

Risen: a guide



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Introduction

Welcome to Risen and welcome to this guide.

Originally this just was a compilation of information on Risen to help make the most out of the early decisions and opportunities. Once I finished that I added a few crude tables on items and trainers. Then I gave in and copied in a walkthrough, and after that I pretty much just said fuck it and went all out with maps and formatting and tables and here we are.

The walkthrough I have included is 85% a copy of the [gamepressure.com](http://guides.gamepressure.com/risen/) online guide: <http://guides.gamepressure.com/risen/>. If you have problems with a quest it's the first place to go. Another great site is World of Risen, which is a German based site: <http://www.worldofrisen.de/>. They've translated many of their pages into English and the site is especially useful for its encyclopedic info on items and NPCs. Many of my charts are compiled with info that is sourced from there (and translated using my horrible German alongside Google Translate). All of my other info is cobbled together from posts on several forums.

You can email me: risenguide@gmail.com. Corrections and suggestions are certainly welcome – please include page numbers. I will make a .doc file available to translators. Reproduce this guide all you want, but please leave my contact information intact.

Choosing a Faction

Risen begins *in media res* but you will quickly realize that you have to choose a group of people to side with, which turns out to be both a complicated and important process. This choice ultimately determines what character type you will be. It's important to realize that there are a few ways that you can end up joining some group you didn't want to join. There is no way to undo any of these allegiances and for many people the most frustrating part of Risen is finding out in Chapter 3 that they'll never be able to learn magic like they wanted to because they sided with the Don in Chapter 1 – or something along those lines. There are three factions and therefore three types of characters.

The first is a **Bandit**, aka the Don's men. The bandit in Risen is what the Mercenaries were in Gothic 2. They have access to the best Sword trainer, they can get better armor sooner, and they can easily learn the thieving skills that are a bit harder for other types of characters to pick up, but their magic abilities will be limited purely to scrolls. This is a nearly-pure fighter type. At first they seem like the good guys, but that issue becomes complicated quite quickly – there are no pure good guys or bad guys in Risen. If you're interested in becoming a Bandit your early allegiance will be to the Don who is hiding out in a swamp camp – he'll ask you to go to Harbor Town and complete some tasks for him and his agents there before he accepts you as a full member.

The second is a **Warrior of the Order**, aka the white robes. This is the Paladin equivalent to Gothic 2, sort of. They are primarily fighters but also have access to Magic Crystals, which are the source of your attack magic in this game. In Risen, runes (apart from really only one spell) are generally utility magic, unlike in Gothic 2 where runes were everything. Warriors of the Order can have good attack magic in addition to their weapon abilities so long as they earn enough experience to train in everything. They will not, however, pick up healing magic apart from in scroll form. These guys seem to be total assholes in the early game, but if you're interested you can join them by going to Harbor Town and completing quests for the guards there until they let you in. You can also be shanghaied into joining them as Order Warriors are hostile to you early on and, if they catch you and knock you out, they will drag you to their monastery for irreversible and inescapable indoctrination into their clan. You also lose a lot of chances at early quests and exploration if you let that happen, so take the advice of most of the NPCs you meet early on – avoid Order Warriors. Join on your own terms later on instead.

The third is a **Mage**, which was a Fire Magician in Gothic 2. They aren't restricted in their weapons, they can use magic crystals, and they are the only class that can use runes. This isn't as big a deal as it seems as any class can create scrolls by getting ahold of a rune and a few generally easy to get reagents, a mage just has the convenience of casting spells directly from the runes without reagents (although it does cost a lot more mana per cast to do it that way). They are limited to the same weapon trainers as Warriors of the Order and their armor lags behind their less cerebral counterparts for much of the game. The mages are the most complicated faction to join. If you want to be a mage you will want to do quests for the guards in Harbor Town until you get the ear of their Lieutenant, Carlos. If you please Carlos enough he will write you a recommendation letter that will allow you to choose to become a mage (instead of the default option of warrior) once you visit the monastery to sign on.

There is no one best faction and mages aren't as great as they seem above as, for the most part, the other two classes will get more than enough scrolls for their magic needs. Bandits still have access to bows or crossbows for ranged attacks. Pick what feels right to you and your character will turn out fine. More detailed information on getting into the faction of your choosing will be provided as needed in the Walkthrough section below – the above should be enough for you to at least understand what's going on and let you start off on the right foot.

Skills and Attributes

What would an RPG be without skills and stats? In Risen you buy both from trainers. Each trainer will want some money to train you when you want to raise something. This amount increases fairly quickly the higher it is you take the skill or attribute. You will also need enough Learning Points, or LPs, to learn a given skill. Each time you get a level (which you get by killing foes and finishing quests) you are given 10 LP. Most combat skills cost 10 points per level to raise, most utility skills cost 5. Your important attributes cost one LP each and are trainable to a maximum of 100 so they're similar cost-wise to combat skills.

The game limits your character by which trainers are available to him and by how many total LP you can get in the game. The available trainers vary slightly by faction. The only source of LP is from gaining levels, which means it is limited by the experience available to your character. Because enemies don't respawn in Risen there is only so much experience to be had. By the end of Chapter One a thorough player will probably be at level ten or eleven. By the end of the game you'll top out around level 27 or so. This means you'll have a total of about 250 LP to spend during the parts of the game where it will matter.

Primary Skills

Melee skills: There are three types of melee weapons in Risen. Axes include heavy two handed axes and hammers – they have a shorter range but hit the hardest of any weapon. Swords come in one handed and two handed varieties and are fairly quick, have good range, but aren't as strong as axes and require more skill to use well. Staves are two handed weapons that are good at hitting many foes at once, but they don't do as much damage as swords or axes until you invest a lot of LP into leveling them up.

Swords are the most abundant weapon in the game and it's possible to get strong ones somewhat early on. All of the weapons you make with smithing are swords. You generally buy Axes, but this means you can get really great axes as soon as the beginning of Chapter Two. Axes also get you more damage per point in strength than any other weapon type. Staves are the least abundant weapon type and can never be used with a shield (a skilled enough axe or sword fighter can wield any axe or sword with just one hand, which allows for a shield in the other) and shields are fairly useful in Risen.

