

Ultima® VII

PART TWO

SERPENT ISLE™
CLUE BOOK



Balancing
the Scales™



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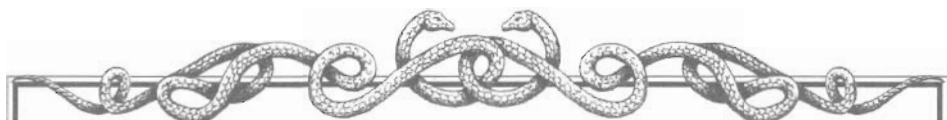
BALANCING THE SCALES

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With the Aid of

Thoxa, Monk of Xenka



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Ultima VII, Part 2

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TABLE OF CONTENTS

Introduction.....	4	Ice Dragon's Lair.....	47
Serpent Isle History.....	5	Sunrise Isle.....	50
Ophidian Philosophy.....	8	Game Mechanics.....	52
Serpent Isle (map).....	12	Unique and Unusual Items.....	52
Towns and Dungeons.....	13	Serpent Teeth.....	52
Introduction.....	13	Merchandise.....	53
Monk Isle.....	14	Moneychangers.....	53
Dark Path.....	16	Foodstuffs.....	53
Isle of Crypts.....	17	Provisioners.....	54
Mad Mage Isle.....	18	Inn Room Rates.....	54
White Dragon Castle.....	20	Armourers.....	55
Skullcrusher.....	21	Taverns.....	55
Spinebreaker.....	24	Healing.....	56
Moonshade.....	26	Potions and Magic.....	56
Mountains of Freedom.....	32	Reagents.....	57
Moonshade Catacombs.....	34	Spells.....	57
Furnace Mountains.....	36	Bestiary.....	61
Monitor.....	38	Armour.....	62
Sleeping Bull.....	40	Training.....	62
Fawn.....	42	Weapons.....	63
Gorlab Swamp and		Walkthrough.....	64
Dream Realm.....	44	Index.....	78



*When a stranger sojourns with thee in thy land, thou shalt not do him or her wrong.
The stranger who sojourns with thee shall be to thee as the native among ye.
And thou shalt love him or her as thyself;
For I see the advent of a Hero From Another World
Who would unite the Serpents and save the world.*

Chapter 34, Stave 116, Book of Prophecies by Xenka

INTRODUCTION



Thoxa

I have devoted my life to the study of the prophetess Xenka and her writings. I have studied every line, every precious word of her works. In this age of unbalance, though, I find myself drawn time and again to this small passage, for it is in these lines I see the only hope for our land. I feel as though Xenka, herself, is directing me to make sure her prophecy of hope is fulfilled. For this reason I walk the beaches of the Serpent Isle in hopes I will meet thee, Stranger.

But beware, Stranger, there are others of my order who do not feel as I do. They view my work as meddlesome, and seek to prevent me. They believe that by assisting thee, I tamper with the very threads of fate from which the prophecy is woven. This, they say, will upset the balance of the prophecy so severely that it be rendered false, and peace would never come to Serpent Isle. They are so strong in this belief that I fear they would stop at nothing to prevent me from finding thee.

I can not allow them to keep me from reaching thee, for I know it is the will of Xenka that I assist thee. She speaks to me in quiet moments and in dreams, telling me that if the prophecy of peace is to be fulfilled, then the Stranger must be found. I have taken precautions and written in this journal what knowledge I could garner, that thou mayest succeed. In this way, if I do not find thee or am kept from thee, I can still offer thee aid through my writings.

I hope what knowledge thou gainest from this humble writing will be enough to help prepare thee, though I fear it will not be. The task before thee is surely greater than any before. Thou must bring peace and balance back to Serpent Isle. To do this, thou must savest Serpent Isle from its worst enemy: ourselves.

 **Thoxa**
monk of Xenka

SERPENT ISLE HISTORY

I wish to give thee as much knowledge of our land as I can, for it is this knowledge I feel may serve as thy best weapon. Thou shouldst first come to know the history of our people and our land.

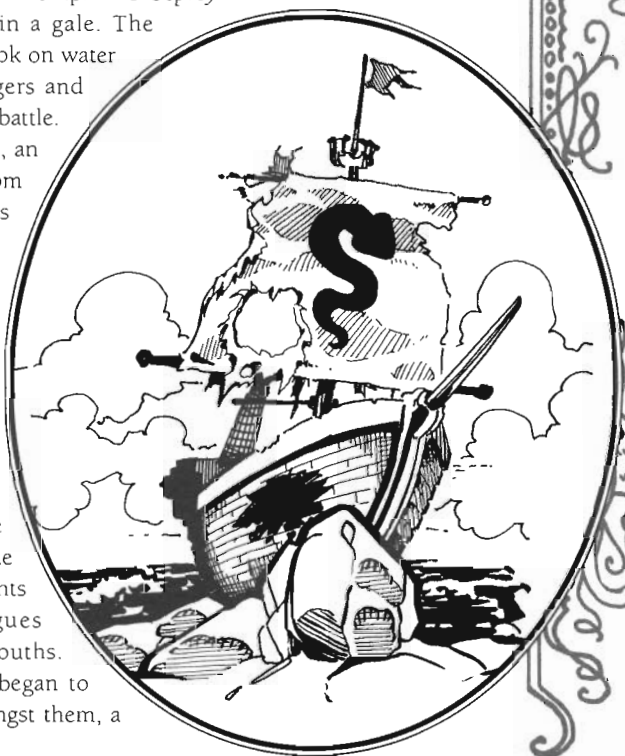
The tyrant Lord British sought to censure and quash all research into the magic arts, and force all that lived in Sosaria to swear fealty to him. Our ancestors rebelled against such tyranny and thus British began to systematically persecute them. This persecution escalated until, in fear for their very lives, our brave ancestors boarded the *Osprey*, a large sailing vessel, and left the land of their birth to seek out someplace where they might live their lives and practice their arts untroubled. Their bravery is remembered each year with celebrations and feasting. We call this "The Day of the Breaking."

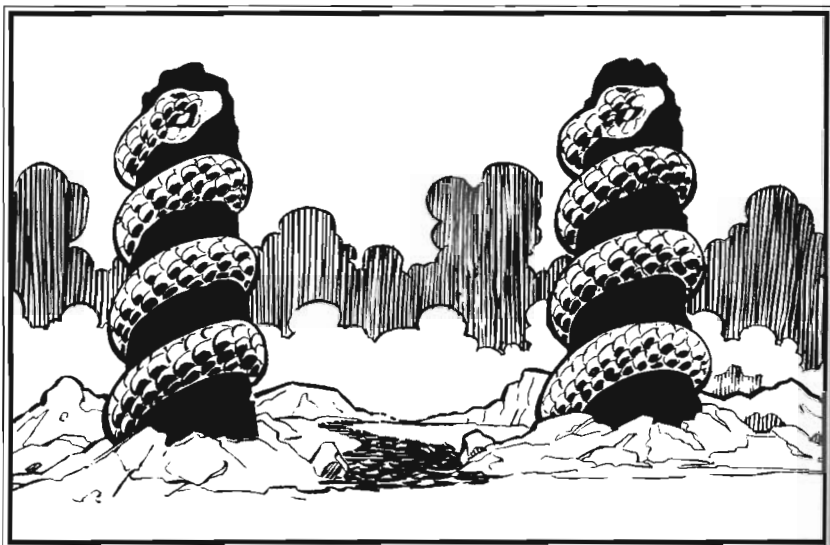
They left Sosaria uncertain of their exact destination. Their only hope lay in the words of some very old texts and a single, faded piece of parchment upon which appeared to be a map of another land. They sailed east from Sosaria for many weeks. When their food and water supplies began to run short, many of the passengers and even several of the crew called for the *Osprey* to turn back for Sosaria before it was too late. They said they would rather take their chances with the tyrant British than face starvation and death at sea.

This dissension had reached a peak and it looked as if bloodshed was inevitable, when a huge storm overtook the ship. The *Osprey* was tossed about like a leaf in a gale. The timbers creaked and the ship took on water in terrifying amounts. Passengers and crew bailed, but it was a losing battle.

Then, over the din of the storm, an incredible roaring was heard from the sea. Volcano-like eruptions of water and foam rocked the ship and, as astounded passengers and crew looked on, two huge stone pillars rose from the sea. Each pillar stood over twenty mast heights above the ship and the same distance around. A huge stone serpent encircled each pillar. Although the pillars were made of stone, it is said that the passengers could hear the serpents hissing as their forked tongues flicked in and out of their mouths.

The passengers panicked and began to wail and scream until one amongst them, a





mage named Erstam, called for calm. Against all natural laws, the ship was pulled toward the pillars. Just as the ship came between the monoliths, a brilliant white flash lit the sky. Then all was calm.

The next morning, a cry came from the crow's nest. Land was in sight. The passengers and crew cheered and wept with happiness. Their safe arrival through such perilous adventures was certainly a sign that they had done the right thing in fleeing their home.

However, their joy quickly gave way to apprehension. As they neared the shore, the tops of great buildings could be seen towering over the trees. What manner of beings would they find upon this island? Perhaps vicious savages lived there, or tyrants no better than he whom they had fled. Erstam the mage and several other leaders of the group boarded a longboat along with a number of their finest warriors and set off to meet the inhabitants of this new land.

They cautiously pulled their boat ashore and waited for envoys from the leaders of the new land to make contact. After several hours, no one had appeared, so the delegation on shore set off toward the buildings.

The group had still not returned by late that night, and those aboard the *Osprey* decided a search party should be sent at first light. However, as they made their preparations, a cheer went up from the foredeck of the ship. Erstam and the others had returned to the shore and were boarding the longboat.

When they came aboard, they had a strange tale to tell. As they had moved into the island they found it to be lush and fertile. Wild berries and tubers grew in abundance, and there was more than enough game to provide for the passengers and crew of the *Osprey*. However the further they journeyed, the more uneasy they began to feel. Something was wrong. As they drew near the first buildings,



our warriors loosened their swords in their hilts, closely surveying the surrounding brush with wary eyes. When the buildings were just visible over the trees, Erstam stopped. "Listen," he said. "What dost thou hear?"

"Nothing, Milord," answered one of the warriors.

"Exactly. Nothing. This close to a village or town thou shouldst hear the sounds of life. Here it is silent as a tomb."

As they stepped among the buildings, they stared in amazement. Each structure, once large enough to hold many people, now stood in ruins. They searched every building and the surrounding countryside, yet found no sign of human life. It was as if the inhabitants had vanished.

As the party searched the ruins, it became apparent that the former residents of the ruins had a fascination with serpents. Every inch of the walls was covered with carvings and mosaics featuring the creatures. One design in particular appeared again and again. This symbol depicted two serpents, one red and one blue, entwined about a third, gold serpent.

While we later learned that the snake symbol was tightly knit into the culture of the former inhabitants of the Serpent Isle, our ancestors were more concerned with establishing a new life in their new world. They divided themselves according to their Sosarian towns of origin. Those from Moon built what is now known as Moonshade. Here they established an environment where each could pursue his or her study of magic unmolested.

Those from the sister cities of the Montors founded the city of Monitor. True to their heritage of arms, valor and glory, they strove to develop a lifestyle that would reflect those values. Today that city is the seat of courage and military prowess in our land.

The third group of settlers came from Fawn. When they arrived on this island they knew they had truly found their new home, for its beauty rivaled that of the homeland they had left behind. They settled in a picturesque area on the west side of the island and built the lovely Fawn, in honor of their former home.



They were called Ophidians, in honor of their Serpents three.
Chaos, Order and Balance were these.

Chapter 2, Stave 47, The Book of Serpents by Xenka

OPHIDIAN PHILOSOPHY

In the Book of Serpents, Xenka speaks of the former inhabitants of the island, the Ophidians. Their society was complex, based upon the ideal of Balance. The symbol of the three entwined serpents represented these beliefs. Xenka dedicated an entire folio of her writings to the meaning of the serpentine symbol. She explains that the red serpent represents the forces of Chaos and the blue represents the forces of Order. The central serpent represents the Balance that occurs when the opposing forces of Chaos and Order are in equilibrium.

Each force has principles that help define it. Chaos underlies the principles of Tolerance, Enthusiasm and Emotion, while Order gives rise to Ethicality, Discipline and Logic. When in balance with each other, these principles combine to produce the three united principles of Balance:



CHAOS	+	ORDER	=	BALANCE
TOLERANCE	+	ETHICALITY	=	HARMONY
<i>The ability to accept all things.</i>		<i>The ability to abide by the rules.</i>		<i>The ability to be at peace with self and the world.</i>
ENTHUSIASM	+	DISCIPLINE	=	DEDICATION
<i>The ability (and energy) to accomplish great tasks.</i>		<i>The ability to finish what one has begun without being swayed or distracted.</i>		<i>The ability to overcome obstacles and lead others.</i>
EMOTION	+	LOGIC	=	RATIONALITY
<i>The ability to perceive those feelings which come from the heart and not the mind.</i>		<i>The ability to think clearly and reason to a conclusion, without emotional bias.</i>		<i>The ability to understand life and the world.</i>



Harmony, Dedication and Rationality, the three principles of Balance, were the highest ideals for the Ophidians. They knew that in order to achieve these ideals, they had to keep Chaos and Order in balance. Those Ophidians drawn to the forces of Tolerance, Enthusiasm and Emotion established shrines to their guiding principles and came to follow the red Chaos Serpent. Those drawn to Ethicality, Discipline and Logic established similar shrines and followed the blue Order Serpent. The leader, or Hierophant of Chaos and the Hierophant of Order came together at the Great Temple of Balance, where they worked together to maintain the Balance between the two factions. Because of this Balance, Serpent Isle was a peaceful place.

However, this peaceful coexistence was fated to be short-lived. In a terrible and violent cataclysm that forever changed the course of events on Serpent Isle, the Serpent of Balance left the triumvirate. Why it should do so is not known, but Xenka theorized that some great evil ripped the Serpent of Balance away for its own horrible purpose.

Without the Serpent of Balance, there was nothing to keep the Serpents of Chaos and Order from twisting about each other. As they writhed and fought, so their followers on the Serpent Isle fought.

And in a dream I saw the pure gold of Balance ripped from its place
 and Red and Blue began to writhe and fight.
 As I watched, shades of the Red broke off, then shades of Blue.
 Prejudice, Apathy and Ruthlessness fought against
 Anarchy, Wantonness and Insanity.
 Their battle ravaged the land until none were left to mourn.
 These shades shall again be released by the minion of Darkness.
 The Stranger is the only hope to banish them
 and restore the Balance.

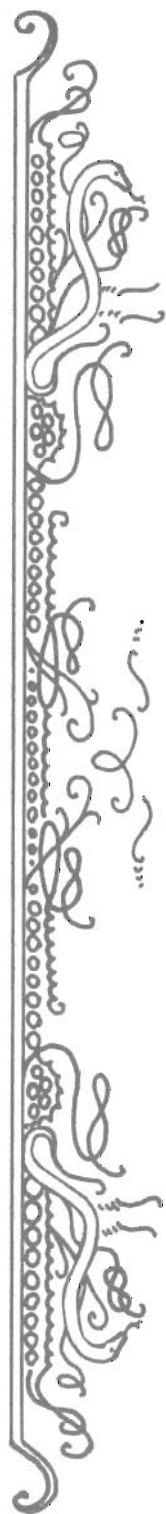
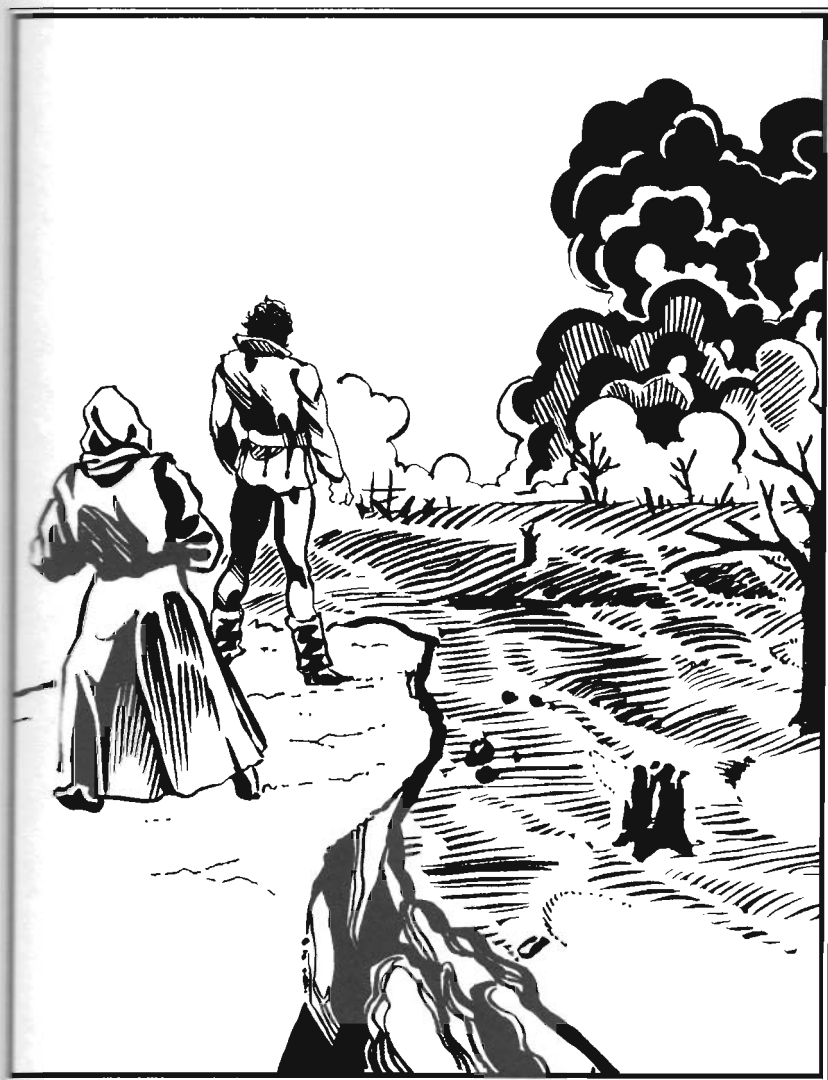
Chapter 26, Stave 144, Book of Serpents by Xenka

This passage is Xenka's explanation of what happened to the forces of Chaos and Order when they became unbalanced. I think it may help thee to better understand the ramifications of the loss of Balance if I present it to thee in diagram form.

CHAOS	without ORDER	= UNBALANCE
TOLERANCE	without ETHICALITY	= ANARCHY (Lack of standards of conduct.)
ENTHUSIASM	without DISCIPLINE	= WANTONNESS (Action without self-restraint.)
EMOTION	without LOGIC	= INSANITY (Inability to overcome emotional impulses with rational thought.)
ORDER	without CHAOS	= UNBALANCE
ETHICALITY	without TOLERANCE	= PREJUDICE (Disrespect for the beliefs and rights of others.)
DISCIPLINE	without ENTHUSIASM	= APATHY (a spirit of hopelessness that prevents positive action.)
LOGIC	without EMOTION	= RUTHLESSNESS (Self-advancing actions taken without regard to the wants or needs of others.)

After the Serpent of Balance left, the Unbalanced forces of Order determined that they must rule the entire island. In a short, bloody war, the Unbalanced Order forces systematically destroyed those of Chaos. It was during the final cataclysmic battle of that war that the Great Hierophant, Ssiithnos, wrote the scroll found by the mage Erstam and used to decipher the Serpent runic language.

Once the Unbalanced forces of Order had annihilated the Unbalanced forces of Chaos, they simply vanished. It is not known where they went, and even Xenka's writings have very little to say about their disappearance. Her sole mention suggests that they sought a place of pure Order. I can only hope they truly understood what they sought, for just as Chaos without Order is dangerous, so Order without Chaos is equally deadly.



SERPENT ISLE MAP



TOWNS AND DUNGEONS

INTRODUCTION

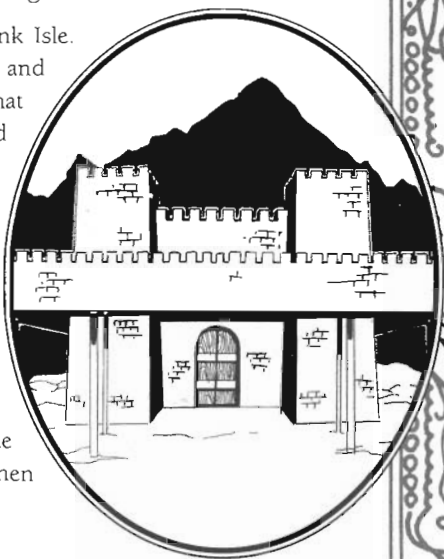
There came a time when I knew I could no longer stay on Monk Isle. Those who would keep me from finding thee increased their pressure on me. Day and night they implored me to abandon my quest. When their methods turned from sensible debate to veiled threats and innuendoes, I made ready to leave. I spent what little time I had left on the isle in the library, where I researched topics that I thought might aid my quest for thee or aid thee upon thy arrival. During this time I hid a small skiff in a nearby cove and began to squirrel away supplies.

Early one evening, as I was studying in a small library alcove, I overheard voices just outside the doorway. Karnax was speaking to another whose voice I did not recognize. Karnax said that to keep me from meddling in the prophecy any further, I would have to be restrained. He told the other to wait until one hour after the final bell that night, then to take me from my room and lock me in the tunnels under the island. When the other agreed to it, I knew that I had to leave that night.

I went about my chores that evening as though nothing were wrong, though all the while I was trembling in terror. My heart was pounding so loudly, I feared someone would hear and guess what I was about. When the final bell tolled for the night, I went to my room. However, instead of going to bed, I slipped out the window and off to the cove where I had hidden my skiff. Setting sail, I watched the lights of the isle until they winked out of sight. I knew the days ahead of me would be hard and that I was leaving what had been my home for many years. I could not help wondering if I would ever see it again.

It has been a year since the night I fled Monk Isle. During that time I have traveled the length and breadth of Serpent Isle looking for anything that might offer some clue as to the time and location of thy arrival. I have visited many places and witnessed many wonders. Through it all, I kept a written account of my journey.

I still have not found thee, although I do now have a good idea of where thou wilt arrive. If, through some great misfortune, I do not meet thee, then perhaps this written work will suffice. For if thou gainest even the smallest bit of helpful knowledge from it, then my journeys were not in vain.



MONK ISLE

Aonsday, Montoriad 1, 452 New Freedom

Monk Isle was the original home of the Prophetess Xenka. It is where she did most of her studies and, later on, where her followers came to hear her speak and to study her words. It was long after Xenka had transcended to a higher plane that I arrived on Monk Isle. I was twelve years old and had come to the isle to learn reading and writing. I was a quick learner and soon my mentors introduced me to the writings of Xenka. I was fascinated by her insightful wisdom and wanted to learn more. I dedicated my life to the study of her writings and, at the age of 14, joined the Xenkan monkhood and made Monk Isle my permanent home.

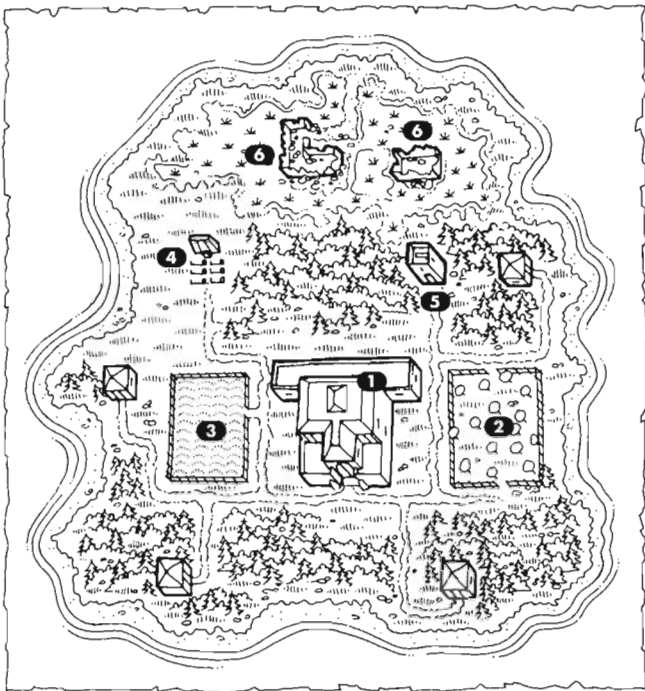
Life on Monk Isle is uncomplicated. The bells in the tower govern the day. They toll when it is time to awaken, when it is time for meditation at the monastery, when it is time to till the fields and when it is time to retire. This tranquil lifestyle is one that I easily grew accustomed to in my young days.

As I read more of Xenka's writings I came to understand the message she was trying to convey. I realized that the Stranger was the only hope for our island. I felt compelled to find this Stranger and help in any way I could to see Xenka's prophecies of peace fulfilled.

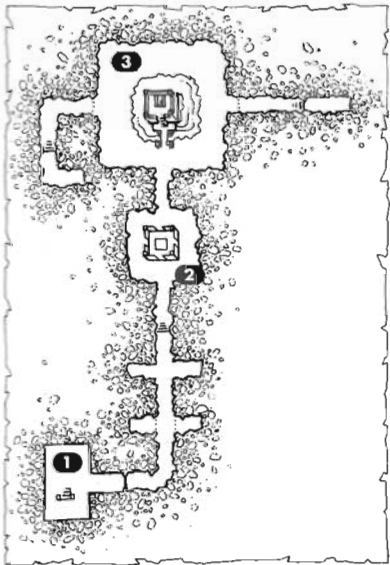
Karnax, a fellow monk, heard of my plans and chastised me for meddling with the prophecies. He told me that I would bring doom down on the very land I was trying to save. While there are none on this island who officially wear the title of "leader," I fear that Karnax has taken this role upon himself. After several confrontations with him, I decided I could no longer stay on Monk Isle, so I set out upon the journey that I will chronicle in these writings.

