

Ultima V: Warriors of Destiny

Warriors of *Destiny* sends you on a quest to rescue Lord British, who vanished while exploring a sprawling network of subterranean passages formed when the Codex was brought to the surface in *Ultima IV*. An evil band of Shadowlords now roams the land, and Blackthorn, who assumed Lord British's throne, has set up an Inquisition to "help" the citizenry become Avatars by brutally punishing them for unAvatarish deeds. You and your seven party members (who must be recruited as you quest along) are enemies of the state, so you've got to keep your eyes over your shoulder at every turn, lending the story a Robin Hood versus the Sheriff of Nottingham feel.

Though peopled by many of the same characters from *Ultima IV* and set in the same land (Brittania), *Ultima V's* innumerable innovations give it a unique atmosphere. The geography covers four times as much space as *Ultima IV*, buildings are taller, a new kind of tile graphics affords sharp detail and a 3-D feel, and certain aspects of combat have been improved. Most of the 26 spells are from the previous game, but you must learn Latin-style root words and combine them (by pressing keys) to cast spells. The game's most intriguing aspect is that every character in the land follows a particular schedule (so the day/night cycle is a key factor, not just a clever visual effect), imparting a genuine sense of life and community to these medieval villages and towns. With 128K and a Mockingboard, Pathport Midi or Phasor sound board, you'll hear a dozen different melodies (sound effects are less effective without such a board). An Avatar from *Ultima IV* may be imported, or you can create a new one.

Type: Fantasy Role-playing

Skill Level: Intermediate

Systems: Apple (64K), C 64/128, IBM (128K), Amiga

Company: Origin/Broderbund

The Solution

The steps necessary for solving this quest are provided here in summary form. To accomplish them, you can either talk to people for clues, consult the "Townes, Keeps and Castles" section for hints, or look in other appropriate sections (such as "Vanquishing the Shadowlords") or check the Tables for the exact answers.

The cluster of locations around Brittany Bay is probably the best place to start. Talk to *everyone* you meet for clues. Go out at night for monster-hunting, but not far from the towns—retreat to a town if you're in danger of getting killed. Look for Mantras and Words of Power. When your group attains third or fourth level, explore dungeons for loot. Buy ships, get a grapple, sextant, Black Badge, Spy Glass, lots of Skull Keys and the Magic Carpet. Stock up on Mandrake Root, Nightshade and other reagents. Use the Black Badge and get the Crown and Word of Power from the prisoner.



While seeking one of the Shards, get the Mystic Armor. Get all the Shards and names of the Shadowlords. Learn what to do with the Shards. Destroy the Shadowlords and find their Keep. Get the Sceptre and Amulet. Complete all the Shrine Quests if you haven't already. Get the Sandalwood Box and stock up on supplies. Rescue Lord British.

Character Creation and Development

The keys to character development lie in the Shrines and in living up to the virtues. Don't take food or crops, kill innocent people or do other unAvatarish acts that will cost you points in a related Virtue and inhibit some characters from giving you clues. To boost Compassion, give one piece of gold to beggars. Never lie or boast (say no when asked if you're proud of something, unless asked if you are the *most* humble). To boost Karma, complete a Shrine Quest, then return to that Shrine and give gold. People who will join the party are mentioned in the "Townes, Castles and Keeps" section and in the Tables. Release prisoners in Blackthorn or Yew.

Combat & Magic

Slings and Bows will serve you well until you get Magic Axes. You can equip with more than one weapon, such as a Magic Ax and a Short Sword. A Bow is good until you get a Magic Ax. Don't forget you can fire missile weapons diagonally this time. Use them until the enemy is within arm's reach. Step back as the enemy approaches, and they'll move into better positions for you to hit them. Line your team up in a pair of columns, keeping missile weapons and Mages in the back.