New skill levels generally allow your character to perform new moves, but sometimes a higher skill level can increase your attack speed or base damage:

Swords
Sword 2: Counter parry
Sword 3: Lateral blows
Sword 4: Counter parry hurts opponent
Sword 5: More attacks in a combo
Sword 6: Wield Bastard Swords with 1 hand
*Sword 7: Charge attacks
Sword 8: Interrupt opponent's counter parry
*Sword 9: Wield Two Handed swords with 1 hand
Sword 10: Infinite attacks in a combo
(* indicates most valuable additions)

Axes
*Axe 2: Charge attacks
Axe 3: Lateral blows
Axe 4: Counter parry
Axe 5: More attacks in a combo
*Axe 6: Wield axes with 1 hand
Axe 7: Counter parry hurts opponent
*Axe 8: Blows with axe weapons are faster
Axe 9: Interrupt opponent's counter parry
Axe 10: Infinite attacks in a combo
(* indicates most valuable additions)

Staves
Staff 2: Counter parry
Staff 3: Lateral blows
Staff 4: Counter parry hurts opponent
Staff 5: More attacks in combo
Staff 6: Interrupt opponent's counter parry
*Staff 7: All attacks do more damage
*Staff 8: Charge attacks
Staff 9: Counter parries do more damage
Staff 10: Infinite attacks in a combo
(* indicates most valuable additions)

Until you get the requisite level for your weapon you won't be able to do certain moves. The Charge Attack is particularly valuable as your human foes love to block your attacks and a charge attack not only does more damage but it also will stagger a blocking opponent and allow you to get a follow up shot in. This technique makes fights with human foes go much faster and the Axe skill tree especially interesting because you get charge attacks so early. The Level 10 skill isn't very useful for any weapon – if you can't kill in three or so shots you're probably in serious trouble and you can chain three attacks from level one. Level seven is a critical one for staves – you might be concentrating on magic early on but you will *need* to use melee sometimes and the damage boost is important for the otherwise-underpowered staves.

Neither axes nor swords are more effective than the other. Early on an axe is nice against human foes thanks to charge attacks at level two, but it's also worse against rats, wolves and boars as they all attack too low for you to block without using a shield. With enough training, however, both weapon types swing at the same speed, both do about the same damage, and both can use a shield. Axes do get good faster and need less strength for each point of damage, but swords will always have more range. There's no difference in overall effectiveness. While all three weapon types are viable it should be said that staves are, for most of the game, simply not as good as swords or axes. Never being able to use a shield is bad, but what's worse is that they do quite a bit less damage until you get to skill level seven *and* you don't get charge attacks until level eight. That's too little too late.

Magic Crystals: These are your attack spells in Risen. Mages get a lot of additional options with their runes, but very few runes are direct damage dealers whereas all the crystals are. Bandits never get access to crystal magic.

All three crystals shoot a projectile. Fireball is slow to cast and slow to fly but when it hits it does splash damage and it is the most efficient with your MP. Ice Lance is slow like fireball, it doesn't have splash damage, but it will freeze your enemies in place for a while, however you will not be able to hurt an already frozen enemy with another Ice Lance – you have to wait for him to unfreeze and then get him again. Magic Bullet is the third option – it's the least efficient with MP but you can fire it off very quickly and it knocks enemies back. I have to say that I think Magic Bullet is by far the best spell for a mage with a large (200 or so) mana pool, which means a pure mage in Risen. Frost Lance is good if you only have some LP to spare as it functions as a good support spell, but the annoying fact that it can't hurt frozen enemies makes it no good as your main killing weapon – you also should be aware that if you hit foes who are frozen with a weapon they will unfreeze (unlike in previous Gothics) and start fighting again, so Ice Lance is definitely best used with either a strong melee character or a character who uses a bow. Fireball seems to be the overall favorite on the internet, but I have to say I think it's the worst spell. The splash damage does very little to enemies, you have to hit them directly for it to hurt them very much, and if that's the case then we're just talking about an Ice Lance that can't freeze people. It is the most efficient with MP, but you get plenty of potions in Risen, so that's not a big deal.

Crystals cost 10LP to increase by one level. Each level you put into a crystal increases the casting speed and the damage done. The crystals all get bonuses at levels 5 and 10. Fireball gets a bigger splash damage area. Ice Lance gets a longer freeze duration. Magic bullet gets even faster to fire and reload. In Risen, mages do better with one good spell and a lot of mana than with several crap spells and middling mana, so if you want to use attack magic concentrate on only one crystal.

Open Locks: This skill lets you open treasure chests and locked doors. If you don't have level three in Open Locks you can't even attempt to open hard locks, you need level two to open medium locks, and, of course, you can't try to open even simple locks without at least one point in this skill. You can also open locks with a spell or scroll but you will probably find it more convenient and efficient to use this skill. This is true no matter what your class is as you won't get access to the Open Locks spell for a long time and by that point you would have to backtrack through most of the world to pop open all the chests you left behind. There are about 20 level three chests in the game – many people consider Open Locks 3 a waste of LP as you can easily get enough Open Locks scrolls to cover that many. Open Locks Level 2, on the other hand, is nearly mandatory for all character types. Your first chance to get Open Locks 2 will probably be from Phil in the Bandit camp – it's often the first thing I train.

One other thing that I should note here is that if your character says "I need to pick this, or find the key" when you click on a chest what he really means is "I need the key." Those chests can *never* be picked. Chests that are above your skill level will make your character say "It's too difficult." Any mention of needing a key means you need a key. Period.

Alchemy: Level three in Alchemy is mandatory. At five points per level that's 15 total LP. The reason Alchemy is so important is that you need it to make permanent stat boosting potions – strength or more maximum mana are especially valuable. The only way you can convert those Ogre Roots you find into permanent plus-to-strength potions is with Alchemy at level three. Attribute trainers can't take you above 100 – to go above that cap you need to save and then use potions (and other attribute boosting items) once you hit the 100 point wall. If a stat isn't important for your build you can use potions earlier, but if it is it's good policy to save them for after you hit your cap. This is how you get 200 strength (the absolute cap even with potions) and become a melee juggernaut. This also applies to being a killing machine with bows, albeit with dexterity instead of strength. Mana, however, always costs the same in money and LP to raise and trainers aren't capped at 100, so you can use mana boosters as you find them.