It is with great sadness that I leave this isle, for there are many I will miss. Miggim, the monastery's librarian, was always patient with me when I was younger and answered my unending questions as best he could. And dear Braccus — several on the isle think he's crazy, but I found his company charming and his knowledge of the local plants quite fascinating. He told me about the berry bush on the isle. Its berries are very nutritious and are good to take on long trips. I hope that I shall see them all again someday, but I know that the journey ahead of me is dangerous. However, I shall be brave and do all within my power to find the Stranger and aid in saving our land.





MONK ISLE



MONK ISLE TUNNELS

- KEY**
- 1) Monastery
 - 2) Orchard
 - 3) Wheat field
 - 4) Place of Visions
 - 5) Bell tower
 - 6) Ruins
- TUNNELS KEY**
- 1) Basement
 - 2) Serpent Gate
 - 3) Ruins



*From the mouth of the Serpent shalt thou find aid in thy journeys
Its teeth shall be as portals and its jaw, thy path.*

Chapter 216, Stave 28, Book of the Serpents

DARK PATH

Aonsday, Montoriad 1, 452 New Freedom

Before I set out on my journey across the Serpent Isle, I spent many hours in the monastery library looking for any shred of information that might aid me. I came across a vague reference which intrigued me, and I delved further.

What I discovered amazed me. The Serpents of Balance, Order and Chaos aided the Hierophants in construction of a series of passageways through the Ethereal Void. These passageways allowed the Hierophants easy transportation between the various shrines and temples across the island. This aided the Hierophants in their day-to-day oversight of the island, as well as allowing for quick movement should they ever come under attack. They knew this passageway as the "Dark Path."

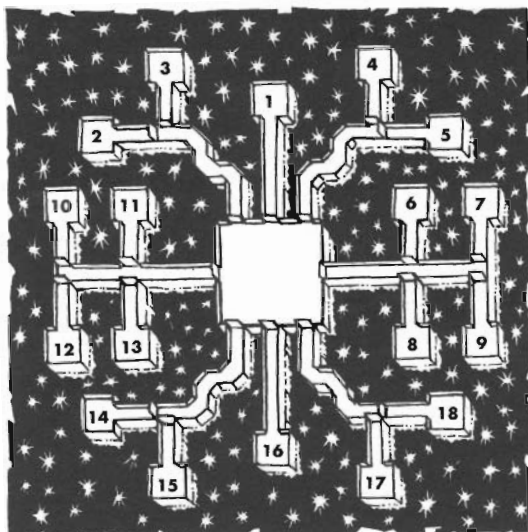
The Hierophants moved from place to place by what they called "Serpent Gates." They used something called the "Serpent's Jaw" and the "Serpent's Teeth." Whether or not these were the actual jawbone and teeth of some giant serpent, I know not. Each "tooth" was bonded to a particular location within the Dark Path.

In order to open the portal to a location, the "tooth" that is assigned to that location must be placed into the "jawbone."

I came across a rough sketch of the Dark Path and its portals. I expect that each of these locations will have a Serpent Gate. I am fascinated by this method of travel and hope to have a chance to learn more about it as I travel about Serpent Isle.

KEY

- 1) Balance
- 2) Emotion
- 3) Skullcrusher
- 4) Spinebreaker
- 5) Discipline
- 6) Monk Isle
- 7) Isle of Crypts
- 8) Fawn
- 9) Great North Forest
- 10) Sleeping Bull
- 11) Furnace
- 12) Mad Mage Isle
- 13) Moonshade
- 14) Enthusiasm
- 15) Tolerance
- 16) Monitor
- 17) Ethicality
- 18) Logic



DARK PATH

*On the Isle of Crypts where death was once honored
The Unbalanced forces brought death obscene
And sought to defile the resting places of the Great Hierophants.
So those that still survived used all means
to defend the remains of their good and wise leaders.*

Chapter 15, Stave 62, Book of Serpents

ISLE OF CRYPTS

Aonsday, Montoriad 1, 452 New Freedom

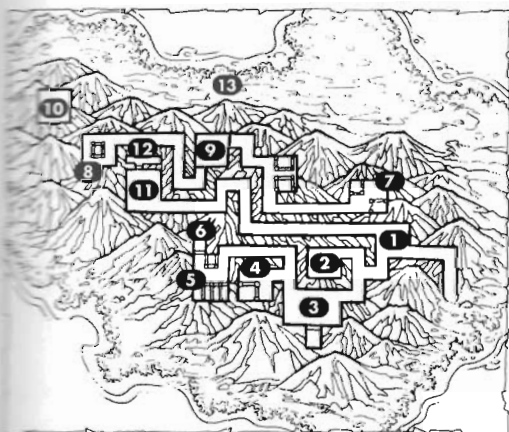
When I was researching the Dark Path, I also came across this bit of information about a place called the Isle of Crypts.

The Isle of Crypts was once hallowed to the Ophidians. It was where the bones of the Great Hierophants of Balance were laid to rest. It was a place of reverence for acolytes, a place of pilgrimage for adherents and a place of study for scholars.

When the war between the unbalanced forces of Order and Chaos began, both sides sought to defile the Isle of Crypts, for to them it represented the Balance which had forsaken them. The acolytes of Balance who were still alive tried to protect their sacred isle by setting traps, both magical and mechanical. Here is the layout of these traps, as described in chapter 15, Stave 64, of Xenka's writings in the *Book of Serpents*. In this chapter Xenka also speaks of the Great Lizard who guards the Eye of the Serpent.

I do not know how many of these traps are still active and I do not care to find out. However, I feel that there might be information on the isle that could be beneficial to the Stranger, although it will take courage greater than mine to enter that place where spirits rest uneasy still.

To get to the Isle of Crypts, it is necessary to use the Jawbone of the Serpent of which I spoke in my previous entry. However, the tooth that is necessary to reach this location has never been discovered. Distant rumors suggest that it lies somewhere in the frozen wastelands of the North.



ISLE OF CRYPTS

KEY

- 1) Entry
- 2) Preparation room
- 3) Small chapel
- 4) Crypt
- 5) Crypt
- 6) Teleporter to 7
- 7) Crypts
- 8) Tomb
- 9) Foyer
- 10) Sacred library
- 11) Eye of the Serpent
- 12) Tomb of the last Great Hierophant
- 13) Serpent Gate

MAD MAGE ISLE

Dasday, Montoriad 2, 452 New Freedom

I took a small skiff from Monk Isle and headed west to a small, neighboring island. It was rumored that a mage who had taken leave of his senses lived on that isle. Some even said that it was Erstam, the mage who had come to Serpent Isle with our forefathers several hundred years before. If it was Erstam, I thought he might offer some wisdom that would aid me in finding thee, Stranger.

When I arrived, I was greeted by a strange, twisted little man. His hunchback gave him a queer gait as he ambled down the dock. He greeted me and introduced himself as Vasel. He reported that his master was expecting me and bade me follow him.

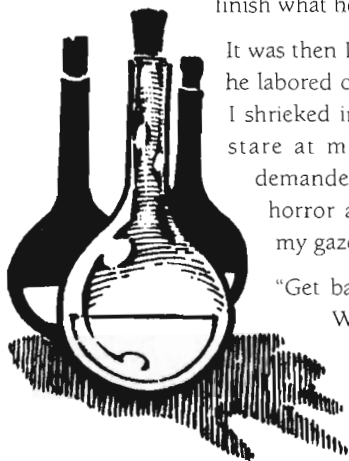
I followed Vasel to the door of his master's house. What happened next is horrible beyond imagination. I entered what appeared to be a laboratory, where a bent and withered old man mumbled to himself as he pattered about.

"There," whispered Vasel, "is my master, Erstam the Mage." So, the rumors were true. I was in the room with the same man who guided our ancestors to safety here on Serpent Isle. The old man continued to fuss over his experiments, paying me no mind. So as not to disturb him, I took a seat on a stool and waited for him finish what he was doing.

It was then I saw them. Out from under the table at which he labored crawled a disembodied arm, followed by a leg. I shrieked in horror, and the old man jumped around to stare at me. "What was that hideous sound!?" he demanded. I said nothing, but continued to stare in horror at the crawling body parts. Erstam followed my gaze until he, too, saw them.

"Get back!" he cried, "Back where thou belongest!" With a vicious kick, he sent them back under the table.

"Stupid things," he muttered, "Never can follow directions for more than a minute or



two. Thou wouldst think they had no brains!" He then turned his rheumy eyes to me. "So, what can I do for thee?" he asked. When I asked about the body parts, he waved them off as "a failed experiment." He said the experiment failed because he was missing a key component for his spell. He stared at me for a moment then laughed. "Thou art young and strong — perhaps thou couldst acquire the missing ingredient for me!" He then pulled a map from a pocket of his robe and handed it to me. "I will teleport thee to this place and thou hast only to follow the map to —" He broke off with a curse. One of the wandering body parts had emerged from under the table and latched onto his leg.



As he struggled to free himself from the hideous thing, I pocketed the map and slipped from the room, quickly making my way down to my skiff. I wasn't sure what Erstam had wanted me to retrieve for him, but I was sure I didn't want him teleporting me anywhere. As I cast off and set to sea, I could hear him bellowing at his servant for allowing me to escape.

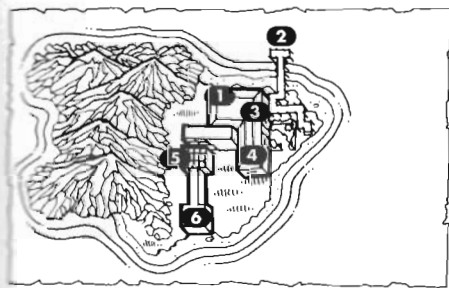
The map the old mage gave me didn't give a location and I don't know what all the markings mean, but I will record them all here in my journal. Perhaps its relevance will be made clear later in my travels.

MAD MAGE KEY

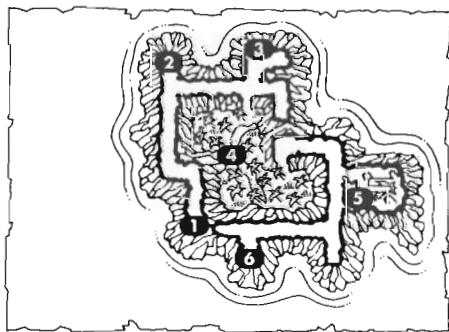
- 1) Bedroom
- 2) Dock
- 3) Laboratory
- 4) Kitchen
- 5) Storeroom
- 6) Serpent Gate

ERSTAM'S MAP KEY

- 1) Entry
- 2) Mushroom grove
- 3) Wildmen's nest / Wildman lair
- 4) Jungle valley
- 5) Lair of phoenix
- 6) Teleporter back to Mad Mage Isle



MAD MAGE ISLE



ERSTAM'S MAP



WHITE DRAGON CASTLE

Friday, Montoriad 3, 452
New Freedom

The sun was beginning to set as I left the isle of the Mad Mage, so I pulled my skiff ashore on the eastern coast of the Serpent Isle and started to look for shelter for the night. In a small hollow, I spied the ruins of a large castle, and made my way toward it through the gathering evening mist.

As I approached the gates, the moonlight filtered through the bare tree branches, sending skeletal shadows across the ground and up the stark castle walls. I found myself looking over my shoulder and starting at shadows as I walked to the remains of the drawbridge.

Once inside the front entryway, I was met with a frightening sight. A ghostly shadow of an elderly man approached me. "Why, thou art late!" he said, "Late, late, late! Thou needest hurry if thou art to join the others."

"Join the others?" I asked. "Why yes," he said, "my other guests."

"Who art thou?" I asked him. "I? Why I am King of the White Dragon Castle. Now, follow me." "Dost thou mean me any harm?" I asked.

"Harm? Harm? Why, child, this is my annual banquet!" he said. "A time for celebration, for rejoicing in the year's harvest. Come, come now and join my guests." I watched as he turned and headed down the hall. "Now," he mumbled to himself, "if I can just remember where my guests are."

He turned and floated into a room. I followed him on what turned out to be a madcap tour of a very strange castle. Through

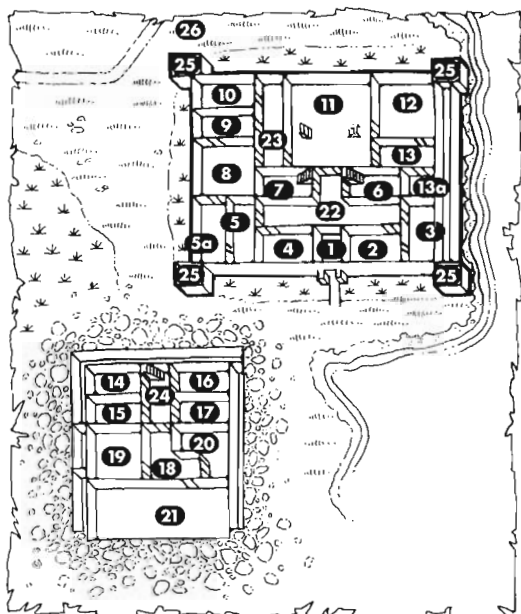
KEY

Main Level

- 1) Entrance Hall
- 2) Mirror room
- 3) Alchemist's lab
- 4) Music room
- 5) Spinning room
- 5a) Spinning room closet
- 6) Library
- 7) Smoking room
- 8) Chapel
- 9) Sitting room
- 10) Nursery
- 11) Ballroom
- 12) Dining room
- 13) Kitchen
- 13a) Storeroom
- 22) Hallway
- 23) Hallway
- 25) Guard towers
- 26) Great Northern Forest Serpent Gate (70 paces north)

Basement

- 14) Northwest bedroom
- 15) Southwest bedroom
- 16) Northeast bedroom
- 17) Southeast bedroom
- 18) Hallway
- 19) Torture chamber
- 20) King's bedroom
- 21) Throne room
- 24) Hallway



WHITE DRAGON CASTLE

secret passages and doors, hallways and rooms we went. At each turn, horrific sights greeted me. Skeletal bodies were strewn about like macabre children's toys, and ghostly figures reached out to me. It seemed we had come full circle and were back at the front door when I began to realize what had happened here.

"Are these some of thy guests?" I indicated several of the skeletons. He stopped a moment and stroked his chin in thought. "Why, yes. Yes, they are," he said. "They've gone on to safety." "Safety?" I cried. "Thou callest this safety?"

"Yes, my child. They are safe from treachery and deceit," he said. "I've made sure they will never suffer like I have." I turned and ran for the door as fast as I could. As I reached the woods in front of the castle, I could hear him calling for me to come back and join the others in safety. I ran on until his wailings were no more than the sighing of the wind, and found a somewhat safer camp for the night.

SKULLCRUSHER

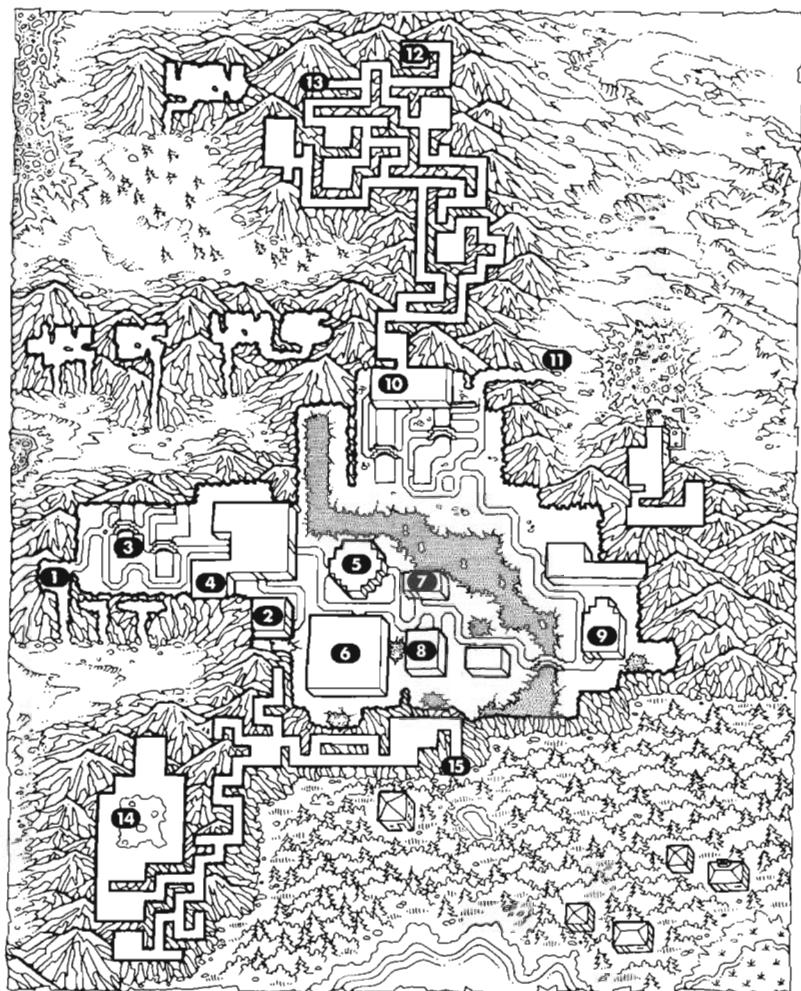
Cuigday, Montoriad 5, 452 New Freedom

The following morning, I was approached by an automaton. It handed me a letter, then left. The letter requested my presence at the home of Vasculio, the mage. I was taken aback, for I knew the reputation of this man. He was a known practitioner of the black arts and had been reprimanded numerous times by the Council of Mages in Moonshade for experimenting with death magics. I had heard that he had eventually been executed for these forbidden practices, though judging by the invitation I held in my hand, those rumors were wrong. The instructions bade me come as soon as I could, so I set out that very day.

I followed his instructions and by late evening found myself at a structure nestled in the foothills of Skullcrusher, former home of the Hierophant of Chaos. Another automaton greeted me at the door and escorted me inside. It is a good thing someone met me, for I observed the door was normally locked with a complicated puzzle device. As I followed the automaton into the cavern, I had the distinct feeling that from every corner eyes followed me. The automaton led me into a large room, told me to wait there for its master and then left. Before I'd had time to investigate my surroundings, a handsome, dark-haired man wearing mage's robes entered the room. He smiled and introduced himself as Vasculio. He said that he had business to conduct with me, but asked if I first would like a tour of his home. I agreed, of course. Vasculio clapped his hands and from the shadows several Gwani appeared. I was amazed that he had enough control over those creatures to use them as guards. When I mentioned this he assured me that if I weren't his guest they would most certainly rip me to pieces.

The tour was amazing, and the more we walked the more I was convinced that Vasculio was quite mad. He spoke again and again of his hatred for the mages of Moonshade and their "persecution" of him. At one point he showed me a tattered curtain and told me that his lab lay behind it.





SKULLCRUSHER

KEY

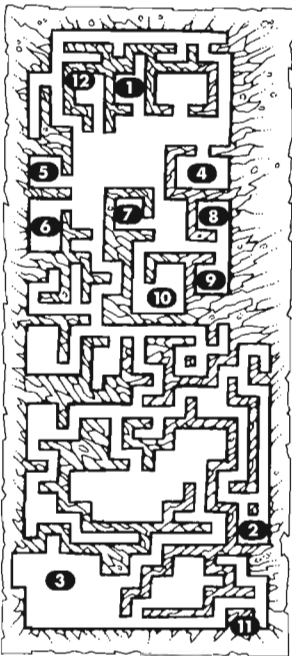
- | | |
|-------------------|------------------------------------|
| 1) Entrance | 9) Ruins of Hierophant's house |
| 2) Library | 10) Serpent Gate |
| 3) Courtyard | 11) Eastern exit |
| 4) Barracks | 12) Stairs down |
| 5) Theatre | 13) Caved-in tunnel |
| 6) Mess hall | 14) Grand Shrine of Chaos |
| 7) Vasculio's lab | 15) Stairs down to Dungeon Level 2 |
| 8) Storage room | |

He refused to allow me in, however, because of "sensitive experiments" he was performing. The tour lasted for what seemed to be many hours. The final part of it took me through miles of dungeons. I recognized one location as the remains of the Grand Shrine of Chaos. I do wish I'd had more time to spend there, for I am sure that great wisdom may be found buried under that rubble, but Vasculio kept me moving. While the cool touch of his pale fingers on my arm sent unpleasant shivers up my back, I was glad for his presence. At a word from him menacing Gwani, growling snow leopards, trolls and other bizarre creatures would retreat into their hidden shadows and leave us unmolested.

When we'd finished our tour, Vasculio took me back to the room where I'd first met him. He told me that he had long wanted to speak with a Xenkan monk as he knew they, too, were intimately familiar with the magics involving life and death. He asked me to reveal to him what I knew of death magics. When I told him that I was bound not to reveal such information, he accused me of the same narrow-mindedness as the mages in Moonshade. He paced to and fro, ranting about how this type of thinking was going to destroy the world. When he turned again to face me, I was certain he would attack. Instead he turned on that charming smile again and with a voice smooth as silk thanked me for my time. One of his automatons then led

me to the door. As I left I could hear him laughing in the distance behind me.

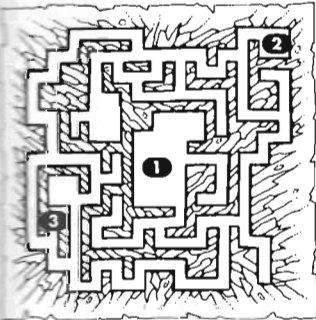
When I felt I was a safe distance away from Skullcrusher and its crazed owner, I sat down and drew these maps from what I could remember. I caution thee, Stranger, if thou shouldst choose to visit this strange place, be careful. I feel I was one of the lucky few that have escaped from Vasculio alive.



DUNGEON LEVEL 1

LEVEL 1 KEY

- 1) Alchemist's shop
- 2) Little Shrine
- 3) Dining room
- 4) Armour shop
- 5) Smithy
- 6) Music shop
- 7) Bakery
- 8) Candle shop
- 9) Sculptor's shop
- 10) Furniture shop
- 11) Stairs down
- 12) Stairs up



DUNGEON LEVEL 2

LEVEL 2 KEY

- 1) Snow leopards' barracks
- 2) Stairs up to Dungeon Level 1
- 3) Stairs up to Skullcrusher

Thus the Hierophant of Order returned to the Spinebreaker mountains and the plans for conquest were born.

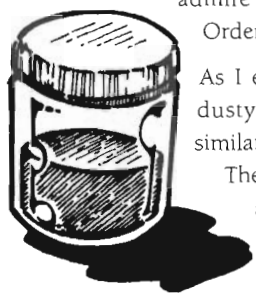
Chapter 36, Stave 12, The Book of Serpents

SPINEBREAKER

Ceithriday, Fawnehdra 14, 452 New Freedom

Being, frankly, shaken from my successive encounters with Erstam, the ghostly lord of White Dragon, and then Vasculio, I decided to investigate a site long since abandoned, with no one to threaten or bully me for a few days. Spinebreaker Mountains seemed an ideal choice. The quote above is the only mention of the location of the Hierophant of Order — I made my way north to see if I could locate his conclave.

What I found truly amazed me. The city was hidden deep within the mountains. It was systematically laid out and easily defensible. I have to admire the thought and cunning of the Hierophant of Order in choosing such a location to build a city.



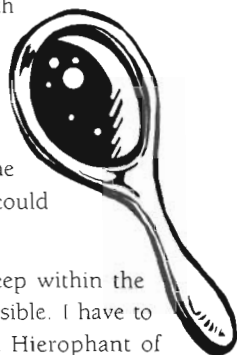
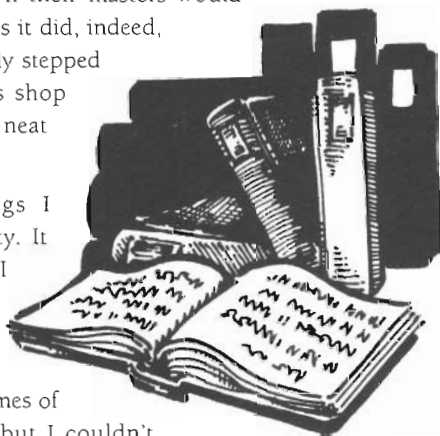
As I entered the city, I fully expected to find it abandoned, dusty and in ruins. What I saw shocked me. Automatons similar to those found in Moonshade moved about the hallway.

They did not seem to notice my presence and busily went about their tasks. I can only guess that these creations have been there since the days of the Hierophant of Order. If so, then perhaps these are the beings that

Xenka referred to in her writings as the "tireless drones of Order." These creations gave me little trouble as I made my way past them.

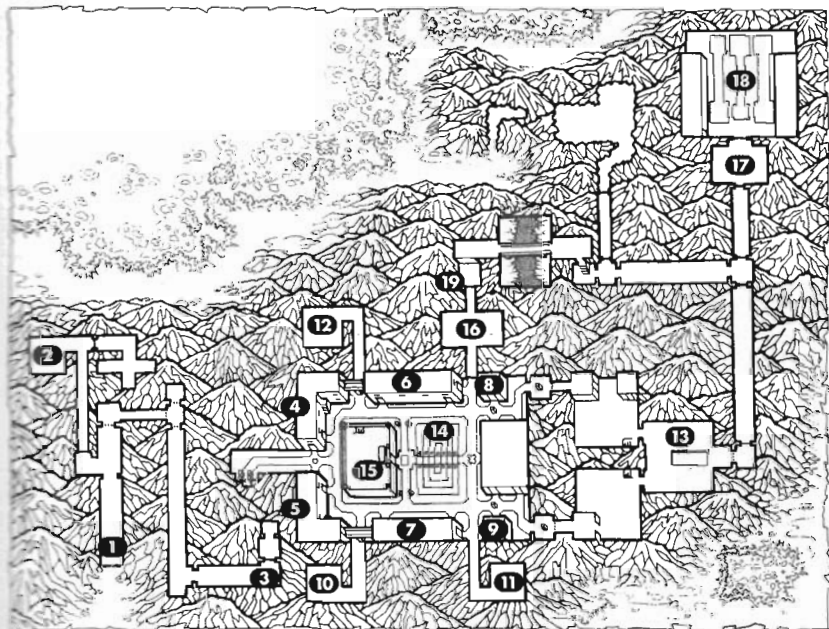
After traversing several hallways, I finally located the secret door into the city. It was an eerie place. Although the city was obviously long abandoned, automatons busily moved about as if their masters would return at any moment. In some places it did, indeed, look as though the people had merely stepped out for the afternoon. The healer's shop even had bandages and potions in neat rows on the shelves.

