
 - Weapons and shields: Always make sure which is your best weapons and shield that you can use (and those you want to use in the future) so that you do not accidentally sell them. You may accidentally unequip your main weapon(s)/shield which would cause them to appear in the inventory and making them available for sale. Arrows and bolts may come in handy but

how many you need depends on your playing style.

- Amulets and rings: You never need more than one of each type of amulet and two of each type of ring. Sell of any amulets and rings you do not need or you know that you will never use.
- Hunting trophies (skins, claws, fangs etc): Many of these are used in quests and blueprints so better leave them in the inventory. Some trophies needed in quests are exceptionally rare (i.e. skins of Rotten Beasts). It is safest to to leave them in the inventory.
- Jewellery: Sells for more money to specialized merchants.
- Skins and claws: Many of these are used in quests and blueprints so better leave them in the inventory. Some trophies needed in quests are exceptionally rare (i.e. skins of Rotten Beasts).
- Scrolls: You can sell off minor scroll spells but leave rare scrolls (those without a slot in the spell book) and high level spells (those that you may not permanently acquire until very high level, or not at all, depending on which path you choose). Check the spellbook to be
Warning! Do not sell any “Open locks” scrolls until you get the skill “Open impossible locks”! These scrolls will be very important in the early stages of the game.
- Potions: Do not sell any permanent attribute boosting potions. Mana potions and Health potions may come in handy at times so stack up at least 20 of each. Transformation potions and other refill potions serve little to no purpose and can be safely sold.
- Plants: You can sell some of the common plants but you will not make much money. Be careful not to sell rare plants (with stat boosting abilities). It can be difficult to tell which plants just refills your attribute points and which ones will permanently increase abilities, since the textual information in the inventory does not always make a clear distinction.
- Food: You can sell food items but it will not generate much money. Try to stock up a minimum 100 pieces of raw meat in your inventory at all times, since it will be needed in quests.
- Shovels: you should have at least one in your inventory for digging when required, but you can sell any additional ones
- Pickaxes: Save these. You need one for prospecting and the rest for a quest later in the game.
- Hammers, saws: Save these for a quest later in the game

- Lock picks: Try to always carry a large reserve of these (minimum 25 or so) as they are frequently needed. If you find that you are running out you should be able to buy more from most of the general merchants.
165. Teleport to Ardea. Exit Ardea to the north and follow the path to the left. You should find a King's Sorrel (1 of 57 rare plants that we need in order to create permanent potions later in the game) just before the path continues downhill.
 166. Head west here (the way that Gorn showed you in Part 2). This time take any plants you find and kill all Scavengers on the way. Go all the way to Reddock and then talk to Brenton (close to the entrance). He will give you the quest "Kill the aggressive wild boars".
 167. Talk to Gelford (arms merchant) to get the two quests "Eliminate the orc patrol on the farm" and "Get rid of the roaming orc patrol between Reddock and Ardea".
 168. Open a regular Chest and a locked Chest in the vicinity.
 169. Run inside the cave. Go to the room of Sebastian (alchemy merchant and alchemy/magic trainer). Open the old chest (number 2 of 50) in here containing an Amulet of Energy Defense (sneak to get to it without Sebastian noticing). Talk to him to get the quest "Find all the fire chalices of the Fire Mages".
 170. Go to the next room with Marlo (jewelry merchant). Try to sneak in behind him (or straight towards the chest if he is asleep) and open his chest. Then talk to Marlo and pay him 20 gold, two times, for some information. You will also receive the quest "The alchemist's chest in Cape Dun".
 171. Run down the slope and talk to Javier to finish the quest "Talk to the leader of the rebels in Reddock". Reward: 1 R-Rebels and 1 500 exp. He will give you the two quests "Reddock needs a smith" and "Find the rebel underground in Cape Dun".
 172. Talk to Norris (combat trainer) to receive the quest "Weapons for the rebels in Reddock".
 173. Talk to Joey (hunting merchant) to receive the quest "Clean out the southern caves of Reddock".
 174. Go into the southern tunnels. There are a total of 4 goblins and 6 lizards and 1 mincrawler in here. Work your way through the halls and tunnels and use your fireball spell to dispose of these enemies in no time. You have already opened two chests in the first room on your first visit but there is a Metal chest and a basket in the middle room, and a Heavy chest (number 1 of 48 numbered chests

containing special weapons) in the last room containing a Hashihin Knife. Killing all of the enemies will finish the quest “Clean out the southern caves of Reddock”. Reward: 20 R-Reddock, 750 exp.

175. Exit the caves and find a Metal chest to the east by the cliff wall. Also find a King’s sorrel (number 2 of 57) to the west of the cave opening.

176. Find the path west of the cave opening and follow it south. As the path turns you should find 3 hungry wolves to the east between two valleys and 2 hungry wolves to the south. Kill them and head east with the path on your right side and Jen’s hut to the north. There are 2 more hungry wolves here. Cross the path going north to find 2 more hungry wolves by a shrine of Beliar. For the next step we need grilled meat. If you do not have grilled meat you can go to the camp fire by Jens and grill a piece of raw meat (use the camp fire to start grilling).

Warning! If you try to complete the next step without grilled meat you will permanently miss out on a quest!

Keep going east with the path and entrance to Cape Dun on your left side to find Harek among the trees. Harek will ask you for some grilled meat. Give him 1 piece of grilled meat to finish the quest “Harek wants meat” and receive 500 exp and 3 healing plants.

177. Run up the hill behind Harek. There are three hungry wolves here that you need to kill. When they are disposed of the quest “Kill all the hungry wolf packs around Cape Dun” will finish. Reward: 1 Hun, 15 R-Cape Dun, 500 exp. There is a locked chest here. On a ledge higher up in the south west you will find a chest and a metal chest.

178. Run back down past Harek and towards the Cape Dun entrance. Talk to Silas and Grobock outside of the entrance. Enter the village and go through it counter clockwise. First talk to Phil to finish the quest “Find the rebel underground in Cape Dun”. Reward: 2 R-Rebels, 10 R-Reddock, 500 exp and 50 gold. He will also give you a new quest “Bundles of weapons for Phil”.

179. Talk to Seruk (thief trainer) and he will give you a quest “Steal 3 golden goblets from Urkrass’s warehouse”.

180. Talk to Cyrus to get the quest “Cyrus needs booze”. Chances are you already have some in your inventory in which case you can finish the quest immediately (alternatively you may be able to buy some from the merchants in Cape Dun). Reward: 10 R-Cape Dun, 500 exp. Tell him to go bandit hunting and you will get the quest “A plague of bandits in the costal region” but do not tell him that you will take him away (You can use him as an ally to go with you on the bandit hunt

but we don't want to do that since it tends to complicate things).

181. Talk to the warehouse keeper Urkrass (merchant) who gives you the quest "Bring his goods back to Urkrass".
182. Sneak in to Urkrass warehouse through the back door, just like you did before, but this time to steal a bundle of weapons from the floor and 3 golden goblets. When you pick up the three goblets the quest "Steal 3 golden goblets from Urkrass's warehouse" finishes. Reward: 1 Thi, 1 000 exp.
183. Go to Seruk and talk to him to receive 250 exp. He can now teach you thieving skills. Sell him the golden goblets for 4 healing potions and 4 mana potions and he will give you a new quest "Jack's rebel gold".
184. Run up the hill and collect all healing plants and ironstem plants. Enter Arokkh's tent and pick up one bundle of weapon.
185. Go towards the entrance of the lighthouse nearby. On the right side of the entrance is a whetstone and on the floor next to it is a bundle of weapons that you should pick up.
186. Go down the hill and talk to Bufford (combat trainer). He will give you 3 times 250 exp for the good things he has heard about you so far and 300 exp and 250 gold for finishing the wolves around Cape Dun.
187. Talk to Esiel (alchemy merchant and alchemy trainer) who gives you the quest "Healing plants for the alchemist". Give him 12 of the healing plants you found on the hill to finish the quest. Reward: 1 Alc, 10 R-Cape Dun, 250 exp
188. Go inside Esiel's house and loot his chest in the back. This will finish the quest "The Alchemist's chest". Reward: 1 Thi, 500 exp.
189. Go outside and talk to Tangach just opposite to learn about Uruk.
190. Talk to Gamal (merchant) to get the quest "The captured paladin's belongings". Tell him you will catch Harek to receive the quest "Take Harek the slave back to Gamal" (note this does not mean you have to complete the quest or side with the Hashishin).
Warning! If you tell him you will "not hunt humans" you will permanently miss out on a quest!
Also pick up a bundle of weapons next to his tent between some sacks.
191. Go behind Gamal's tent and run down the slope exiting Cape Dun. There is a cave halfway down the slope. Enter here to fight a minecrawler. Loot a chest and a locked chest and pick up some weapons by some skeletons.
192. Proceed deeper into the caves to encounter goblins. You will find another chest and a Metal chest.

193. Go through a tunnel to find another Metal chest, a locked chest on a ledge below and a regular chest by a bridge.
194. On the other side of the bridge you can see two ogres. Attack them with magic and kill them from a distance. Cross the bridge and pick up many mushrooms and plants. Kill some lizards and loot the dead ogres. There is a gold goblet and 2 caskets on the ground for you to pick up.
195. Go back across the bridge then take left. Go to the end of a ledge and save your game. Drop down below without taking any damage. There is a fair chance that your presence will attract ogres, minecrawlers and goblins at the same time. Fortunately there is a safe spot close to a pile of wood and a torch just nearby. From here you should be able to stand ground and launch fireballs without your enemies coming closer. Loot the dead bodies and examine the cave to your right where the minecrawlers came from. There is a metal chest here.
196. Go back to where you dropped down and go into the tunnel where the ogres came from on the opposite side of the minecrawler cave. Go into the back room and pick up many weapons and a ring lying on the floor. There is also a chest and a metal chest here. If you do not already have an “open locks” scroll take this opportunity to get it from the Metal Chest (Save your game and reload until you get one). We will need the scroll quite soon.
197. Run back and follow the tunnel towards a camp fire. There are two bundles of weapons lying here that you should pick up.
198. Follow the nearby bridge downwards into the basin. You may be surprised to find two “dragons” down here (although perhaps not very impressive ones). The dragons are immune to fire so use the lightning bolt spell on them from a distance.

Tip! You can run up the bridge and launch bolts at the dragons from above. If you keep the distance they will not launch fireballs back at you.

Kill the dragons and loot the basin of all plants, mushrooms gold and treasure. Also find a Goblinberry plant on a ledge here that is easy to miss. Open the heavy chest (number 2 of 48) containing a Hashishin bow. Equip the bow and assign a hotkey to it. Open the old chest (number 3 of 50) to get an Amulet of Fire Protection. Open the large chest using an “open locks” spell. Finally go to the solid metal chest and save. This type of chest may contain exceedingly rare and valuable items. This is a rare opportunity to get hold of a “pure magic ore blank”. It is recommended that you reload until the chest contains one (even though we will not use the item until much later in the game)

199. Run back up the bridge and past the campfire. There is another fire here and a chest and a locked chest.
200. Exit the cave through the opening to the west and kill some lurkers there. Go to the beach and find the slope leading up to Cape Dun close to the east. Pick up some plants and weapons here. Continue along the beach to the east fighting lurkers and sea turtles until you reach a field of grass on a hill above. Go up the grassy hill and head south west towards some bandits behind some rocks. Kill the bandits and then pick up 3 crates (quest items) and 2 bundles of weapons.
201. Go south west to reach another beach. Continue along the beach towards the east. Clean the beach of lurkers and turtles. There are a total of 2 chests and one locked chest on the beach that you should find and open.
202. From the south eastern point of the beach go east up on a ledge on the rock wall to reach another beach. Follow the beach north west until you see a cave on your left. Save your game before getting close to the cave. Inside you will encounter no less than 28 goblins and 2 ogres. Attack in waves and avoid taking on too many goblins at once (you may have to flee, recover and come back a few times). Once the cave is cleared of enemies you should also take some time to kill the meatbugs and snakes here for exp. Pick up various items such as black rhobar, lots of gold, treasure, rusty weapons, meatbug meat and various plants.
203. Exit the cave and keep following the beach north west Eventually you will reach another cave on your left. Go inside to encounter 3 lizards, 2 fire lizards, many tiny lizards and a few snakes. Pick up a casket and many plants.
204. Teleport back to Ardea. From the arrival point run south west downhill to reach the fishermen's huts. Enter to find a chest and a locked chest in the two huts respectively.
205. Go between the fishermen's huts and south west to find a King's Sorrel (number 3 of 57)
206. Go further south west to find a pack of wolves. Dispose of them and find a chest by a wrecked cart close to the cliff wall.
207. Head north towards the path leading uphill. Follow it and enter Ardea. You will notice that things have changed since you last set your foot here. There are rebels everywhere and the orc corpses are gone. The smithy to the right side of Hamlar now has a smith named "Smith" (blacksmith merchant) and can sell you weapons and blueprints. There is also a merchant named "Merchant" in the south west side of town. Talk to Hamlar for 500 exp. This is a good time to stock up on lock picks from both Hamlar and the Merchant.

208. Go to the shrine of Innos and learn the spells “Cure disease” and “Cure poison”. From now on we will encounter more animals that are poisonous (depletes your life force) and that carry diseases (depletes your endurance) so these spells may come in handy.
209. Exit Ardea to the south and follow the path towards the light house. Talk to Jack (merchant) to receive the quest “Jack and the bilge rats”. Keep talking ot him to finish the quest “Jack’s rebel gold “. Reward: 1 Thi, 750 exp, 400 gold
210. Check out Jack’s light house and empty the three chests in here. You can also find a Teleporter stone for Ardea on the roof of the house if you climb the stairs (but you don’t really need it since you already have one previously).
211. Head north west to find the camp with bilge rats and dispose of them to finish the quest “Jack and the bilge rats”. Reward: 500 exp. Open the Metal chest here.
212. Find a King’s sorrel (number 4 of 57) just north of the bilge rats.
213. Return to the lighthouse and talk to Jack for 50 gold and 250 exp.
214. Now clear out the whole plateau of animals and plants, from the lighthouse all the way towards Ardea. There are loads of exotic plants here that you should pick up. If it is difficult to see them you can turn detail level down in the graphics settings or use your light spell. Sheeting your weapon will help you find plants by “auto-targeting”. You will encounter several scavengers, many deer and one bloodfly.
215. Next clear out the area immediately to the east of Ardea with some scavengers and wolves. There is another King’s Sorrel (number 5 of 57) here behind a stone and a chest by a wrecked cart with some skeletons.
216. Follow the rim of the cliff until you see a camp of bandits in the north. Take them out.
217. Head towards the burnt down house in the south west. On your way there pick up a King’s Sorrel (number 6 of 57) in a pit with manure.
218. You will encounter 2 boars nearby and 3 bandits. Next to the house you will find a two chests and a Heavy Chest (number 3 of 48) containing the Bone Bow. Equip it and link it to a hot key.
219. Go south towards the entrance of Ardea. From there follow the path to the west until the fork with a sign. There is a King’s Sorrel (number 7 of 57) directly to the west of here.
220. Follow the path north west and Uphill towards a burnt down house. Open the two to chests next to it.
221. To the south is an orc patrol and between them and you is another King’s Sorrel

- (number 8 of 57) that you should pick up.
222. Head north past a fork in the road past a sign for Cape Dun and another sign for Vengard. Follow the path past some wild boards and wolves to find a stone circle. Talk to Chris (hunting merchant and trainer) here. He will give you the quest “Kill the shy deer”.
 223. Go east and drop down into a pit to find a locked chest.
 224. Continue east to find a King’s Sorrel (number 9 of 57) just before two stone pillars by the road.
 225. To the south of here is a canyon. Clear it of bloodflies and plants. Next go back to the stone pillars and follow the path south past a burnt down house and then west. You will reach a ruined tower. Open three chests and one locked chest just next to it.
 226. Go north west towards a well with another locked chest.
 227. Directly north, on the other side of a hill, you will find a metal chest.
 228. You should see some orcs in the north. Leave them alone for the time being and don’t get too close to them. Instead go south and you will see a cave to the south west and some shy deer to the south. Save your game before getting close to any of the deer here. There are a total of 5 shy deer: some of them in the pit and some on the hill south of the pit. If some of them run away you can go somewhere else and come back to see if the deer has returned. When you kill all 5 you will finish the quest “Kill the shy deer”. Reward: 1 Hun, 250 exp.
 229. Find a chest to the west of the cave opening and open it.
 230. Now enter the cave. There are some lurkers here. After you have disposed of them you will find a metal chest and a locked chest.
 231. Exit the cave and go back towards the tower. Follow the path south and you are back at the stone circle. Talk to Chris and hand over 5 pieces of meat to receive 250 exp. He can now teach you hunting skills.
 232. Go west to find two wolves by a cliff wall. After killing them head south to find a camp fire with two chests and a metal chest.
 233. To the west you will see a cave. Clear out the canyon in front of the cave with many wolves and plants. Take out the bandit guarding the cave and enter. Save your game here. There is a whole gang of bandits in the cave that you need to dispose of. Once you kill the boss Ortega the quest “A plague of bandits in the coastal region” will finish. Reward: 10 R-Cape Dun, 1 000 exp. Loot the place and you will find 4 metal chests, 3 locked chest, 2 chests, 5 crates of lamp oil, 1 pile of treasure and several piles of gold.

234. Exit the cave and head south east with the cliff wall to your right. Here you will encounter a locked chest.
235. Keep going south west until you reach the orc patrol you saw earlier. Now attack the orc patrol to finish the quest “Get rid of the roaming orc patrol between Reddock and Ardea”. Reward: 1 R-Rebels, 750 exp. Pick up two bundles of weapons on the ground by the camp fire.
236. Find a King’s Sorrel (number 10 of 57) behind a rock just south west of the campfire.
237. Continue south west until you see a bunch of aggressive wild boards by a camp fire. Kill them to finish the quest “Kill the aggressive wild boars”. Reward: 1 Hun, 10 R-Reddock, 500 exp.
238. Go to the entrance of Reddock nearby but don’t enter. Instead go south west from here and drop down. There is a chest here by a wrecked cart.
239. Drop down once more to the south. Clear out the triangular area here between the fishermen’s huts, the bandits by the beach and the farm to the west. Pick up any plants and kill the boars and scavengers.
240. Go to the farm with orcs in the west. Talk to the human named Kliff (smith merchant & trainer) here. Next enter the house and pick up three bundles of weapons on the floor.
241. Talk to Topork and tell him you want to challenge him in a duel to receive the quest “Defeat Topork in a duel”. Defeat him to finish the quest. Reward: 1 Str, 500 exp, 100 exp.

Warning! Do not attack him with magic or he may die and you will loose out on a quest. You should always use melee weapons in duels to avoid killing your opponent!

While waiting for him to get back up loot his chest in the corner opposite to the throne. Talk to him after he get’s back up to receive 250 exp. Tell him you want the slave to receive the quest “Free Kliff from the orcs on the farm”.

242. Now attack Topork and kill him (he is of no use to us anymore). Finish of the other 3 orcs as they attack. This will finish the quest “Eliminate the orc patrol on the farm”. Reward: 1 Rep to Rebels, 750 exp
243. Talk to Kliff to finish the quest “Free Kliff from the orcs on the farm”. Reward: 1 R-Rebels, 10 R-Reddock, 500 exp, 250 exp. You will also finish the quest “Reddock needs a smith”. Reward: 1 Smi, 10 R-Reddock, 750 exp. Tell him you will take him to Reddock and you receive the quest “Take Kliff to Javier in Reddock”. Finally tell him to come with you. You will see that his name turns

blue which means he is now in your party.

244. Kill of the animals around the farm for some exp. The pigs are likely to run away so deal with them first.
245. Run up the hill north east of the farm and make sure Kliff is following you. Clear the groove here between the cave in the north and the entrance to Reddock in the west. Head to Reddock and talk to Benton here to receive 30 gold and 250 exp.
246. Talk to Gelford to receive 500 gold and 250 exp, two times in a row.
247. Continue down into Reddock and talk to Sebastian. Have him teach you the skills “Staff Fighter”, “Staff Fighting II” and “Magical Staves” for a total of 15 LP. You can now try out fighting like a real magician if you want.
248. Run down into the cave and talk to Javier to finish the quest “Take Kliff to Javier in Reddock”. Reward: 10 R-Reddock, 750 exp.
249. Talk to Kliff once he gets to the smithy to receive 300 gold and 250 exp. He can now teach you blacksmith skills and sell you weapons and weapon blueprints. Have him teach you “Prospector” and “Hone blade” for 10 LP and 2 000 gold
250. Go over to the whetstone and use it to sharpen your Moonblade. This will add an additional 10 in damage to the weapon.

Tip! Remember to always use whetstones, through out the game, as soon as possible after you get new weapons of choice.
251. Talk to Norris and give him 5 bundles of weapons to finish the quest “Weapons for the rebels in Reddock”. Reward: 1 R-Rebels, 10 R-Reddock, 500, 300 gold.
252. Talk to Joey to receive 500 gold and 250 exp for clearing out the caves earlier.
253. Teleport to Cape Dun. Talk to Phil and give him 3 bundles of weapons to finish the quest “Bundles of weapons for Phil”. Reward: 1 R-Rebels, 500 exp, 200 gold.
254. Talk to Cyrus and tell him Ortega is dead to receive 250 exp.
255. Talk to Urkrass and give him his 3 the crates you found earlier to finish the quest “Bring his goods back to Urkrass”. Reward: 15 R-Cape Dun, 1 500 exp and 100 gold. Also pay 100 gold to finish the quest “The captured paladin’s belongings”. Reward: 1 R-Rebels, 1 000 exp and a Fire Chalice (number 1 of 12 of a an important series of quest items).
256. Run up the hill and enter the lighthouse. Open a Heavy chest (number 4 of 48) containing a Rapier, just behind the doorway.
257. Go to the next room to find Wenzel. Save your game. Talk to him but don’t tell him to Liberate the city yet. Tell him about his Fire Chalice for 250 exp.
258. Run down the hill and talk to Bufford to receive 250 exp for helping the

- alchemist, and 250 exp and 500 gold for killing Ortega.
259. Go talk to Tagach and he will let you enter the Uruk's room. Go inside and talk to Uruk. He will give you the quests "Destroy the rebel underground in Cape Dun" and "Destroy the rebel camp Reddock".
 260. Go talk to Phil and let him know you talked to Wenzel to receive the quest "Liberate Cape Dun".
 261. Exit Cape Dun to the east and follow the path. Keep following the path as it bends. The path will take you north up a hill until you run into Iomar (merchant) by a wrecked cart. Talk to him to get the quest "Lamp oil for Ardea". Give him the 5 crates of lamp oil you found earlier in Ortega's cave to finish the quest. Reward: 1 Thi, 500 exp and 400 gold. Also tell him that Ortega is dead for another 250 exp. You can now trade with him. After the conversation is done he will start walking towards Ardea where you will be able to meet him later on.
 262. Slightly south of Iomar is a path to the west. Follow the path and clear out all wolves, wild boars and bloodflies to the right side of the path. The path will take you to where the orc patrol used to be but don't go there. Instead head back and stop by the sign that says "Ardea". Follow the path north here. Run past some glowing crystals and kill a rhino. Go west to find another path and follow it north until you reach a slope going down and a sign saying "Montera". From here head west. You will encounter some wolves and boars and find a burnt down house. There is a locked chest here.
 263. Run up the slope just north and then follow the rim of the hill to find a King's Sorrel (number 11 of 57) by a stump.
 264. Follow the rim of the hill towards the east until you find a locked chest by some skeletons and some bloodflies.
 265. Head the opposite way following the rim of the hill towards the west past a rhino and you will find a metal chest by a skeleton.
 266. Head south west to find a cave. It is filled with snakes and two mincrawlers. There is also a chest, a locked chest and an old chest (number 4 of 50) containing a scroll of fog.
 267. Exit the cave and run towards the burnt down house. Continue south past the house up a hill to find a locked chest.
 268. Head south east of here to find a fork between roads with three sign posts, one for Montera, one for Vengard and one for Ardea. Make sure to clear out anything between this point, the cave and the area with glowing crystals we passed earlier.

This concludes part 4.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

If we look at a world map of gothic 3 we can draw a line between this point, the stone circle and the rock with a camp of bandits overlooking Vengard and say that we have cleared anything south of it in Myrtana.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 4:

Level: 21, Exp: 120 900, LP: 17, Str: 151, Hun: 134, AK: 395, Smi: 10, Thi: 35, Alc: 127, Life: 204, End: 104, Mana: 100

Part 5: Montera

Now that the southern part of Myrtana is complete we can start exploring the western parts. Myrtana is a heavily fortified city in the west with a castle, a temple, a grain farm and a stock yard. To get there we will have to cross a river and get through a bandit camp. The city is surrounded by rebels waiting to take back the city at the first opportunity.

The main goals for this part are:

- Clear out the areas surrounding of Montera.

Key pointers for this part are:

- Same as in previous part

269. Follow the path to the west. After a while you will see some rebels to your left and a cave to your right. There are a total of 8 cowardly goblins inside the cave. Kill them to finish the quest “Cowardly goblins in the night”. Reward: 1 R-Rebels and 750 exp. There are two chests, one locked chests and two metal chests in here.

270. Exit the cave and talk to the Armon just south. He will give you 500 exp and 100 gold for killing the goblins. He can now trade with you and teach you hunting skills. Loot two chests here (the rebels won't mind.)

271. There is a chest across the road just south west. Open it and kill the boar nearby.

272. Follow the road west and then south. Kill a wild boar and a scavenger. There is a

- chest on the left side of the road just before the road goes downhill. Also find some goblin berries close by in the bushes (they are easy to miss.)
273. Follow the path south and kill some scavengers next to a sign pointing to Montera. There is a chest just west of here.
274. With some skill you can jump up the grassy mountain slope to the west. Here you will find a boar and some goblins and goblin shamans on your left side. Try to get close to the shamans and finish them with your sword, then take care of the rest of the goblins with your fireball. On the right side you will find 3 ripperbeasts. There are also some plants on both sides of the mountain. Tread lightly as the foliage obscures some deadly drops.
275. Go back down the mountain the way you came and head south west by the chest. You should find another chest close to the cliff wall with the path to your left.
276. Cross the road and head up another mountain slope to the south east. There are some bloodflies here. Head north across the mountain to encounter a shadowbeasts, scavengers and more bloodflies. To the very north is a lower plateau with a buffalo. Unfortunately there is nothing particularly interesting here but it is possible to get back up the mountain again. Take all the plants you can find up here.
277. Head back down the mountain the way you came and you will see a cave to the south west with a trail of blood leading into it. Kill the goblins here. There is a chest by one of the campfires.
278. Run inside the cave and use the light spell to see well. There is a room with 3 shadowbeasts here and loads of meat bugs. Lure the shadowbeasts out one by one and finish them off with fire balls. After you are done you will find heaps of loot. There are two chests, one metal chest and one heavy chest (number 5 of 48 here) containing the Headhunter's crossbow. Equip it and assign a hotkey. There are also heaps of goblets, treasure, caskets, vials, weapons and other stuff lying around the floor that you should pick up, and loads of meat bug meat, if you kill the meatbugs.
279. Exit the cave and continue on the road heading west until you reach the river. Cross the bridge and you will be standing in front of a house. As soon as you come close to Domenik (merchant) he will call for you and give you the quest "Report to the leader of the orcs' mercenaries in Montera".
- NB! This is a time limited quest that you have to complete within 3 days, However, doing so is not a problem as long as you follow the instructions in the guide.

280. Head north to find a locked chest among the trees.
281. Head north west up the hill to enter a bandit camp. Take out the bandits. There are 3 chests and 1 locked chest here.
282. Next enter the cave in the camp. Here you will find more bandits, 1 metal chest and one large chest. If you do not already have an “Open Locks” spell, try to get one from the metal chest (save before opening in and reload if nessecary) and then use the spell to open the large chest.
283. Exit the cave. Head north, through the camp and down the hill. Follow the road north until you see a cave to your left. There are 8 stray wolves in here that you need to kill. Killing them will finish a quest called “Find the stray wolves and kill them”. Reward: 4 R-Montera, 1 000 exp. There is a regular chest, a locked chest and a metal chest in here. In the back you will find Wenzel’s sword (quest item) on the ground. We won’t need this one until much later in the game but pick it up and hold onto it.
284. Exit the cave and head north along the path until you see some rebels by a campfire. Talk to Otis to get the quest “Make the tired mercenary leave the rebels meeting point”. Also pick up 4 bundles of weapons from the ground.
285. Jump up the hill just east and find a King’s Sorrel (number 12 of 57) inside a tower ruin.
286. Continue east until you see a camp fire by a tower on a hill. Talk to Trano here. You will not be able to convince him to leave just yet.
Warning! Talking to Otis, Trano and Marik in the wrong order can break the quest “Make the tired mercenary leave the rebels meeting point”. Following the order of events as describe in this guide will prevent such an accident from occurring!
287. Head south east, crossing a path leading to he city. You will find two rebels by a campfire among the trees. Talk to Daryl to get the quest “Get rid of the slave camp guards”. Also pick up 5 bundles of weapons here.
288. Go north and talk to one of the slave guards here. Lure him out of the city by asking him i.e. to show you how to hunt (or to help find a reptile etc. etc). The guard will start walking towards the rebels. When he gets close to the rebels and starts drawing his weapon you should knock him down for some exp. The trick is to have the rebel deal the killing blow after the orc has been knocked down.
Warning! If you try to take out the orcs with spells or if you kill the orc yourself you will be accused of murder next time you bump into an orc in Montera.
Go back and repeat the procedure with the remaining 3 guards. Once they are

- dead the quest “Get rid of the slave camp guards” finishes. Reward: 1 R-Rebels and 1 250 exp. Talk to Daryl to receive 1 000 exp and 500 gold. Also have him reveal the secret password of the rebel spy in Montera.
289. Run north into the city and find Bradley inside or just outside a hut among the slave quarters, left to some stairs. Talk to him to receive the quest “Change of shifts in the slave camp”.
- Warning! Be careful not to tell him to “do it himself” or you will permanently miss out on the quest!**
290. Inside Bradley’s hut, on a table is a “slave list” (quest item) that you need to steal. We will find use for it very soon.
291. Go up the stairs just south of Bradley to find the excavation site (a temple ruin). Enter and talk to Bengard. Tell him to go to the stockyard and he will give you a Fire Chalice (number 2 of 12).
292. Talk to Osko and ask him about Bradely. Next tell him to go to the stockyard.
293. Jump up on the walls of the pit to find a goblet and a casket. Also search the area inside the ruins and directly around the ruins to pick up many items and plants lying in the rubble.
294. Go to a house just north east of Bradely and find Ford (merchant) inside or just outside. Give him 50 gold and he will offer to trade with you.
295. Enter the inn next door. Talk to Basir (merchant) to learn about some important “artifacts” and to do some trading if you want.
296. Talk to the Innkeeper (merchant) here as well. Pay him 5 gold for each piece of information that he has, until he has nothing more to tell you.
297. Exit and go to the second floor of the building. Pick up 3 bundles of weapons lying on the floor here (2 by a wall and 1 by the chest).
298. Exit and go to the hut north of the inn with a frightened slave. Talk to him.
299. Exit and talk to Sanford (merchant) inside or outside the house right in front of you. He will give you the two quests “Wheat for the warehouse keeper” and “Milk for the warehouse keeper”. Also mention the rebel password and he will give you the quest “A Letter for Okara” and a Sanford’s letter (quest item).
300. On the second floor of Sanford’s warehouse is a Hashishin named Sobota. Talk to him to receive the quests “Sobota wants Dan’s slave back” and “Sobota wants Thoreks slave back”. There is also a bundle of weapon on the floor here that you should pick up.
301. Exit and find Marik (combat trainer) either by the castle gate or next to the house with the frightened slave. Talk to him to get the quest “How loyal are the

orcs' mercenaries?" Tell him about Domenik to finish the quest "Report to the leader of the orcs' mercenaries in Montera". Reward: 2 R-Montera and 500 exp. Ask him about Domenik again to get the quest "Collect the rent from Domenik's farm". Talk to him about Bradley to get the quest "Marik want's Bradley's slave list". Give him the list to finish the quest. Reward: 4 R-Montera, 750 exp 500 exp, 500 gold. You will get the list back and get the quest "Return the stolen slave list to Bradley". Tell him about Trano to receive 100 gold, 500 exp and the quest "Let the mercenary Trano know his pay has been cut". Tell him about Sanford for 500 exp but don't show him Sanford's letter!

Warning! If you show Sanford's letter to Marik the quest "A Letter for Okara" will be permanently canceled and you will loose out on reputation with the rebels!

302. Go to the arena in the northern parts of the city. Enter the house just north west and pick up a bundle of weapons on the floor.
303. Exit and talk to Ugo (Thief trainer), Feodor, Goose and Dan, in no particular order, and ask them about Marik for 500 exp each.
304. East of the arena, in the bushes close to the castle wall, you will find Ashton's chest. Open it to get "Ashton's list" (quest item).
305. Talk Dan's slave sitting in a corner by the arena and have him follow you to Sabota. Talk to Sabota when Dan is nearby to finish the quest "Sabota wants Dan's slave back". Reward: 1 R-Hashishin 1 000 exp and 1 000 gold. Also ask him about Marik.
306. Go downstairs and talk to Sanford. Ask him about Marik for 500 exp.
307. **Warning! Only perform the following step if you have 5 magic ore in your inventory. A timer will start during this step which requires you to get the 5 pieces within 2 days and if you cannot you will permanently lose out on a quest! If you don't have the 5 pieces now, come back and do this step later when you have them.**

There is a smithy next door. Save your game. Talk to the slave here and tell him he belongs to Sabota. Next talk to Thorek (blacksmith merchant and trainer). He will be furious with you for stealing his slave. Tell him you will pay him, but that you do not have any gold. Thorek will give you a quest "Thorek wants magic ore for his smithy". Give him the ore to finish the quest and receive 4 R-Montera and 1 500 exp. Pay him 500 gold to trade with him. He can now train you blacksmith skills.
308. Talk to the slave again and tell him you will take him away. Bring the slave to

- Sobota to finish the quest “Sobota wants Thoreks slave back” and receive 1 R-Hashishin, 1 000 exp, 1 000 gold.
309. Go talk to Bradley. Ask him about Marik for 500 exp. Tell him about the slaves to finish the quest “Change of shifts in the slave camp”. Reward: 4 R-Montera, 1 000 exp and 50 gold. You will also receive the quest “Tell Dennis that Bradley needs a new slave”. Next give him his slave list to finish the quest “Return the stolen slave list to Bradley”. Reward: 2 R-Montera and 750 exp. Bradely will be angry with you. Tell him to shut up and then beat him up as soon as he draws his weapon for 100 exp. Loot him and take his weapon and shield before he gets back up.
310. Exit the city from the western gate and head towards the stockyard just north. Find Dennis here and talk to him. Ask for work and tell him the wolves are dead to receive 500 exp and 500 gold. Also tell him about the slaves to finish the quest “Tell Dennis that Bradley needs a new slave”. Reward: 4 R-Montera and 1 000 exp. You will receive the quest “Dennis wants Bradely to go easy on the slaves”.
311. Find 5 milk barrels scattered around the stockyard and pick them up (They are standing outside the houses here. There are 2, 1 and 2 outside each house respectively.)
312. Find Leon and save your game before talking to him.
Warning! Make sure to ask Leon for the right things in the right order or you will miss out on a quest and/or exp later on.
Ask him for information and he will tell you what Dennis is up to. Next tell him to go work in the excavation site and you receive the quest “The slave Leon is working in the temple again”.
313. Talk to Kelvin.
Warning! Just like in the previous step, make sure to ask Kelvin for the right things in the right order or you will miss out on a quest and/or exp.
Pick up on his offer to receive the quest “Kelvin the slave wants certainty”. Go tell Dennis that Kelvin should stay to finish the quest and receive 500 exp.
314. Go talk to Kelvin again for 250 exp. Now backstab Kelvin by telling him he needs to go to the temple anyway in order to get the quest “Kelvin goes back to work in the temple”.
315. There is grain farm to the north east. Go there and talk to Rufus. Ask him about his plans and tell him you will help him but don’t choose the dialog option “Run” yet.
316. In the very eastern corner of the grain farm is a mill. Go inside and jump up a

stack of boxes to get to the second floor. It is narrow up here but you should be able to pick up various items and coins lying around.

NB! There are some wild boards nearby that may suddenly attack even though you are inside the building. Dispose of them if you wish.

317. Exit and go talk to Elber on the farm. Tell him “that is no way to talk” and he will attack you. Beat him up for 100 exp, loot him and pick up the bastard sword he drops. When he wakes up insist that he needs your help. Ask him about Marik. Tell him one of his slaves is working with the rebels for 500 exp. Tell him about Dennis’s crimes for another 500 exp. Finally tell him you will get the grain thieves for the quest “The grain thieves must go”.
318. Find 10 sacks of wheat scattered around the farm and pick them up (1 is located in the south west, 2 in the west, 2 in the north west, 2 in the middle by some bales of hay, 3 in the middle next to a house.)
319. Run north from the farm crossing the road and into the forest. Continue north with a mountain on your left side. You will soon encounter some snappers. Take them out one by one and find a regular chest and a heavy chest (number 6 of 48) containing a Hashishin sword, on top of a hill.
320. Directly north east is a camp with grain thieves. Kill them to complete the quest “The grain thieves must go”. Reward: 7 R-Montera and 1 250 exp.
321. Pick up 5 sacks of grain in the camp. In the back of the camp is a cave with glowing crystals. Leave the cave for later.
322. Return to Elber on the grain farm and let him know the grain thieves are dead to receive 1 500 exp and 500 gold.
323. Head north west and cross the road. Head towards two burnt down houses to encounter a ripperbeast and also find two chests.
324. Directly south of the southern most chest is a King’s Sorrel (number 13 of 57) that you should pick up.
325. To the north west you will find three rebels by a campfire. Talk to Mason to get the quest “Kill the cattle in the stockyard”. Also pick up 5 bundles of weapons.
326. Go south east back onto the road. Follow the road south back to the entrance to Montera. From the entrance go directly west crossing the road and you should find a King’s Sorrel (number 14 of 57) here.
327. Head south and up a slope on your left to get back to Trano. Talk to him to finish the quest “Let the mercenary Trano know his pay has been cut”. Reward: 4 R-Montera and 750 exp. Talk to him once more to finish the quest “Make the tired mercenary leave the rebels meeting point”. Reward: 1 R-Rebels and 1 000

exp.

328. Go talk to Otis directly to the west for 50 gold and 500 exp.
329. Now clear the area between Otis, the city entrance and the cave with the hungry wolves of all plants and animals. Head back to Montera and talk to Bradley one more time. Talk about Dennis to finish the quest “Dennis wants Bradley to go easy on the slaves”. Reward: 4 R-Montera, 750 exp, 500 gold. Talk about Leon to finish the quest “The slave Leon is working in the temple again”. Reward: 2 R-Montera, 750 exp, 100 gold. Talk about Kelvin to finish the quest “Kelvin goes back to work in the temple”. Reward: 2 R-Montera, 750 exp, 100 gold
330. Go talk to Marik. Tell him about Dennis, Feodor, Elber, Sanford and Trano for 500 exp and 200 gold each. Talk to him about Dan, Ugo and Goose for 500 exp and 100 gold each. Tell him about Ashton for 500 exp and you receive the quest “Bring Marik proof that Ashton Embezzles gold”. Give him Ashton’s letter to finish the quest. Reward: 4 R-Montera, 200 gold.
331. Talk to Sanford. Give him the Grains to finish the quest “Wheat for the warehouse keeper”. Reward: 2 R-Montera, 750 exp, 500 gold. Give him the milk to finish the quest “Milk for the warehouse keeper”. Reward: 2 R-Montera, 750 exp, 200 gold.
332. Go to the castle in the east of the city. Talk to the gatekeeper and ask him to let you enter the castle. Talk to Kor-Shach in the yard. He will give you the quest “Make Folleck go back to work in the castle yard.”
333. Enter a room under some stairs in the south part of the castle yard. Pick up a bundle of weapons on the floor in the corner.
334. Exit and enter the armory next door. Talk to Yorik (arms merchant). He will give you the quest “Yorik needs old weapons”. Give him 20 bundles of weapons to finish the quest. Reward: 3 R-Orcs, 1 250 exp and 1 000 gold.
335. Exit and enter a room underneath some stairs in the north side of the yard. Pick up an Amulet of Defense in the corner. If armor bonus is a priority to you you may consider equipping his one.
336. Exit and run up the stairs. Enter the highest tower in the castle and go all the way up to the top. Talk to Folleck and taunt him to receive the quest “Folleck is asking for it”. Defeat him to finish the quest. Reward: 1 Str, 1 000 exp. Talk to him once he gets up to finish the quest “Make Folleck go back to work in the castle yard.” Reward: 2 R-Orcs and 1 500 exp. Also pick up a bundle of weapons here.
337. Go back down to the castle yard and talk to Kor-Shach to receive 200 exp and

- 500 gold. He can now teach you fighting skills.
338. Enter the main building and talk to the boss Varek. He will give you the quest "Take Okara apart".
 339. Exit the castle and go talk to Sanford. Tell him that you talked to Varek to get the quest "Liberate Montera from the orcs".
 340. Exit Montera to the south and follow the road through the bandit camp and down the hill. Go to Domenik and talk to him to receive 500 exp. Ask him for the rent to finish the quest "Collect the rent from Domenik's farm". Reward: 6 R-Montera, 1 000 exp, 400 gold
 341. Run across the bridge to the east and follow the river towards the south west. Pick up any stoneroots you come across and find a metal chest.
 342. Keep following the river west until you reach a water fall. Swim across to the southern most tip of the river bed and pick up stoneroots on the island in between. On the south side you will encounter a shadowbeast and find a locked chest.
 343. Continue east along the river and Pick up all the plants, especially the stoneroots. When you find yourself back at Domenik's house, do a u-turn and follow the road to west with the river on your left side. The road will lead you down into a valley. Follow the eastern cliff wall downhill until it turns into a slope. Jump up the slope up towards a stone bridge above the road. Cross the bridge and go past some trees to encounter two gargoyles. Kill them and pick up lots of treasure, gold and jewelry and open a metal chest. Go back over the bridge and down the way you came.
 344. Head west across the road to find a cave with a chest.
 345. Exit the cave and continue north past a burnt down house to find a camp of rangers. As you approach the cave in the back of the camp Arakos (combat trainer) will call out for you. Talk to him but don't tell him to go rough up the Orc Patrol just yet.
 346. Enter the cave and talk to Porgan (magic and alchemy trainer) in the cave to get the quest "Porgan's druid stone".
 347. Exit the cave and go to the right behind a burnt down house. There is a King's Sorrel (number 15 of 57) here. There is also a dragonroot just above the cave entrance which is easy to miss.
 348. Keep going north with the cliff wall on your left side. Kill any wolves and wild boars in your path. When you see an orc patrol you should stop.

Warning! If you attack the orc patrol on your own you will permanently miss out

on a quest and will not be able to get complete reputation with the rangers.

Cross the road and head back south west along the cliff wall with the path on your right. Kill any wolves, wild boars and scavengers here. You should find a chest by a cart. Just south west of the cart is a King's Sorrel (number 16 of 57).

349. Continue south west to find a ripperbeast. Enter a cave here to find a chest.
350. Exit and go to the burnt house on your right. East of it you will find another cave with a chest inside and one chest right by the cave opening.
351. Exit and follow the cliff wall south west. Kill some wild boars and enter a cave here to find a metal chest.
352. Head west back to the druids and talk to Arakos again to get the two quests "the thieving orc patrol" and "Follow Arakos to find the orc patrol".
353. Follow Arakos to the orcs by the campfire and kill them to finish the quest "The thieving orc patrol". Reward: 10 R-Rangers, 1 500 exp. Loot the bodies to find a destroyed druid stone.

NB! There is another orc patrol roaming the area and there is a small chance, however little that they will appear at the exact same time as you attack the orcs by the campfire. If so the two groups of orcs will strangely enough start fighting each other instead of attacking you and Arakos!.

Arakos will keep walking until he reaches the campfire. Talk to him again to finish the quest "Follow Arakos to find the orc patrol". Reward: 5 R-Druids and 500 exp. Talk to him once more to receive 3 healing potions, 300 exp and 500 gold. Arakos can now teach you combat skills. After you stop talking to him he will start walking back to the other rangers.

354. Go back to the rangers and talk to Porgan. Give him the druid stone to finish the quest "Porgan's druid stone". Reward: 15 R-Rangers, 750 exp. Talk to him again to receive the quest "Stoneroots for the druid Porgan". Give him 20 stoneroots to finish the quest. Reward: 15 R-Rangers, 2 000 exp, the Druid Stone of the Ripperbeast.

NB! You can use this stone to transform into a ripperbeast at any time, i.e. to bypass other animals.

Now have Porgan teach you all of the spells he knows: "Transform", "Summon animals", "Tame", "Sleep", "Ice Lance", "Telekinesis" and "Summon Goblin" for a total of 14 000 gold and 35 LP. Also have him teach you the skill "Druid" for 5 000 gold and 5 LP (This allows you to use transformation spells for the double amount of time.)

355. Exit the cave and follow the path north westwards past the orc patrol and until

you reach a fork in the road. Head directly north and drop down into a pit. There is a King's Sorrel (number 17 of 57) here.

356. Head north east up the hill to find a cave (the one where we found the Knight's shield in part 1). Enter and kill the three ogres.
357. Exit and head south Uphill to find a chest by a watch tower.
358. Head south west to find a castle ruin. Pick up some plants here and kill the wild boars. Find the path leading south to get back to Montera. Enter the city and talk to Marik here about Domenik's rent for 500 exp.
359. Exit the city to the west and go to the stockyard across the road. Find 7 dairy cows here and kill them to finish the quest "Kill the cattle in the stockyard" for 1 R-Rebels, 750 exp.

NB! You would not be able to do this without angering the mercenaries and slaves if it was not for your high reputation.

Tip! One challenge is that the dairy cows run off when you kill other dairy cows nearby. Use homing fireball to take out several of them in a row without any of them escaping.

360. Go north and talk to Mason for 500 exp and 400 gold.

This concludes part 5.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 5:

Level: 26, Exp: 177 750, LP: 26, Str: 152, Hun: 134, AK: 395, Smi: 11, Thi: 35, Alc: 127, Life: 204, End: 104, Mana: 100

Part 6: Okara

From Montera it is not far to the secret rebel camp of Okara in the woods to the north. Okara is lacking people but fortunately the woods around Okara are full of aimless wanderers keen on joining the campaign against the orcs.

The main goals for this part are:

- Clear out the areas surrounding of Okara

Key pointers for this part are:

- Same as in previous part

361. Run east to the grain farm. Talk to Elber and tell him you delivered the wheat sacks to gain 200 gold and 500 exp.

362. Talk to Rufus. Tell him to run to get the quest “Rufus escapes from the grain farm”.

363. Follow him to the woods and he will stop to talk with you. This finishes the quest “Rufus escapes from the grain farm.” Reward: 1 R-Rebels and 500 exp. End the conversation here.

Warning! Do not tell him to keep going at this point of time or he will eventually run into two packs of wolves and surely die.

364. We need to clear the path ahead of Rufus before we can let him continue. Run north past a watch tower, a burnt down house and over a bridge. There are some snappers and scavengers immediately to your right after the bridge. Take them out to prevent them from killing each other and missing out on exp. Continue north from here to encounter two packs of wolves. The second pack is by a campfire. Open a metal chest here.

365. Turn around and run back to Rufus. Talk to him to get the quest “The slave Rufus wants to go to Okara”.

366. Follow Rufus again for a while. He will stop when he gets close to the secret rebel hideout named Okara. Talk to him again to finish the quest and receive 1 R-Rebels, 1 000 exp, 15 gold.

367. Follow Rufus to the entrance Okara and run inside. Talk to Manning (blacksmith merchant and trainer). He will give you the quest “Okara needs more people”. Tell him about Rufus for 300 gold and 500 exp.

368. Head down the tunnels to reach a room connected to many smaller rooms. Go left here to find a room with an alchemist table. Open the old chest (number 5 of 50) containing Ring of Hunters here.

369. Exit the room and go left to find Shawn (thief trainer and merchant). Talk to him for information and he will be able to teach you thieving skills.

370. Exit the room and go right down a tunnel to find Roland (combat trainer). Talk to him for information.

Warning! Do not give Roland the letter from Stanford at this point of time or you will lose out on quests and orc reputation.

Tell him you will take care of Gotha to receive the quest “Free Gotha from it’s curse”. Show him the teleporter stone to Vengard for 1 000 exp. Sneak up to the

Heavy chest (number 7 of 48) containing a Composite bow. Equip it and assign a hotkey.

Tip! If visiting at daytime there will be guards here. If so you can use your sleep spell on them and Roland to get to the heavy chest.