General Information

You will be able to reach most places by foot, horse or Magic Carpet. The In Por spell and the Grapple are essential for traveling, especially when seeking the Shards. The exceptions will require a ship or travel by Moongates. Avoid entering a location when Shadowlords are present. (You will get an audible warning; also, the trees will be bare of foliage and the inhabitants will be reluctant to converse with you. By using a telescope at night, you can see the location of the Shadowlords.) Some locations have locked doors or moats preventing entry during the night. You may have to wait until daylight, cross moats on the Magic Carpet, or find secret entrances. Inhabitants follow certain routines and will sleep, open or close shops, have lunch and so on only during certain hours. Generally it is best to "hole up" outside until morning. This also gives you an opportunity to revitalize spell points, heal and sometimes be visited by Lord British, who may reward you or caution you to follow a certain path to meet your goals.

Barkeepers will give you useful clues for a price. If short of cash, save the game before you bribe a

barkeep; get the information, then restore game. This may not seem Avatarish, but in the early stages of the adventure you must be prudent at times. Secret doors are marked with white dots in the walls, but these are harder to see on the IBM version. A ship is needed to reach some places; consult the map before setting out for a new location to see if this is the case.

Townes, Castles and Keeps

Lord British's Castle

This castle has five levels: four aboveground and one below. Like most locations, it can be plotted on a 32 X 32 grid. On the ground level (near the stable), talk to Treanna. You may find items by searching the level below, where you will find an Armoury and items to be picked up by searching (but don't fight any Guards here). And don't take anything from the locked room down there, since it belongs to Lord British. On one level above you may find an "orb" with which you may view the floor the way you would with a gem. On the second level above you will find Lord British's quarters. (Use a Skull Key to enter, or blow the door off with the cannon). Here lies the Magic Carpet at the entrance and a secret door that opens if you play the harpsichord. The secret door permits you to obtain the Tboebmxppe Cpy. (Do not save the game here!) You may also meet Saduj, who may offer to join you. (Don't let him: he may cause you to lose the Tboebmxppe Cpy.) In this room you can also go through the fireplace to a secret place. Going through fireplaces costs you hit points so be sure you can take a few hits coming and going. The stairway in LB's quarters leads to an observatory with a telescope. Don't go to the roof unless you have Skull Keys.

Dagger	1	Crossbow	214	Magc Box	1144
Sling	14	Arrows	14/Full		
Bow	107	Quarrels	21/Full		

Brittany
The Towne of Compassion has an Inn and Armoury. There are sleeping quarters, terrace and a balcony on the upper floors. Talk to Anon, Greyson, Terrance and Guenno.

East Brittany

Here there is a Healer and a Shipwright. Plans for the HMS Cape, which permit faster sailing aboard frigates, are in one of the draws in the Shipwright's quarters.

North Brittany

There is an Inn, a Stable and a small garden. A little north of the entrance is a tree stump with three gems. Talk to Joshua and Leaf.

West Brittany

Here you will find two gardens, a Tavern and a Graveyard. The gravestones have humorous epitaphs if you have the patience to decipher them. Some graves yield corpses and loot if searched.

Blackthorn's Palace

Located on an island west of the southern tip of the Isle of the Avatar, the palace is surrounded by a moat. You must be equipped with the Magic Carpet to avoid some of the trap doors inside. Hug the walls when going through the palace, because the traps are normally centered away from walls. If captured by guards you will be taken to Blackthorn, asked to reveal the Mantra of a Shrine and whether you do or don't, the second man in your party will be tortured and killed. It is best to avoid detection. There are three levels above and a basement level from the ground floor. On the top level in the center of the grid you will find the Crown of Lord British. When worn, it protects you from magic spells. You can avoid being captured by knowing the password and wearing the Cmbdl Cbehf. If captured after obtaining the Crown, you can escape in the following manner: In the dead of night, go to the down ladder at the northern central part of the top level. Go down to the bedroom and south to the wall and search for the secret door. Take the down ladder on the other side of the door, then search north for another secret door. Take the down ladder on the other side of the door and you will be on the main level. Go directly north through the triple doors, and the Magic Carpet will get you over the stream.