In one of the smaller buildings I discovered this dusty map of the city. It was so fragile that by the time I copied it into my journal, it had crumbled to dust. I followed it to the home of the Hierophant of Order. I knew that there might be tomes of great wisdom and learning there, but I couldn't



seem to get in. Although I was loath to leave the dwelling unchecked, my time was running short. The Hierophant of Order's puzzle would have to wait for another day and someone else to unravel it.

I journeyed onward toward where the map said the Grand Shrine would be. To get there I would have to pass through what appeared to be an outer temple. It wasn't until I was at the door that I realized it was the Temple of the Dead. A horrid place, I fled and made my way again to the outside. There may be wondrous items in there, Stranger, but I had not the courage to look. I hope that thou mightest be able to find the strength of heart within thyself to brave this frightening place.



SPINEBREAKER

KEY

- | | |
|--------------------------|---------------------------------------|
| 1) Entrance | 14) Serpent Gate |
| 2) Blacksmith area | 15) Temple of the Hierophant of Order |
| 3) Weapon storage | 16) Temple of the Dead |
| 4) Weapons shop | 17) Entrance to Grand Shrine |
| 5) Armour shop | 18) Grand Shrine |
| 6) Healer's shop | 19) Magic carpet chamber |
| 7) Clothes maker's shop | |
| 8) Well house | |
| 9) Winepress | |
| 10) Chapel of Ethicality | |
| 11) Chapel of Logic | |
| 12) Chapel of Discipline | |
| 13) Bathing room | |

MOONSHADE

Ceithriday, Moonehdra 19, 452 New Freedom

Moonshade. Home of sorcerers. Home of magic, both dark and light. It was with great trepidation that I approached this city. I wasn't sure what I'd find or how I'd be received.

As I walked into the city, I passed what appeared to be a winery. Surely this must be where the fabled magic wine of Moonshade is made! Sitting in the street was a rather ugly old beggar woman with something in her hands. I asked her where I might find an inn. She blinked up at me with a lost smile and told me her name was Mosh. She then held out her hands and asked if I'd like to pet her friend. I was rather taken aback when I realized that her "friend" was actually a very large rat! She rattled on about rats and men and how much they love music. By then I was very sure this pitiful woman was quite mad and I said good-bye. I made my way up the street, hoping she was not representative of all the populace of Moonshade!



I stopped at a place called the Capessii Canton to ask directions. It was a very nice shop and carried a varied inventory. A woman behind the counter was waiting on a slightly built young man with a worried expression on his face. I introduced myself and asked for some assistance. The young man introduced himself as Pothos. He said he was the town's apothecary and had stopped in for a few items he needed in his shop. The woman behind the counter said her name was Bucia. She asked me my name and wondered what I was doing in Moonshade. I politely told her my name and that I was gathering information about every town on Serpent Isle. She looked me up and down for a moment, then told me that the Blue Boar Inn, the best source of local gossip and news, was just across the street. Pothos added that I should be able to find at least one person there who could help me. I thanked them and left the shop.

The Blue Boar Inn was bustling. The barkeep was a surly little man who called himself Rocco. He took my order and I made myself comfortable at a small table. When my supper arrived, I found myself staring at the strangest barmaid I had ever seen. It, or rather, she, was an automaton. She said her name was Petra and if I needed anything else to let her know. As I stared at her retreating back I heard someone chuckle. A tall man pulled out the other chair at my table and asked if he could join me. Before I could answer he had seated himself and called for some ale. He said his name was Stefano. He could tell I was new in town and offered his assistance. I told



him I was looking for information about the town of Moonshade. He said he could certainly provide me with that. He noted that I had already met Petra and Rocco. He said that Petra was indeed an automaton who had escaped from her maker, Torrissio. She had made her way here, to the Blue Boar, where Rocco took her in. I asked him why Petra would wish to leave Torrissio. Stefano turned his head and spat. "That for Torrissio. He's a hard man, a cruel man. He — shall we say, enjoys inflicting pain. Petra is far better off here with Rocco. And personally," Stefano winked, "I think there is more to their relationship than meets the eye."

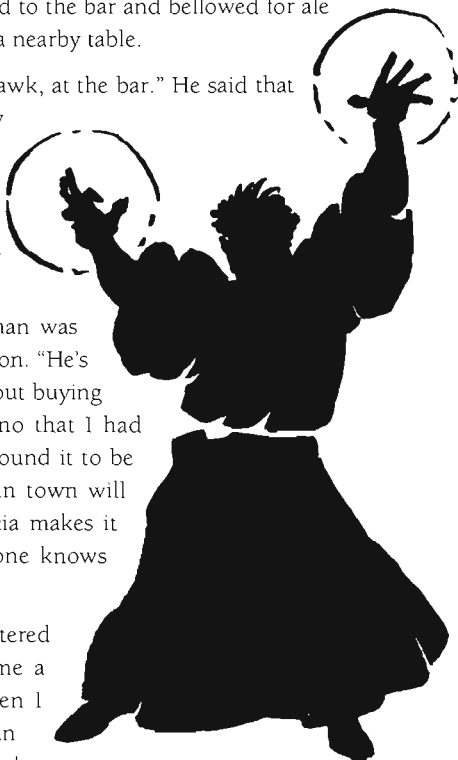
He pointed out a pair of men sitting at a table in the corner. "The dour looking one, that's Ducio. He is the master artisan in this community. Without him the mages couldn't conduct any experiments, for he makes their apparatus." He added that Ducio was a good man, although certainly not one to waste words in a conversation. The other, he told me, was Fedabiblio, headmaster at the Seminarium where mages learn their arts. He said that Fedabiblio was not a bad man, but was still feared and disliked all over Serpent Isle. It falls to him to test each child on the Isle for magical prowess. He brings those that have promise to Moonshade to study at the Seminarium. "He's probably here to escape Frelì," Stefano said. Apparently Frelì is a young mage at the school. "I hear Frelì has a lot of promise, but at the rate he vexes Fedabiblio, some wonder if he'll ever get out of the Seminarium."

At that moment two more men walked in. The shorter and younger of the two was dressed like a sailor. He walked to the bar and bellowed for ale while the older man took a seat at a nearby table.

"That," said Stefano, "is Captain Hawk, at the bar." He said that the captain makes his living by ferrying people around the island in his ship, the *Arabella*. "He must make a good living at it — he's in here a lot, drinking the finest ale."

According to Stefano, the older man was Flindo, owner of the Capessii Canton. "He's rarely there, though. He travels about buying things for his shop." I told Stefano that I had been to the Capessii Canton and found it to be very nice. "Well, then, everyone in town will soon know thou art here, for Bucia makes it her business to make sure everyone knows everything."

At that moment, a young man entered the Blue Boar Inn. He handed me a sealed square of parchment. When I opened it, I was shocked to find an invitation to a banquet at the



Magelord's Palace. And it was being held in my honor! My surprise must have registered on my face, for Stefano just laughed. "Let me guess — another banquet? It is always so. Filbercio loves nothing more than to summon the mages together and hold court." Stefano finished the last of his ale and stood. "Well, then, Milady, I have enjoyed thy company and if I can be of service again, please do not hesitate to contact me. I leave thee now to the care of Filbercio, the Magelord." He turned to leave.

The messenger stood by my table. "If it pleases Milady, Filbercio, the Magelord awaits thee at his palace." Not knowing what else to do, I stood and followed the young man out.

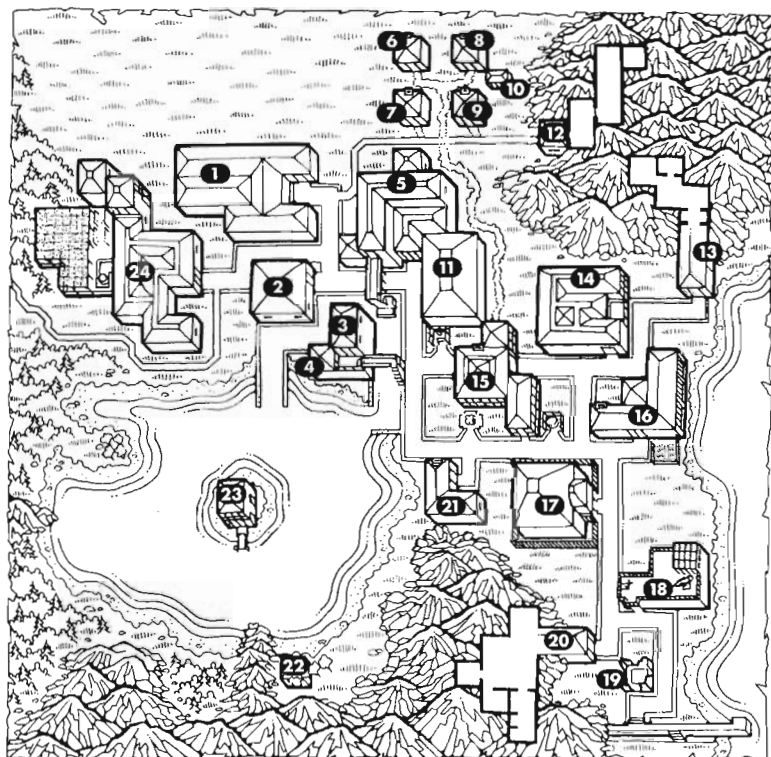
When we reached the palace, the guests had already begun to arrive. I was ushered into a huge banquet hall. At the head table stood a man who could only be Filbercio. His robes were lushly embroidered and he dripped gold jewelry. He greeted me with flowery language and bade me sit at his right hand. As more guests arrived at the head table, he introduced each one to me. Not only was each a mage, but most of them seemed to be specialists of one sort or another. There were so many, my head was swimming, but I will try to recall names and my impressions of each.

The first was Rotoluncia. Filbercio introduced her as a member of the Council of Mages, the governing body of Moonshade. Throughout the evening I heard her referred to as the "Red Mage." When I asked Filbercio about this, he said fire spells are her specialty. She did not seem overjoyed to see me at the banquet. I believe her only comment to me was something to the effect of how she hoped I was enjoying her normal spot at the table. I feel she can be somewhat short tempered and more than a bit arrogant — the name Red Mage is not solely derived from her spellcasting specialty.

Sitting next to her, I recognized Fedabiblio and, to his right, Andrio. A handsome young man, he brashly winked at me when his name was called.

Beside Andrio sat Columna. For some reason, I was suddenly minded of the ugly beggar woman in the streets, although the two women were certainly not at all alike. To the right of Columna sat her husband Melino. A quiet man, he said little during the dinner. I found out that his specialty is research. Mages who need help researching a spell or component ask Melino and he uses his powers to find out what he can.





MOONSHADE

KEY

- | | |
|----------------------|------------------------------------|
| 1) Blue Boar Inn | 13) Rotoluncia's manor |
| 2) Capessii Canton | 14) Frigidazzi's manor |
| 3) Apothecary | 15) Bazaar |
| 4) Pothos' home | 16) Stefano's manor |
| 5) Magelord's palace | 17) Column and Melino's mansion |
| 6) Bucia's house | 18) Gustacio's manor |
| 7) Ducio's house | 19) Serpent Gate |
| 8) Topo's house | 20) Seminarium |
| 9) Flindo's house | 21) Torrissio's manor |
| 10) Mosh's hut | 22) Catacombs' gate |
| 11) Council of Mages | 23) Filbercio's retreat |
| 12) Mortegro's manor | 24) Ranger headquarters and winery |

Across from Melino sat Frigidazzi. While she is nothing less than beautiful, her beauty had a certain coldness to it I found disconcerting. Filbercio called her the Ice Sorceress and said her magic springs from the frozen realms.

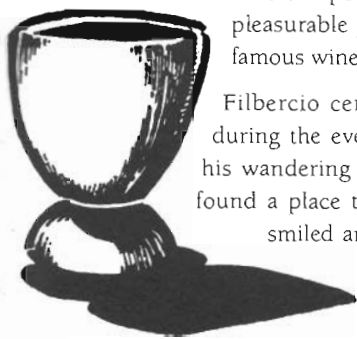
Gustacio sat next to Frigidazzi. Filbercio introduced him as another member of the Council of Mages. He called Gustacio a "valuable member of society" and praised his knowledge of weather spells. The next mage I knew even before Filbercio called his name. The cold eyes, the cruel set of the mouth could only be

Torrissio. Filbercio said he is master of automaton, and I shivered as I thought of poor Petra suffering at this man's hands.

Next to Torrissio was a man dressed in black robes. Filbercio introduced him as Mortegro. He seemed a nice man and smiled at me in greeting. I almost choked on my wine when Filbercio said his specialty is death magic, particularly speaking with the dead.

To Filbercio's left sat Julia, who is the Captain of the Rangers, and next to her sat Ernesto, her lieutenant. They said little during the evening, but I did catch Ernesto sneaking glances at Julia with more than respect in his eyes. Filbercio said that the Rangers are the pride of Moonshade. They serve as the city guard. He went on to offer a toast to the brave Rangers who had given their lives in an ill-fated attempt to rid the Catacombs of the dreaded Rat-Men. He said that the Rangers not only





have the perilous job of guarding the city, but also the pleasurable job of overseeing the wine press where the famous wine of Moonshade is made.

Filbercio certainly had his share of that famous wine during the evening, and more than once I had to remove his wandering hand from my knee. He asked if I had yet found a place to stay in Moonshade. I told him I had. He smiled and leaned closer to me. "I have a lovely little place on an island in the middle of the lake, very — private. Perhaps thou mightest like to stay there." I politely declined, since

I had already paid for my room at the Blue Boar Inn. He shrugged his shoulders and said if I changed my mind, his offer still stood.

As the dinner wound down, he began to tell of his latest accomplishment, a prison that he said was inescapable. "The best part is that to establish their innocence, the accused must escape! Think how much we will save in court costs!" He asked me if I would like a tour and I agreed. Julia scowled at him and said that outsiders shouldn't be taken into the prison. "It is my crowning achievement!" he replied, "I shall show it to whomever I please!" He turned and took me by the arm. Come," he said, "I shall show thee!" With that he led me out the door.



MOUNTAINS OF FREEDOM *Cuigday, Moonehdra 20, 452*

New Freedom

Mountains of Freedom — what a terrible joke that name is. I can not believe anyone would set such horrible traps, even for convicted criminals. But I get ahead of myself.

Filbercio took me to a small room off the banquet hall. He explained that normally criminals would be teleported into the prison from the jail, but he could also do so from where we were.

After he cast the spell, my vision cleared and I saw we were in a large room. I looked about and realized there were no exits from the room. I heard Filbercio chuckle. "Shall we see how long it is until thou findest thy way out?" I turned to look at him and my horror must have shown in my face for he patted my arm. "No, don't worry thy pretty head, I wouldn't do that to thee. Here, let me show thee." He led me to a secret exit

from the room.

This exit led to a complex maze. Although I found his company distasteful at best, I clung to Filbercio's arm for fear of being separated from him. Another secret door and more twisting passageways led to a teleport pad. "And this is merely a small part of the whole!" Filbercio boasted as he ushered me onto the pad.

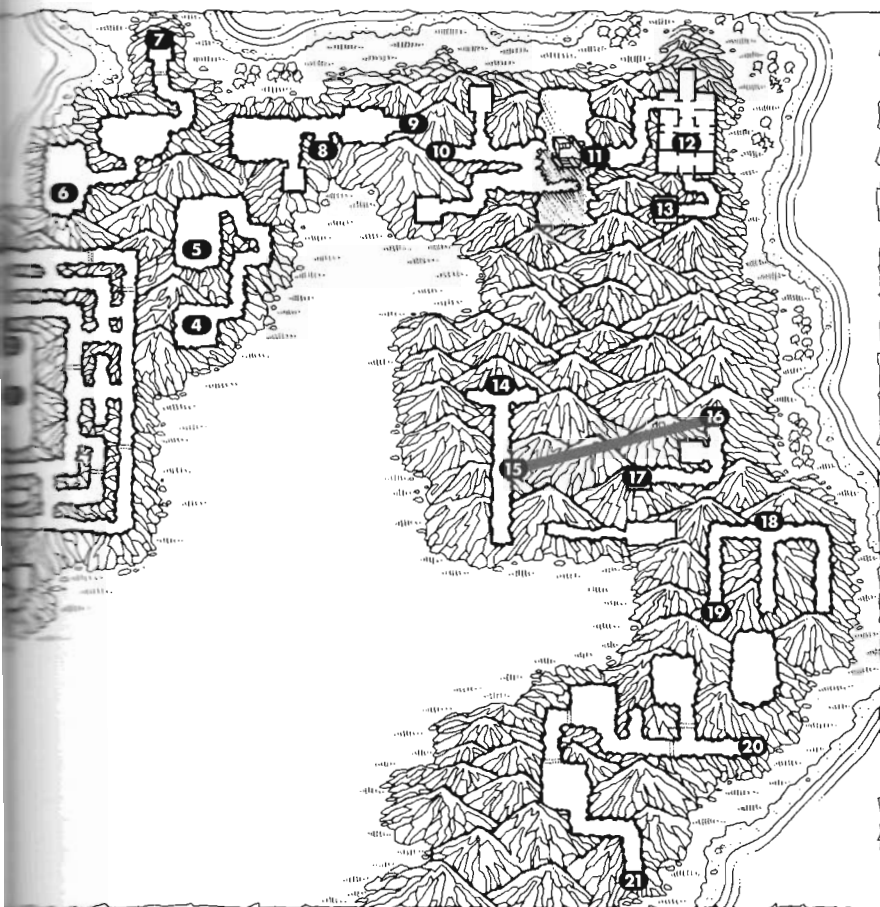
From there on we traveled a maze of passageways, teleport pads, tricks, traps and puzzles. At one point we were teleported into a room with three exits. On the wall a sign challenged, "Pick One Or Die." Filbercio asked me to choose our exit way. I thought for a moment then replied I would not. He laughed and said that was a wise choice, as to choose the wrong exit did, indeed, result in death. He then led me through the exit to the far west.

Our tour lasted all through the night. It was dawn when our tour came to an end in a small room where a teleport pad returned us to Moonshade. Filbercio made one more attempt to lure me to his island hideaway, but I made excuses and escaped to my room at the Blue Boar Inn. Only after I had reached my room and quickly sketched out as much of the maze as I could remember, did I finally lie down and sleep.



Key

- | | |
|---------------------------|---|
| 1) Entry room | 13) Teleporter to 14 |
| 2) Secret passage to maze | 14) Teleporter from 13 |
| 3) Teleporter to 4 | 15) West end of secret passage |
| 4) Teleporter from 3 | 16) East end of secret passage |
| 5) Teleporter to 6 | 17) Bell room; teleporter to 18 |
| 6) Teleporter from 5 | 18) Death choice hall; teleporter from 17 |
| 7) Teleporter to 8 | 19) Teleporter to 20 |
| 8) Teleporter from 7 | 20) Teleporter from 19 |
| 9) Teleporter to 10 | 21) Teleporter to Moonshade |
| 10) Teleporter from 9 | ■ Invisible Paths |
| 11) Drawbridge and winch | |
| 12) Lever puzzle room | |



MOUNTAINS OF FREEDOM

MOONSHADE CATACOMBS

Aonsday, Ospria 1, 452

New Freedom

After my exhausting journey through the so-called Mountains of Freedom, I slept for many hours. It was late in the afternoon when my stomach finally woke me. I washed up, then stepped into the tavern room of the Blue Boar.

As I waited for my food, Julia entered the tavern and made her way to my table. "Please forgive my inhospitality last night. I was thinking only of thy safety when I tried to prevent thee from entering the Mountains of Freedom. I have ever been concerned for people's safety since losing so many of the Rangers in the Catacombs." I thanked her for her concern and asked what exactly had happened to that ill-fated group.

She replied that the Rat-Men had become a problem for the town, emerging from the Catacombs at night to raid shops and homes. She selected a troop of Rangers to go into the Catacombs and deal with them. She had no idea that the Catacombs were a direct link to the realm of the Daemons. Although she never actually saw a Daemon, she is sure they are there.

There could be no other explanation for the intense heat in the far reaches of the Catacombs. "It gets so hot, no living being could possibly exist for more than a few moments there."

I asked where these Catacombs were. She said the entrance was on the south end of town, but only she had the key to its gates. When I asked her for the key, she looked at me incredulously. "Surely thou dost not intend to go down there!? I intend no insult, but if the finest of the Rangers could not survive, then thou hast little chance!"

I told her that I understood the dangers, but the future of Serpent Isle hinged on information I might find there.

She considered me for a moment further. "I'll not give thee the key, for if I did, thy death would be but one more upon my hands." She paused and lifted her mug to finish the last of her ale, then pushed her chair back. "But occasionally the guard



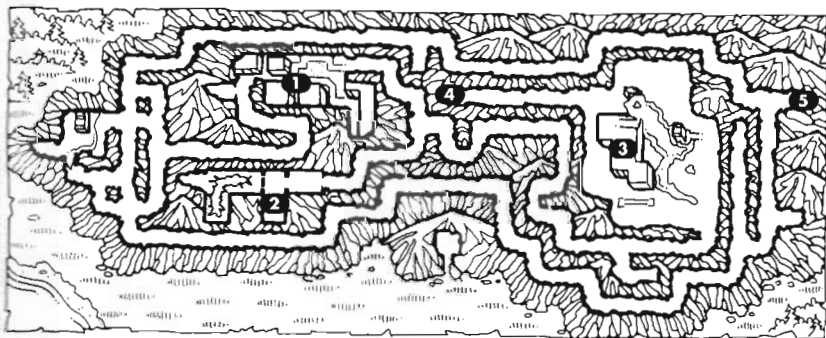
forgets to check the locks on the gates at night." She threw a coin on the table and left the tavern room.

The question was how I might survive the heat. I then remembered my night at the banquet, and Frigidazzi, the master of cold spells. I resolved to visit Frigidazzi to see if she had a spell that might aid me.

Frigidazzi was a bit difficult to deal with — her appetite for lust was unprejudiced — but I managed to purchase a spell she said would protect me. I am always leery of relying on another's magic, but I had little choice. If there are Daemons in the Catacombs, they might have information on the Stranger. I arrived at the gates to the Catacombs very late. Just as I suspected, the gates were unlocked. I entered and moved cautiously into the dark.



Xenka, herself, must have been watching over my progress, for I managed to slip by the village of Rat-Men without being seen. Further down the winding tunnels I came to an abandoned Ranger outpost. There I found the entrance to the Furnace Mountains.



MOONSHADE CATACOMBS

KEY

- | | |
|--------------------------|----------------------------------|
| 1) Rat-Men village | 4) Entrance to Furnace Mountains |
| 2) Crypts | |
| 3) Abandoned ranger post | 5) Entrance from Moonshade |

FURNACE MOUNTAINS *Aonsday, Ospria 1, 452 New Freedom*

As I passed from the end of the Catacombs into the beginning of the Furnace Mountain tunnels, I felt the heat increasing. It was an intense, oppressive heat and without Frigidazzi's spell, I am certain I would not have survived. I crept down the hallway. What I found stunned me. The remains of a huge guard tower stood like a brooding giant over the pathway. I operated the button and lever I found there, and the two doors to the south slid open.

I first passed through the westernmost door. This led into a long passage that ended in an area trolls have made their home. By staying to the shadows and moving very quietly, I managed to avoid their patrols. I moved quickly through their lair, mentally mapping it as I went. In one of the larger rooms, I found a locked door. I would have liked to know what treasures the trolls guard, but as there were a number of sleeping trolls in the room, I dared not stay long enough to find out.

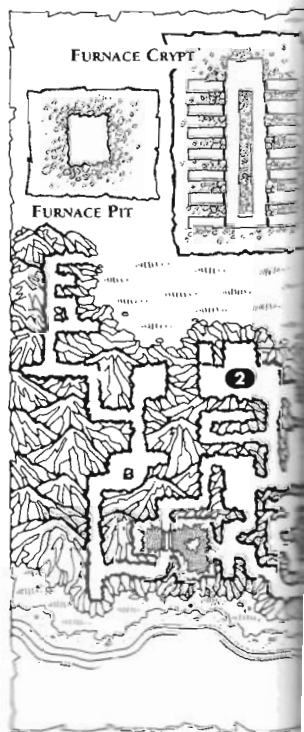
I made my way back to the guard tower and the other open door. Through it I found the remains of another Ophidian city. The strangest thing about this city is that everywhere I found Daemons, yet they all slept. Again, I did not dare try to waken them, but as I walked among them in their homes and shops, they stirred not a bit.

Eventually, I came upon the remains of a huge library. Oh, what knowledge that place once held. I am afraid, though, the books have all been ruined. Perhaps, Stranger, thou mightest find one or two that are salvageable, but I was unable to.

I wandered about this time-frozen city for quite a while before I came across what I could only imagine was the palace. I had grown quite complacent by then; I had seen no Daemons save those that slept and I had been challenged by no other beasts, and so I boldly entered the palace.

As I crossed into the main chamber of the building I saw a Daemon sitting upon what could only be a throne. I assumed he, like the others, was lost in sleep and so I walked forward to examine his chair. When he opened his eyes to look at me, I nearly fainted from shock. I drew back and prepared to cast a spell, but the pain and weariness in his eyes stopped me. I could tell it was an effort to rouse himself enough to speak. He looked at me and inquired as to my business there. Not quite knowing how to address him, I introduced myself and explained I was seeking information of the Stranger.