The number of available ingredients limits the total number of stat boosting potions you can make. If you explore every nook and cranny in the game you can get up to 20 of a given potion (and you should be able to find 15 or so without trying that hard) each of which will boost your stat of choice by five points – a much better deal than the one point per plant you typically get for eating the reagents directly. Because a Hero's Crown plant is required for *all* types of stat boosting potions they're the main limiting factor. You should probably pick one stat to boost with potions (at the expense of others) rather than spreading things around – in Risen it's better to be great at one thing than okay at several. Consult the Appendix for maps locating all of the critical herbs.

Create Scrolls: This skill costs 5LP, is available to everyone including Bandits, and is very useful. Only mages might want to skip it but one of the quests you have to do to become a mage requires that you learn this skill anyway. To make a scroll you need a blank piece of paper (they cost 50gp), a quill, the correct reagents and the related rune (which functions as a recipe). Consult the Scrolls section in the Appendix for a chart of scrolls and reagents. Looking at that section will also help you understand which Gut Animals tools are important if you're going to rely on scrolls for your magic.

Acrobatics: 5LP. You'll often find that jumping off a cliff can save you a lot of travel time. Without Acrobatics those falls do too much damage. I get Acrobatics as soon as I can, which means from Patty early in Chapter Two. For convenience only.

Secondary Skills

Ranged weapon skills: There are two types of ranged weapons in Risen: bows and crossbows. While melee weapons draw their bonus damage from your strength stat, both types of ranged weapons draw their bonus damage from your dexterity stat. However, only bows require dexterity for your character to *equip* them – crossbows require strength.

If you want to be a Ranger type character you will want to invest heavily in dexterity for the bonus damage, which in turn means you'll want to use bows as you'll have the stat points to equip nice ones. There are a few swords in the game that require dex to use instead of strength, so don't worry about finding an okay melee backup. If you concentrate on dex you can easily go through the game just with ranged attacks – you will have to do some retreating against large groups of foes but melee fighters will have to do that too. If you want a ranged weapon for backup (say, to plink away from on top of a cliff) and are a melee character then you'll want to get a crossbow. Your high strength will allow you to use a good one, but don't expect much in the way of bonus damage as that is still based off of dexterity and you won't have the LP to raise both dexterity and strength. Crossbows are also easier to snipe with as you can right-click to zoom in with them. Bows shoot faster and are easier to use while kiting in combat.

A skill chart is unnecessary for ranged weapons. Each level costs 10LP and is supposed to let you reload and draw slightly faster – the truth, however, is that ranged weapons are not well implemented and the *only* speed boost is a huge one at Level 10. This means archer type characters, while still viable with high dex and a good bow, don't show their potential until they get bows maxed out, and show no incremental speed gains on their way to that point. *If you can't max bow/crossbow don't put any points into those skills at all!* Magic crystals at Level 10 are about as useful as bows or crossbows at Level 10. Edgar is the master crossbow trainer – he's in Harbor Town. Sam is the master bow trainer – he's hanging around the Bandit Camp. Both trainers will train anyone. For 95% of the game the best crossbow is the Hunting Crossbow that you can buy starting in Chapter Two in Harbor Town. You usually buy your better bows from Doug in the Bandit Camp or from Jasmine, who lives on the East Coast.

In Risen headshots (with bows or arrows only) do more damage, so aim for the head.

Seals: The skill required to use runes is called Seals. In Risen your attack spells are the Magic Crystals even if you're a mage, the healing spells aren't that great, and therefore most of the time when you use magic in Risen it's for the sake of utility. With that being said, don't knock utility. Having infinite Levitate or Speed casts can get you around a lot faster. The necessities are covered, though, as everyone can easily buy, find or make enough Levitate or Destroy Barrier scrolls to get through the game. It only costs 5LP per Seal level, but there are Wisdom requirements as well (see the Wisdom section below). Learning specific runes doesn't cost LP but different runes require different Seal proficiencies. While there are four Seal levels there are only actually two Level 4 runes (an area of effect fire spell and a transformation spell) so some Mages don't bother with Level 4 at all. Consult the Runes section in the Appendix for spell descriptions and rune locations. Runes are expensive, so save up for them.

Pickpocket: This is probably the most overlooked skill in the game. It's totally unnecessary as any of the quest items you could get by pickpocketing could be had through other means as well. It is, however, very convenient. In addition to saving you money on quests pickpocketing also gives you a small income by stealing people's stuff and selling it later. You can only attempt to pickpocket each NPC once and you'll only be able to lift a single item during that trial. NPCs are coded to only be pickpocketable by someone with enough skill – there are NPCs who require level two before you can lift items off of them and there are NPCs who require level three. Most only need level one and I think level one in pickpocket is a great use of LP. Each level costs 5LP to learn. You have to wait for Chapter Two to get the third (and final) level, but I think one level is enough for most players.

Smithing: In Risen you can use Smithing to make the best sword, but it's only a tiny bit better than some of the swords you can find – you shouldn't learn Smithing just for that. Smithing is great, however, for making magical rings and amulets. To use the skill you buy tools, collect ingredients, and then find a forge to use at a blacksmith shop. It costs 5LP for each of the three levels.

Prospect Ore: Prospecting gets you ore for Smithing. It also lets you randomly find small gems for jewelry when mining. If you're not going to Smith you don't need this, if you are it is mandatory. Olf is the only trainer (he's in the Don's old house in the Harbor Town) and he frequently disappears in Chapter Two, so if you're going to need this skill get it early. To use the skill you need a pickaxe in your inventory and then you click on the exposed veins of minerals you can find in caves and temples.

Gut Animals: This skill lets you collect more trophies from the animals you kill. This was a good source of income in Gothic 2, but in Risen the tools you need to buy to get many of the trophies cost a lot of gold and you never get a good price on your stuff. This means Gut Animals is a wash as far as making money goes. This skill is very skipable – only get it if you plan to make a ton of extra Levitate or Inferno scrolls as the game gives you enough to get by on. Tool info is in the Scrolls section of the Appendix.

Tertiary Skills

Sneaking: You can't sneak past foes in Risen or backstab them or anything like that. Sneak is generally only used to steal in towns. This might make it useful apart from the fact that you can find a ring that lets you sneak early on (see the fourth box note on Harbor Town for where) and past Chapter One you will have little use for Sneaking as you will have already taken everything that you want to take. It's 5LP if you want it, but once you know about the ring there's no reason to waste five points here.