371. Now find all of the iron veins in Okara and do some mining. If the veins are blocked simply use your Sleep spell on the miners to get access. There are 3 iron veins in the bottom room, 1 in the tunnel leading upstairs, 5 in a side room upstairs from the tunnels.
372. Exit Okara and follow the path east and up a bridge. Head north to find two “nasty” Shadowbeasts. Kill them to finish the quest “Hunt the nasty shadowbeasts”. Reward: 1 Hun, 4 R-Okara, 1 000 exp. Don’t forget to loot the shadowbeasts for their horns since we will need them for a quest. Open the heavy chest (number 8 of 48) here containing the Slave Death crossbow (Unfortunately you cannot equip it just yet.)
373. Go north to find a ruin with two hunters. Talk to Fraser to receive the two quests “Hunt the nasty wild boars” and “Go boar hunting with Fraser”.
374. Follow Fraser to find some “nasty” boars and kill them to finish the quest “Hunt the nasty wild boars”. Reward: 1 Hun, 4 R-Rebels and 750 exp.
Warning! If you take out the nasty wild boars without Fraser you will permanently miss out on a quest.
Fraser will run a bit further and stop. Talk to him again to finish the quest “Go boar hunting with Fraser”. Reward: 1 Hun, 750 exp. Tell him the boars are dead to receive 2 healing potions and 500 exp. Talk to him about Okara to receive the quest “Fraser should go to Okara”. Tell him to go now to finish the quest. Reward: 1 R-Rebels, 8 R-Okara and 1 000 exp.
375. Go back to the ruin and talk to Candela (hunting merchant and trainer). Tell him the shadowbeasts are dead to receive 500 exp and the quest “Two shadowbeast horns for Candela”. Give him the two horns to finish the quest. Reward: 1 Hun, 750 exp, 200 gold and 2 healing potions. Tell him he should go to Okara to get the quest “Candela should go to Okara”. Tell him to go to Okara once more to finish the quest. Reward: 8 R-Okara and 1 000 exp. Finally open the Metal Chest lying there.
376. Head straight south east of the entrance to the ruins to find a hill with scavengers. Kill them and pick up a King’s Sorrel (number 18 of 57) here.
377. Keep going east to find 4 malicious ripperbeasts. Kill them to finish the quest “Malicious ripperbeasts”. Reward: 1 Hun, 4 R-Okara and 1 000 exp

378. Enter a tunnel in the ground here and find Kent inside. Tell him the beasts are dead to receive 100 gold and 500 exp. Tell Him to go to Okara to get the quest “Kent should go to Okara”. Tell him you will skin him alive if he doesn’t go, to finish the quest. Reward: 1 R-Rebels, 8 R-Okara and 1 000 exp.
379. Exit the tunnel and go west to the spot with the nasty shadowbeasts. From here head south down a bridge. Take left after the bridge to go down a slope and into a valley. Kill the Ogres here.
- Tip! There is a spot were the ogres get stuck in the terrain if you back up all the way to the slope you came from. This “glitch” can be useful to prevent them from overwhelming you at the same time.
- Open a chest and an old chest (number 6 of 50) containing scroll of summon flame sword. Also pick up no less than 2 King’s Sorrels (number 19 and 20 of 57) here at the two different ends of the valley.
380. Walk up the slope on the west side of the valley and kill 3 Ripperbeasts. Find 3 chests here.
381. Head west to find a group of bison and scavengers in an open field. Kill them and also take care of some Rhinos just south. Find 2 chests and a locked chest to the south west.
382. Kill some scavengers just north. Go west and kill some ripperbeasts. Go south and kill a herd of bison. There is a locked chest here.
383. Go south east and kill 3 shadowbeasts. Find a cave to the south west. Enter and find 1 chest and one locked chest in the first room. Also find a chest in the back room to the right, with a shrine of Beliar inside.
384. Go into the left room to find Rakus (merchant and ancient knowledge/alchemy trainer). Save your game here. Talk to him about his worries and tell him to run for it. A number of skeletons and zombies will spawn in the middle room and the room with the shrine. Kill all of them to finish the quest “Kill the undead that Rakus spawned”. Reward: 1 AK, 4 R-Okara and 1 000 exp. Pick up all weapons and shields left by the skeletons and zombies and go to Rakus room. Open the old chest (number 7 of 50) containing a Potion of Endurance. Drink it straight away to gain 4 End.
385. Follow Rakus outside and talk to him when he stops. This will finish the quest “Rescue Rakus the fire mage from the cave”. Reward: 1 AK, 4 R-Okara and 1 000 exp. Tell him the undead will no longer stop him and you receive 1 000 gold and 500 exp. Rakus can now teach you ancient magic and alchemy. Tell him you will take care of his Fire Chalice to receive a Fire Chalice (number 3 of 12) and 500

- exp. Tell him about Okara to receive the quest “Rakus should go to Okara”. Tell him it is not far to finish the quest. Reward: 1 R-Rebels, 8 R-Okara and 1 000 exp
386. Find a burnt down house just south west. From hear head north east over a hill to find some bison running between this point and to a valley with growing crystals just east. Kill the bison and head north from the crystals down into a canyon. Exit the canyon from a slope in the north west and continue straight north to find Owen by a campfire. Talk to him to get the quest “Booze for the prospector”. Give him a bottle og booze (you should have a few by now) to finish the quest. Reward: 4 R-Okara and 250 exp. He will also give you the quest “A homeless prospector”. Tell him about Okara to finish the quest. Reward: 1 R-Rebels, 8 R-Okara, 1 000 exp and 1 Healing potion.
387. Head north west past the point with 3 chests and some dead ripperbeasts. Go down the slope to the west and then head north into a valley with glowing crystals. Kill the dears and wild boars and head north with the cliff wall on your right side. When the cliff wall ends run up the slope to your right. Go south east until you meet Randall by a campfire. Save your game. Talk to Randall about his problems but don't tell him to go empty the mine just yet. Like other NPC's Randall is only going to be nuisance for you in battle so we should only involve him as little as possible. Enter the cave to the east and kill all minecrawler except one!
- Warning! If you kill all minecrawlers before receiving Randall's quest you will lose out on one quest permanently.**
- Once there is only one minecrawler left exit the cave and go back to Randall. Tell him to empty the mine to receive the quest “Clean out the mine with Randall the fighter”.
388. Follow Randall until he stops in the corner of one of the rooms in the cave. This will finish the quest “Clean out the mine with Randall the fighter”. Reward: 4 R-Okara, 100 exp. Talk to him again to receive the quest “A rich mine”.
389. Next go deeper into the cave and kill the final Minecrawler to finish the quest “A rich mine”. Reward: 1 Str, 4 R-Okara and 1 500 exp
390. Talk to Randall again to receive 500 exp. Tell him to go to Okara to receive the quest “Randall should go to Okara”. Give him 300 gold to go immediately and finish the quest. Reward: 1 R-Rebels, 8 R-Okara and 1 000 exp. Loot the cave of ore, coins, plants and weapons lying around and prospect all veins (10 iron, 4 sulphur, 7 gold and one 1 magic ore vain). Open the regular chest and metal

chests in the back room.

391. Exit the cave and follow the mountain wall on the left side to the south. Instead of going down into the valley where you fought ogres, hug the mountain wall and go east until you reach the entrance of Okara. Enter and talk to Manning again. Mention about each of the people you have sent to Okara for gold and exp: Fraser, Candela (200 gold and 500 exp each), Kent (100 gold and 500 exp), Randall and Rakus (500 gold and 500 exp each) and Owen (300 gold and 500 exp). Tell him there is no one left to go to Okara to finish the quest “Okara needs more people”. Reward: 12 R-Okara and 1 750 exp. He will now be able to train you in smithing skills. Next ask him if he needs more help to get the quest “Bring Manning some iron ore”. Give him 5 pieces to finish the quest. Reward: 8 Rep to Okara, 1 500 exp and 2 000 gold
392. Go to the Shrine of Innos nearby. Learn the spells “Summon flaming sword”, “Fire rain”, “Flame wave”, “Banish evil” and “Heal other” for a total of 25LP. You now have all dominance spells except the final three (these can only be learned if you choose to follow Innos later in the game.)
393. Exit Okara and turn around facing the entrance. Go up the hill behind the entrance. There are two more hills and a large hole covered by a net (overlooking the rebels in the cave below) here. Scan this area all the way up to the tops to find many plants.
394. Return to the entrance of Okara and follow the path east and up a bridge. From here go straight south east to reach the bridge you crossed with Rufus earlier. Jump down into the trench and go east. You will find a pit with skeletons and lots of weapons, shields and plants to pick up.
395. Go east to encounter some snappers. Kill them and continue east to reach the grain thieves camp. Enter the cave at the back of the camp and follow the corridor to end up in a large cavern. There is a Metal Chest on the floor.
396. There are heaps of minecrawlers and Skeletons in here. This is a good time to try out the spell “Banish Evil” which will kill many undead enemies in a single blow. When exploring the cave Start by following the cave walls on the right side towards the Skeletons. Fight some Skeletons and Zombies. In the back you will find a stone circle with a regular chest and a metal Chest.
397. Head north west to fight some minecrawler, minecrawler warriors, gargoyles and loads of snakes. Further north you will meet a gang of zombies. There is a Heavy Chest (number 9 of 48) containing Mercenary Crossbow and an old chest (number 8 of 50) containing an Amulet of the Hashishin. There is also a heap of

gold coins, goblets, jewelry and a ring of magic protection lying around. You cannot equip the mercenary crossbow yet but you can equip the ring of magic protection if you want.

398. Head south west up a slope and in to the largest room in the cave. There are more minecrawlers and Gargoyles here and two baskets at the bottom of a pit.
399. Clean up the rest of the cave including killing any snakes and meatbugs left and pick up any remaining loot. Exit the caves the way you entered. Exit the grain thief camp to the west and head north to find 5 Trolls on a ledge. Kill them one by one.

Tip! You can keep the distance to the trolls by utilizing the natural obstacles in the terrain.

After killing the trolls find a campfire on the ledge, next to a window looking into the caves you just visited. You will find one basket, one locked chest, one metal chest and one solid metal chest here.

NB! The solid metal chest means one of a few chances in the game to get a pure magic ore blank. It is recommended that you save and reload until you get one from the solid metal chest.

400. To the north is a burnt down house guarded by skeletons. Kill the skeletons and find a regular chest and a metal Chest.
401. Immediately north is a bunch of Snappers. Kill them and find a regular chest and a metal Chest here as well.
402. Go north and kill a bunch of wolves in your path. To the west there is a regular chest and a locked chest guarded by two trolls. Kill the trolls and open the chests.
403. Head south west and kill 2 groups of snappers and 2 schrat. Next go north west with a cliff wall on your right and up a hill to find a locked chest and a metal chest by some skeletons.
404. There are some goblins on a hill just north east. Kill them and continue up the hill to a castle ruin. There are heaps of goblins. There is also some treasure, goblets and gold in two separate locations in the ruin.
405. Head down the slope to the south east. Go north to kill two Schrat and find a cave. There is a shadowbeast in here. Kill it and open the old chest (number 9 of 50) containing a scroll of frost wave.
406. Exit the cave and go directly north east to encounter 5 Ripperbeasts.

NB! There is an orc patrol nearby but leave them alone for now.

Save your game here using a new save game slot to mark your progress. This

concludes part 6.

This concludes part 6.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 6:

Level: 31, Exp: 249 900, LP: 57, Str: 153, Hun: 139, AK: 397, Smi: 11, Thi: 35, Alc: 127, Life: 204, End: 108, Mana: 100

Part 7: Silden

Silden is a city located by a lake to the west of Okara. The population consists of fishermen and hunters. There is a large slave camp here run by the orcs here. The plains just north of Silden are thriving with game and there are a few lone hunters living there. The woods near Silden are full of rebels waiting to intercept orcs traveling between Silden and the pass to Nordmar just east. To the far north is an area with waterfalls and lakes.

The area connected to Silden is vast. This part will cover more ground than most other parts of this guide.

The main goals for this part are:

- Clear out the areas surrounding of Silden

Key pointers for this part are:

- Same as in previous part

407. Head west past the cave to find a King's Sorrel (number 21 of 57).
408. Keep going west to find a rebel outpost. Talk to the leader Anog (combat trainer and arms merchant) here to get the quest "Take the orcs' shipment from Nordmar to Anog the Rebel". Also sneak into his cabin and open one chest and one metal chest. There are 2 more chests around the outpost outside (Fortunately no one seems to mind if you loot them all.)
409. Go north west to find another rebel outpost. Talk to Freeman (merchant) here. There are 2 chests and one locked chest in a hut and three chests and one locked chests outside around the outpost.

410. Go immediately west of the western exit of the camp to find a watchtower and a chest by the foot.
411. Go north west from here to find two rebels standing guard in the middle of the woods. Go north east from the northern rebel to find a metal chest.
412. Kill some ripperbeasts just west then head north east towards the river and follow it south west. Kill any lurkers and boars in your path. When you reach a second water fall. Head east to find some rebels. Talk to the “tired” rebel. Open the chest and locked chest here.
413. Follow the trail leading south and then west. Fight some wild boars in your path. Stop when you reach a bridge by a river. Don’t cross, instead explore the area by the waterfall to your right for some plants and mushrooms.
414. Go back to the path and follow it east and then north to get back to the camp with the tired rebel. From here go straight east to find a pile of stones. From here go straight south east to find a metal chest by smashed wheelbarrow.
415. Go south to find a cave in a mountain. Enter and fight a couple of minecrawlers and a minecrawler warrior inside. Pick up all the food and plants on the ground.
416. Exit the cave and save your game. Go south west down a slope. At the bottom you will encounter a band of Goblins with a Goblin Shaman. Try to take out the goblin shaman with a homing fireball and then take out the rest of the goblins. At the bottom of the slope is a campfire with one chest, one locked chest and one metal Chest.
417. Go directly north west to find a Shrine of Beliar. Learn the spells “Transfer disease”, “Poison”, “Fog”, “Terror”, “Bloodlust”, “Amnesia”, “Summon skeleton”, “Summon demon” and “Soul travel” for a total of 50 LP. You now have all the summoning spells (except the final three which you can only get if you choose to follow Beliar later in the game.)
418. Go south passing by the campfire where the goblins used to be to encounter some strange lurkers. Kill all of them to finish the quest “Kill the strange lurkers by the river”. Reward: 6 R-Silden and 1 000 exp. Open a chest and a locked chest here.
419. Continue south west along the river to encounter some bison and to find another chest and a locked chest.
420. Continue south along the river to encounter many lurkers and a “satiated” lurker. Loot the corpse of the satiated lurker to find Hatlod’s Hammer (quest item). Find another chest and locked chest here.
421. Go south east up a slope to fight some Bison and find a chest and a metal Chest.

422. Go south and cross the river to a location with some glowing crystals. Fight some bloodflies here. Follow the road north west until you reach a burnt down house. Kill the wolves roaming here and find two chests lying around.
423. There is a cave up a slope directly south of the house. Enter and pick up all the food, plants and mushrooms in there. There is one chest and two locked chests here.
424. Exit the cave and follow the road west and then north until you encounter some bloodflies at a fork in the road. Continue north to fight some Goblins. Directly north west is a cave. Enter and pick up some plants and mushrooms.
425. Exit the cave and follow the path north through a tunnel. Fight some more bloodflies at the exit of the tunnel. Head north west between two cliffs and find a rebel camp. Talk to Bozep to receive the quest “A package of wild berries for Stan the fisherman”.
426. Talk to Will (fighting trainer). There are 4 chests and two locked chests here that no one seems to mind if you open.
427. Head north west from the campfire closest to the river. Cross the river by some stones and go through a corridor with walls on both sides to end up in the middle of a grassy island. There are two chests and a locked chest here
428. To the east is a pack of silver wolves. Kill all but one of them.
Warning! Do not kill all of the silver wolves just yet or you will lose out on a quest.
429. Run west and cross the river. Kill any lurkers in your path and find a house here. Talk to Bram (hunting merchant and trainer) to receive the two quests “Kill wolves around Silden” and “Hunt the silver wolves with Bram”. As Bram runs off take the opportunity to open a locked chest inside his house and a chest just outside.
430. Follow Bram across the river and kill the last remaining silver wolf. This will finish the quest “Kill wolves around Silden”. Reward: 1 Hun, 2 R-Silden and 1 000 exp. Follow Bram until he stops and talk to him to finish the quest “Hunt the silver wolves with Bram”. Reward: 1 Hun and 1 000 exp. Talk to him again for 500 exp. He can now teach you hunting skills and trade with you. Buy the “Book of Arrows” from him for 5 000 gold. Read the book to learn the skill “Make sharp arrows”
431. Clean the rest of the island from lurkers and a Rhino. Head towards the south eastern tip of the island and cross to the other side of the river. Beware of three crocodiles hiding here. To the south on a hill is a bunch of plants you may want.

Continue south to reach the bridge to Silden. Kill some bloodflies here but do not cross the bridge yet. Go further south along the river to find 2 lizards and a “constipated” lizard. Kill the constipated lizard and loot the corpse to find Hatlod’s Saw and the “Druid stone of the lizard” which are both quest items.

432. Go back north and cross the bridge to enter the village. Enter the house on your right and talk to Givess (merchant) to receive the three quests: “Take the hunters’ delivery of pelts to the mill”, “Take the fish barrels to the mill” and “The wood from the prison camp must be brought to Givess in the mill”. Pick up two bundles of weapons: one on the first floor and one on the second floor.
433. Exit and talk to Quadir (merchant) by the campfire. Tell him you want to help him hunt slaves to receive the quest “Quadir’s hunt for a new slave for Silden”.
434. Talk to Irmak to receive the quest “Irmak’s halberd is missing”.
435. Talk to Kadok to get the quest “Kadok is missing his smith’s hammer”.
436. Go to the slave camp just north east. Enter a house in the north eastern part and talk to Lars (combat trainer). He will give you the quest “Free the Nordmarian Lars from the prison camp”.
437. Exit and pick up 3 bundles of firewood (quest item) next to the house. Also pick up 2 bundles in the middle of the slave camp and 2 in the south western part.
438. Find Zapotek inside or outside his house in the south west of the slave camp. He will give you the two quests “Kill the town shaman Grompel” and “Kill the slaves who escaped from Silden”. Pay him 300 gold to finish the quest “Free the Nordmarian Lars from the prison camp”. Reward: 3 R-Nordmar, 1 000 exp. Zapotek will move around a lot. Take the opportunity to loot the house when Zapotek is not sitting on his throne.

Tip! If he is sitting on his throne you can get him up and going outside by sneaking in front of him.

While out of sight you should grab a Fire Chalice (number 4 of 12), 2 bundles of firewood, some gold and open a large chest.

439. Talk to Jerek in the eastern part of the camp to get the two quests “Supply the convict Jerek with weapons” and “Supply the convict Jerek with roasted meat”.
Warning! Do not give Jerek meat at this point or you will miss out on some free meat in a moment.
440. Exit the slave camp through the eastern exit to find two more bundles of firewood on a pile of planks.
441. Continue south west and talk to Inog inside or just outside the first house on the left. He will give you the quest “Inog secretly helps slaves to escape”. Tell him

you want to help the rebels and you will receive the three quest “Talk to warlord Umbrak about supplies”, “Inog needs five bundles of weapons for the resistance”, “Let Anog know that his brother Inog needs help in Silden”

442. Go to the house just south west and talk to Gambal. He will give you 10 pieces of meat and the quest “Gambal the cook needs heaps of raw meat to feed the orcs in Silden”.

Warning! If you tell Gambal to get the meat himself you will permanently lose out on this quest.

By now you should have hundreds of raw meat so hand over 50 of them to finish the quest. Reward: 4 R-Silden, 1 500 exp and 1 000 gold

443. Exit and cross to the house just opposite. Talk to Grompel (alchemy merchant and alchemy trainer). There is an old chest here (number 10 of 50) in here. Cast “sleep” on Grompel and loot the chest to get a scroll of Soul Travel.
444. Exit and talk to Denpok (combat trainer) by the gate. He will give you the two quests “Improve your reputation in Silden” and “The orcs need a smith for Silden”.
445. Talk to the grinning gatekeeper just west. Go through the gate and down into the arena on your right. Enter the eastern tunnel and pick up a bundle of weapons next to Jarock.
446. Exit and enter the western tunnel. Sneak when you get close to Jaroll and steal Kadok’s hammer (quest item) from the floor.
447. Go up the stairs from the arena and past Barrack’s tent. Go to the house to the west and find the entrance on the opposite side. Talk to Stan here and give him a package of berries to finish the quest “A package of wild berries for Stan the fisherman”. Reward: 2 Rep to Silden, 500 exp and 200 gold. Also pick up 2 barrels of fish by the entrance to the house.
448. Go to the other side of the house and talk to Frillock to get the quest “Roast meat for Frillock”. If you do not already have some then go roast some raw meat on a nearby campfire. Give 5 pieces to Frillock to finish the quest. Reward: 2 R-Silden, 750 exp, 50 gold. Tell Frillock to go for guard duty to receive 500 exp and the quest “Denpok needs to know that Frillock is guarding the town now”.
449. Go to the next house and pick up 2 barrels of fish on one side and 1 barrel on the other side. Enter the house and pick up “Krush Irmak” on the wall.
450. Exit and talk to Hatlod on the south side. Talk to him to get the quest “Hatlod’s lost tools”. Tell him you have the tools to finish the quest. Reward: 2 R-Silden 1 000 exp, 100 gold. He will give you the quest “The quest for the perfect ship”.

451. Go to the house just east and pick up 5 barrels of fish in the front and 2 barrels on the back side of the house. Talk to Temmy (merchant) here.
452. Go to the eastern side of the house and find 2 more fish barrels. Talk to Brontobb here and tell him you killed the strange lurkers to receive 3 healing potions and 500 exp. Tell him to go for guard duty to get the quest “Brontobb will stand guard in the city. Denpok needs to be told”.
453. Enter the next house to find a bundle of weapons on the floor.
454. Exit and go north west all the way back to the mill. Talk to Kadok nearby to finish the quest “Kadok is missing his smith’s hammer”. Reward: 2 R-Silden, 1 000 exp, 100 gold. Tell him Silden needs a blacksmith to finish the quest “The orcs need a smith for Silden”. Reward: 6 R-Silden and 1 500 exp.
455. Talk to Irmak and give him his halberd to finish the quest “Irmak’s halberd is missing”. Reward: 4 R-Silden and 1 000 exp. Tell him he hid the halberd to receive 500 exp. Tell him to give you some gold to receive 300 gold. Tell him to go for guard duty to receive the quest “Denpok should be told that Irmak guards the town now”.
456. Talk to Givess in the mill. Give him 10 pieces of firewood to finish the quest “The wood from the prison camp must be brought to Givess in the mill”. Reward: 4 R-Silden, 1 000 exp, 500 gold. Give him 8 barrels of fish to finish the quest “Take the fish barrels to the mill”. Reward: 4 R-Silden, 1 000 exp, 700 gold.
457. Talk to Zapotek and tell him about Inog (You don’t have to worry: it will not create any problems if you choose to side with the rebels later in the game). This will finish the quest “Inog secretly helps slaves escape”. Reward: 1 R-Orcs, 1 500 exp, 200 gold.
458. Go to the prison camp and talk to Jerek. Give him 5 bundles of weapons to finish the quest “Supply the convict Jerek with weapons”. Reward: 1 R-Rebels, 1 000 exp, 4 healing potions. Give him 25 pieces of roasted meat to finish the quest “Supply the convict Jerek with roasted meat”. Reward: 1 R-Rebels, 1 500 exp and 5 healing potions
459. Talk to Ganack in the north eastern corner of the prison camp. Tell him to go for guard duty to open the quest “Ganack is staying in town now. Denpok must be told”.
460. Go talk to Denpok by the gate to the upper quarters (glose to Grompel’s house). Talk to him to finish the quest “Denpok needs to know that Frillock is guarding the town now“. Reward: 6 R-Silden, 1 500 exp, 200 gold. Also talk to him to finish the quest “Brontobb will stand guard in the city. Denpok needs to be told”.

Reward: 6 R-Silden, 1 500 exp, 200 gold. Talk to him to finish the quest “Denpok should be told that Irmak guards the town now”. Reward: 6 R-Silden, 1 500 exp, 200 gold. Finish the quest “Ganack is staying in town now. Denpok must be told” Reward: 6 R-Silden, 1 500 exp, 200 gold. Tell him about Kadok for 500 gold and 1 000 exp. Ask him to see the leader to finish the quest “Improve your reputation in Silden”. Reward: 1R-Orcs and 2 000 exp.

461. Enter the upper quarters and enter the blacksmith house on your right. Pickup a bundle of weapons in the corner.

462. Exit and enter Umbrak’s house just opposite. Talk to Umbrak about uprising to finish the quest “Talk to warlord Umbrak about supplies”. Reward: 1 R-Rebels and 1 000 exp. Tell him you have come to serve him and get two quests: “The warlord Umbrak wants Anog the rebel leader dead” and “Kill the undercover rebel”. Pickup a bundle of weapons in the corner of the room. Save your game here. You now need to loot the solid metal chest without getting attacked..

Tip! If it is late at night you can and attempt to loot the solid metal chest when Umbrak is looking away. The key is to make sure he doesn’t see you when you use the lock pick. It doesn’t seem to matter if he sees you while you are looting after the chest has been opened. Otherwise use sleep spell on the guards before trying to open the chest. If you do not already have 2 pure magic ore blanks try to get one from this chest.

463. Go to the second floor of the house and pickup 3 bundles of weapons.

464. Go talk to Inog next to the Grompel’s house. Give him 5 bundles of weapons to finish the quest “Inog needs five bundles of weapons for the resistance”. Reward: 1 R-Rebels, 1 500 exp, 1 000 gold. Tell him about Umbrak’s secret to finish the quest “Talk to warlord Umbrak about supplies”. Reward: 1 000 exp and 300 gold. You will get the quest “Liberate Silden from the orcs”. Next, tell him his cover is blown to receive 1 000 exp and 200 gold.

465. Go to the prison camp and talk to Lars (fighting trainer) to receive 500 exp. Have him teach you the skill “resist cold” for 1 000 gold and 5 LP. Tell him to take you to Nordmar to get the quest “Follow Lars to the pass to Nordmar”.

466. Follow Lars out of Silden and through the woods until you are passing by the rebel outpost with Anog. Make a brief stop here and talk to Anog. This will finish the quest “Let Anog know that his brother Inog needs help in Silden”. Reward: 1 R-Silden, 1 000 exp. You will receive the quest “Let Inog know that his brother Anog cannot help him”.

467. Go back to Lars and follow him until he stops. Lars will speak to you and this

finishes the quest “Follow Lars to the pass to Nordmar”. Reward: 2 R-Nordmar and 1 500 exp.

468. Go south to find an orc patrol (don't talk to the orcs just yet). From the orcs go east up the path into the mountains. Kill 3 scavengers on the way. Keep going east to reach an intersection with 3 schrat. Take the northern path up to a burnt down house and kill 2 schrat and an ogre.

NB! The other path leads to Nordmar, but we are not going there yet.

Go back south west and down to the orc patrol. Save your game here. Now talk to Tragak to receive the quest “Tragak wants to see the town shaman Grompel in Silden”. Next tell Tragak to come with you.

469. You need to escort Tragak through the woods and back to Silden. The quickest and safest way is to go south west to the castle ruin (where you met Candela and Fraser) and from there along the mountain wall west towards, downhill, crossing the river and into Silden. Make sure to check up on Tragak every now and then since he will easily get stuck in the terrain. If he gets spotted by rebels just reload from your last save game and try again. Once you reach Silden save your game again. Go find Grompel in his hut in the middle of the city. Talk to Grompel when Tragak is close to finish the quest “Tragak wants to see the town shaman Grompel in Silden”. Reward: 4 R-Orcs, 1 500 exp, 5 Mana potions.

Warning! Do not talk to Tragak again for now! If you do you will permanently cancel a Rebel quest and permanently lose out on the opportunity to get full reputation with rebels. Leave Tragak be for now as we will get back to him much later in the game.

470. Exit Silden and the way you came and return back to the orc patrol where you met Tragak initially. Kill the orcs for some exp.
471. Follow the cliff wall on your right to the north west and up a slope to the north. Keep going north to find a road going east-west. Follow it west to bump into a locked chest.
472. Head north east from the locked chest to find a chest and another locked chest.
473. Go north east to find a metal chest by a road and next to a cliff wall. Pick up a King's Sorrel (number 22 of 57) here.
474. Follow the road north and uphill to find another chest and metal chest.
475. Keep following the road uphill until you reach a fork. There is a King's Sorrel (number 23 of 57) here that you should pick up.
476. To the east is a road leading towards Nordmar. Explore the area between the fork and the slope leading down to Nordmar, but don't go don't the slope. Pick up

- any plants you can find in this area.
477. Head back to the fork and take the right path downhill. There is a castle ruin here with some undead skeletons. In the ruins you will find a chest, an old chest (number 11 of 50) containing a potion of concentration and a repaired chest. You won't be able to open the repaired chest at this stage but we will come back for it later. Drink the potion to permanently gain +4 Mana.
 478. To the south of the ruins is a grassy slope. Sweep it and pick up any plants you can find including a King's Sorrel (number 24 of 57) at the southern edge on a platform overlooking the forest.
 479. Go back up and past the ruins. Run north east to find the road leading to Nordmar. Follow it up north east up to the spot where you picked up the King's Sorrel earlier. Jump up the mountain to the north east until you reach the rim. Follow the rim north east to reach the peak. Slide downhill north west to reach a platform with trees. Follow the cliff wall north west dropping down a few times until you reach a grassy area with trees. Go south west through the trees to find a secret area with a chest and a locked chest by a wagon and a skeleton.
 480. Go north east towards the edge and find a safe place to drop down to the river valley below. In the valley pick up all plants and find a chest and a metal chest.
 481. Follow the northern cliff wall and safely slide down the wall to the platform below where the river continues. Kill 3 crocodiles and find a solid metal chest.
 482. Drop down from the water fall to the level below. Heal if taking damage. Ready your fireball spell and drop down one more level. You will encounter some swamp lurkers that are very poisonous. Dispose of them quickly. Go down the slope to your left and sweep the area around the river. You should encounter 1 more swamp lurker, several lurkers, 2 schrat and 2 shadowbeasts.
 483. Follow the river south and drop down again. On the right side bank is a chest and a locked chest by some skeletons.
 484. Go north and fight some Warg. Go south west to fight some scavengers. Go south and kill some lurkers close to the river. Find a chest and a locked chest just west at the foot of a cliff.
 485. Follow the river south and kill two boars and two rhinos. Go north from here to end up at the hunting cabin with Pavel (hunting trainer). Talk to Lukjan (hunting merchant and trainer) here and tell him you can bring the pelts to Silden. Pick up 8 crates of furs outside the building (one of them is located on top of the well),
 486. Talk to Falk (hunting trainer) and tell him you want to go hunting. Tell him to go

- now and you will get the quest “Go snapper hunting with Falk”.
487. Follow Falk to a field with snappers. Kill them to finish the quest “Kill snappers around Silden”. Reward: 1 Hun, 1 500 exp. Talk to Falk here to finish the quest “Go snapper hunting with Falk”. Reward: 500 exp, 1 Hun, 1000 exp. Find 2 metal chests here.
 488. Go north east and kill some bloodflies. Go east to find a cave. Go inside and kill 4 Ripperbeasts. You will find a locked chest and a metal chest here.
 489. Exit the cave and go to the burnt down house on your left. There is a chest and a metal chest next to it.
 490. Follow the cliff wall to the east to reach a slope leading uphill. Kill some boars here and find a ledge on your left. Kill some scavengers hiding on the ledge. Continue up the slope and meet some bloodflies and 2 more boars. When you reach the top you should see some runaway slaves by a campfire. Go west up a hill to find some scavengers by a ledge overlooking a valley. There are some scavenger eggs lying in the grass. Find another slave by a campfire nearby. Ignore the slave and open up the chest here.
 491. Go back down the slope towards the camp with 3 slaves. From here go straight north east to find a metal chest. Also pick up a King’s Sorrel (number 25 of 57) next to it.
 492. Go east up the slope. Kill some ripperbeasts here. Keep going east to the top of the slope and find a chest and a metal chest.
 493. Head down the slope west and kill some bloodflies and boars. You will find another slave. Now talk to each one of the total of 5 slaves you have met up here. Convince them to follow you and then tell them you will take them away (you can have all 5 of them join you at the same time). Each one will start a quest called “Rescue a Silden slave from the wilderness”.
 494. Bring the slaves back down the hill. As you go along check every now and then that they do not get stuck in the terrain. Next cross the river to the south east. Keep going south east through the woods until you see two rebel guards. From here head east to find a bridge. Cross the bridge going south to reach a rebel camp. Talk to Freman here and tell him about each of the 5 slaves to finish the 5 five quests called “Rescue a Silden slave from the wilderness”. Total reward: 5 R-Rebels, 2 500 exp, 500 gold.
 495. Run west from the rebel camp and drop down. Keep going west through the forest until you reach the river. Cross it and you will see Pavel’s hunting cabin to the north west. Run towards the cabin and then turn east to get to a plateau.

- Kill any bison in the vicinity and find a metal chest here.
496. Go south west downhill. Find 2 chests close to the road to Silden.
 497. Enter Silden and talk to Givess by the mill. Give him 8 crates of pelts to finish the quest “Take the hunters’ delivery of pelts to the mill”. Reward: 4 R-Silden, 1 000 exp and 1 500 gold. You will also get a new quest “Bring Lukjan the hunter the money for the pelts”.
 498. Talk to Inog to finish the quest “Let Inog know that his brother Anog cannot help him”. Reward: 1 R-Rebels, 1 500 exp, 200 gold.
 499. Go talk to Temmy by the fishermen’s houses. He will give you 200 gold and 500 exp for delivering the fish.
 500. Talk to Grompel and tell him Umbrak sent you to kill Anog to receive the quest “Grompel knows the way to the rebels at the Nordmar pass”.
 501. Follow Grompel out of Silden past the bridge to finish the quest and receive 1 000 exp. Grompel will start walking back to Silden.
 502. Go back across the bridge and head north for the hunting cabin. Go Talk to Lukjan there. Tell him you delivered the fur for 500 exp and give him the 1 500 gold you earned from the trade to finish the quest “Take the hunters’ delivery of pelts to the mill”. Reward: 1 Hun, 4 R-Silden, 2 000 exp, 300 gold. Ask him if there is anything else to do and he will be able to teach you hunting skills.
 503. Go south west from the hunting cabin and clear out the area on the other side of the road between Silden, Bram’s house and the river. There are Buffalo’s running past here.
 504. From Bram’s house go north to find a chest and a metal chest by a large rock and a tree.
 505. Go west to find two chests by some ripperbeasts close to the river.
 506. Go north west to kill some ripperbeasts and lurkers.
 507. Enter the woods to the west and kill some ripperbeasts in your path. There is a tunnel her in the the ground. Kill some more ripperbeasts inside and find a chest and a metal chest.
 508. Exit the cave and go south west and kill some snappers. Next kill some bloodflies to the north west. Go north east up a slope to find a stone circle with a troll and a black troll. Find a chest and a large chest here
 509. Kill some snappers nearby to the east. Go north towards a lake and kill some lurkers. Go north west to find a pass with a chest and a locked chest at the end.
 510. Go back towards the lake and follow the cliff wall west. Jump down and go up a slope to find a metal chest and a signature on the wall from one of the patch

creators.

511. Enter the lake and swim to the northern corner where you will find a large chest.
512. Swim south and go up on the shore to the right of the waterfall. There is a King's Sorrel (number 26 of 57) on the slope just nearby.
513. Head south west to find a metal chest.
514. Go straight south west to find a King's Sorrel (number 27 of 57).
515. Go north west to find 2 metal chests.
516. Go south west and kill some warg. Go downhill to the north to fight some lurkers and 2 shadowbeasts. Go up a slope to the south west to kill 3 shadowbeasts. There are 4 more shadowbeasts up the slope to the west. Afterwards head east down the slope to find a camp of rangers. Talk to Runak (alchemy trainer and merchant) here to get two quests: "Kill the druid hunting party from Geldern" and "Kill the leader of the southern druid search party". Have him teach you the skill "Brew transformation potions" for 5 000 gold and 5 LP.
517. Go up the hill to the south west and kill some bloodflies. Head west and enter a cave. You will encounter skeletons, zombies and a gargoyle. Pick up a ring on top of a chest with a strange glow.
518. Exit the cave and kill 3 shadowbeast to the south east. Open a chest and a metal chest here.
519. Go uphill to the south east and kill 2 more shadowbeasts. Continue all the way up the back of the hill to reach a grassy plateau Find a chest and a locked chest
520. Go down the hill again and go north to run into the search party Runak was talking about. Talk to Ballock to finish the quest "Find the orcs' druid search party" and receive 1 500 exp. Tell him you will kill the druid to get the quest "Kill the druid Runak".
521. Go north east past the spot where you killed some warg and go up the slope on your right. Enter the castle ruin and kill 4 shadowbeasts. Pick up the shadow scepter (quest item) in one of the corners.
522. Go uphill to the south west and kill 2 groups of snappers. Go south to encounter 2 trolls and a black troll by a destroyed house. Open a heavy chest (number 10 of 48) containing a skull shield.
523. Go north east to kill some scavengers. Continue north east to find a chest and a King's Sorrel (number 28 of 57).
524. Go east to encounter a monster. Kill it and open a locked chest and a metal chest.
525. Kill another monster just south west. Take out some snappers to the north. Head

west and kill some wolves and wargs. Go down the slope towards the north and go past the ruins (with the ruins on your left). Keep going down hill and take right when you reach a cliff wall. You will find a locked chest and a metal chest here.

526. Go south with the river on your left and drop down one level. Follow the cliff wall on your right until it ends and go up the slope north to find two chests by a campfire.
527. Go south downhill to encounter 3 trolls in the woods. Open a metal chest and a heavy chest here (number of 11 of 48) containing a war bow. Equip it and assign a hotkey to it.
528. Go south east to find 2 monsters by a campfire. Open a locked chest and a metal chest here.
529. Go south west and to return to the rebel camp you visited earlier. Talk Bozep here about his deliveries for 500 exp and 200 gold.
530. Talk to Will and tell him you will take him to Silden. Will will attack you and you get the quest “Defeat will”. Defeat him to finish the quest. Reward: 1 Str, 1 000 exp, 100 exp.
Warning! Once you have completed this step Will can no longer teach you combat skills.
531. Tell Will to come with you. Go east over the bridge and enter Silden. Talk to Quadir to finish the quest “Quadir’s hunt for a new slave for Silden”. Reward: R-Hashishin, 4 R-Silden, 1 500 exp, 300 gold.
532. Go west across the bridge and follow the road south through the tunnel. Keep going along the road past the goblins you killed in the past. Stop when you reach a fork in the road with a sign saying “Geldern”.

This concludes part 7.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 7:

Level: 37, Exp: 356 425, LP: 67, Str: 154, Hun: 144, AK: 397, Smi: 11, Thi: 35, Alc: 127, Life: 204, End: 108, Mana: 104

Part 8: Geldern

Geldern is a mining city to the west of south west of Silden. It is probably the richest of the cities in Myrtana, and there are plenty of treasures lying around. The orc shaman Grok runs the city from the temple. There are plenty of mines in the area, inside and outside the city.

The main goals for this part are:

- Clear out the areas surrounding of Geldern

Key pointers for this part are:

- Same as in previous part

533. Go west along the road to encounter a golem. After you have defeated the golem examine a piece of rock next to the golem to pick up a “stone golem heart” (remember to do the same with other golems in the future). Enter a cave on the right side of the road and kill all the minecrawlers inside to finish the quest “Open up the mine north of Geldern and kill all vermin”. Reward: 6 R-Geldern, 1 500 exp. There are 6 gold veins in here that you should prospect.
534. Exit and follow the road south west to encounter some goblins. Continue south and enter Geldern.
535. Talk to Gunnock just north (hunting merchant) to receive the quest “Kill the druid Torn”. Enter his house and pick up an old alchemist’s ring (quest item – number 1 of 7).
536. Go north east to the treasury (the building guarded by 2 orcs). Open the heavy chest (number 12 of 48) containing the Blood Harvest crossbow (you won’t be able to equip it yet). Also pick up an Old alchemist’s ring on top of the lectern (number 2 of 7).
537. Exit and go to a room under some stairs just east. Pick up a bundle of weapons in here.
538. Go east to the smithy and pick up a bundle of weapons next to a water barrel.
539. Go talk to Samuel (combat trainer and merchant) nearby. Ask him for work to receive 1 000 exp and 300 gold (for clearing out the mine to the south).
540. Enter a house just south east and talk to Renwik (alchemy trainer and merchant) to receive the quest “Bring Renwik the rare plant king’s sorrel. Give him a King’s Sorrel to finish the quest. Reward: 2 R-Geldern, 1 000 exp and 3 healing potions. Have him teach you the skill “Resist disease” for 500 gold and 5 LP. Also steal the old alchemist’s ring (number 3 of 7) from the alchemy table

when Renwik is not looking. Save your game. Next attack Renwik and knock him over. Steal the King's Sorrel you just gave him and since it is rare and since you will need it later. You can use "Amnesia" spell on him to make him forget about it.

541. Exit and go to the the house to the west. Go up the stairs to the second floor. Pick up an old alchemist's ring (number 4 of 7) here on a night stand.
542. Exit the building and enter the house just south. Talk to Marius (mage trainer) for various information. Steal an old alchemist's ring (number 5 of 7) from the lectern when Marius is not looking.
543. Enter the orc shamans' house just south. Talk to Grimboll (alchemy merchant) to receive the quest "Bring the shaman Grimboll some sulphur". Give him 5 lumps of sulphur to finish the quest. Reward: 2 R-Geldern, 1 000 exp and 1 healing potion. Open the old chest (number 12 of 50) here containing a potion of life force when no one is looking. Drink the potion to permanently gain 4 Life. Pick up the old alchemist's ring (number 6 of 7) from a lectern.
544. Exit and go to 2-stories building north east. Climb the stais to the second floor. Talk to Peratur (alchemy merchant and trainer). Have him teach you the skill "Resist poison" for 500 gold and 5 LP. Next steal the old alchemist's ring (number 7 of 7) on a lectern in the corner when Peratur is not looking. This will finish the quest "The seven ancient rings of the alchemists". Reward: 1 Thi, 1 500 exp.
545. Go down to the first floor and talk to Jared (thief merchant). Ask him about artifacts and about thievery to get the quest "Jared the artifacts trader wants to meet Lares". Give him the 7 alchemists rings to receive 3 000 gold and 1 000 exp. Give him 100 gold for some information. Also give him the helmet of the first paladin to receive +2 000 gold and 1 000 exp.
NB! After this step you will have to do without a helmet for a while.
546. Find Lares walking the streets nearby Jared's house. He will give you the quest "Gold plates for Lares" and a scroll of group hypnosis (this is a unique spell that cannot be learned permanently). Tell him Jared wants to meet him to finish the quest "Jared the artifacts trader wants to meet Lares". Reward: 1 Thi, 2 R-Geldern and 1 000 exp. Have him teach you the skill pick pockets for 1 000 gold and 5 LP.
547. Go back to Jared and tell him you talked to Lares to receive 1 000 gold and 500 exp.
548. Go to the temple just east of Jared and talk to Nemrok by the entrance. Ask him for work and accept to be his messenger to receive several quests: "Nemrok

- expects a delivery of sulphur from the sulphur mines”, “Nemrok expects a delivery of gold from the mines”, “Find some eager slaves for the wolf mine”, “Kill the tunnel wolves in the wolf mine” and “Bring Nemrok the artifact from the ruin in the north”. Give him 50 gold nuggets to finish the quest “Nemrok expects a delivery of gold from the mines”. Reward: 6 R-Geldern, 2 000 exp and 1 000 gold. Give him the shadow scepter to finish the quest “Bring Nemrok the artifact from the ruin in the north”. Reward: 6 R-Geldern, 2 000 exp, 1 000 gold, 1 000 exp
549. Go south and turn left. Enter the house with the yellow and green striped banner in front. Talk to Mirzo here to receive the quest “The secret of Mirzo, the Hashishin Merchant”. Pick up a bundle of weapons from the floor.
550. Exit and go left around the house. Walk up the slope to the area with slaves and find Hamil. Talk to him to get the quest “Hamil, the audacious artifact trader among the orcs”.
551. Go down the slope to the south and find the house of Agenak to the right. Pick up a bundle of weapons on the floor outside the house. Talk to Agenak to get the quest “Teach Mirzo a lesson”. There is a large chest here, but we are not in any particular hurry to get the contents so we might as well wait till later..
552. Exit and find Gembak nearby. Save your game. Talk to him and you will get the quest “Gembak wants to rough up Ivan, the renegade mercenary”.
- Warning! If you take out Ivan and his bandits without joining up with Gembak you will miss out on this quest permanently.**
553. Next follow Gembak out of Geldern and up onto a hill where the bandits are hiding. Kill Ivan to finish the quest “Kill the unholy mercenary Ivan”. Reward: 2 R-Orcs, 8 R-Geldern and 2 000 exp. When all bandits are dead Gembak will stop. Talk to him to finish the quest “Gembak wants to rough up Ivan, the renegade mercenary”. Reward: 2 R-Silden and 1 500 exp. Tell him Ivan is dead for another 500 exp. Also take some time to explore the mountain for some plants on both the north and southern side of the bandit camp.
554. Exit the bandit camp from the south western palisade and go down hill. Go south and kill some “threatening” snappers. Go west to kill a second group of snappers. This will finish the quest “Kill the threatening snappers outside the sulphur mine“. Reward: 6 R-Geldern and 1 500 exp. Pick up a transformation potion in the grass here.
555. Go south to find a mine guarded by orcs. Talk to Sulfock (smithing trainer) and tell him the snappers are dead for 9 lumps of sulphur and 500 exp. Pick up

several pieces of sulfur lying around here.

556. Enter the cave and pick up lots of sulphur on the floor. There a 7 sulphur veins to prospect here.
557. Exit and head north east with the bandit camp hill on your right and another hill on your left. You will find a locked chest by some trees.
558. Go west and pick up a King's Sorrel (number 29 of 57) by a tree.
559. Go north east and kill some 2 ripperbeasts and 2 wild boars. Kill 3 more ripperbeasts just north west. Go north west to find a mine surrounded by a barricade. Kill 5 tunnel wolves outside and three inside the cave to finish the quest "Kill the tunnel wolves in the wolf mine". Reward: 6 R-Geldern and 1 500 exp. Inside you will find a metal chest and an amulet on a stone. Prospect 4 gold veins here.
560. Exit the cave. Outside you will find a chest and a locked chest.
561. Go north west to find a gold vein on a mountain wall.
562. Go west a long the mountain wall to find Dawson by a camp fire. Talk to him to get the quest "Talk to Samuel about the destroyed mine". Tell him Ivan is dead to receive 10 gold nuggets and 500 exp. Prospect 4 gold veins on the mountain wall nearby.
563. Kill 3 ripperbeasts to the south west. Go west to find two stone pillars. Go south west and encounter a Schrat, 2 ripper and 2 shadowbeasts in your path.

NB! There is a path leading west which will take you to a portal but there is no use going there as you cannot open it until the end of the game, except for picking up some plants along the way.
- Kill 2 rhinos to the south east. Kill 3 ogres to the east and find a chest and a metal chest here.
564. Go south west to the mountain wall and fight two wild boars. There is a King's Sorrel (number 30 of 57) just south by the path.
565. Go east downhill to kill 5 bloodflies and 3 deer. Keep going east to encounter 2 goblins. Go south west to kill a bloodfly and 2 goblins. Keep going south west till you reach the corner of the ledge overlooking the sulphur mine and the field where the threatening snappers used to be. You can climb the mountain wall here by jumping repeatedly. When you get up the wall you will see some plants. With the cliff wall on your left side follow the trail of plants leading north west past some boulders and in between some trees. There is a King's Sorrel (number 31 of 57) on a hill here.
566. From the hill you should see a castle ruin directly east. There is a dragon inside.

Use the hill to drop homing lightning bolts down on the dragon and kill it without taking any damage. Go down into the castle ruin and take everything you can find including caskets, treasure and piles of gold. Open 4 chests, 2 metal chests, 1 locked chest and one heavy chest (number 13 of 48) containing a bearded axe.

567. Go down the way you came and south east back into Geldern. Talk to Gunnock just south of the entrance and taunt him. He will attack you and you receive the quest “Gunnock, the lazy orc”. Defeating him will not give you any immediate reward but it is required to finish a different quest later.
568. Go west and talk to Samuel to finish the quest “Talk to Samuel about the destroyed mine”. Reward: 4 R-Geldern, 1 750 exp, 500 gold.
569. Talk to Peratur on the second floor of the house to the south east. Ask him about Hamil to finish the quest “Hamil, the audacious artifact trader among the slaves”. Reward: 4 R-Geldern and 1 500 exp.
570. Go west and talk to Nemrok. Give him 30 lumps of sulphur to receive 6 R-Geldern, 2 000 exp, 500 gold. Tell him about the tunnel wolves for 500 exp and 300 gold. Ask him if you can see his leader.
571. Enter the temple and talk to Grok in the eastern hall. Ask him for something to do to receive the quest “Find the secret of the druid Runark”. Tell him about Ballock to receive 200 gold and 500 exp. Tell him Gunnock never left town to finish the quest “Gunnock, the lazy orc”. Reward: 1 500 exp, 200 gold. Ask him about the location of excavations to receive a map.

Warning! Do not ask Grok about the fire chalices at this point. Although not a major problem, it could potentially cause you to get a “quest fail” in your quest log if you were to kill Grok later in the game without giving him the fire chalices. Save your game. Next take out the unique spell scroll “group hypnosis” that you received from Lares earlier. Use it in the middle of the room to put Grok and his guards to sleep. Hurry and steal Grok’s bladed staff and 2 gold plates from the table in the middle. Also open the old chest (number 13 of 50) on the south side of the room to receive a ring of combat protection.

572. Exit Grok’s room and go to the northern room with the three orc Shaman’s. Make sure that all 3 shaman’s are preoccupied and facing away from you, and that no guards are passing through the doorways. Steal 4 golden plates in here: 1 on a table in the corner, 2 by the window ledges and one on the table in the middle. Also steal the mage staff on the table and open the old chest (number 14 of 50) containing a scroll of “open lock”.