At my mention of the Stranger, his eyes opened wide. His voice sounded tired and his manner of

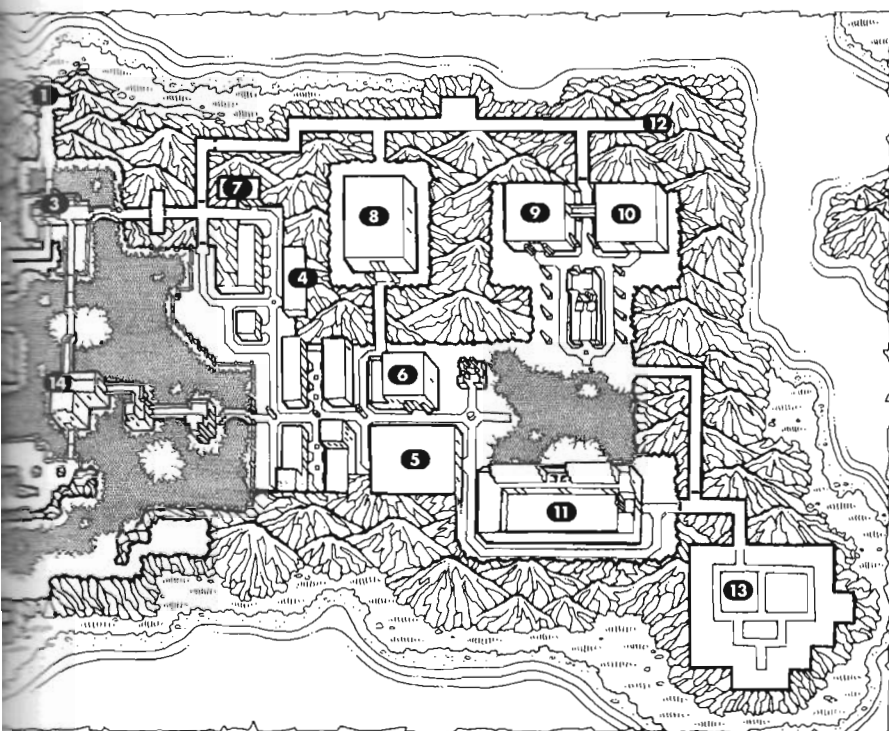


speaking was difficult to follow. He said that a great sickness had fallen upon his people. This sickness caused them to fall into a deep slumber from which they could be roused only with great difficulty. He said that as they slept, they dreamt. He knew this, for he had almost succumbed to the sickness himself. He fought it off now only by sheer strength of will and a desire to find a cure. In these dreams, his people saw a Hero who would come and cure their sickness. (He could tell that I was not this Hero, and hid his disappointment poorly.) He said that only by restoring health to the island could his people be cured. He had a test of purity, he said, that only the Hero could pass. He didn't know how much longer he could hold on, and he hoped the Hero would come soon. After that he closed his eyes and said no more.

I made my way back to the Catacomb gates just as dawn was once more approaching. I was surprised to find Julia standing there. She was most glad to see me and told me that had I been only a few moments more, she would have sent a squad of Rangers down after me. I thanked her for her concern and made my way back to the Blue Boar Inn. There, as I was falling asleep, I considered again the words of King Zhelkas, the Daemon on the throne. I think that the Hero who will save his people and the Stranger of whom Xenka spoke are one in the same. I only hope thou arrivest in time!

KEY

- 1) Entrance from Moonshade catacombs
- 2) Troll sleeping chamber
- 3) Guard tower
- 4) Tavern
- 5) Bath house
- 6) Library
- 7) Armoury
- 8) Conjury
- 9) Palace
- 10) Temple and Serpent Gate
- 11) Amphitheater
- 12) Stairs to crypts
- 13) Park
- 14) Guard tower



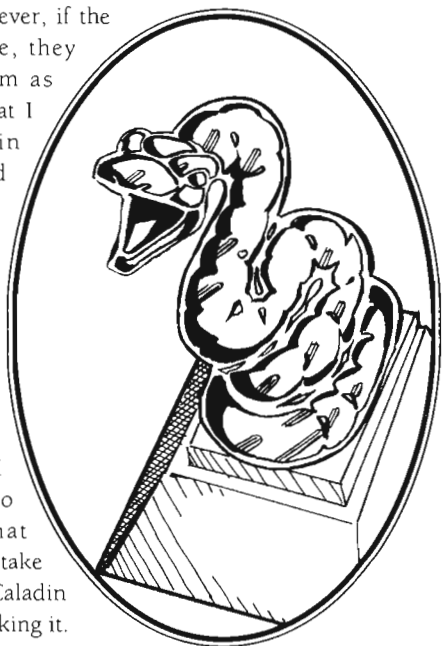
FURNACE MOUNTAINS

MONITOR

Dasday, Ospria 12, 452 New Freedom

I was born just outside Monitor, so walking through the gates was like coming home. However, if the people in the town remembered me, they didn't show it. I remembered them as friendly, albeit a bit stiff-necked. What I came to realize during my stay in Monitor is now that I am an adult and not one of their knighthood, they have very little to say to me. I feel it is only because I am a Xenkan monk that they speak to me at all.

I made my way to the tavern and was pleased to see Simon still ran the place. He tried to get me to take a taste of his "special" ale, but I knew that old trick and politely declined. I asked if any strangers had come into town recently. He said no, but that anyone coming to town would wish to take the Test. He suggested I check with Caladin and see if anyone had inquired about taking it.



The Knight's Test is a rite of passage for young warriors.

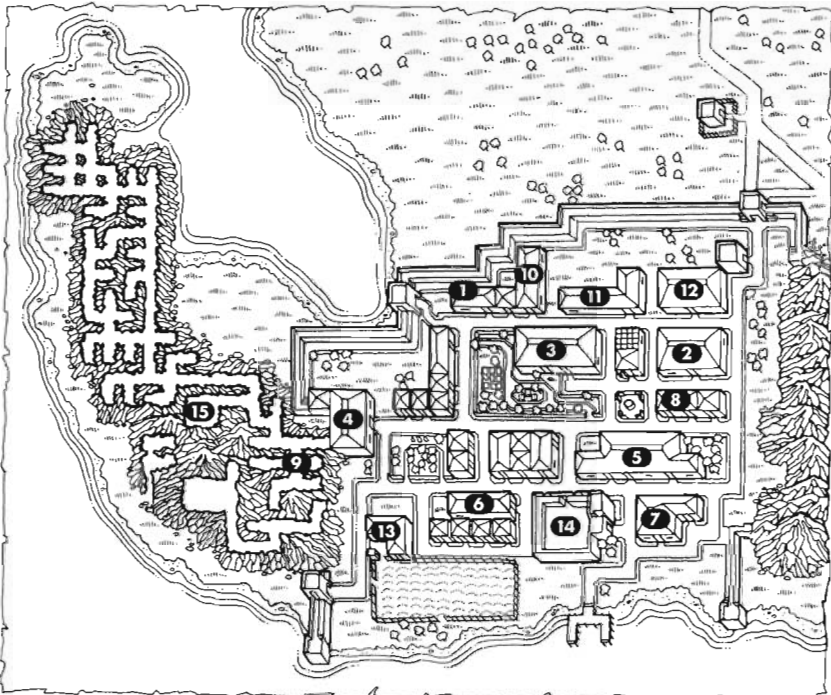
Those who survive win the right to have Lydia (at the tattoo parlor) tattoo their chosen clan symbol on their face. I have never been sure of what the test consists, but I have heard it is not as difficult as many make it out to be. The people of Monitor take this test very seriously as a measure of a person's worth. Anyone who wishes to get along in Monitor had better take the Knight's Test.

When I found Caladin, he was at the training field with Shazzana. Shazzana is a gruff warrior who takes her temper out on her students. I asked them if anyone had inquired about the Test recently. Caladin thought for a moment and then answered no. I was about to ask him more, when a surly-looking warrior entered. Caladin introduced him as Luther. Luther looked me over and threatened to toss me out of the city for my lack of face markings. Shazzana then upbraided him for insulting a Xenkan monk. Their fight escalated and look as though it would come to blows, so I quietly slipped away.

I stopped by the Crematorium to see if old Renfry was still there. He was always a bit forgetful, so I wasn't too surprised when he didn't remember me. He did offer me a job, though, and the pay wasn't too bad. I said I appreciated the offer, but had important business to attend to. I then asked him if he had seen any strangers in town recently. He scratched his head and said he hadn't noticed, but he'd been busy preparing the memorial for a man who had recently disappeared and was presumed dead. "His widow is the town healer," he said. "She's taking it quite hard. She's often in the crypts, mourning for him." "How very sad," I said, then thanked him for his time and left.

I made my way back to the inn where I planned to stay the night. In the tavern room was a man named Brendann, who offered to buy my dinner. I said no, but thanked him for the offer. He then offered to buy me an ale. I again declined, politely. When he offered to share my bed, I had to ask him to leave me alone. As Brendann left, Simon chuckled and said that Brendann and Lucilla often propositioned visitors that came to town. "They're two of a kind, they are."

The next day I wandered about the town, trying to find old friends and acquaintances from my childhood. I was frustrated at every turn as they all refused to recognize me without a clan marking. I didn't have time to take their test so that I might be accepted (even if I did, I have a feeling that Test may be much more difficult than reported) so I left the city and headed for the town of Fawn.



MONITOR

KEY

- | | |
|------------------|------------------|
| 1) Fur shop | 9) Crypts |
| 2) Inn | 10) Provisioner |
| 3) Town hall | 11) Blacksmith |
| 4) Crematorium | 12) Jail |
| 5) Pub | 13) Healer |
| 6) Training hall | 14) List fields |
| 7) Banquet hall | 15) Serpent Gate |
| 8) Tattoo parlor | |



SLEEPING BULL

Ceithriday, Ospria 14, 452 New Freedom

Just before Bull Tower, guarding the road north from Monitor, I reached the Sleeping Bull Inn. It is known to all of Serpent Isle as a place travelers may find a soft bed, good food and a cheerful fire to warm themselves by as they rest from their journeys.

I arrived in the evening hours. In the tavern room a sweet looking woman was serving food and drink. I gave her my name and asked for a glass of ale and something to eat. She replied that her name was Devra. At that moment I heard someone bellowing in anger at "that blasted fool, Theron!" Devra wrung her hands and apologized for the uproar. "I wish Angus would be just a little more patient with him," she said.

She told me Angus was her husband and together they ran the Sleeping Bull Inn. When their sons, Argus and Wilfred, left home, she thought Angus could use some help around the inn, and so she hired Theron. "I guess I never should have done it," she sighed. "Angus didn't have any patience with our boys. I certainly shouldn't expect him to have any with someone who is a bit — well, slow." The doors from the kitchen slammed open and a large, dark-haired man stormed in. "Devra, you are going to have to do something about that —" He saw me and forced a smile. "I'm sorry, I didn't know we had a customer." I smiled and introduced myself. "I apologize for my first impression," he said. "To show that we are not so very rude, I invite you to enjoy our hospitality, as our guest." He turned to Devra. "Serve her our best meal and when she is ready to retire, show her to our finest room."

The meal was excellent. When I had finished, Devra took me to a lovely room and bade me goodnight. I was about to hang my traveling cloak in the closet when I noticed a lever on the closet wall. I called to Devra and asked her what it was for. She shrugged her shoulders and said she did not know, but there was one in every room. "I'm surprised there aren't any in the basement. This inn was built by Angus' grandfather, Silverpate," she said. "There are many strange things about it."

The name Silverpate was familiar to me. "Is that Silverpate, the pirate?" I asked. She nodded. "That is something Angus doesn't like people to know. He'd rather forget he's related to that cutthroat." "The stories say that Silverpate left a great treasure hidden somewhere," I said. "That's nothing but bedtime tales for children," she replied. "The only thing he left was this inn, though it is treasure enough for the living it has brought us." I thanked her and she closed the door as she left.

Late that night I was unable to sleep for thinking of the levers. I lit a small candle and went to the closet. After studying it for a moment, I decided to check out the lack of levers in the basement. With that I slipped out the door and into the darkened tavern.

I soon found the steps leading down to the basement. After about an hour of searching, I had almost given up. I leaned for a moment on a stack of wine casks and idly drew my fingers across the dust on the top of the casks. "These are so

dirty, Silverpate himself must have put them here," I thought. With that thought I turned to look between the casks to the wall behind it. There on the wall I thought I could make out what might be the outline of a small door. I quickly moved as many of the casks as I could and a door was revealed. I slid it open to find a small hallway ending in an alcove. In this alcove was a lever — I'd finally found one down here! I threw it and nothing happened. Disappointed, I returned to the basement, where I was surprised to see a door had opened in the southwest corner of the room.

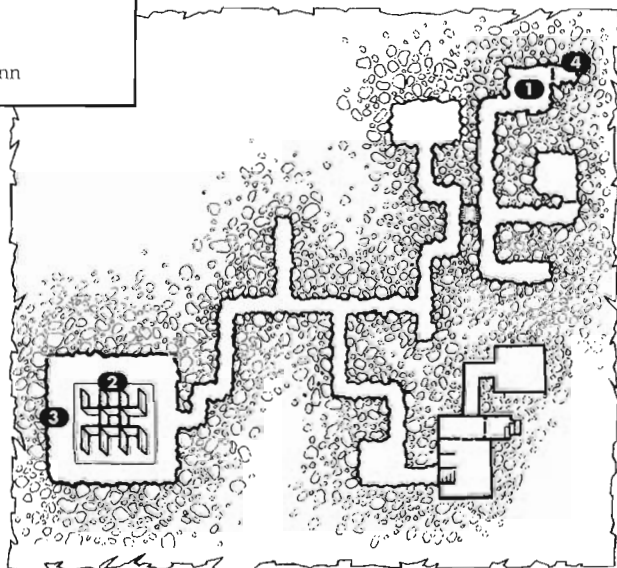
Behind the door were stairs leading even further down. I stepped out onto them and down into the darkness. I soon found myself wandering about in cold, dank caverns. At the end of one of the tunnels I found another Serpent Gate. Oh, to know the secret of how they work! I feel it would make my journey so much easier! By the gate were two chests. Banded with strong iron, they were formidable even though they were quite old. In one of them I found a map to what I assume is Silverpate's treasure. I left it there, for the time being — my current concern is not riches, but rather the deliverance of our land. I did not try the other chest, for I feared it might be trapped, but I would have started with the central lever if I had dared.

I returned to the basement room, pulled the lever to shut the sliding door and then restacked the wine casks. By the time I found my bed again, I was tired and fell at once into a deep sleep.

Days later, I realized that as widely traveled as Silverpate was, the map I had left behind might indeed lead to treasure, or it might lead anywhere else as well — possibly even to the Dark Path. Oh, what irony, if I have overlooked the one solid clue to discovering that elusive goal!

SLEEPING BULL CAVERNS

- 1) Serpent Gate
- 2) Lever Room
- 3) Chest
- 4) Teleporter to inn



SLEEPING BULL CAVERNS



FAWN

Cuigday, Sosariad 15, 452 New Freedom

The first thing that struck me about Fawn was the beauty of its white stone houses. With their red tile roofs and neat gardens set against the backdrop of a sparkling blue sea, they make the town both picturesque and charming. I entered the city through the gatehouse and found myself in a lovely plaza. Two young women were standing there, talking together. I approached them, introduced myself and asked their names. One of the women was Alyssand, the town's weaver. Telling me she had recently become engaged to a sailor, she showed me her silver engagement ring. I admired its beauty and complimented her fiancé on his excellent taste. The other woman, Delphynia, was an herbalist. She served as apprentice to the town's healer. I explained to them that I was looking for information about Fawn, and they directed me to the Broken Oar, a tavern, where the Great Captains were meeting. The Great Captains, Delphynia explained, served as advisors to Lady Yelinda, the leader of Fawn. Their names were Joth, Garth and Voldin.

When I entered the Broken Oar, I asked where the Great Captains were meeting. The barkeep was a surly old fellow named Jendon who told me he was not just a barkeep, but the owner of the place, and demanded that I treat him as such. I apologized and explained that I meant no offense. He seemed appeased and offered me some ale. I accepted and was handed a mug of rather brackish looking liquid. The taste was so foul as to bring tears to my eyes, so I set the glass down and asked again where the Great Captains were. He directed me to three men sitting at a corner table.

As I approached them, they interrupted their conversation and looked at me expectantly. I told them I was looking for information on their city. They took the time to tell me that their job was to deal with the day-to-day running of the city so that their fair leader, Lady Yelinda, would not have to be bothered with such mundane matters. They also told me that Kylista served their city as the Priestess of Beauty, and gave me directions to the temple so that I might meet with her. Although they were polite and helpful, their attitude was somewhat patronizing.

When I arrived at the temple, I received the distinct impression that Kylista was not overjoyed to see me. She told me of a device called the Oracle that was housed in the temple, fashioned by the ancient mages of Sosaria. It was made to discern between falsehood and truth. I found this quite interesting and asked her if the Oracle would offer insight into Xenkan philosophy. At this, Kylista curtly informed me that she had no time to deal with those who did not follow the way of Beauty and bid me good-bye. I found her attitude peculiar and wonder if there isn't more to this "Oracle" than what the people of Fawn are being told.

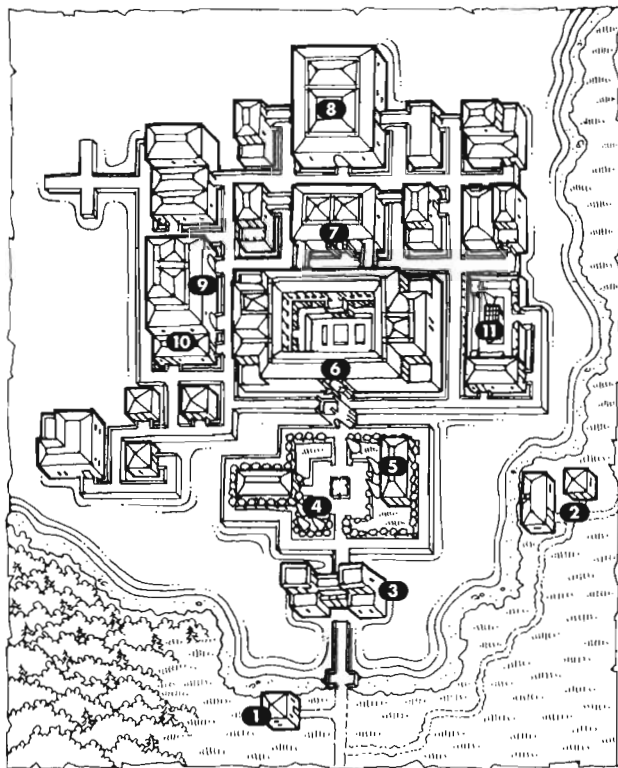
I made my way to the palace and asked for an audience with Lady Yelinda. A rather unsavory character named Zulith introduced himself as Lady Yelinda's advisor and asked my name and business. He noted this dutifully and scurried off. He returned rather quickly and told me that Lady Yelinda offered her greetings, but could not be disturbed. He said I would have to come back another time. When I asked about a specific time, he shrugged his shoulders and said

perhaps in a week or more. I told him that my business was urgent and could not wait that long. He apologized but said that his orders were express: Lady Yelinda was not to be disturbed. He then ushered me out the door again. As the door shut behind me, I had the distinct feeling that no matter how long I waited, I would never get to see Lady Yelinda. All the more unfortunate, because I was told she possesses the key to the Fawn Serpent Gate (under her throne room).

Leaving the palace, I was almost run down by a handsome young man dressed in the uniform of the town guard. He apologized and introduced himself as Jorvin. I guessed by the stripes on his uniform that he was captain of the guard. He said he was on his way to deliver a message to Lady Yelinda. I told him that I had just been refused an audience with her. He said he was sorry I had come so far only to be turned away, but if Lady Yelinda hadn't been able to see me, then she must, indeed, be very busy. He then excused himself and hurried off into the palace. He seemed a most sincere and likable fellow.

Before I left the town, I decided to stop at a small provisioner's shop. There I met an odd fellow named Delin. I bought several items from him, but through it all he seemed most distracted. When I asked him if there was anything wrong, he smiled sadly and assured me there was not, but still I think he was a most troubled man.

All in all, I found the city of Fawn to be a beautiful place physically, but I am not at all convinced that that beauty continues below the surface.



FAWN

KEY

- 1) Guest house
- 2) Fellowship camp
- 3) Gatehouse
- 4) Plaza
- 5) Delin's shop
- 6) Palace
- 7) Palace throne room
(Serpent Gate below)
- 8) Temple of Beauty
- 9) Broken Oar (tavern)
- 10) Healer's hall
- 11) Royal gardens

GORLAB SWAMP AND DREAM REALM

Dasday, Serpentina 2, 452 New Freedom

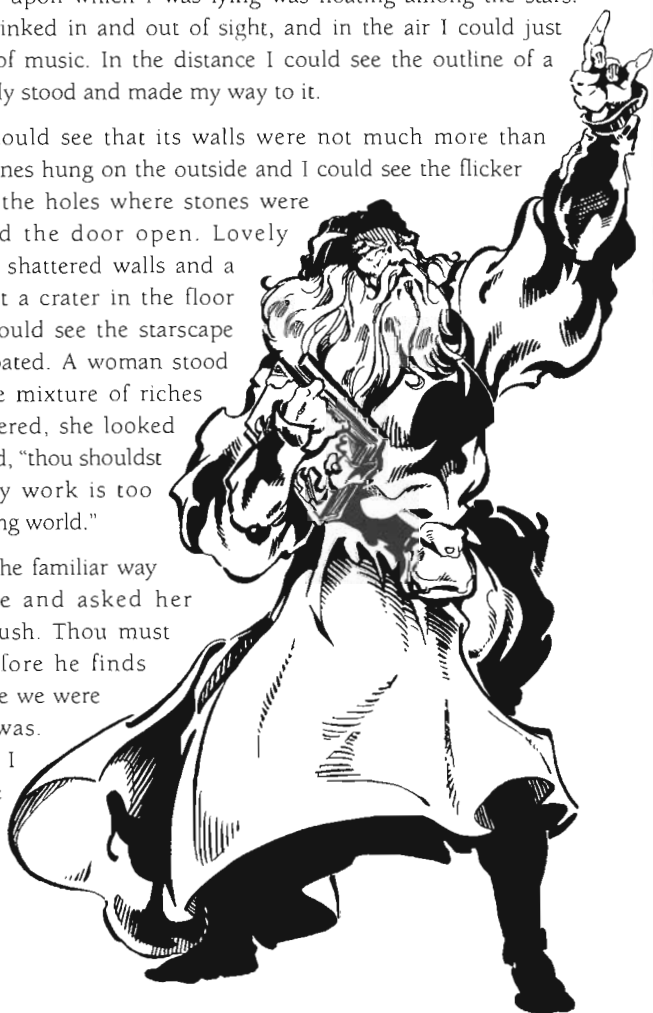
The past few days have been the strangest and most frightening I have ever suffered through. They began simply enough. I had heard that the woman from Britannia, Gwenno, had made peace with the Gwani and was living amongst them in the north. If this was true, then perhaps she would know if the Gwani had knowledge of the Stranger. My journey from Fawn northward took me through the Gorlab Swamp. I had received warnings about that place and had been told to avoid it, but nothing prepared me for what was to come.

I entered the boundaries of the swamp and was carefully picking my way across it when I was overcome with fatigue. Unable to keep my eyes open a minute longer, I lay down on the soft marshy ground to rest a bit.

When I next opened my eyes, I found myself in a strange, dark place. It seemed as though the path upon which I was lying was floating among the stars. Bizarre creatures winked in and out of sight, and in the air I could just catch the whisper of music. In the distance I could see the outline of a building. I cautiously stood and made my way to it.

As I got closer I could see that its walls were not much more than crumbling ruins. Vines hung on the outside and I could see the flicker of flames through the holes where stones were missing. I pushed the door open. Lovely tapestries hung on shattered walls and a plush rug ended at a crater in the floor through which I could see the starscape upon which we floated. A woman stood amidst this strange mixture of riches and ruin. As I entered, she looked up. "Thoxa," she said, "thou shouldst not stay long. Thy work is too valuable in the waking world."

I was surprised at the familiar way she addressed me and asked her name. "I am Siranush. Thou must return quickly before he finds thee!" I asked where we were and who "he" was. She told me that I had fallen into the Dream Realm.



There were two ways into the Dream Realm, through normal sleep or by entering the Gorlab Swamp.

She explained a thriving town once stood on the land now covered by the swamp. She had been its healer. One day a mage named Rabindrinath came to live there. He was a haughty, pompous individual who expected the townsfolk to be in awe of him and his powers. When they rejected him, and his bid to take over the town council failed, he became furious and threatened to teach them all to respect his great powers.

It was then that Rabindrinath began collecting small Dream Crystals. He seemed obsessed with them and purchased them from every hedge witch and Gypsy he could find. The villagers thought it odd, but paid little mind. Dream Crystals are basically harmless. They are small slivers of crystal that lovers exchange so that they might dream of each other at night. Rabindrinath gathered the crystals until he had enough to form one, huge Dream Crystal.



"I am not sure what his original plans for the great Crystal were," Siranush said, "but what thou seest here is the result." She said the spell he cast upon the Crystal tore a rift in the very fiber of the Dream Realm. The explosion pulled the essence of all the people of the town, including Rabindrinath, into the realm.

In the Dream Realm Rabindrinath pursued and tormented the townsfolk, until one by one they slipped into madness. "Their bodies died long ago, yet their poor, tortured souls remain trapped here by Rabindrinath's magic. I have hidden them away from him, to protect what little is left, but still he searches for them. And now he turns his wrath upon other innocent dreamers as well."