Bordermarch

On the upper level, you will meet Dupre and Senti, a pair of Fighters you should chat up. Talk to Sir Simon and Tessa for valuable information; an Armoury is available. *Leather Helm 20 Short Sword 54*

Buccaneer's Den

This location has a Guild, Armoury, an Inn, a Tavern and a Shipwright. Talk to Scally. You meet Geoffrey, an old friend who wants to join you. Sven gives clue on where to obtain a glass sword. (It's a powerful weapon but disintegrates when used, so it may not be worth searching for.) You can get information on a grapple for a drink for a woman.

Cove

Cove is southeast of Locklake and may be reached from there. You may purchase reagents and obtain healing here. Speak to the Sisters of Virtue about Tibse. Ambrose (around midnight at the Healers) will speak to you of the Mystic Arms.

Hut in Desert

Talk to Sin'Vraal for the name of a Shadowlord.

Empath Abbey

There are three levels: the first has a Healer, the second a balcony with the Flame of Love. Toshi, a student will offer to join you. Talk to Tim. Converse with Lord Michael (and say hsbqqmf). Cory will give free food if you ask for trvje or tibsl. Julia offers

to join you. The third level is just a walk around the perimeter where you may find Tim at times.

Farthing

In Farthing you may learn a spell from Temme and get a spyglass from Lord Seggallion if you answer "Wjsuvf." Talk to Quintin.

Fogsbane

This is the lighthouse on the island just south of Britain. Jotham will speak of the Underworld.

Greyhaven

This lighthouse is on a peninsula south of Trinsic. Here you will find Sir Arbuthnot, the royal coin-maker. David the keeper will provide you with a tfyubou when you ask about it. Talk to Lord Kenneth, who will teach you to play the harpsichord. Be sure to search, for you will find five gems, 50 GP and a blue potion.

Hut on Island at NA LA

Just a small hut and a graveyard occupy this small island. At nine A.M., a young mage, Sutek, arises and reveals the secret of destroying the Shadowlords.

Check out the small hsbwfbse for messages. *Oil 70 Spike Collar 336 Spike Helm 210 Morningstar 168*

There are two levels, the second consisting mainly of sleeping quarters. The first level has an Inn, a Tavern, an Armoury and a Shipwright. You may obtain a magic axe outside the walls to the east, but must first find the secret door in the northeast section on the main level. Talk to Thorne and the bewildered Mage who speaks and responds to "backward" words. (Ask for a "Word of Power" but spell it backwards—Drow of Rewop, then say "Dratsed." This is not coded with the QuestBusters Code.) Searching will net you food, torches and a scroll. *Frigate 840*

REAGENTS *Moss 61/4 Skiff 280*
The Lycaeum *Root 48/1 Nightshade 36/1*

This Keep houses the Flame of Truth and has three levels. On the first level is a stable. She also tells how to find a Shrine. On the second level, talk to Mariah in the Healers' Room during the day. There is a Library and a Tavern. Talk to Lady Janell, Rollo and Lord Shalineth. The third level has a Healer and the Flame of Truth. Sir Sean will explain how to get to Stonegate, the fortress of the Shadowlords. Search for items. *Iron Helm 171 Long Sword 100*

Frisete 1076 Small Shield 57 Mace 71
Skiff 250 Ring Mail 143 2H Hammer 121
Minoc *Short Sword 57*

Some buildings on Minoc have second levels with sleeping quarters and items if you search for them. The ground level has a Healer (who does not charge for her services), a Shipwright and an Armoury. Follow Shenstone at noon. He leads you to a place where you can find keys. Rew reveals a Mantra and more useful info. Talk to Tactus, Fenelon and Fiona.

Gold / Quantity

Moonglow

The town of Honesty has second levels where you can search for items, plus a telescope. The ground level has many items, an orb for viewing, and a shop selling reagents. You may also purchase rations here. Talk to the man in the tower. Malifora knows a Word of Power and a Mantra.

Ginseng 25/6 Silk 17/4 Mandrake 18/1
Garlic 28/10 Nightshade 17/1

New Magencia

Ron Wartow has a Mantra. Katrina will offer to join you. Talk to Kaiko.