Cooking: You can get recipes which allow you to cook things other than fried meat / chicken. Some of the recipes produce items that will give you a boost in stats. Keep an eye out for them, no extra LP is required to learn how to cook better as your character is apparently a natural born chef. There's a Meals of Interest section in the Appendix with details on the two most useful meals.

Attributes

Strength: As you might expect, more strength lets you use better weapons. The best weapons require around 90 strength, most strength trainers can train you to the cap of 100, and if you want more than 100 strength you will need to use potions to do so (see the Alchemy section above). Strength also increases the damage you do directly, even with shitty weapons, and as such having a lot of strength is very important for melee characters. Unless you have specific training needs (like getting to a high level in Swords before you get shut out of the advanced trainer, see the "Level 10 Sword trainer" boxed note on page seven for the full story) it's generally better to put points into strength instead of weapon skill early on. A 200 strength character will clean up in the late game with his sword or axe, a 100 strength character will have some tough fights.

If you eat 50 apples or eggs you can get up to a five point bonus to Strength at a rate of one point for every ten eaten. Any mixture of eggs or apples will work, five and five, one and nine, whatever. You can get a maximum of 5 bonus points from food this way. If you're a melee character you'll probably want to save your apple/egg bonuses until you've hit your strength cap of 100 through training, just like with strength potions. Cyrus, in the Monastery, sells unlimited apples. You will also find eggs and apples lying around, but apples aren't expensive so I suggest just topping up to what you need once you meet Cyrus.

Dexterity: Dexterity allows you to use better bows (not crossbows, those require strength) and provides bonus damage for ranged attacks with bows and crossbows just like strength does for melee weapons. Dexterity is only useful for characters who plan to rely on ranged attacks to do the bulk of their damage. It is trainer-capped at 100 in the same way that strength is, and if you plan to rely mostly on a ranged weapon you should play the same games with getting dexterity to 200 as described for strength above.

Wisdom: This stat is a weird one. It doesn't give you any bonus mana or help with your magic or anything. The only thing it does is to allow you to learn Seal levels – if you're not wise enough you can't advance to the next level. The only way to raise it is to read books (some give +10 experience, the ones you want give +3 wisdom) and stone "plates" (which give +4 to wisdom) so read every book and plate you come across right when you find them. The first seal requires 50 wisdom, the second 100, the third 150 and the fourth a hard to achieve 200. Many of the plates or books you need will be inaccessible to you until you advance the plot. For reference, I often finish Chapter One with 86 wisdom and finish the game with 200 wisdom and two plates left unread.

Mana: This just provides fuel for your spells. You start out with 40 and trainers in the Monastery can boost it to any amount that you wish – you could have 2000 if you wanted to. Mana potions heal 50, 100 or 200 mana depending on their size, so getting to 100 mana at least really increases your efficiency with your potions. Many mages in Risen also train up a weapon skill, but the more of a pure mage you want to be the more mana you'll want – I'd suggest at least 100 if you can swing a sword or axe or staff effectively and at least 200 if you can't. Mana is very easy to train up. It doesn't even get more expensive to buy the higher you go like it does with most attributes, it's 1LP and five gold per point of mana that you want to buy forever. This also means that there's no reason to hoard your mana boosting items like there is with your Strength boosters, so just consume them as soon as you get them. There is no mana regeneration in Risen apart from spending the night in bed or consuming items.

HP: There are items you can consume and potions you can make to increase your HP but honestly you start with a lot and get even more just from leveling up. You might even consider selling a +10 HP potion early on if you're really strapped for cash, but the money will start to flow in Chapter Two so you may want to just consume it as well. Sleeping in a bed is the only cost-free low-effort way to heal up completely. In most parts of the game you can just run into somebody's house and go to sleep before they catch you at it. If they do catch you before you nod off they may prevent you from sleeping, but so long as you leave their house (as they'll ask you to do) they shouldn't attack you or anything like that. All you have to do is get your head on the pillow before they see you, so you can just run out, wait for them to leave, and try again if you get caught the first time in.

The Walkthrough

Prologue

Welcome to Risen. Let's get oriented and perform a few basic quests, shall we?

- ❖ **Find survivors of the shipwreck:** Click on the nearby bodies to find out if they're alive or dead. You'll find one talker, she'll get up and give you your first few quests.
- ❖ **Take Sara to safety:** Sara will ask you to find a weapon before escorting her inland. Save your game and then take the opportunity to explore the beach area a bit. You can get a club or staff off of the nearby wrecked trees and you'll need it because some fights are coming up soon. To the right you'll find a body with a hunting knife on it that's as good a weapon as you'll find for now. To the left are a few more corpses with random goodies. Pick up everything that isn't nailed down – the main way you make gold in Risen is to sell stuff and you'll be extremely cash-strapped early on so every little bit helps. Grab anything you can get off the ground and anything you can off of critters or corpses. Don't go down the path just yet.

○ **A sword and shield:** Go all the way to the left along the beach and kill the large bird you find there chewing on a dead body. From there hug the cliffside vegetation and start heading uphill away from the beach. A short ways into the jungle you'll see a small break in the trees on your left with a conspicuous red mushroom growing there. If you go through the break you'll find your first shield and a rusty sword. The sword is worse than your hunting knife, but the shield is a real find at this early stage. Equip it and fights against most critters will go a lot easier.

○ **Combat suggestions:** Compared to most games, in Risen you need to block more and move more to safely kill foes. Try staying in a blocking posture (hold down right click) until you're ready to attack, shield or not, for now. As you get used to enemy ranges try double tapping S to dodge backward (or A or D to sidestep) sometimes instead – you have to lower your block to do this. When you attack you should often limit yourself to one or two strikes and then return to defense. As you learn enemy openings you'll be able to let loose more. When you do attack clicking as quickly as you can will result in slow clumsy swings. Instead time your clicks so you start your next attack when your character looks ready to do so. There's a certain rhythm to it that once learned will let you attack much more quickly. Above all, though, remember that different tactics are needed for different foes or for groups. You need to experiment. Don't forget to save often and keep more than one save file fairly up to date in case you save yourself into a nightmare situation on accident. You will often have to retreat. If you just keep running they'll give up and go home so stop peeking over your shoulder!