I asked Siranush if there wasn't some way to stop him. She told me the only way is to get the Dream Crystal from him. But she was unable to leave this place for fear Rabindrinath would find it and destroy what was left of her people. "Then I will retrieve the crystal for thee," I swore.

She laid a hand on my arm. "Thank thee, Milady, but no. Thy mission is too important to chance losing thee. I have spoken to many of the dreamers who come here and I know the arrival of the one thou searchest for is near. Thou needst be there to meet the Stranger."

"But how do I leave? It seems I am trapped here as well."

"As all dreamers suffering from nightmares will awaken just moments before their dream death, so shall thee. In the center of this realm is the Temple of the Flame, and in it burns a pillar of fire. Find it and throw thyself into it. Thou shalt awaken safe and whole in the waking world."

My search for the Temple of Fire took me past extraordinary sights and sounds. I witnessed the dreams of the Daemons who sleep in the Furnace Mountains. I ran into my friend, Stefano, from Moonshade. I hesitate to detail his dream — suffice it to say it was a happy dream for him. Other dreams were not so happy. I saw friends each involved in their own nightmare and, though they begged me, I



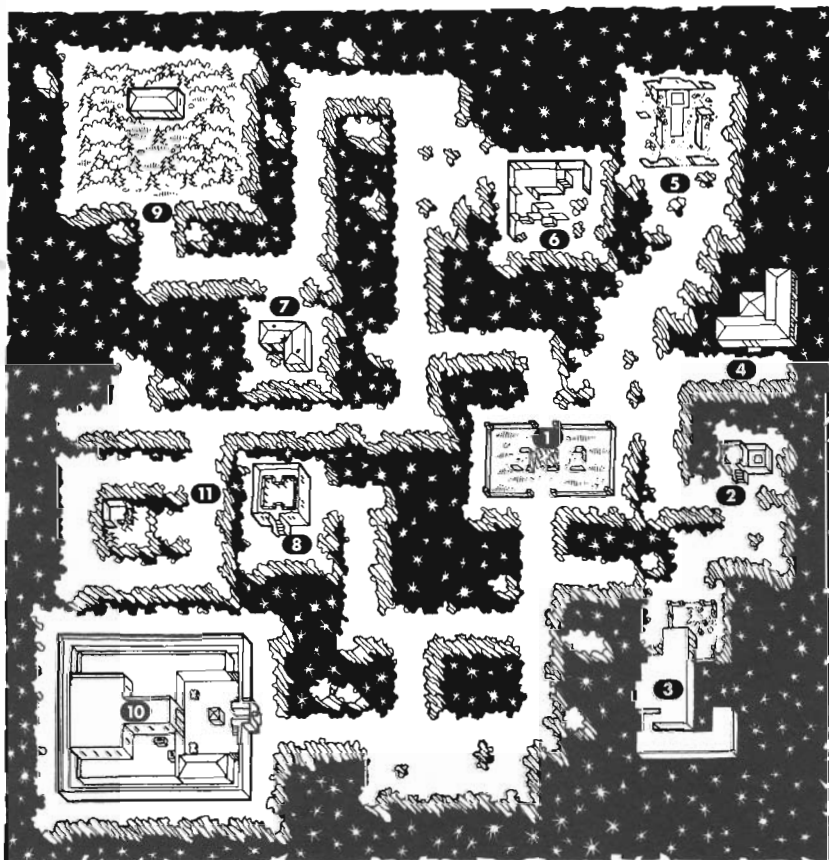
could do nothing to free them. In another location I found myself involved in my own nightmare where I watched in terror as Karnax sought to slay me.

After I escaped my own nightmare, I found myself outside a tall wall sealed with a portcullis. Inside raged what could only be the physical manifestation of a nightmare. I guessed that it was the home of Rabindrinath and, although I wished to aid Siranush, I knew that I had to return to the world of the waking.

KEY

- 1) Temple of the Flame
- 2) Dream arena
- 3) Temple of Emotion
- 4) Manor house
- 5) Castle ruins
- 6) Sleeping Bull
- 7) Ruined house
- 8) Nightmare arena
- 9) Siranush's house
- 10) Rabindrinath's keep
- 11) Stefano's dream

I finally found the Temple of the Flame, and in the center stood the pillar of flames. It was difficult to do, but I gathered my courage and threw myself in. When I next opened my eyes, I was at the edge of the Gorlab Swamp, not far from where I had entered. I knew then that I would have to find another way around the swamp.



DREAM REALM

ICE DRAGON'S LAIR

Dasday, Xenkaria 7, 452 New Freedom



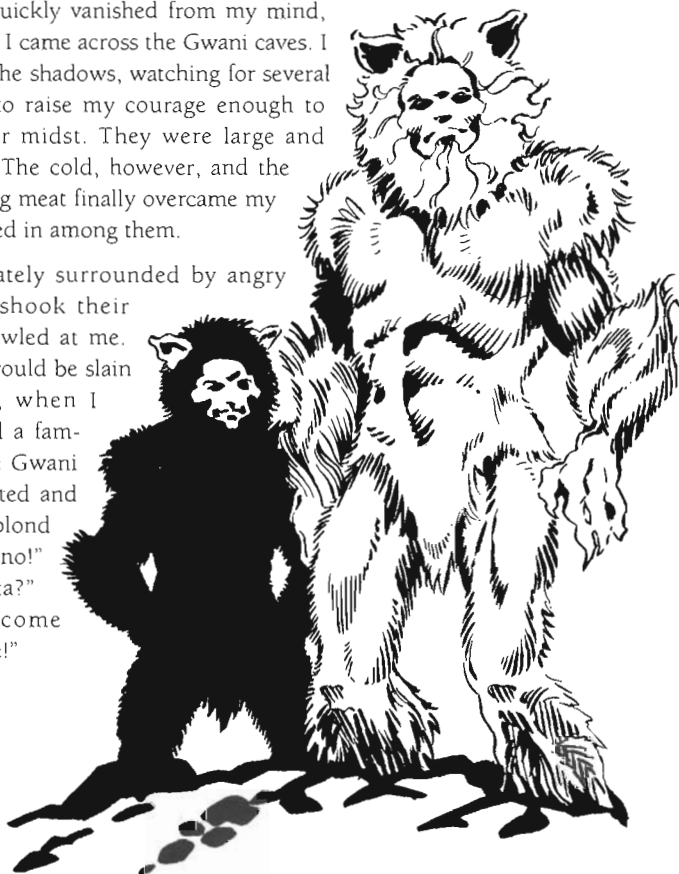
After my experiences in the Gorlab Swamp, I made my way back to Moonshade and the Blue Boar. Here, as I hoped, I found Captain Hawk and offered to pay my passage to the frozen north. He said he did not normally travel so far north, but as I was a Xenkan monk, he would make an exception.

We anchored off the western coast of Serpent Isle, far from Moonshade. Captain Hawk, himself, took me to shore in the longboat. He was not too pleased with leaving me in such a desolate place. He warned me of the Gwani, ice trolls, and most fearsome of all, the ice dragon. With much more courage in my words than in my heart, I assured him I would be fine and asked that he return here in one week to meet me.

I walked for several days, and spent much of that time avoiding bands of ice trolls, skirting areas where ice worms might nest and keeping an eye out for the ice dragon. Most of the time, however, I spent in lonely silence, walking through the white, icy wastelands. There were times I thought I'd never see another living being and would even have welcomed a Gwani or two.

This thought quickly vanished from my mind, however, when I came across the Gwani caves. I sat, hidden in the shadows, watching for several hours, trying to raise my courage enough to walk into their midst. They were large and fierce looking. The cold, however, and the smell of roasting meat finally overcame my fear and I walked in among them.

I was immediately surrounded by angry Gwani. They shook their spears and growled at me. I was afraid I would be slain were I stood, when I suddenly heard a familiar voice. The Gwani around me parted and I saw a slight blond woman. "Gwenno!" I cried. "Thoxa?" "Aye! I have come looking for thee!"





Gwenno uttered words that sounded much like the growling of a dog and the Gwani lowered their spears. Gwenno came to me and put her arms about me. "Thou hast come a long way."

"I have to find out what thou knowest about the Stranger." She took me by the arm. "Later, later. First thou needest rest and food."

Later that evening I drowsed on a plush wolf pelt by a warm fire with a cup full of a heady liquid in my hand. "It doesn't seem that long ago I arrived on Serpent Isle. I was so pleased to find Monk Isle with its library and all." Gwenno said, "Why, thou wert a new monk then."

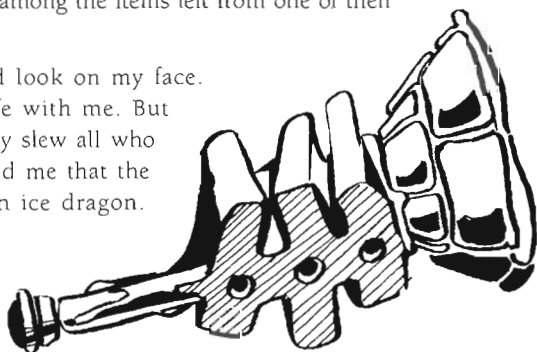
I laughed. "I remember when thou didst arrive. Thou didst create a ruckus with thy talk of Lord British."

"I never did learn to watch my tongue." She smiled. "What brings thee here from the safety of the monastery?"

I told her about my adventures across Serpent Isle and the portents that indicated the coming of the Stranger. She said that the Gwani had no contact with the rest of the isle, so she had not seen or heard anything that might relate to the coming of the Stranger. She paused, then added, "These portents you mention — they do remind me of a good friend, one whom Britannia knows best as the Avatar, who would travel from another world whenever our realm was in dire need. Serpent Isle is fortunate indeed, if your Stranger proves half so mighty as our Avatar."

She paused again, in remembrance, then pulled a small packet from her belongings and continued, "Thou mightest be interested in this." Inside was a map. "This was among the things that were here when I first came to the Gwani. I imagine it was among the items left from one of their victims."

She smiled at the horrified look on my face. "Don't worry, thou art safe with me. But before I arrived, they simply slew all who crossed their path." She told me that the map detailed the lair of an ice dragon. From the map I gathered that it is filled with magical traps designed to confuse the unwary

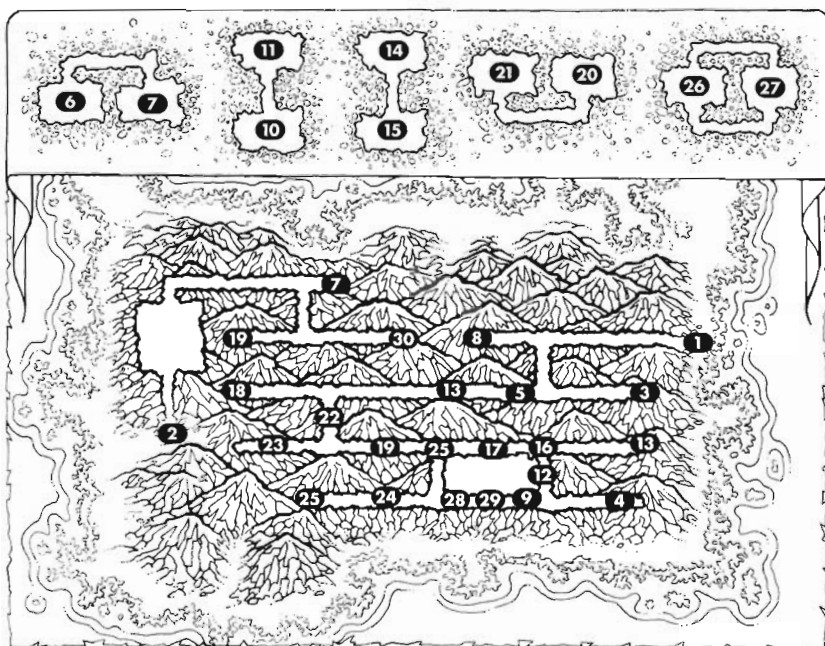


adventurer. As I carefully copied the map into my journal, she cautioned me against going there. "The ice dragon is deadly. No one can face its icy breath and live. Even the Gwani are afraid of it." I thanked her for the map and we spent the rest of the evening trading stories and reminiscing.

In the morning Gwenno handed me another small packet. "These are Gwani fish," she said. "They are good food for traveling, as they keep well and are very nourishing." We made our farewells and I left the Gwani camp.

KEY

- | | |
|------------------------|------------------------|
| 1) Front entrance | 16) Teleporter from 15 |
| 2) Rear entrance | 17) Teleporter to 18 |
| 3) Teleporter to 4 | 18) Teleporter from 17 |
| 4) Teleporter from 3 | 19) Teleporter to 20 |
| 5) Teleporter to 6 | 20) Teleporter from 19 |
| 6) Teleporter from 5 | 21) Teleporter to 22 |
| 7) Teleporter to 8 | 22) Teleporter from 21 |
| 8) Teleporter from 7 | 23) Teleporter to 24 |
| 9) Teleporter to 10 | 24) Teleporter from 23 |
| 10) Teleporter from 9 | 25) Teleporter to 26 |
| 11) Teleporter to 12 | 26) Teleporter from 25 |
| 12) Teleporter from 11 | 27) Teleporter to 28 |
| 13) Teleporter to 14 | 28) Teleporter from 27 |
| 14) Teleporter from 13 | 29) Teleporter to 30 |
| 15) Teleporter to 16 | 30) Teleporter from 29 |



ICE DRAGON'S LAIR





SUNRISE ISLE

Dasday, Xenkaria 12, 452 New Freedom

I arrived back at the site of my rendezvous with Captain Hawk and spied the *Arabella* anchored off the shore. I signaled the ship and watched as the longboat was sent for me. "Well, lassie, I didn't expect to see thee alive!" Captain Hawk bellowed as I climbed aboard. "I have a message for thee." He handed me a small scroll case. "It was waiting back in Moonshade for thee." A quick examination of the scroll revealed the mark of Monk Isle in the sealing wax. I thanked him and quickly went to my cabin below deck.

When I had settled into my cabin, I broke the seal and found the following note from Draxta, the seer on Monk Isle.

Dearest Thoxa,

I hope this finds its way to thee on thy journeys, for I feel it is important information. Last night I received a vision that thou shouldst know about.

I saw a place located on a mountain surrounded by water. It was a place of great power and mystery. On this mountain I saw a shrine to each of the Ophidians' orders, as well as a beautiful building that I am sure was the Great Shrine of Balance. This leads me to believe it was the legendary Sunrise Isle I saw.

On a path outside the Great Shrine of Balance lay a book. This book holds the answers to many of the puzzle tests within the Great Shrine. These puzzles will deal with fire and ice.

I hope this outline of what I saw will be of some help to thee and I hope thy journeys are safe. Walk with the Words of Xenka.

Draxta

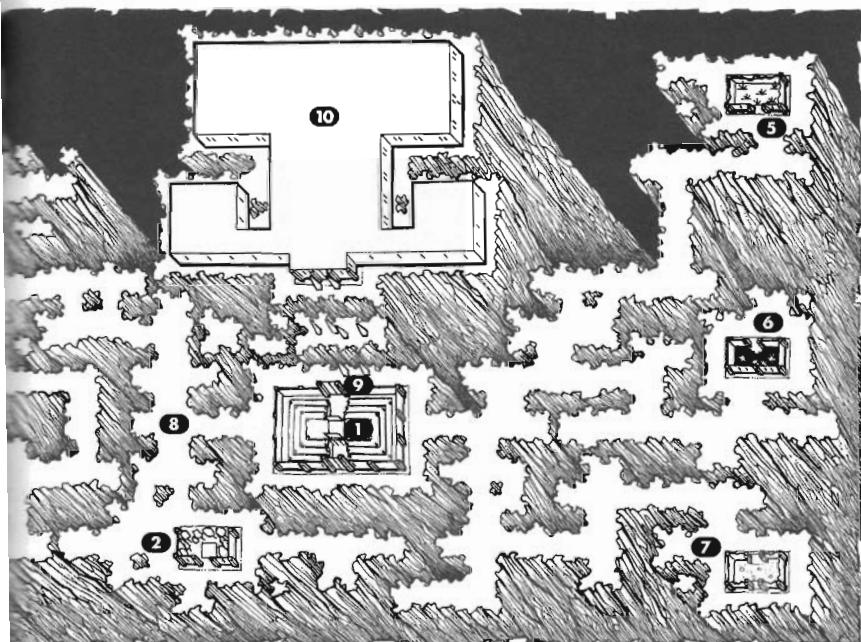
Sunrise Isle is a mystical place located on an island off the far northern coast. I understand that the entire mountain top is ringed with walls. It has been thought by all to be unreachable, but my research has shown that it can be entered through the Dark Path.





KEY

- 1) Temple of the Serpent
- 2) Temple of Discipline
- 3) Temple of Emotion
- 4) Temple of Ethicality
- 5) Temple of Tolerance
- 6) Temple of Logic
- 7) Temple of Enthusiasm
- 8) Book of Balance
- 9) Pillars
- 10) Shrine of Balance



SUNRISE ISLE

GAME MECHANICS

Some players want to know the exact mechanics of how a game works; others don't. This chapter is for those who want extensive, specific details on *Serpent Isle*. If you are not among them, skip this chapter.

UNIQUE AND UNUSUAL ITEMS

Item	Description, powers or purpose	Location
<i>Bottle of Magic Wine</i>	Tastes extremely good	Rangers of Moonshade
<i>Comb of Beauty</i>	Makes user attractive	Columna's house in Moonshade
<i>Dragonslayer Sword</i>	Used to slay dragons	Shamino's Castle
<i>Gwani Horn</i>	Shatters ice when blown	Skullcrusher dungeon
<i>Hawk's Map</i>	Shows location of Hawk's treasure	Hawk's room
<i>King's Savior</i>	Plant that puts others to sleep	West Great Northern Forest
<i>Lens of Translating</i>	Permits user to understand unknown written languages	Library on Monk Isle
<i>Magic Goblet</i>	Always full of water	Conjury in Furnace
<i>Map of Serpent Isle</i>	Matches the cloth map of the game	Scots, outside Fawn
<i>Orb of Elerion</i>	Contains the magic of the Forest Master	Draygan's dead body
<i>Rings of invisibility</i>	Makes wearer invisible to normal sight	
<i>Ritual Bleeding Device</i>	Used to draw one's own blood	Most mages
<i>Scepter of the Serpent</i>	Permits access to the Spinebreaker library	Given by automaton in Spinebreaker
<i>Serpent Jawbone</i>	Combined with Teeth, teleports user across the continent	Erstam's on Mad Mage Isle
<i>Serpent Necklace</i>	Repeats most recent Great Earth Serpent message	Siranush
<i>Serpent Teeth</i>	Used with the Serpent Jawbone	See separate list (below)
<i>Stoneheart</i>	Used to make Bloodspawn	Teleport Vale, Mountains of Freedom
<i>Dark Path Map</i>	Map of the Dark Path	Catacombs at Sleeping Bull
<i>Treasure map</i>	Silverpate's map from Serpent Gate to cave entrance	Catacombs at Sleeping Bull

SERPENT TEETH

Destination	Where It Can Be Found	Destination	Where It Can Be Found
Fawn	Vasculio's room or Filbercio's manor (2 teeth)*	Shrine of Discipline	Batlin
Furnace	Rotoluncia's manor	Shrine of Emotion	Torrissio's manor*
Great Northern Forest	Vasculio's room or Frigidazzi's manor (2 teeth)*	Shrine of Enthusiasm	Batlin
Isle of Crypts	Xenka*	Shrine of Ethicality	Gustacio's manor*
Mad Mage Isle	Mad Mage Isle	Shrine of Logic	Batlin
Monitor	Furnace Park	Shrine of Tolerance	Stefano*
Monk Isle	Mad Mage Isle	Skullcrusher (Shrine of Chaos)	Batlin
Moonshade	Mad Mage Isle	Spinebreaker (Shrine of Order)	Batlin
Sleeping Bull Inn	Batlin	Sunrise Isle (Shrine of Balance)	Yenani

* These Teeth can not be found until after Batlin dies.

MERCHANDISE

The first number to the right of each good or service is the asking price. The second number, if listed, refers to the lowest price the merchant might possibly accept if you haggle. Reaching some of these minimum prices requires a great deal of luck and persistence. The cheaper the merchant's asking price, the easier it is to reach the minimum price listed.

Merchants in Serpent Isle use different types of currency depending on where they live. Citizens of Monitor will accept only Monetari, citizens of Fawn will accept only Filari, and citizens of Moonshade will accept only Guilders. Gold Coins are accepted at Sleeping Bull and by those people not directly associated with one of the three major cities.

The base rate of exchange is as follows:

<i>It takes:</i>	<i>To get this many of each other coin:</i>			
	Filari	Gold Coin	Guilder	Monetari
4 Filari (4 Fi)	4	2	3	1
2 Gold Coin (2 Go)	4	2	3	1
3 Guilder (3 Gu)	4	2	3	1
1 Monetari (1 Mo)	4	2	3	1
1 Gem	100	50	75	25
1 Gold nugget	40	20	30	10
1 piece of jewelry	400	200	300	100
1 Gold Bar	800	400	600	200

MONEYCHANGERS

Fawn	Zulith
Monitor	Spektor
Moonshade	Bucia
Sleeping Bull	Devra

Each moneychanger charges a fee for the service.

Devra will also pay 100 Filari per gem.

Devra and Bucia are the only changers who deal in jewelry. Bucia is the only changer who deals in gold bars.

Topo (Moonshade) will pay you 100 Guilders each for gems, but he doesn't exchange money.

FOODSTUFFS

Fawn (Delphynia)

Item	Filari
Onion	5 (2)
Apples	6 (3)
Carrots	7 (4)
Pumpkin	18 (9)

Monitor (Harnna)

Item	Monetari
Onion	1 (1)
Apples (3)	6 (3)
Carrots	2 (2)
Banana (2)	6 (3)
Grapes	2 (2)

Moonshade (Ducio and Topo)

Item	Guilders
Bread	8 (4)
Rolls	5 (3)
Cake	10 (5)

Mountains of Freedom (Automaton)

Item	Guilders
Bread	20
Water	10

Moonshade (Julia)

Items	Guilders
Wine	15 (9)
Ice wine	25 (15)
Vintage wine	50 (30)

PROVISIONERS

Fawn (Delin and Alyssand)

<i>Item</i>	<i>Filari</i>
Backpack.....	200 (115)
Bag.....	30 (17)
Bedroll.....	150 (90)
Bucket.....	35 (19)
Crossbow.....	550 (350)
Crossbow bolts (20).....	75 (45)
Candle.....	4 (2)
Fishing Pole.....	25 (13)
Fur boots.....	100 (60)
Great helm.....	300 (190)
Mirror.....	120 (70)
Sextant.....	100 (50)
Stockings.....	25 (15)
Torch.....	8 (4)

Monitor (Cellia)

<i>Item</i>	<i>Monetari</i>
Bear pelt.....	80 (45)
Beaver pelt.....	60 (30)
Muskrat pelt.....	45 (27)
Snow leopard pelt.....	90 (50)
Gwani pelt.....	100 (50)
Bear cloak.....	120 (75)
Snow leopard cloak.....	150 (85)
Gwani cloak.....	175 (80)
Fur hat.....	22 (13)
Fur boots.....	30 (17)

Mountains of Freedom (automaton)

<i>Item</i>	<i>Guilders</i>
Bandages.....	30

Monitor (Krayg)

<i>Item</i>	<i>Monetari</i>
Torch.....	8 (2)
Kidney belt.....	12 (5)
Backpack.....	75 (45)
Shovel.....	40 (18)
Bedroll.....	50 (30)
Pick.....	60 (40)
Jerky (2 strips).....	6 (4)
Hardtack (2 rolls).....	4 (2)

Moonshade (Bucia)

<i>Item</i>	<i>Guilders</i>
Torches (3).....	20 (12)
Backpack.....	120 (65)
Abacus.....	120 (75)
Sextant.....	150 (75)
Boots.....	50 (28)
Bandages.....	50 (25)
Bedroll.....	175 (90)
Sleeping powder.....	75 (45)
Bear cloak.....	250 (135)

Moonshade (Ducio and Topo)

<i>Item</i>	<i>Guilders</i>
Cloak, plain.....	200 (80)
Shovel.....	100 (50)
Torch.....	10 (5)
Pick.....	140 (75)
Bucket.....	28 (14)
Pitcher.....	30 (15)
Oil lamp.....	12 (6)
Bolt of cloth.....	20 (10)

INN ROOM RATES

Fawn (Jendon)

12 Filari per person

Sleeping Bull (Argus and Devra)

8 Gold per person

Monitor (Simon)

5 Monetari per person

Moonshade (Rocco and Petra)

12 Guilders per person



ARMOURERS

Monitor (Standarr)

Item	Monetari	Pays*
Scale.....	150 (85)	30
Chain.....	200 (100)	50
Plate.....	350 (175)	75
Chain leggings.....	100 (50)	25
Crossbow.....	145 (75)	-
Plate leggings.....	150 (90)	45
Gauntlets.....	60 (35)	-
Spiked shield.....	90 (50)	-
Great helm.....	75 (40)	20
Crested helm.....	45 (25)	10
Spear.....	20 (12)	-
Morningstar.....	40 (20)	-
Quarrels (20).....	18 (10)	-
Bow.....	120 (60)	-
Arrows (20).....	20 (10)	-
Sword.....	125 (65)	-
Two-handed sword.....	200 (120)	-
Two-handed axe.....	150 (90)	-
Halberd.....	100 (55)	-

*Standarr will purchase armour from you at this price.

Moonshade (Bucia)

Items	Guilders
Dagger.....	8 (5)
Leather leggings.....	110 (60)

Moonshade (Ducio and Topo)

Item	Guilders
Sword.....	350 (160)

Monitor (Krayg)

Item	Monetari	Pays*
Leather armour.....	75 (50)	15
Leather gloves.....	15 (8)	2
Leather boots.....	25 (15)	4
Leather helm.....	20 (12)	5
Leather leggings.....	45 (25)	10

*Krayg will purchase armour from you at this price.