Paws

The gates to Paws is closed at night. You will find a Guild, Inn and Tavern. Glinkie tells how to find a Shrine. Talk to Bandaii (if you know where to find the talking horse). Stables hold a clue to the wishing wells.

The gates open at five A.M. at this Bastion of Courage. Here you will find the Flame of Courage. An upper level has a large dining room. Kristi the cook will sell you five Skull Keys. Talk to Lord Malone, Monsieur Loubet and Gardner. Maxwell, a sleek Fighter, offers to join. A sub-level in Serpent's hold contains the Flame of Courage. If you fall down a trap door and appear to be closed in, search for secret doors.

Q/G !!
Skara Brae

The town of Spirituality has a drawbridge that is raised at midnight. Here you will find an Inn, a Healer and a Shop selling reagents. Kindor reveals a Mantra. Talk to Saul about Mandrake and Nightshade. A wizard on the upper floor of the center building (after you defeat the bats) will answer to the word "pqqsfjtjpo." If you provide him with a name he will send you to Windmere to see Elistaria and give you the password. Find and talk to the child in town, son of a prisoner in Yew.

Stonegate

See paragraph on the Shadowlords and the Sceptre.

Stormcrow

A lighthouse located southwest of Minoc, this has three levels and two inhabitants. Information is scarce, but try anyway.

Trinsic

On the upper level you will find sleepwalkers. Sindar gives a Word of Power. There is a Stable, a Healer and an Armoury.

Waveguide

A three-level lighthouse off the west coast of Verity Isle, this may not yield any information.

Windmere

Elistaria, in response to "Jnqfsb," gives you a badge that, if worn, helps you in Blackthorn's palace. She also says Thrud will provide you with jeweled weapons for the resistance password.

Leather Helm 21 Club 7 Magic Axe 1430
Cloth 28 Spear 10
Yew Leather 71 Silver Sword 357

The town of Justice closes its gates at night. Search the cemetery graves for items. There is a Tavern, an Armoury and a Reagent shop on the ground level and quarters on the lower level. Janna will offer to join you. Ask Landon about the Crown. To reach the lower level, go through one of the fireplaces. Chamfort will tell you of resistance and a Mantra. If jailed, you will be taken to the cells behind Judge Dryden's office and should talk with Jerome. In another cell you will meet Felespar. Give him the password of the resistance, and he'll give you a Word of Power. Ask Judge Dryden of the pqqsfjtjpo. Tell him Tactus of Minoc sent you. Tell Greymarch that Froed is well, and he tells of the Sceptre.

Vanquishing the Shadowlords

You may be able to defeat the Shadowlords in battle, but they will return unless you get rid of them permanently. To accomplish this you must first learn their names, obtain the Shards of Cowardice, Falsehood and Hatred from the Underworld, and finally destroy them at the Flames of Courage, Truth and Love. At the flames you must zfmn uifjs obnft and, when they stand in the flames, use the Shards to destroy them. The Lords of the three locations of the Flames will reveal to you the names of the Shadowlords. Use each Shard in the Flame of the opposite alignment. The Shadowlord must be standing on or in the Flame, positioned so he's due north of your character and his icon is covering the Flame's icon.

The Sceptre

Do not attempt to acquire the Sceptre until you have eliminated the Shadowlords. Stonegate, the Shadowlords' fortress, is located at EKJE. Just north of the Sceptre is a trap door that leads to certain death; equip the Magic Carpet before entering. A leather-winged abomination guards the entrance. The answer to his riddle is "well" but even if you answer correctly, he will still attack you.

Obtaining the Shards

The Shards are located in the Underworld, which may be reached by dungeons. Be equipped with the Magic Carpet. The Shard of Hatred is reached by either dungeon Wrong or Covetous. Falsehood is reached from Deceit, and Cowardice from Hythloth. The In Por spell (Blink) and the Grapple are needed for this phase.