Once you have your shield return to Sara and tell her you're ready to go. Lead her up the central path, following the torches, and kill any critters that get in the way. Watch out for the cave along the path, there are a few gnomes living there and they'll probably kill you this early on if you venture inside. You'll soon come to an abandoned house.

- ❖ **Investigate the abandoned house:** Sara wants you to look inside. Go ahead. You'll find a chest and she'll ask you to find the key for it, which is to the left of the bed nearby. Open the chest, take all the stuff inside, and report back to Sara. If you're hurt you can chug water from the barrel out back or take a nap.
- ❖ **Take some fried meat to Sara:** Sara will ask you to fry up some meat. You should have some from your run-ins with stingrats near the beach. Fry a piece by clicking on the nearby campfire with the frying pan in your inventory. Give the meat to Sara for a few points of XP. Sara will now want to rest up at the house and will tell you to continue, which will start Chapter One. Continue upland quite a ways, following the path, until you run into another abandoned house. There are a few side adventures to be had along the way but you can always come back to do them later on. Watch out for boars or gnomes, they're both probably too tough for you right now. Start saving frequently, and try to alternate between two saves in case you save yourself into an unwinnable situation on accident.

Chapter 1

In this chapter your goals involve finding a new home for Sara, aligning yourself with a faction, getting some initial training, and preparing to explore the world. First, a few notes:

A new home for Sara: It doesn't matter much which you choose, but early on you'll make a choice that decides whether Sara will live in the Don's Camp or with the Mages. Note that if you play with the Maps menu you can get help to people's locations.

Aligning yourself: This is certainly the most critical thing you do in Chapter 1, and any decisions made here will be irreversible for the rest of the game. Remember that there are three factions, The Don's Men (aka The Bandits), The Warriors of Order (aka The White Robes), and the Mages. You can freely do quests for any faction in Chapter 1 and no faction will exclude you outright, however you will eventually have to make a choice between the three. The point where you make this choice is a series of seven quests in Harbor Town which you can complete in favor of one faction or another. If you do a majority of them in favor of the Don then you become one of his men. If you do a majority of them in favor of The White Robes you can then either join

the Warriors of the Order or you can do a few extra quests and sign on with the Mages. Working for the Don in his swamp camp will not make you one of his men, the key quests are all in Harbor Town. Getting captured by the Order *will* force permanently into their faction (and bar you from the Mages as well).

Because experience is a limited commodity in Risen if you're trying to get the most out of Chapter 1 you will probably want to do all of the Don's quests first, then as many Harbor Town quests as you can before doing the ones that force you to join a particular faction. This is the reason the quests are ordered the way they are in this guide. Remember: once you're in a faction you can't get out!

Exploring the world: There are three things you may want to consider before you start exploring the wilderness. The first, as many NPCs will warn you, is that if you get caught wandering around by the Warriors of the Order they will attack you and if they knock you out they will then take you to the monastery for indoctrination into their faction – if this happens to you it's irreversible and you will *never* be able to become a Mage or a Bandit if this happens! You will be a paladin-like Warrior of the Order. You will also miss out on a lot of early quests (and therefore experience) and loot that you would have otherwise gotten. My advice is to physically avoid the Order Warriors at first and join whichever faction you want on your own terms after you've done all you can in Chapter One, even if you want to be a Warrior of the Order.

The second thing to know is that Risen doesn't hold your hand, there are many areas with enemies that will one-shot you and that will be almost impossible for you to kill, even in Chapter One, so if you do explore early most of it will be running away and getting killed and reloading. Exploration will be more efficient once you're stronger, so you'll probably want to wait until you're almost ready for Chapter Two to start with that anyway.

The third thing is that enemies *don't* respawn in Risen and that you have to learn certain harvesting skills before you can get all the loot you can from most foes. If you're going to learn the Gut Animals skills (I don't think it's worth it but some people do) you might as well do it before you start purging the map even though pelts aren't the money maker they were in Gothic 2. Your first chance to learn Gut Animals and buy tools will be in the Don's Camp, but there are two more tools to buy in Harbor Town (and one more later that you don't need now) as well, so if you want to get the Gut Animals skill you will probably want to get through the camp and the town before hitting the countryside. This is doubly true as the most useful trophies (wings and tusks) come off of fairly common critters that you'll see a lot of, even early on.

The Level 10 Sword trainer: If you sign on with the Mages or the Order you will be able to train staves to level 10 easily. However, the level 10 sword trainer belongs solely to the Don's faction (his name is Fincher – he's hanging around the back area of the Bandit camp with the Don). If you want perfect skill in sword, and you want to be an Order Warrior or a Mage, you may want to train all the way to Level 10 in your respective skill in Chapter One *before* you sign on with a faction. This will be expensive, difficult, and will likely consume almost all of the LP and gold you can earn in Chapter 1. There's also a lot of info out there that you can't get to Level 10 in Axe without doing the same thing, but while the Level 10 Axe trainer (the ogre Karakos) lives in the Don's room also he will train any faction at any point in the game. So to clear this issue up once and for all:

Sword is the only skill where reaching Level 10 can be tricky. Karakos, the master Axe trainer, will train any faction, even in Chapter Two and beyond. Bandits won't want to use staves anyway so them not having access to a Level 10 staff trainer (Vicas or the Inquisitor) is a non-issue. Similarly, Oscar the smith will sell to any faction at any point of the game, and he sells the best axes (the best swords are made or found). If you're interested in ranged weapons you can rest easy in that the master trainers for both Crossbow and Bow will train anyone from any faction.

In my opinion, maxing out any weapon skill isn't a great use of your money / learning points – swords reach their full potential at Level 9, and axes and staves do so at Level 8. If you're a perfectionist and you're using swords, however, the issue I'm talking about here with Fincher is something you need to be aware of. For perspective, though, in my most recent playthrough I only took Axe to Level 6 despite being melee focused because it's easy to get two rings that will boost your skill and I was hoarding LP for magic skills. Two skill boosting rings are available for all three weapon types so you could do something similar no matter what weapon you choose (the Axe rings are the easiest two to get though). The flipside to this is that if you're a smith you'll be tempted to make a couple of diamond rings which will each boost your blunt, blade and pierce armor ratings by 8 points each (which is pretty significant) but you'll obviously need slots to wear them, so you can't be a cheapo on your weapon skill if you also want to be the ultimate tank by game-end. At any rate, power leveling your sword skill early (if you even choose to specialize in swords – they're not any better than axes really) is something Risen players should be aware of.