TAVERNS

Sleeping Bull (Argus and Devra)

Item	Gold
Wine.....	8 (5)
Mead.....	15 (9)
Ale.....	5 (2)
Ham.....	20 (12)
Mutton.....	22 (14)
Trout.....	10 (6)
Cheese.....	12 (7)
Pastry.....	8 (4)

Moonshade (Rocco and Petra)

Item	Guilders
Jerky (2 strips).....	20 (12)
Fish.....	22 (13)
Sausage.....	25 (10)
Roast lamb.....	35 (19)
Honey cake.....	10 (6)
Mead.....	20 (11)
Wine.....	15 (9)
Ale.....	7 (4)

Monitor (Lucilla)

Item	Monetari
Poultry.....	8 (5)
Beef.....	12 (8)
Ribs.....	13 (8)
Bread.....	4 (2)
Fish.....	6 (4)
Sausage.....	9 (6)
Cake.....	4 (2)
Wine.....	5 (2)
Mead.....	6 (4)
Ale.....	3 (1)

Fawn (Jendon)

Item	Filari
Mutton.....	42 (22)
Ham.....	50 (28)
Rolls.....	8 (6)
Seabass.....	35 (20)
Tarpin.....	40 (24)
Fawn Ale.....	12 (6)

HEALING

Fawn (Delphynia)

Delphynia charges 50 Filari to heal wounds and cure most poisons. If you agree to deliver a letter for her, her prices will drop to 10 Filari. She is a novice, however, and is usually unable to fully heal all your wounds.

Monitor (Harnna)

Harnna heals your wounds or cures most poisons for 30 Monetari. However, she dismisses the fee once you agree to help her.

Gwani Village (Baiyanda)

Here all of your wounds are healed and most poisons cured for free.

POTIONS AND MAGIC

Color.....	Name.....	Effect
Black.....	Invisibility	Renders the drinker invisible to normal sight.
Blue	Sleep.....	Puts the drinker to sleep.
Blue-black.....	Warmth.....	Prevents freezing temperatures from harming the drinker.
Green.....	Poison.....	Slowly kills the drinker.
Orange.....	Awakening.....	Awakens the subject from magical slumber.
Orange, glowing	Mana Restoration.....	Raises mana to the maximum possible.
Purple.....	Protection.....	When in battle, causes party members to protect the drinker.
Red	Curing	Cures poison in the drinker.
Yellow.....	Healing.....	Heals damage in the drinker.

Moonshade (Pothos)

Potions	Guilders
Sleep	85 (40)
Healing	100 (50)
Illumination	50 (25)
Curing.....	75 (45)
Awakening.....	65 (30)
Protection	150 (75)
Invisibility.....	240 (135)

Magic	Guilders
Magic leggings.....	550
Magic boots.....	100
Magic axe	600
Sword of defense.....	1200
Magic bolts (10).....	200
Glass sword.....	1500

Mountains of Freedom (automaton)

Potion	Guilders
Healing	80



REAGENTS

Fawn (Delphynia)

Item	Filari
Black pearl	70 (35)
Nightshade.....	25 (13)
Garlic	15 (9)
Ginseng.....	20 (11)
Mandrake root	65 (35)

Monitor (Harnna)

Item	Monetari
Garlic (3 cloves).....	8 (4)
Ginseng (2)	9 (5)

Moonshade (Pothos)

Item	Guilders
Black pearl	50 (25)
Garlic	8 (5)
Spider silk	35 (19)
Sulfurous ash	36 (20)
Worm heart	100 (60)
Mandrake root	75 (45)



SPELLS

Ensorcio sells spells at the Sleeping Bull Inn.

Melino, Torrissio, Columna, Mortegro and **Gustacio** sell spells in Moonshade.

Gustacio charges nothing, but offers spells only after the experiments he requests of you have been completed.

Mortegro will halve his prices once he has been freed from prison.

Others listed here give you spells after you reach specific points in the game.

Numbers list prices (in **Gold** or **Guilders**). The first number is the asking price; the number after the slash is the absolute minimum haggling price.

FIRST CIRCLE

Create Food - Creates one food item for all party members.

Cure - Negates poisons and paralysis on one party member.

Detect Trap - Marks traps within view of the caster.

Great Douse - Douses small lit combustibles (candles, torches, etc.) within view.

Great Ignite - Ignites small combustibles within view.

Light - Makes everything within view brighter for about three minutes real time.

Locate - Identifies the caster's location.

Telekinesis - Permits the use of one item that is out of reach but in view.

Ensorcio (20/12 Go, 30/18 Gu)

Gustacio

Melino (22/14 Go, 33/21 Gu)

Torrissio (40/20 Gu)

Gustacio

Ensorcio (18/9 Go, 27/13 Gu)

Columna (30/18 Go, 45/27 Gu)

Torrissio (40/20 Gu)

Ensorcio (26/13 Go, 39/20 Gu)

Columna (35/20 Go, 52/30 Gu)

Melino (30/18 Go, 45/27 Gu)

Mortegro (40/25 Gu)

SECOND CIRCLE

Awake - Awakens one sleeping or unconscious person or creature.	Torrissio (65/30 Go)
Destroy Trap - Removes all traps from the selected target.	Columna (50/30 Go, 75/45 Gu)
False Coin - Clones one stack of coins into five.	Ensorcio (80/50 Go, 120/75 Gu)
Cold Blast - Blue flame strikes target for 10 points of damage.	Mortegro (150/100 Gu) Gustacio
Great Light - Makes everything within view brighter for about 25 minutes real time.	Melino (60/40 Go, 90/60 Gu) Columna (60/30 Go, 90/45 Gu)
Heal - Restores hits halfway between current number and full.	Torrissio (75/38 Gu)
Mass Cure - Negates poisons and paralysis on all party members.	Melino (75/50 Go, 112/75 Gu)
Protection - Doubles the Strength, Dexterity, Intelligence and Combat of the target (minimum 10, maximum 30). Also renders target immune to terrain damage.	Columna (80/50 Go, 120/75 Gu)

THIRD CIRCLE

Chill - Keeps party from taking damage from extreme heat for about three minutes real time.	Given by Frigidazzi to Shamino
Columna's Intuition - Marks all surprise traps and creatures within view.	Columna (120/80 Go, 180/120 Gu)
Curse - Lowers target's Strength, Dexterity, Intelligence and Combat by 3 points each.	Columna (75/40 Go, 112/60 Gu) Mortegro (120/70 Gu)
Enchant Missile - Changes a normal arrow or bolt into a magical one.	Melino (70/35 Go, 105/52 Gu) Torrissio (150/80 Gu) Gustacio
Mass Protect - Affects all party members as the Second Circle spell <i>Protect</i> .	Columna (100/60 Go, 150/90 Gu)
Paralyze - Stops one foe for a few moments.	Ensorcio (70/35 Go, 105/52 Gu) Mortegro (140/85 Gu)
Sleep - Puts target to sleep.	Ensorcio (60/34 Go, 90/51 Gu)
Translate - Makes all script readable for about 50 minutes.	Torrissio (175/85 Gu)

FOURTH CIRCLE

Blink - Teleports caster to random location within view; will not work through walls or locked doors.	Mortegro (200/130 Gu)
Deter - Dissuades most hostile creatures within view from attacking.	Ensorcio (90/50 Go, 135/75 Gu)
Flash - Blinds opponents for about six seconds real time.	Melino (90/50 Go, 135/75 Gu)
Create Soul Prism - Transforms an ice gem into a Soul Prism.	Torrissio
Mass Curse - Affects all foes on screen as the Third Circle spell <i>Curse</i> .	Columna (110/60 Go, 165/90 Gu) Mortegro (175/100 Gu)
Reveal - Renders visible all invisible creatures and objects on screen.	Melino (100/60 Go, 150/90 Gu)

Transcribe - Allows caster to copy targeted scroll into spell book.	Torrissio (220/130 Gu)
Unlock Magic - Unlocks one magically locked door, chest or other container.	Columna (120/70 Go, 180/105 Gu) Gustacio

FIFTH CIRCLE

Conjure - Summons 1 creature per caster's level to fight for the caster, drawn from bird, rabbit, rat, fox, deer, wolf and bear. Higher level casters tend to summon the more powerful creatures. Creatures will eventually turn against the caster.	Gustacio
Dispel Field - Negates the selected field.	Selina
Erstam's Surprise - Creates clouds of smoke that cause random effects on foe, including fleeing, sleeping and poisoning.	Ensorcio (160/100 Go, 240/150 Gu) Mortegro (240/170 Gu)
Explosion - Hurls a 16-point blue fireball at the target.	Melino (135/80 Go, 202/120 Gu)
Great Heal - Heals selected target to full number of hits.	Torrissio (250/130 Gu)
Invisibility - Renders any target invisible to normal sight.	Columna (155/90 Go, 232/135 Gu)
Mass Sleep - Puts all opponents on screen to sleep.	Ensorcio (145/80 Go, 217/120 Gu)
Summon Shade - Permits caster to speak with a dead Great Hierophant as long as the body is within sight. Must have Sethys' orb to speak to dead Chaos Hierophant. Must have serpent crown, staff or armour to speak to dead Order Hierophant.	Mortegro

SIXTH CIRCLE

Betray - Changes target's alignment to that of the caster; might cause target to attack former allies.	Melino (145/80 Go, 217/120 Gu) Torrissio (285/150 Gu)
Cause Fear - Causes all non-party creatures on screen with intelligence greater than 4 to flee.	Torrissio (300/175 Gu) Mortegro (300/210 Gu)
Create Automaton - "Resurrects" a "dead" automaton.	Torrissio (750/550 Gu)
Dispel Illusion - Removes all illusionary walls and creatures within view.	Melino (160/110 Go, 240/165 Gu) Columna (165/110 Go, 247/165 Gu)
Fire Field - Creates a blue-flame fire field over the selected area for about 10 seconds.	Gustacio
Fire Ring - Creates a ring of blue fire around the target for about 5 seconds.	Ensorcio (180/110 Go, 270/165 Gu)
Cold Strike - Places a blue-flame fire field on all foes within view for about 10 seconds real time.	Scroll in Frigidazzi's lab
Create Ammunition - Creates crossbow bolts or arrows (8 per caster's level, maximum 99).	Columna (175/120 Go, 262/180 Gu)

SEVENTH CIRCLE

Mass Awaken - Awakens any sleeping creature or person within view.	Melino (250/140 Go, 375/210 Gu)
Energy Field - Creates an energy field over the target.	Melino (230/110 Go, 345/165 Gu)

Energy Mist - Creates a slow-moving short-lived missile of energy that causes 10 points of damage every time it contacts the target.	Columna (250/180 Go, 375/270 Gu)
Lightning - Shoots an 8-point bolt of lightning at the target.	Torrissio (350/200 Gu)
Mass Might - Doubles all attributes and combat values, to a maximum of 30 each, for all party members.	Torrissio (400/200 Gu) Mortegro (350/240 Gu)
Poison Mist - Creates a poison field over the target.	Columna (280/190 Go, 420/285 Gu)
Restoration - Fully heals, negates poisons and paralysis for all party members.	Gustacio
Vibrate - Shakes the target until all held items are dropped.	Ensorcio (220/110 Go, 330/165 Gu)

EIGHTH CIRCLE

Create Ice - Creates an ice block over the target.	Scroll in Frigidazzi's lab
Mind Blast - Compares intelligence of caster and target and damages the lower by the difference.	Ensorcio (300/185 Go, 450/277 Gu) Mortegro (400/285 Gu)
Delayed Blast - Creates a 10-point explosion that is triggered about a second after the spell is cast.	Gustacio
Fetch - Teleports any item within view weighing fewer than two stones to the feet of the caster.	Melino (285/165 Go, 427/247 Gu)
Invoke Serpent - Summons a snow serpent to fight for the party; will eventually turn against the party.	Mortegro (425/325 Gu)
Serpent Bond - Transforms caster into snow serpent for about two minutes.	Mortegro (450/350 Gu)
Firesnake - Creates a trail of fire that results in a ten-point blast against living creatures.	Scroll in Rotoluncia's manor
Swordstrike - Fires a pinwheel of sword blades at the target for 35 points of damage.	Ensorcio (285/165 Go, 427/247 Gu)

NINTH CIRCLE

Death Vortex - Creates a moving vortex that causes 12 points of damage to everything in its path.	Ensorcio (350/220 Go, 525/330 Gu) Mortegro (500 Gu)
Mass Death - Slays all foes within view; reduces all party members to 1 hit point.	Ensorcio (400/250 Go, 600/375 Gu) Mortegro (600 Gu)
Spiral Missile - Fires eight or nine bolts of lightning, each doing eight points of damage.	Ensorcio (425/260 Go, 637/390 Gu) Gustacio
Stop Storm - Halts any active storms.	Gustacio
Summon - Summons one or more creatures to fight for the party: five skeletons, ghosts or mongbats, three headless, two cyclops or scorpions, or a troll.	Scroll in Gustacio's cellar
Mass Invisibility - Renders the entire party invisible to normal sight.	Scroll in Vasculio's abandoned manor
Time Stop - Prevents movement for all but the caster for about 30 seconds real time.	Scroll in Columna's vault
Imbalance - Creates a great number of blue-flame fire fields.	Mortegro (1200 Gu)

BESTIARY

Strength and *Combat* refer to the character attributes of the same names, *Armour* refers to the number of points subtracted from the damage of an attack and *Damage* refers to the number of Hits subtracted from an opponent when the creature makes a successful strike. *Reach* is how far away the creature can strike, measured in paces. Character statistics are not listed in this clue book; those numbers for any character may be found by checking that character's inventory display.

<i>Creature</i>	<i>St</i>	<i>Ar</i>	<i>Co</i>	<i>Da</i>	<i>Re</i>	<i>Creature</i>	<i>St</i>	<i>Ar</i>	<i>Co</i>	<i>Da</i>	<i>Re</i>
Acid slug.....	15	3	12	5	3	Ice troll.....	23	12	15	5	5
Alligator.....	16	4	13	12	3	Ice worm.....	9	4	4	2 (c)	2
Automaton.....	20	15	20	8	3	Insects.....	2	0	2	0	3
Bat, giant.....	2	1	10	3	3	Mongbat.....	11	2	12	3	3
Bear.....	18	10	12	6	5	Mummy.....	15	8	12	5	3
Bird.....	3	0	5	2	3	Naga.....	15	9	7	4	3
Boar.....	9	4	5	5	3	Nightmare.....	17	8	7	6	5
Cat.....	3	1	5	1	3	Parrot.....	9	2	1	1	2
Chicken.....	3	0	3	2	3	Penguin.....	6	6	6	4	3
Corpser.....	13	4	10	7	4	Phoenix.....	15	15	15	10	12
Cow.....	16	2	2	1	3	Polar bear.....	23	8	15	6	3
Cyclops.....	25	6	15	7	5	Rabbit.....	2	1	4	1	3
Dark monk.....	12	10	9	6	12	Rat.....	4	1	3	2	2
female.....	15	8	7	9	3	Rat-Man.....	7	5	5	6	3
Deer.....	9	2	5	3	3	Reaper.....	18	3	15	8	12
Dog.....	8	6	10	1	3	Scorpion.....	12	1	14	6 (c)	3
Dream creature.....	5	2	3	1	10	Serpent.....	5	5	5	5	2
Fire elemental.....	8	5	15	2	15	Sheep.....	1	0	1	1	3
Fish.....	2	1	3	-	-	Skeletal dragon.....	30	15	15	8	20
Flying snake.....	5	5	6	4	5	Skeleton.....	14	2	10	2	3
Fox.....	7	3	6	2	3	Slime.....	7	2	10	6 (c)	8
Frost serpent.....	20	15	15	4	15	Snake.....	6	2	6	2 (c)	3
Gargoyle (Daemon).....	22	3	15	6	4	Snow leopard.....	10	6	6	5	3
Gazer (a).....	7	3	8	3/8	30/15	Spider, giant.....	9	3	10	3 (c)	3
Ghost.....	11	3	11	4 (b)	3	Stone harpy.....	23	10	17	15	3
male.....	6	5	8	5	3	Swamp tentacles.....	15	7	15	6	6
Goblin.....	19	5	6	4	3	Tentacles (green).....	20	3	15	5	8
female.....	8	6	6	5	3	Timber wolf.....	12	4	8	5	3
Green wildman.....	10	12	5	5	4	Troll.....	16	5	13	6	3
Gremlin.....	6	7	10	6	3	Undead.....	9	2	6	5	4
Gwani.....	10	6	9	5	3	child.....	12	9	6	5	3
Harpy.....	15	1	15	4	3	Vampire.....	15	10	15	7	3
Headless.....	16	3	9	2	3	Wolf.....	13	2	10	3	3
Hound.....	15	10	8	6	3						
Ice corpser.....	10	8	9	7	3						
Ice dragon.....	22	12	12	4	12						
baby.....	15	7	15	4	3						
Ice elemental.....	17	13	15	7	3						

(a) Gazers might have paralyzation and/or fire bolt magic.

(b) Ghosts can drain attributes with a touch.

(c) Ice worms, scorpions, slime, snakes and spiders also poison.

ARMOUR

The Defense Value is the number of points subtracted from the damage of a successful attack.

<i>Armour</i>	<i>Defense Value</i>	<i>Armour</i>	<i>Defense Value</i>
Antique armour.....	2	Leather helm.....	1
Brass shield.....	3	Leather leggings.....	1
Buckler.....	1	Magic armour.....	5
Chain armour.....	3	Magic gauntlets.....	3
Chain coif.....	2	Magic helm.....	4
Chain leggings.....	2	Magic leggings.....	4
Cloak.....	1	Magic shield.....	4
Crested helm.....	2	Monitor shield.....	2
Curved heater.....	2	Plate armour.....	4
Decorative shield.....	3	Plate leggings.....	3
Door shield.....	3	Scale armour.....	2
Dupr�'s shield.....	4	Serpent armour.....	6
Gauntlets.....	2	Serpent earring.....	1
Great helm.....	3	Spiked shield.....	3
Kidney belt.....	1	Stocking.....	1
Leather armour.....	1	Sword of defense.....	3
Leather boots.....	1	White breastplate.....	4
Leather gloves.....	1	Wooden shield.....	2

TRAINING

Training in strength, dexterity and combat is available on the list field of Monitor. With each of the following trainers, training costs 50 Monetari and 3 training points. (You earn training points as you accrue experience points.)

Note that the highest possible value for each of these attributes is 30 — if you have reached the highest value in one attribute, a dual trainer can not train you in just the other attribute. For example, if you have dexterity 30 and combat 25, Brendann can not train you just in combat — he can not train you at all.

<i>Trainer</i>	<i>Attributes Improved</i>
Luther.....	Strength (+3)
Caladin.....	Strength (+2), Combat (+1)
Brendann.....	Combat (+2), Dexterity (+1)
Shazzana.....	Dexterity (+2), Combat (+1)



After Batlin dies, Wilfred can be found at the Sleeping Bull Inn. He will train you in strength (+1) and combat (+1), at a cost of 30 Monetari and 2 training points. (If he is one of your party, he will not charge the 30 Monetari.)

WEAPONS

Damage refers to the number of points subtracted from an opponent's Hits after a successful attack. The Defensive Value of armour may reduce the amount of actual damage taken by the target. "R" stands for the Reach or Range, measured in paces, of a man-to-man weapon or a missile weapon, respectively. A pace is equal to the approximate distance a person covers with one step.

Weapon	Damage	R	Weapon	Damage	R
Arrow.....	+1	-	Morningstar.....	5	2
<i>added to bow damage</i>			Pick.....	4	2
Arrow, burst.....	+2	-	Pitchfork.....	2	2
<i>explodes; only 1 use</i>			Powder keg.....	40	16
Arrow, magic.....	+4	-	<i>explosive</i>		
<i>added to bow damage</i>			Rake.....	2	2
Arrow, serpent.....	+1	-	Scythe.....	7	2
<i>added to bow damage</i>			Serpent dagger.....	2	2
Axe, two-handed.....	7	4	Serpent scepter.....	5	2
Axe, magic.....	8	16	Serpent staff.....	8	2
<i>can be thrown</i>			Serpent sword.....	6	2
Blowgun.....	3	6	Shears.....	1	2
Bolt.....	+0	-	Shovel.....	6	2
<i>added to crossbow damage</i>			Sling, magic.....	3	8
Bolt, magic.....	+2	-	<i>does not need ammunition</i>		
<i>added to crossbow damage</i>			Spear.....	6	2
Boomerang.....	3	8	<i>can be thrown</i>		
Bow.....	6	10	Spiked shield.....	2	2
Bow, infinity.....	6	14	Staff.....	6	3
Bow, magic.....	12	16	Staff, Blue Firedoom.....	20	10
Cleaver.....	2	2	Sword.....	6	2
Club.....	3	2	Sword, decorative.....	4	2
Crossbow.....	10	13	Sword, fire.....	8	2
Dagger.....	1	2	Sword, glass.....	127	2
Dragonslayer.....	7	2	<i>only one use</i>		
Fire wand.....	10	8	Sword, magic.....	7	2
Fishing rod.....	1	3	Sword, two-handed.....	8	4
Halberd.....	10	3	Sword, wooden.....	2	2
Hammer.....	4	2	Sword of Defense.....	6	2
Hammer of Dedication.....	8	2	Throwing axe.....	4	2
<i>can be thrown</i>			Tongs.....	6	2
Hammer, juggernaut.....	25	16	Torch.....	3	2
<i>can be thrown</i>			Torch, lit.....	6	2
Hammer, two-handed.....	9	3	Whip.....	6	3
Hammer, Worm.....	6	2	Whip, Lightning.....	10	3
Hoe.....	2	3	Zot wand.....	8	8
Mace.....	5	2	<i>fires poison missiles</i>		
Magabane.....	9	2			

WALKTHROUGH

Use the titles to find the section of this walkthrough that you're looking for. If you want just a vague, sometimes cryptic hint, read only the bold-face introductory sentence. For full details, read the rest of the section. Material in italics at the end of the section provides interesting information that is not necessary to solve *Serpent Isle*.



Shamino

ARRIVAL

Get help from Thoxa, and head inland.

After appearing on the western shore of the Serpent Isle, head south along the mountain range. A magical storm will teleport your equipment and your companions away. In place of your missing possessions, you discover several new, but seemingly useless, items. Keep them, for they belong to those who now have your equipment. On the shore you encounter Thoxa, a monk. She gives you the Hourglass of Fate and tells you of the ancient seer, Xenka, who foretold your arrival. Another monk appears to prevent Thoxa from speaking further and the two fight. You head for Monitor, where Shamino finds you just outside the gates.

*Immediately after the teleport storm, check your inventory. You will find a scroll that lists all your original belongings. This will be useful when tracking down your missing items. By the bear skeleton, Shamino will find a bow. From this, he will be able to explain recent events. In the Cave of the Red Bush, you can find a helpful book entitled *The Scroll of the Serpent*. In addition, Shamino can explain how to use several items, such as lockpicks and torches. He might also point out the entrance to a second cave.*

MONITOR

Seek out your lost companions.

From the gatekeeper, Flicker, you learn of the need to speak with Lord Marsten. Find him in the Crypts of Monitor. Dupré is brought by the guards and permitted to rejoin the group. Also, you learn that Iolo has been imprisoned (and that you can't free him until you become a knight). Speak with Simon and learn about Batlin. Pay attention to Simon's offer of ale.



Dupré

*Be sure to read the lists of unusual items Dupré and Iolo offer you when they rejoin the party. Check out Shamino's list if you haven't already. Harnna has information about the items, but will answer only a few questions until you have agreed to help rescue Cantra (see **Banquet**, below).*

Simon's ale will make you sick. Make sure you note exactly what he offers you.

Follow Harnna to the crypts at 6 a.m. and pay close attention to her cries. The urn of ashes on Iolo's list belongs to Caladin of Monitor. Iolo's crossbow is lying in the crypts of Monitor.

Luther has Dupré's shield, but will not admit it — or give it up — until he is beaten on the practice field when you are training with him. If you then speak with him afterward, he will give you the shield. Luther is easy to defeat when he is angered. Speak to Cellia, Brendann and Lucilla to learn information that will anger Luther.

You can earn money by giving Renfry dead bodies for cremation. He will pay 100 Monetari for each dead pikeman, but is not interested in other types of dead.

To receive a gift of a Gwani cloak, spend the night with Lucilla (if you are male) or Brendann (if you are female). Note that the presence of the cloak will probably cause trouble if you meet any otherwise friendly Gwani.

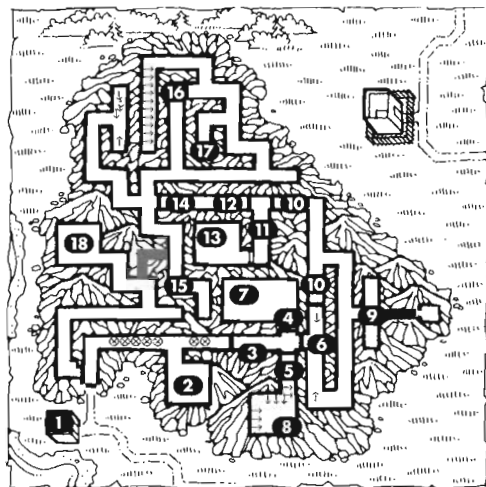
At noon, you can go to Town Hall and watch the leaders of Monitor argue. At the training hall you might spy Shazzana cursing at her novice trainees.

If you speak with Lucilla while Spektor is around, she will hint about their affair.

If you find the scrolls of evidence from the Goblin village, tell Caladin or Brendann about their contents. Marsten and Spektor (if you read all of the scrolls) will be arrested and will confess once they are in jail. If Spektor is arrested, Lucilla will admit to having more information, including knowledge about a secret gunpowder cave.