Ash 17/13
Ginseng 8/22
Garlic 8/22
Silk 11/2
Moss 28/4

Crestbow 214
Throwing Axe 4
Serpent's Hold
Hobberd 357
Morning Star 85
Chain & Corf 71
Quartz 21

Ash 14/20 Blood Moss 6/42
Ginseng 8/22 Pearl 6/25

1001

* Shard of Hatred

To descend in Wrong: Yell the Word of Power at the entrance. At the exit, head south into room. Kill off monsters, then descend to level two via ladder in middle of the room. Move six south, then five west to ladder down. (Watch out for the pit trap and force field.) Descend to level four, then go six south and take ladder down to level five, where you may heal at a fountain by going through a secret door north of you, then go west one and north two. The other fountain, two spaces east, is poisonous. From where you entered level five, head south two then follow along either east or west until you reach a chance to go down, making sure to destroy electric fields in your way (use An Grav spell or the Sceptre), then descend to level six. Wear the Crown (to ward off Wisps as you enter level eight). On level six move east (or west) two, then north two and descend to level eight. On level eight move north two, east one, then face north to reveal secret door. Go through the secret door and west three spaces to a healing fountain. Going east all the way, then south all the way will bring you to the exit to the Underworld. Be prepared for battles, electric fields and bomb traps.

In the Underworld: Go south on the path to the fork, then go east on it for a short while before heading south again. At the next fork, move south. At the next fork, go west and look for a gap in the High Mountains to your east. Find it and begin climbing east, following the path of low mountains between the High peaks. View a gem and you'll see a glen in the middle of some mountains; this is the Shard. Keep climbing until you reach it.

* Shard of Falsehood

To descend in Deceit: At entrance yell Word of Power. From the exit of the dungeon, go north through a secret door to the ladder down, then descend to find a healing fountain (you'll need it after battling the Daemons on the next level). Go due south down a hallway and take the ladder down to level three. You're now in a room filled with Daemons, where a force field blocks the middle of the room (dispell it). Take the ladder down at the other end of



the room to level four. Climb down again to level five. Go three west from the ladder, then due south and take the ladder down to level six. Go one west and search for the pit trap (in the middle of an intersection). Find it, step on the spot where it is and go north to take the ladder down to level seven. Go west into the room and exit it north. Go north to the wall, one east, north two to ladder down to level eight. Go four south from ladder to intersection, move two east, then face south. Go south through two rooms (behind some pillars in here are some dragons, which can be killed—but you can't get their treasure; also watch for a trip that releases some monsters). Then enter the next room south to the room with five black squares in a wall (in the middle of room) and a ladder down on the other side. Take a torch in the upper right-hand corner, walk into the space formerly occupied by the torch and push on the east wall there. (On the way out, however, push the west wall in the lower left-hand corner.) This allows you to access the first block, where you'll defeat a monster. Push on the west wall there to open a block to the east. Defeat the monster, enter the block he occupied and push the east wall. That opens a wall to your west, where you enter another block with a monster. Kill him, enter his space and push the west wall. That exposes the block furthest to the east and releases the dragon. (Try to use Morningstars or spells on him before you release him.) Go all the way down to the space he occupied and push the east wall. That releases the other dragon. Kill him, then go one east from the space he occupied and push the south wall to open a wall so you can access the ladder down on the other side (but on the way out, push north, not south). Take the ladder to the Underworld. (On the way back out, push on the west wall in the lower left-hand corner to open the wall. Then follow the above directions, except in the above noted exceptions.)

In the Underworld: You begin at (5) on the provided map). Go southwest over lots of mountaintops until you reach some large caves. Then head southwest to a major intersection, where you turn northwest and go northeast at the branch. Go north a long way, till the path switches west, through some rocky hills to the southwest and finally you will come to a lake. Look for the river that flows south. Jump on the Carpet and take a ride down the rapids to find the Shard on a small island.