573. Exit the room through the door to the west and go around the building to the east to find a bundle of weapons in the corner.
574. Exit the temple and go back to Lares. Give him the 6 gold plates to finish the quest “Gold plates for Lares”. Reward: 2 Thi, 200 exp, 10,000 gold.
575. Go to the south western parts of the city to find a mine. In the back of the mines is a dark tunnel and at the end you will find a fire chalice (number 5 of 12). There are 12 gold veins in here that you should prospect (If they are occupied use the sleep spells on occupant to get access.)
576. Find a “particularly eager” slave inside the mine or close to Hamil’s house outside (depending on the time of day). Talk to him to finish the quest “Find some eager slaves for the wolf mine”. Reward: 6 R-Geldern, 1 250 exp. Threaten him and to get the quest “Follow the particularly eager slave to the wolf mine”.
577. Follow him out of Geldern. Gunnock may try to stop you on the way so just beat him up again if he does. When you reach the wolf mine the slave will stop and talk to you. This will finish the quest. Reward: 2 R-Geldern, 1 500 exp and the quest “Bring more eager slaves to the wolf mine”.
578. Go north west to Dawson. Samuel has arrived with his men and some slaves. Talk to Dawson to receive 10 gold nuggets and 500 exp. Pick up several gold nuggets scattered on the ground around the mining site.
579. Teleport back to Geldern. Instead of entering the city, go south east to find a King’s Sorrel (number 32 of 57).
580. Go south to kill a bloodfly and some snappers. To the south east of the snappers is a grassy path up the mountain. Climb it to reach a platform with a locked chest.
581. Sweep the mountain and pick up any plants you can find.
582. Go back down the way you came and head south west to encounter some snappers by a destroyed house. Go south west to kill 3 bloodflies. Go south west to find a slope up a hill with a camp of rangers. Enter the house to meet the Druid Torn (ranger merchant and combat trainer). He will give you the quest “Mobilize the people in Geldern for Torn’s druid stone”. Buy some ranger’s clothes from him for 25,000 Gold and equip it for improved protection.
583. Exit the house and go north from the ranger camp to encounter 3 snappers. Head west to reach a cave. Find a chest and a King’s sorrel (number 33 of 57) on the left behind the barricades in front of the cave.
584. Inside you will encounter a Golem. Further inside you will meet the Hashishin Mazin digging away. Talk to him and exhaust all topics. There is a locked chest

and a chest in here. You should also do some prospecting: There are 6 gold veins, 3 sulphur veins and 1 magic ore vein.

585. Head east to get back to Geldern. Go to Mirzo and tell him about Mazin to finish the quest “The secret of Mirzo, the Hashishin Merchant”. Reward: 4 Rep to Geldern, 2 000 exp and 500 gold and the quest “Tell the orcs about the abandoned mine in the north”.

NB! There seems to be a mix up here by the game creators. There is an abandoned mine in the north but it is not the one related to Mirzo and Mazin.

Warning! After you complete the next step you will no longer be able to trade with Mirzo for the rest of the game, meaning all the items in his inventory will be inaccessible. If there are any items you are interested in Mirzo’s inventory, buy them now before proceeding.

Tell him you will beat him up for Agenak to start a fight. Defeat Mirzo to finish the quest “Teach Mirzo a lesson”. Reward: 1 Str, 1 500 exp.

586. Go talk to Nemrok by the temple. Tell him about the cave to finish the quest “Tell the orcs about the abandoned mine in the north”. Reward: 4 R-Geldern, 1 500 exp, 500 gold. Tell him about the wolf mine for 500 exp and 500 gold. Tell him about Peratur to receive 300 gold and 500 exp.
587. Go talk to Marius in the south west corner of the city. Tell him about the temple to receive the quest “Liberate Geldern from the orcs”. Tell him about Ivan for 500 exp and 300 gold.
588. Go talk to Agenak. Tell him you beat up Mirzo for 500 exp and 500 gold and that he is out of business for another 200 gold and 500 exp.
589. Go to the mine in the south east part of the city and talk to 3 eager slaves inside the mine or by slave area close to Hamil (depending on the time of the day). Tell them to go to the wolf mine to finish the quest “Bring more eager slaves to the wolf mine”. Reward: 2 R-Geldern, 1 500 exp.
590. Exit Geldern to the south and go south west towards the mine where you met Mazin. The orcs have occupied the cave now and you can pick up many lumps of sulphur and gold from the floor.
591. Exit the cave and go north along the mountain wall on your left. You will find a chest here by a skeleton.
592. Use the ledge on your right to jump up the mountain and find a flameberry plant. Go south west uphill to encounter 3 bloodflies. Keep going south west to find a deserted castle ruin. Head south to reach a gorge. Follow the rim of the gorge west until you find a spot where it is safe to drop down. Drop down one level at a

time until you reach a platform with a locked chest.

593. Kill 2 crocodiles nearby to your right and follow the slope down to the level with the river. Kill another crocodile here, cross the river and kill 2 more. Here you find a metal chests and a King's Sorrel (number 34 of 57).
594. Follow the mountain wall to the east and drop down. Kill 2 snappers here and keep following the mountain wall. Head north east up a slope to end up at the ranger's camp again. Talk to Torn to finish the quest "Mobilize the people in Geldern for Torn's druid stone". Reward: 15 R-Rangers, 1 500 exp and the druid stone of the snapper.

This concludes part 8.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 8:

Level: 40, Exp: 419 200, LP: 91, Str: 155, Hun: 144, AK: 397, Smi: 11, Thi: 39, Alc: 127, Life: 208, End: 108, Mana: 104

Part 9: Trelis

Trelis is a castle city located south of Geldern not far from the border to Varant in the south. There are a few farms surrounding the city and an ancient temple to the east, being excavated by the orcs.

The main goals for this part are:

- Clear out the areas surrounding of Trelis

Key pointers for this part are:

- Same as in previous part

595. From the ranger camp head north east to the foot of the path leading up the mountain. Instead of going up the mountain, go up a ledge on the right. Head south east along the cliff wall and you will end up on a grassy platform. Continue south east to find a farm on a hill. Instead of going up to the farm go to the west side of it to find a tunnel underneath. Go inside to enter a cave room. You should see some ripperbeasts roaming in the pit below. Start by picking up 2

bundles of weapons on the upper level and open a locked chest. There is also a ring on the floor in a back room on this level. Next take out the 3 ripperbeasts below with fire balls. This will finish the quest “Kill the grunting creatures below Josh's farm”. Reward: 8 R-Trelis and 1 000 exp.

596. Jump down one level and open a heavy chest (number 14 of 48) containing a Katana.

NB! Do not sell the Katana as it is needed for forging a weapon later in the game. Hold on to it until the time comes.

597. Exit the cave to the east and head north from the opening until you reach a mountain wall. Follow the wall north east until you see two chests and a locked chest to your right.

598. Find two more chests by the mountain wall just north.

599. Follow the road north east until you see a chest by a large rock on your left. Also open another chest and locked chest just south of the first one.

NB! You may bump into some wolves here crossing over the river nearby. If you don't see them at the moment you may encounter them later.

600. Go north west crossing the road to find a chest and a locked chest by the mountain.

601. Cross the road to the east to find a chest among the trees.

602. Go north crossing the road again to find a locked chest by the mountain.

603. Go east and cross the river. Follow the rock wall to the right to bump into 2 trolls. Open a metal chest here.

604. Go south west to find a campfire with a chest and a metal chest.

NB! You may encounter a pack of wolves here, unless you killed them earlier when they were on the other side of the river. If you haven't run into them go west and kill them of before returning to the campfire.

605. Open two chests on a ledge to the east.

606. Continue south west along the mountain wall and you will find a cave on your left. Enter and kill 10 “thieving” goblins inside to finish the quest “Kill the thieving goblins near Derek's farm”. Reward: 8 R-Trelis, 1 000 exp. There are 3 bundles of weapons here (1 in the first room and 2 in the back room). Open 4 chests, 1 locked chest, 1 metal chest and 1 large chest (use an open lock scroll).

607. Exit and follow the mountain wall south to find a chest and a locked chest.

608. Keep going south to end up at a farm. Find a shrine of Innos and open Derek's chest just behind it.

609. Talk to Ben here and tell him you will teach him some manners to get the quest

“Hothead Ben needs to be taught a lesson”. Defeat him after he attacks you to finish the quest. Reward: 1 Str, 500 exp. Talk to him after he wakes up for 250 exp. Talk to him some more to receive the quest “Ben the servant needs his shovel”.

610. Talk to Derek and the farm will get attacked by goblins. Kill the goblins to finish the quest “Sneaky goblin raid on Derek’s farm”. Reward: 4 R-Treli, 750 exp. Tell Derek about the goblin cave in the north to receive 300 gold and 500 exp.
 611. Find the road south east of the farm and follow it east to bump into a locked chest by a tree.
 612. Go east to kill two snappers. Keep following the road east and when the road forks follow it south west. When you see a camp on your left (where you killed some orcs with a ranger earlier) go west over a hill to encounter 2 snappers. Go south west to encounter 3 more snappers and a locked chest by some stone pillars.
 613. Enter the cave nearby and kill 4 “whining” skeletons. This will finish the quest “Clean out the undead cave”. Reward: 1 R-Rebels, 1 500 exp. Open a metal chest and a heavy chest (number 15 of 48) containing a Paladin Sword. This weapon is on par with your moon blade, but once you get a chance to sharpen it will deal more damage, so you may as well equip it right now (provided you are also using one strength ring to boost your strength to meet the minimum requirement of the sword). Don’t forget to assign a hotkey to it.
 614. Exit the cave and go north west to bump into a destroyed house with a chest next to it.
 615. Go north west to reach a rebel camp. Talk to Steven and tell him about the cave with skeletons for 300 gold and 500 exp. Open two chests here on either side of the camp.
 616. Enter the cave and open a locked chest and a metal chest. Save your game here. Talk to Charles here and receive the two quests “Destroy the orcs in and around the temple of Treliis” and “Tell the leader of Nemora about the rebels’ situation at the temple of Treliis”.
- Warning! Don’t tell Charles that you don’t have the faintest idea about Nemora or he will attack you.**
617. Exit the cave and go south west down a slope. On your left is a large temple and just south west of it is a camp with orcs and slaves. Go to the camp and Pick up two bundles of weapons on the ground and Krush Milok on a cart. Also open a chest and a locked chest.

618. Enter the temple directly north east. Follow the ledge on the left side of the ramp to find Ben's Shovel.
619. Jump down onto the ramp to fight a temple guard and two skeletons. There is a metal chest in the first room.
620. Go into the next room to fight a zombie and find a locked chest.
621. Keep going deeper into the temple to find an old chest (number 15 of 50) containing a scroll of amnesia.
622. In the next room is a goblet and casket on the ground. Open the old chest (number 16 of 50) containing a scroll of "heal other". Here you will meet the orc Shaman Kamak. Talk to Kamak to get the quest "Help the shaman Kamak leave the temple".
623. Save your game here. When Kamak starts to run, attack him and hit him unconscious. Looting Kamak will give you "Kamak's artifact" (quest item) which is an amulet with 5 Str bonus. This will finish a quest called "Kamak's Artifact". Reward: 1 Thi, 500 exp.
- Tip! Kamak's name will still be green since you are grouped with him but once you ungroup he will be orange (cautious towards you) so you may want to use Amnesia on him.**
- When he wakes up follow him out of the temple and out to the camp. When you arrive the quest "Help the shaman Kamak leave the temple" finishes and you receive 8 R-Trelis, 1 000 exp, 5 healing potions.
624. In the camp talk to Tempeck (merchant) to receive the quest "Search for survivors in the temple of Trelis". Tell him about Kamak to finish the quest and receive 8 R-Trelis, 1 000 exp, 400 gold.
625. Save your game.
- Warning! After the next step you will no longer be able to trade with Tempeck. If he carries anything you want to buy in his inventory then purchase it now.**
- Next kill the orcs, including Kamak and Tempeck. When Tempeck is dead the quest "Destroy the orcs in and around the temple of Trelis" finishes. Reward: 1 R-Rebels, 1500 exp.
626. Go north east up the hill to the cave with rebels. Go inside and talk to Charles to receive 500 exp and 500 gold.
627. Exit the cave and run back down to the temple head south west down a slope to find a metal chest by a camp fire.
628. Go south to kill a troll and a monster further south. Just east of the monster by the mountain wall and a tree is a King's sorrel (number 35 of 57).

629. Go south to encounter 2 more monsters. Keep going south west to reach a bunch of stone pillars and 5 gargoyles guarding them. There is a shrine of Beliar inside a circle of stone pillars. Pick up some rare plants here and open the old chest (number 17 of 50) containing an amulet of the druid.
630. Follow the coast north west to encounter 2 trolls not far from the campfire we visited earlier. Keep going north west along the coast and kill 3 swamp lurkers on the way. When you reach a ruined castle wall head straight east and kill 2 rhinos. Go slightly north to kill a goblin and north east to kill a goblin on a slope. Go north to run into a wild boar and 2 bloodflies. Go north east to get back to Derek's farm. Talk to Ben here and give him his shovel to finish the quest "Ben the servant needs his shovel". Reward: 1 Thi, 1 000 exp.
631. Go south west of the farm to find a locked chest in the grass.
632. Keep going south west to find a metal chest surrounded by bloodfly, wolves and deer.
633. Go south west to find a ruined building with 3 ripperbeasts nearby. Open a chest by the building.
634. Just north east is a fork in a road. Just north east of the sign post is a tunnel. Enter and kill a ripperbeast. Exit and go south east to find a watch tower with a chest.
635. Keep going south west over a bridge cross the bridge. Keep going south west until you reach a farm. Talk to Farmon to receive the quest "Rebel's stole the rent from Farmon's farm". Leave Cole alone for now. Open a chest and a farmer's chest inside the house to finish the quest "Ransack the farm". Reward: 1 Thi, 1 250 exp.
636. Find the road north of the farm and follow it north until you see a shrine of Beliar on your left. Just west is a path leading down into a cave and at the top is a King's Sorrel (number 36 of 57).
637. Go down into the cave and kill 5 sneaking ogres to finish the quest "Kill the sneaking ogres in the woods". Reward: 8 R-Trelis, 1 250 exp. Pick up a bundle of weapons and open a metal chest and a heavy chest (number 16 of 48) containing a Ruby Blade.
638. Exit the cave and go north east to meet Thorus.
NB! Alternatively he may be inside the city depending on the time of the day. If so run inside the city and find Thours but avoid contact with anyone else, and leave the city as soon as you have finished this step.
Talk to him to get the quests "Find out what is wrong with the western farm"

- and “No deliveries arriving from the eastern temple”. Tell him the excavations are back on track to finish the quest “No deliveries arriving from the eastern temple”. Reward: 8 R-Trelis, 1 500 exp, 500 gold. Tell him about the ogres to receive 1 000 gold and 500 exp.
639. Don't enter the city yet, instead go west to kill 2 wolves. Go north and kill 3 bloodflies. Go north west to find an outpost with orcs. Talk to Kapotth to get the quest “The suspicious cave near the farm”. Open two chests here and pick up a bundle of weapons next to one of them.
640. Enter the cave to the west and kill 3 suspicious sabertooth tigers to finish the quest “The suspicious cave near the farm”. Reward: 8 R-Trelis, 1 250 exp. Loot the cave and open a metal chest.
641. Exit the cave and go back to Kapotth. Tell him about the tigers for 500 exp. He will give you the quest “Did the rangers devastate the farm?”
642. Go north to encounter 2 boars on a slope. Cross the bridge to the north west and keep going north west to end up at the rangers' camp. Talk to Torn to finish the quest “Did the rangers devastate the farm”. Reward: 1 R-Orcs, 8 R-Trelis, 1 000 exp.
643. Go west from here and towards the cliff wall opposite of the road from the hill with the rangers. Go south to encounter 2 lurkers by the river. Follow the river south until you cannot continue and cross to the other side. Go to the ruined tower here to find a locked chest inside.
644. Go around the wall and continue south till you reach the road. Follow the road south back to Trelis and talk to Thorus by the bridge. Tell him about the farm to finish the quest “Find out what is wrong with the western farm”. Reward: 8 R-Trelis, 1 500 exp, 200 gold.
645. Enter the city of Trelis and go inside a doorway to your left under some stairs. Pick up a bundle of weapons in the corner.
646. Go north and talk to Konrad to receive the quest “The Paladin Konrad want's his magic back”. He will also give you a fire chalice (number 6 of 12).
647. Go to the doorway north west and talk to Khabir (arms merchant) to receive the quest “The divine artifact of Trelis”.
648. Enter the house and open the heavy chest (number 17 of 48) containing the bow called the wolf ripper (use sleep spell on the guards if necessary). Equip it and assign a hotkey.
649. Exit and sneak into the cellar of the house just east and open the chest called “City Treasury” to finish the quest “Ransack the castle of Trelis”. Reward: 1 Thi

and 2 500 exp. Also pick up a bundle of weapons in here.

650. Exit and find a bundle of weapon by a pile of crates and bags in the middle of the yard.
651. Find the orc Pranck (combat trainer). He is walking around the city yard depending on the time of the day. He will give you the quest “The orc warrior Pranck needs healing potions”. Tell him you will find him an alchemist to receive the quest “Find the runaway alchemist Avogadro”. Give him a potion to finish the quest “The orc warrior Pranck needs healing potions”. Reward: 4 R-Trelis, 500 exp. Give him 500 gold and he will offer to train you in combat.
652. Find Milok (smithing merchant and trainer) in the eastern part of the yard. Pay him 500 gold and he will trade with you. Ask him about smithing and he will give you the quest “Milok is looking for his old sword”. Give him his Krush Milok to finish the quest. Reward: 4 R-Trelis, 1 000 exp, 400 gold. Pay him 500 gold and he will teach you smithing skills.
653. Go to the north eastern corner of the city to find 2 bundles of weapons close to the cart here.
654. Go up the stairs here and follow the wall counter clock wise until you reach a building. Enter to find another bundle of weapons by some crates. Jump the crates to the upper level to find a ring and a scroll of summon animal. Jump down and look in the opposite corner of the room for another bundle of weapons.
655. Exit and follow the wall clock wise until you reach another doorway. Enter to find yet another bundle of weapons.
656. Jump down from the wall and exit the city to the east. Go along the road north and encounter some bloodflies. Continue along the road to encounter a goblin and a wild boar. Go up a slope to the west to a farm. Talk to Josh (merchant) here and tell him about the beast under his is house for 1 000 gold and 500 exp.
657. Talk to Peer (thief trainer) and pay him a total of 120 gold for various information. Tell him about the castle of trellis for 500 exp. He will now offer to teach you thieving skills. Have him teach you difficult pick pocketing for 2 500 gold and 5 LP.
658. Save your game here. Talk to Avogadro (alchemy merchant) to finish the quest “Find the runaway alchemist Avogadro”. Reward: 4 R-Trelis and 1 000 exp.
NB! You can accept his offer to let him go but if you do that you will lose out on reputation points. On the other hand this will enable a quest for making potions that is otherwise not possible to get. You can try it out for fun, but in the end you probably want to force Avogadro to go to Trelis instead of letting him go!

Tell him you will drag him to Trelis if needed to get the quest “Take Avogadro the Alchemist to Trelis”.

659. Follow Avogadro to Trelis to finish the quest. Reward: 1 Alc, 8 R-Trelis, 1 000 exp. Tell him to make you some potions to receive 3 healing potions. You can now trade with him.
660. Find Pranck and tell him about Avogadro for 500 exp. Tell him he is working in the lab for 500 gold and 500 exp.
661. Go talk to the gatekeeper by the house in the middle of the city. Tell him to let you in and enter the building. Talk to Vak to get the two quests “Destroy the rebel camp Nemora” and “Vak needs fifty thousand gold coins for the Hashihin”. Give him 50 000 gold coins to finish the quest. Reward: 7 R-Orcs and 5 000 exp. It will also finish the quest “The divine artifact of Trelis”. Reward: 2 500 exp and the amulet of Adanos (quest item).
- Warning! You may be tempted to sell this amulet as it is valued at a whooping 24 750 gold, but don't do that as you will need it towards the end of the game.**
- Equip the amulet for improved defense to various types of magic. Pick up 2 bundles of weapons on the floor. Also open the solid metal chest in here (use sleep spell on guards if necessary).
662. Go talk to Khabir again for 1 500 exp and an amulet.
663. Exit Trelis through the south entrance and follow the road north west to the camp of orcs. Talk to Kapotth and tell him about the druid Torn to receive 300 gold and 500 exp.
664. Save your game. Now kill the orcs around the farm. When Kapotth dies a quest called “Clear the orcs out of the farm west of Trelis” finishes. Reward: 1 R-Rebels, 20 R-Nemora, 1 500 exp.
665. Follow the road next to the farm going south and encounter 3 snappers. Go west down into a gorge and follow the cliff wall north to encounter a bloodfly. Keep going north and kill 2 goblins. Keep going north to reach the river. Follow it west to encounter 4 snappers. Go up the slope just south and follow the road south west to find a cave. Enter and kill a shadowbeast and two golems. Pick up some caskets, rusty weapons and other loot.
666. Exit the cave and go south west to encounter a warg and further south west for another warg close to the rim of a cliff. Go south west up the mountain to encounter 2 wolves. Go south west downhill until you reach the road. Follow the road south east to encounter 3 scavengers. Go west to a destroyed house and kill 3 schrat and a bloodfly. Open a chest and a locked chest here.

667. Go south east across the road to kill a bloodfly. Go west to a destroyed house and kill 2 shadowbeasts here. Open a chest and a locked chest.
668. Follow the road east to kill one bloodfly and cross the road north to kill another. Go west to encounter 2 rhinos. Go north east into a gorge. Find a destroyed house and open a chest here.
669. Go east up a hill to find the road. Follow it south to encounter a bloodfly. Head west to kill 3 boars. Follow the cliff wall south west till you have to cross water and kill 4 swamp lurkers on the way. Cross over and continue following the cliff wall. Kill a swamp lurker and find a King's Sorrel (number 37 of 57) south by the cliff wall.
670. Keep following the cliff wall south west to find a chest and a locked chest.
671. Do a u-turn and follow the coast all the way back past the lurkers. Continue along the coast until you reach a farm by a ruined wall.

This concludes part 9.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 9:

Level: 43, Exp: 481 300, LP: 124, Str: 156, Hun: 144, AK: 397, Smi: 11, Thi: 43, Alc: 128, Life: 208, End: 108, Mana: 104

Part 10: Nemora

Nemora is a rebel camp in the highlands to the south west of Trelis. The rebels here are waiting for a chance to attack and reclaim Trelis.

The main goals for this part are:

- Clear out the areas surrounding of Nemora

Key pointers for this part are:

- Same as in previous part

672. Talk to Cole to get the quest "Cole the farmhand wants to go to Nemora".
673. Follow him all the way to Nemora to finish the quest. Reward: 1 R-Rebels, 5 R-Nemora, 500 exp, 2 stews.

674. Enter Nemora just south west. Talk to Finley.
675. Talk to Tyler (smithing merchant).
676. Enter the pit to the south and talk to Kippler (combat merchant) to get the quest “Who’s boss in Nemora?” Tell him that the orcs on the farm next to Trelis are dead to receive 500 gold and 500 exp.
677. Enter a cave nearby to find Treslott inside (alchemy and mage combat trainer) to get the quest “Bring Treslott the rare plant herbaceous lobelia”.
678. Go deeper into the cave and pick up a ring of health behind some crates.
679. Talk to Hengley (merchant and thief trainer) to finish the quest “Rebels stole the rent from Farmon’s farm”. Reward: 1 000 exp, 1 000 gold. You will receive the quest “Hengley the farm raider”.
680. Exit the cave and go up the slope towards the entrance of Nemora. Follow the ledge to the west and talk to Dundley (arms merchant). He will give you the quest “Weapons for Nemora”. Give him 10 bundles of weapons to finish the quest “Weapons for Nemora”. Reward: 1 Thi, 15 R-Nemora, 1 000 exp, 500 gold.
681. Go north into a cave and up a slope to find Russell. He will give you the two quests “A new man for Nemora” and ”Bring Russell the goods from the desert”.
682. Talk to Rendell (hunting trainer) (Rendell may be patrolling outside of Nemora depending on the time of the day). He will give you 3 healing potions and the quest “Kill the three monsters north of Nemora.”
683. Go south to exit Nemora. Go north of the exit to kill 2 ripperbeasts. Head north west to find a skeleton of some huge animal and a locked chest next to it.
684. Kill 3 snappers to the west and 2 more snappers further west. Pick up the plant herbaceous lobelia here.
685. Kill a snorting monster to the south west. Continue south west to pick up another herbaceous lobelia next to a large skeleton and Open a metal chest.
686. Go south to kill 2 more snorting monsters and finish the quest “Kill the three monsters north of Nemora”. Reward: 20 R-Nemora, 1 500 exp. Pick up a total of 3 herbaceous lobelia close by and open a locked chest.
687. Go south to kill 8 rhinos. Keep going south to find a locked chest.
688. Go north east over a hill to find a metal chest.
689. Go east to kill some dear. Go south to kill 4 snappers between some trees and the road. Follow the road south west till you see a tent in the south. Kill the 3 snappers outside. Enter the tent to pick up a crate labeled “goods from the desert”. Open a chest and a locked chest just outside of the tent.
690. Go west to kill 2 trolls. Open a chest and a locked chest here.

691. Go north west to kill 3 ripperbeasts and open a locked chest by the road.
692. Go north to meet Karlen (combat trainer) by a campfire. He will give you the two quests “Karlen the Paladin wants his magic back” and “The renegade paladin at the pass to Varant must die”.
693. Make a quick trip north west to kill two snappers and then return back to Karlen. Tell him to take on Kurt together. He will give you the quest “Cross the pass to Varant with Karlen”.
694. Save your game and follow Karlen to the pass. Here you will encounter several groups of bandits.
- Tip! Use Karlen as a decoy, running ahead of you and distracting them, then kill them of one by one from a distance using fireballs.
- Open three chests and two locked chest by the first bandit camp.
695. Keep following Karlen and you will reach the second bandit camp. Kill all the bandits including Kurt. Killing Kurt will finish the quest “The renegade paladin at the pass to Varant must die”. Reward: 1 R-Rebels and 1 500 exp. Talk to Karlen to finish the quest “Cross the pass to Varant with Karlen”. Reward: 1 R-Rebels, 1 500 exp. Tell him Kurt is dead for 1 000 gold and 1 000 exp. Tell him to show you the desert to get the qyest “Karlen the paladin shows you the desert”. Before leaving loot all corpses and pick up all weapons. Open 2 chests, a locked chests, a metal chest and an old chest (number 18 of 50) containing a ring of defense. Equip the ring for some better protection. In addition, one of the chests here contains a fire chalice (number 7 of 12).
696. Follow Karlen a bit further to reach a third bandit camp. Kill the bandits and open two chests and a metal chest.
697. Keep following Karlen and he will stop on a platform. This finishes the quest “Karlen the paladin shows you the desert”. Reward: 500 exp. Tell him to go to Nemora to finish the quest “A new man for Nemora”. Reward: 10 R-Nemora, 1 500 exp and 3 healing potions.
698. Go back past the second bandit camp and hug the wall to your right to enter a trench with meatbugs. Follow the trench to enter a tunnel with 3 mincrawlers and heaps of meatbugs. Pick up all the loot in here and open a heavy chest (number 18 of 48) containing the Order Sword (You will not be able to equip it yet.) Also go through the tunnel and kill all meatbugs on the other side.
699. Teleport back to Nemora. Go to Treslott in the tunnels below. Give him 5 herbaceous lobelia to finish the quest “Bring Treslott the rare plant herbaceous lobelia”. Reward: 1 Alc, 15 R-Nemora, 1 000 exp, 5 Mana potions, 5 Healing

- potions. Ask him for the fire chalice to receive a fire chalice (number 8 of 12).
700. Talk to Rendell upstairs about the monsters to receive 400 gold and 500 exp. He can now teach you hunting skills.
 701. Talk to Russell upstairs and give him the goods from the desert to finish the quest “Bring Russell the goods from the desert”. Reward: 15 R-Nemora, 1 000 exp and 300 gold. Tell him you got a Paladin for 400 gold and 500 exp. Ask him if he is the boss and you will finish the quest “Who’s boss in Nemora?”. Reward: 2 R-Rebels, 2 500 exp and 2 000 gold. Tell Russell about Charles to finish the quest “Tell the leader of Nemora about the rebels’ situation at the temple of Trelis”. Reward: 1 R-Rebels, 1 000 exp. You will get the quest “A message for the rebel Charles”. Tell him about Hengley to finish the quest “Hengley the farm raider“. Reward: 1 000 exp and 200 gold.
 702. Go talk to Finley by the entrance to Nemora. Tell him to head out to Trelis. This will start the quest “Finley gets all set to attack Trelis”.
 703. Follow Finley all the way to Trelis. This finishes the quest “Finley gets all set to attack Trelis”. Reward: 1 000 exp. End the conversation here.
Warning! If you keep talking to Finley he will attack Trelis and you will potentially lose out on exp, reputation and quests!
 704. Follow the path south towards a farm. Talk to Farmon here and tell him about Hengley for 500 exp.
 705. Cross the bridge to the north east and head east towards the temple of Trelis. Go to the rebel camp up the slope to the north of the temple. Enter the cave and talk to Charles to finish the quest “A message for Charles”. Reward: 1 000 exp and 300 gold.
 706. Teleport back to Nemora. Exit Nemora to the north and run back to the pass to Varant in the south east. Go through the pass (use the minecrawler tunnel to save time if you want) and past the third bandit camp. As you reach the desert and approach a waterhole in front of you the quest “Made it to Varant” finishes and you receive 500 exp.

This concludes part 10.

We are not completely done in Myrtana yet but this is a good time to explore the desert region of Varant.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 10:

Level: 44, Exp: 513 925, LP: 130, Str: 156, Hun: 144, AK: 397, Smi: 11, Thi: 44, Alc: 129, Life: 208, End: 108, Mana: 104

Part 11: Braga

Braga is the northern most city in Varant and one of the smallest towns in the game. You will meet your friend Diego here. In the area around the city there are some bandits and nomads.

The main goals for this part are:

- Clear out the areas surrounding of Braga

Key pointers for this part are:

- Same as in previous part

707. Talk to Abbas (merchant) here. He will give you some water.
708. Pick up a King's Sorrel (number 38 of 57) behind a wall nearby.
709. Enter the city and talk to Nafalem close to the well in front of you.. He will give you the two quests "Tribute from Braga" and "Aila".
710. Talk to Bernado (arms merchant) just north. He will give you the quest "Bernado's tribute". Taunt him and beat him up when he attacks you. Loot him to get a bundle of weapons. Talk to him when he get's up to finish the quest "Bernado's tribute". Reward: 5 R-Braga and 1 000 exp.
711. Enter Bernado's house to pick up a bundle of weapons on the floor. Open the chest to the right of the doorway to find one more bundle of weapons inside.
712. Talk to Luca just south east to get the quests "Luca's tribute" and "Dark snapper leather".
713. Talk to Jose to get the 5 quests "Jose's tribute", "Bounty hunting: Asaru", "Bounty hunting: Braga", "Bounty hunting: Malir" and "Bounty hunting: Taklar" and 500 gold.
714. Exit Braga and go to the camp just north. Talk to Abbas to get the quest "The chalice of the water vendors".
715. Talk to Tufail (heat resistance trainer). Accept his offer to go bandit hunting to receive the quest "Follow Tufail!"
716. Save your game. Follow Tufail to a cave with bandits. Kill the bandits to finish

the quest “Bounty hunting: Malir”. Reward: 10 R-Braga, 1 000 exp. Talk to Tufail to receive 1 000 exp and finish the quest “Follow Tufail!”. Reward: 1 000 exp. Have him teach you “Resistance to heat” for 1 000 gold and 5 LP. Pick up 3 bundles of weapons from the floor and open a chest here containing the chalice of the water vendors (quest item).

717. Exit the cave and search the ruins in front of you. Kill 5 jackals and a fire lizard here. Also open 2 baskets.
718. Go south east to encounter 10 dark snappers. Go south up a slope to encounter 3 more. Go further south to encounter 3 sandcrawlers. Go south down a slope and encounter 5 sandcrawlers roaming here (they are moving around so you may already have killed them on top of the hill you just came from).
719. Go through a trench to the south west till you reach a mountain wall. Go south west to encounter 2 bloodflies. Head west up a hill to encounter 3 jackals. From the top of the hill follow the rim of the mountain and fight 2 bloodflies on the highest point. Kill 4 more bloodflies just north west. Go north west downhill to fight 3 more jackals close to a large rock. Go south west up a slope to kill 4 more jackals. Further up south west is a monster. Just south is an old chest (number 19 of 50) containing a hunting potion. Drink it to permanently gain 2 Hun.
720. Go up the hill north west to kill 7 bloodflies. Go west and kill 3 more bloodflies. **NB! There is a cave nearby that you may be tempted to explore. We will go there soon enough so let it be for now.**
Go south west and kill 6 dark snappers. Go north downhill until the rock ends and you reach sand. Go north east from here to reach an oasis. Save your game here. Explore the grass land around the pond to encounter a band of lions (1 Rotten beast, 1 lion and 6 lionesses) and one band of 4 robbers. There is an old chest (number 20 of 50) containing a potion of strength on the eastern side of the pond. Drink the potion to permanently gain 2 Str.
721. Go towards the large banner east of the oasis. From here go east down the mountain past the dark snappers you killed earlier to reach a block of ruins. Explore it from south west to north east. There is at total of 15 jackals here and 2 baskets to open.
722. From the north eastern point of the ruins go east to meet Riordian. Talk to him to get the quest “Escort Riordian”.
723. As you follow Riordian memorize the path (you will need to return the same way later). You will pass by some spots we visited recently and reach the cave of Asaru. Once you enter the cave and Riordian stops the quest “Escort Riordian”

finishes. Reward: 1 500 exp. He can now train you magic spells, mage skills and increase your attributes. Have him teach you the spells “Summon Golem” and “Frost wave” for a total of 10 LP and 15 500 gold. Also have him teach you the skill “improve robes” for 5 LP and 2 500 gold.

724. Talk to Asaru (combat trainer) and ask him what he means by “join”. Tell him you will cooperate.

725. Talk to Ayitos (hunting trainer and hunting merchant) to get the quest “The ruin fields of Braga”. Have him train you 4 points in hunting for a total of 4 LP and 200 gold to reach 150 in hunting. Next have him teach you the skills “Archer”, “Game Hunter”, “Big Game hunter” and “Silent Hunter” for a total of 20 LP and 7 000 gold.

NB! You can already sue the skills “game hunter” and “silent hunter” since they are bonuses from your bow and clothing respectively, but as soon as you get another bow or set of armor you will lose these skills. Therefor you may as well get them permanently at this stage.

726. Talk to Marus (thief trainer and hunting merchant) to get the quest “Preparation for the liberation of Braga”. Give him 3 bundles of weapons to finish the quest. Reward: 5 R-Nomads, 1 500 exp. Have him teach you 26 points in thieving attribute for a total of 26 LP and 1 300 gold. Next have him teach you the skill “Bargain” for 5 LP and 2 500 gold.

727. Talk to Asaru again to learn the skill “Fight with two weapons” for 5 LP and 2 500 gold. You can choose if you want to equip another sword (i.e. the moonblade) instead of the shield or keep using the shield. Feel free to swap forth and back as you wish to find out which fighting style you are most comfortable with. Just remember that un-equipping your shield will decrease your armor protection.

Tip! Since magic is still our best offense it is probably wiser to keep the shield equipped and rely more on magic than on sword fighting.

728. Now loot the cave to pick up some weapons, food and open a metal chest and a chest. Don't worry, the nomads won't mind.

729. Talk to Aila and take here away.

730. Now lead Aila back to Braga the same way you went with Riordian.

Warning! As you reach Braga you may be approached by Jose who offers to buy Aila. You should decline or the quest “Aila” will be permanently canceled.

Talk to Nafalem. Give him 800 gold from Tufail. Give him 500 gold from Luca to finish the quest “Luca's tribute”. Reward: 5 R-Braga, 500 exp. Give him 500 gold from Jose to finish the quest “Jose's tribute”. Reward: 5 R-Braga and 500 exp.

- Give him 500 gold from Bernardo to receive 250 exp. Give him the chalice of the water vendors to finish the quest “Chalice of the water vendors”. Reward: 5 R-Braga, 1 500 exp, 250 gold. Ask him about the tribute to finish the quest “Tribute from Braga”. Reward: 10 R-Hashishin, 15 R-Braga, 1 500 exp. Tell him about Aila to finish the quest “Aila”. Reward: 15 R-Braga, 1 500 exp, 300 gold. Ask him what he can do for you and he will be able to teach you mage skills.
731. Talk to Luca and give him 5 dark snapper leather to finish the quest “Dark snapper leather”. Reward: 1 000 exp and a light Hashishin armor.
732. Talk to Diego (hunting and thief trainer) nearby Bernado, to get the two quests “Access to Ishtar” and “Snapper hunt”.
733. Follow Diego into the desert until he stops to finish the quest “Snapper hunt”. Reward: 1 500 exp. Diego can now teach you about hunting and thievery. He can also join you in battle if you wish. Have him teach you the skill “Pick impossible locks” for 5 LP and 5 000 gold.
734. Make your way back to Asaru’s cave (using the path you have memorized). Talk to Ayitos and tell him the ruins are secure to receive 500 exp.
735. Talk to Asaru and tell him about Aila for 500 exp. Tell him to attack Braga. This will not cause them to attack Braga just yet but instead to start moving and eventually gather up by the ruins just west of Braga. There is no point in following them there since we do not intend to liberate Braga at this point of time.
736. Exit the cave and follow the mountain wall south west past dead bloodflies and dark snappers you killed earlier. When you reach sand aim for the large banner in the west. Go north west from the banner to reach a ruin with an altar surrounded by trees. Kill 4 minecrawlers on the west side and a temple guardian by the altar. Kill 4 more minecrawlers to the east of the altar. Go south to reach a pond. Kill 2 crocodiles on the west side and 2 crocodiles on the east side. You may also encounter a band of 5 lionesses wandering through here. Go south of the pond to encounter 4 bandits. Go south west and kill 2 sandcrawlers on a patch of grass. Keep going south west to reach a ruin. Kill 3 ogres and 9 sandcrawlers here. From the northern tip of the ruins head north east over a grassy hill to reach a cave in the mountain. Go inside to find a bloodfly, a lizard and some snakes (unfortunately there is no loot here).
737. Exit and go south up a slope to reach a grassy platform. Explore this extensive grassy field and pick up many plants. There are no enemies here. Go back towards the cave and follow the mountain wall east. Don’t go up any slope. Just

- keep following the wall until you see a large banner. Go north east from the banner to reach a ruin with an altar. Find a jackal and a basket nearby. Go east to fight some robbers and Taklar. When you kill Taklar you will finish the quest “Taklar”. Reward: 5 R-Braga 1 500 exp. This will also finish the quest “The ruin fields of Braga”. Reward: 5 R-Braga, 1 500 exp. Loot Teklar to receive Bernardo’s Letter (quest item). Read Bernardo’s Letter to receive the quest “Secret dealings”.
738. Explore the ruins here. In the southern parts you find a basket and lots of plants. In the northern parts you will encounter 8 jackals and find 3 baskets.
739. From the northern point of the ruins go north east to encounter 3 jackals by the mountain wall.
740. Go north west to the water camp and talk to Abbas. Tell him about his chalice for 200 gold and 250 exp.
741. Go south and enter Braga one last time. Go talk to Jose and tell him Taklar is dead for 300 gold and 500 exp. Tell him about Malir for 300 gold and 250 exp.
742. Go talk to Nafalem and tell him about Bernardo.
NB! It is possible to sell it to Bernardo instead but doing so will permanently cancel the quest “secret dealings” and you will lose out on reputation with Braga. This will finish the quest “Secret dealings”. Reward: 10 R-Braga, 1 500 exp, 400 gold.
743. Exit Braga to the east and follow the road in the same direction. On the right side of the road behind a rock are 2 lizards and 2 fire lizards. Go north east and kill 5 jackals by the mountain wall. Follow the mountain wall east to find a narrow cave entrance. There are 2 ogres in here.
Tip! You can use the narrow entrance to slow down the ogres and kill them from a distance using range weapons or spells.
- There is a “fixed” chest in here but unfortunately we cannot open it just yet.
744. Exit and go south towards a large rock. There are two bands of lions streaking around here: one band of 1 lion and 5 lionesses and another band of 2 lions and 5 lionesses. Go south towards an oasis to find 6 lizards and a band of 1 rotten beast and 2 lionesses. From the north eastern tip of the oasis go north to find a group of 5 lizards by the road. Keep following the road east to encounter 5 jackals. Further ahead is another group of 5 jackals. Go south to reach a camp with 3 zombies. Go west to get back on the road.

This concludes part 11.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 11:

Level: 47, Exp: 565 425, LP: 78, Str: 158, Hun: 150, AK: 397, Smi: 11, Thi: 70, Alc: 129, Life: 208, End: 108, Mana: 104

Part 12: Ben Erai and Lago

Ben Erai is a mining town to the east of Braga. There are some wealthy merchants here. Just east is the small village of Lago situated by the sea. Lago is growing precious swampweed sought after in all of Varant. Ben Erai and Lago are linked by various quests so it makes sense to explore both locations in one go.

The main goals for this part are:

- Clear out the areas surrounding of Ben Erai and Lago

Key pointers for this part are:

- Same as in previous part

745. Follow the road north until you reach a big banner. From here go north east to encounter a hoard of sandcrawlers and tough sandcrawlers. Kill all of them and find a cave entrance in the mountain to the east. Just right of the entrance is a King's sorrel (number 39 of 57).

746. Enter the cave and kill more "tough" sandcrawlers. This will finish the quest "Crawler hunt". Reward: 15 R-Ben Erai, 1 000 exp. Open an old chest (number 21 of 50) here to receive the amulet of the Paladin. You can equip the amulet if you want to gain a temporary strength boost, but you'd probably prefer using some protective amulet instead to boost your armor.

Tip! By using 2 rings of strength (provided you have two of them) in combination with this amulet you can temporarily increase your strength by a total of 15 points. Merely using 1 ring and the amulet will let you use the slave death crossbow at this point.

747. Exit the cave and head south west back to the road. Follow the road south west to meet Campa (merchant). He will give you 3 quest: "Bounty hunting: Ben Erai", "Bounty hunting: Shakyor the desert lion" and "Bounty hunting: Hurit" and

“Bounty hunting: Yespas”. Ask to see his goods and you will see that he has a magic ore blank in his inventory. Ask him about the ore blank and pay him 250 gold for information about it. Buy his ore blank for 900 gold (the investment will pay off in the future if you decide to use it in smithing).

748. Go east to a tent and find the entrance on the opposite side. Enter the tent to use the whetstone on your Paladin sword and Order sword (or any other swords that have not been previously sharpened and that you intend to use).

749. Exit and go north west to find Eusebio (Alchemy merchant and alchemy trainer) in the alchemy shop or in his house (depending on the time of the day). He will give you the quest “Ten cactus flowers.”

NB! Chances are you have already found many cactus flowers on your travels but if not you can scavenge the around the houses in Ben Erai to get them.

Give 10 cactus flowers to Eusebio to finish the quest. Reward: 1 Alc, 5 R-Ben Erai, 1 000 exp and a recipe for booze. Have him teach you the three skills “make poisons!”, “make poison arrows” and “poison weapons” for 15 LP and 4 500 gold. Also buy a recipe for poison from him for 2 160 gold. You can now make your own poisons and poison your weapons for extra damage over time!

NB! You can also buy poison from some merchants but it is relatively rare. Since poisons are rare and since creating them requires a lot of raw material it is recommended that you only use poison on weapons we intend to use for a long time i.e. the Paladin sword.

NB! The way to poison a weapon is to double click the poison in your inventory and select the weapon to poison. To make poison arrows is a completely different process and requires you to use an alchemy table instead.

750. Find Sancho just north. He will give you the quest “The tunnel of Lago”.

751. Talk to Lukar (thief trainer and merchant) nearby. Give him 100 gold to learn more and make sure to exhaust all topics when talking to him.

752. Go back to Sancho and tell him about Lukar to get 100 gold and the quest “Lukar better get out!”

753. **Warning! After the next step you will no longer be able to talk to Lukar.**

Talk to Lukar again and pickpocket him. Tell him to get out and he will attack you. Lure him away from the village or at least out of sight of others and then kill him using fireballs. This will finish the quest “Lukar better get out”. Reward: 10 R-Ben Erai and 1 000 exp.

754. Find Vasco by the tents in the north eastern part of the village and tell him about the sandcrawlers. He will give you 300 gold and 500 exp.

755. Go up a slope just south to run into Navaras (combat trainer. He will force the quest “A job for Sancho...” on you which you have to complete within 3 days (this should be no problem!)
756. Exit the city to the south to find a road. Follow the road west and then north as it bends. As you go along sweep the grassy patches on both sides of the road to find many plants. Doing so you should run into two bands of jackals: one running from west to east across the road (3 jackals) and one east of the road (8 jackals). Continue along the road and you will reach Lago.
757. Talk to Sibur Narad here in the first house. You will receive a black rhobar and the quest “Sibur’s fuzzy dream”.
758. Go to the next house and talk to Fabio on the terrace. Tell him Sancho sent you to finish the quest “The tunnel of Lago”. Reward: 5 R-Lago and 1 000 exp. Also ask him 2 times about Shakyor. Pickpocket him to get the prison key
Go north east to the prison and talk to the dismissive guard. This will start the quest “Find out who the prisoner is.”
NB! You can open the prison door if you want, but it is of no use at this point since the prisoner will not speak to us yet.
759. Talk to Mamuk in the house to the south. Ask him about the prisoner. He will give you the quest “Lurker trophies”. Give him 10 lurker claws to finish the quest and get 15 R-Lago and 1 000 exp.
NB! You can tell on Mamuk to Fabio if you want but it will not change anything. You will also finish the quest “Find out who the prisoner is”. Reward: 1 000 exp.
760. Talk to Grubuz (combat trainer) to the south.
761. Go south east of Lago to reach a mine with 5 jackals guarding the entrance. Next to the entrance is a locked chest.
762. Enter the mine and prospect 6 gold veins and 1 sulphur vein.
763. Exit the mine and run up the slope north west. You will encounter an army of bloodflies on a field of grass.
Tip! If you attack them with range weapon or magic spells from a sufficient distance they will not move towards you but stay on the spot waiting for you to kill them of one by one.
There is a total of 14 bloodflies and when you kill 10 of them a quest called “Bloody bloodflies” will finish. Reward: 15 R-Lago, 1 500 exp.
764. Uphill to the south west are 6 lurkers and 2 more bloodflies. At the top of the hill is a King’s sorrel (number 40 of 57).
765. Go south east along the cliff to face 6 more lurkers among the trees. Turn around

and go back west down into Lago. Find Rasul (merchant and alchemy trainer) by the swampweed garden in the north eastern part of the village. He will give you a black rhobar. Tell him the bloodflies are dead to receive a package of swampweed and 500 exp. Beat him up (while out of sight of the Hashishin nearby) and loot 4 packages of swampweed from his body.

NB! There are a total of 7 swampweed packages in the game, but only 4 of them are actually needed.

Once he gets back up use the Amnesia spell on him to make him friendly towards you again.

766. Exit Lago to the south and go west along the mountain wall to meet Shakyor. He will give you some water. Tell him about the prisoner.

Warning! Do not tell him to attack Lago just yet or you may lose out on quests, exp and reputation.

He can now teach you mage skills. Have him teach you the skill “Staff Fighting III”.

767. Enter the cave next to Shakyor to kill a snake and pick up some plants.
768. Exit and go south west up the hill. Behind a rock is a King’s sorrel (number 41 of 57).
769. Go west up the mountain to take a shortcut to Ben Erai (or teleport there if you prefer).
770. In Ben Erai go talk to Sancho to receive 100 gold and 300 exp. Ask him what he will do next to receive the quest “Talk to Vasco”. Also ask him about the undead in Ben Sala.
771. Go talk to Vasco to finish the quest “Talk to Vasco” and get 250 exp. He will also give you the quest “Slaves for Lago” and “Swampweed for Vasco”. Give him a package of swampweed to finish the quest “Swampweed for Vasco”. Reward: 1 Alc, 500 exp, 500 gold. He will also give you the quest “Dirty doings”.
772. Go back to Sancho and tell him you were held up.
- Warning! If you instead tell him Vasco made you a deal the quest will be permanently canceled.**
773. Go back to Vasco and tell him of your success to receive 500 gold and 500 exp.
774. Go to the southern part of town and talk to the emaciated slave. Take him away and bring him all the way to Lago. The other slaves will also come along but walk very slowly and there is no point in waiting for them. Bring him inside the mine south east of Lago and then talk to him. Tell him you have arrived and then tell him to get to work.

Warning! If you instead tell him he can flee the quest will be permanently canceled and you will lose out on the quest “A job for Sancho...” and more.

This will finish the quest “Slaves for Lago”. Reward: 20 R-Ben Erai, 1 500 exp.
NB! You can now tell Fabio you brought slaves but you will not get any reward for it.