Only Harnna will still be alive once the goblins overrun the town.

KNIGHT'S TEST



A wolf and its appendages prove useful.

From Caladin and Cantra, get information on the Knight's Test. At the gates of the Test, accept Shmed's challenge. Explore the dungeon, which seems more challenging than you were warned (see **Solution**, below). Find the wolf's claw and use it to draw blood from your own body. Then, use the claw on the urn of ashes. When the wolf appears, kill it and take the body with you. Use the key to exit the dungeon. Confront Shmed about the danger level and learn you have a mysterious enemy. Return to Monitor.

SOLUTION

- 1) Schmed's hut. This is where he stores your items during the Test.
 - 2) Five mines explode behind you as you run past them, then two mines explode just in front of you. Your only option is to duck into this room on the right. Kill the two gremlins, then force open the chest, which contains the key to (3).
 - 3) Locked door.
 - 4) Unlocked door.
 - 5) Locked door.
 - 6) Locked door.
 - 7) Atop the monolith is the key to (5). To reach it, stack the rocks and stand on them. Be careful — some of the rocks hide snakes.
 - 8) Cyclops. Run in, grab the key (that opens (6)), run out and lock the door behind you. Alternatively, kill the cyclops and take the key to your leisure.
 - 9) The four chests explode for considerable damage. Pass through the illusory wall to the small room and take the key for (10).
 - 10) Locked doors.
 - 11) At the south end of the hallway is the key to (12) and an invisible lever.
 - 12) Locked door.
 - 13) Kill the rats and take the key to (14).
 - 14) Locked door.
 - 15) Invisible pikeman.
 - 16) Cyclops.
 - 17) Claw (needed in the final part of the Test).
 - 18) This room contains the ashes, for which you will need the wolf's claw.
- ⊗ Explosive land mines.
→ Missile trap. Arrow indicates location and direction of fire.
■ Invisible paths.

TATTOO

Prepare the wolf and yourself for the banquet honoring your success.

Speak again with Caladin. Then take the wolf's body to Cellia, who makes cloaks from skins. Next, Lucilla must prepare the wolf meat for the celebration of your success. Finally, you must have Lydia put a tattoo on your face as a symbol of your new totem.



POISON

The cure is found in Fawn.

It will not take long to notice you have been poisoned. Harnna offers advice, sending you to Fawn for the antidote: leaves of the Varo plant. (She also suggests that you talk to Lydia about the tattoo before you are cured.) In Fawn, speak with Delphynia, the healer, to procure the Varo leaves. Return to Monitor and let Harnna use the Varo leaves to cure you of the poison.

Delin, who complains about lost money, has your missing torches. Alyssand has your magic gauntlets, and will give them to you. Offer the ceremonial armour to Kylista to get your magic armour.

*Watch out for attacks from Kalen the assassin. Be sure to speak with Zulith **after** killing Kalen.*

MONITOR BANQUET

You learn that following Cantra will help you find Batlin, so you find a way to track her.

Get the cloak from Cellia. At the banquet, you are made a knight. In addition to several other stories, learn that Harnna's daughter, Cantra, has disappeared. In private, Harnna shows you a vision in her crystal ball of Batlin pursuing Cantra. She sends you to find the Hounds of Doskar, who are renowned for their tracking abilities, and gives you Cantra's practice sword so the Hounds may follow her scent. Head north to the Great Northern Forest for the Hounds.

Once you have both spoken to Marsten and become a knight, Marsten will give you the key to Iolo's cell.

An alternate way to free Iolo is to (a) have Marsten arrested and (b) talk with Brendann (in that order).

GOBLIN RUMORS

Simon's secret is revealed in the woods. The goblin chieftain's key gives you access to their treasure horde.

Speak with Krayg to learn about the goblins in the woods. Go to the nearby forest and discover one of Simon's bottles of ale (at 83S, 18W). Take this bottle (do *not* use it!), return to Monitor and confront Simon. In his confession, he mentions the goblin tunnels, then turns into a goblin and attacks you. A tunnel begins in the Knight's Forest (the forest just north of the Knight's Test — entrance at 69S, 32W). It leads to the Western Forest. Follow it north until you reach the goblin clearing.

Wait until the hours between midnight and 6 a.m. and sneak into the camp as the goblins sleep. Find the chieftain's hut and kill Pomdirgun. Take the key hidden on his body. Use it to unlock the door to the treasure chamber back in the goblin tunnels. Take the Helm of Courage and the scrolls. Return to Fawn.

Shamino's arrows are in the goblin camp.

There is a captured pikeman who will be very grateful if rescued.

The tunnel also leads to the Chess Masters, a life-size game of chess. You can take the Firedoom Staff on the board, but all of the pieces will animate and attack you.

LADY YELINDA



Inquire about your new ring, but beware of a follower. An audience with Lady Yelinda brings both gifts and misfortune.

The first time you are in Fawn with Iolo, he graces the town square with a song about his beloved, missing wife.

Ask Jendon and Alyssand about the ring you acquired during the teleport storm. Accost Zulith when you notice him following you. Speak with a few of the townspeople, to learn that Lady Yelinda desires an audience with Iolo. While in her company, she gives you a white diamond necklace. One of your comrades offers a toast to Lord

British, which results in an arrest. Before you can assist, Jorvin paralyzes you with his wand. You awaken in the inn.

TRIAL

Fix the trial with the oracle.

During the recess, Alyssand tells you to visit the temple at night. Break in, slay Voldin and pull the levers until the oracle talks to you. At this point talk to the oracle and set the verdict to "innocent." After the trial, receive a crystal rose from Lady Yelinda.

SLEEPING BULL

Adventures in the Royal Mint help free Captain Hawk. The inn's basement is the path to maps, and then on to Moonshade.

From the bartender, learn that Captain Hawk has been arrested. At the Bull Tower, the pikemen mention an expensive ransom. Return to the inn and speak with Selina. Go with her to the Royal Mint (at 76S, 81E) to get the gold bars and encounter Batlin's henchmen. During the fight, Selina disappears. Take the gold bars to Bull Tower and have Captain Hawk released. Speak with Devra and learn about the mysterious basement and Batlin. Search the basement, find the secret door and throw the lever in the hidden room. Take a key from one of the chests you find there. Return to the basement and go down the stairs. Explore the catacombs until you find the two treasure maps. Take them.

Sail with Captain Hawk to Moonshade (Hawk, Kane, Ale, and Flindo must all be on board before you leave.). Flindo will help arrange a meeting with the Magelord when you arrive in Moonshade.

If you try to bribe the pikemen, they will raise their prices.

Taking Selina's Blink Ring while she is alive yields nothing, for the ring returns to her. Once Selina has joined the group, she will not leave unless you choose not to travel in the direction she wants to go.

Find Devra to get your swamp boots.

In the caverns under the basement of the inn, you can operate the mysterious levers to learn more secrets.

To the south of the inn, you can find a decrepit mansion overrun by trolls.

After the inn is taken over by the goblins, only Wilfred will be around. He will join the group if asked, but will become offended if told to leave and will never join again. He will also depart if injured, but only after first cursing you.

MAGELORD'S BANQUET

The mages at the banquet have much knowledge to share.

After you have been in town and spoken with a few people, a messenger delivers a scroll. Read it, suffering through Rotoluncia's threats, to learn about Batlin. Find Flindo to see whether you have been invited to the Magelord's palace. When he learns that you have been, you are teleported directly to the palace for the banquet. After the banquet, speak first with Bucia about Pothos' resemblance to Erstam, then with Pothos about blood moss and with Fedabiblio about spell books and mandrake root.

Speak to the Rangers of Moonshade to locate the missing map of Britannia. Take the moonsilk stocking to Torrissio, Columna and Melino. Listen to their comments. If you find Ernesto just outside of the Catacombs, ask him about his activities.

In the area around the town you might run across a pit. Should you walk too close to the edge and fall in, locate the narrow passage leading to some stairs. These stairs lead up to a ruined building. The key to exit the building is hidden behind a tree.

KIDNAPPING

The south swamp, Rotoluncia's manor, Lake Island and Mosh all contribute to your quest.

Bring blood moss from the south swamp for Pothos and learn about the dock on the northern coast (reached by going around the Mountains of Freedom to the east). When one of your companions disappears, find Filbercio to gain permission to search Rotoluncia's manor. Inside, slay the automaton and get the Serpent Tooth. Return to Filbercio and learn of his past relationship with Rotoluncia. Get a boat and use it to travel to Lake Island, where your comrade is being held. Return to Moonshade and speak with Mosh, making sure to learn about Columna.

MAD MAGE ISLE

Find an egg and build a man for Erstam, then take his Serpent artifacts.

Ring the bell to summon the giant turtle. Ride on its back to Mad Mage Isle. Speak with Erstam about teleportation and accept his quest for a phoenix egg. In the caves, pull the lever to release the lava, then talk to the new phoenix to get the egg. Once back with Erstam, help him acquire body parts and then construct Boydon. From Erstam's storeroom (to which he gives you the key), take the Serpent Jawbone, then go back to Erstam to get all of the Serpent Teeth he possesses. Via the Jawbone, go to Monk Isle.

A party member's missing dagger can be found here. For a valuable ally, ask the completed Boydon to join the group. If he dies, watch him fall into a pile of separate body parts instead of a single corpse.

MONK ISLE

Follow Braccus' instructions to find a useful reagent.

Speak with Braccus to discover how to procure mandrake root. Go to the northern swamp when the tides are low, as per Braccus' instructions, and collect the fresh roots. Use the Jawbone to return to Moonshade.

Notice that the monks change their activities based upon the sounding of the bell, regardless of the time of day. Use the Lens of Translating to read any serpent-runic scrolls or books you find.



MOONSHADE CATACOMBS

Captain Hawk, Julia, Columna, Mosh and Fedabiblio all have useful information.

Ask Captain Hawk about the catacombs, Julia and departing Moonshade. Columna tells you about Mosh, who also has information on the catacombs. Befriend Mosh by offering her a fish, which you purchase from Petra at the Blue Boar Inn. Mosh gives you a Magic Harp to deter the Rat-Men in the catacombs from attacking you. Mosh will also tell you of Columna's Magic Comb. Speak again to Fedabiblio about acquiring a spell book.

FRIGIDAZZI

Frigidazzi can teach you an important spell, but Filbercio's presence can be positively chilling.

Talk to Frigidazzi so that you can obtain the *Chill* spell later. Become intimate with her only if you desire. Regardless of your decision, Filbercio discovers your presence in his lover's abode and puts you on trial. You are found guilty and are sentenced to the Mountains of Freedom.

MOUNTAINS OF FREEDOM

Do not overlook the two unlikely allies you encounter here. The automata hold the key to this maze, but don't befriend them.

Teleporting into Freedom by yourself, you are confronted by the automaton jailer. Wait until he leaves his locked room (either at midnight or noon) and kill him, taking his lock picks and his red key. Search for illusionary walls to escape the maze. When you meet Stefano, ask him to join you. When you encounter the knight outside of Stefano's chambers, kill him and take the Daemonsword he wielded. When you get to the two levers, Stefano will assist you by pulling one lever while you pull the other. At the drawbridge, get the *Telekinesis* scroll off the dead mage's body and use it on the winch.

At the jail cells, go to the area with all the levers in the middle of the floor. On the top row of four levers, pull the lever to the far right. The chamber to the sleeping woman should open. Next, on the bottom row, throw the lever that is second from the right. This should cause the door to the horse's room to open. Lead the woman to the horse and let it kill her. Take the carrots from her dead body. Next, throw the top row's left-most lever, which opens the rabbit's cell. Place the carrots on the rabbit's plate and take the flowers that it gives you. On the bottom row, use the lever on the far left. Give the flowers to the ranger and he will fix the broken lever for you. Use the fixed lever and step on the teleporter in the now open cell.

Use the blue lever and teleport back by trying to walk out of the glade. Use the bottom left lever to open the double doors to the south. Pass through. The next door has a fire pit behind it. Step into the pit and the flames will go out; you will teleport soon thereafter.

In the endless hallway, search for an illusionary wall on the east that leads to a teleporter. In the room with the bell on the wall, stack the crates three high, then step up onto them to be teleported. Talk to the automaton. When he attacks you, kill him and take his key. When the wizard appears and begins casting spells, release the daemon from the Daemonsword and he will destroy the mage. Use the automaton's key on the door and teleport back to the jail in Moonshade.

Alternatively, pull the wall switch behind the knight statue in one of the jail cells. After teleporting, use the blue lever and continue with the last two paragraphs above.

EXPERIMENTS

Find your three companions, then conduct experiments for Gustacio.

Find Dupré in the Blue Boar Inn and Shamino in the woods nearby. Shamino will give you a spell scroll and a pair of Serpent Earrings he was given by Frigidazzi to give to you. Find Iolo in Gustacio's manor. While there, speak with Gustacio about the teleport storms and the energy globe. Take the globe to Gustacio's tower and conduct the experiments he details. Return to him and report the results. Visit Fedabiblio and use his crystal ball to determine the color of lightning when Edrin was changed. Conduct Gustacio's second experiment and return Edrin to his human form. Ask him about his dreams. For your assistance, Gustacio gives you the Mirror of Truth and offers you several free spells. Bribe Julia to get the key to the catacombs. Take Mosh's Magic Harp, go into the catacombs beneath the city and enter Furnace.

If you need to find Boydon, he's with Bucia.

FURNACE

Solve King Zhelkas' test to receive his boon. Next, it's time to get back on Cantra's trail.

Talk to King Zhelkas. Agree to take the test and have him lower the drawbridge. Use the Pillars of Chaos to teleport to the test. Within the test, speak to the clones of Iolo, Shamino and Dupré. Teleport back to Zhelkas and get the Serpent Ring. Find the skeleton of a slain wizard (in the park) and take the Serpent Tooth that leads to Monitor. Head north to Gorlab Swamp in search of Cantra and the Hounds of Doskar.

Should you fail the test, search instead for Zhelkas' missing artifact. Inside the arena, you will be trapped. Only by slaying the automata can you escape. Look for a book describing several unique minerals: agnium, serpentinium and zerine. Find the minerals, take them to the magic chamber and create the substance phosphor. This is the fuel used in the serpent lampposts. You will also find a locked door, which leads to a Serpent Gate. To enter, find the Key of Fire and the Key of Ice and set them on the appropriate altar. The two keys will meld into one key of blackrock. Use this key to open the door to the Serpent Gate. Inside, you may uncover your lost spell book, though it will be burned beyond use.

DREAM REALM

Many problems can be solved through adventures in the Dream Realm.

Travel through Gorlab Swamp and fall asleep. In the Dream Realm, find the temple and listen to the speech of the Great Earth Serpent. Talk to Siranush and learn how to use the Helm of Courage, the Mirror of Truth and the Crystal Rose to defeat Rabindrinath. Find and best Rabindrinath. Get the Dream Crystal from his keep. Speak again with Siranush to acquire the Serpent Necklace. (Do not leave the Dream Realm without the necklace!) Also make sure you speak with the following people: Lord British, Stefano, Batlin, Thoxa and Cantra. Wake up and continue to the Great Northern Forest.

Approach the red doorway of the Swamp Cathedral and fight the Gargoyles. You will be teleported to another building. Enter it, press the button to open a sliding door and be teleported back. While in the plains to the east of Gorlab Swamp, notice a staircase leading down. Take it, pass through the illusionary wall, walk down the invisible hall and up into the Naga Temple.

GREAT NORTHERN FOREST

Draygan, Beryl and Morghrim can help you locate a Hound of Doskar.

Locate Draygan's camp and speak with him and Beryl. From Beryl, learn that Morghrim is a good source of information. Morghrim knows about the hounds and how to procure a specimen of the Savior plant. Use the plant on an arrow to shoot Draygan and put him to sleep. Kill him and take the orb from his body. At that time, Morghrim appears and provides a whistle. Blowing the whistle summons one of the Hounds of Doskar, which tracks Cantra after sniffing her practice sword. Follow the Hound to Shamino's Castle.

You can find a scroll indicating the location of your glass sword in the trapper's house in the Great Northern Forest.



SHAMINO'S CASTLE

Confront Batlin and his warriors, then deal with Cantra.

Go directly to the central keep. Fight Batlin's soldiers, who detain you long enough for Batlin to disappear. Find Cantra's body upstairs. Take Batlin's Fellowship medallion and permit the monk who appears to care for Cantra's body. Ask the dog to track Batlin and head north to the impassable mountains.

Use the levers in the outer keep to gain access to the locked rooms. Shamino explains that this castle was once the seat of his power. He can draw a map that reveals a secret entrance. In the west room you encounter a henchman in search of food. The intense manner of his search may keep him from noticing you.

The ghost of Beatrix, Shamino's former love, might appear here.

MOUNTAIN PASS

The only way to cross the mountains is to go through them.

Before heading further north, all living party members *must* have fur hats, fur boots and fur cloaks, preferably not of Gwani-skin. From Shamino's castle, head back south along the mountain range. Look for the secret pass through the mountains. Within this pass is a dying trapper who will describe his death at Gwenno's hands.

GWANI VILLAGE

The Gwani will help, for a price.

Continue through the mountain to discover the Gwani village. Speak with Yenani and agree to obtain the blood of an ice dragon in exchange for assistance. Before you leave, talk to Baiyanda.

Gwani will be upset and won't talk to you if you are wearing a Gwani-skin coat.

ICE DRAGON

A special boat and a hidden entrance help you get something Yenani is willing to trade for.

Locate the ice boat and use it to visit Ice Dragon Island. Search for the hidden entrance in the back and sneak in. Slay the dragon and fill a bucket with its blood. Give the bucket of ice dragon blood to Yenani. For your help, she tells you the password permitting passage into the mountains through Skullcrusher dungeon.

Should you encounter the boat frozen in the ice, read the log book describing the sad tale of the pirates.

Take the sword called Magebane from the penguins.

VASCULIO

Vasculio holds the key to your next challenge. After leaving him, find another eye on Batlin.

Within the caverns, find and slay Vasculio. From his body take the key that opens the dungeon's exit. Use it to leave and then enter the Temple of Emotion. Find and use the Moon's Eye to get another vision about Batlin. Ask the dog to track Batlin and head deeper into the wastes.

Speak to the ghosts, especially the actors, to learn valuable clues. The book on penguins supplied by the dead librarian provides a hint on how to destroy Vasculio. Speak with all the automata you find. In Vasculio's laboratory you find Rudyom's missing wand. However, the damage to it has changed its ability; now it simply makes people sneeze. Using Magebane against Vasculio makes him easier to defeat.

SPINEBREAKER MOUNTAINS

Avoid attempts to distract you here. Collect a scroll, dagger and abacus to get to the sceptre that you will need to find the hierophant's book. Get a scroll (from Selina), the Blackrock Serpent and Iolo's lute, then return to Skullcrusher.

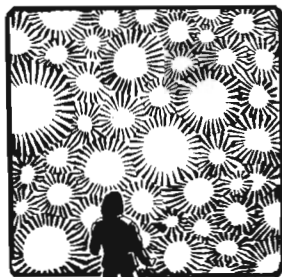
When you enter Spinebreaker an automaton gives you a message from Batlin, then attacks. Slay him, then talk to the next automaton at the portcullis. Use *Telekinesis* on the button to open the portcullis, since you do not know (nor ever will know) the password he wants from you. At the next portcullis, Brunt the pirate begs you to follow him, but if you do he will lead you into explosive traps. Instead, use the portcullis and passage to the north, and follow the invisible hallway that bypasses the traps.

Once in the city you need a serpent scroll from the Chapel of Ethicality, a serpent dagger from the Chapel of Discipline, and the abacus from the small Chapel of Logic. Placing these three items in order on the pedestal before the Temple of the Hierophant will open its doors. In the bedroom of the temple is an automaton that gives you the Sceptre of the Serpent. By placing the sceptre on the blue pedestal you will be teleported to the Library of the Hierophant. Read the book, *Structure Of Order*. Teleporting out, go to the chambers in the

southeast corner of the city. There Palos will taunt you to follow, so beware of the traps he has set. On the east wall of the Baths is an automaton who will not let you by until you have answered his question, found in *Structure of Order*. Deadeye will assail you with threats here, so beware of the traps he has laid. Get the key from the dead pirate's body — it will open the door to Temple of the Dead.

Enter the magic carpet chamber. Slay Selina and her henchmen and take the *Dispel Energy Field* scroll. Speak with the monks when they appear. Enter the Grand Shrine, watch

Batlin die and take his Blackrock Serpent, Serpent Jawbone and Serpent Teeth when his body falls. (Dupré, Iolo, and Shamino are all possessed by Chaos banes.) Pick up Iolo's lute, Dupré's shield or Beatrix's book, if present (things the hound can use to track with). Listen to the Great Earth Serpent and return to Skullcrusher.



SKULLCRUSHER ARTIFACTS

Get three important items from Vasculio's treasure room.

In Vasculio's treasure room, find the Horn of the Gwani. Use *Dispel Energy Field* to reach it. Take the Philanderer's Friend wand and the flux analyzer. Listen again to the Great Earth Serpent. Follow his instructions to rescue Gwenno.

GWENNO

Restoring Gwenno to life, you realize you've only solved half her problem.

Go to the ice tombs to find Gwenno's body. Use the Horn of the Gwani to free her coffin. Take Gwenno's body and go to Monk Isle. Thoxa resurrects Gwenno, but you realize that Gwenno is now insane. Speak with Karnax and learn the original Scroll of the Serpent is in the Seminarium in Moonshade.

BACK TO MOONSHADE

Freli, Fedabiblio and Stefano help you get a scroll, a comb and three teeth.

In Moonshade find Freli, one of the few surviving mages, and hear about the destruction. Go to the Seminarium and use Philanderer's Friend on the statue of Fedabiblio. Once human again, Fedabiblio gives you the Scroll of the Serpent. Visit Gustacio's manor, Torrissio's manor and Filbercio's palace and get their Serpent Teeth. Find Stefano, who has another Tooth and a Blackrock Serpent. Get the Magic Comb from Columna's house. Use the Serpent Jawbone to return to Monk Isle.

Once the town is filled with monsters, only Stefano, Freli, Torrissio, Columna, Andrio, Ducio and Petra will be around. Go to Frigidazzi's home and find the missing Magic Helm.

Cross the bridge and enter the secret door beneath the bridge stairs. This will lead to a chamber full of zombies. After they are slain, find another secret door and travel through the invisible hall, using Pothos' key to open the door at the end. You will be teleported to a large area. Defeat any opposition, take the treasure and die to get back to Monk Isle.

DISCIPLINE

Karnax and Miggim can get you to the temple, where you discover yet one more obstacle.

Speak with Karnax about the Imbalance Virtues and the Water of Discipline. From Miggim, get a book describing the location of the Temple of Discipline. Go to the Temple and talk to the automaton, who tells you that a human cannot survive the acid trail through which you must pass. After you find the Mind Transfer chamber, return to Monk Isle.

WATER OF DISCIPLINE

A vision shows you what you need to do.

Have Draxta show you the vision of an automaton walking through the acid. Go to Moonshade and ask Petra to join your group. Return to the Temple. Use the Mind Transfer machine to switch into Petra's body. Pass through the acid, approach the fountain and fill two buckets with the water. Return to Monk Isle.

SOUL PRISMS

Gwenno can finally tell you what you need to do; Ducio and Torriasio can help you once you're back from the cold.

Use the Water of Discipline on Gwenno. Speak with her and learn about Batlin, the banes and the prisms. Venture into the ice wastes and kill worms until you have nine hearts. Take their hearts. Go to Moonshade and have Ducio make three worm gems from the ice worm hearts. Ask him about the Daemonsword. From a scroll on Gustacio's body, learn to use the flux analyzer on the Daemonsword. Get the *Enchant Soul Prism* spell from Torriasio after he takes Philanderer's Friend from you. Cast the spell on the worm gems to make three soul prisms.

ENTHUSIASM

Again, Gwenno tells you what you need to do. This time, Miggim helps you.

On Monk Isle, speak with Gwenno and learn that other Waters are necessary to cure your possessed companions. Again consult Miggim and his book of temples. Go to the Temple of Enthusiasm. Once there, find and use the Magic Lens to discover where the banes are hiding. Obtain the Water of Enthusiasm and use it on one of the prisms.

TOLERANCE

Sethys helps you free Mortegro; Mortegro helps you get the Water of Tolerance.

Go next to the Temple of Tolerance. Ask Sethys about the lost key. Cast *Serpent Bond*, find the key and use it to lower the drawbridge and free Mortegro. Get the *Summon Shade* spell from Mortegro and learn that the altar of Tolerance is in Moonshade. In Gustacio's manor, place a bucket on the altar to get Water of Tolerance. Use the Water on an uncharged prism.

Note that Mortegro will be struck by lightning when he leaves the temple with you.

ETHICALITY

You must pass three tests to cause the Waters of Ethicality to flow again.

In the Temple of Ethicality, find and use the meditation mat. Speak to the automaton and take the Tests of Ethicality: Fire, Greed and Bravery. In Fire, walk directly through the burning flames, then press the button. During Greed, make sure you discard all your valuables — money gems, jewelry, etc. — onto the pedestal, before walking down the corridor and pressing the button. While fighting Batlin in the Bravery Test, do not yield when he asks for your submission. After you have passed the Tests, fill the bucket with water from the now-working fountain.

EMOTION

Take care of a few loose ends in Moonshade. Next, collect four lodestones and then the Water of Emotion.

Return to Moonshade to get Captain Hawk's treasure map and sextant from his room. Search Frigidazzi's house for a Serpent's Tooth. Go to the Temple of Emotion. Take the lodestone of Hate from the first room, and the lodestone of Happiness from the next room. In the room after that, speak with Shriash and break the altar to get the lodestone of Love. Next get the lodestone of Despair. In the final room, place one of the lodestones on each of the four pillars beside the Pond of Emotion. Fill a bucket with the Water of Emotion, and use it on the third prism.