* Shard of Cowardice

To descend in Hythloth: From the exit, descend to level seven. On level seven move south two (through secret door), west one and up to level six. On level six move west two and down to level seven. On level seven move south two, east one, south two, then east (through secret door) four. On level eight move west three to Underworld exit. (Mystic Arms are found near the Underworld exit to Hythloth.)

In the Underworld: Carry lots of gems. Go to clearing due south (as far as you can go on foot). "Blink" into the clearing to the west, then go northwest as far as you can walk and view a gem. "Blink" into the clearing to the north. Then go north and "Blink" over more mountains. Move west and "Blink" across more mountains. Go north and "Blink" again. Head northwest to the clearing, where you'll find the Shard.

The Amulet

The Amulet is located in the Underworld (go through the dungeon Destard, then southwest, using Magic Carpet to avoid poisonous area), among the Graves of Valiant Warriors (near OE GJ). (See Underworld map.)

To Descend Dungeon Destard:

You don't *have* to enter through the dungeon; just follow the journal of Lord British's last trip in the manual. But you should exit through the dungeon by reversing these directions. Yell the Word of Power. From level one head south two, east four, south two, east four, south two, then descend to level two. From level two move south two, east four, south two, east two, then descend (through level three) to level four. On level four move north two into a room and fight off the monsters. Then take grate down to level five. On level five move south two, east two, then descend to level seven. On level seven head north one, east one into a room and exit north two, west one, north two into a room, then descend through grate to level eight (after battle). On level eight you may Des Por to the Underworld or travel to the exit. Either way, you will have to fight your way through two rooms when you reenter the dungeon. The exit to the Underworld (from the ladder) is south six, west two, south two, west two, and south three to a room entrance and enter. (Demons and Wisps are in here.) When exiting from this room, take north, east or west exit if going to the surface. If headed for the Underworld, go south, use any weapon and hit torch in the middle to open the south exit and turn that half of room into a lava field. (You'll need a high-level party to survive this and the next room; then exit south, and move one south to the ladder to the Underworld.

Dungeon Doom: The Final Quest

Here you will finally meet and rescue Lord British. The dungeon is located at the exact center of the Underworld and is reached by descending through dungeon Shame. Use the Amulet to get through the dark area to Doom. You must have the Dspxo, Tdfqsf, Bnvmfu and Word of Power for Doom. You also need the Tboebmxppe Cpy.

To Descend Dungeon Shame:

Yell the Word of Power. At first you appear to be locked in, but by attacking rocks on the southern edge

of the level with magic axes, you'll eventually reveal a southern exit. Go through the exit and take the first corridor on your left. Follow it around to the descent to level seven. A sign will inform you that this is the "deepest" level. On level seven go south four, then descend to level eight. On level eight go west one then Des Por to the Underworld. The exit, if you care to find it, is (from your entrance on level eight) west two, south one, west one, south two, then east (through secret door) three. To find Doom, travel east as far as you can go, then "Blink" to the grassy plain. Cross the water on the Magic Carpet.

You must have already killed all the Shadowlords before entering Doom. Also required are the Crown, Sceptre and Tboebmxppe Cpy. Up and Down spells cannot be cast here, so you can only exit by saving Lord British or by being killed. Rings of Invisibility don't work well here. It helps to xpbs uif Dspxo.

Dungeon Doom

Level One

Exit the room at (a) by walking up to the edge of the west wall and using the Sceptre, which clears out the walls. Follow the hall to the ladder down at (b).

Level Two

From (c), walk to (d) and take the ladder down.

Level Three

From (e), go due east through the secret door and east to the room at (f), where you can go down.

Level Four

You emerge from Level Three at (g), but continue down the ladder to Level Five.

Levels Five and Four

You emerge at (h) and go east, then climb up the pit at (i). You'll be at the top of the plus sign-shaped area (j) on Level Four. Go south and search for the pit (k). Climb down the pit, and you'll be in the east/west corridor on Level Five. If you look at a gem, this area looks like a giant grid, with endless hallways in each direction. Right now you are in between intersections. (You're about to get bounced around between levels a few times here.) There are pits going up at intersection in this area. Go east to the first intersection, turn north and take the first pit that goes up between intersections (this is not shown on the maps). You should come out at (m) on Level Four. Search for the pit at (l) in the area's southwest corner, which takes you to a ladder that goes down through Level Five and drops you off at (n) on Level Six.