775. Exit Lago to the south and head straight south into the desert to find a patch of grass with 2 bloodflies. Head south west from here for awhile to reach a ruin on a cliff with 3 ogres. Go south west to reach another ruin with some nomads. Talk to Hurit (hunting trainer and merchant). Open an old chest (number 22 of 50) here, on the southern side of the ruins, to receive a Protection Ring of Magic.
776. Go east over a dune to find a huge skeleton. Next to it is a grave that you can dig up.
777. Go south west to encounter 8 dark snappers and a monster. Go west from here to run into 3 sandcrawlers. Go south west of them to find a King’s sorrel (number 42 of 57). There are also 2 rhinos running through here that you may encounter.
778. Go south west to kill 2 more sandcrawlers by a tree. Go west to kill 2 more sandcrawlers, then north to reach the oasis. Kill 7 bloodflies here. Go to the other side of the oasis and talk to Sugut. Save your game here. You now need to kill Sugut!
- NB! You can either kill him yourself or you can get help from the nomads with Hurit in the ruins just east. Getting help will not result in any additional reward though.
- Once Sugut is dead a quest called “A banquet for the vultures” will finish. Reward: 10 R-Ben Sala, 1500 exp.
779. Go north to find a tree by a rock. There is a band of dark snappers running by here occasionally. Go west towards some rocks and kill 3 dark snappers there. Continue west to a pit with 4 sandlurkers. From here run north west to find Yespas and his robbers. Kill Yespas to finish the quest “Bounty Hunting: Yespas”. Reward: 15 R-Ben Erai and 1 500 exp.
780. Go west north west to end up at Campa’s tent outside Ben Erai. Talk to him and tell him Yespas is dead for 200 gold and 500 exp.
781. Enter Ben Erai to the north and talk to Sancho to finish the quest “A job for Sancho...” Reward: 500 exp. Ask him for more things to do to receive Sancho’s Letter (quest item) and the quest “An unexpected message for Sigmor in Bakaresh”.
782. Teleport back to Lago. Follow the path south east to encounter 2 jackals.

Continue along the road leading south west and explore any patches of grass on the sides of the road. You will encounter an ogre on the way. Eventually you will reach a large banner on the right side. There are 5 sandcrawlers here. Go north west up the mountain to encounter 4 bloodflies. Go east across the grass until you see a cave in a rock.

This concludes part 12.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 12:

Level: 48, Exp: 600 400, LP: 74, Str: 158, Hun: 150, AK: 397, Smi: 11, Thi: 70, Alc: 131, Life: 208, End: 108, Mana: 104

Part 13: Ben Sala

Ben Sala is a mining town suffering from a curse of zombies regularly attacking. There is a huge temple in the desert nearby.

The main goals for this part are:

- Clear out the areas surrounding Ben Sala

Key pointers for this part are:

- Same as in previous part
- From here on we will occasionally refer to directions by single letters i.e. E for east and, S for south and SE for south east etc.

783. Enter the cave to encounter 7 robbers. Pick up 8 crates of goods (2 from the upper level and 6 from the lower level).

784. Exit the cave. SW 4 zombies and a mummy (by the road). SW 3 zombies. SE 3 more zombies. S 4 zombies. SW 8 zombies (close to a large banner). N (from the banner) a grave (dig it up for loot).

785. NW 3 zombies (by the temple wall). N 3 more zombies. NW 5 zombies. W 3 zombies. SE (towards the temple entrance) 2 skeletons, 5 zombie, 1 temple guard. There is an undead high priest just inside the temple. Kill him using fire ball from a great distance, then go towards the entrance and take out 3 zombies and

2 skeletons. Enter the temple and push your way forward down into the basement to encounter hoards of zombies and skeletons. As you reach the very last room of the temple you will see an undead priest called Yugul. Don't fight him, instead turn and head back up and out of the temple (we will come back for him with some assistance). Go south east of the temple and kill 3 zombies and 2 skeletons by a tomb. Kill 3 more zombies south west of the tomb entrance. Next enter the tomb to fight 4 zombies and 2 skeletons. Open a metal chest in here.

786. Exit the tomb and prospect a sulphur vein to the west of the entrance and a gold vein north east of the entrance. Go up the slope to the south of the tomb and from there head west to find a grave in the sand. Go south towards a tree in the desert and pick up some items by two skeletons here.

787. SE 1 fire golem. NW 1 fire golem (close to the temple). Run west towards a large banner. W (over a hill) 3 zombies. NE 3 zombies (by a campfire). NE 2 more zombies (on a slope). E 2 mummies, 3 zombies. Go north east to reach a rock with several undead skeletons. Lure the skeletons away one by one to avoid getting the attention of an undead high priest. Kill the high priest last with some homing fireballs from greatest possible distance. To the east are some trees on the ridge of the mountain. Nearby and among the trees on the opposite side of the mountain are a large number of plants. Getting to them is tough since there are trees everywhere and you won't see where you are setting foot. Save your game before entering between the trees.

Tip! Sheeting your weapon and utilizing autotargeting will help in locating the plants!

Warning! It is easy to fall down the steep mountain walls and get yourself killed so tread carefully.

From the skeletons go southwest and kill 3 mummies. Keep going south west and follow the mountain wall up onto a ledge overlooking Ben Sala. The ledge is sloping and you need to jump across south to get back on flat surface. Kill 3 zombies here by the mountain wall. Kill 2 more zombies to the south, and 3 more zombies further south. Go south west up the mountain to reach a ruin full of restless scouts and zombies. Once the restless scouts are dead a quest called "The ruins" will finish. Reward: 10 R-Ben Sala and 1 500 exp. Open an old chest here (number 23 of 50) to receive a scroll of banish evil.

788. W (downhill) 3 zombies. Keep going down the slope to fight 3 more zombies. Save your game. W (towards a mine) 12 zombies (outside the mine). Enter the mine to kill several zombies and cursed slaves. In here you should find the slave Miguel

fighting for his life.

NB! Unfortunately the zombies tend to kick him through the mountain wall where there is a risk of him getting stuck. If this were to happen or if Miguel dies, reload from the last saved game and try again.

Once the zombies are dead talk to Miguel to receive the quest “Escort Miguel safely to the village”. Pick up two crates labeled “heavy chest” in a side room. Also prospect 1 gold vein, 1 iron vein, 1 magic vein, 1 sulphur vein here.

789. Have Miguel follow you and bring him to Ben Sala. Save your game here. Go talk to Enzo (smithing trainer and smithing merchant). Check his inventory and make sure he has the blueprint for the Master Sword. This blue print is important because the self-forged version of the Master Sword is the second best one hand sword in the game and Enzo is the only NPC in the game that can have it. If he does not have the blue print you should reload the game until he has it.

Warning! If Enzo does not have the Master Sword blueprint and you continue there will be no way of getting it during the remainder of the game.

You will not have enough money to buy the blueprint at this point but buying it is not an urgent matter (just making sure it is available). Talking to Enzo will finish the quest “Escort Miguel safely to the village”. Reward: 10 R-Ben Sala, 1 000 exp, 500 gold. He will also give you the quest “six crates of steal”.

790. Ask Miguel about crates of steel to receive 1 crate.
791. Exit Ben Sala to the south east and enter a mine just outside. Kill many skeletons, zombies and cursed slaves in here. When the final cursed slave is dead the a quest called “The tunnels” will finish and you receive 10 R-Ben Sala, 1 500 exp. Pick up 3 more crates labeled “heavy chest” in here. Prospect 1 magic vein and 1 gold vein.
792. Exit the mine and go back into Ben Sala. Talk to Giores (merchant) by the smithy to get the quest “Looted goods”. Give him the crates you found earlier to finish the quest and receive 5 R-Ben Sala and 1 500 exp.
793. Talk to Enzo nearby. Give him six crates of steel to finish the quest “Six crates of steel”. Reward: 1 Smi, 5 R-Ben Sala, 1 000 exp, 500 gold. Have Enzo teach you 13 points in smithing (to reach 25 Smi in total), for 650 gold and then have him teach you the skill “Forge ore weapons” for 5 LP and 2 500 gold. You can now forge simple ore weapons and sell them for profit if you want!
794. Talk to Daro (fighting trainer). Tell him about the mines for 1 000 exp and that his men are dead for another 1 000 exp.
795. Sneak into Daro’s house and open a heavy chest (number 19 of 48) containing a

meat axe.

796. Talk to Julio to get the quests “The deal with Basir”, “Saving Ben Sala” and “Ore thieves”. Tell him Sugut is dead to receive 750 gold and 1 000 exp. Open a solid metal chest in here.
797. Teleport to Montera. Go to the inn in the middle of the city and find Basir. Save your game here.
Warning! After the next step you will no longer be able to trade with Basir so make sure he does not have anything you need in his inventory before proceeding!
Scratch him with your sword and lure him away out of the city and away from the sight of others. Kill him to finish the quest “The deal with Basir”. Reward: 15 R-Ben Sala, 1 500 exp.
798. Teleport back to Ben Sala and talk to Julio to receive 500 exp and 1 000 gold.
799. Find Dolok wandering through the village. Talk to him and convince him to attack the temple and get the quest “The cursed one”.
800. Dolok will start walking to the temple with 2 guards, but they will not be of much help so there is no point in waiting for them. Run ahead towards the temple go deep down to the room with Yugul. Kill him to finish the quest “The cursed one and receive 20 R-Ben Sala, and 2 500 exp.
801. Exit the temple and talk to Dolok to receive a Potion of Life Force and 1 500 exp. Drink the potion to permanently gain 4 Life.
802. Teleport back to Ben Sala. Go talk to Daro to receive 1 000 exp.
803. Talk to Julio to finish the quest “Saving Ben Sala”. Reward: 15 R-Ben Sala, 2 000 and 1 500 gold.
804. Exit the city to the south and go to the large banner in front.

This concludes part 13.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 13:

Level: 50, Exp: 657 400, LP: 73, Str: 158, Hun: 150, AK: 397, Smi: 25, Thi: 70, Alc: 131, Life: 212, End: 108, Mana: 104

Part 14: Bakaresh

Bakaresh is the spiritual headquarter of the Hashishin and the worshippers of Beliar. The city features a few huge buildings interconnected with bridges and inside are some of the high priests.

The main goals for this part are:

- Clear out the areas surrounding Bakaresh

Key pointers for this part are:

- Same as in previous part

805. SW (over a dune and into a valley) 4 sandcrawlers. Run south to reach an oasis. Go to the southern side and talk to Knut (fighting trainer). Ask him to attack Bakaresh and you receive the quest “Nomad’s and raiders”.

806. Talk to Redge (thief trainer). Tell him he knows a lot about plundering and he will teach you thief skills.

NB! There is no point in paying him 5 000 gold yet since we are not planning to attack Bakaresh now anyway.

807. Talk to Alcras (hunting trainer) to get the quest “Find Sinikar!”

808. There is a grave just east of the eastern most tent for you to dig up to get some loot.

809. Run north east towards a banner by the foot of the mountain between Ben Sala and Bakaresh. From there go east hugging the mountain wall on your left. Keep going east until you find a cave in the cliff wall. Pick up a King’s sorrel (number 43 of 57) just to the right of the entrance.

810. Enter the cave and talk to Sinikar. This will finish the quest “Find Sinikar!”. Reward: 500 exp. You will also get the quest “Support”.

811. Exit the cave and go south east over a ridge to find a road. Follow it north east to get to the entrance of Bakaresh. Talk to Benito here.

Warning! Don’t taunt Benito or you will permanently lose out on a quest.

Tell him you belong to no one then ask about how things are in the city to receive the quest “Report from the south”.

812. From Benito head north east between the large circular buildings to reach a row of houses. Go south towards a number of tents to find 3 bundles of weapons inside one of them.

813. Exit the tent and find Silvio (fighting trainer) nearby. Talk to him to get the

- quest “Report from the North”. You will also finish the quest “Report from the South”. Reward: 5 R-Bakaresh, 500 exp, 100 gold.
814. Go south east to the ruins. Pick up an old casket (quest item) by the stairs on the southern side of the ruins.
815. SE 2 wild lions. E 3 jackals, 3 wild lions. Go north east and kill 2 more jackals to finish the quest “The Ruins of Bakaresh”. Reward: 1 Hun, 15 R-Bakaresh, 1 500 exp.
816. N 5 jackals. Pick up an old casket next to the ruin walls here.
817. Go around the corner and head west with the ruins on your left to encounter 1 last jackal by two stairs. Go up the stairs to the east to find the last old casket.
818. Go north east with the arena on your left, over some grass, past a palm tree and up the mountain to find a cave. Kill 2 sandcrawlers just outside and 8 sandcrawlers inside the cave to finish a quest called “The crawlers’ nest”. Reward: 15 R-Bakaresh, 1 000 exp.
819. Exit the cave and go north west to reach Akabor. Talk to him and tell him Silvio sent you to get the quest “Nomad raiders”.
820. Go west to find a cave on your left. Enter and kill 3 robbers and their leader Rasarus. When Rasarus is dead the quest “Nomad raiders’ finishes. Reward: 10 R-Bakaresh, 1 500 exp. Open the old chest (24 of 50) in here containing an Amulet of Hunting Skill.
821. Exit the cave and go back to Akabor. Tell him the nomads are dead to receive 100 gold and 250 exp. Talk to him one more time to get his report.
822. NW (along the road) 7 sandlurkers (before reaching grassland close to the sea). NW 7 lurkers (lure them out from the woods here). Keep going west through the trees to reach a cave. Enter and find the roots of a large tree. Underneath you will find the Druid Stone of the Lurker, a diary and some transformation potions.
823. Exit the cave. N 7 lurkers (in the woods). E (along the road) 4 lurkers (before reaching open grass). E 6 lurkers (close to the trees). SE 5 lurkers (where a road leading into the woods starts). E 7 lurkers (by an intersection). Keep going east and find a dent in the road to the north. Lure out 3 lurkers from the among the trees just north. Keep going and find another dent pointing north east. Lure out 5 lurkers from the north east here. Keep going along the road to reach the beach where the road ends. Lure out 7 lurkers from the trees to the south east of here. Go south east with the grass and trees on your right until you find another road. Follow the road south east until you see a fallen tree on your left side. Head

south towards a cliff wall and follow the cliff wall east to find a cave. Enter and find an old chest (number 25 of 50) containing an amulet of strength at the bottom of the cave.

824. Exit the cave and head east to find a road. From here on you will meet some pretty tough opponents so save your game each step of the way. Follow the road north east to run into 3 orc warriors. These orcs will be hostile no matter your faction so you need not think twice about killing them. Keep following the road east to encounter 2 warriors, 1 elite warrior and 1 leader. Further east is 2 warriors, 1 elite warrior, 1 leader and 1 shaman.

Tip! Target the shaman with a homing fireball from afar and kill him off before attacking the others.

There is a dent in the road to the north. Lure out a warrior from the trees north of here. To the south west is the orc camp. Open the heavy chest (number 20 of 48) containing the Ice Blade. You don't have any use for it as your other weapons deal more damage, but you can sell it later for a lot of gold.

825. From here go north to the coast and swim over to the island on the opposite side. Go to the house in the middle of the island to discover the fate of the island's last inhabitant. Loot the place and pick up a package of swampweed.
826. Find the wreck of a boat close to the dock on the northern part of the island to pick up some black rhobar and booze.
827. Go to the southern tip of the island and swim south west towards another island off the coast (about 1 minute swim). Save your game once you reach land. Ready your fireball magic and try to target an undead high priest by an altar in the middle of the woods. Kill him off before approaching the altar and kill 3 skeletons there. Open a heavy chest here (number 21 of 48) containing the Oak bow. Equip the bow and assign a hotkey.
828. There isn't much more of interest here except for 2 healing plants in the west (one by a ruin and one by a watchtower.) From the western part of the island swim north west over to Bakaresh (aim slightly to the west of the lighthouse where the wild lions used to be).
829. Enter the city and find Amul (if daytime to the north east from here speaking on a podium or if night time sleeping on the second floor of the 2-stories building in the middle of the city.) Talk to him to get the quest "The temple of Bakaresh."
830. Find Aschnu by the 2-stories building (in daytime outside and at night time inside on the second floor in the back room.) Pay him three times 100 gold for various information. Tell him you will bring him Amul's tribute and give him 400

gold to get the quest “Convince the merchants.”

831. Find Carlos to the south west of the 2-stories building. Tell him the ruins are safe for 300 gold and 250 exp. He will give you his tribute and you receive another 250 exp.
832. Talk to Aldo (alchemy trainer and alchemy merchant) nearby or in his house just north west. He will give you the quest “three caskets”. Give the 3 old caskets you found earlier to him to finish the quest. Reward: 1 000 exp, 600 gold. Tell him you want to bring his tribute to Amul to get the quest “Just a favor...”
833. Find Jaffar (weapons merchant) nearby and talk to him. Ask him for his tribute and tell him you have had business with Nafalem to get his approval.
834. Talk to Aschnu again to finish the quest “Convince the merchants”. Reward: 1 500 exp, 3 000 gold. You will receive the quest “Bring Amul the merchants’ tribute”.
835. Go talk to Silvio to finish the quest “Report from the north”. Reward: 5 R-Barakesh, 500 exp, 200 gold. Ask him for more work and tell him the sandcrawlers are gone for 250 gold and 1 000 exp.
836. Go talk to Amul and give him the 3 000 gold tribute to finish the quest “Bring Amul the merchants' tribute”. Reward: 20 R-Bakaresh, 1 000 gold. He will now be able to teach you mage skills. Also ask him for permission to enter the temple. This will finish the quest “The temple of Bakaresh”. Reward: 500 exp.
837. Go to the temple entrance (looks like a mine shaft) just north west of the podium where Amul speaks. Talk to Raid and ask him to let you enter. Head into the tunnel and up the slope to reach the tower. Find Maruk here and talk to him. He will give you the quest “Words are not enough...”. Give him 3 bundles of weapons to finish the quest. Reward: 1 500 exp.
838. Go through the second doorway to the right and go down some stairs by an elite warrior standing guard. In the first level of the basement is a solid metal chest. **Tip! You can get to the solid metal chest if you put the guards to sleep first.**
839. Go downstairs to the second level of the basement to find 2 large chests and 1 solid chest. You can steal some valuables in here, but limit yourself to treasure and “lots of gold” to avoid stealing so many items that you raise suspicion.
840. Go back up the stairs to the floor where you came from and head to the southern tower passing over a bridge. Save your game here. Next find Sigmor and talk to him about Aldo. Here you are forced to choose between 3 solutions:

Solution 1: You can tell Sigmor Aldo is alright to finish the quest “Just a favor...”. Reward: 1 000 exp.

Solution 2: You can tell him Aldo is not on the ball to cancel the quest “Just a favor...”. Instead you receive a new quest called “So much for Aldo!” Teleport to Aldo and lure him away from the sight of others before killing him to finish the quest. Reward: 5 R-Bakaresh, 2 500 exp. Teleport to the temple of Bakaresh and talk to Sigmor again for 500 gold and 1 500 exp.

Solution 3: You can finish both quests by first telling Sigmor Aldo is all right, then kill him anyway. Teleport back to Sigmor but don't expect any reward like in option 2.

The recommendation is to go for option 2 if you prioritize exp and gold and option 3 if you prioritize ticking off quests in the quest list.

Warning! Once you have made a choice there is no way to reverse the decision. Betraying Aldo will require you to kill him so make sure you are done trading with him before finishing this step. .

841. After teleporting back to Sigmor give him 1 000 gold and he will be prepared to teach you mage skill. Also give Sigmor the letter from Sancho to finish the quest “An unexpected message for Sigmor in Bakaresh”. Reward: 15 R-Hashishin and 500 exp.
842. Go southwest to the next tower. Talk to Tizgar (mage skill trainer and black mage trainer). Have him teach you the skill “Black Mage” for 5 LP and 5 000 gold. Also receive the quest “A lesson in hospitality”. Tell him you need help (this enables Silvio to help you later on and to complete an additional quest). There is a large chest here for you to plunder.
843. Teleport to Bakaresh again. S (down to the beach) 1 crocodile. W 2 crocodiles. NW 4 sand lurkers. SW 1 crocodile. Go up the mountain to the west to reach a path along the ridge. SW (along the path) 1 sandcrawler. W 3 sandcrawlers. Go south east over the ridge to reach the sea. Swim south east to reach north eastern tip of an island just opposite. Next to a ruined building here are 5 bloodflies and 5 sandlurkers. There are 3 more sandlurkers by the fallen tower just south west. SW 3 sandlurkers. SW 3 sand lurkers, 1 large chest (by an altar).
844. W 4 sandlurkers, 4 bloodflies (by another ruin). Go down into the sea and swim to the island south west. Kill 3 lizards, 1 fire lizard and 3 bloodflies and find a metal chest close to the ruined wall at the tip of the island.
845. SW 6 lizards, 1 fire lizard. SW 3 lizards, 2 fire lizards. SW 2 lizards, 3 bloodflies. Go into the sea and swim south west to reach the last island of the coast of Bakaresh. Kill 3 ogres at the tip of the island. S 1 bloodfly, 1 metal chest, 1 solid

metal chest.

846. S 3 bloodflies, 3 sandlurkers. At the very southern tip is a “damaged” chest by a campfire. Save your game before proceeding.

NB! The chest is part of an “Easter egg”. This chest and the related events were not originally in the game but were added by the community patch team in version 1.70 of the game.

Open the chest to find a “Guru key 1” and a book called “Grandpa’s Legacy part 1”. The moment you open the chest you are attacked by a troll called “leader of nothing”. Kill him and loot the corpse for 500 gold. Read the book before continuing.

847. Teleport to Braga. Head north along the road until you see a cave opening in the cliff wall to your left. Run inside and find a “fixed” chest. Save your game and open it to receive “Guru Key 2” and “Grandpa’s Legacy part 2”. You will be attacked by the three goblins “Hairware”, “Fanatic Animal” and “Bookslayer”. Kill them and loot the corpses to receive Adano’s Tears, Pills of Luck and 1000 gold coins. Read the book before continuing. Eat the Pill of Luck to gain 1 Life, 1 End and 1 Mana permanently.

848. Teleport to Silden and run up the path into the woods to the north east. When you reach the first rebel outpost head east to a pile of rocks and keep going east until you see another pile close to some rebel guards. Run north up the mountain and to the patch of grass on your left. You can jump up the sloping mountain wall here to reach the grassy plateau above. From here go north east up the mountain to reach a castle ruin. Save your game here. Next open the “repaired” chest inside the castle ruin to receive a spell of Group Hypnosis, “Guru Key 3” and “Grandpa’s Legacy part 3”. You will get attacked by 5 schrat called “Noname”, “Timer”, “Tenth man”, “Black feather” and “Knight of the round table”.

Tip! Once they spawn jump the broken wall to your left and flee out the castle to the south. The schrat will not be able to follow so you can kill them off with fireballs from below.

When they are defeated loot them to get Innos’ Solace, Penetration Crossbow, Fingers’ rapier, Amulet of life spirit and 3 000 gold. Read the book from the chest.

NB! We will leave “Grandp’s legacy” for now since the remaining two chests are in Nordmar and we are not going there just yet.

849. Teleport to Ben Sala to get back to business. Run south west towards the field

where you killed sandcrawlers earlier. Now instead of heading straight for the Oasis head west towards the mountain. Follow the mountain wall west till you see a cave on your right. Meet Cronos (Alchemy trainer and alchemy merchant) here.

850. Enter the cave next to Cronos to pick up some plants and rusty weapons.
851. Exit the cave and hug the cliff wall while going west. You will find a sulphur vein to prospect.
852. Go south west up a slope towards the mountain wall to find a sulphur vein in the mountain wall to prospect.
853. From the vein go straight east down the slope to get to a ruin. There is a platform here with a temple guard. Go south east to reach the nomad camp. You will find that Sinikar has made his way here. Talk to him to finish the quest “Support”. Reward: 3 R-Nomads and 1 000 exp.
854. Talk to Ateras and tell him Sinikar is here.
855. Talk to Redge and pay him 5 000 gold to finish the quest “Nomads and raiders”. Reward: 3 R-Nomads and 1 000 exp.
856. Talk to Knut and tell him Ateras is in for 500 exp and that Redge is ready for another 500 exp.
Warning! Don't tell him to liberate Bakaresh now or you may lose out on quests, exp and reputation.
857. Go west of the nomad camp to a pond. Find two groups of lions roaming around the pond: one group of 1 Rotten beast, 1 Lion and 4 lionesses and one group of 1 lion and 4 lionesses. From the western most point of the pond head straight west to encounter 6 ogres outside a cave. Enter the cave and kill some sandcrawlers inside. Find an old chest (number 26 of 50) containing a recipe for hunting potion.
858. Exit the cave and go south east to kill 9 sandcrawlers by the mountain wall. Prospect a sulphur vein here.
859. Run south east to fight 5 dark snappers by a tree. Go west to fight 5 more dark snappers. Head north west to fight 4 ogres by the mountain wall. Follow the mountain wall west to find a gold vein to prospect.
860. Follow the mountain wall west to go up a slope and reach a graveyard. Kill a mummy here and loot a grave. Go north and kill 4 dark snappers. Head straight north east from here to encounter a dragon in the middle of the valley. Kill it with some well aimed homing ice lances before it reaches you. Go north west from the dragon to a destroyed house where you will find an old chest (number

27 of 50) containing a scroll of Bless Weapon. Also prospect a gold vein nearby in the mountain wall.

861. Follow the mountain wall west until it ends. Go north west of here and down a rock wall to find a grave by a tree in the sand.

This concludes part 14.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 14:

Level: 53, Exp: 715 900, LP: 101, Str: 158, Hun: 151, AK: 397, Smi: 25, Thi: 70, Alc: 131, Life: 212, End: 108, Mana: 104

Part 15: Al Shedim

Al shedim is a field of ruins located west of Bakaresh with an ancient temple. Here you will meet some water mages who have come to study inscriptions left behind in the ruins. There is also a camp of orcs with slaves digging for artefacts around the temple.

The main goals for this part are:

- Clear out the ruin fields and temple of Al Shedim

Key pointers for this part are:

- Same as in previous part

862. S 4 dark snappers (near the cliff wall). SW 5 dark snappers (in the ruins). Open a basket by a wall. SE 3 dark snappers. Go through a doorway to the south and find some stairs to your right. Go up and find a stone tablet of the priests (quest item).
863. Go down the stairs and head south east past a tent. Turn left by an opening in the wall to find Saturas (magic trainer). Have him teach you the skill Water Mage for 5 LP and 5 000 gold. He will give you the three quest “Find the robe”, “Find the 5 keys for the temple of Al Shedim” and “Explore the ruin fields of Al Shedim”. He will also give you a map of the ruin fields.
864. Go south west and talk to Wutras (fighting trainer) close to the circular platform. He will give you the quest “Notify the nomads at Al Shedim”.

865. Go up the stairs to the south east and enter an opening in the wall to the left. Go north along the wall to find a stone tablet of the priests in the sand near a corner.
866. Go north east to find Myxir (mage skill/alchemy trainer and mage merchant). He will give you the quest “The fifth temple.”
867. Go up some stairs leading nowhere and pick up many bottles of booze and a stone table of the priests.
868. Drop down from the stairs to the west and exit through the opening in the wall. Follow the wall south east. When the wall ends go around the corner to your left. Go north through two doorways to find a stone table of the priests in the sand.
869. Exit the ruined building to the east. N (towards some ruins) 7 minecrawlers. In the northern parts are some stairs and a basket.
870. SE (up a hill) 4 ogres (by some ruins). Dig up a grave next to the southern wall and open a heavy chest (number 22 of 48) containing a cutlass.
871. SW (downhill) towards the temple. Follow the canal in front of the temple to the east towards the orc tents and you will run into Lester. Sell him a package of swampweed for 600 gold. Ask him about keys to receive a temple key (number 1 of 5) and finish the quest “Find the second temple key of Al Shedim”. Reward: 2 000 exp. He can now join you in combat.
872. N 9 sandcrawlers (by a road). E (along the road) 2 dark snappers. E 6 sandcrawlers (where the road bends.) NE 1 ogre. SE (along a road) 6 dark snappers. Sweep the block of ruins directly south west. Here you will encounter 4 gargoyles and 1 sandcrawler. Find 1 locked chest containing a temple key (number 2 of 5), 1 heavy chest (number 23 of 48) containing a Nordmarian crossbow, 3 baskets and 2 scrolls of the scholars (quest item). When you loot the temple key the quest “Find the fifth temple key of Al Shedim”. Reward: 2 000 exp.
873. Sweep the block of ruins on the other side of the road to the east. Kill 10 dark snappers, open 1 basket and find 1 scroll of the scholars. When you pick up the scroll the quest “Find the 3 scrolls of the scholars” finishes. Reward: 750 exp.
874. South east of the ruins is a group of nomads. Talk to Onata and tell him you will attack the orcs.
875. Go to the block of ruins to the south and open 1 basket.
876. Go to the next block of ruins to the south west. Meet a group of nomads here. Talk to Pakwan and tell him you are ready to attack. This will finish the quest “Notify the nomads”. Reward: 5 R-Nomads, 1 000 exp. Open 3 baskets here and

- pick up 3 Tankard of the healers (quest item).
877. S (from these ruins and towards the sea) 1 fire golem. Go back towards the ruins with Pakwan and sweep the next block of ruins to the north west of this one. Kill 3 lizards and 1 fire lizard here. Open 2 baskets, 1 old chest (number 28 of 50) containing a Judge's staff and find 2 tankard of the healers. When you pick up the last tankard the quest "Find the 5 tankards of the healers" finishes. Reward: 1 000 exp.
878. Sweep the block of ruins to the south. Kill 4 temple guards. Open 1 basket, 1 locked chest containing a temple key (number 3 of 5), 1 old chest (number 29 of 50) containing a Thief's amulet and pick up 7 figurine of the warriors. When you loot the key the quest "Find the third temple key of Al Shedim" finishes. Reward: 2 000 exp. When you pick up all figurines the quest "Find 7 figures of the warriors" finishes. Reward: 1 000 exp.
879. Kill 5 lizards and 1 fire lizard to the south of the ruins. Kill 7 dark snappers to the west of the ruins. Go north west of the ruins and kill 2 lizards in an open yard with some plants in the middle. NW 3 lizards.
880. Sweep the block of ruins south west. Kill uncountable skeletons, zombies and mummies and 1 temple guard. Open 2 baskets, 1 locked chest containing a temple key (number 4 of 5), 1 metal chest containing a Crescent, 1 old chest (number 30 of 50) containing a Mage's amulet. Pick up 6 urns of the guardians of the dead. When you loot the key the quest "Find the third temple key of Al Shedim" finishes. Reward: 2 000 exp.
881. Just west of the south western tip of the block of ruins is a fire golem. Kill it and loot a grave next to the golem.
882. Go to the block of ruins north east of the previous one. Kill 4 dark snappers and many skeletons, mummies and zombies. Open 2 baskets and pick up 4 urns. When you pick up the last urn the quest "Find the 10 urns of the guardians of the undead" finishes. Reward: 1 250 exp.
883. Go north to the last block of ruins. Open 2 baskets and pick up 3 stone table of the priests. When you pick up the last stone tablet you finish the quest "Explore the ruin fields of Al Shedim". Reward: 2 500 exp. This will also finish the quest "Find the 7 stone tablets of the priests". Reward: 1 000 exp.
884. Go east to Saturas and tell him you have 4 keys. He will give you the final temple key (number 5 of 5) and you finish the quest "Find the first key of Al Shedim". Reward: 2 000 exp. This will also finish the quest "Find the five keys for the temple of Al Shedim". Reward: 5 000 exp.

885. Go south to the temple and kill the temple guardian in front of it. Examine the door to start the quest “Open the temple of Al Shedim”. Select “open” to spend the keys and finish the quest. Reward: 2 500 exp.
886. Enter the temple and fight many skeletons. Fight your way down into the basement and kill an undead high priest there. Open a heavy chest (number 24 of 48) containing a warhammer. Go further down to encounter more skeletons and 2 more undead high priests. In the last room is a basket. Open it to receive the robe of Adanos (quest item). This will finish the quest “Find the robe”. Reward: 2 500 exp. Equip the robe for excellent protection bonus.
887. Head out of the temple. Go north east and tell Wutras that “the others are ready”.
888. Head along the canal, north west, all the way out of Al Shedim. From where the canal ends, go south west towards the beach and kill 4 lizards. W 4 fire lizards. NE a grave (by a cross in the sand).

This concludes part 15.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 15:

Level: 55, Exp: 779 950, LP: 123, Str: 158, Hun: 151, AK: 396, Smi: 25, Thi: 70, Alc: 131, Life: 212, End: 108, Mana: 104

Part 16: Mora Sul

Mora Sul is a city located on a large cliff in the middle of Varant. You can expect to make a lot of money here if you play your cards well. The city is run by a rich Hashishi merchant named Gonzales who requires many expensive gifts for an audience with him before he can assist you.

In the valley below the cliff are the ruin fields of Mora Sul. Just like in Al Shedim you need to hunt for keys in the ruin fields in order to open the temple there and do away with the undead inside. You will find that the ruin fields here are much larger than those of Al Shedim and that interesting loot is much scarcer.

This section of the game is complicated when it comes to finding and completing quests.

That is, the game makes many assumptions about what order you are supposed to complete various events and if you deviate just the slightest bit this may cause you to lose out on quests:

- Many side quests will not appear until after you have started a “main” quest or spoken about a certain topic with a certain NPC but before completion of other quests. This gives you a narrow window to ever encounter those particular side quests (ones related to Mezir, Ramirez, Nasib, Hector).
- There are situations where you need to say the exact right things for quests to appear (the fat man).
- There are situations where killing a certain enemy too early prevents quests from appearing (Merdarion).
- In some cases you will need to choose between mutually exclusive quests (Ismael/Nasib, Bandaro/Yussuf, Masil/Nasib, Hamid/Nasib).

These circumstances restrict our ability to optimize our path and some tasks will appear in a seemingly inconvenient order for the sole reason of allowing us to complete as many quests as possible (The author had to replay this part several times before he found a satisfying solution.)

NB! In order to open as many quests as possible you need a detailed understanding of how they relate to each other and what role each NPC plays in them. If you wish to experiment or play this part in an open ended fashion, it is recommended that you leave out all the plant gathering and killing of random monsters till after you have completed all the quests, to minimize the amount of labour after you realize you have screwed up and want to start over.

The main goals for this part are:

- Clear out the areas surrounding Mora Sul

Key pointers for this part are:

- Same as in previous part

889. Go west and past a hill with a cross to reach a large banner at the foot of a hill. Run up the slope here (with the wall on your right) to enter the city of Mora Sul. Find Bandaro (hunting trainer) opposite to the entrance of the arena in the south western part of town. Talk to him to get the 3 quest: “Ramirez, the missing Hashshi”, “Punish the slave Yussuf!” and “Kaffu’s guards”.
890. Go to the north eastern part of town to find a 2-stories building. Talk to Hector here. Borrow 1 000 gold to get the quest “Hector’s gold”. Pay him back 1 400 gold

directly to finish the quest. Reward: 2 000 exp.

Warning! If we wait with starting this quest it will soon become permanently unavailable (the author has not managed to figure out what it is that causes this quest to disappear).

891. Find Kirk in the same building and talk to him. Give him 500 gold and ask him to take you to the desert raiders. You will get the quest “Kirk and the desert raiders”.
892. Follow Kirk out of Mora Sul until he stops near a ruin. The quest “Kirk and the desert raiders” finishes. Reward: 500 exp. Kirk and 2 raiders will now attack you. Defeat them and loot Kirk to receive a temple key (number 1 of 5). This finishes the quest “Find the fifth temple key of Mora Sul”. Reward: 2 000 exp.
893. E 5 ogres (by a rock standing out of the sand not far from a road). E a grave (by a large rock). Prospect a gold vein on the rock here.
894. NW (to the other side of the dune) 4 sandcrawlers. NE 2 sandcrawlers. NE 1 fire lizard. There are some dark snappers running around here nearby that you may encounter. NW (towards some trees) 2 fire lizards. Go south to reach 2 tents by some ruins. There is a campfire and 2 NPC’s called Cruz and Yussuf here. Don’t talk to them yet! Instead open a chest and a metal chest here.
895. Go south to find a grave on the other side of a wall.
896. SW 4 jackals. NW 6 sandlurkers (by a tree). From the tree go straight east to reach a platform with a King’s sorrel (number 44 of 57) close to an altar.
897. Go north east back to the tents and talk to Cruz. He will give you the two quests “Injured sandcrawler” and “Follow Cruz to his old campsite”.
898. Follow him across the desert to a ruin and kill 5 sandcrawlers and an injured sandcrawler there. When the injured sandcrawler is dead the quest “Injured sandcrawler” finishes. Reward: 1 500 exp. Talk to Cruz when he stops to finish the quest “Follow Cruz to his old campsite”. Reward: 1 000 exp. Tell him the injured sandcrawler is dead to receive 1 500 exp and 500 exp. Ask him about his fire chalice. Next, loot the injured sandcrawler to receive a fire chalice (number 9 of 12). Also pick up 2 minecrawler minds on the ground here.
899. Run south past a large skeleton to reach another ruin. Open a basket here.
900. There are some jackals running between this point and a large banner to the south east. Go to the banner and kill any jackals you encounter on the way. Head south to the tents where you met Cruz.
901. Talk to Yussuf by the campfire. Give him some water and receive 500 exp. Ask him who bought the temple keys to get the quest “Find the five temple keys for

the temple of Mora Sul”. Tell him to give you a temple key to finish the quest “Find the third temple key of Mora”. Reward: a temple key (number 2 of 5) and 2 000 exp.

902. Here you need to make a choice between two quests.

NB! The two quests are mutually exclusive and there is no way to complete both during the same game. Once you have made your choice there is no way to reverse it.

Option 1: Tell Yussuf you are going to kill him and accept Yussuf’s proposal to get the quest “Yussuf disappears!” Next teleport back to Mora Sul and talk to Bandaro and tell him Yussuf has disappeared to finish the quest “Yussuf disappears!”. Reward: 1 000 exp. This will cancel the quest “Punish the slave Yussuf” and Yussuf will permanently disappear from the world.

Option 2: You can tell Yussuf that you have come to kill him, twice, and then kill him.

Warning! If you kill Yussuf without telling him you will kill him first Cruz will intervene.

This will finish the quest “Punish the slave Yussuf”. Reward: 5 R-Mora Sul and 1 000 exp. If you received the quest “Yussuf disappears!” this quest will be canceled. After killing Yussuf teleport back to Mora Sul and talk to Bandaro to receive 200 gold and 500 exp.

The recommendation is to go with option 2 as it gives the overall highest reward.

903. After talking to Banadro go to the northern point at the edge of the hill with the city. Drop down to the sands below. There are many sandcrawlers patrolling this area and you may run into some. Go north to find a grave on top of a sand dune.
904. N 5 sandcrawlers (by a tree). Go north towards an oasis. On the west side are 6 bloodflies. Go towards the ruin on the south west side of the oasis. Go west from here to reach a cave. There is a group of lions (consisting of 1 Lion and 5 lionesses) that you will encounter somewhere between the ruin and the cave or inside the cave. There is not much else here except some plants inside the cave. Prospect a gold vein by the cave entrance.
905. Follow the mountain wall to the south west till you run upon some crates. Prospect 2 sulphur veins here and open a metal chest.
906. Go south to reach an oasis. Kill 3 jackals on the north western side, 2 lizards on the north eastern side and 6 bloodflies on the eastern side. On the south western side is a camp with many Hashishin and some dancers. Talk to Alima here.
907. After talking to Alima, talk to Murat. Buy Alima from him for 300 gold to get the

quest “Alima”.

908. Talk to Alima again and take her away. Go east from here. When you reach the cliff wall follow it south east to the stone wall (look back every now and then and make sure Alima is with or she will easily get stuck in the terrain.)
Go up the stairs and up the slope into Mora Sul. Go find Nasib (fighting trainer) guarding a large house in the middle of the city. Talk to him and he will give you the quest “Presents for Gonzales”. Give him 1 000 gold to finish a quest called “Gold for Gonzales”. Reward: 5 R-Mora Sul and 1 000 exp. Give him a package of swampweed to finish the quest “A tasty present”. Reward: 5 R-Mora Sul and 1 000 exp. Give him the dancer Alima to finish the quest “Alima”. Reward: 5 R-Mora Sul and 1 000 exp. End the conversation here and talk Alima before she enters the building to receive 500 exp.
909. Next you have to make another permanent choice between two mutually exclusive quests.
- Option 1:** Give the sword to Gonzales to finish a quest called “A sword for Gonzales”. Reward: 5 R-Mora Sul and 1 000 exp.
- Option 2:** Go to the smith Ismael in the north eastern part of town and sell him the Moonblade to finish a quest called “The moonblade”. Reward: 2 smithing, 1 000 exp and 600 gold.
- The recommendation is to go for the first option since smithing skill can be increased relatively cheaply, but reputation cannot be achieved in any alternative ways except for finishing quests.
910. Go to the southern part of town with some tents and a skewered pig on a spit over a fire. Talk to Masil here to get the quest “Orknarok the temple slave”.
911. Talk to Orknarok nearby and tell him to come with you. Exit Mora Sul to the east. SW 3 jackals (by 3 trees on the top of a hill). S 1 lizard (by some ruined stone walls). Keep going south to reach a block of Ruins. Circle the ruins clockwise and kill 5 fearless desert racers along the road. Inside the southern parts of the block is the last fearless desert racer. When you kill it you will finish a quest called “Get rid of the fearless desert racers”. Reward: 1 500 exp. Sweep the whole block of ruins and open 5 baskets.
912. Go to the western side of the block of ruins. Make sure Orknarok is still with you and then turn to Fasim by a campfire with some orcs. Ask him why he doesn’t want Orknarok.
913. Go west and drop down into the pit surrounding the temple. Wait for Orknarok to find his way down the stairs and catch up with you. Bring Orknarok to the orc

Kalesch here. Talk to him to get the quest ‘Open the temple of Mora Sul’. Tell him you brought Orknarok to finish the quest “Orknarok the temple slave”. Reward: 5 R-Mora Sul and 1 250 exp. Tell him the desert beasts are dead to receive 1 000 gold and 5 000 exp. Ask him about the remaining keys to receive the quest “Kalesch wants the temple keys of Mora Sul”.

914. Talk to Orknarok and tell him you do not need him any longer to receive 3 healing potions and 2 500 exp.
915. Go south towards some orc tents. There is a road here that you should follow west until you reach some more orc tents. Go behind the tents on the southern side and head north west with ruins on your right. Kill a dark snapper here. Further west you encounter a fire golem at the intersection of several roads. You may also run into some dark snappers here running by. Sweep the block of ruins south west of the golem and pick up various plants. Next sweep the block of ruins to the north. You will find various plants and also the Hashihi Mezir (merchant). Ignore him for now.
916. Sweep the block of ruins to the west from here for more plants. Sweep another block of ruins north west. Pick up more plants in here and find a tomb in the middle. Don't go inside yet.
Warning! If you go inside the tomb now you will permanently miss out on a quest!
917. Kill 2 bands of lizards streaking by to the north. Next sweep the block of ruins to the south west. Kill 10 sandlurkers here and pick up various plants. From here go south west and sweep the next block. There is a Hashishin tent just north with an NPC called Hassan. He is of no use to us at the moment, but take note of his location for later. Kill some dark snappers running by to the south east of the block of ruins. Sweep the block of ruins to the south west. Kill 4 jackals and 2 fire lizards. Open 2 baskets.
918. From the south eastern most point of the block head south towards the beach. Kill 6 lizards here among the trees. Go east to run into 5 wandering lizards. East of here is a King's Sorrel (number 45 of 57) by some trees and by some rocks.
919. S 1 crocodile (by the sea). E (following the shoreline) 4 crocodiles. NW (past a small bay) 1 crocodile. SE 2 crocodiles. NE 5 lizards. E 2 crocodiles. SE 1 crocodile. NE 4 lizards, 1 fire lizard. SE (towards the beach) 1 crocodile. E 1 crocodile. NE 4 lizards, 2 bloodflies, 1 fire lizard and 5 sandlurkers. S 2 lurkers. NE 6 sand lurkers. NE 9 lizards, 1 fire lizard. N 7 bloodflies. N 4 bloodflies. N 5 sandlurkers. N 4 bloodflies (on a small hill of sand). N 6 sandlurkers, 2 bloodflies.

NW 10 sandlurkers. N (towards some trees at the bottom of the cliff of Mora Sul and jump up a ledge) 7 dark snappers. Next teleport to Mora Sul.

920. From the arrival point, go south west to reach the tents with the campfire. Talk with Masil again. Tell him about Orknarok to receive 250 exp. Ask him about his ore blank to get the quest “Debt and debtability” and a magic ore blank.
921. Talk to Hamid nearby to get the quest “Discreet business” and 500 gold.
922. Enter the tent to the west of the fire and pick up a soul chalice from the bed (number 1 of 5).
923. Exit the tent and go to the tent east of the fire to steal another soul chalice from a bed (number 2 of 5).
924. Exit the tent and go to the north eastern part of town to find the smithy. Enter the house here to pick up yet another soul chalice from a bed (number 3 of 5).
925. Go north west and talk to Hector. Buy his promissory note for 1 400 gold.
926. Follow the road north west to meet Ilja (merchant) close to a campfire. Talk to him and he will give you the quest “Find the second temple key of Mora Sul”. Ask him what he wants for the key to receive a temple key (number 3 of 5), finish the quest. Reward: 2 000 exp. You will also get the quest “Ilja wants an artifact from the temple”. Next ask him about the amulet of sorcery. Tell him to look one more time and that you want to increase your magic abilities to buy it for 500 gold.
Warning! If you mention Hamid you will have to pay 1 000 gold instead.
Buy his promissory note for a raw ore (or 2 000 gold if you prefer).
927. Go up the stairs to enter his home and steal a soul chalice (number 4 of 5) from his bead.
928. Exit and go down the stairs. Follow the road south west to meet Faesul (merchant). Talk to him to get the quest “Artifact trade”.
929. Go up some stairs just south west to find a soul chalice (number 5 of 5) on a bed in a house.
930. Exit and go down the stairs. Keep following the road south and find Ramon (thief trainer) in the last house to the left before the intersection. Talk to Ramon to get the promissory note for Masil.) Also get the quest “The soul chalices” from him. Give the 5 chalices to him to finish the quest. Reward: 1 Thi, 2 000 exp, 3 000 gold. Ramon can now teach you thief skills.
931. Go talk to Hamid again and give him Ilja’s amulet. This will finish the quest “Discreet Business” and you receive 1 000 gold and 1 000 exp. Ask him about his deal to get the quest “Yasmin”.

932. Once more you need to make a choice between two quest.
- Option 1:** You can turn in the promissory notes to Masil to finish the quest “Debt and debtability”. Reward: 1 500 exp and 200 gold.
- Option 2:** You can give the promissory notes to Nasib to finish a quest called “Promissory notes for Gonzales.” Reward: 10 R-Mora Sul and 1 000 exp.
- Warning!** After you have received enough reputation and asked Nasib to see Gonzales this option is no longer available.
- This will cancel the quest “Debt and debtability.
- The second option is recommended as it gives reputation points that cannot be otherwise acquired.
933. After completing either quest talk to Masil again and ask him for the fire chalice to receive a fire chalice (number 10 of 12). If you gave the notes to Masil you will also receive 500 exp.
934. Go towards the watchtower at the southernmost point of the cliff of Mora Sul and drop down. Run south towards a ruin. You may encounter some lizards walking by here. Continue to a block of ruins just west. There is a group of 4 lizards and 1 fire lizard here that you may run into. Sweep the block of ruins. Kill 3 lizards and open 3 baskets here.
935. Find a tent by the south west corner of this block of ruins. Talk to the fat man.
- Warning!** It is very important that you say things in the right order here or you will permanently miss out on a quest.
- Tell him Faesul wants to keep doing business. Ask him what he needs and how many potions to get the quest “Eight endurance potions for the slaves”.
- Tip!** There is no point in going back and asking Faesul for the potions because he won't give you any.
- Give him 8 potions (you should have hundreds of them by now) to finish the quest. Reward: 1 000 exp.
- This will also finish the quest “Artifact trade”. Reward: 5 R-Mora Sul and 1 000 exp.
936. Sweep the block of ruins to the north west. Kill 4 lizards, 5 sandcrawlers and 1 temple guard. Open 1 basket.
937. Sweep the block of ruins to the west. Kill 2 sandcrawlers and 5 dark snappers. Open 3 basket here.
938. Go north of this block to kill a monster. Kill 5 dark snappers running on the streets to the west and north of this block. Next sweep the block to the north west. Kill 6 dark snappers and open 1 basket.

939. There are 2 groups of sandcrawlers wandering by the road to the west (3 and 5 crawlers respectively). Take them out if you encounter them. Next sweep the ruins north. Kill Kaffu's 3 guards to finish the quest "Kaffu's guards". Reward: R-Mora Sul and 2 000 exp. Open 1 basket. Kill 9 jackals in and around the bloc. From the north western point of the block of ruins go west towards a tomb and kill 5 sandcrawlers here. Go south west from here to encounter another tomb on your left. Kill 6 sandcrawlers there. Enter the tomb and open a metal chest.
940. Exit the tomb and go south west to reach an intersection. Go south to reach another intersection and kill a fire golem here. Sweep the ruins north west of the golem.
941. Sweep the block of ruins to the west. Pick up many plants and Open 1 basket.
942. Sweep the block of ruins to the south west. Kill 2 jackals, 3 lizards, 1 fire lizard and 4 lurkers. Open 3 baskets.
943. From the northern most point of the block go north west past a tree to a very small block of ruins. Open a basket here.
944. Go north to find a cave in the mountain. Enter and kill a desert racer and open a heavy chest (number 25 of 48) containing an army bow. You cannot equip it yet but you should hold on to it for future use.
945. Exit the cave and go south east to reach a tomb. Go south west from here to kill a monster. From the monster go east and sweep the block of ruins there. Kill 4 jackals and open 1 basket.
946. Sweep the block of ruins to the north west. Kill 1 jackal and open 2 basket.
947. From the northern most point of the block of ruins go north to kill 2 fire golems by a grave. Go west to sweep the very last block of ruins. Kill 16 sandcrawlers in and around the block. Pick up many plants and at least 4 minecrawler mands and open 1 basket. There is a nomad called Sanuyem here but we will ignore him for now.
948. Go north from the north western point of the block to reach a ruined wall in the sand. Kill 3 sandcrawlers here. Go west to another wall and dig up a grave.
949. Go south to reach a tomb we visited earlier. Run south east from here to reach an intersection. From there go a little bit more south east to find Mezir that we ran by earlier. Next, ask him about Ramirez to get the quest "Follow Mezir!"
950. Follow Mezir back to the tomb to finish the quest "Follow Mezir!" Reward: 1 000 exp.
951. Go inside the tomb to find the dead body of Ramirez and finish the quest "Ramirez, the missing Hashishi". Reward: 500 exp. Loot the corpse to get a

magic ore blank.