If this is your first playthrough you should also be aware that doing this weapon skill rush thing will gimp you for most of Chapter Two as most of the LP you spent on weapon skill would have been more helpful (at first) in strength as strength not only adds bonus damage but also lets you use better weapons – and this is assuming you're willing to let your magic or ranged skills slide for a while to begin with. Unless you're already familiar with Risen or other games in the Gothic series it's probably better to invest heavily in strength first if you plan to be a melee oriented character.

Lockpicking and Pickpocketing: In my opinion all players will want at least level two in Open Locks and at least level one in Pickpocketing, and probably no more in either. You will probably want to talk to Phil in the Bandit camp and buy at least those levels in those skills as soon as you get a chance. Level 3 in both of those skills cannot be attained until Chapter 2 and Level 3 for both of those skills is also very infrequently used compared to one or two. There are about 20 Level 3 chests in the game total and you can get easily enough scrolls to pop those so if you want to save 5LP by skipping Open Locks 3 you very well can.



The Wilderness

There are a few things to clear up before you should head in to any major settlement.

- ❖ **Alone and abandoned:** Continue along the path (you're currently at 1) to an abandoned white house (at 2). Enter it and the quest will end.
- ❖ **Get yourself a decent weapon:** Your task is to pillage Jan's (M1.2) house. Upstairs in the chest, among other things you will find a sword, which is a better weapon than the knife you have been using until now and a fragment of the island map. You can tell Jan the findings. He can also show you the way to the marshes (M1.8)) or to Tristan's farm (M1.5), if you wish so. Asking him to do so gives you some experience, so you might as let him. I recommend you ask him to take you to the farm first.

- **A new home for Sara:** If you want Sara to take up residence in the Bandit Camp, tell Jan about her then return to Sara and let her know someone is coming for her. If you want her with the mages wait until you help out at the farm to say anything about her.
- ❖ **Help the novices's farm:** There are three parts to this quest and two additional things of note. Speak to Tristan, the guy standing around not working in front of the first house, to start the quests.

- **First armor:** There is a seaman's suit inside of Tristan's house that offers very basic weapon protection. It's in the unlocked chest inside. At this point you won't be able to sneak, so the best way to get it is to just snatch it up and run away. Tristan will definitely detect you doing this and will get angry at you so you'll have to move quick. Enter through the back door, pick up the Tell Joke scroll, then rush over to front room to pop open the chest and get your armor, then run away back up the hill you came in on until Tristan gives up chasing you. When you return to the farm he won't want to talk to you (but won't try to hit you either). Use your Tell Joke scroll on him to fix that and continue with your quest.

- **A new home for Sara:** You can tell Tristan about Sara and then return to let Sara know someone is coming for her if you wish. She'll later take up residence with the mages.

 - **Help Thomas in the fields:** In Thomas's patch of tilled earth there are ten grain plants. Talk to him and he'll ask you to pick them and bring them back to him. That's all there is to it.
 - **Kill the hungry wolves:** Henson (M1.4) asks you to help him in killing 5 hungry wolves. Their cave lies to the east of Tristan's (M1.5) house. The wolves can be a little tough, be sure to save before taking them on and try to take them on in small groups or one by one if possible. On your way back Henson will intercept you and tell you about a man from the mage camp who came to the farm. If this new man sees you he'll attack and take you to the mage Monastery, which you *don't* want even if you want to join the Order or become a mage. The monastery man is in front of Tristan's house, simply stay away from him and go back to the barn to sleep and the man will go away. Talk to Henson for your reward.
 - **Talk to Tellur:** Tellur is a hard worker and won't have anything for you to do. Report this back to Tristan and he'll thank you for helping everyone out at the farm. Tellur will now escort you to Harbor Town if you ask him to do so. I suggest saving that for later, instead go back to the abandoned house to Jan for an escort in a different direction. Our next stop is the Bandit Camp.



The Don's Camp

Jan will drop you off a ways south of 9 on the above map. Walk the rest of the way in to town.

- ❖ **Go hunting with Doug:** You will receive the swamp map from Doug (M3.1) and learn that he needs help in slaying a big insect. Follow him to the marshes and aid in killing the insect. I return you'll receive as much as 30 coins and 5 pieces of raw meat. Doug will also give you the Swamp Map. If you press M to see your map you can now click on the Region tab and get a smaller local map. This map is very useful as many quest objective locations will be marked on it! If you have trouble finding a person or something you're supposed to kill consult the map.
 - **Gut Animals skill:** Doug is your first chance to learn this. It's an optional skill and won't make or break your game (see skills section above) but if you get it also buy Doug's Wing Shears and maybe the Jaw Chisel too. Both are 100 coins.
- ❖ **Meat for the gang:** After completing the Go hunting with Doug quest head to Rachel (M3.18). She'll want five raw meats.
- ❖ **A better weapon:** There will be several chances to get a better weapon here in the Bandit Camp. If you like swords you will probably want to get the Skullsplitter (28 damage, requires 26 strength) for 180 coins. If you like axes I recommend saving up 400 coins and buying the really excellent Bearded Axe (48 damage, requires 30 strength). Both are sold by Oscar the smith. There will also be an option to buy armor in the camp (see "The workers are to work" quest) for 500. In my opinion it's much better to get your weapon first. If you don't have the money you can come back later – quests in the town alone will give you about 3000 gold. Ricardo (at 2) or Craig (11) can increase your strength as needed.
- ❖ **Brogar's lackey:** After the first talk with Brogar (M3.5), you will be asked to bring him meat from Rachel (M3.18). Resisting won't help, as his men will attack you. If you have already met Rachel (Meat for the gang quest), give him the fried meat (the meat that you make yourself won't do).
- ❖ **Lazy dog:** Brogar (M3.5) tells you to drive Clay (M3.13) to work. You can do it by paying him 20 coins in total or by beating him in a fight. Phil, who is up behind the camp a ways to the right (M3.14), in return will give you 25 golden coins.
 - **Pickpocket and Open Locks:** Phil is your first chance to learn these great skills. Everyone will want Open Locks at level two. I suggest also getting Pickpocket to level one as soon as you can, but the pickpocket skill is much more for convenience in acquiring quest items than a necessity so you can skip it if you don't like it. You will probably be short on the gold you need to get these skills now, but remember to come back when you're a little more flush. Head back down to camp for now.
- ❖ **A bottle of beer for the drunkard:** In a second we will run into Luis (M3.10) who asks you for several bottles of beer. These are actually mugs of beer and you can find them lying around camp. Look on the crates to the west (and two to the east) from Beppo (M3.19), in the house next to Lorenzo (M3.6). Another one is in Brogar's (M3.5) house. You can also get one at Oscar's (M3.17) and Rachel's (M3.18). The ones in the open are free to grab up, be careful you aren't seen taking anything out of someone's house, though. You can also buy one from Obel (M3.15) for 20 coins each. Once Luis is happy, it will turn out that he can teach you some skills.