Level Six

Go west from (n) to the room at the junction, then move north to the ladder and go down.

Level Seven

From (o), go north to the room in the middle of the hall. Don't just pass through. You must slay all monsters in the room. A Fear spell—followed by a Tremor or something like that—does wonders here. Be sure to wear the Crown here. After wiping out the fiends, collect all their stuff. From a sandtrap in the center of the room, you'll find a chest. Open it, take out everything, and a ladder appears under the chest. Go down this ladder. (If you've taken extensive damage, leave the room and heal first.)

Level Eight

You emerge in a room (p) divided by a river. Kill off the Dragons and Sea Serpents (a Fear spell works well here too). To cross the river, you must activate a trip mechanism in the upper left corner of the room. Use a magic axe, spears or a throwing axe and hit the wall in that section. It's left of the two waterfalls. When you hit it, the bridge is lowered so you can cross the river. This also releases some monsters, but you can just race across the bridge if you don't want to fight it out. Go west and climb the ladder to (q) on Level Seven.

Level Seven

In the room at (q), you want to go south but there is no exit. So wipe out the monsters and push on the wall near the grate to activate the trip, which exposes a section of wall to the north. From where the grate is, go to the section of wall just revealed and push on it, which opens an exit to the south. After going south, search for a trap at the end of the hallway. This pit trap takes you down to (r) on Level Eight.

Level Eight

Go west from (r) and climb up the ladder to (s) on Level Seven.

Level Seven

From (s), go west and south, searching for the pit trap on the corner. Go around this one, search again and take the next pit trap (t) down to (u) on Level Eight. (Be sure you're wearing the Crown before going down the pit.)

Level Eight

On the island (u), first wipe out all the monsters. Choose one character to go to the northern section of the room, which appears to contain an exit. After the exit seals itself off, someone should push around on the little niche up in the walls of the room's northeast corner. There's a trip that opens an exit to the east. Go east to (v) and climb up the ladder to (w) on Level Seven.

Level Seven

In (w) is a giant brazier. Do not hit or push the brazier (unless you enjoy being engulfed in hot lava). To deal

with the Daemons on the other side of the barrier, use the Sceptre to chew it away. (If you're wearing the Crown, the Daemons can't harm you.) Then walk through and bash the monsters. (Or you can stand near the wall and attack them with a Morningstar, though this would take a long time.) Exit to the east, but search before you get to the end of the hallway to avoid falling into a trap. After searching, you can go down the pit to (x) on Level Eight.

Level Eight: Free at Last!

This room (x) has no exits. Walk up to the mirror. (Hopefully you brought the Tboebmxppe Cpy.)

Tables

Potential Party Members

Lord British's Castle	Saduj (don't let him join!)
Brittain	Guenno
Bordermarch	Dupre and Senti
Buccaneer's Den	Geoffrey
Empath Abbey	Julia and Toshi
Lycaenum	Mariah
New Magencia	Katrina
Serpent's Hold	Maxwell
Yew	Jana
Ararat	Captain John

Dungeons

<u>Name</u>	<u>Location</u>	<u>Words of Power</u>
Covetous	BL JM	Bwjvt <i>Avidus</i>
Deceit	EJ PA	Gbmby <i>Fallax</i>
Destard	KI EI	Jopqjb <i>Jopia</i>
Despise	ED FL	Wjmjt <i>Vilist</i>
Wrong	BE HO	Nbmvm <i>Malum</i>
Hythloth	PA OP	Jhobwt <i>Ignavus</i>
Shame	GG DK	Jogbnb <i>Inana</i>
Doom	HA HA*	Wfsbnpdps