952. Exit the tomb and ask Mezir to take you to Murat's oasis. You will get the quest "Escort Mezir safely to Murat's oasis".
953. Follow Mezir all the way to the oasis and when he stops the quest "Escort Mezir safely to Murat's oasis" finishes. Reward: 2 500 exp, 300 gold.
954. Talk To Murat and give him the amulet. Respond to his offers with silence, two times in a row, and you will be offered the slave Yasmin.
- Warning! If you say he is alright or if you accept the gold you will permanently lose out on a quest.**
955. Go talk to Yasmin. Take her away and go west towards Mora Sul. Before walking up the slope to the city, talk to Kaffu (merchant) by a tent at the foot of the cliff. He will give you the quest "Kaffu's wants his gold back". Tell him the guards are dead to receive 200 gold and 2 500 exp. Give him 700 gold to finish the quest "Kaffu's wants his gold back". Reward: 5 R-Mora Sul, 1 000 exp, 5 bottles of water and 200 gold.
956. On your way into Mora Sul you may get attack by a Hashishin who wants to steal Yasmin from you. Beat him up and continue (surprisingly Yasmin will help you out in the fight and even steal his gold after he has been beaten up).
957. Once again you have to make a choice between two mutually exclusive quest:
- Option 1:** Go talk to Hamid and hand over Yasmin. This will finish the quest "Yasmin" and you receive 1 000 exp and 500 gold.
- Option 2:** Go hand over Yasmin to Nasib. This will cancel the quest "Yasmin" and instead finish a quest called "A woman for Gonzales". Reward: 5 R-Mora Sul and 1 000 exp.
- Warning! After this point Hamid will become hostile towards you!**
- It is recommended that you chose option 2 since the reputation gained from that quest cannot be gained in any other manner.
958. Next talk to Yasmin (regardless of who you handed her over to) to receive 500 exp.
959. Go talk to Bandaro and tell him Ramirez is dead for 250 gold and 500 exp. Tell him Kaffu's guards are dead for 1 500 exp, 500 exp and 1 000 gold.
960. Go talk to Faesul and tell him about the fat man to receive 5 healing potions, 400 gold and 2 500 exp.
961. Teleport to Braga. Go talk to Diego here and have him join up with you.
962. Walk with all the way back to Mora Sul together with Diego. When you reach the city a quest called "Made it to Mora Sul" will finish. Reward: 1 000 exp, "group

- hypnosis” (spell). Tell him to go back so that he leaves the group.
963. Go talk to Nasib to finish the quest “Presents for Gonzales.” Reward: 2 500 exp.
964. Enter the hall of Gonzales. Tell him you are looking for temple keys to get the quest “Find the fourth temple key of Mora Sul”. Buy Gonzales’s temple key (number 4 of 5) for 10 000 gold to finish the quest. (There is no reward for this quest.) This also finishes a quest called “Kalesch wants the temple keys of Mora Sul”. Reward: 2 500 exp. Ask him about the orcs to get 8 new quests: “Kill all Water Mages”, “Kill Saturas, the head of the Water Mages”, “Kill the Water Mage Cronos”, “Kill the Water Mage Merdarion”, “Kill the Water Mage Myxir”, “Kill the Water Mage Nefarius”, “Kill the Water Mage Riordian” and “Kill the Water Mage Vstras”.
965. Talk to Nigal (mage skill trainer) nearby and tell him about Ramirez to get 250 gold. Ask him more about Ramirez to get the quest “The man who killed Ramirez”.
966. Find an old chest (number 31 of 50) behind Gonzales throne, containing a scroll of Summon Golem. Put Gonzales and the guard to the west to sleep (alternatively you can use the group hypnosis spell you received from Diego) to open the heavy chest (number 26 of 48) containing an ore two-hander. Also open the solid metal chest nearby before the guard and Gonzales wakes up.
967. Exit and go talk to Ismael (smithing trainer and smithing merchant) by the smithy. Ask to see his goods and then ask him about his ore blank.
NB! You can pay him 400 gold for some information about the magic or blank, if you wish, but doing so does not seem to be necessary for the quest progression.
Buy the ore blank for 900 gold.
968. Go to the southern part of the cliff of Mora Sul by a watchtower and drop down. Run south to reach the orc camp by the ruins. From here follow the road west until you reach the tent with the Hashishin and Hassan. Talk to Hassan and tell him you will avenge Ramirez. When Hassan attacks you kill him and his companions. When Hassan is dead a quest called “Hassan” and “Ore thieves” will finish. Reward: 1 000 exp and 3 000 exp respectively. Loot Hassan’s corpse to receive a letter (quest item).
969. Follow the road back east to the orc camp and go south east past the temple to a smaller orc camp by the foot of the temple. You will find Kalesch there or nearby by the entrance to the temple. Save your game. Talk to him and tell him you have the remaining 4 keys. When Kalesch attacks you lure him away out of sight of the other orcs before striking back. Defeat Kalesch and loot his body to find the

last temple key (number 5 of 5). This will finish the two quests “Find the first key of the temple of Mora Sul” and “Find the five keys for the temple of Mora Sul.” Reward: 2 500 exp and 2 500 exp respectively.

970. **Warning! If there is any part of the ruin fields you have not yet explored then do so now. Once we open the door to the temple, zombies and undead commanders will spawn around the ruin fields. We must avoid them at this point of time since killing them off before starting the related quests may prevent you from completing or getting these quests later in the game.**

When you are ready save your game. Next go to the temple door and open it to finish the quest “Open the temple of Mora Sul.” Reward: 2 500 exp.

971. As you open the door a bunch of skeletons will charge at you. Kill them and proceed down into the basement of the temple. Kill many skeletons and mummies here. In the second room downstairs you will find a heavy chest (number 27 of 48) containing a rune shield (the best shield in the game!!!) Equip it and don't forget to assign a hot key!
972. Keep going down and find a locked chest containing Ilja's artifact in the fourth room.
973. Watch out for the high priest in the next corridor. In the fifth room is an old chest (number 32 of 50) containing an Amulet of Armor.
974. Open a basket in the sixth room to receive the Crown of Adanos (quest item) and finish the quest “Find the crown.” Reward: 2 500 exp. Equip the crown for some excellent protection.
- Tip! By equipping the Crown of Adanos, the Robe of Adanos, the Rune Shield in combination with protection amulets and rings of your choice, and provided you have the the skill “light armor”, you are able to reach the best possible protection bonuses in the game! (Unfortunately this combination is only possible until a certain point in the future were we will loose all of the artifacts of Adanos.)**
975. Teleport to Mora Sul. Go talk to Nigal in Gonzales residence in the middle of town to finish the quest “The man who killed Ramirez.” Reward: 15 R-Hashishin, 1 500 exp. You will also receive the quest “Instigator of the ore theft”. Tell him you took care of Hassan to receive 500 gold and 500 exp.
976. Go talk to Ilja in the northern part of town to finish the quest “Ilja wants an artifact from the temple.” Reward: 2 500 exp, 2 000 gold.
977. Go to the western part of the cliff and drop down. Run westwards through many ruins and past the open area with tombs in order to reach the block of ruins with Sanuyem (in the north west of the ruin field.)

Warning! You may encounter a large bunch of zombies on the way that have spawned since last time you visited this area. Don't fight them since this may mess up a future quest! Just run past them and out of sight so that they do not pursue you!

Talk to Sanuyem to get the quest "The way to Merdarion."

978. Follow Sanuyem to a cave. Go inside until he stops to finish the quest "The way to Merdarion." Reward: 500 exp.

979. Save your game here. Talk to Merdarion (mage skill trainer) to receive 1 000 exp but don't tell him the temple is open yet.

Warning! Telling Merdarion the temple is open will start a series of quest that forces you to liberate the ruins of Mora Sul. If you abort the quest midway it may permanently brake and you will not be able to complete it later in the game. It is better to take care of this quest later on.

980. Talk to Kayor to get the quest "Follow Kayor to the meeting point outside Mora Sul."

981. Follow Kayor and his nomads out of the cave. Keep right behind Kayor as he runs through the desert.

Warning! Do not stop, lose distance to Kayor or run ahead of Kayor. As soon as a certain distance is reach between you and Kayor he will stop and you may fall behind the nomads. This will cause him to get disoriented and run right through the cliff of Mora Sul (a bug) into the city and start a battle in there that we do not wish for at this point of time.

NB! Take note of the path you are taking because you will soon need to run back the same way.

NB! As you run past Murat's oasis some of the nomads here will start fighting with the Hashishin there. There does not seem to be anything you can do to prevent this from happening. Sometimes the nomads who start fighting in the oasis soon find their way to Kayor on their own. Even if you loose some nomads to the oasis, it is not going to make a major difference if you choose to attack Mora Sul with the Nomads in the future since their contribution in the battle will be quite insignificant.

Kayor will lead you all the way to the entrance of Mora Sul and stop there. This will finish the quest "Follow Kayor to the meeting point outside Mora Sul." Reward: 1 000 exp.

982. Teleport to Ben Sala. Go talk to Julio in the northern part of town to receive 450 gold and 1 000 exp.

983. Teleport to Braga. From the arrival point run west past the nomads, through the ruins and to the mountain wall. Follow the mountain wall to your right over the hill and past the oasis on your left, until you see a sulphur vein in the mountain wall. Prospect it.

This concludes part 16.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 16:

Level: 60, Exp: 913 800, LP: 173, Str: 158, Hun: 151, AK: 397, Smi: 25, Thi: 71, Alc: 131, Life: 212, End: 108, Mana: 104

Part 17: Ishtar

Ishtar is the stronghold of the Hashishin and the residence of the Hashishi leader Zuben. You will not be able to explore the city until much later on, if, and only if, you decide to support the Hashishin against the Nomads and Water mages, but in the meantime we can make a quick hit and run as well as explore the rich surroundings outside of the city.

The main goals for this part are:

- Clear out the areas surroundings of Ishtar

Key pointers for this part are:

- Same as in previous part

984. Just south of the sulphur vein are some trees with a desert racer that you should kill. Next, go towards a tomb stone and some skeletons. Dig up a grave here.
985. Go south west to a ruin with 4 robbers. From the ruin go north west over a hill to encounter 5 sandlurkers. Follow the cliff wall north west to find a cave behind some trees (where you found 2 stone tablets way back in Part 1). Kill 2 sandcrawlers outside and 3 inside the cave. There are some meatbugs and plants here as well.
986. Exit the cave and head south west to reach a large rock with a fire lizard. Go west to reach a tomb with 6 sand lurkers.

987. Exit the tomb and go north west to reach a camp inside some ruins. Kill 4 sandlurkers in the northern side. Find Nefarius in the camp and save your game before talking to him. He will give you the quest “Take Nefarius to the tomb of Haran Ho”. Tell nefarious you will take him away.

Warning! Nefarius is different from many other NPCs in that once he joins you there is no way to disband the group until the quest is over!

988. Traveling with Nefarious is not easy because we are going through some rough terrain and he will easily get stuck. For this reason we will take the shortest possible route to get it over with as soon as possible. Go north of the tent and up the far side of a tall sand dune. From here go north west through a valley with many dead trees. Kill any jackals on the way and keep going north east until you reach a hill with 2 stone pillars and a gargoyle. Kill the gargoyle and go north down a slope to reach a cave. Kill 3 minecrawlers here. As you reach the cave Nefarius stops and the quest “Take Nefarius to the tomb of Haran Ho” finishes. Reward: 2 500 exp. You also get the quest “Secure the tomb”.

989. Pick up a Katana next to a skeleton outside of the cave. You should now have 2 Katanas in your inventory.

Warning! Do not sell the Katanas to merchants as you will need them when forging a weapon soon!

990. Go inside the cave to kill 5 minecrawlers and 1 minecrawler warrior. This will finish the quest “Secure the tomb”. Reward: 1 250 exp. Talk to Nefarious to receive 1 000 exp.

991. Nefarius leaves the group and goes into the back room with two “stone tablets” (pillars).

NB! These “tablets” can normally be read for AK provided we are advancing the story in the ancient lore of Myrtana, but since we have already read the whole story from other sources you will no longer receive any AK.

Once Nefarius has started reading, talk to him and ask him if he has learned anything. He can now teach you mage skills and water magic. Have him teach you the spell “Ice explosion” for 5 LP and 7 000 gold. You know have all the transformation magic except for the final 3 spells that you will not be able to get until you choose path at the end of the game!

992. Exit the tomb and follow the mountain wall south east. There is a King’s Sorrel (number 46 of 57) here among the dead trees near some Jackals.

993. Now Sweep the whole valley of dead trees from north to south to kill all jackals and pick up all plants.

994. Go up on a ledge on the western side of the valley and jump your way up the mountain where it is not too steep. You will reach a sandy trench up there. Follow it west to reach a cave. Pick up many plants in there. Exit the cave and follow the trench south east. At the end of the trench go south up a rocky slope. From here go south west to reach another cave. Go inside to fight 2 ogres. Pick up some poisons, potions and weapons in here.
995. Exit the cave and go south east up the mountain. When you reach the edge slide down safely to a grassy area with trees below. Head south west to reach a grassy valley. Kill a band of 1 lion and 3 lionesses. Go south west to reach a cave with 3 lions and 1 rotten beast outside. Go inside to kill 9 lions and 5 rotten beasts. Make sure to loot the carcasses of the rotten beasts for their rare skins.
Warning! These skins may be needed to finish a quest in the future so do not sell them to merchants!
- In here you will find a heavy chest (number 28 of 48) containing the horn bow.
996. Exit the cave and go east until you reach the mountain wall. Follow the mountain wall on your right going north east. When you reach a line of rock between two patches of sand head east towards the edge of the mountain. Slide down to the grass and trees below and enter a cave here. Kill 4 black goblins inside.
997. Exit the cave and go east uphill to reach some tents. There are some fighters here and a Hashishi called Zarkos (hunting trainer and hunting merchant). Kill him and his fighters. When Zarkos dies a quest called “Zarkos” will finish. Reward: 5 R-Ishtar, 1 500 exp. Loot him to get “Asam’s bowl” (quest item).
Warning! Hold on to Asam’s bowl and do not sell it to merchants. You may need it to finish a quest later in the game.
998. Head north until you reach the edge of the cliff. From here slide down to reach a pit surrounded by trees. Kill a fire golem and a fire lizard here. Go south east to reach grassy patch with some trees and kill 5 jackals there. Go south towards an area with many trees and a lot of grass and kill 4 jackals here. Go north east to kill 3 more jackals by some trees just nearby. Keep going north east to encounter 3 ogres by a campfire next to a dried up lake. On the north western side of the lake are 2 jackals by a ruined wall. On the north eastern side of the lake by a ruined wall are 2 more jackals. From here go south east to encounter 2 sandcrawlers. Continue south east over the dune to find 2 ogres by a ruin. Go south west over a dune to encounter 2 sandcrawlers. Go south east to encounter 2 more sandcrawlers. Go south west to reach some trees and rocks by a road not

- far from a large banner. Kill 2 robbers here on the opposite side of the road. Go south to encounter 4 minecrawlers. Go south west to encounter 4 ogres by a tomb. Go north west to reach a ruin with 3 ogres. Open a heavy chest (number 29 of 48) in here containing a Rune Sword blueprint.
999. Go south to reach another ruin. South of it is an oasis. There is a band of 1 lion and 5 lionesses here. From the north western most point of the oasis go north west over the sand, crossing the road and past a large banner to reach a cave in the mountain. Kill a fire lizard and some meatbugs and pick up some plants in there. Exit the cave and go south east up the mountain along the road. When the road bends to the south head west instead to reach a well. Talk to Giacomo (merchant). Sell him some of your loot for gold if you wish.
1000. Go west up the mountain past a camp with an NPC called Kafa. Ignore him and keep going west until you see a cave in the mountain wall on your right, behind some bushes and next to a tree. Enter the cave here and kill 5 jackals and 1 pack leader. Open a heavy chest (number 30 of 48) containing the Rhino killer crossbow.
1001. Exit the cave and go south. South of the cave is a slope where 4 different packs of wolves will run by (given enough time). The first one has 5 jackals, the second one has 7 jackals and 1 pack leader, the third one has 5 jackals and 1 pack leader, the fourth one has 6 jackals. When you kill the final pack leader a quest called “Three pack leaders” finishes. Reward: 10 R-Ishtar, 1 500 exp.
1002. Find a fire golem south east of the cave we just visited, on the hill just next to Ishtar. Go downhill south west from the golem to reach some ruins. To the west of the ruins is a cave. Go inside and kill 11 sandlurkers.
1003. Exit the cave and go east to Uphill until you reach a tree just south of Ishtar. Kill more packs of jackals running by here. From the tree go south east towards three trees to find a King’s Sorrel (number 47 of 57) by a rock.
1004. Go east downhill and then up hill towards a tree by the edge of the cliff. Drop down here and enter a cave nearby. Inside you will find some snakes, meatbugs and 3 bloodflies.
1005. Teleport to Ben Sala. You should now have enough gold to buy the Master Sword recipe from Enzo. You can now create your own Master sword at the Anvil using your 2 Katanas and one magic ore blank. You won’t be able to equip the sword yet, for a while, so just keep it in your inventory until the time comes.
1006. Teleport back to Ishtar. In order to enter Ishtar we will need 75 reputation points with Hashishin, which we do not have. Instead we will have to sneak in

the back door to get some important loot. Walk up the mountain range to the north of the arrival point and follow the rim of the mountain to the west side of Ishtar. Save your game here.

Warning! Once we are inside the city catching the attention of the guards will cause them to attack, so we must avoid being seen for as long as possible. If you get attacked and cannot get away just reload from your last saved game. Whatever you do, do not engage in any fight and don't get yourself hit (and you will catch even more attention) or struck down (and you will have your gold stolen).

Now, slide down the mountain wall just south east of the tallest building.

1007. To the south east is a pile of rocks next to a bridge. Wait in the corner on the opposite side out of sight from the guards until a slave comes walking with some stones. The slave we are looking for is named Karmok but you may not be able to confirm the name from your current position. Put a sleep spell on the nearest guard and approach the slave. With some luck the slave is Karmok (otherwise wait around until he shows up and repeat the procedure with the guard.) Talk to him to receive two quests: "Arm the slaves!" and "Potions for the slaves!" Give him 3 bundles of weapons to finish the quest "Arm the slaves!" Reward: 3 R-Nomads, 1 500 exp. Give him 20 potions to finish the quest "Potions for the slaves!" Reward: 3 R-Nomads, 1 500 exp.

1008. Now quickly head west to a doorway with some stairs leading down into a basement. Go down inside and through some tunnels. Towards the end of the tunnels is a room on your right side with a heavy chest (number 31 of 48) containing an Inquisitor (sword) and an old chest (number 33 of 50) containing an Amulet of the Hunter.

NB! The entrance to the room may be hard to spot at first. From the direction you are coming the entrance will be slightly obscured by a shelf with pottery.

1009. Exit the room and follow the tunnel to the end, opposite of the direction you came from. At this point you will probably be spotted by a guard. Run north and up a ramp to the palace of Zuben. Keep going towards the entrance of the palace and avoid any pursuers. If you run quickly you should lose the guards and find a safe spot just before entering the main palace where no one will pursue you. Save your game here provided you managed to lose the guards. The next step may be a bit tricky and may require a few tries before you get it right. Enter the palace and run to the back room (Zuben's bed room). Catch the attention of the guard in here and run back to the middle room with the pool. Circle the pool once

to have all guards following you in the same direction. Now run back to Zuben's bedroom and find a small treasure room on your right. You should have just enough distance to the guards to have time to open a heavy chest (number 32 of 48) containing El Bastardo and an old chest (number 34 of 50) containing the warriors amulet in here. You can either try to teleport out from where you are (if the guards are still far enough away from you) or you will need to run out of the palace while avoiding the guards until you reach safety.

This concludes part 17.

There isn't much else we can do in Ishtar at this point of time.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 17:

Level: 62, Exp: 953 400, LP: 190, Str: 158, Hun: 151, AK: 397, Smi: 25, Thi: 71, Alc: 130, Life: 212, End: 108, Mana: 104

Part 18: Gotha

Gotha is located between Montera and Faring. It is a village located on a hill with a castle enclosed by mountain walls. A curse has turned the population into living dead walking the streets. There is an orc encampment just outside of the village.

The main goals for this part are:

- Clear out the areas surroundings of Gotha

Key pointers for this part are:

- Same as in previous part

1010. Teleport to Montera. From the arrival point follow the road north east past the grain farm. Encounter a boar and reach a spot where you have mountain walls on both sides.

1011. Follow the road east and encounter two warg on your left. Keep going east to reach an orc camp just outside Gotha. Follow the road north west up to Gotha. If you have been following the guide to the letter then you have already looted most of the chests here in part 1. Still, you might want to visit all the houses

south of the castle and make sure you did not forget anything. You should also kill all the zombies wandering around here. Make sure to open the old chest (number 35 of 50) containing an iron skin amulet, inside the alchemist's house.

1012. Exit and find the cave underneath the castle. Enter to kill some skeletons and zombies and open 1 basket, 2 chests and 2 metal chests.
1013. Exit the cave and go up to the castle. Kill all the zombies and skeletons in the first yard but leave the demon alone.

Warning! If you kill the demon at this point you will lose out on a quest later.

Once the yard is cleared of zombies and skeletons run out of the castle and south down to the orc camp, losing the demon that may be pursuing you.

1014. Enter the house in the middle of the camp to talk to Potros. You will get the quest "Rescue Gorn from the orcs in Gotha". Pay him 2 000 gold to finish the quest. Reward: 1 R-Rebels, 1 500 exp. Put a sleep spell on him and loot his chest. (He is probably still angry at you for beating him up in part 3 so you can put an amnesia spell on him as well if you wish).
1015. Enter the next room and talk to Gorn to get the quest "Hunting demons with Gorn".
1016. Exit the house and follow Gorn up to and into the castle. Kill the demon to finish the quest "Free Gotha from its curse". Reward: 2 R-Rebels, 5 000 exp. Loot the corpse of the demon to find the Ring of Adanos. This will finish the quest "Find the divine ring of life". Reward: 2 500 exp.
1017. Gorn will move to the middle of the court yard by the statue and stop. Talk to him to finish the quest "Hunting demons with Gorn". Reward: 1 000 exp. Tell him the demon is dead to receive another 1 000 exp. Stop the conversation when the only remaining topic is "Come with me". Gorn can now join you in battle if you want.
1018. Gorn will move around the court yard and you are free to explore the castle. You probably picked up most items and opened most chests back in part 1 but since you were chased by an army of undead it should not come as a surprise if there are things you missed out. There may also some skeletons and zombies left in some of the towers. Make sure to open a large chest, a heavy chest (number 33 of 48) containing a Headsman's Sword, and an old chest (number 36 of 50) containing a Druid's Staff.
1019. **NB! Your next task is to rebuild Gotha. Doing so will cause new rebels to spawn in Gotha but also remove all orcs in the camp to the south of Gotha from the game, permanently in order not to lose out on the exp and loot from those orcs,**

we should kill them before rebuilding Gotha. There are three important things to note about this: First, killing the orcs at Gotha does not constitute liberation of a city and will not make orcs in other cities hostile to you. Second, rebels spawning means more merchants to trade with (more sources of gold) and more rebels to kill, and more exp, in case you side with the orcs in the future. Third, since there is no way to make the orcs inhabit Gotha, there are no benefits what so ever in leaving the orcs alive.

Warning! After the next step you will no longer be able to trade with Potros so make sure he is not carrying any items you desire before continuing.

Kill off all orcs in the camp including Potros and two scouts up in the watch tower. Loot the corpses and pick up all weapons and shields.

1020. Teleport to Okara. Go talk to Roland deep down in the caves.

Warning! Once again, be careful not to talk about Sanford because we don't want to ruin our opportunities for choice of faction in the future.

Tell him about Gotha to receive 2 000 gold and 1 500 exp and the quest "Rebuild Gotha".

1021. Go to the next room and talk to Shawn. Tell him you want to rebuild Gotha and pay him 1 000 gold to finish the quest "Rebuild Gotha". Reward: 2 R-Rebels, 2 500 gold.

1022. Teleport back to Gotha and it will be full of rebels. There is a new smith, an alchemist and a merchant here, that you can trade with if you wish. When you are done go south from Gotha and follow the road south. There are grassy fields on both sides of the road and two groups of warg running by. Keep following the road east to encounter a chest and a locked chest on your left hand side and 5 snappers nearby.

This concludes part 18.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 18:

Level: 62, Exp: 980 100, LP: 191, Str: 158, Hun: 151, AK: 397, Smi: 25, Thi: 71, Alc: 130, Life: 212, End: 108, Mana: 104

Part 19: Faring

Faring is a village of hunters located by the foot of a mountain with a river. There is a road going through the village and all the way up the mountain towards an orc outpost blocking the path towards Nordmar. There is a large castle midday up the mountain inhabited by the orc warlord Kan, who is the leader of the orc invasion of Myrtana. You will not be able to meet him at this time, but exploring the lower quarters of the castle will be interesting enough.

The main goals for this part are:

- Clear out the areas surrounding Faring

Key pointers for this part are:

- Same as in previous part

1023. Go east along the road to encounter a locked chest on your right and a ripperbeast.

1024. Follow the road south east to reach another ripperbeast by a bridge. Cross the bridge going east. After crossing go south west to kill 3 scavengers. Go north east and kill 3 scavengers there. To the south you will see 3 trolls. You must lure away 2 of them, one at a time and kill them, but leave the last one alive.

Warning! If you kill all trolls at this point you will lose out on a quest.

1025. Go north west up the road until you encounter Rocko. Buy his ring for 250 gold. He will also give you the quest “Rocko’s cave”.

1026. Enter a mine just north. We have already picked up some things here in the past but you can loot the grave again and open a chest.

1027. Exit the cave and go north west up to the town. Enter the first house on your left and talk to Connor (merchant). Pay him 3 times 100 gold for various information.

1028. Exit and go to the house opposite to talk to Flint. He will give you the quest “Distribute booze to the orcs” and 3 booze.

1029. Go up the stairs of the 2-stories building and find Ali’s chest (technically a “heavy chest” number 34 of 48) containing a Nimrod (bow) and, possibly, an Ancestor Stone.

NB! The owner, Ali, is frequently wandering around the village, up and down the road to the mountain and sometimes he will be sitting smoking next to the chest. If you meet him talk to him for some information. You can also steal his key by pick pocketing him, but you don’t have any real need for it since you can easily

loot his chest anyway. If the chest does not hold the ancestor stone it means Ali is currently carrying it on his person. In that case you should come back and pick it up from the chest after he has returned to the chest and deposited the stone later on during the day.

Finding the ancestor stone will finish a quest called “Ali’s artifact”. Reward: 1 Thi, 500 exp.

1030. Exit and follow the road north east up the hill to an intersection guarded by an elite warrior. Go past the warrior and follow the road uphill to reach a gate guarded by Mojok. Give him a booze to receive the quest “Booze for Mojok.
1031. Follow the road east to enter a cave. Kill all the goblin’s in here to finish the quest “Rocko’s cave”. Reward: 4 R-Faring, 1 500 exp.
1032. Exit and follow the road down to the village. Go towards the east exit and talk to Rocko to receive 1 ore and 500 exp.
1033. Follow the road down to find Mitch by a campfire on your left. Ask him about Nordmar Nogginfog to buy one for 200 gold (you will actually need two, but one is all he has). Also get the quest “Troll hunting with Mitch”.
1034. Follow him to the troll south east. Once you kill the troll a quest called “Kill the three trolls in the hills near Faring”. Reward: 12 R-Faring, 2 500 exp. Go talk to Mitch to finish the quest “Troll hunting with Mitch”. Reward: 4 R-Faring, 500 exp, 500 exp.
1035. Go south to find a shed in the woods. Talk to Tippler (hunting trainer and hunting merchant) here. Ask him about the Nordmar Nogginfog and tell him you will bring the ingredients to receive the quest “Making booze with Tippler” and a recipe for Nordmar Nogginfog. Give him 2 healing plants and 10 boozberries to finish the quest “Making booze with Tippler”. Reward: 1 Alc, 4 R-Faring, 1 000 exp, Nordmar Nogginfog. He will also give you the quest “Eliminate the Goblins in the ancient ruins of Faring”.
1036. Enter his shed and loot a chest and a locked chest.
1037. Exit the shed and go west to kill 2 scavengers near the river. Go south east past a watchtower and to encounter 4 scavengers. Go just south to reach a ruin. Save your game here before getting too close. Kill 8 goblins in the ruin to finish the quest “Eliminate the Goblins in the ancient ruins of Faring”. Reward: 1 Hun, 4 R-Faring, 1 000 exp.

Warning! Occasionally a goblin runs out of the ruin and disappears when you attack. If that happens you will not be able to complete the quest so you must reload to your last saved game.

1038. Go east down the slope to kill 4 wild boars. Go north towards a stone circle and kill 3 gargoyles. Open a metal chest and an old chest (number 37 of 50) containing the Mage's Staff of Magic.
1039. Go north east to encounter a wild boar on a ledge. Go north east to find a metal chest by a stone monument.
1040. Go west over a hill. Follow the cliff wall towards north west and encounter 5 scavengers. Go south over the hill and talk to Tippler again to receive 500 exp. Tippler can now teach you hunting skills and trade with you.
1041. Go north west to get back to the road. Follow the road north west uphill and into Faring. Talk to Gorok. He will give you the quest "The castle of Faring". He will also give you 500 exp for fighting in the arena. Give him a booze. Finally ask him for his approval to enter the castle.
1042. Talk to Tom to get the quest "The hunters of Faring" and the quest "Take Ali's gift to Tom". Give him the ancestor stone to finish the later quest and receive 1 Thi, 4 R-Faring, 1 000 exp.
1043. Talk to Wilson (hunting trainer and hunting merchant). Pay him 50 gold and he can teach you hunting skills. You will receive a skin and the quest "Sell the skin to Gnar for 500 gold coins".
1044. Go up the hill to Mojok and talk to him. Give him 2 Nordmar nogginfog to finish the quest "Booze for Mojok". Reward: 4 R-Faring, 1 500 exp and 500 gold.
1045. Go down the road and stop at the intersection. Go south towards the castle and talk to Gnar by the bridge. He will give you the quest "Wolf skins for Gnar". Give him 20 wolf skins to finish the quest. Reward: 4 R-Faring, 2 000 exp. Sell him a shadowbeast skin and tell him it is from Wilson to receive 400 gold.
Warning! If you tell him you bagged the skin or that you found it Gnar will take it from you and you won't receive any money.
Also give him some booze to finish the quest "Distribute booze to the orcs". Reward: 12 R-Faring, 1 500 exp. Tell him you want to enter the castle to get his approval. This will finish the quest "The castle of Faring". Reward: 2 500 exp.
1046. Tell the outer gatekeeper to let you pass and enter the castle. Save your game here. Talk to Koraz (merchant) and buy 2 stone tablets from him. If he has 1 or less stone tablets, reload the game until he has 2.
1047. Talk to Zakosh (merchant) to get the quest "Forging in Faring". Ask him to trade with you and tell him you are a warrior. You will receive 500 exp for killing the trolls earlier.
1048. Talk to Tarok (fighting trainer) to get the quest "Become a champion of the arena

in Mora Sul”. Have him teach you 42 Str (to reach a total of 200 Str) for 42 LP and 2 100 gold. Have him teach you the skills “Master swordsman”, “Large Weapons II” and “Master archer” (crossbow) for 15 LP and 12 500 gold. Tell him you are the champion to finish the quest “Become a champion of the arena in Mora Sul”. Reward: 1 000 exp, 2 500 exp. Tell him you want to fight to get the quest “Defeat Vigo in the arena”. Go to the arena and defeat Vigo to finish the quest. Reward: 2 R-Orcs and 2 500 exp.

1049. Go talk to Tarok again to receive 1 000 exp and get the quest “Defeat Tukash in the arena”. Go to the arena and defeat Tukash to finish the quest. Reward: 2 R-Orcs, 3 000 exp.

1050. Talk to Tarok again to receive 1 000 exp and get the quest “Defeat Mortis in the arena”. Defeat Mortis in the arena to finish the quest. Reward: 2 R-Orcs, 3 500 exp.

1051. Talk to Tarok again to receive 1 000 exp and get the quest “Defeat Rozhov in the arena”. Defeat Rozhov in the arena to finish the quest. Reward: 2 R-Orcs and 4 000 exp.

1052. Talk to Tarok to receive 1 000 exp.

1053. Talk to Ur-Gosh (alchemy trainer and alchemy merchant) to receive the quest “Bring Ur-Gosh three King’s Sorrel plants”. Give him 3 King’s Sorrel to finish the quest. Reward: 2 R-Orcs, 1 Alc, 1 500 exp. Ur-Gosh can now teach you alchemy skills and trade with you.

1054. Attack Ur-Gosh and knock him down. Steal back the King’s Sorrels you just gave him from his inventory. They will come in handy.

1055. **NB! There is an inner castle here but you will not be able to gain access until you have 75 reputation with the orcs. You will not be able to get that reputation unless you side with the orcs in destroying rebel camps so we have to leave this till later in the game after you have chosen faction.**

Go back down into the village and talk to Flint. He will give you 500 exp for handing out the booze earlier.

1056. Talk to Wilson about his skin. Give him 400 gold to finish the quest “Wolf skins for Gnar”. Reward: 8 R-Faring, 2 000 exp.

Warning! If you give Wilson 300 gold he will call you a liar and the quests “Wolf skins for Gnar” and “Hunters of Faring” will be permanently canceled.

Tell him Tom has no problem with you joining to get the quest “Go lurker hunting with Wilson” and 500 exp.

1057. Exit the house and follow Wilson to reach a waterfall. Kill all the lurkers here to

finish the quest “Kill the lurkers”. Reward: 1 Hun, 8 R-Faring, 1 000 exp. Talk to Wilson to finish the quest “Go lurker hunting with Wilson”. Reward: 1 Hun, 4 R-Faring, 2 500 exp. Tell him the lurkers are dead to finish the quest “The hunters of Faring”. Reward: 4 R-Faring, 2 500 exp.

1058. Go back to the village and talk to Gorok. You will receive 500 exp for passing out the booze and 500 exp for killing the lurkers.
1059. Talk to Tom and tell him you will take the stone to Nordmar to receive the Ancestor stone and 500 exp.
1060. Follow the road up the mountain towards the orc outpost and talk to Mojok again. He will now let you pass through the gateway and you receive 500 exp.
1061. Go through the gateway and climb the stairs in the palisade to get to the second floor. Keep going through the building and out on to the wall. There is a path leading up the mountain. Follow it until you reach a grassy ledge. Follow it north to reach a grassy plateau with 2 golems. Kill them and open a metal chest here.
1062. Go to the north western mountain wall to find a path behind some trees. Follow the path to come out on a field in the mountains. Follow the mountain wall on your left and go south. Keep following the mountain wall south west until you encounter 3 shadowbeasts on your right. Go south east to find a King's sorrel (number 48 of 57) on a high ledge near the edge of the mountain.
1063. Go north west to encounter a black troll. Go west from there to find a solid metal chest among the trees.
1064. Go north to find a chest and a metal chest.
1065. Go north east to encounter 4 snappers.
1066. Next teleport back to Faring. Go south east down the road to the bridge. Cross the bridge and head south along the road. As you move along the road, with trees on both sides, going east, to find a spot with many wargs to the left. Kill the warg and open a metal chest nearby.

This concludes part 19.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 19:

Level: 64, Exp: 1 040 950, LP: 157, Str: 200, Hun: 155, AK: 407, Smi: 25, Thi: 72, Alc: 133, Life: 212, End: 108, Mana: 104

Part 20: Vengard

Vengard is the capital city of Myrtana, ruled by King Rhobar II himself. The city is under siege by the orcs and a magic barrier was created by the fire mages to shield the city from the invading forces. The rebels are holding out in two isolated pockets: a temple and in the King's castle. Orc invaders are occupying the remainder of the ruined city, or what is left of it.

The main goals for this part are:

- Clear out the areas surroundings of Vengard

Key pointers for this part are:

- Same as in previous part

1067. Go south to reach the road. Follow the road east downhill and kill 4 warg. Go south east uphill to see the orc armies in siege of Vengard.

NB! These orcs will be hostile to you not matter what faction you are siding with.

Kill all the orcs near the first two tents with a camp fire, including a shaman and a commander. Open a metal chest, a heavy chest (number 36 of 48) containing the Greatsword, and an old chest (number 38 of 50) containing the Mage's Staff of Fire.

1068. SW (follow the road up the mountains) 4 scavengers (near a sign post along the road). N a metal chest (in the grass).

1069. Go back to the road and follow it uphill to the south. Kill another 3 scavengers further up the road. NW 4 goblins (by a campfire). Enter a cave behind the camp fire and kill hoards of skeletons and zombies inside. In the back of the cave you will find treasure and other valuables by a large statue.

1070. Exit the cave. SW (along the road) 3 wolves. SW 4 schrat (by some destroyed houses). Open a large chest.

1071. W 1 ripperbeast (close to the edge of the cliff). S 5 goblins. SE (towards the edge of the cliff) 1 ripperbeast. Go north east towards the edge and jump down to a ledge below. Jump down ones more and follow the ledge south east to encounter a bloodfly. Go down one more ledge and kill the bloodfly there. Slide down from here to reach the ground level.

1072. Run west between a well and a ruined tower. As you approach the road you will

see two orc guards there. Attack them and expect their friends join the fight. Kill the whole bunch of orcs including the commander.

1073. W (towards a tent) a group of orcs including a commander. Open a metal chest here.
1074. NW (down the hill) a locked chest.
1075. NW (up a ledge) a group of orcs including a commander (by a tent). When the commander dies the quest “Destroy the Orcs' ring of siege outside of the barrier” will finish. Reward: 2 R-Rebels, 5 000 exp. Open a locked chest by the tent and a solid metal chest inside.
1076. Go south back towards the broken tower. Follow the road south west uphill and back to the stone circle. Talk to Chris and tell him the orcs around Vengard are dead for 500 exp.
1077. Save your game then teleport to the temple of Vengard.

Warning! As you teleport in some of the rebels may spot orcs and vice versa which will cause a battle to begin. Not only does this risk killing key NPCs but you will lose exp for the orcs that get killed by rebels. This is more likely to happen during certain hours of the day i.e. at 6 am when many rebels wake up or when they are otherwise moving around in the side the temple. You must try to avoid this from happening until you have had time to talk to the NPCs. If the situation goes out of hand, you should reload the game and try again at a different hour of the day.

After teleporting in find a large chest, behind the shrine, and open it.

1078. Talk to Markus here to get the quest “Take Maruks’s Fire chalice to the head of the fire mages”. Tell him to give you the fire chalice to receive it (number 11 of 12). You will also receive the quest “Eliminate the five leaders of the orc siege inside the barrier”.
1079. Go into the next room.
Warning! Avoid visiting the side room next door since that will make orcs on the other side of the wall spot you and start a battle.
Talk to George to get the quest “Take the paladin George to Cobryn, the commander-in-chief of the paladins”.
1080. George is not of much help in battle but, you must still protect him from dying. Tell George to join you and bring him to the back of the temple by the shrine. Next tell him to wait there (for his own safety). We will pick him up later once the path to the commander in chief has been cleared.
1081. Go outside the temple. It is time to start killing orcs but we have to be strategic

in order to prevent the orcs from attacking the rebels nearby. Save your game again. Ready your fire ball then quickly move along the wall to your right around the corner and out of view of the rebel. There is a group of 5 orcs to the east. Immediately launch a homing fireball at one of them at a time and finish of the last orc with your sword once you run out of mana. You should be able to kill them without the rebels intervening. Go east towards the well and open a locked chest. Go north east behind the burning house next to the well (out of sight of the orcs) to reach a pile of manure in the corner. Try to lure the orcs east of you to the pile and use it as a natural obstacle to shield yourself from them while killing them off with fire balls. When they are dead go east towards a campfire and open a metal chest there.

1082. Go further east to the corner of the wall behind the two story building. Lure out the orcs from the building, including Commander Bratak and a shaman, to the corner and kill them. Be careful not to attract the attention of the orcs behind the wall to the south. Save your game. Go to the pile of manure to the south and jump the wall here. If any orcs spot you going over the wall then reload (that orc will start running towards the temple otherwise). Lure away some orcs from the south west of the house towards the hole in the wall to the north west and kill them off. Even if the orcs to the south east notice the fight it is too far away from the rebels for a battle to begin. When the orcs are dead move to the spot with the campfire where they used to be. Pick up two bundles of weapons and open a chest and locked chest.
1083. Now climb the wall to the east and kill the remaining 6 orcs behind the wall. The area around the temple is now secure and there is no longer any large risk of the battle getting out of control. Pick up 2 bundles of weapons and open a chest by their campfire.
1084. Go to the house just north on the other side of the wall. On the first floor you will find 2 bundles of weapons and a heavy chest (number 36 of 48) here containing a Master Sword (you have no use for it since you have already forged a better one yourself).
1085. Go to the second floor and pick up 3 bundles of weapons and open 2 chests.
1086. Exit the house and go north west. Follow the wall north west towards a house. Kill 4 orcs here. Open a chest outside of the house.
1087. Enter the house to pick up 2 bundles of weapons and open a metal chest.
1088. Exit and go west towards the northern gate of Vengard. Open one chest to the south east behind some walls and another chest to the south west behind a wall.

1089. Head south from the gate to a two story house. Kill many orcs here including a shaman and commander Zarrack. Pick up 2 bundles of weapons by the doorway to the building.
1090. Enter the first floor of the house to open an old chest (number 39 of 50) containing a Mage's Staff of Darkness.
1091. Exit and go to the back of the building. To the north west is a large tower. Jump up a wall on the north eastern side of the tower and jump up onto the second floor through a hole. Pick up two pieces of Jewlerey, one on the second floor and one on the third floor. Be careful not to stay close to the barrier longer than necessary since you will be taking damage.
1092. From the second floor jump down into a broken tower just south and pick up 2 pieces of jewelry, a golden goblet and a casket.
1093. Jump up the crates and out of the tower. Go south towards the main gate of the city and kill some orcs there. Open a metal chest by the campfire.
1094. Go through the main gate and open a locked chest to your left and a large chest to your right just beyond the gate.
1095. Go back through the gate and head east to a 2-stories building. Open a chest on the first floor and another one on the second floor.
1096. Go down the stairs and exit the house. Go east past the well to open a metal chest.
1097. Enter the house just south and kill a shaman and other orcs. Open a chest and a locked chest. Read the bookshelf for 5 Alc.
1098. Go to the second floor of the house and open a chest and a metal chest.
1099. Exit and open a chest by the stairs to the south west.
1100. Kill off the orcs on the other side of the ditch with fire balls. If the orcs start heading towards the castle, go slightly north for them to return to their posts.
Warning! If you go close to the orcs before attacking, some of them will run to the castle south west and cause more orcs to get involved in the fighting.
When the orcs are dead go south, up the stairs, and enter the house just west. Kill the orcs in here including commander Krusgat. Open 2 metal chests on the first floor and 1 metal chest on the second floor.
1101. Exit and enter the house to the south west. Pick up a bundle of weapons and open a locked chest.
1102. Exit and open a chest just west.
1103. Go south west to the smithy and kill some orcs here. Pick up 2 bundles of weapons by the entrance and open a metal chest.

1104. Go south east to open a chest by a damaged house.
1105. Enter the house and pick up a bundle of weapons and open another chest.
1106. Exit and go south west down some stairs. Kill the orcs by the well there. Open a locked chest just north of the well.
1107. Enter the house south west to encounter commander Gnorak and his orcs. Pick up 2 bundles of weapons. Open a metal chest and a large chest.
1108. Exit and enter the doorway underneath the stairs just south east. Kill a Shaman in here and pick up a bundle of weapons.
1109. Exit and go to the foot of the stairs. Open a locked chest here.
1110. Go up the stairs to open two chests on the wall and two chests inside a room just north.
1111. Exit and go back down to the yard. Go to the building north east. Run up to the second floor to kill 3 orcs and open a basket.
1112. Exit and go down to the entrance on the first floor and pick up a bundle of weapons and open a metal chest outside the entrance.
1113. Enter on the first floor to open a chest and a locked chest.
1114. Exit and run south west out the gate. Go north west to find a metal chest by a rock.
1115. Go further north to find a metal chest close to the barrier.
1116. Go south towards a tent and find two metal chests and a basket just north west of the tent.
1117. Go east and follow the city wall around the corner. Keep following the wall on your left going north east until you reach a hole in the wall. Go through the hole and to the west to kill some orcs by a campfire. Go south west to another campfire and kill some more orcs there. Enter the doorway under the stairs and open a chest inside.
1118. Exit and go north east to a 2-stories building. Enter on the first floor to fight some orcs including commander Makosh. When you kill him a quest called “Eliminate the five leaders of the orc siege inside Vengard” finishes. Reward: 2 R-Rebels, 15 R- Vengard, 5 000 exp. Pick up 2 bundles of weapons and open a solid metal chest
1119. Exit and go up to the second floor. Open a chest and a locked chest.
1120. Exit and run south east towards the city wall. Climb the stairs and open a chest here.
1121. Follow the wall east to find a chest behind a wall in the tower.
1122. Go up the stairs to the next floor and open a locked chest.

1123. Go up to the top of the tower. Talk to Thordir to get the quest “Help the paladin Thordir get to the castle”. Before leaving, pick up 2 bundles of weapons and open 2 metal chests.
1124. Follow Thordir down the stairs and out of the tower, then towards the castle. Thordir will stop by the entrance and the quest “Help the paladin Thordir get to the castle” finishes. Reward: 15 R-Vengard, 2 000 exp, 3 healing potions.
1125. Teleport back to the temple. Loot 3 chests inside the temple (one in each room). The rebels will not intervene.
1126. Talk to George in the room with the shrine and tell him to come with you. Take him all the way to the castle, entering the same way you came with Thordir. Take George to Cobryn (fighting trainer) by the stairs to the inner castle. Talk to Cobryn here. Tell him you brought the paladin George to finish the quest “Take the paladin Georg to Cobryn, the commander-in-chief of the paladins”. Reward: 15 R-Vengard, 2 000 exp, 500 gold. Ask him how you can help to get the quest “Find the lost paladin Thordir”. Tell him you found him to finish the quest. Reward: 15 R-Vengard, 1 500 exp, 500 exp. Tell him Thordir is safe to receive another 500 exp and 500 gold. Tell him the 5 orc commanders are dead to receive 500 exp and 2 000 gold.
1127. Go north west and talk to Abe to get the two quests “Bring Abe bread for the castle” and “Bring Abe roast meat for the castle”. Give him 30 loaves of bread to finish “Bring Abe bread for the castle”. Reward: 5 R-Vengard, 1 000 exp, 5 mana potions. Give him 30 roast meat to finish the quest “Bring Abe roast meat for the castle”. Reward: 5 R-Vengard, 1 000 exp, 5 healing potions.
1128. Go south to the campfire and talk to George to receive 5 healing potions and 500 exp.
1129. For the next step you need 5 saws, 10 hammers and 20 pickaxes. If you have them go up the stairs to the inner castle and find Vandorn (merchant). If you do not have them do the following instead:

Saws and hammers: Teleport to Cape Dun. Go just north west towards a tree trunk and a shed. There are slaves here sawing and hammering away. Beat them up and steal their hammers and saws. No one will intervene and the slaves won't get hostile to you (since your reputation is perfect).

Warning! For some reason the game sometimes makes you involuntarily target the pig nearby. If you accidentally hurt the pig you will get attacked by the citizens.

You will notice that once they get back up some of them go back to work and

new saws and hammers appear out of thin air. Just beat them up again until you have enough. You can speed up getting hammers by occupying the tree trunk when the slaves get back up after being beaten up (this will cause them to go hammering and get hammers instead of saws).

Pickaxes: These can be bought from various merchants. Teleport from city to city and check the inventories of all merchants until you have enough.

When you are done teleport to the throne room of King Rhobar and go back out on the court yard.

1130. Talk to Vandorn (merchant) here to get 3 quests: “Bring hammers to Vandorn for the castle”, “Bring saws to Vandorn for the castle” and “Bring pickaxes to Vandorn for the castle”. Give him 5 saws to finish the quest “Bring saws to Vandorn for the castle”. Reward: 1 Smi, 5 R-Vengard, 1 500 exp, 500 gold. Give him 20 pickaxes to finish the quest “Bring pickaxes to Vandorn for the castle”. Reward: 1 Smi, 5 R-Vengard, 1 500 exp, 1 000 gold. Give him 10 hammers to finish the quest “Bring saws to Vandorn for the castle”. Reward: 1 Smi, 5 R-Vengard, 1 500 exp, 300 gold.
1131. Talk to Keldorn (smithing merchant). Give him 20 bundles of weapons to receive 1 R-Rebels, 10 R-Vengard, 1 500 exp and 4 000 gold.
1132. Enter the castle and talk to King Rhobar. He will give you the quest “Find out for Rhobar what Xardas is planning”. Tell him the siege ring is broken to receive 10,000 gold and 5 000 exp.
1133. Go through the doorway in the north side of the room Go up the stairs to the south to find a heavy chest (number 37 of 48) on the balcony, containing a Barbarian Axe.
1134. Enter the building here and go up the stairs. Put Karrypto and the guardsman to sleep and open the old chest (number 40 of 50) containing the Mage’s staff of Water.
1135. Talk to Karrypto (mage skill/alchemy trainer and alchemy merchant) once he get’s back up on his feet. Tell him Markus has been trying to reach him to finish the quest “Take Maruks’s Fire chalice to the head of the fire mages”. Reward: 1 R-Rebels, 5 R-Vengard, 2 000 exp.
1136. Now teleport to the temple of Vengard. Talk to Markus and tell him the 5 orc commanders are dead to receive 4 000 gold and 1 000 exp. Tell him you talked to Karrypto to receive 500 exp.
1137. Teleport to Okara and go talk to Roland. Tell him you have spoken to the King to receive 2 000 gold.