- ❖ **The workers are to work again:** Howkins (M3.7) has some problems with driving his men to work (they're dressed exactly like their boss). Completing these quests will allow you to buy the best armor you can get up until you join a faction – the Workers Clothes cost 500 coins. Most people buy them, but they can be skipped if you're strapped for cash.
 - Begin with Dwight (M3.12). When he asks why he should move, tell him that you're the man who orders him to.
 - Tell Branon (M3.20) that you'll single-handedly kill the disgusting insects, which is a brief sub-quest. Look for the moth-like monsters on a nearby island flying around. Afterwards report to Branon that he can return to work and tell Ricardo (M3.2) about everything, so that he gives you additional gold for getting rid of the monsters.

- **A magic ring:** On the island with the disgusting insects are a few picks and shovels. Grab a shovel and, as per the hint you probably got from Doug, dig up the bare dirt patch in the middle of the island. All you have to do is have a shovel in your inventory and click the pale patch of dirt. Inside the chest you'll find a ring of Axe Fighting +1!
 - Enrico (M3.9) will tell you about a ghost that haunts him during work. Tell Dwight (M3.12) about it and he'll suggest fooling his crazy friend. In the above-ground chest on the disgusting insect island you will find a "useless amulet" which will be enough to convince Enrico to return to work. Eventually report to Howkins (M3.7) about completing the task.
- ❖ **Artifact delivery:** After completing The workers are to work again quest, Beppo (M3.19) will give you 20 coins for getting the crates moving again. Be sure to hit him up for it.
- ❖ **To the temple ruins with Lorenzo:** Lorenzo, who is over by the camp fire, will offer to help us in robbing one of the temples. Follow him and it will turn out that the bandit is trying to cheat you. Either kick his ass and take his stuff or pay him 50 coins to leave you alone. This will probably be a tough fight for you. If you have trouble try blocking more, circling him, and/or backing him against a wall.
- ❖ **Rhobart needs weed:** Rhobart (M3.16), who is up the hill behind and to the right of the camp, will pay you 70 coins and give you some experience for every 10 weeds that you bring him. You can find ten weeds in the water around his house. Watch out for the humanoid looking bog monsters back near the waterfall – we'll deal with them later.
- ❖ **Beer for the gang:** Rhobart (M3.16) asks you to deliver 10 bottles of beer to Rachel (M3.18) for 50 coins. You can try to con either one of them into keeping some of the money if you like.
- ❖ **The hunters are to go hunt:** After the first conversation with Brogar (M3.5), you can talk about him with Sam (M3.4) and then inform Sam that he can return to his hunter duties. Afterwards you will receive this quest. You have to drive Sam's subordinates to job.
 - Doug (M3.1) will begin hunting if you help him with the Go hunting with Doug quest.
 - Luis (M3.10) will order you to kill the nearby scurrying stingrats on the island he's facing before he can return to work.
 - Sam will be able to work again once you finish the Power struggle quest (we'll get to that in a bit) and kindly ask Brogar to leave Sam alone. He can also work if you have killed Brogar, typically at the end of the arena fight. At any rate, come back to Sam when Brogar is no longer an issue.
- ❖ **Gone with the gold:** After completing the Brogar's lackey quest, you can ask Brogar (M3.5) about his warriors. You will learn that one of them – Dorgan has dies. Luis (M3.10) will give you his location after he receives a bottle of beer (A bottle of beer for the drunkard), which is a cave to the South East of the swamp, south east even of the scurrying stingrat island you visited for Luis. Inside the cave you will find some grave moths and the poor man's body which you should search. Once you return to Brogar, he will ask about the list that was by the bandit's body. It doesn't matter if you give it or not.
- ❖ **The best fighter in the bandit camp:** Craig (M3.11) will let you bet on and set up arena fights. If you win, you get double the amount in return. Talk to Craig first each time, then go challenge your foe.
 - Ricardo will fight you if you talk him into it. You can win 10 bucks.
 - Lorenzo will fight you if you haven't already beaten him. The prize is only 20 coins, so it's no big loss you just chumped him earlier on. If Lorenzo won't fight you Craig will give you your bet back.
 - Craig himself will fight you with a 50 coin purse at stake.
 - Domingo will tangle with you. 100 is the bet.
 - After you beat everyone else you can challenge Brogar for 200. If you wish you can kill him after the fight – just attack him again once he's down to do a finishing move. You don't have to, but no one seems to mind if you do. If you want to kill him I'd suggest finishing all of the Brogar related quests first.
- ❖ **Forbidden games:** If you report to Rachel (M3.18) that Craig (M3.11) is organizing fights she will tell you to stop them. If you want to support her and tell Craig to cease organizing the fight the task will be cancelled, but you can also lie to Rachel, stating that the fight have stopped. Of course you don't have to tell her anything about the practices at all. Completing "The best fighter quest" in the bandit camp and reporting to Craig that no one else wants to fight you (after saying that you want to bet on someone) will end the quest.
- ❖ **Protection money in the bandit camp:** After completing the Gone with the gold quest, Brogar (M3.5) will order you to collect depts. from the swamps citizens. You have to visit the following people: Oscar (M3.17), Hawkins (M3.7), Dwight (M3.12), Obel (M3.15), Rhobart (M3.16) (you firstly have to complete the Rhobart's bog bodies quest), Luis (M3.10), Branon, Doug (M3.1) and Enrico (M3.9). It's up to you if you will give the 200 coins to Brogar (for a little experience) or take them for yourself.
 - **Rhobart's bog bodies:** You won't be able to collect Rhobart's (M3.16) dept until you defeat three tough bog bodies by the waterfalls near his house. They can be fairly tough, draw them back to a guard for help if you need to, but watch out.