The Shadowlords' Names

✓ Falsehood	Gbvnmjofj	<i>Faulinei</i>
✓ Cowardice	Optgfoups	<i>No sfentor</i>
✓ Hatred	Btubspui	<i>Astaroth</i>

Location of Shards (in the Underworld)

Falsehood	FA MA
Cowardice	LA LI
Hatred	EB IC

Location of Flames

Truth	Lycaenum
Courage	Serpent's Hold
Love	Empath Abbey

Miscellaneous Items & Places

Spyglass	Farthing (Lord Segallion)
Badge	Windemere (Elistaria)
Jeweled Sword/Shield	Windemere (Thrud)
Magic Carpet	Lord British's chambers

Sin'Vraal's Hut	DA, MJ
Sandalwood Box	Lord British's chambers (behind secret door, after playing harpsichord)
Talking horse	Iola's barn (NA LA)
HMS Cape plans	East Brittany
Stonegate	EK JE
Blackthorn's Castle	Isle of Avatar, southern tip
Harp lessons	Greyhaven (Lord Kenneth)
Crown	Lord British's castle, top level
Sutek	Marshe Island in middle of ocean
Grapple	Empath Abbey (Lord Michael)
Sextant	Greyhaven (David)
Sceptre	Stonegate
Skull Keys	Serpent's Hold (Kristi), Minoc (can get five a day from northwest tree)
Nightshade	JF CO (Midnight only)
Mandrake Root	DG LG (Midnight only)
Glass Sword	FA EA
Amulet	OE GD (Underworld)
Mystic Arms	OL NF (Underworld: from Hythloth, in lava north across peaks)
Ararat (ark) *	CJ CC (Underworld)

for the Dungeon Doom). The waterfall at IK DG will take you to Underworld if you are on Magic Carpet.

Shrine	Location	Mantra
Honesty	EC OJ	bin ahm
Compassion	FM IA	nv mu
Valor	OF CE	sb sa
Justice	AL EJ	cfi beh
Sacrifice	CN MN	cbi cah
Honor	MP FB	tvnn summ
Spirituality	BD KF	pn om
Humility	NI OH	mvn lum

Effects of Potions

Yellow	Heal
Green	Poison yourself (Immunity to Death, but rarely works)
Orange	Sleep yourself
White	X-ray vision
Black	Invisibility
Blue	Awaken yourself
Purple	Turns you into a rat
Red	Cures poison

Spells

In Xen Mani	Creates food
Rel Xen Bet	Change into a rat
An Ylem	Vanish

Ash & Root
- er -
Garlic & Moss

Silk, Ash, Root,
Nightshade

*Ararat is the only place in the Underworld that has an occupant. The person there will join you and is useful because he casts fairly high level spells.

Passwords

Resistance	Ebxo	Dawa
Oppression	Jnqfsb	Impera

Shrines

You must visit a Shrine, then the Codex, then the Shrine again, in order to be rewarded with an increase in attributes. After visiting all Shrines, you will be given an important clue (the word of power

Moongates

When a Moongate disappears, you can search and find a Moonstone. These may be carried, and when used at any (grassy) location, will establish that Moongate at that spot. It is advisable to take one or more of the moonstones from gates that are not absolutely necessary, because you can travel to the location by other means. For instance, it would not be wise to remove the Moonstone from New Magencia; good candidates are the stones near Brittany Bay, Yew or Trinsic, because these locations are easy to get to by Magic Carpet. (These are not coded.)

Moongate Locations

Gate	Vicinity	Activation	Lat./Long.	1st	2nd	3rd
1	Moonglow	New Moon	IF OA	1	2	3
2	Britain	Crescent Waxing	GG GA	4	5	6
3	Jhelom	1st Quarter	OA CG	7	8	1
4	Yew	Gibbous Waxing	CF DC	2	3	4
5	Minoc	Full Moon	BD KG	shrine	6	7
6	Trinsic	Gibbous Waning	MC GI	8	1	2
7	Skara Brae	Last Quarter	HO BH	3	4	5
8	New Magencia	Crescent Waning	KH LL	6	7	8



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)