1138. Teleport outside the barrier of Vengard (the teleport stone labeled “no one knows where it goes”). Find a locked chest here close to a bridge.
1139. Run north west over the bridge and up a wooden bridge leading uphill. There is a sign post here saying Nordmar. Continue north uphill and kill a bloodfly and a goblin. Go north east to encounter another goblin. Encounter 2 boars on the slope just east.
1140. Go north east to some tents. Open a metal chest in the western tent and a locked chest in the eastern tent.
1141. Go east to find a metal chest by a rock.
1142. E (uphill) 4 wild boars. N (uphill) 1 bloodfly. N 1 bloodfly. N 3 ogres (by a campfire). Open a heavy chest (number 38 of 48) here, containing a Heavy Crossbow.
1143. SE 2 ogres (by a campfire). Open a metal chest there.
1144. N 3 ogres. Open 2 metal chests.
1145. W 1 boar, 1 bloodfly. N 2 bloodflies. W 1 bloodfly, 1 metal chest.

This concludes part 20.

We are now at the border to Nordmar which is our next destination.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 20:

Level: 66, Exp: 1 104 775, LP: 179, Str: 200, Hun: 155, AK: 407, Smi: 28, Thi: 72, Alc: 138, Life: 212, End: 108, Mana: 104

Part 21: Wolf Clan

We are now about to enter the third major area of the Gothic 3 world: Nordmar. Nordmar is a cold mountainous landscape caught in permanent winter. There are a couple of things that make Nordmar vary different from Myrtana and Varant:

- The terrain is much more complex. Different paths are twined together in a way that makes it much more difficult to navigate. You will probably get lost more than once.
- Quests in Nordmar are much less confined to certain settlements or areas.

Many quests here will reward you reputation with settlements far away and some quests requires you to interact will NPC's in all parts of Nordmar.

- There are hoards of orcs here. If you thought the battle for Vengard was extreme then you haven't seen anything yet. This also means you can expect looting many expensive orc weapons amounting to a total value of several times what you have acquired throughout the game so far (not that you really need any more gold than you already have).
- Faction management is much easier in Nordmar. All orcs are hostile and there is no benefit in making enemies with the Nordmarians. Killing orcs in Nordmar will not give you bad faction with orcs in Varant or Myrtana.

The Wolf Clan is the southern most of 3 Nordmarian settlements. It is located on a mountain and only accessible by crossing a gorge over a bridge.

The main goals for this part are:

- Clear out the areas along the path to the Wolf Clan

Key pointers for this part are:

- Same as in previous part

1146. Go north, uphill, and into the snowy landscape to kill 2 ripperbeasts. S 1 ripperbeast. E 2 ripperbeasts. NE 1 ripperbeast. NW 1 more ripperbeast. W (past a large fallen tree) 6 ice wolves. W 1 troll. N 4 goblins. SW 1 gold vein (in the wall of the mountain.)

1147. Follow the cliff wall north west. You may run into a group of wholly rhino roaming here. Keep following the cliff wall west to find an orc camp.

Tip! You can use the wooden wall here by the corner next to the mountain wall to your advantage. Have the orcs gather up between the wall and the pile of wooden planks here while you are hiding on the other side of the wall. Then cast wave after wave of Rain of Fire to kill them all without taking any damage.

Killing the orcs will a quest called "Orc camp wiped out!!!" and you receive 2 R-Nordmar, 2 500 exp.

1148. Some of the orcs will flee so run after them and take down as many as possible before they disappear. Don't go inside the camp and loot the orcs yet, instead go north west from the entrance of the camp towards a tomb (tomb of Angir) in the mountain. Kill a sabertooth and a possibly a deer on the way. Outside the tomb you meet Osmund (merchant). Talk to him to get the quest "Find the orc shamans" and a healing potion.

NB! You can get this quest even if you already happened to kill the Shaman

when clearing the camp nearby.

1149. Follow Osmund back to the camp and find the Shaman there. When you get close you will receive 1 500 exp. Kill him to finish a quest called “Kill the orcs Shamans”. Reward: 7 R-Fire Clan, 2 500 exp. Osmund will run to a spot in the shamans tent and stop. This finishes the quest “Find the orc Shamans”. Reward: 1 500 exp. Loot the Shaman to get the ancestor stone of Angir.
1150. Loot all of the orc corpses in the camp and then run back to the tomb. Enter the tomb to face a horde of skeletons. In the back of the cave you encounter the walking corpse of the fabled smith Angir. Open a heavy chest (number 39 of 48) by his throne, containing the blueprint for Sword of Ancestors.
1151. Go to the ruined pedestal behind the throne and pick up some items. Examine the pedestal to get the quest “Angir’s tomb”. Insert the ancestor stone to finish the quest. Reward: 5 R-Fire Clan, 8 Smi, 5 R-Nordmar, 2 500 exp.
1152. Exit the tomb and go west to find a magic ore vein in the mountain wall.
1153. NW (along the mountain wall) a pack of wolves, *deer. W 1 ice golem. W 1 ogre. W 2 sabertooths. S (along the mountain wall) 1 ripperbeast. SW (following the path) 4 ripperbeasts. SE (through a green valley) a tunnel in the mountain wall. NW (through the tunnel) 2 ripperbeasts. SW (up a slope) 1 sabertooth (on a ledge on your right). Follow the ledge north till you reach snow covered ground again. *deer. NE 1 ripperbeast. N 4 ice wolves. SE 3 goblins, 1 goblin shaman. SE 2 sabertooths. NE a sign post pointing to the Wolf Clan. NE 3 ice wolves. N (along the road) 1 troll. NW (along the road) 4 sabertooths. NE a sign post pointing to Wolf Clan. NW an iron vein (in the cliff wall). S 3 black goblins, 1 ogre. S (follow the road south) 1 ogre. W a magic ore vein (by the cliff wall).
1154. W 4 wholly rhinos, *deer. N 1 ripperbeast (on a hill). NW (drop down to the level below) 1 black goblin, 2 goblins. NW 2 large sabertooths. This will finish a quest called “Kill the sabertooths outside the woodcutter’s camp!” Reward: 3 R-Nordmar, 5 R-Wolf Clan, 1 500 exp.
1155. SW 3 wholly bison. Go north west to reach a woodcutter’s camp. Talk to Corwyn to receive 1 000 exp.
1156. NW 2 orcs, 6 ice wolves (by 2 signposts and a torch.)
1157. Go north east to reach a bridge. Cross it and follow the road uphill. Talk to Garik to get the quest “Garik needs booze”. You can give him either regular booze or a Nordmar Nogginfog (you can make one using your recipe if you want) to receive 2 R-Wolf Clan, 1 000 exp.

NB! If you give him the Nogginfog instead of regular booze you will also receive 4

teeth.

1158. Keep going up the road to reach the Wolf Clan settlement. Talk to Gunnar (hunting merchant).
1159. Enter the building to the north west. Save your game here. Talk to Larson (smith merchant) and ask to see his goods. Make sure to get at least one blue print you did not have before, preferably two. If he does not have them, reload.
NB! From here onwards we should do the same procedure with each new Nordmarian smith until we have all the blueprints.
Open a heavy chest (number 40 of 48) containing a Rune Bow, in the building.
1160. Run north east and past a house on your left to find the druid Bogir (hunting trainer) by a campfire. He will give you the two quests “The druid stone of the wolf” and “Kill the white ripper”.
1161. Follow the cliff wall north up a winding road to reach a house at the top of the hill. Talk to Grim to get the quest “Free the bridge in the south”.
1162. Run down from the hill and go talk to Hogar to the north west. Tell him to help you go free the bridge in the south to get the quest “Go to the southern bridge with Hogar”.
1163. Follow Hogar all the way to the bridge. The bridge is guarded by orcs including 2 shamans. Try to take out the shamans first and then the others. This finishes the quest “Free the bridge in the south”. Reward: 3 R-Nordmar, 7 R-Wolf Clan, 2 000 exp.
1164. Talk to Hogar when he stops to finish the quest “Go to the southern bridge with Hogar”. Reward: 1 000 exp.
1165. NW 2 orcs. SE (up a slope) 2 ripperbeasts. S (up a ledge) 2 ripperbeasts (in the middle of the hill). There are many deer running around here that you will encounter. SW 1 ripperbeast. S 1 ripperbeast. NW (drop down) 1 ripperbeast. SE 1 iron ore vein.
1166. N 1 ripperbeast. N 1 ripperbeast. SE 1 magic ore vein.
1167. W 2 goblins, 2 black goblins (by a stone circle). E 1 ripperbeast. N 4 wholly bison. E 3 ice wolves (by a bridge), *a group of wholly rhino.. Cross the bridge and go north west to find a gold vein in the mountain wall.
1168. E a pack of ice wolves. N 1 sabertooth, *a group of wholly bison. NW (up a slope leading up the mountain) 3 ice wolves (running up and down here). Up the slope you will find a plateau on your left with 4 bison. SE 2 ice wolves. Go north west and follow a ledge running up to a platform with a cabin south west. Save your game here. Now talk to Pedar to get the quest “Supplies for Pedar”. Give him 20

ice wolf skins and 10 magic ore to finish the quest. Reward: 3 R-Hammer Clan, 1 500 exp. Pedar can now trade with you. He is one of the merchants who may carry weapon blueprints so if you are not satisfied with the inventory reload to the last saved game here.

1169. Enter Pedar's house to open a heavy chest (number 41 of 48) containing a Great Inquisitor
1170. Exit and go down the mountain. Follow the mountain wall to your right to find a magic ore vein.
1171. Head east to reach a mountain wall. Follow it south west to find an iron vein behind a bush. Go west to return to the bridge. Cross it and go south to an area with many trees and bushes and kill some deer here. S 2 sabertooth. Go southwest to find a slope leading down into a green valley. SW several scavengers, 1 shadowbeast. Open 2 metal chests in the vicinity.
1172. NE Rathgar (by a campfire). He will give you the quest "An ancestor stone for Rathgar". Give him the stone you took from Ali in Faring to finish the quest. Reward: 3 R-Fire clan, 2 000 exp. Tell him you will go with him to the tomb to get the quest "Accompany Rathgar to the cave tombs".
1173. Follow Rathgar over the bridge and all the way to tomb (Ejnar's tomb). This will finish the quest "Accompany Rathgar to the cave tombs". Reward: 1 000 exp. He will also give you the quest "Ejnar's helmet".
1174. Enter the tomb and kill many skeletons. In the back of the cave you will encounter the ghost of Ejnar. Kill him and loot his corpse to receive Ejnar's helmet. This will finish the quest "Ejnar's helmet". Reward: 5 R-Fire Clan, 2 000 exp. Open a heavy chest (number 43 and 48) containing the blue print for Power of the Ancestors. There is a pedestal in the back of the cave. Pick up the items here including a Potion of Endurance. Drink it to permanently gain 4 End. We are not able to use the pedestal in the back of the cave yet because we do not have the ancestor stone (we will not be able to get it from Rathgar until much later.)
1175. Exit the cave and head east. Drop down to reach a spot with many boozeberry and a fallen tree. N 5 ice wolves. NE 3 wholly bison. NE 1 magic ore vein.
1176. S 1 deer. S 2 sabertooths. SE 1 magic ore vein.
1177. E 1 shadowbeast. W (follow the southern mountain wall) back to the fallen tree. NW 2 ripperbeasts. W 3 ice wolves, *a heard of bison. SW 3 black goblins, 1 goblin shaman. There is 1 gold vein and 1 magic ore vein here.
1178. NW 2 ice golem, *3 sabertooth. W 1 iron vein.

1179. N (follow the mountain wall) 1 iron vein.
1180. E 1 ripperbeast. N 4 ice wolves. SE 4 sabertooth. SE 2 deer. NE 1 magic ore vein.
1181. Go south east to find a slope leading up north. N 5 ice wolves. W 7 wholly bison (on a hill). NW (drop down) 1 ripperbeast. N 4 goblin, 1 goblins shaman (by campfire), *6 ice wolves. SW 2 goblins, 2 black goblins (by cabin).
1182. Teleport to Lago. Go talk to Sibur Narad just north. Give him the 5 ice wolf skins to finish the quest “Sibur’s fuzzy dreams” to receive 1 Alc, 15 R-Lago, 1 500 exp and a Blueprint for a Ship (quest item).
1183. Teleport to Silden. Go find Hatlod in the very south of town. Give him the Blueprint of a Ship to finish the quest “The quest for the perfect ship”. Reward: 2 500 exp, 1 500 gold.
1184. Teleport to the Wolf Clan. Save your game here. Go north and talk to Ronar. He will give you the quest “Take Ronar to his hunting cabin”.
1185. Follow Ronar all the way to the cabin you found just before teleporting to Lago.
Warning! There is a glitch here where Ronar tends to bump into a pet ice golem on the way down from the wolf clan. Occasionally he will try to take a roundabout by jumping off the cliff and disappear. If this were to happen reload from your last saved game.
- When you arrive, talk to Ronar to finish the quest “Take Ronar to his hunting cabin”. Reward: 5 R-Wolf Clan, 1 500 exp.
1186. NW 2 sign posts. W 5 ice wolves. NW 5 wholly rhino (by watchtower). NW 6 goblins, 1 black goblin (by 2 campfires). S (up a fallen tree). This finishes a quest called “Hidden ore”. Reward: 1 Smi, 3 R-Hammer Clan, 2 000 exp.
1187. SE 2 sabertooth. Pick up many pieces of magic ore from the ground and prospect 3 magic ore veins.
1188. NW (drop down) 1 shadowbeast, 1 King’s Sorrel (number 49 of 57).
1189. W 1 magic ore vein.
1190. SE 2 gold veins, 2 gold nuggets.
1191. W 2 sabertooth. SW (follow cliff wall on the left downhill) a sign post. SE 3 ice wolves. S 2 deer. SE 2 goblins, 1 goblin shaman (by campfire). SE 2 ice wolves, 1 helmet, 1 King’s Sorrel (number 50 of 57) (by watchtower).
1192. Teleport back to Wolf Clan one more time. Go north west and Talk to Rune to get the quest “Meat for the woodcutters”. Tell him you killed 2 sabertooths to receive 500 exp. You can choose between 3 different rewards: 5 healing potions, 5 mana potions or 500 gold.
1193. Exit the wolf clan and go south west from the bridge to reach the woodcutters.

- Give one piece of meat to Corwyn and one piece each to the other 4 woodcutters to finish the quest “Meat for the woodcutters”. Reward: 1 R-Nordmar, 5 R-Wolf Clan, 1 500 exp
1194. NW (follow the road) 2 ripperbeasts. NE (up a hill) 3 goblins, 4 black goblins, 1 goblin shaman (by 2 camp fires). N 3 ice wolves (by the road). NW 2 sabertooth. NW 2 more sabertooths. W 2 ice wolves. NE (drop down) 1 troll. SW 1 iron vein.
1195. NE ice golem. NE (up the slope) 1 ripperbeast. NW 2 ripperbeasts, some deer. W (downhill) 1 ripperbeast. N 2 sabertooth. N 2 ripperbeasts. Go down a slope to the north east to reach an orc camp. Kill the orcs here including a leader, a shaman and a drummer. When you kill the drummer a quest called “Eliminate the war drummer of the orcs” will finish. Reward: 7 R-Wolf Clan, 2 000 exp. Open an old chest (number 41 of 50) containing a Blade Staff, inside the tent.
1196. S 1 ice golem. SE 2 goblins (by sign saying “pass”), 2 black goblins. SE 1 sabertooth. S 2 ripperbeasts. Follow the path north west up a slope and past a cave with orcs on your left. Keep going along the path past a sign post and until the slope ends. W a grave with 2 battleaxes (by the mountain wall).
1197. SW 2 deer. SW 1 troll. NW 2 iron veins (in the mountain wall).
1198. W 4 wholly bison. W 3 wholly bison. NE 1 magic ore vein (by mountain wall).
1199. N (along the mountain wall) 3 ice wolves. Go north west past a burnt down house to find a camp of hunters by the cliff wall. Talk to Jensgar (hunting merchant) to get the quests “Pelts for Jensgar”. Give him 30 ice wolf skins and 10 bison skins to finish the quest “Pelts for Jensgar”. Reward: 1 R-Nordmar, 5 R-Wolf Clan, 1 500 exp, 1 Composite bow. Tell him about the orc drummer to receive 3 healing potions and 1 000 exp.
1200. NW 4 ice wolves. SE 12 deer (scattered among the trees). NE 4 wholly bison. E 2 sabertooth. SE 7 wholly bison (by a watchtower). S (across the road) 2 sabertooths (on a slope). N (across the road) 1 King’s Sorrel (number 51 of 57) (among the trees).
1201. E a group of goblins and black goblins (by 2 campfires). E 6 ice wolves, *a group of black goblins and the ogre Ugluz Potbelly. Kill Ugluz to finish a quest called “The fat bastard is dead!” Reward: 5 000 exp.
1202. E 2 sabertooths. E 1 shadowbeast. E (along mountain wall) 2 ogres. E 2 ice wolves. N 4 wholly bison. E 3 deer (under bridge). E 1 sabertooth. NE 3 goblins (by campfire). S sign post (by road), *a herd of wholly bison. E (following the road past bridge on your right) 1 sabertooth and 2 deer. N a bridge leading to the Hammer Clan.

This concludes part 21.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 21:

Level: 69, Exp: 1 233 450, LP: 205, Str: 200, Hun: 156, AK: 407, Smi: 37, Thi: 72, Alc: 139, Life: 213, End: 113, Mana: 105

Part 22: Hammer Clan and Xardas tower

Hammer Clan is the largest of the Nordmarian settlements. There are several smithies and a cave leading down into the mountain hall with the great furnace.

Not far from the Hammer Clan up in the mountains is a tower built by Xardas, and inside lives the wizard himself.

The main goals for this part are:

- Clear out the areas surrounding Hammer Clan and Xardax tower

Key pointers for this part are:

- Same as in previous part

1203. Cross the bridge and talk to Rovold for information.

1204. Talk to Reto to get the quest “Free the furnace”.

1205. Go south west to reach an open area. Follow the mountain wall south west to the other side to find Hjalte in a watch tower. He will give you the quest “Hjalte is thirsty”. Give him a booze to finish the quest. Reward: 3 R-Hammer Clan, 1 000 exp. Ask him what can be bought to get the quest “Hjalte is hungry”. Give him a piece of roast meat to finish the quest. Reward: 3 R-Hammer Clan, 1 000 exp. Ask him about “gold” to get the quest “Tjalf’s chest”.

NB! Regardless of your choice, the option you do not choose will be available from the NPC Ugolf. However, choosing “gold” (the same option as the author chose) will enable you to follow the guide linearly without added confusion.

1206. Go north and up the hill. There is a magic ore vein in the mountain wall to the north east of a watch tower.

1207. Find Ingvar (smith merchant) in the northern most part of town. Open the heavy

- chest (number 44 of 48) containing the Demon Bow.
1208. Go north and talk to Ugolf. He will give you the quest “Tunnelrumbler” and “Ore for Ugolf”. Ask him for the Tunnelrumbler to get the quest “Making booze with Ugolf” and a recipe for Tunnelrumbler. Give him 20 boozeberries, 2 minecrawler mands, 2 ore to finish the quest “Making booze with Ugolf”. Reward: 1 Alc, 3 R-Hammer Clan, 2 000 exp. Ask him about “loot” to get the quest “Bridge orcs”. Give him 50 ore to finish the quest “Ore for Ugolf”. Reward 1 R-Hammer Clan, 1 500 exp. He can now teach you how to fight.
 1209. Go south east and enter the large house to talk to the chieftain Tjalf. Open his chest (when Tjalf is looking the other way) containing a War Crossbow, to finish the quest “Tjalf’s chest”. Reward: 1 Thi, 2 R-Hammer Clan, 2 000 exp.
 1210. Go talk to Ketil (merchant) 2 houses to the east. He will give you the quest “Ketil needs 12 buffalo skins”. Give him 12 skins to finish the quest. Reward: 5 R-Hammer Clan, 2 000 exp, 12 magic ore.
 1211. Go south west and to the other end of town and talk to Hauke to get the quest “Hauke needs ore”. Give him 10 lumps of magic ore to finish the quest. Reward; 1 Smi, 5 R-Hammer Clan, 2 000 exp. Ask him to take you to the prospectors camp to get the quest “Go to the prospectors’ camp with Huake”.
 1212. Follow Hauke out of the village. You will run into an ogre on the way before reaching the camp. Talk to Hauke to finish the quest “Go to the prospectors’ camp with Hauke”. Reward: 5 R-Hammer Clan, 1 500 exp.
 1213. Enter the cave and find some Nordmarians fighting a minecrawler. Kill the minecrawler to finish a quest called “Kill the minecrawler in the prospector’s camp”. Reward: 3 R-Nordmar, 1 Smi, 5 R-Hammer Clan, 2 000 exp. Talk to Volkar to receive 5 magic ore and 1 000 exp. Talk to Brant to receive 2 magic ore. Pick up several pieces of ore from the ground and prospect 5 magic ore veins and 1 iron vein.
 1214. Exit the cave and talk to Hauke to receive an amulet and 1 000 exp.
 1215. W1 iron vein (in the cliff wall).
 1216. SW (follow the cliff wall) 1 magic ore vein (on a ledge).
 1217. Slide down the cliff wall to the left. You will find that 5 orc warriors have spawned here. Kill them to finish the quest “Bridge orcs”. Reward: 6 R-Hammer Clan, 2 000 exp.
 1218. E (follow the cliff wall 2 deer (by the road). SE (up a hill) 1 ripperbeast. SW 5 wholly rhinos (by cliff wall). SW 1 black troll. S 3 goblins, 2 black goblins. S 1 gold vein, 2 magic ore veins.

1219. E 3 goblins, 1 black goblin, 1 goblin shaman (by campfire). N 1 sabertooth. N 2 sabertooths. SE 1 sabertooth. S 7 wholly bison. W 2 ripperbeasts (among bushes). W 3 ice wolves. SE (follow the rim of the cliff) 5 goblins, 1 black goblin, 1 goblin shaman (by a campfire). Save your game here. Next, you need to find and kill the highland deer among the trees to the north.

Warning! It is quite difficult to finish this task at this stage of the game. The reason is that once you attack the deer some of them will run off and get horribly dislocated (sometimes to the far ends of Nordmar).

NB! If the highland deer were to get dislocated you should eventually find them after sweeping all of Nordmar, however it may be quicker to reload and retry killing the deer at one time!

When the deer are killed the quest “Bag the deer on the plateau” will finish. Reward: 1 Hu, 5 R-Wolf Clan, 1 500 exp. Go north east (past a watchtower) to find Hanson (hunting merchant) by a cabin. He will give you the quest “Take the ice wolf skins to the Wolf Clan” and 20 ice wolf skins.

1220. W (drop down). N 5 ice wolves. N 1 shadowbeast, *5 wholly bison. SE 1 deer. S sabertooth. SE 6 goblins (by campfire). S 7 goblins (by 2 campfires). When the goblins are dead a quest called “Goblin attack!” finishes. Reward 2 R-Nordmar, 3 R-Wolf Clan, 1 500 exp. Pick up a King’s Sorrel (number 52 of 57) by the southernmost campfire.

1221. NE (down the slope) 1 sabertooth. NE 1 ice golem. NE (Uphill) blood tracks in the snow. W 1 shadowbeast. NW (up the slope) 1 ice golem. Follow the path uphill to reach Xardas tower and enter. Open one metal chest on the first floor and one on the second floor. Talk to Xardas to get the quest “The five artifacts of Adanos”.

1222. Teleport to the throne room of King Rhobar. Tell the king about Xardas to finish the quest “Find out for Rhobar what Xardas is planning”. Reward: 2 500 exp.

1223. Teleport back to Hammer clan. Go talk to Mort (near the entrance to the caves, near Reto). Ask him to take you to the Wolf Clan. This will start the quest “Follow Mort to the Wolf clan”

1224. Follow Mort towards the exit of the village. On your way out, just before crossing the bridge, talk to Rovold. He will give you 10 pieces of ore for clearing out the mine earlier.

1225. Keep following Mort all the way to the Wolf clan. This finishes the quest “Follow Mort to the Wolf clan”. Reward: 2 R-Nordmar, 1 000 exp.

1226. Go talk to Rune. Tell him the meat has been handed out. Reward: 1 ham, 750

exp. Give him 20 ice wolf skins to finish the quest “Take the ice wolf skins to the wolf clan”. Reward: 2 R-Nordmar, 5 R-Wolf Clan, 2 000 exp. In addition Rune will also let you choose between 3 different reward: Healing potions, Mana potions or gold

1227. Teleport to Hammer Clan. Exit the settlement and cross the bridge. E (follow the road) a sign post. NE (follow the road) two pools of blood (where you killed a shadowbeast earlier. NE (up a hill) 2 elite warriors (guarding a tomb). Enter the tomb and find some more orcs fighting skeletons. Kill of the orcs as quickly as possible so they do not steal your exp by killing skeletons. Kill all the skeletons and in the back of the cave encounter the undead warrior Snorre. Pick up an ancestor stone by the throne in the first room. In the back room open an old chest (number 42 of 50) containing the Mage’s Staff of Power. Pick up some items behind the pedestal. Use the pedestal to get the quest “Snorre’s tomb”. Insert the ancestor stone to finish the quest. Reward: 5 R-Nordmar, 3 Str, 5 R-Fire Clan, 2 500 exp
1228. Exit the tomb. W 3 sabertooths. N (Uphill) 3 ice wolves. N 3 ice wolves. E (go up the mountain) 3 magic ore veins.
1229. W (drop down) 4 ice wolves. W 1 shadowbeast, *3 deer. NE 3 sabertooths. N 4 goblins, 3 black goblins, 1 goblin shaman (by campfire). S (follow the edge of the cliff) NW 3 goblins, 2 black goblins, 1 goblin shaman (by campfire). SW4 deer (by signpost). S 2 goblins, 1 black goblin, 1 goblin shaman (by campfire), *6 wholly bison. NW 2 sabertooth. NE 3 ice wolves. W 3 goblins, 3 black goblins, 1 goblin shaman, *4 deers. SW 3 sabertooths. SE (follow the edge of the cliff and drop down) 1 troll. W 1 ripperbeast. SE (follow mountain wall) 3 goblins, 3 black goblins, 1 goblin shaman (by campfire). NW a cabin. Save your game here. Enter the cabin to find Vibald (alchemy merchant and alchemy trainer). Talk to him to learn the four skills “brew mana potions”, “potions with permanent effect”, “make fire arrows” and “make exploding arrows” for 20 LP and 7 000 gold. You should buy a recipe for exploding arrows from him (unless you already have it) (if he does not posses it you can reload from your last saved game.) Make sure you have at least 12 exploding arrows (you will need them very soon) or make them at the alchemy table.
1230. Exit the cabin. E 2 ripperbeasts. NE 1 sabertooth. SE the camp of hunters. Tell Lisk about the Hammer Clan (but don’t tell him to attack yet). This will cause him to start walking away (we will meet up with him much later.)
1231. Talk to Jorn (hunting trainer) to get the quest “Jorn needs exploding arrows”.

- Give him 12 exploding arrows to finish the quest. Reward: 5 R-Wolf Clan, 1 500 exp. End the conversation. Jorn will start walking away.
1232. NE (with the mountain wall on your left) a road just south of Vibald's cabin. N E (climb a ledge) 1 shadowbeast. NE 2 goblins, 1 black goblin. SE (up a hill) 1 sabertooth. S 4 deer. S (crossing the road) 2 ripperbeasts. N 6 wholly rhinos. NE 1 sabertooth. W 1 ogre. NW (uphill) 2 ripperbeasts. SE (up the hill) many orcs, including the shaman Ur Arash, and the demon Bak Arash (by stone circle). Loot an ancestor stone from the corpse here. Also pick up a King's Sorrel (number 53 of 57) in a bush on the east side of the stone circle.
1233. Go south west and enter a tomb there. Fight many skeletons and the undead warrior Berek. Open an old chest (number 43 of 50) containing the Mage's Staff of Protection, in the back room. Pick up some items behind the runed pedestal, including a Nordmar Nogginfog. Use the pedestal to get the quest "Berek's tomb". Insert the ancestor stone to finish the quest. Reward 5 R-Nordmar, 3 Hun, 5 R-Nordmar, 2 500 exp.
1234. Exit the tomb. N (follow the mountain wall NE) 1 shadowbeast (up a slope). NW (up another slope) 5 goblin, 9 black goblins, 2 goblin shaman, 3 ogres. There are 2 gold veins on the cliff wall behind the southernmost goblin shaman.
1235. N (up the hill on top of the gold veins) 1 black troll. Open an old chest (number 44 of 50) containing the Mage's Staff of the Dark Mage.
1236. NW (go downhill) pools of blood in the snow (close to the shadowbeast you killed earlier). W 2 sabertooth. E a cave. Enter the cave and kill a shadowbeast in the back. There isn't any loot but there are 2 magic ore veins by the entrance of the cave.
1237. Exit the cave. NE (downhill). SW 2 sabertooths. SW 2 ice golems. W 2 magic ore veins.
1238. NE (follow the mountain wall) 3 goblins, 1 black goblin, 1 goblins shaman (in bushes). NE 2 goblins, 1 black goblin, 1 goblin shaman. NW 3 ice wolves. N 4 wholly bison. W 1 magic ore vein (behind bushes in cliff wall).
1239. NW 2 orc scouts, 1 orc warrior, 1 orc shaman (by campfire). Prospect 1 magic ore vein here.
1240. SE 1 sabertooth. S 2 sabertooth. SE 1 ripperbeast (by bridge). E (across the bridge). SE 2 deer (on open plateau). *4 ice wolves. SW (down into pass past a cave with orcs on your left) palisades with torches.

Warning! Don't go close to the cave opening. The cave is connected to the cave with the furnance and if you attack the orcs the whole mine will be alerted and

the furnace quest may get screwed up.

Save your game here. Go west and wipe out the camp with orcs here.

NB! There is a tendency for the orcs to walk through the cliff to the left and end up on top of the cliff. You may have to go back up the cliff and take out the last orcs there if this happens.

When all but a few of the orcs are dead a quest called “Orc camp wiped out!” will finish. Reward: 2 R-Nordmar, 2 500 exp. Open a metal chest and pick up some loot from the tents.

1241. N 4 goblins, 1 black goblin (by campfire). W 1 ice golem. S (Uphill) 1 ice golem. W 4 ice wolves. SW 3 ice wolves. SW 2 wholly rhinos (by sign post). NE (go up the ledge) 3 ice wolves. NW (drop down and follow the northern mountain wall downhill) 2 minecrawler warriors, 1 lump of ore (among bushes). SW 3 lumps of magic ore, 2 magic ore veins, 1 iron ore vein.
1242. NE (follow eastern mountain wall) 1 ice golem, *5 deer. N 2 sabertooths. *5 ice wolves. NW lots of orcs (an orc encampment). When all the orcs are dead a quest called “Orc camp wiped out!!!” will finish. Reward: R-Nordmar 2, 2 000 exp.
1243. Open a chest and a locked chest here. Pick up some loot on some tables outside the camp.
1244. NE (follow the mountain wall) 1 magic ore vein.
1245. W (past the stone circle and across the road) 3 black goblins (among bushes). SE a large rock. Jump up the rock and from there onto a ledge above. Follow the trench east to find a decorated chest. Save your game here. Open the chest to find Grandpa’s Legacy Part 4. This will cause 8 named schrat to spawn: Questgiver, Furtrapper, Timegiver, Cling on General, Dual doppelganger, Titan, McAdam and Divine Support. Loot them to receive Godspark, Beliar’s Wrath, Army of Fear, a document called “A long story...”, a Stormbringer Axe, a Master Bow, Unknown teleport scroll (quest item), 1 coin, 1 wine and 1 cookie. Read Grandpa’s Legacy. Drink Godspark to permanently gain 10 He, 10 En, 10 Ma.
1246. NW (drop down) a cave. Enter to kill a shadowbeast.
NB! If you jump over the rocks in the back you can find a message from the community patch creators behind a bush!
1247. Exit the cave. NW a tomb. Enter to fight many skeletons and the undead warrior Baldar. Open the old chest (number 45 of 50) containing the Mage’s Staff of the Water Mage, in the back room. Pick up an amulet and 2 treasures behind the runed pedestal. Use the pedestal to get the quest “Baldar’s tomb”. Use the ancestor stone you looted from Baldar’s corpse to finish the quest. Reward: 5

R-Nordmar, 3 Str, 5 R-Fire Clan, 2 500 exp.

1248. Exit the tomb. W 1 troll. NW 5 ice wolves. W 12 ice wolves. NW 2 magic ore veins (behind bushes).
1249. W 4 magic ore veins.
1250. S (follow mountain wall and go up a ledge) 2 sabertooths (by the road). S 1 magic ore vein.
1251. NW (drop down) 3 goblins, 2 black goblins. NW 3 (Uphill) sabertooths. W 2 iron veins (behind trees).
1252. SE (follow mountain wall). 2 ripperbeasts, 1 magic ore vein.
1253. W 1 iron vein, 1 magic ore vein.
1254. SW (Uphill and across the road) 1 magic ore vein. Loot a grave just next to the vein.
1255. NW 3 ice wolves. E 2 goblins, 1 black goblin, 1 goblin shaman (by signpost). E (go up on ledge) 1 iron vein. NW (follow mountain wall) a bridge

This concludes part 22.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 22:

Level: 73, Exp: 1 359 450, LP: 240, Str: 206, Hun: 160, AK: 407, Smi: 39, Thi: 73, Alc: 140, Life: 223, End: 123, Mana: 115

Part 23: Fire Clan and The Monastery

The last Nordmarian settlement for us to visit is the Fire Clan. It is small in size but there are a few important NPC's here.

Not far away up the mountains is a monastery with fire mages. Inside is an ancient library and the sanctuary of Innos.

The main goals for this part are:

- Clear out the areas surrounding Fire Clan and the Monastery

Key pointers for this part are:

- Same as in previous part

1256. Cross the bridge and talk to Sivert. Save your game. Draw your weapon and cause him to attack you. Pull him away from the bridge.

Warning! If you fight him too close to the mountain, his friends on the mountain will notice and come for you. If this were to happen, reload to your last saved game.

When at sufficient distance from the mountain, defeat Sivert to finish the quest called “Duel with Sivert”. Reward: 3 R-Nordmar, 5 R-Fire Clan, 2 000 exp.

NB! The normal way to get this quest is to tell Sivert you are his enemy when you meet him the first time in Part 1, but that would have spoiled our plans at that point in the walkthrough.

1257. Follow the road all the way up the hill to the Fire Clan. Talk to Fritjof for information.
1258. Use the shrine next to Fritjof and use it to learn 40 End (to reach 163 End) for 10 LP and 250 gold.
1259. Talk to Thorald here. He will give you the quest “Armor for Thorald”.
1260. Go to the large house on the highest spot in the south west of the settlement. Talk to Kerth (fighting trainer) here. He will give you the quest “The power of the ancestors” and a Map of the Tombs.
1261. Go talk to Kalan (smithing trainer and smith merchant) in the house nearby. He will give you the quest “Raw materials for Kalan”. Give him 30 steel blanks to finish the quest. Reward 5 R-Fire Clan, 2 000 exp. Open 2 heavy chests (number 45 and 46 of 48) containing the Berserk axe and Krash Morra (crossbow)
1262. Teleport to the Hammer Clan. Go find Stejnar (smith trainer and smith merchant) in the southern part of the settlement. Tell him you want an armor for Thorald. Give him 1 000 gold to receive the armor. He will also give you the quest “Stejnar’s armor”. Give him 100 magic ore to finish the quest. Reward: 3 R-Hammer Clan, 2 000 exp, 1 Light Nordmarian Armor.
1263. Go find Ugolf, not far away. For the next step we will need to have endurance at a minimum of 200 to succeed. To achieve this, equip the amulet of endurance (+20 End) and the two rings of endurance (+10 End each) to temporarily reach a total of 203 End. Next, tell Ugolf about the orcs under the bridge to receive a healing potion. Ask for booze to get a tunnelrumbler. This finishes the quest “Tunnelrumbler”. Reward: R-Nordmar, 3 R-Hammer Clan, 2 000 exp, Tunnelrumbler recipe.

NB! The extra endurance boost is no longer needed so don’t forget to re-equip whatever amulet and rings you wore earlier.

1264. Teleport to the Wolf Clan. Exit and follow the road south east till you reach a sign post. Keep following the road south east until you reach a bridge. Cross and keep going east to reach another bridge. Go north to reach the slope leading up the mountain. Go west up the mountain to find Rathgar near Pedar's house. Talk to Rathgar to get the ancestor stone of Ejnar.
1265. Go north east and drop down to reach the tomb of Ejnar. Enter and go to the runed pedestal in the back of the tomb. Use the pedestal to get the quest "Ejnar's tomb". Use the ancestor stone here to finish the quest. Reward 5 R-Nordmar, 3 Str, 5 R-Fire Clan, 2 500 exp
1266. Teleport back to Wolf Clan. Talk to Mort and ask him to show you the way to the Fire Clan. This starts the quest "Follow Mort to the Fire Clan".
1267. Follow Mort all the way back to the Fire Clan. This finishes the quest "Follow Mort to the Fire Clan". Reward: 2 R-Nordmar, 1 000 exp.
- NB! You can follow Mort back to the Wolf Clan and then one more time to the Fire Clan again, in order to complete the quests "Follow Mort to the Wolf clan again" and "Follow Mort to the Fire clan again". However, there is no reward for completing those two quests, so if you do it is purely because you want to have the quests in your quest log...
1268. Go talk to Thorald. Give him the armor from Steiner to finish he quest "Armor for Thorald". Reward: R-Fire Clan 5, 2 000 exp. Tell him you are looking for men. End the conversation here and Thorald will start walking away (we will hook up with him later).
1269. Go talk to Leif by the campfire just north. He will give you the quest "Ten sabertooth teeth for Leif". Give him 10 sabertooth teeth to finish the quest. Reward: 5 R-Fire Clan, 2 000 exp, 634 gold. Next ask him to go hunting with you to get the quest "Hunting with Leif".
1270. Follow Leif down to the spot where you fought many ice wolves earlier. There are no more wolves here but the quest "Hunting with Leif" finishes non-the-less. Reward: 1 Hu, 5 R-Fire Clan, 1 500 exp.
1271. SE (through bushes) 2 sign posts (by road). E (Uphill and along road) 2 signposts, *8 wholly bison, *1 orc scout, 1 orc warrior, 1 orc elite warrior. S (up on hill) 3 ice wolves. E 7 wholly rhinos (by road). N 2 sabertooths (on slope). N1 troll. NE 4 ripperbeasts. S (follow the edge of the cliff). N (down into the pass) signpost (by road). N 2 ice golems. NW (follow mountain wall) 2 sabertooths, *3 ice wolves. NW (an orc camp) hoards of orcs. Once most of the orcs are dead a quest called "Orc camp wiped out!!!" will finish. Reward: 2 R-Nordmar, 2 500 exp. Find a

- heavy chest (number 47 of 48) containing the Berserker's Wrath, in one of the tents.
1272. E (follow road) sign post. E 2 ripperbeasts. E 1 troll, 1 King's Sorrel (number 54 of 57).
1273. E 7 goblins, 3 black goblins, 2 goblin shamans (by 2 campfires). E 2 ice wolves. E 6 orc warriors, 1 orc leader (by road). NE 4 orc scouts, 4 orc elite warriors, 3 orc shamans (in orc camp). Enter the cave to the north east to finish a quest called "Find Akascha's tomb!" Reward: R-Monastery 25, 2 500 exp. Kill many skeletons here and the undead warrior Akascha. Loot Akascha's corpse to find a Ring of Adanos and an ancestor stone. This will finish the two quests "Find the divine ring of magic" and "Find the five artifacts of Adanos". Reward: 2 500 exp and 2 500 exp respectively. Equip the ring to temporarily boost your mana by 50 points. Pick up some items behind the runed pedestal including a Potion of Concentration. Drink the potion to permanently gain 4 Mana. Use the runed pedestal to get the quest "Akasha's ancestor stone". Use the ancestor stone to finish the quest. Reward 5 R-Nordmar, 10 AK, 5 R-Fire Clan, 2 500 exp. Open a heavy chest (number 48 of 48) containing the Wrath of Innos. This is the most powerful two-handed sword in the game - however you have to wait just a little bit longer to use it.
1274. Exit the tomb and go south to the road. W (uphill) 6 sabertooths. N 2 large boulders and a bush (close to edge of cliff), *5 deer. W 1 King's Sorrel (number 55 of 57) (among bushes close to edge of cliff), *4 deer, *8 wholly bison.
1275. S 3 sabertooths. S 2 ripperbeasts (uphill), *5 deer. W 4 ice wolves, *4 deer. S 1 ripperbeast. NW 2 goblins, 3 black goblins, 2 goblin shamans.
1276. Follow the cliff wall east and then go up the ramp. SW 3 goblins, 3 black goblins, 2 goblin shamans (by campfire). S White ripper (wolf). When you kill the White ripper the quest "Kill the white ripper" finishes. Reward: 10 R-Wolf Clan, 2 500 exp.
1277. E 6 wholly rhinos. NE (follow the cliff wall downhill) 1 ice golem (by road), 2 sabertooths. SE 3 goblins, 1 black goblin, 1 goblin shaman (by road). SE 5 black goblins. S (jump up the rocks) 1 iron vein, 1 magic ore vein, 1 King's Sorrel (number 56 of 57).
1278. SE (follow road) 1 sabertooth. S 2 ogres. S 1 ice wolf. SW loads of orcs (in orc camp). When most of the orcs are dead a quest called "Orc camp wiped out!!!" finishes. Reward 2 R-Nordmar, 2 500 exp. Find an old chest in a tent (number 46 of 50) containing the Mage's Staff of the Fire Mage.

1279. E (follow the edge of the cliff) 6 orc scouts, 1 orc warrior, 1 orc elite warrior. S (past burnt down house) 9 wholly bison. S (inside a cave) 3 goblins, 4 black goblins, 1 goblin shaman. Open a chest in here.
1280. Exit the cave. S 1 troll. NW 8 ice wolves. N 3 deer. W (through the orc camp and across to the road) a cave. Inside you will find 2 minecrawler warriors and a metal chest containing a recipe for Nordmar Nogginfog.
1281. Exit and follow the rock wall west up a slope to encounter 3 ice wolves. Keep going up the slope to encounter 2 black goblins and a goblin. Go back down to the foot of the hill. S 2 sabertooths. S 1 shadowbeast. NW (find the road and follow it) 5 ice wolves. W (follow the road) a cave with 1 magic ore vein by the entrance.
1282. Enter the cave to fight 1 minecrawler and one minecrawler warrior. Pick up a scroll of “Night to day” on the floor.
1283. Exit the cave. SE 1 sabertooth. SW (follow cliff wall) 1 black troll. Open an old chest here (number 47 of 50) containing the Mage’s Staff of Invulnerability. This is arguably the best staff in the game. Provided you are using spells as your main offense you are recommended to equip it (it has better defensive bonuses than the rune shield!) If you do, don’t forget to assign a hotkey.
1284. E 1 sabertooth. SE 4 goblins, 3 black goblins (by campfire), *2 deer. S (along the mountain wall) 2 black goblins, 1 goblin shaman. SW 1 King’s Sorrel (number 57 of 57) (by guard tower), *5 ice wolves, *4 ice wolves, *4 deer.
1285. W 1 shadowbeast, *4 deer. Open an old chest (number 48 of 50) containing the Mage’s Staff of Dominance, next to a burnt down house. W 1 sabertooth (by cliff wall), * 8 wholly bison. W 1 sabertooth, *2 wholly rhinos.
1286. Use the teleport scroll you found from the decorated chest close to the fire clan. You will be transported to an area behind the waterfalls north of Silden. Find the guru here next to a campfire and kill him. Loot him to get the Druid’s Staff of Nature.
1287. Teleport to the Wolf clan. Talk to Bogir here and tell him the white ripper is dead. This will finish the quest “The druid stone of the wolf”. Reward: 1 250 exp, 15 R-Rangers, 15 R-Wolf Clan, 2 500 exp and the Druid Stone of the Wolf.
1288. Prepare for an excruciatingly lengthy walk with Bogir. Follow him through Nordmar towards a location close to where you fought the white ripper. On the way many animals may have spawned since last time. Kill them for Bogir so he can proceed. When you reach the destination you will find a white shadowbeast have spawned. Kill it to finish a quest called “Hunt the white shadowbeast”. Reward: 1 Hun, 2 750 exp. Bogir will just stop here and has nothing more to say

to you.

1289. Teleport to the Fire Clan. Go talk to Kerth and tell him about the ancestors. This will finish the quest “The power of the ancestors”. Reward: 5 R-Nordmar, 10 R-Fire Clan, 5 000 exp. You will also get the quest “Liberate Nordmar!”
1290. Go downhill towards the exit of the settlement, but before reaching Sivert take north over a bridge. Save your game here. Talk to Kaelin here (fighting trainer) to get the quests “Killing orcs!” and “Hunting orcs with Kaelin”.
1291. Now, we don’t really want to fight together with Kaelin because he will easily get himself killed. Instead of following him to the orcs, run a head of him. Run out of the fire clan across the bridge and towards the road and then run west along the road to reach the orc camp. Kill of all the orcs including 2 shamans to finish the quest “Killing orcs!” Reward 3 R-Nordmar, 10 R-Fire Clan, 2 500 exp.
1292. Run back towards the Fire Clan and find Kaelin heading your way. Follow him back to the empty orc camp and talk to him when he stops. This finishes the quest “Hunting orcs with Kaelin”. Reward: 1 250 exp. Before leaving the camp prospect 1 iron ore vein (north side) and 1 magic ore vein (south side).
1293. Teleport to the fire clan. Head down to the bridge leading to Kaelin’s house. Save your game here. Make sure your life energy is filled up and jump over the fence and drop down below to fight an ice golem. (you should survive the fall but you may want to use the healing spell to get back to full life energy after the fall). Just north behind some bushes is an iron vein.
1294. W (follow the road) 2 goblins, 1 black goblin, 1 goblin shaman. W (follow the road) 4 ice wolves. SW (follow the mountain wall) 4 goblins, 2 black goblins (by campfire). NW (uphill) 2 sabertooths (by signpost), *2 deer. W (uphill) 1 magic ore vein.
1295. S 2 ogres. S 1 gold vein
1296. Go straight west to find a slope down to the left side of the road. Follow the mountain wall west to reach a cave. Enter to fight 3 ice wolves. Find an old chest (number 49 of 50) containing Mage’s Staff of Death, in the back of the cave.
1297. Exit and follow the mountain wall east back to the main road. S 2 ice wolves. S 1 iron vein.
1298. Follow the road east to reach the Monastery. Talk to Pyran to get the quest “Mana potions for Pyran”. You can choose between gold and a healing scroll (choose the gold since the scroll is worth less). Give him 5 mana potions to finish the quest. Reward: 15 R-Monastery, 1 500 exp, 1 500 gold.
1299. Run up some stairs into the monastery and up some more stairs to the south

west. Find Innostian (alchemy trainer and merchant) in the northern most building. Talk to him to get the quest “Mana plants for the monastery”. Give him 50 mana plants to finish the quest. Reward: 30 R-Monastery, 1 500 exp. He can now teach you alchemy skills.

1300. Exit and talk to Adian. He will give you the quest “Bring Aidan the secret of the druids”.

Warning! Once you complete the next step you will permanently loose the druid stone of the wolf.

Give Adian (Magic trainer) the druid stone of the wolf to finish the quest. Reward: 30 R-Monastery, 2 000 exp and Aidan’s book. Read the book to permanently gain 20 AK.

1301. Talk to Altus (magic trainer) for some information.
1302. Talk to Dargoth (magic trainer) for some information.
1303. Talk to Oliver (fighting trainer) in the chapel for some more information.
1304. Enter the library and run down the stairs to the bottom floor. Enter a small room and save your game. Read the Chronicles of Dominance to finish the quest “The fifth temple”. Reward: 2 500 exp.
1305. Exit the room to find that a demon and a number of skeletons have spawned. Fight the demon from the stairs to get a tactical advantage. Go up the stairs to the entrance of the library and kill all skeletons in your path. Exit the library and run down the first stairs to the north. Next run up the stairs to the east. Go past Kilian and run up the path until you find Milten (magic trainer) by a sanctuary. Talk to him to get a fire chalice (number 12 of 12). This will finish the quest “Find all the fire chalices of the Fire Mages”. Reward: 2 R-Rebels, 15 000 exp. You will also get the quest “Throw the fire chalices into the sacred fire!”
1306. Teleport to the Fire Clan. Go north to a campfire and then head west to find Lee. Talk to him to get the quest “A teleporter stone for Lee”. Give Lee the teleporter stone to the temple of Vengard to finish the quest. Reward: 2 000 exp.
1307. Teleport to the throne room of King Rhobar. Exit the castle and go through Vengard to the temple to find that Lee has arrived. Save your game. Now, knock him down. Loot his body to get your Teleporter stone back before he wakes up. Use the “Amnesia” spell on him to make him forget about the ordeal.
1308. Teleport back to the Fire Clan. Go talk to Mort. Ask him to show you the way to the lower entrance of the furnace. This will start the quest “Follow Mort to the lower mine entrance”.
1309. Follow Mort all the way to the lower entrance to finish the quest “Follow Mort to

the lower mine entrance”. Reward: 1 000 exp.