LOGIC

The Temple of Logic is reached through the Glacier Mountains. Find a clue on ice, teleport, then help the six automata solve their mystery, and they will help you solve yours. Once you have Water, follow your treasure maps.

Face and kill the ice dragon. On the path leading north, five ice blocks (each containing a body) impede your path. One has a journal with useful clues in it. At the teleport chamber just past the blocks, step on the pads in this order: red, yellow, blue, red, white.

Help the six automata solve their murder mystery. From them get the key that permits entrance to the Water of Logic. Fill a bucket, then follow the treasure maps obtained in Sleeping Bull. Find Silverpate's treasure, which includes a carving of the Serpent of Balance.

To solve the murder, question the automata. (#4 did it.) Be sure to recruit at least three automata — you'll need them at the end of White Dragon Castle.

SERPENT ARTIFACTS

Get the Crown from Hawk's treasure. Ruggs can tell you where Yelinda fled; she can help locate the Armour she hid. Get it.

Captain Hawk's scroll and map show the way to his treasure, which includes the Serpent Crown. Next you must find Yelinda. Ruggs, in Fawn, can tell you that she fled to the swamp. Offer her Columna's Magic Comb of Beauty. Get the key to the Serpent Armour's location from her.

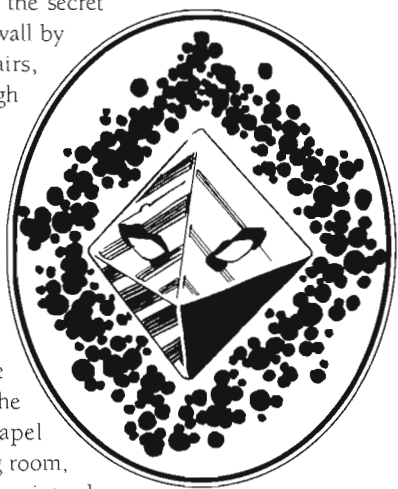
WHITE DRAGON CASTLE

At the White Dragon Castle, properly slay your three dearest companions, then restore them. First, though, you must find them, and they've set all manner of traps for you.

Cross the drawbridge to the entrance hall (1) (see map on page 20). Pass on to the hall (22) and into the mirror room (2). Go through the secret door to the alchemist's lab (3). A key on the skeleton here unlocks both the door back out to the hall and the door to the library (6). From the library, cross by the balcony to the smoking room (7). Get the key from the desk, go back out into the hall and use the key to unlock the door into the spinning and weaving room (5). Pull the lever behind the bales of wool, opening the secret door to the closet (5a). Walk through the illusionary wall by the stairs and take a key from the chest. Go upstairs, unlock the door you find, then walk to the east, through a second door and back down the stairs you find there.

In the music room (4), get the key under the whistle. Back upstairs, cross over and down the stairs into the ballroom (11). Pick the lock or break the door into the kitchen (13). Go through the secret door between the kitchen and the dining room (12). Find the key hidden under a plate there; it opens the door to the ballroom.

Back in the spinning room closet (5a), unlock the door to the chapel (8) with the key you found under the whistle. A lever in the northwest corner of the chapel opens the door to the sitting room (9). From the sitting room, the key you found in the dining room unlocks the door into the



hall (23). Pick the lock or break the door into the nursery (10). The key you find on the dresser unlocks the door to the northwest bedroom (14).

Use the secret passage at the back of the room (through a secret door) to get to the next bedroom (15). The lever by the grandfather clock opens the two secret doors in the north end of the secret passage's eastern corridor. Back in the secret passage, walk north, east and south, through the first of the two secret doors you just opened. Before entering the southeast bedroom (17), pull the lever in the passage, which opens the secret door between the two bedrooms (17) and (16). Walk through (17) to (16).

Another key in the dresser there opens the door to the hall (24) and then the connecting door to the southern hall (18). The door to the torture chamber (19) is unlocked (surprise!); the lever there opens the last secret door in the secret passage, giving you access to the king's bedroom (20). You can get from the bedroom to the throne room (21), where you must slay Iolo, Shamino and Dupré.

Discharge the Daemonsword into each appropriate prism before slaying another bane. This may take several attempts. Once all three are dead, take their bodies to Monk Isle. Thoxa resurrects your comrades, but they are insane. Return them to normal by using the Waters on them: the Water of Logic on Iolo, Ethicality on Shamino and Discipline on Dupré. They will rejoin you on your quest. Listen to Xenka as she gives you a Serpent Tooth and sends you to the Isle of Crypts.

HIEROPHANTS

Teleport (using a serpent, a scroll and a book) to reach the tomb of the last Great Hierophant. Speak with the Great Hierophant and the Chaos Hierophant.

Teleport from (6) to (7) (see map on page 17). (You must have the Blackrock Balance Serpent to do so.) In the foyer (9), place the mummy's scroll on the pedestal to teleport to the library (10). In the library, read the book on the pedestal and you will teleport to the hallway just outside the Eye of the Serpent (11).

Find the body of the Great Hierophant and use *Summon Shade* to speak with him. Get the Eye of the Serpent and head for the Temple of Tolerance. Next, ask Sethys to join you. Go to the Temple of Enthusiasm. Cast *Summon Shade* on the skeleton of the Chaos Hierophant (just inside the gateway, to the north) and learn how to reunite the Chaos Serpent.

Note that Sethys will die when he leaves the temple with you. When he dies, take his orb.

LAST TOOTH AND THE STAFF

Xenka tells you how to find the last missing Tooth and the Staff. Get them, then return to Monk Isle.

Return to Monk Isle. Xenka tells you that the Gwani have another lost Serpent Tooth. At the Gwani village, speak to Yenani about the trapper. Take the missing Gwani amulet from his cave and give it to Yenani for the Tooth. Xenka then tells you about the Staff of the Serpent. Go to Furnace and talk to King Zhelkas about the trolls. Slay the trolls and get the Staff of the Serpent. Return to Monk Isle.

When you come across Hazard, get the glass sword from him.

ASHES OF BALANCE

Make the ultimate sacrifice in Monitor.

From Xenka, learn how to make the Ashes of Balance. Draw straws to see who must be

sacrificed. Learn who is you who must face death. Go to the Crematorium in Monitor. Thoxa appears and brings any companions not currently following you. As you prepare to die, Dupré pushes you aside and flings himself into the burning death-chamber. Collect Dupré's ashes. Seek Marsten's hoard in the nearby caves, using Lucilla's key. Pick up several kegs of gunpowder. Go to Skullcrusher.

*If you don't have Lucilla's key, you can get gunpowder in Spinebreaker or Skullcrusher.
Cantra's dead father is with Marsten's hoard.*

REUNITING THE CHAOS SERPENT

In Skullcrusher, you need the prisms, the Blackrock Serpent and the ashes. Get the sword and follow Dupré's instructions.

Use the gunpowder to destroy the doors into the sealed portion of the dungeon. Find the Shrine of Chaos and place a Blackrock Serpent on the marked slot. Place all three prisms on the marked altars. Place the ashes on the main altar. When the Chaos Serpent is reunited, Dupré speaks through it and tells you to go to Sunrise Isle. Get the Serpent Sword from Xenka, and pick up the Blackrock Serpent. Use the Serpent Jawbone to go to Sunrise Isle.

SUNRISE ISLE

The island is full of tricks and puzzles designed to demonstrate Balance. Always counter Order with Chaos to complete your quest.

To leave the temple, find and place the glass Order and Chaos serpents on the scale. Take the six symbols that appear and read the book describing where on the island the six symbols belong. Be sure to place the *complementary* symbol on each altar:

- Torch (ethicality) on altar of Tolerance
- Chain (tolerance) on altar of Ethicality
- Heart (emotion) on altar of Logic
- Abacus (logic) on altar of Emotion
- Dagger (discipline) on altar of Enthusiasm
- Rose (enthusiasm) on altar of Discipline

When you have placed the last symbol, a book will appear. Read this book while standing between the pillars north of the temple. A fire bridge will give you passage to the Shrine of Balance.

To get the Ice Diamond, set a serpent candle on the pedestal located in front of the Diamond. For the Fire Ruby, set an ice block on the pedestal located in front of the Ruby. Take the two artifacts and place them upon an altar, which will open the great doors. In the maze, pass through invisible walls to go under staircases. On the blue (Order) side of the maze, use buttons to open doors on the red (Chaos) side, and vice-versa. Collect two blue cubes and two red cubes and place them on the altar found in the ante-chamber of the Grand Shrine of Balance. Make sure you are wearing all the Serpent regalia: sword, staff, ring, earrings, crown, necklace and armour. Also, you will need the three Blackrock Serpents. When the Eye of the Serpent appears, take it, then place the staff, armour and crown on the altar. You will be teleported back to the ante-chamber, and the doors to the shrine will open. Enter the Grand Shrine of Balance. Fight the ice elementals that attack when the Order Serpent speaks. Place the three Blackrock Serpents into the three floor slots. Place the Eyes of the Serpent before the Blackrock Serpent Statue. Finally, strike the Serpent Statue with the Serpent Sword.

INDEX

- A**
- Abacus.....54,72
 - Agnum.....70
 - Alchemist's lab
 - Skullcrusher.....23
 - White Dragon.....20,75
 - Ale.....67
 - Alyssand.....42,54,66,67
 - Ampitheatre (Furnace).....37
 - Anarchy.....10
 - Andrio.....28
 - Angus.....40
 - Apathy.....10
 - Apothecary.....26,29
 - Arabella.....27,50
 - Argus.....54,55
 - Armour.....62
 - for sale.....55
 - Armoury
 - Furnace.....37
 - Skullcrusher.....23
 - Spinebreaker.....25
 - Arrow (burst, magic, serpent).....63
 - Artisan.....27
 - Ashes of Balance.....76
 - Automaton.....21,23,24,26,30,52,53,54,56,69,70,72,73,74,75
 - Avatar.....48
 - Awakening potion.....56
 - Axe (magic).....63
- B**
- Backpack.....54
 - Bag.....54
 - Baiyanda.....56,71
 - Bakery (Skullcrusher).....23
 - Balance.....8-11
 - shrine.....50,51,52,77
 - temple.....9
 - also see Serpent of Balance, Great Hierophant, hierophants, Ssithnos
 - Ballroom (White Dragon).....20,75
 - Bandages.....24,54
 - Banes.....72,74,76
 - Banquet (Moonshade).....27
 - Barracks (Skullcrusher).....21
 - Batlin.....52,64,66,67,68,70,71,72,74
 - Bazaar (Moonshade).....29
 - Beatrix.....71
 - book.....72
 - Bedroll.....54
 - Beryl.....71
 - Bell tower (Monk Isle).....14,68
 - Berries (Monk Isle).....14
 - Bestiary statistics.....61
 - Black pearl.....57
 - Blackrock key.....70
 - Blackrock serpents.....72,73,76,77
 - Blacksmithy
 - Monitor.....39
 - Skullcrusher.....23
 - Spinebreaker.....25
 - Blood moss.....68
 - Bloodspawn.....52
- Blue Boar Inn**.....26-27,29,31,32,34,37,69,70
- Blue Firedoom staff**.....63,67
- Bolt (magic)**.....63
- Boots**.....54,71
- Bow (magic)**.....63
- Boydon**.....68,70
- Braccus**.....14,68
- Brendann**.....39,62,64,65,66
- Broken Oar (Fawn)**.....42,43
- Bruni**.....72
- Bucia**.....26,29,53,54,55,68,70
- Bucket**.....54
- Bull Tower**.....40,67
- C**
- Caladin.....38,62,64,65,66
 - Candle.....54
 - shop (Skullcrusher).....23
 - Cantra.....64,65,66,70,71,77
 - Capessii Canton.....26-27,29
 - Captain Hawk.....27,47,50,52,67,69,74,75
 - Catacombs.....see Moonshade and Sleeping Bull
 - Cellia.....54,64,66
 - Chaos
 - Hierophant.....9,21,76
 - shrine.....22-23,52,77
 - also see hierophants, Serpent of Chaos
 - Chapel.....see each principle
 - White Dragon.....20,75
 - Chess Masters.....67
 - Clans (Monitor).....38-39
 - Cloak.....54,66,71
 - Cloth.....54
 - Clothes shop (Spinebreaker).....25
 - Columna.....28,29,52,57,68,69,73,75
 - Comb of Beauty.....52,69,73,75
 - Conjury (Furnace).....37,52
 - Council of Mages.....21,29
 - Creature statistics.....61
 - Crematorium (Monitor).....38,39,76
 - Crossbow.....54
 - bolts.....54
 - Crypts (Monitor).....38,39
 - see also Isle of Crypts
 - Crystal rose.....67,70
 - Curing potion.....56
- D**
- Daemons.....34,35,36,37,45,70
 - Daemonsword.....69,74,76
 - Dark Path.....16,41,50
 - Deadeye.....72
 - Dedication.....8
 - Delin.....43,54,66
 - Delphynia.....42,53,56,57,66
 - Devra.....40,53,54,55,67
 - Dining room
 - Skullcrusher.....23
 - White Dragon.....20,75
- Discipline**.....8-10,77
- chapel.....25,72
 - shrine.....12,52
 - temple.....51,73
 - water.....73,74,76
- Dragonslayer sword**.....52,63
- Drawbridge (Mountains of Freedom)**.....33,69
- Draxta**.....73
- Draygan**.....52,71
- Dream Crystals**.....45,70
- Dream Realm**.....44-46,70
- Ducio**.....27,29,53,54,55,73,74
- Dupré**.....64,70,72,76,77
- shield.....72
- E**
- Edrin.....70
 - Egg (phoenix).....68
 - Emotion.....8-10,77
 - shrine.....12,52
 - temple.....46,51,72
 - water.....74
 - Energy globe.....70
 - Ensorcio.....57
 - Enthusiasm.....8-10,77
 - shrine.....12,52
 - temple.....51,74,76
 - water.....74
 - Ernesto.....30,68
 - Erstam.....6-7,11,18-19,68
 - Ethereal Void.....16
 - Ethicality.....8-10,77
 - chapel.....25,72
 - shrine.....12,52
 - temple.....51
 - water.....74,76
 - Eye of the Serpent.....17,76
- F**
- Fawn.....7,12,42-43
 - Fedabihlio.....27,28,68,69,70,73
 - Fellowship camp.....43
 - Filari.....53
 - Filbercio.....see Magelord
 - Fire Ruby.....77
 - Fire wand.....63
 - Firedoom staff.....63,67
 - Fishing pole.....54
 - Flicker.....64
 - Flindo.....27,29,67,68
 - Flux analyzer.....73
 - Food for sale.....53,55
 - Freedom.....see Mountains of Freedom
 - Frel.....27,73
 - Frigidazzi.....29,30,35,36,52,69,70,73,74
 - Furs.....54,66,71
 - shop (Monitor).....39
 - Furnace.....12,35,36-37,45,70,76
 - Furniture shop (Skullcrusher).....23

Garlic	57
Garrh	42
Gem	53
Ghosts	72
Giant turtle	68
Ginseng	57
Glass sword	56, 63, 71, 76
Goblet (magic)	52
Goblins	65, 66, 67
Gold bar	53, 67
Gold coin	53
Gold nugget	53
Gorlab Swamp	12, 44-46, 70
Grand Shrine	see Shrine of Balance
Great Captains	42
Great Earth Serpent	52, 70, 72, 73
Great Hierophant	11, 17, 76
tomb	17
	also see balance,
	hierophants, Ssithnos
Great Northern Forest	12, 52, 70
Guilder	53
Gunpowder	see powder keg
Gustacio	29, 30, 52, 57, 70, 73, 74
Gwani	12, 21, 23, 44, 47-49, 54, 71, 76
amulet	76
cloak	64, 71
death temple	12
horn	52, 73
Gwenno	44, 47-49, 71, 73, 74

H	
Hammer of Dedication	63
Handcack	54
Harmony	8
Harmna	53, 56, 57, 64, 66
Harp (magic)	69, 70
Hat	54, 71
Hawk	see Captain Hawk
Hazard	76
Healer	
Dream Realm	45
Fawn	42, 43
Monitor	39
Spinebreaker (shop)	24-25
Healing potion	56
Helm of Courage	66, 70
Herbalist (Fawn)	42
Hierophants	16, 17
speaking to them	59
see also Balance, Chaos, Order	
Hounds of Doskar	66, 70, 71, 72
Hourglass of Fate	64

I	
Ice Diamond	77
Ice dragon	47-49, 71
lair	47-49
Ice elementals	77
Ice Sorceress	see Frigidazzi
Ice trolls	47
Ice worms	47, 74
Ice worm gem	58, 74
Infinity bow	63
Inn room rates	54
Insanity	10

Iolo	64, 67, 70, 72, 76
lute	72
Isle of Crypts	12, 17, 76
J	
Jail (Monitor)	39
Jawbone	see Serpent jawbone
Jendon	42, 54, 55, 67
Jerky	54
Jewelry	53
Jorvin	43, 67
Joth	42
Juggernaut hammer	63
Julia	30, 31, 34, 37, 53, 69, 70
Jungle	19

K	
Kalen	66
Kane	67
Karnax	13, 14, 46, 64, 73
Key	
blackrock	70
Moonshade Catacombs	34
Key of Fire	70
Key of Ice	70
King's Savior	52, 71
Kitchen (White Dragon)	20, 75
Knight's Test	12, 38, 65
Krayg	54, 55, 66
Kylista	42, 66

L	
Laboratory	
Mad Mage Isle	19
Skullcrusher (Vasculio's)	22
White Dragon	20
Lamp	54
Lens of Translating	52, 68
Lever (Sleeping Bull)	40
Library	
Furnace	36, 37
Isle of Crypts	17, 76
Monk Isle	14, 52
Skullcrusher	22
Spinebreaker	52
White Dragon	20, 75
Lightning whip	63
List field (Monitor)	39
Lodestones	74
Logic	8-10, 77
chapel	25, 72
shrine	12, 52
temple	51, 75
water	75
Lord British	5, 67, 70
Lucilla	39, 55, 64, 65, 66, 77
Luther	38, 62, 64
Lydia	38

M	
Mad Mage Isle	12, 18-19, 52
Magebane	63, 72
Magelord	28, 29, 31-33, 52, 67, 68, 69
Palace	28, 29
Magic carpet chamber (Spinebreaker)	25, 72
Magic harp	69, 70

Magic weapons	56-60, 62, 63
Mana Restoration potion	56
Mandrake root	57, 68
Map	
Captain Hawk's	74
Dark Path	52, 67
Serpent Isle	52
Silverpate's treasure	52, 67, 75
Marsten	64, 65, 66, 77
Melino	28, 29, 57, 68
Miggim	14, 73, 74
Mint	67
Mirror	5
Mirror of Truth	70
Mirror room (White Dragon)	20, 75
Monastery (Monk Isle)	15
Monetari	53
Monitor	7, 12, 38-39
Monk Isle	12, 13, 14-15, 73, 76
Monitors	7
Moon	7
Moon's Eye	72
Moonshade	7, 12, 21, 23, 24, 26-31, 35, 73
catacombs	29, 30, 34-35, 37, 68, 69
Moonsilk stockings	68
Morghrim	71
Mortegro	29, 30, 57
Mosh	26, 28, 29, 68, 69, 70
Mountains of Freedom	12, 31, 32-33, 68, 69
Mushroom grove	19
Music room (White Dragon)	20, 75
Music shop (Skullcrusher)	23
N	
Naga temple	70
Nightshade	57
Nursery (White Dragon)	20, 75
O	
Ophidians	8, 17, 50
Oracle	42
Orb of Elerion	52
Order	
hierophant	9, 24
shrine	25, 52
temple	25, 72
also see hierophants,	
Serpent of Order	5
Osprey	5
P	
Palos	72
Paralysis	
and creatures	61
and spells	57-59
Pelts	54
Penguins	72
island	12
Petra	26-27, 30, 54, 55, 69, 73
Philanderer's Friend	73, 74
Phoenix	68
lair	19
Phosphor	70
Pick	54
Pillars	3

Pillars of Chaos.....	70
Pitcher.....	54
Poison potion.....	56
Poison.....	
and creatures.....	61
and spells.....	57-59
Pomdigrun.....	66
Pothos.....	26,29,57,68
Potions.....	24,56
Powder keg.....	65
Prejudice.....	10
Priestess of Beauty.....	42
Prison.....	see Mountains of Freedom
Protection potion.....	56
Provisions.....	54
Fawn.....	43
Monitor.....	39

R	
Rabindrinath.....	45-46,70
Rangers.....	29,30,34,35,37,52,68,69
see also Julia, Ernesto	
Rat.....	26
Rat-Men.....	30,34,35,69
Rationality.....	8
Reagents for sale.....	57
Red Mage.....	see Rotoluncia
Renfy.....	38,64
Ritual bleeding device.....	52
Rocco.....	26-27,54,55
Rotoluncia.....	28,29,52,68
Royal mint.....	67
Rudyom's wand.....	72
Ruggs.....	75
Runes (serpent).....	11,68
Ruthlessness.....	10

S	
Savior plant.....	see King's Savior
Scots.....	52
Scroll of the Serpent.....	64
Selina.....	67,72
Seminarium.....	27,29,73
Serpent armour.....	75,77
Serpent arrow.....	63
Serpent crown.....	75,77
Serpent dagger.....	63
Serpent earrings.....	70,77
Serpent Eye.....	17,76,77
Serpent gates.....	16
Fawn.....	43
Furnace.....	37,70
Great Northern Forest.....	20
Isle of Crypts.....	17
Mad Mage Isle.....	19
Monitor.....	39
Monk Isle.....	15
Moonshade.....	29
Skullcrusher.....	22
Sleeping Bull Inn.....	41
Spinebreaker.....	25
Serpent jawbone.....	16,17,52,68,73,77
Serpent necklace.....	52,70,77
Serpent of Balance.....	9-11,16,75
Serpent of Chaos.....	9,16,76,77
Serpent of Order.....	9,16
Serpent ring.....	70,77
Serpent runes.....	11

Serpent sceptre.....	52,63,72
Serpent scroll.....	73
Serpent staff.....	63,76,77
Serpent teeth.....	16,52
Balance.....	76
Discipline.....	72
Emotion.....	73
Enthusiasm.....	72
Ethicality.....	73
Fawn.....	73
Furnace.....	68
Great Northern Forest.....	74
Isle of Crypts.....	76
Logic.....	72
Mad Mage Isle.....	68
Monitor.....	70
Monk Isle.....	68
Moonshade.....	68
Skullcrusher.....	72
Sleeping Bull Inn.....	72
Spinebreaker.....	72
Tolerance.....	73
Serpent sword.....	63,77
Serpent temple.....	51
Serpentinium.....	70
Sethys.....	76
Sextant.....	54,74
Shamino.....	64,66,70,76
Shamino's castle.....	12,52,71
Shazzana.....	38,62,65
Shmed.....	65
Shovel.....	54
Shrine.....	see each principle
Silverpate.....	40,41
Simon.....	38-39,54,64,66
Siranush.....	44-46,52,70
Sitting room (White Dragon).....	20,75
Skeletons.....	21
Skullcrusher.....	12,21-23,52,72,73,77
Sleep and spells.....	58-59
Sleep potion.....	56
Sleeping Bull Inn.....	12,40-41,46,52,67
Sleeping powder.....	54
Sleeping sickness.....	37
Sling (magic).....	63
Smoking room (White Dragon).....	20,75
Snow leopards.....	23,54
Snow serpent.....	60
Sosaria.....	5,7,42
Soul prism.....	58,74,76,77
Spektor.....	53,65
Spells.....	57-60
Spell book.....	68,69,70
Spider silk.....	57
Spinebreaker.....	12,24-25,52,72,77
Spinning room (White Dragon).....	20,75
Ssithnos.....	11
Standarr.....	55
Stefano.....	26-29,45-46,52,69,70,73
Stockings.....	54
Stoneheart.....	52
Storeroom (White Dragon).....	20
Stranger.....	4,10,36
Structure of Order.....	72
Sulfurous ash.....	57
Sunrise Isle.....	12,70-51,77
Swamps of Gorlab see Gorlab Swamp	
Sword of Defense.....	56,62,63

T	
Tattoos.....	38,39,66
Taverns.....	55
Temple.....	see each principle
Temple of the Dead.....	23,72
Temple of the Flame.....	45-46
Theatre (Skullcrusher).....	21
Theron.....	40
Thoxa.....	4,64,70,73,76
Throne room (White Dragon).....	20
Tolerance.....	8-10,77
shrine.....	12,52
temple.....	51,76
Topo.....	29,53,54,55
Torch.....	54
Torrissio.....	27,29,30,52,57,68,73,74
Torture chamber (White Dragon).....	20,76
Training.....	62
Training hall (Monitor).....	39
Traps and spells.....	57,58
Trapper.....	71,76
Trolls.....	23,36,37,67,76
Tunnels (Monk Isle).....	15
Turtle (giant).....	68

U	
Unbalance.....	10

V	
Varo plant.....	66
Vasculio.....	21-23,52,72,73
Vasel.....	18
Voldin.....	42,67

W	
Wartonnness.....	10
Warmth potion.....	56
Waters.....	see each principle
Weapons.....	
for sale.....	55
magic.....	56-60,62,63
Spinebreaker.....	25
Weaver.....	42
Well (Spinebreaker).....	25
Western Forest.....	12
White Dragon Castle.....	12,20-21,75
Wildmen.....	19
Wilfred.....	40,62,67
Wine.....	
magic.....	52
Moonshade.....	26,29,31,53
Spinebreaker.....	25
Wolf.....	65-66
Worm hammer.....	63
Worm heart.....	57

X	
Xenka.....	4,8,9,10,14,52,64,76,77
monks.....	14,23,38,47

Y	
Yelinda.....	42,67,75
Yenani.....	52,71,76

Z	
Zerine.....	70
Zhelkas.....	36-37,70
Zot wand.....	63
Zulith.....	42,53,66,67

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