This concludes part 23.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 23:

Level: 77, Exp: 1 500 250, LP: 269, Str: 206, Hun: 165, AK: 437, Smi: 39, Thi: 73, Alc: 140, Life: 223, End: 163, Mana: 119

Part 24: Liberate Nordmar

We have so far visited every corner of Nordmar except for the furnace in the mines under the Hammer Clan. The furnace is the last stronghold of the orcs in Nordmar. Once the furnace is free we can go on to tie up all loose ends and finish up Nordmar for good, including forging the best weapon in the game and getting the last old chest.

The main goals for this part are:

- Clear the tunnels connected to the Furnace and finish all business in Nordmar

Key pointers for this part are:

- Same as in previous part

1310. We will now attack the final orc camp in Nordmar which includes the furnace. You will see that Lisk and Jorn have also gathered here. You can do it together with them or alone. Alternatively you can start the battle from the entrance of the mines in the Hammer Clan settlement. Thorald is waiting over in the Hammer clan if you prefer grouping with him. It is also possible to group with all 4 of them, if you first group with Lisk, Jorn and Mort and then lead them to the Hammer Clan to also join up with Thorald. Actually it is the only time in the game you can fight in a large group so you might want to try it out for fun.

NB! If you chose to fight in a group you will need to act as a “healer” and make good use of the spell “heal other” if you want your comrades to survive.

When you are ready, enter the cave just west of Mort. Fight many orcs in here, but avoid killing the last orcs at the very end of the tunnels just yet. Prospect 2

gold veins and 1 magic ore vein and pick up many pieces of food

1311. Outside of the northern exit is an orc camp in a valley. Save before attacking any one of the orcs out there. Once you attack one of the orcs the rest will come at you in a seemingly endless stream and it will be a long battle with very little opportunity for rest. There are loads of shamans and a few leaders among the orcs. There is also a special leader called “Boss”. When you kill the Boss a quest called “Kill the boss of the valley!” will finish. Reward: 7 R-Hammer Clan and 2 500 exp.
1312. Push forward into the mines at the eastern end of the valley to encounter more orcs. Once you encounter the mine boss Botzek there are not many orcs left. When enough of them have been killed the quest “Free the furnace” and “Liberate Nordmar” will finish. Reward: 1 500 exp. After the fight go talk to Lisk for 500 exp, if he is with you, or talk to him later if you did not group with him.
1313. Go back to where you started the battle and start looting orc corpses and picking up weapons. Work your way through the valley. Prospect 2 magic ore veins here.
1314. Keep looting corpses as you move forward into the mines and prospect 4 magic ore veins and 3 gold veins before reaching the large room with the furnace.
1315. When you reach the furnace you will notice that there are many Nordmarians that have arrived here after the battle and populated the place. Prospect 1 magic ore vein in here and pick up many weapons, a hammer and a pure magic ore blank by the furnace.
1316. Continue through the cave, opposite of where you came from. Prospect 1 iron vein, 2 gold veins and 7 magic ore veins on your way up the tunnels.
1317. When you reach a purplish room prospect 5 magic ore veins in there.
1318. Continue through the caves to reach the Hammer Clan settlement. Go talk to Ingvar (smith merchant and smith trainer) close to the top of the settlement. He will give you the quest “Ingvar wants a sword” and a blueprint for a Nordmarian sword.
1319. Create 1 Nordmarian sword at the anvil and then give it to Ingvar. This finishes the quest “Ingvar wants a sword”. Reward: 10 R-Hammer Clan, 2 000 exp. Ask him for training to get the quest “Approval of the ore smelters”.
NB! Once this quest starts 1 smith from each settlement will start moving out into Nordmar.
1320. Teleport to Wolf Clan and catch Larson as he is walking out of the settlement. Talk to him to get the quest “Looking for ore with Larson”.
1321. Follow Larson all the way to some ore veins on the mountain east of Hammer

- Clan. This finishes the quest “Looking for ore with Larson”. Reward: 3 R-Nordmar, 1 Smi, 10 R-Wolf Clan, 2 500exp, 1 250 exp.
1322. Teleport to Wolf Clan. Go to the building with Grim at the top of the settlement and save your game. Jump up on a few barrels on the south side of the terrace and then up on the roof. From the eastern side of the roof jump up the mountain to the south and keep jumping upwards until you reach the highest peak. From there slide down towards the south east past some trees to reach Pedar’s house. Talk to Pedar to get the quest “A shadowbeast horn for Pedar”. Give him the horn to finish the quest. Reward: 3 R-Hammer Clan, 1 Smi, 2 000 exp.
1323. Teleport to the Fire Clan. Go talk to Kerth and tell him Nordmar has been liberated for 1 500 exp. He will also give you the choice between a Nordmarian sword, a pure ore blank or 10,000 gold as reward.
- Tip! If you have 2 or less pure ore blanks in your inventory, then choose the pure ore blank - otherwise choose the gold. You will not find any use for the Nordmarian Sword.**
1324. Run towards the exit of the Fire Clan to get to the bridge by Kaelin’s house. Drop down here to the platform below. Use healing spell once to fill up health then drop down one more time to find Kalan. Talk to him to finish the quest “Approval from the ore smelters”. Reward: 7 R-Nordmar, 5 Smi, 15 R-Hammer Clan, 2 500 exp
1325. Kalan will start walking back to the Fire Clan and run into some Orcs nearby. Help him kill the orcs.
- NB! Alternatively you can kill of the orcs before talking to Kalan but the fight may actually be easier if you use Kalan as bait.**
1326. Run south east to reach the 2 sign posts by the road (just east of the stone circle). Continue south into a pass. When the road forks, go south east past a campfire and into an orc camp you wiped out in the past. Keep going south east through the camp till you have the slope leading uphill on your left. Go east to find a cave opening. Go inside and find the final old chest (number 50 of 50) containing the Staff of Balance.
1327. Teleport to the Hammer Clan. Go talk to Ingvar and tell him you got approval from the other smiths. Have Ingvar train you 4 Smi (to reach a total of 50 Smi), for a total of 200 gold and 4 LP. Next have him teach you the two skills “Improve armor” and “Forge weapons from pure ore” for a total of 10 000 gold and 10 LP.
1328. Use the anvil nearby. If you have 3 pure magic ore blanks you can produce both the Power of the Ancestors (two-hander) and the Sword of the Ancestors (single

handed sword)

NB! Don't forget to use the whetstone nearby and sharpen any of the weapons you may want to use from now on including the swords you just forged as well as Wrath of Innos).

1329. Teleport to Xardas tower. Go talk to Xardas and tell him you have the five artifacts of Adanos to get the quest "Destroy the five artifacts of Adanos".
1330. Teleport to the Throne room of King Rhobar II. Talk to the king and tell him you have the five artifacts. This will finish the quest "Scepter of Varant!" Reward: 2 500 exp, Scepter of Varant. You will also receive the quest "For Innos!"
1331. Run upstairs to Karrypto and tell him you found the 12 fire chalices. Reward: 1 500 exp, 5 mana potions, 5 healing potions.

This concludes part 24.

If there are any areas in this part that you have not thoroughly explored then go back and do so, eliminating any remaining enemies and picking up any remaining plants/mushrooms.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 24:

Level: 78, Exp: 1 543 950, LP: 269, Str: 206, Hun: 165, AK: 437, Smi: 50, Thi: 73, Alc: 140, Life: 223, End: 163, Mana: 119

Part 25: Gain more attribute points and skills

At this stage we have done all quests that are not directly related to specific gods or faction. This means we have gotten as much attribute points as possible for free without throwing away our neutrality. This is a good time to get the remaining permanent skills since we only have to spend a minimum amount of learning points to get to the necessary attribute levels in order to learn those skills.

The main goals for this part are:

- Get the remaining permanent skills and free attribute points, not requiring you to breach your neutrality

Key pointers for this part are:

- Same as in previous part

1332. For the next step you need recipes for Hunting potion and Potion of strength. If

you do not already have them you can buy them from Karrypto for 1 440 gold each. Next go to the alchemy table next to Karrypto. Create 22 Strength potions and 18 Hunting potions.

NB! If you do not have enough dragonroots or goblinberries, you will have to gain the remaining attribute points using learning points at trainers during the next few steps.

Drink the potions to permanently gain 44 Str (to reach 250 Str) and 36 Hun (to reach 201 Hun).

1333. Teleport to Hammer Clan. Go talk to Ugolf. Have him teach you the skill “Large Weapons III” for 5 LP and 500 gold.
1334. Run down to the entrance of the furnace and head inside. In the room where the prospectors are prospecting magic ore, find a millstone. You were not able to do anything with these previously but now that you have 250 Str you can! Lift it to gain 5 Str.
1335. Run down to the furnace. Talk to Jorn. Have him teach you the skills “Master archer” (bow), and “Orc hunter” for 10 LP and 7 500 gold.
1336. Run up the south western tunnel and follow it until you reach another millstone. Lift it to gain 5 Str.
1337. Teleport to Montera. Run inside the castle to find a millstone in the court yard. Lift it to gain 5 Str.
1338. Teleport to Geldern. There is another millstone here on a platform just north of the southern entrance. Lift it to gain 5 Str.
1339. Go talk to Lares. Have him train you 27 Thi (to reach 100 Thi) for 27 LP and 1 400 gold. Next have him teach you the skills “knock down”, “impossible pick pocketing” and “Master thief” for 15 LP and 11 000 Gold in total.
1340. Teleport to Faring. Run up into the castle and find a millstone in the courtyard. Lift it to gain 5 Str.
1341. Go talk to Zakosh nearby and tell him you lifted the stone. This will complete the quest “Forging in Faring”. Reward: 1 R-Orcs, 2 500 exp.
1342. Teleport to the throne room of King Rhobar II. Exit the castle through the southern entrance to find a millstone straight ahead. Lift it to gain 5 Str.
1343. Head north west to find another millstone by a well. Lift it to gain 5 Str.
1344. Run north east and cross the bridge heading north. There is another millstone here close to the campfire. Lift it to gain 5 Str.
1345. Head east towards the temple to find yet another millstone. Lift it to gain 5 Str. You should now have 295 Str. This means that if you equip 1 Strength ring you

can wield the Wrath of Innos sword!

This concludes part 25.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 25:

Level: 78, Exp: 1 543 950, LP: 223, Str: 295, Hun: 201, AK: 437, Smi: 50, Thi: 100, Alc: 140, Life: 223, End: 163, Mana: 119

Part 26: Tour the world

Since we started our adventure, lots of creatures have re-spawned around the world. Sometimes it is single creatures and sometimes whole herds. We will do a world tour to kill those creatures and get the remaining exp, and pick up some other goodies while we are at it.

The main goals for this part are:

- Travel around the world one more time to get additional exp and levels

Key main goals and pointers for this part are:

- Kill all re-spawned creatures that we encounter. Not all creatures will re-spawn however.

The types of creatures that can re-spawn are: Bison, Bloodflies, Chickens, Crocodiles, Dark snappers, Deer, Goblins, Hares, Ice wolves, Jackals, Lionesses, Lions, Lizards (small), Lizards (large), Lurkers, Meat bugs, Rhinos, Ripperbeasts, Scavengers, Shadowbeasts, Snakes, Snappers, Swamp lurkers, Wargs, Wholly rhinos, Wild boars, Wolves.

The following types of creatures never re-spawn: Creatures with special names (Constipated lizard, Shy deer, Ulguz Potbelly etc.), Black goblins, Black trolls, Desert racers, Dragons, Fire Lizards, Gargoyles, Goblin shamans, Golems (all kinds), Humans (including bandits and named NPC's), Minecrawlers (all types), Monsters, Ogres, Orcs (all types), Rotten beasts, Sandcrawlers, Schrats, Skeletons, Temple guards, Trolls, Zombies

- Kill any farm animals that are out of sight of NPC's (cows, pigs, chickens) for the exp. Alternatively you can put any NPC's around to sleep before killing the animals.
- Pick up items or plants we have accidently missed.

- Dig up any graves you come across (they should be full of loot again).
- Sell of items and equipment we no longer need to the various merchants we encounter (this includes any weapons but those with the highest damage or bonuses that we are able to use given the current attribute levels. If you sell of jewelry/goblets/caskets etc. make sure to do it to jewelry merchants that pay extra for such merchandise, and if you sell of skins/claws/teeth etc. make sure to do it to hunting merchants that pay extra for such merchandise.
- Buy any recipes or blueprints you did not possess previously
- Open chests/steal items in cities and pick-pocket the people you encounter to your heart's desire. Just remember that stealing/pick-pocketing will add to the general suspicion in each location against you as a thief. Also remember to save before pick-pocketing/stealing in case you were to get caught, even if the chance is small at your current level of thieving attribute.

1346. Start from any corner of the world you like and make sure you don't leave any place out. This part will take you several in-game days and may not be all that exciting, but it will help you get as much exp/learning points/attributes as possible, before committing to a path in the next part.

Creatures will keep re-spawning around the world so in theory you can go on forever! However, one world tour will be enough for now...

Warning! Avoid killing any of the zombies, or getting close to any of the orcs around the ruins of Mora Sul. Doing so could permanently cancel some quests we may want to do in the future. When you are passing by the ruins of Mora Sul, take great care to avoid causing any battles to start between orcs, Hashishin and zombies. Also you are recommended to not get involved in the fighting at Murat's Oasis until much later.

This concludes part 26.

Save using a new save game slot to mark your progress.

Summary of stats at the end of Part 26:

Level: 81, Exp: 1 666 600, LP: 245, Str: 295, Hun: 201, AK: 437, Smi: 50, Thi: 100, Alc: 140, Life: 223, End: 163, Mana: 119

Part 27: Choose your path

At this point we have done everything we can do in the game while keeping all options open for the end of the game. From now on actions will have consequences and you will have to make choices that push you towards one or the other faction or game ending.

There are several choices you need to make:

- Choice of a god: You're ability to choose one god or another depends on your reputation with various factions and NPC's being alive. There are 3 choices, one for each of the Gothic gods: Innos, Adanos and Beliar. Your choice of path determines the final skills/spells you can learn in the game and also the game ending.

It may appear that Innos is "good", Adanos is "neutral" and Beliar is "bad" but in practice it is not that clear cut. Regardless of choice there is no peaceful path.

NB! Innos or Beliar will give you lots of Bonus attribute points, but Adanos will not.

- Choice of faction: Most of the remaining quests will increase your reputation with one faction and some will prevent you from gaining reputation for the opposing one. There are 2 opposing faction combinations and 2 choices to be made:
 - Rebels/Rangers vs. Orcs (mainly in Myrtana)
 - Nomads vs. Hashishin (mainly in Varant)

NB! You could say there is also a choice between Nordmarians and Orcs in Nordmar, except there is no way to get friendly or gain reputation with those Orcs and no practical benefit in making enemies with the Nordmarians.

- Choice of where to turn in the fire chalices: You can turn them into the orcs or rebels. You are recommended to give the chalices to the faction you are siding with.

Warning! If you give the chalices to the orcs while siding with the rebels you will lose out on exp and quests and if you give the chalices to the rebels while siding with the orcs you will make permanent enemies with the Orcs in Geldern.

These choices open for a lot of different combinations. In practice you can mix the path/faction/fire chalice choices as you like (with some exceptions) and get reputation points here and there but the results may be unpredictable and it is quite possible for you to mess up completely.

To prevent that from happening, the author suggests you take one of five strategic paths listed below. Go through the advantages and disadvantages and choose carefully.

On the other hand, since you have completed everything else in the game you may as well try all of them with minimal effort. All you have to do is to replay from the saved game at this part of the walkthrough.

Suggested paths:

A) **Path of light:** Support Rebels/Hashishin and serve Innos

Advantages:

- This path enables you to get all permanent skills in the game.
- It enables you to maximize your attributes.

Disadvantages:

- It may feel slightly inconsistent to side with the oppressing force of Varant while siding with the rebel force in Myrtana
- You will not be able to get the Orc armor

Sequence: 28 -> 29 -> 30A -> 31 -> 32 -> 33A -> 34 (pure rebel or double crossing rebel) -> 35 (pure Hashishi or double agent) -> [36 is optional] -> 37A

B) **Path of the boredom:** Support any side and Serve Adanos

Advantages:

- This path enables you to fulfill Xardas wishes, or in other words, end the game in the default manner.

Disadvantages:

- You will not get as much attribute points as path A or C.

Sequence: [28 is optional] -> 29 -> 30 (A or B) -> 31 -> 32 -> 33B -> 34 (side) -> 35 (any side) -> [36 is optional] -> 37B

C) **Path of darkness:** Support Orcs/Hashishin and serve Beliar

Advantages:

- This path enables you to play as a bad ass (which is consistent and fun).
- It enables you to maximize your attributes.
- It enables you to get the Orc armor

Disadvantages:

- You will not be able to learn the skill “Paladin” permanently.

Sequence: 28 -> 29 -> 30B -> 31 -> 32 -> 33C -> 34 (pure orc mercenary or double crossing orc mercenary) -> 35 (pure Hashishi or double agent) -> [36 is optional] -> 37C

D) **Path of everything:** Support Orcs/Hashishi and serve Innos

Advantages:

- This path enables you to get all permanent skills in the game.
- It enables you to maximize your attributes.
- It enables you to get the Orc armor

Disadvantages:

- It may feel a bit inconsistent to first commit to Innos and then kill his followers (the rebels).

Sequence: 28 -> 29 -> 30B -> 31 -> 32 -> 33A -> 34 (double crossing orc mercenary) -> 35 (double agent) -> [36 is optional] -> 37A

E) **Path of the saint:** Support the Rebels/Nomads and Serve Innos

This path enables you to support the “good” factions in both Myrtana and Varant.

Advantages:

- This path enables you to get all permanent skills in the game.

- Disadvantages:

- There will be less quests and exp, quests and loot than the other paths
- You will not be able to get the orc armor.
- The Nomads will not do anything for you for defeating the Hashishin

- Sequence: [skip 28] -> 29 -> 30A -> 31 -> 32 -> 33A -> 34 (pure rebel) -> 35 (pure nomad/water mage) -> [skip 36] -> 37A

To some extent it is also possible to do the faction and god-related parts in a different order than suggested, but deviating from the given sequences may cause you some headaches (i.e. you cannot choose the path of Beliar before you have done a certain amount of work for the Hashishin).

Part 28: Serve Zuben

Rewards: 36 R-Hashishin, 85 R-Ishtar, 5 Str, 5 Hun, 1 AK, “Murder”, “Master of two swords”, opens the possibility to serve Beliar, ~69 450 exp

In this part we will do what is necessary in order to enter the Hashishin capital of Ishtar. This in turn will unlock several aspects of the game not previously available to us including one of three possible game endings.

The Hashishin rule of the desert of Varant is only challenge by the nomad tribes and their water mages. Killing a selected few of them will gain us precisely the 75 Reputation with the Hashishin that we need in order to enter Ishtar.

You may be hesitant to do this part if you intend to play a “good” character, but the

benefits are so huge that it is highly recommended regardless of which god or faction you want to support in the end.

Some important notes on this part:

- This part is optional but highly recommended (you may skip directly to part 29 if you absolutely must).
- This part is compatible with all gods
- This part is compatible with all factions
- It enables you to enter Ishtar and do all Ishtar related quests (with all the experience, loot and reputation this entails)
- It enables you to talk to Zuben and opens the option of choosing Beliar later on
- It enables you to learn 2 permanent skills you cannot acquire otherwise: “Murder” and “Master of two handed combat”.
- The only reason for not doing this part is if you want to keep all nomads and water mages alive, i.e. for ethical reasons, or if you want to experience the liberation of Braga and Bakaresh together with the Nomads (which may actually turn out to be more difficult than doing it all alone) and see their reactions afterwards. Besides that there are no disadvantages with this part.

NB! If you play this part to the letter, without hurting any additional nomads or water mages, you will still be able to carry out all nomad quests, gain full nomad reputation, gain the remaining 3 transformation spells (if you choose Adanos) and get the robe of the water mages.

1347. Teleport to Braga. Go south west up the mountain to the area with grass and palm trees. Go downhill south west and follow the cliff wall to reach the cave where Asaru used to be. Find Riordian here. Kill him and the nomads in the cave. When Riordian is dead the quest “Kill the Water Mage Riordian” finishes. Reward: 3 R-Hashishin, 1 000 exp.
1348. Exit the cave and follow the cliff wall west. When it ends head west towards a temple ruin surrounded by trees. Keep going west across the sands to reach a dried out lake with patches of trees and ruins around it. Go North west to reach a valley with dead trees. Find the cave in the north western end and enter. Here you will find Nefarius. Kill him to finish the quest “Kill the Water Mage Nefarius”. Reward: 3 R-Hashishin, 1 000 exp.
1349. Teleport to Bakaresh. Find Silvio here and ask him to join you. Leave the city through the western gate and head south west towards an oasis with a nomad camp. As you approach then camp Silvio will attack. Help him clear the camp.

When Knut, Redge and Ateras are dead the quest “A lesson in hospitality” will finish. Reward: 20 R-Hashishin and 2 000 exp. After the battle talk to Silvio for another 1 000 exp. Silvio will now leave you and head back to Bakaresh. Before heading out loot 2 chests, a locked chests and a basket in and around the tents if you have not already. You can also dig up the grave here.

1350. Go north west across the lake towards a cliff wall. Follow the cliff wall westwards, past a temple ruin and Uphill until the wall ends. From here go north east up until you find Cronos outside a cave by a campfire. Kill Cronos to finish the quest “Kill the Water Mage Cronos”. Reward: 3 R-Hashishin, 1 000 exp.

1351. Teleport to Al Shedim. Go east towards Saturas and then south to find Myxir.

Warning! This is the very last chance in the game to buy the Water Mage robe. If you do not buy it now you will not be able to use it for the rest of the game.

Talk to him and buy a water mage robe from him for 54 000 gold. It may sound like a lot but you have more gold than you need anyway. We will not equip the robe yet since your current robe is much better, but it may come in handy later in the game. Kill Myxir to finish the quest “Kill the Water Mage Myxir”. Reward: Reward: 3 R-Hashishin, 1 000 exp. This will also finish the quest “Kill all Water Mages”. Reward: 4 R-Hashishin, 2 500 exp.

1352. Teleport to Mora Sul. Go talk to Gonzales. Tell him about the water mages. Reward: 5 000 exp, 1 000 gold (Riordian), 5 000 exp, 1 000 gold (Nefarius), 5000 exp, 1 000 gold exp (Myxir) and 5 000 exp, 1 000 gold (Cronos).

1353. Teleport to Ishtar. Talk to Asam here and ask him for permission to enter the city now that you have 76 Reputation with Hashishin. This will finish the quest “Access to Ishtar”. Reward: 1 500 exp.

1354. Enter the city and go straight ahead to reach the temple of Zuben. You will find Zuben sitting on a throne in the first room. Talk to him and accept his mission to get the quest “The test of the Hashishin”.

1355. Exit the temple. Go north, down some stairs to reach the Alchemist Delazar in his house. Save before talking to him. He may carry three rare recipes: “Fire Lizard transformation potion”, “Poison from poison bladders”, “Poison from lizard tongues” (it may be that these recipes can only be purchased from Delazar in the whole game but the author has not been able to verify if this is the case). Reload if you are not satisfied with his inventory.

1356. Go back up the stairs and east out of the inner city wall. Find Ugrasal in this area (He may be inspecting his guards on the left side down stairs or on the right

- side upstairs, or if it is night time he may be sleeping in a house in the south west of town). He will give you the quest “Master of combat”. He can now teach you two unique skills: “Murder” and “Master of two swords”. Learn them for a total of 10 LP and 10 000 gold. Next ask him for approval to finish the quest “Master of combat”. Reward: 5 R-Ishtar, 1 000 exp.
1357. Go to the south western corner of the city to find the smith Sven (smith trainer) by a furnace. He will give you the quest “Bring ten magic ore blanks to Sven the smith”. Give him 10 magic ore blanks to finish the quest. Reward: 3 000 exp.
1358. Go to the arena nearby and talk to Kasim. Pay him 500 gold for a fight. This will start the quest “Arena fight!”. Go defeat Makas in the arena to finish the quest. Reward: 1 Str, 5 R-Ishtar, 1 000 exp. After Makas gets back up talk to him to receive the quest “The wells outside the city”.
1359. Talk to Kasim again for 500 exp. Pay him 500 gold to start another quest called “Arena fight!”. Defeat Musan (hunting merchant and trainer) in the arena to finish the quest. Reward: 1 Str, 10 R-Ishtar, 1 000 exp. Talk to Musan once he gets back up to get the quest “The skins of the rotten beasts”. Give him 5 skins you collected earlier in the game to finish the quest. Reward: 1 Hun, 15 R-Ishtar, 2 500 exp.
1360. Go talk to Kasim again for another 500 exp. Pay him 500 gold once more for another quest called “Arena fight!”. Defeat Emet to finish the quest. Reward: 1 Str, 15 R-Ishtar, 1 500 exp. Talk to him once he gets back up to get the quest “Training Materials”. Give him a package of swampweed to finish the quest. Reward: 5 R-Ishtar, 1 000 exp.
1361. Go talk to Kasim again. He will reward you with 600 gold and 500 exp.
1362. Find Muntasir (merchant) in the north eastern part of the city. Talk to him and tell him you brought Sven some ore. Reward: 1 000 gold. 2 500 exp.
1363. Find Surus in one of the houses nearby to the north. Talk to him and ask for his test.
1364. Go talk to Zuben in the temple. He will give you the quest “The tribute of the temple”.
1365. Teleport to the temple of Bakaresh. Talk to Sigmor here about his tribute to receive a key (quest item).
1366. Next you need to find Tizgart. Depending on the time of the day he will be in the building to the north west or sleeping on a bed upstairs in the building to the north. When you find him, tell him about the bandits in the oasis. Reward: 500 gold, 1 000 exp. Also ask him for Zuben’s tribute to gain 2 000 gold.

1367. Go to the entrance of the north western building and drop down from the edge of the cliff just south west of the entrance. Go west past a well and follow the cliff wall north west to reach a cave. Inside you will find Sigmor's chest containing a teleporter stone, 2 000 gold and other loot.
1368. Go to the center of the city and find Amul. Ask him for Zuben's tribute to receive 1 000 gold.
1369. Teleport back to Ishtar. Talk to Asam by the city gate. He will give you the quest "The valuable bowl". Give him the bowl (you got it earlier in the game from Zarkos) to finish the quest. Reward: 10 R-Ishtar, 1 000 exp. Tell him about Zarkos for 200 gold and 500 exp.
1370. Head north east and downhill along the path away from Ishtar until you encounter 2 killers and an elite killer. Kill them and loot the body of the elite killer to find a note from Surus. Read the note to receive the quest "Customs in Varant".
1371. Head south west uphill to reach some tents and wells with the merchant Giacomo. Talk to him and ask for Kafa.
1372. Head west from there to find another well. Save your game here as the next step will start a chain event where you may accidentally injure other NPCs. Talk to Kafa here to finish the quest "The wells outside the city". Reward: 5 R-Ishtar, 1 000 exp. At this point 5 jackals will spawn nearby. Kill them to finish a quest called "Jackal attack!". Reward: 1 250 exp. Now head back east to the wells below to find that 6 jackals have spawned. Kill them to finish the quest "More Jackals!". Reward: 1 Str, 1 250 exp. Talk to Kafa and tell him you killed the pack leaders for 1 500 exp. Talk to Giacomo for 2 water, 100 gold and 1 000 exp.
1373. Teleport back to Ishtar. Go talk to Makas in the south west of town and tell him you helped Kafa for 250 exp.
1374. Go find Ugrasal and tell him about Surus. This will finish the quest "Customs in Varant". Reward: 1 000 exp. You will also receive the quest "The fight with Surus!". Ask Ugrasal how you are doing in the test to get his approval.
1375. Go find Surus in the north west and talk to him. When he attacks kill him to finish the quest "The fight with Surus!". Reward: 1 Str, 5 R-Ishtar, 250 exp.
1376. Find Nerusul nearby in one of the houses. Tell him you know about the ore theft and tell him he will pay for it.

Warning! Do not accept his offer of 2 000 gold to keep quite since this will cause you to lose out on a quest.

This will finish the quest "Instigator of the ore theft". Reward: 500 exp. Nerusul

will now attack, so you should beat him up and teach him a lesson.

1377. Go talk to Delazar in the inner part of the city. Tell him you beat up Nerasul to receive 500 gold and 2 500 exp.
1378. Go talk to Zuben in his temple. Give him his tribute of 5 000 gold to finish the quest “The tribute of the temple”. Reward: 1 AK, 10 R-Ishtar, 2 500 exp. Tell him you have finished his test to finish the quest “The test of the Hashishin”. Reward: 10 000 exp. Ask him for a mission and he will give you the quest “Find out for Zuben what Xardas is planning”. Tell him about Xardas plans to finish the quest. Reward: 1 000 exp. Tell him you have the five artifacts of Adanos and a quest called “The staff of the Eternal Wanderer” will finish. Reward: 2 500 exp, the staff of the eternal wanderer. You will also get the quest “For Beliar!”.
1379. Teleport to Mora Sul. Go to the building with Gonzales and talk to Ningal. Tell him Nerasul is dead to receive 2 500 exp and 1 000 gold.

Part 29: Maximize your reputation in Myrtana

Rewards: 11 R-Orcs, 25 R-Rangers, 4 R-Geldern, Druid Stone of the Snapper, Druid Stone of the Shadowbeast, ~17 500 exp

This part will take you through various isolated quests in Myrtana. What makes them different from earlier quests is that most of them involve the killing of named NPCs related to various factions. If you want to maximize your stats you will have to do some killing and also double crossing between factions, and now is a good time for that.

Some important notes on this part:

- This part is optional but highly recommended (you can skip directly to part 30 if you wish)
- This part is compatible with all gods
- This part is compatible with all factions
- It enables you to get maximum reputation points with various cities and factions in Myrtana without disabling any options for the end of the game
- If you want you can pick and choose quests from this part to tailor your own path. Just leave out any quests you do not find compatible with your own factions standing, principles, ethics etc.
- The only drawback of doing the quests involving named NPCs is that if left alive they can sometimes aid you in future battles. I.e. if the NPCs are rebel supporters their survival will mean that they can support you during

liberations (if you choose to support rebels later). It can also mean that they will reward you after the battles if they survive them. However, it is up to you to decide if their future rewards in gold and exp outweigh the potential reward in reputation for killing them. In any case these NPCs are in no way necessary for you to win future battles.

1380. Teleport to Silden. Cross the river to the east and follow the path to a rebel outpost. From here run east until you reach a cliff wall. Follow the wall east to reach a bridge. Cross the bridge going south east to reach the rebel camp with the escaped slaves from Silden you helped earlier in the game. Save your game here. We now need to kill off each one of the 5 slaves from Silden without angering the rebels.

Tip! Use the terror spell to make the Silden slaves run away. Follow and kill them when out of sight of the rebels.

When all 5 are dead the quest “Kill the slaves who escaped from Silden”.
Reward: 1 R-Orcs, 1 500 exp.

1381. Teleport to Silden again. Go talk to Zapotek in the slave camp area. Tell him the slaves are dead for 500 exp and 500 gold.

1382. Teleport to Geldern. Head south and follow the path until you see a bridge. Head west up a hill to find a camp of rangers. You need to kill the druid Torn in his house in the camp. Alternatively you can take out the whole camp while you are at it (since it will be tricky to lure away Torn without the others assisting.)

Tip! Stand in the middle of the camp and launch Rain of fire to do the work for you.

Killing Torn will finish the quest “Kill the druid Torn”. Reward: 4 R-Orcs, 2 500 exp. Make sure to loot Torn for his Druid Stone of the Snapper. Take the opportunity to loot the place of weapons and open 2 chests.

1383. Teleport back to Geldern. Find Gunnock by his house close to the northern exit. Tell him that Torn is dead. Reward: 300 gold, 500 exp.

1384. Taunt Gunnock and lure him north east out of the city out of sight of the orc guards. Kill him to finish the quest “Kill the leader of the southern druid search party”. Reward: 15 R-Rangers, 2 000 exp.

1385. Teleport to Silden. Exit the city to the north west and then head west to reach a river. Cross it and go west across the small island where you killed silver wolves in the past. Cross another river going west to reach a cliff wall. Follow the cliff wall north until it ends, then head west up a hill. Go west until you reach the

edge of a cliff with water falls in front of you, go south west dropping down twice to reach a camp with rangers. Talk to Runak the druid and tell him Gunnock is dead to receive 500 exp and the druid stone of the shadowbeast.

1386. You now have two options. You can either:
- a) kill the druid hunters and Ballock nearby, collect the reward from Runak (3 mana potions, 1000 exp) and then kill the rangers and Runak
 - b) or you can kill the rangers and Runak, collect the reward from Ballock (300 gold and 500 exp) and then kill druid hunter party.

The druid hunter party with Ballock is located just south west uphill from the rangers. When the orcs are dead the quest “Kill the druid hunting party from Geldern” finishes. Reward: 10 R-Rangers, 1 500 exp. When Runak dies the quest “Kill the druid Runak” finishes. Reward: 4 R-Orcs, 4 R-Geldern, 2 500 exp.

1387. Teleport to Geldern. Go find Grok in the main hall of the temple in the middle of the City. Tell Grok that the druid Torn is dead. Reward: 500 exp, 5 Mana potions. Give Grok the druid stone of the shadowbeast to finish the quest “Discover the secret of the druid Runak”. Reward; 2 R-Orcs, 2 000 exp and 1000 gold. Point out to him that Runak is dead to receive 5 Mana potions and 1000 exp.

Warning! Don't talk to Grok about the fire chalices just yet! Another option will present itself in the next part.

Part 30: Show your true colors

In this part we will do a few quests that will either maximize your reputation with the rebels or the orcs. If you have not already planned who to support in Myrtana then do so now before continuing.

Some important notes about this part:

- Part 30A (rebels) and 30B (orcs) are mutually exclusive so you should choose one of them.
- Both options are compatible with all gods
- Both options are compatible with all factions, but choosing one side now and another will make your life much tougher. I.e. choosing the rebels will make it more difficult for you to support the orcs later since the paladins, siding with the the rebels, will be equipped with magic. Similarly, choosing the orcs now and siding with the rebels later will make your work more difficult because the paladins supporting you will not have any magic.
- Either option is equally suitable if you want to support the Hashishin later.

- There are three reason we are making this choice at this point of time:
 - some quests may be difficult to perform once we have chosen a god (choosing a god will cause the Hashishin and orcs to start fighting each other)
 - some quests need to be performed before another quest which should be performed before choosing a god
 - some quest will no longer be available once the liberation of or cities/destruction of rebel camps starts
- It is technically possible to mix part A and B by doing one thing with the fire chalices, one way with the quest related to Sanford, and one way with the quest related to Grompel. However, if you want maximum reputation with the rebels you need to do all of part A and if you want maximum reputation with the orcs you need to do all of part B.

Part 30A: Support the rebels

Rewards: 4 R-Rebels, return the magic to the paladins, ~38 500 exp

If you intend to support the rebels in Myrtana you should start by helping the Paladins. The Paladins lost their magic when the war broke out and it can only be returned by magic chalices. Fortunately you have the fire chalices already so it is just a matter of performing the appropriate ceremony to bless them and then go around the world to hand out the blessed chalices to the paladins who need them.

There are also two rebel quests here not related to the chalices, but this is the right time to perform both of them.

Warning! By completing this part you will permanently lose out on orc reputation and some orc related quests.

1388. Teleport to the Monastery. Go up the stairs and through the gate leading to the Shrine of Innos (where Milten is).

Warning! After the next step talking to Grok in Geldern will cause all the orcs there to attack you.

Go to the fire just in front of the Innos statue and throw in the 12 fire chalices. This will finish the quest “Throw the fire chalices into the sacred fire!” Reward: 12 000 exp.

1389. Pick up the 12 blessed fire chalices from the pillars nearby. Confirm that you

have all of the 12 blessed chalices in your inventory before proceeding.

1390. Talk to Milten here and ask him about his plans. He can now accompany you in battle if you want.
1391. Go find Oliver in the sanctuary. Give him a blessed fire chalice. Reward: 1 500 exp. Oliver can now accompany you in battle.
1392. Teleport to the Fire Clan. Talk to Frithjof here and give him a blessed fire Chalice. Reward: 1 500 exp.
1393. Teleport to Al Shedim. Follow the canal north east. Keep going in the exact same direction as the canal to reach a ruin with tents in the northern part. Find the paladin Cruz here. Give him a blessed fire chalice. Reward: 2 000 gold, 1 500 exp.
1394. Teleport to Reddock. Run down to the bottom of the cave and talk to Javier. Give him a blessed fire chalice. Reward: 1 500 exp, 10 Mana potions.
1395. Teleport to Cape Dun. Run up the hill to the west and enter the house guarded by orcs. Talk to Wenzel in the back room and give him a blessed fire chalice. Reward: 1 500 exp, 10 Mana potions.
- Warning! Do not tell him to liberate the city just yet.**
1396. Teleport to Okara. Run down to the very back of the caves to find Roland. Give him a fire chalice. Reward: 1 500 exp, 10 Healing potions. Give Roland your message from Sanford to finish the quest “A message for Okara”. Reward: 1 R-Rebels, 1000 exp and 1000 gold. This will cancel the quest “How loyal are the mercenaries?”
1397. Teleport to Montera and go talk to Sanford. Tell him you delivered his message for 1 000 exp and 1 000 gold
1398. Teleport to Silden. Go to the shaman Grompel's house. Save your game before entering. Tragak should still be around here. You need to knock him down and steal a package from him labeled “Delivery from Nordmar”.
- Tip: You can either put Grompel to sleep and attack Tragak or use the spell terror to make him flee out of the city and then attack him where no one sees you.**
- Warning! Do not kill Tragak at this point or you will lose out on exp and gold.**
1399. Go south east to a nearby rebel camp and find Anog there. Give him Tragak's package to finish the quest “Take the orcs' shipment from Nordmar to Anog the rebel”. Reward: 1 R-Rebels, 1 500 exp, 1 000 gold.
1400. Teleport back to Silden. Go to Grompel's house and talk to Tragak. Strangely enough he will reward you with 500 exp and 1000 gold (eventhough you just beat

him up.)

1401. Teleport to Trelis. Talk to Konrad here in the yard. Give him a blessed fire chalice to finish the quest “The Paladin Konrad want’s his magic back”. Reward: 1 R-Rebels, 2 500 exp, 500 gold. Ask him if he can help you liberate Trelis to start the quest “Conquer the castle of Trelis”

Note! This will not start the liberation but will make Konrad ready to assist you immediately if you choose to do the liberation in the future!

1402. Teleport to Nemora. Talk to Karlen here close to the entrance. Give him a blessed fire chalice to finish the quest “Karlen the Paladin wants his magic back”. Reward: 1 R-Rebels, 2 500 exp, 10 Healing potions.
1403. Teleport to the throne room of King Rhobar II. Run upstairs into the tower and talk to Karrypto. Tell him about the fire chalices to receive 5 Mana potions and 1 500 exp.
1404. Run downstairs and out of the throne room. Go through the yard and find Cobryn by the stairs to the inner castle. Give him a blessed fire chalice to receive 5 Mana potions and 1 500 exp.
1405. Talk to Thordir by the campfire and give him a blessed fire chalice to receive 5 Mana Potions and 1 500 exp.
1406. Give a blessed fire chalice to George to receive 5 Healing potions and 1 500 exp.
1407. Go to the temple on the other side of Vengard and talk to Markus. Give him a blessed fire chalice to receive 5 Healing potions and 1,500 exp.

Part 30B: Support the orcs

Rewards: 8 R-Orcs, 2 R-Silden, 5 R-Montera, ~12 675 exp

If you intend to support the orcs you should hand over the fire chalices to them. This will not only ensure that your enemies remain weak (the paladins who cannot regain their magic without the chalices) but it will also enable you to maximize your reputation with the orcs.

In addition we will do some orc quests not related to the chalices.

Warning! By completing this part you will permanently lose out on rebel reputation and some rebel related quests.

1408. Teleport back to Geldern. Enter the temple in the middle of the city and find Grok in the throne room. Ask him about the fire chalice to get the quest “The orc

shaman Grok wants all the fire chalices”. Hand him the fire chalices to finish the quest “The orc shaman Grok wants all the fire chalices”. Reward: 7 R-Orcs, 10 000 exp. This will cancel the quests “Throw the fire chalices into the sacred fire!”, “The Paladin Konrad want’s his magic back” and “Karlen the Paladin wants his magic back”.

1409. Teleport to Silden. Go to the house of Grompel and talk to Tragak. Reward: 500 gold, 1 000 exp, 200 gold and a package. This will star the quest “A delivery from Nordmar”.
1410. Talk to Grompel and give him the package to finish the quest “A delivery from Nordmar”. Reward: 1 R-Orcs, 2 R-Silden, 375 exp.
1411. Teleport to Montera. Go talk to Marik here. Give him Sanford's letter to finish the quest “How loyal are the mercenaries?”. Reward: 5 R-Montera, 1 500 exp, 2 000 gold. This will also cancel the quest “A message for Okara”. Tell him you will take care of Sanford to get the quest “Do away with Sanford”.

Part 31: Tie up some loose ends in Myrtana

Rewards: (2 R-Hashishin) or (1 R-Hashishin, 1 R-Rebels), ~6 400 exp

This part deals with some stray rebel/orc quests in Myrtana.

Some important notes:

- The quests in this part are optional. You can do all of them (recommended) or mix and match according to your preferences.
- All quests here are compatible with all gods
- All quests here are compatible with all factions
- The reason the quests are in this part is because doing them earlier would either have forced you to choose between reputation/attributes to early or would have prevented you from completing other quests.
- We cannot leave these quests till after choosing god because once you have chosen your god the relevant NPC may get into fights which could cause the quests, or at least one quest option, to be permanently unavailable.

1412. Teleport to Cape Dun. Exit the city and go west to find the slave Harek. Talk to him and he will give you the quest “Help Harek escape!” You can now choose between reputation with Rebels or the Hashishin.
 - a) If you want reputation with the Rebels, tell him to join you and run east to

the hunter Jens by his hut. Talk to Jens when Harek is nearby to finish the quest “Help Harek escape!”. Reward: 1 R-Rebels, 1 000 exp. Talk to Harek to receive 3 healing potions and 250 exp. This will cancel the quest “Take Harek the slave back to Gamal”

- b) If you want to reputation with Hashishin you should tell him “no talking” and then take him away. Bring him to Gamal just south after entering Cape Dun. This will finish the quest “Take Harek the slave back to Gamal”. Reward: 1 R-Hashishin, 1 000 exp and 100 gold. This will cancel the quest “Help Harek escape!” When done go talk to Bufford nearby for another 250 exp.

1413. Teleport to Silden. Go to the house of Grompel and save your game. You need to kill Grompel.

Warning! Killing Grompel without angering the citizens is easier said than done. If you are not careful the orcs will attack you and the slaves start attacking the orcs triggering an unwanted uprising.

Tip! Taunt him by drawing your weapon and slowly pull him out of the city away from the sight of the others before killing him.

Killing Grompel will finish the quest “Kill the town shaman Grompel”. Reward: 1 R-Hashishin, 2 500 exp.

1414. Go talk to Zapotek and tell him Grompel is dead. Reward: 1 000 exp and 1 000 gold.

Part 32: Maximize your attributes and prepare for battle

Rewards: *hundreds of points in increased attributes*

At this point we have loads of learning points and also plants that we can use to make potions with permanent attribute bonuses. We should take the opportunity max out the character to the extent possible before we go to war with the orcs or rebels.

1415. Use an alchemists table (I.e. in the Alchemists house in Ardea) to create the relevant permanent potions and use up your King's Sorrels. Once you have created the potions use them to increase your attributions.

NB! As at the begging of this walkthrough, strength and hunting potions are more economical than life force/endurance/mana potions.

1416. The attribute boosting plants that you could not turn into potions, because of

running out of King's Sorrels, you should eat. The plants are: Dragoonroots (Strength), Goblinberries (Hunting), Reignweed (Life energy), Armorweed (Endurance), Flameberry (Mana).

1417. Make sure all weapons you intend to use are poisoned. If not create (at the alchemists table) or buy poison and apply it to those weapons.
1418. If you intent to use a bow, create heaps of fire, explosive, sharpened or poisoned arrows (at the alchemists table) according to your preference and ingredients you have in your inventory.
1419. If you still have a bless weapon scroll from earlier in the game, use it on your favorite weapon.
1420. Visit the appropriate trainers and/or shrines around the world and use them to increase the attributes relevant to your playing style.

Warning! You should reserve 25 LP for the next parts in the guide or you will not be able to get the final 3 spells of your choice and two permanent skills (depends on your choice of god/faction) until much later.

1421. Go through your quick slots and make sure you have the right weapons, shields and spells equipped. It is recommended that you equip the following spells:
 - "Heal other", because as you may need to protect some NPCs during the battles ahead.
 - "Heal self"
 - Your favorite offensive spell of choice (i.e. "Fireball", "Lightning bolt" or "Ice lance")
 - Your favorite area of effect offensive spell (i.e. "Rain of fire" or "Hail storm")

Tip! For the first time in the game you may need to start using potions in order to recover health and mana quickly during battles. However, there is no need to occupy quick slots for potions since you can use the keys 7, 8, 9 (for health, mana and endurance respectively) on the numerical keypad for this purpose.

Part 33: Serve your god

Supposing that you made a strategical choice of which god you want to serve, already in part 27, the next thing to do is to comit to him by handing over the artifacts of Adanos at the appropriate altar. Doing so is essential in order to finish the game and it will also enable you to get the final three spells from your god's domain.

Part 33A: Serve Innos

Rewards: 100 points of attributes, 5 Str (depending on circumstances), “Regeneration”, “Paladin”, all dominance spells, Paladin Armor/Fire Robe, commitment to Innos, ~5 000 exp

Innos is the god worshiped by the rebels of Myrtana. He may seem as a force of good, since he is opposing Beliar (who is obviously evil), but he is arguably both a power hungry and blood thirsty god.

Important notes on this part:

- You can do this part regardless of your faction standing.
- Choosing Innos will grant you heaps of attribute bonuses and it will allow you to learn the one rare skill “Regeneration” (only other way to learn it is to gain 75 reputation with orcs) and one unique skill “Paladin”.
- Choosing Innos will allow you to learn the final 3 dominance spells: “Bless Weapon”, “Meteor” and “Word of dominance”.
- Once you have committed to Innos Zuben will become permanently aggressive towards you when talking to him, together with his guards.
- From a story perspective this part is most suitable if you are siding with the rebels, but there is nothing stopping you from supporting the orcs either.

1422. Teleport to the monastery. Go up the stairs and through the gate leading to the Shrine of Innos (where Milten is). Go to the Innos statue and choose “activate shrine” to hand in the five artifacts of Adanos. This will finish the quest “For Innos!”. Reward: 5 000 exp, flame sword. Here you will lose the 5 artifacts of Innos and the quests “For Beliar” and “Destroy the five artifacts of Adanos” are canceled. Instead you will get the quests “Kill Zuben!” and “Liberate Myrtana!”. Innos will now increase some attributes of your choice. You have three options:

- a) “Make me stronger”: 25 Str, 25 Smi and 50 Life
- b) “Give me knowledge”: 25 AK, 25 Alc and 50 Mana
- c) “Grant me dexterity”: 25 Hu, 25 Thi and 50 End.

You should of course make you choice depending on which playing style you will choose for the remainder of the game.

1423. Go back down into the monastery and up another set of stairs to reach a sanctuary. Go inside and use the Shrine of Innos here (if Oliver is blocking your

path just put him to sleep). Learn the 3 remaining dominance spells: “Bless weapon”, “Meteor” and “Word of dominance” for a total of 15 LP and 16 000 gold. Use your new “Bless weapon” skill on your weapons to maximize their damage.

1424. Teleport to the throne room of King Rhobar II. Talk to the King and have him teach you the two skills “Regeneration” and “Paladin” for a total of 10 LP and 10 000 gold. Depending on your previous choices you may be lacking 5 strength points needed to learn the skill Regeneration. In that case have Rhobar teach you 5 Str as well so that you can learn both skills.
1425. Run up the stairs to the tower with Karrypto. Since you no longer have an armor (your Robe of Adanos was consumed when you spoke to Innos) you can buy a Paladin Armor or a Fire Robe from him instead. Don’t forget to equip the armor/robe you buy. Also equip preferred rings and amulets for attribute bonuses.

Part 33B: Serve Adanos

Rewards: *all transformation spells, (Water Mage Robe depending on circumstances), commitment to Adanos, ~7 500 exp*

Adanos is the god of nature and more anonymous than Innos and Beliar. He doesn’t have any shrines throughout the lands and his supporters (rangers and water mages) are less aggressive and outspoken than those of the other gods. Serving Adanos means striving to end the war in Myrtana and preventing either side (Innos or Beliar) from gaining control in order to maintain an “eternal balance”.

Important notes about this part:

- You can do this part regardless of your faction standing
- Choosing Adanos will not grant you attribute bonuses like in the case of Innos and Beliar and it will not help you gain any special skills
- Choosing Adanos means fulfilling Xardas wishes in accordance with the main story line.
- If you choose Adanos you will be able to learn the final 3 transformation spells: “Hail storm”, “Open locks” and “Time bubble”.
- Once you destroy the 5 artifacts of Adanos both King Rhobar and Zuben will become hostile to you , after talking with them, together with their guards.

1426. Teleport to the Hammer Clan. Run east downhill to find the mines to the furnace.

Run inside and all the way down to the furnace. Activate the furnace to throw in and destroy the five artifacts of Adanos. This will finish the quest “Destroy the five artifacts of Adanos”. Reward: 5 000 exp. This will cancel the quests “For Innos!” and “For Beliar!”.

1427. Teleport to Al Shedim. Go talk to Saturas just east. Tell him you destroyed the artifacts and ask him to bless you to gain 2 500 exp. Have him teach you the final 3 transformation spells: “Hail storm”, “Open locks” and “Time bubble” for a total of 15 LP and 14 000 gold
1428. Since you lost your robe in the furnace you may want equip something else. If you played part 28 you will already have the Water Mage robe. Otherwise go south and talk to Myxir to buy it. Equip the robe and also equip some rings and an amulet of your choice.
1429. Teleport to Xardas. Talk to him to get the quests “Kill Zuben” and “Kill King Rhobar”.

Part 33C: Serve Beliar

Rewards: *100 points of attributes, all summoning spells, Hashishin Armor, commitment to Beliar, ~5 000 exp*

Beliar is the evil god in the world of Gothic. He is worshiped by both the Orcs and the Hashishin. Like Innos he wants total dominance of Myrtana but feels betrayed by his enemies and supporters alike. Choosing Beliar means ultimate revenge on everyone.

Important notes about this part:

- You can do this part regardless of your faction standing
- Choosing Beliar will grant you special attribute bonuses but no additional skills
- If you choose Beliar you will be able to learn the final 3 summoning spells: “Summon lightning”, “Army of darkness”, “Night to day”
- Once you destroy the 5 artifacts of Adanos both King Rhobar and Zuben will become hostile to you after talking to them, however Zuben's guards will not intervene (this enables you to become the new ruler of Ishtar without killing all your subjects!)

1430. Teleport to the temple of Bakaresh. Go to the building to the north west and find the Shrine of Beliar in the back. Active the shrine to finish the quest “For Beliar!” Reward: 5 000 exp. This will cancel the quests “For Innos” and “Destroy

the five artifacts of Adanos”. You will get 4 new quests: “Kill the orc chieftains”, “Kill King Rhobar”, “Kill Zuben” and “Kill Xardas”.

Innos will now increase some attributes of your choice. You have three options:

- a) “Make me stronger”: 25 Str, 25 Smi and 50 Life
- b) “Give me knowledge”: 25 AK, 25 Alc and 50 Mana
- c) “Grant me dexterity”: 25 Hu, 25 Thi and 50 End

You should of course make your choice depending on which playing style you will choose for the remainder of the game.

1431. Teleport to Ishtar and go find the Shrine of Beliar inside just north after entering the city. Use it to learn the final 3 summoning skills: “Summon lightning”, “Army of darkness”, “Night to day” for 15 LP and 16 500 gold.

1432. Since you no longer have your Robe of Adanos you may want some new armor. You can buy an elite Hashishin armor from Muffasir nearby.

NB! You may have expected there to be a “Dark Mage Robe” since there are corresponding robes for the Fire and Water Mages. However, there is none in the game... at least not any you can get your hands on without cheating...

Part 34: End the war in Myrtana

The time has come to end the battle between orcs and rebels. You can either liberate Myrtana from the orcs by systematically starting uprisings in all the cities, or you can finish off what the orcs could not do on their own by eradicating all rebel camps. The third option is to double cross both factions in order to maximize your exp and reputation.

The following parts deal with one or two locations each. Some of these parts are mutually exclusive and others can be done in addition to each other. Each part specifies whether it has an impact on either faction (3 strikes out rule, see explanation below), reputation gained and the approximate amount of exp, in order to help you prioritize and select your path before you start. It is up to you which side you take, in which order and to what extent you follow the listed events, however if you want to maximize your exp and reputation here are four proven solutions:

- Pure Rebel - Be 100% loyal to the Rebels and get 100 reputation with Rebels:
A -> D -> G -> J -> N -> O
- Pure Orc Mercenary - Be 100% loyal to the Orcs and Mercenaries and get 100 reputation with Orcs:

B -> E -> H ->K -> L -> M

- Double-crossing Rebel - Double cross in the right order to maximize you stats but favor rebels over orcs:

C -> F -> I -> J -> N -> O -> K -> L

- Double-crossing Orc Mercenary - Double cross in the right order to maximize you stats but favor orcs over rebels (i.e. in order to get the Orc armor):

B -> F -> H -> J -> K -> L -> M -> A -> G -> N -> O

Some important notes on this part:

- One you have liberated three orc cities the orcs will become permanently hostile towards you in any city where you speak to the orc leader. Likewise, once you have destroyed three rebel camps the rebels will become permanently hostile towards you in any city where you speak to the rebel leader. In other words, if you want to double cross and still be friends with either faction you should not liberate/destroy more than two enemy bases. This also means that if you want to double cross, without creating a big mess, you should carefully select two friendly locations to backstab and no more.
- Each liberation/destruction will result in NPC's dying. Make sure to do any trading with them before you start the liberations/destructions.
- At the end of liberations/destruction many enemies will flee. Try to kill as many of them as you can before they run too far in order to maximize exp and loot.
- Before you finish a liberation/destruction make sure you kill the leader as this may be necessary to finish some main quests. If you do not kill them they may flee at the end of the battle and you will permanently lose out on the opportunity to finish those quests!
- After a liberation/destruction you are free to loot the site without anyone minding.

NB! This opportunity will disappear once you return a second time after the destruction/liberation.

- Once you leave a liberated city it will be repopulated by rebels. This will also cause Hashihi and slaves previously living in the city to disappear. In addition all enemy corpses will disappear as well. In order to gain maximum exp and loot you should loot all corpses and kill all Hashishi and slaves before you leave a city after liberation.
- There are a couple of special quests that do not finish in a specific location but in one of several possible locations after a number of tasks have been completed:

- Once all six of the orc leaders are dead (Uruk in Cape Dun, Varek in Montera, Vak in Trelis, Umbrak in Silden, Grok in Geldern and Kan in Faring) the quest “Kill the orc chieftains!” will finish. Reward: 10 000 exp.
- Once Cape Dun, Montera, Silden, Geldern and Faring have been liberated the quest “Liberate Myrtana!” finishes. Reward: 2 R-Rebels, 5 000 exp.
- Once Reddock, Okara and Nemora are destroyed the quest “Destroy all major rebel camps” will finish. Reward: 5 000 exp.
- Once the four rebel leaders (Javier in Reddock, Roland in Okara, Russell in Nemora, Anog in the forest near Silden) and King Rhobar (in Vengard castle) are dead the quest “Break the last resistance of the Morras” finishes. Reward: 7 R-Orcs, 5 000 exp.

1433. Make yourself ready for battle by checking your equipment. Make sure you have equipped an armor, your best weapons, an amulet, rings and a helmet. Make sure you have a supply of health and mana potions (they may actually become useful for the first time since the beginning of the game, because of the sheer intensity of the upcoming battles).

Part 34A: Liberate Cape Dun

Rewards: 1 strike with orcs, 7 R-Rebels, ~10 400 exp

Notes: This part is mutually exclusive with 34B and 34C

1434. Teleport to Cape Dun. The Hashishin and Orcs are already fighting here. Ignore the fighting and run up the hill to the west. Find Wenzel in the back room of the building there. Tell him to help you liberate Cape Dun. This will start the quest “Wenzel cleans up”. The orcs will now attack you. Kill all the orcs here to finish the quest “Liberate Cape Dun”. Reward: 5 R-Rebels, 5 000 exp.
1435. Wenzel will start running off. Follow him to the entrance of the city and talk to him there. This will finish the quest “Wenzel cleans up”. Reward: 1 R-Rebels, 750 exp and 1 000 gold. The quests “Destroy the rebel underground in Cape Dun” and “Destroy the rebel camp Reddock” will now be canceled. He will also give you the quest “Wenzel’s lost sword”. Fortunately you have the swords since way back. Give it to him to finish the quest. Reward: 1 R-Rebels, 500 exp and 1 000 gold.
1436. Go talk to Phil to receive 500 exp and 2 healing potions.

- 1437. After you leave Reddock the city will become populated with rebels and the Hashihi will disappear. If you wish to do some trading with Esiel or gain some exp by killing Esiel, Gamal and his guard then this is your last chance to do so.
- 1438. Teleport to Reddock. Go Talk to Javier and tell him Cap Dun has been liberated to receive 1 000 gold and 1 000 exp. This will cancel the quest “Destroy the rebel camp Reddock”

Part 34B: Destroy Reddock

Results: 1 strike with rebels, 9 R-Orcs, ~8 450 exp

Notes: This part is mutually exclusive with 34A and 34C

- 1439. Teleport to Reddock. Kill all the rebels here to finish the quest “Destroy the rebel camp Reddock. This will finish the quest “Destroy the rebel camp Reddock”. Reward R-Orcs 7, 2 500 exp.
- 1440. Teleport to Cape Dun. Kill the Hashishin here to end the battle.
- 1441. Go find Phil and kill him. This will finish the quest “Destroy the rebel underground in Cape Dun”. Reward: 2 R-Orcs, 2 500 exp.
- 1442. Go talk to Uruk. Tell him Reddock is destroyed to receive 2 000 gold and 1 000 exp. Tell him the rebel underground has been destroyed to receive 500 exp. This will cancel the quest “Liberate Cape Dun!”

Part 34C: Liberate Cape Dun and Destroy Reddock

Results: 1 strike with orcs, 1 strike with rebels, 7 R-Rebels, 9 R-Orcs, ~15 750 exp

Notes: This part is mutually exclusive with 34A and 34B

- 1443. Liberate Cape Dun (34A).
Warning! Do not follow Wenzel to the city entrance yet!
- 1444. Kill Phil (34B)
- 1445. Destroy Reddock (34B)
- 1446. Find Wenzel and follow him to the city entrance to finish his quests (34A)

Part 34D: Liberate Montero

Results: 1 strike with orcs, 5 R-Rebels, ~16 400 exp

Notes: This part is mutually exclusive with 34E and 34F

1447. Teleport to Montera. Go talk to Sanford here and tell him to start the liberation. Quickly kill any mercenary nearby to start the fighting. Head towards the castle and enter. Since the orcs in the castle are the toughest enemies in Montera, killing them on your own means the rebels and slaves have a higher probability of surviving the fight. After the castle yard is clean, take out the mercenaries from the area by the arena. Next sweep the city of mercenaries and orcs until the quest “Liberate Montera from the Orcs” finishes. Reward 5 R-Rebels, 5 000 exp.
1448. Talk to Sanford to receive 3 healing potions, 3 mana potions 500 gold and 1 500 exp. This will cancel the quest “Take Okara apart!”
1449. Teleport to Okara. Go find Roland in the bottom of the caves and tell him Montera is free to receive 2 000 gold and 1 500 exp.

Part 34E: Destroy Okara

Results: 1 strike with rebels, 13 R-Orcs, ~6 750 exp

Notes: This part is mutually exclusive with 34D and 34F

1450. Teleport to Okara. Kill all the rebels here to finish the quest “Take Okara apart!”. Reward: R-Orcs 7, 2 500 exp.
1451. Teleport to Montera. Exit the Montera and go kill Mason, Otis, Daryl to the north west, south and east of the city respectively. This will finish the quest “Eliminate the rebels' positions around Montera”. Reward: R-Orcs 3, 1 500 exp.
1452. Go talk to Varek in the castle. Tell him Okara is destroyed to receive 2 000 gold and 1 500 exp. This will cancel the quest “Liberate Montera from the Orcs”. Tell him the rebel positions around Montera have been eliminated to receive 2 000 gold and 1 000 exp.
1453. Exit the castle and go find Sanford. Kill him to finish the quest “Do away with Sanford”. Reward: 3 R-Orcs, 1 250 exp.
1454. Go talk to Marik again to receive 500 gold and 500 exp.

Part 34F: Liberate Montera and Destroy Okara

Results: 1 strike with orcs, 1 strike with rebels, 5 R-Rebels, 13 R-Orcs, ~24 900 exp

Notes: This part is mutually exclusive with 34D and 34E

- 1455. Kill the 3 named rebel around Montera (34E)
- 1456. Liberate Montera (34D)
- 1457. Kill Sanford (34E)
- 1458. Talk to Roland (34D)
- 1459. Destroy Okara (34E)

Part 34G: Liberate Silden

Results: 1 strike with orcs, 5 R-Rebels, ~16 100 exp

Notes: This part is mutually exclusive with 34H and 34I

- 1460. Teleport to Silden. Unlike some other cities there is no one to talk to in order to start the liberation, but you have to deal the first blow. You can start from any end of town you want but the further away from friendly NPC's the greater the chance that they will survive.
Kill all the orcs and mercenaries to finish the quest "Liberate Silden from the orcs!" Reward: 5 R-Rebels, 7 500 exp.
- 1461. Go talk to Inog and tell him the city has been liberated to get 10 healing potions and 1 500 exp.
- 1462. Exit the city to the east and head north east into the woods all the way to Anog's rebel camp. Talk to Anog and tell him about Silden to receive 500 gold and 1 500 exp. This will also cause Rebels to spawn in Silden.

Part 34H: Kill Anog & Inog

Results: 10 R-Orcs, ~10 500 exp

Notes: This part is mutually exclusive with 34G and 34I

- 1463. Teleport to Silden. Go south east to find Inog inside or outside the first house on the left. Kill him to finish the quest "Kill the undercover rebel". Reward: 3 R-Orcs, 2 500 exp.
- 1464. Exit the city to the east and head north east into the woods all the way to Anog's rebel camp. Taunt Anog by pulling your weapon or use the terror spell to make him run away. Once deep into the woods away from the other rebels kill him to finish the quest "The warlord Umbrak wants Anog the rebel leader dead".

Reward: R-Orcs 7, 5 000 exp.

1465. Teleport back to Silden and go talk to Umbrak in the upper quarters. Tell him the undercover rebel is dead. Reward: 1 000 gold and 1 000 exp. Tell him Anog is dead for 1 500 exp. Push him for a reward to get an additional 1 000 gold and 250 exp.

Part 34I: Liberate Silden and kill Anog & Inog

Results: 1 strike with orcs, 5 R-Rebels, 10 R-Orcs, ~23 850 exp

Notes: This part is mutually exclusive with 34G and 34H

NB! You may think that killing Anog and then getting the reward from Umbrak will maximize your experience, but then you are forgetting that talking to Anog after liberation will cause rebels to populate Silden. This will indirectly create a source of exp if you decide to take them on later.

1466. Liberate Silden (34G)
1467. Talk to Inog for reward (34G)
1468. Kill Inog (34H)
1469. Talk to Anog for reward (34G)
1470. Kill Anog (34H)

Part 34J: Liberate Trelis

Results: 1 strike with orcs, 7 R-Rebels, ~15 800 exp

Notes: This part can be combined with 34K but is ideally performed before 34K.

1471. Teleport to Trelis. Follow the road west to find Finley waiting for you by the side of the road. Prepare your “Heal other” spell by putting it in a quick slot if you have not already. Next tell Finley to attack Trelis to start the quest “Finley attacks Trelis!”
1472. Follow Finley towards Trelis. Try to use the bridge to your advantage and Finley as decoy as the orcs come charging at you. Protect Finley by healing him when necessary and make sure he survives the battle. Kill all the orcs to finish the quest “Conquer the castle of Trelis”. Reward: 5 R-Rebels, 7 500 exp.
1473. Follow Finley into the orc leader Vak’s room, where he stops. Talk to him to finish the quest “Finely attacks Trelis!” Reward: 2 R-Rebels, 1 250 exp.

Warning! If you killed Vak during the battle you can tell Finley about it, however you will not gain any reward. Instead the quest “Destroy the rebel camp Nemora” will be permanently canceled. If you intend to destroy Nemora later you should avoid talking to Finley about Vak.

- 1474. Talk to Konrad about the liberation of Trelis for 1 500 exp.
- 1475. Exit Trelis to the east and head north uphill, towards a farm. Talk to Josh here and tell him Trelis is free for 1 000 exp.

Part 34K: Destroy Nemora

Results: 1 strike with rebels, 7 R-Orcs, ~7 500 exp

Notes: This part can be combined with 34J but is ideally performed after 34J.

Warning! If you did not previously liberate Trelis, then once this part has been completed Finley will have fled and can no longer help you in the liberation. This means that if you intend to liberate Trelis after destroying Nemora you will lose out on exp and reputation.

- 1476. Teleport to Nemora. Kill all the rebels here to finish the quest “Destroy the rebel camp Nemora”. Reward: R-Orcs 7, 2 500 exp.
- 1477. If you did not liberate Trelis (part 34J) you can teleport to Trelis to collect a reward. Go talk to Vak in the city hall. Tell him Nemora is destroyed for 3 000 gold and 1 500 exp.
- 1478. Go towards the temple of Trelis and up the hill just behind the temple to the rebel camp there. Enter the cave and talk to Charles. Tell him about Nemora to receive 1 500 exp.

Part 34L: Destroy Vengard and Kill King Rhobar

Results: 1 strike with rebels, 7 R-Orcs, 5 R-Hashishin, ~22 850 exp

- 1479. Teleport to the temple of Vengard. Talk to Lee here and tell him to join you.
- 1480. Head out through the city and all the way to the castle. Make sure Lee doesn't get stuck on the way. You need to enter the castle from the south as the western stairs are blocked. Once inside the castle go to the throne room. Lee will attack King Rhobar on sight and the battle begins. Kill all the rebels here to finish the quest “Destroy Vengard, the capital of the humans”. Reward: 7 R-Orcs, 10 000

exp. Once the King is dead the quest “Kill King Rhobar” finishes. Reward: 5 R-Hashishin, 5 000 exp.

1481. Talk to Lee after the battle and tell him the King is dead for 1 000 exp.

Part 34M: Serve Kan

Results: ~3 000 exp, Orc armor, (Regeneration spell)

Prerequisites:

- a) You need to have 75 Reputation with Orcs
- b) Reddock, Okara, Nemora must have been destroyed (the quest “Destroy all major rebel camps” must have been finished”).
- c) Anog must be dead.
- d) Vengard must have been liberated.

NB! You finish this step even if the King managed to escape and you did not complete the “Break the last resistance of the Morras!”

The orc leader of the Myrtana invasion is hiding in the upper quarters of the castle of Faring. Getting this far into the castle also means that you have blown all possibilities to side with the rebels during this game. The good news is that it will enable you to get the best armor in the game!

1482. Teleport to Faring. Run into the castle and up the stairs in the back to enter the upper quarters. Find Kan in the far back of the inner court yard and talk to him. Tell him that the resistance has been broken to gain 3 000 exp and the orc armor. If you did not hand the 5 artifacts of Adanos to Innos and did not learn the “Regeneration” spell from King Rhobar, you can now learn it from Kan instead.

Part 34N: Liberate Faring

Results: 1 strike with orcs, 5 R-Rebels, ~20 100 exp

Notes: This part can be combined with 34M provided 34M is completed first.

1483. Teleport to Faring. Start the battle by attacking orcs and mercenaries in any part of town or the castle. When all orcs and mercenaries are dead the quest “Liberate Faring from the Orcs” will finish. Reward: 5 R-Rebels, 10 000 exp.

Part 34O: Liberate Geldern

Results: 1 strike with orcs, 5 R-Rebels, ~16 800 exp

1484. Teleport to Geldern. Ready your “Heal other” spell by putting in a quick slot. There are at least two different ways to start the battle here:

- a) Talk to Grok in the temple if you have either given the chalices to the rebels or if you have liberated 3 cities. This will cause him to attack you and there after the rest of the orcs will join in.
- b) Attack and kill an orc of your choice

As soon as the battle starts Lares and Marius will join in on your side. You should try to keep them a live as they will reward you after the battle.

Tip! Starting out close to Lares will make it easier to save him.

When all orcs are dead the quest “Liberate Geldern from the orcs!” will finish.

Reward: 5 R-Rebels, 7 500 exp

1485. Talk to Lares for 1 000 exp.

1486. Talk to Marius to receive 10 healing potions and 1 000 exp.

1487. Teleport to the Monastery. Go talk to Innostian and tell him Geldern has been liberated for 500 exp.

Part 35: End the battle in Varant

The nomads and water mages in Varant are making life difficult for the Hashishin. You help the nomads and water mages by liberating each Hashihi city one by one, or you can side with the Hashishin by systematically killing all water mages and nomad leaders. Just like with Myrtana you can double cross to maximize your stats.

Your ability to complete the following parts depends partially on if you did part 28 or not, but regardless most options should still be open. Some of the parts are mutually exclusive. You can pick and choose if you like or you can follow one of the following proven solutions depending on your aim:

- Pure Nomad/Water Mage - Be 100% loyal to the Nomads and Water Mages and get 100 R-Nomads:

A -> D -> G -> H -> I -> J -> L -> M

- Pure Hashishin - Be 100% loyal to the Hashishin and enable getting 100 R-Hashishin:

Part 28 ... Bring Harek to Gamal (Part 31) ... Kill King Rhobar (Part 34M) ... B -> E -> K

- Double agent: Double cross in the exact right order to maximize your exp and gain 100 reputation with both Nomads and Hashishin.

Part 28 ... Bring Harek to Gamal (Part 31) ... Kill King Rhobar (Part 34M) ... F1 -> J -> K-> -F2 -> C-> G -> H -> I -> L -> M

Some important notes on this part:

- One you have liberated three Hashishin cities or temples with orcs the Hashishin will become permanently hostile towards you in any city where you speak to the Hashishi leader. In contrast there is no similar way to make the Nomads hostile towards you.
- Each liberation will result in NPC's dying. Make sure to do any trading with them before you start the liberation.
- At the end of liberations many enemies will flee. Try to kill as many of them as you can before they manage to escape in order to maximize exp and loot.
- After a liberation/destruction you are free to loot the city without anyone minding.
- Once you leave a liberated city it will be repopulated by nomads. This will also cause all enemy corpses to disappear. In order to gain maximum loot you should loot all corpses before you leave a city after the liberation.

Part 35A: Liberate Braga

Results: 1 strike with Hashishin, 5 R-Nomads, ~5 050 exp

1488. Teleport to Braga. You can liberate the city in one of two ways:

- a) Get help from Asaru and his Nomads in the ruins just west of the teleportation point. Talk to Asaru to start the quest "Liberation of Braga!"

Warning! Make sure Asaru survives the battle or you will lose out on exp.

- b) Attack and kill anyone of the Hashishin in the city.

NB! When you kill Jose the quest "Bounty hunting: Braga" will fail but there is nothing you can do to prevent it.

When the Hashishin are dead the quest "The liberation of Braga!" finishes.

Reward: 5 R-Nomads, 2 500 exp.

1489. Speak to Asaru for 1 000 exp.

Part 35B: Kill Asaru

Results: 20 R-Braga, ~4 550 exp

1490. Teleport to Braga. Go west to find the nomads with their leader Asaru waiting in the ruins there. This is your last opportunity to trade with Ayitos and Marus so do so if you wish. Next kill of all the nomads here.

Tip! You can stand in the circle of nomads and use “Rain of fire”.

When Asaru is dead the quest “Bounty Hunting: Asaru” finishes. Reward: 15 R-Braga, 1 500 exp.

Tip! Some of the nomads' spears are likely to end up inside the sand. You can use Telekinesis to retrieve them.

1491. Head back to Braga and tell Jose about Asaru. Reward: 500 gold, 500 exp. Tell him all the leaders are dead to finish the quest “Bounty Hunting: Braga”. Reward: 5 R-Braga, 1 500 exp and 900 gold.

Part 35C: Kill Asaru and then liberate Braga

Results: 1 strike with Hashishin, 5 R-Nomads, 20 R-Braga, ~8 650 exp

1492. Kill Asaru and his nomads (35B)

1493. Talk to Jose (35B)

1494. Liberate Braga (35A)

Part 35D: Liberate Ben Erai and Lago and rescue Vstras

Results: 2 strikes with Hashishin, 13 R-Nomads, ~19 880 exp

Notes: This part is mutually exclusive with 35E, 35F1, 35F2.

1495. Teleport to Ben Erai. Start the battle by attacking and killing anyone of the Hashishin.

NB! When you kill Campa the quest “Bounty Hunting: Ben Erai” will fail but it is inevitable.

When all Hashishin are dead the quest “Liberate Ben Erai” will finish. Reward: 5 R-Nomads, 2 500 exp. Go up the mountain and prospect any veins you have not had access to before.

1496. Teleport to Lago. You can start the battle here in one of two ways:

- a) Run west towards the mountain to meet Shakyor and his lion. Talk to Shakyor and tell him to attack. Follow him towards Lago and help him fight the Hashishin.

Warning! Make sure Shakyor and Rasul survives the fight or you will lose out on exp.

- b) Start the battle by attacking and killing anyone of the Hashishin.

When the Hashishin are dead the quest “Liberate Lago” will finish. Reward: 5 R-Nomads, 2 500 exp.

1497. Talk to Rasul for 2 500 exp.
1498. Talk to Shakyor for 2 500 exp. He will give you the quest “Stone of the lion”. Tell him you have spoken to his brothers to finish the quest. Reward: 2 500 exp and the “Druid stone of the lion”. Talk to him once more for 500 exp.
1499. Go to the prison in the city and open the door. Find the water mage Vatras inside and talk to him. He will give you the quest “Free the desert from the rule of the Hashishin!” Ask him what he plans to do now and tell him you will take him to Hurit to get the quest “Escort Vatras safely to Hurit!” Tell Vatras you will take him away.
1500. Leave Lago together with Vatras. From the entrance of the city head south past some trees and up a hill. Keep going south until you reach some patches of grass and three trees on one of the patches. Make sure Vatras is following you as you are going along. Go south west across the dunes until you reach the oasis with Hurit and his nomads. Talk to Hurit to finish the quest “Escort Vatras safely to Hurit”. Reward: 3 R-Nomads, 1 000 exp.
1501. Talk to Vatras for 1 000 exp. Tell him to bless you for another 2 500 exp.

Part 35E: Kill Hurit, Shakyor and Vatras

Results: 7 R-Hashishin, 25 R-Lago, 35 R-Ben Erai, ~9 550 exp, Druid stone of the lion

Notes: This part is mutually exclusive with 35D and 35F1.

1502. Teleport to Ben Erai. Head south past Campa and through the desert to reach a ruin with a campfire. If you did part 28 earlier and got help from Hurit to kill Sugut and his Hashishin fighters, you need to continue east to the oasis nearby. When you find Hurit and his nomads, kill them to finish the quest “Bounty Hunting: Hurit”. Reward: 15 R-Ben Erai, 1 000 exp.
1503. Teleport to Lago. Run west to find Shakyor and his lion by the mountain. Kill

them to finish the quest “Bounty hunting: Shakyor, the lion”. Reward: 4 R-Hashishin, 25 R-Lago, 2 000 exp.

NB! If Lago is liberated before you kill Shakyor then you will not receive the reputation with Lago.

Loot Shakyor to get the “Druid stone of the lion”.

1504. Go east to Lago and talk to Fabio. Tell him Shakyor is dead for 500 gold and 1 000 exp.

1505. Go to the prison and open the door to find the water mage Vatras inside. Kill him to finish the quest “Kill the Water Mage Vatras”. Reward: 3 R-Hashishin, 1 000 exp.

1506. Teleport to Ben Erai again. Talk to Campa here and tell him Shakyor is dead for 400 gold 1 500 exp. Tell him Hurit is dead for 500 exp and 300 gold. Tell him Shakyor is dead for 400 gold 1 500 exp. Ask him if there is anything else to finish the quest “Bounty hunting: Ben Erai”. Reward: 20 R-Ben Erai, 1 500 exp and 500 gold

1507. Find Navaras on the slope leading up to the mines. Talk to him to get permission to go up towards the mines. There are a total of 16 gold veins to prospect and several chests to open (although you may have gotten to some of them earlier).

Part 35F1: Liberate Lago, then Kill Shakyor, Hurit and Vatras

Results: 1 strike with Hashishin, 8 R-Nomads, 7 R-Hashishin, 25 R-Lago, 35 R-Ben Erai, ~23 200 exp, Druid stone of the lion

Notes: This part plays a unique role in that it allows you to gain 100 Reputation with both Nomads and Hashishin, if, and only if, it is performed before the other parts, then followed by 35J -> 35K -> 35F2. This part is mutually exclusive with parts 35D and 35E.

1508. Liberate Lago (35D)

1509. Get the druid stone from Shakyor (35D)

1510. Kill Shakyor (35E)

1511. Talk to Rasul (35D)

1512. Talk to Vatras (35D)

1513. Escort Vatras to Hurit (35D).

1514. Talk to Hurit (35D)

1515. Talk to Vatras (35D)

1516. Kill Vatras (35E)

1517. Kill Hurit (35E)

1518. Teleport to Ben Erai and talk to Campa (35E)

Part 35F2: Liberate Ben Erai

Results: 1 strike with Hashishin, 5 R-Nomads, ~4 500 exp

Notes: This part should be completed after 35F1 and after completing all hashihin related quests.

1519. Liberate Ben Erai (35D)

Part 35G: Liberate Ben Sala

Results: 1 strike with Hashishin, 5 R-Nomads, ~3 450 exp.

1520. Teleport to Ben Sala. Kill all the Hashishin here to finish the quest “Liberate Ben Sala”. Reward: 5 R-Nomads, 2 500 exp.

Part 35H: Liberate Bakaresh

Results: 1 strike with Hashishin, 5 R-Nomads, ~9 700 exp.

1521. Teleport to Bakaresh. There are two ways to liberate the city:

a) If you didn't do part 28 earlier you can get help from the Nomads by the oasis nearby.

NB! In reality there is virtually no benefit from having them join you in the fight, except for perhaps making it more challenging.

To have them join you in battle go to the oasis to the south west of Bakaresh and talk to Knut, then follow him and his nomads to Bakaresh to start the fight.

Tip! Try to keep Knut alive during the tiny reward.

b) Attack and kill anyone of the Hashishin in the city to start the battle.

1522. Kill all the Hashishin here to finish the quest “Liberate Bakaresh”. Reward: 5 R-Nomads, 5 000 exp.

1523. If you liberated the city with the nomads, talk to Knut after the battle for 1 000 exp.

Part 35I: Liberate Al Shedim

Results: 1 strike with Hashishin, 5 R-Nomads, ~3 650 exp.

1524. Teleport to Al Shedim. Follow the canal south east and talk to Lester. Ask him to join you.
1525. Save your game here. Go talk to Tamkosch by the orc tents and provoke him. This will cause the orcs to attack and the nomads to join in the fighting. Kill all the orcs to finish the quest “The liberation of Al Shedim”. Reward: 5 R-Nomads, 2 500 exp. After the fight tell Lester to go back (leave the group).

Part 35J: Clean up around the temple of Mora Sul

Results: 1 strike with Hashishin, 30 R-Nomads, 1 AK, ~20 850 exp.

1526. Teleport to Mora Sul. Go to the western part of the cliff of the city and drop down. Run west past Murat's oasis towards the mountains to reach the cave where you met Kayor and Merdarion. Talk to Merdarion and tell him the temple of Mora Sul is open to receive the quest “Eliminate the commanders of the undead in the field of ruins” and “Follow Merdarion”.
Warning! There is a bug here where if you stop inside the cave while following Merdarion he will run through a wall and disappear forever. If this happens just reload to the latest save game. Also avoid talking to Kaynor here just yet as this could cause potential problems while you are doing quests for Merdarion.
1527. Follow Merdarion out of the cave and back to the field of ruins. You will be greeted by a large group of zombies, skeletons and 1 undead commander. After killing them Merdarion will move to the middle of the field and stop. Talk to him to finish the quest “Follow Merdarion”. Reward: 5 R-Nomads and 1 000 exp. You will also get the quest “Follow Merdarion” a second time.
1528. Follow Merdarion again to battle more zombies and 1 undead commander to the south. After they have been defeated talk to Merdarion again to finish the quest “Follow Merdarion” a second time. Reward: 5 R-Nomads and 1 000 exp. You get the quest “Follow Merdarion” for a third time.
1529. Merdarion is leading you east and you encounter another group of zombies and their commander. Defeat them and talk to Merdarion when he stops to finish the

quest “Follow Merdarion”. Reward: 5 R-Nomads and 1 000 exp. The quest “Follow Merdarion” starts for the fourth time.

1530. Follow Merdarion to the orc camp close to the temple. The orcs are already fighting with the zombies here. As you start intervening it is possible that the fat man or the orcs attack Merdarion. There is nothing you can do to prevent this so help Merdarion out and kill the orcs and the fat man as well as the zombies and their commander. When you kill the final undead commander the quest “Eliminate the commanders of the undead in the field of ruins” finishes. Reward: 5 R-Nomads, 1 AK, and 1 500 exp.
1531. When the fight is over Merdarion will run to a spot in the camp and stop. Talk to him to finish the quest “Follow Merdarion”. Reward: 5 R-Nomads and 1 000 exp.
1532. Kill of any remaining orcs heading your way to finish the quest “Eliminate the orcs at the temple of Mora Sul”. Reward: 5 R-Nomads, 2 500 exp, 5 healing potions, 5 mana potions.
1533. Head to the stairway on the eastern side of the temple to encounter a group of zombies there. Go to the bottom of the stairway with the tents. Follow a path leading west, Keep going past some orc tents till you encounter the final group of zombies.

Part 35K: Kill the remaining water mages and collect the bounty

Results: 10 R-Hashishin, ~33 000 exp.

Prerequisites: You need to have killed the water mages Riordian, Nefarius, Cronos and Myxir (part 28) and Vatrás (part 35E or 35F1) to finish this part. The last step can only be performed provided you have not exceeded 2 strikes with the Hashishin. If you plan to do part 35J it should be performed before this part.

1534. Teleport to Al Shedim. Go east to find Vatrás. Kill him to finish the quest “Kill Saturas, the head of the Water Mages”. Reward: 3 R-Hashishin, 1 000 exp.
1535. Teleport to Mora Sul. Go to the entrance of the Arena. From here go west towards the edge of the cliff and drop down. Run north west across the sands.

Warning! Avoid going to close to Murat's oasis as a battle is raging there and you don't want to be involved right now.

When you reach a cliff wall, climb it and go north uphill to reach a cave in the mountain. Enter to meet Merdarion. Kill him to finish the quest “Kill the Water Mage Merdarion”. Reward: 3 R-Hashishin, 1 000 exp.

1536. Teleport to Mora Sul. Go to the building in the middle of the city and talk to Gonzales. Tell him about each one of the water mages for your reward: Saturas (2 000 gold, 10 000 exp), Vatrass (1 500 gold, 7 500 exp) and Merdarion (1 000 gold). Then tell him all the water mages are dead for a final reward of 10 000 exp and 2 000 gold.

Part 35L: Liberate Mora Sul

Results: 1 strike with Hashishin, 5 R-Nomads, ~13 825 exp.

1537. Teleport to Mora Sul. You can start the liberation here in one of two ways:
- Talk to Kayor just west of the city entrance and have his Nomads join you in the fight.
 - Attack and kill any one of the Hashishin in the city to start the battle.

NB! Anktos will fight on your side during the battle. Make sure he survives to gain a reward later.

When the Hashishin are dead the quest “Liberate Mora Sul” finishes! Reward: 5 R-Nomads, 5 000 exp.

1538. Talk to Anktos to receive 5 healing potions and 2 500 exp.
1539. Talk to Kayor to receive 2 500 exp.

Part 35M: Liberate Ishtar and Kill Zuben

Results: 1 strike with Hashishin, 5 R-Nomads, 2 R-Rebels, ~23 400 exp.

1540. Teleport to Ishtar. Attack and kill any Hashishin to start the liberation.
Warning! Make sure to kill Zuben before the battle ends or he may flee and you will lose out on a main quest.
Once Zuben is dead the quest “Kill Zuben!” will finish. Reward: 2 R-Rebels, 5 000 exp. Once the majority of the Hashishin are dead the quest “Liberate Ishtar!” will finish. Reward: 5 R-Nomads, 7 500 exp.
1541. If at this point you have liberated all Hashishin cities and both the temple of Al Shedim and Mora Sul the quest “Free the desert from the rule of the Hashishin!” will finish. Reward: 5 000 exp.

Part 36: Other things left to do

We are just about to finish the game but there are still some things you can do to increase your reputation and maximize your exp and stats.

1542. Tour the Gothic world and kill all remaining inhabitants, farm animals and creatures.

Warning! You should leave Xardas and some key trainers alive till the end. Xardas needs to be alive if you choose to serve Adanos (33B) earlier. The trainers need to be alive if you want to use your final learning points to maximize your stats.

Depending on how you've played this far you may have avoided some liberations destruction in order for a certain faction not to be hostile towards you. At this point there is no reason to hold back. In many of the cities you have previously liberated new people will have spawned (rebels in Myrtana and nomads in Varant). Also there is the whole of Nordmar for you to sack. In addition to the cities there are several locations outside of cities where there are people to kill for exp: the rebel camp outside of Silden, rangers near Montera, ruins of Al Shedim, Murat's Oasis to name just a few. This amounts to several levels of exp alone. In the process you may also get some final reputation from quests you left out earlier.

1543. Use your remaining learning points in shrines and by trainers to reach the ultimate stats.

Part 37: End game

The final steps of the game varies slightly depending on which god you have chosen to serve. Complete part 37A, 37B or 37C depending on your choice in part 33.

A few notes on the end game sequence: After the game finishes there will be a slide show summarizing your deeds and the future of Nordmar. The contents of the slide show varies depending on what key events that you have completed and what main NPCs that are still alive. It also varies slightly depending on which god you choose to serve.

I.e. take Diego:

- If he is dead he will not appear in the ending sequence
- If he is alive and you served either Innos or Adanos, he will walk of in Mora Sul
- If he is alive and you choose Beliar, he will become your treasury chief in Ishtar.

If you decide to do "everything" in the game, including killing all NPCs the ending will

be very brief and empty (because there isn't many people alive to talk about). If on the other hand most of the key NPCs are alive you will see a little bit of the fate of each one of them. After finishing the game once you may want replay from part 33 or 34 and try out another playing style, leaving NPCs alive or letting them die opposite to your last playthrough, to see the difference for yourself.

Part 37A: Complete your service to Innos

Prerequisites: You need to have completed the quests "Kill Zuben" (35M) and "Liberate Myrtana" (34)

1544. Teleport to the Monastery. Run up the stairs to the shrine of Innos and talk to Innos. Innos delivers a short speech and thank you for your service. Congratulations! You have completed the game for Innos!

Part 37B: Complete your service to Adanos

Prerequisites: You need to have completed the quests "Kill Zuben" (35M) and "Kill King Rhobar" (34L)

1545. Teleport to the Xardas tower. Go talk to Xardas and tell him that Zuben and King Rhobar are dead. Tell him you are ready to go to start the quest "Go to the portal with Xardas".

1546. Follow Xardas on an excruciatingly long jogging tour. On the way you will encounter some Hashishin Killers, an orc party with a shaman and some Paladin's with flame swords. Once you reach the portal Xardas will stop and the quest "Go to the portal with Xardas" finishes. Reward; 2 500 exp.

1547. Click on the rock portal and choose "Activate" to start the quest "Open the gate to the unknown lands".

1548. Click "Open" to finish the quest. Reward: 5 000 exp. Congratulations! You have opened the gate to the unknown lands according to Xardas will!

Part 37C: Complete your service to Beliar

Prerequisites: You need to have completed the quests "Kill Zuben" (35M), "Kill King Rhobar" (34L), and "Kill the orc chieftains" (34).

1549. Teleport to the Xardas tower. Find Xardas and kill him to finish the quest “Kill Xardas. Reward: 5 000 exp.
1550. Teleport to the Temple of Beliar in Bakaresh. Run to the shrine of Beliar and activate the Shrine. Beliar will talk to you and summarize your deeds. Congratulations! You have completed the game for Beliar!

Final stats and equipment

The following stats were achieved by following the “path of light” (path A) while double-crossing, and later clearing the world of all NPCs.

Level: 93, Exp: 2 198 050, Str: 400, Hun: 285, AK: 600, Smi: 50, Thi: 100, Alc: 165, Life: 301, End: 299, Mana: 501

Faction reputation: Nordmar: 100, Orcs: 92, Rebels: 100, Rangers: 100, Hashishin:99, Nomads: 100

Site reputation: 100 reputation in all sites except Gotha (it is not possible to gain reputation for Gotha)

Equipment of interest: Wrath of Innos (most powerful two-hander), Power of the Ancestors (two-hander with armor bonus), Sword of Ancestors (most powerful one-hander), Master Sword (self-forged) (second most powerful one-hander, for use together with Sword of Ancestor in combat with two swords), Demon Bow (most powerful bow), Krash Morra (most powerful crossbow), Mage’s Staff of Dominance (most powerful staff in melee combat), Mage’s staff of Invulnerability (staff with best armor bonus), Mage’s staff of the Water Mage (staff with highest mana bonus), Paladin Armor (best armor that can be acquired unless supporting the orcs), Fire Robe, Rune Shield (best shield), Ejnar’s helmet (best helmet after the crown of Adanos has been destroyed), Amulet of Magic (best mana bonus after the amulet of Adanos has been destroyed), Protection ring of magic (best protection bonuses)

Rare spell scrolls: 2 Group hypnosis, 2 Time bubble, 1 army of darkness, 1 army of fear, 1 night into day.

Druid stones: lion, lizard, lurker, ripperbeast, snapper

Teleporter stones: all 30

Forging blueprints: all 12

Alchemy formulas: all 44

Books: all 12

Maps: “Map of ruins”, “The Ancestor Tombs”, “The Orc Excavations”, “World Map”

(there are only 4 different maps in the game)

Recipes: meatbug ragout, stew (there are only 2 recipes in the game)

Other curiosities: 1 600 000 gold, 309 Exploding arrows, 321 head knocks, 1 000 fire arrows, 10 000 regular arrows, 42 poisoned arrows, 579 bladed quarrels, 47 Wolf Ripper bows, 26 barbarian battle axes, 22 meat axes, 25 unused bundles of weapons, 4 000 pieces of raw meat, 52 magic ore blanks, 7 pure magic blank ore, 479 gold nuggets, 394 magic ore, 3 unused packs of swampweed, 1 000 booze, 747 healing potions, 620 mana potions, 5 heart of stone golem, 10 heart of fire golem, 15 heart of ice golem, 6 black troll hides, 12 troll horns, 3 demon horns, 2 carving blocks, 3 fans, 1 drinking horn.

Remaining mysteries

All though the author has tried to cover as much as possible it would be naïve to think that nothing has been left out. Some of the things that the author did not manage to figure out concern quests that may have existed at some point but seem to have been removed in later versions of the game:

- According to some websites there should be a reward for forging new weapons and making new potions. It is possible that these were available in earlier versions of the game but have been removed.
- According to some websites there are two quests involving Diego showing the way to Mora Sul, but the author has only been able to verify one of them.
- There seems to be something wrong with the reputation points for Trelis. That is, if you do all quests with reward for Trelis you can reach a maximum of 96 points (yes there are two quests involving Avogadro: one giving 4 points and another giving 8 points, but they are mutually exclusive). However after Trelis is liberated you will suddenly have 100 reputation with Trelis for no apparent reason. Is it a bug or did the author miss something?

Room for improvement

The author has tried to the best of his ability to optimize the route taken in this walkthrough. Here it is worth mentioning two things: Firstly, the route is only valid with “Alternative Balancing” off since the skills/spells/attributes/equipment requirements are completely different in that mode. Secondly, if you are prepared to give up the “freedom of choice” (which god to serve, which faction to support) earlier in the game you should be able to complete more of each stage of the game at a time and use less

learning points in total on key skills.

Here are some suggestions if you want to improve the route:

- Postpone all quests involving killing of NPC's that can be pick-pocketed until you have the "pick pocket", "difficult pickpocket" and "impossible pick pocket" skills.

Advantages:

- This enables you to get some extra gold and items from pick pocketing before the quests are completed.

Disadvantages:

- It leaves "threads" open in various areas of the game until the required skills have been acquired,
 - You have to invest more into thieving skills early on.
 - The extra gold and exp should not make much difference in the end
- Take time to open valuable chests (where possible), steal valuable items, pick up rare plants and speak with NPC's already from part 1.

Advantages:

- This would save you some steps (not having to go back to certain NPC's) and potentially help you optimize your route.

Disadvantages:

- You could potentially trigger permanent hostility from other characters or whole cities, and only find out when it is too late to fix it.
 - It will be more difficult to keep track on what is going on in which area of the world and potentially lead to an incoherent and gaming experience.
- Specialise your character from early on by choosing faction and path early in the game.

Advantages:

- You can skip skills and magic spells you don't need and put all the points in to the skills and attribute relevant to your character type.

Disadvantages:

- If you want to try a different playing style (i.e. fighter instead of mage) you'd have to restart the game from scratch.
- Choose which God to serve early in the game.

Advantages:

- If you choose Innos or Beliar you can get bonus attributes points that you'd otherwise have to make up for with learning points.
- You will get access to the final spells (related to the specific god you

choose) earlier on in the game.

Warning! Even if you have the final spells it may take time before you have enough mana.

Disadvantage:

- It will create hostility between Orcs and Hashishin and with certain NPCs (Zuben, regardless of which god and King Rhobar if you did not choose Innos) so it is vital to complete relevant quests first.
- If you want to play serving a different god you will have to restart the game from scratch

- Beat up various NPC's early on:

Advantages:

- You will gain more exp earlier on
- NPCs may carry some powerful weapons (especially Rangers, Nomads, Nordmarians and Orc shamans) that you can loot
- Some of those weapons sell for tens of thousands of gold (Barbarian battleaxes). This way you could fill your wallet early on.

Disadvantages:

- Many of the weapons have too high requirements for early on in the game. Besides, once you have the fire ball spell with "fire mage" and "mana regeneration" and plenty of AK, weapons may not matter anymore.
- You could potentially trigger permanent hostility from other characters or whole cities, and only find out when it is too late to fix it.

- Do part 28 already in combination with Part 17.

Advantages:

- Saves time
- Allows you to get more exp and quests, loot and reputation early on

Disadvantages:

- If you want to support the Nomads you'd have to restart the game from scratch

- Do liberations and destructions earlier.

Advantages:

- You will gain heaps of exp, loot and gold, and complete quests and get more reputation earlier on
- May save you time in some cases

Disadvantage:

- You may accidentally kill NPCs that are needed later for quests, skills etc.
- You may accidentally disable quests that can only be completed before liberations/destructions
- You may accidentally exceed the threshold of three strikes with orcs, rebels or Hashishin disabling quests and skills in other parts of the game world

Bugs and glitches

Even though version 1.74 is considerably more stable than previous version there are still some weird bugs here and there. If anyone from the community patch team is still sitting on the code and find himself reading this guide, with some spare time on his hands, here are some things that still need to be fixed:

- During the conversation with Shawn in Okara, “Show me your goods” will show up as they cryptic message “[Trade]”
- When using the offensive spells and attacking multiple enemies in succession the focus is not always shifted after the enemy dies. This means that sometimes when cornered you will unintentionally keep shooting at dead opponents as other enemies close in and kill you.
- By the solid chest on the higher levels of the water fall in Silden, go to the corner of the cliff wall and instantly “swim” up to the higher level!
- If you jump into the tower remains of various temple ruins (i.e. in Gotha and Montera) you will find holes into the game world, showing up as empty air.
- There are several locations where stairs are difficult to climb or rooms are difficult to enter as if there were invisible walls. I.e. The prisonlike tower behind Gonzales building in Mora Sul, some stairs at the orc fortress on the mountain just above the castle of Faring, the arena area in Ishtar etc.
- There are still a few game crashes every now and then. Fortunately 95% of all crashes happened during loading and teleporting so by consistently quick saving before teleporting no game data needed to be lost. A few irregular errors are “Where is guru”, “Access violation”, “invalid function call”, “Genome gaming system” crash etc. Of course this may vary depending on OS and hardware.
- Many “main” quests do not show up properly in the quest view when selecting “main”. However they do show up when selecting “all”.
- North of Cape Dun, close to Iomar there is a spot with glowing crystals and a rhino. It is possible to walk through the wall here and fall through the game world down into the cave of Ortega.

- Sometimes when clearing cities of NPCs the battle music will keep playing but no more NPCs are to be found. Perhaps some NPCs got stuck inside terrain and cannot get out..?
- Occasionally NPCs will run through terrain and end up in strange places (the nomads near Mora Sul). If you are unlucky they may even fall through the world and disappear permanently (Merdarion).
- Occasionally some animals will turn against you for no apparent reason: I.e. Greypelt after reaching Xardas tower, the lions in Zuben's palace etc...

Final word

This walkthrough took no less than 8 months to write (from mid October 2011 to mid June 2012). The reason it took such a long time is mostly due to the author's limited and fragmented spare time. It was an interesting experience but exhausting, and not something he longs to do again anytime soon. If there is any feedback he might brush up this walkthrough a little and for that reason you are strongly encouraged to mail any suggestions or corrections to the author (see the first page of the guide for e-mail address). You are also welcome to drop a mail for any other reason... This walkthrough was a bitch to write so if anyone out there is using it, please let him know the effort was not in vain.

In addition, there is a standing wish list of things the author thinks should have been in the guide but that he will not have time to investigate himself. If you have the time and interest please feel free to look into any of the following areas to contribute to this walkthrough or to create a complementary document of your own:

- Detailed locations of all stat boosting plants (not just the King's sorrels)
- Details on quest givers and ability to complete quests before starting them the proper way
- Thorough spell check and fixing of broken English
- Clarification on the quests in the section "Remaining Mysteries"
- A complete listing of all events and NPCs related to the endgame slideshow to clarify what can be shown under what circumstances.

The author promise to give proper credit for any contributions.

While the author is taking a break from Gothic, and computer games in general, he hopes that this walkthrough can be an inspiration i.e. for someone else to create a

similar walkthrough for his favorite game “Gothic 2”. He would be very happy to play that game using such a guide at some point in the future...

Finally, a big thank you for using this walkthrough!