- ❖ **Power struggle:** You receive this quest after talking about Brogar (M3.5) with Sam (M3.4). It will be finished after when after completing Protection money in the bandit camp, you will head to Rachel and tell her about how Brogar ordered you to collect the debts and that you have already done it. She will order you to threaten Brogar, which you can do after completing The best fighter in the bandit camp. Once you report to Rachel (M3.18) about Brogar giving up, you will be able to ask her about a place to sleep and she'll give you Brogar's old house.
- ❖ **Golden fragments for Oscar:** Oscar the blacksmith (M3.17) orders you to find a piece of a sword for Don. You'll have to collect them from several people. You can ask Luis about the fragments (M3.10) if you need a little guidance. After handing over the fragments, Oscar will show you the sword. You can keep it (Oscar won't want to talk with you anymore, even if you use a Tell Joke scroll – this is a very bad result, especially if you like Axes) or return it and rebuy it for 200 coins. The sword is the only way to get to see the Don early on. If you have Pickpocket Two you can also snatch it back for free.
 - You can buy the 1st fragment from Craig (M3.11) for 100 coins or take it from him during your fight. If you steal it off of him he won't pay you your 50 from the bet, but that still works out to your advantage.
 - Luis himself will give you the 2nd one in exchange for 2 beers – you can beat him up and take them.
 - The 3rd one is in a chest on disgusting insect island.
 - Brogar (M3.5) is in possession of the 4th one and while you can steal it from him you can also take it from him during your match in the arena.
 - You will find the last piece by Dorgan's body in a cave on the extreme South East shore of the swamp.
- ❖ **Gold fever:** Rachel (M3.18) orders you to check the situation at the camp. Once you complete The workers are to work again, The hunters are to go hunt and Power struggle and report to her that the camp is peaceful again, the task will end.
- ❖ **An audience with Don Esteban:** In order to get to the Don, you have to complete Golden fragments for Oscar. Before you head to Esteban (M3.23), you have to show the sword to Rachel (M3.18). Once you've met the Don, you can give him the sword and tell about Brogar's swindles (M3.5).

- **Level 10 Sword Trainers:** The best sword trainer in the game is Fincher. The best axe trainer is Karakos the ogre. They are the only ones who can take you to skill 10 in their respective skills and they both hang out in the room with the Don. Karakos will train anybody as the game goes on, but after Chapter Two Fincher will only train Bandits. If you don't plan to be a Bandit, Chapter One is your only chance to max out the Sword skill. See the box on page 7 for more info.
- ❖ **Conquest of the artifact camp:** Once you're done talking with the Don, you can chat with Fincher (M3.21), who will tell us about the necessity of attacking the mage forces gathered by the swamps. You can lead the attack yourself or join it under Fincher's command. Generally it's better to lead, as you'll run in the in the first line anyway. Talk with Phil (M3.13), Domingo (M3.3), Ricardo (M3.2), Craig (M3.11) and Lorenzo (M3.6). Afterwards attack the mage's camp marked on the map. Killing all the enemies will end the task. In the end, talk with Fincher and Don (M3.23).
- ❖ **Salvage work:** After completing Conquest of the artifact camp, it will be necessary to move the crates throughout the camp. Fincher (M3.21), after being persuaded, will leave this job to Hawkins, but you can pretty well do it yourself. You have to talk with the following bandits: Dwight (M3.12), Hawkins (M3.7) (you'll tell him to do what he's asked for), Branon and Enrico. Eventually return to Fincher.
- ❖ **Tell Fincher about the strange temple entrance in the east:** Fincher will send you to the east to investigate the entrance to a strange temple. Before you go, you should ask him for an accurate map of the island. The path you should take to find the temple is marked on your map. Once you're in front of the swamps, you will have to take a poorly visible path leading east.
- ❖ **Treasure hunter wanted:** You have to find some treasure hunters in the Harbor city for Fincher (M3.21). The task will be completed if you find Olf (M2.54) and ask him for help. Of course you have to first free him from where he's stuck in Harbor Town (see the "Find the three golden bowls / Three golden bowls for Scordo" quest). If you join the Order or Mages you won't be able to finish this quest.
- ❖ **Situation report for the Don:** Esteban (M3.23) wants you to go to the town in order to help his men. Use the Eastern gate, the so called back entrance, to get inside. Once you tell Scordo (see Talk to the bandit chief of Harbor Town) that the Don needs a complete report the task will end.
- ❖ **A job for the triplets:** After getting the three brothers out of the town (see Treasure hunter wanted), you can order them to unlock the temple entrance in the east (after you complete Tell Fincher about the strange temple entrance in the east). Afterwards report to Fincher about the progress (M3.21).
- ❖ **Talk to master Illumar:** Cormac (M3.22) orders you to talk with master Illumar, who's staying at the Monastery. He can teach you the art of creating scrolls. You will get inside the fortress during a quest later on in Chapter Two, for now you will be unable to finish this quest. Once you have access, Illumar is in a building in the South East corner of the monastery. You have to read the two books in the room then talk to him. Afterwards head to Caspar and ask for a quill. He'll need a bone and six grave moth wings. The bone is in the crypt at the cemetery (the NW path). Yoki will want two weed reefers for access to cemetery, which you can get from Obel (M3.15). As for the wings, they're tucked away in bottom two of the long barracks buildings. Bring Caspar the stuff and he'll give you a quill. Buy a blank scroll for 50 coins and return to Illumar. You'll receive a list of ingredients required to create the given scroll and you'll also be able to learn this skill from Illumar. Note: Mages or Order Warriors will be unable to finish this quest and will have their own Illumar related task to complete later on.
- ❖ **Negotiating with the volcano keep:** After/If you become one of his men Esteban will order you to lead the negotiations with the Inquisitor. This will grant you safe passage all the way into the keep at the Monastery. Talking with the Inquisitor there will end the quest. Follow the Inquisitor to the volcano, where another chapter will begin. Ignatius can let you back out.



Harbor Town

This is where you decide what faction you will be a part of for the rest of the game. Before getting involved in the faction quests I recommend you do most of the miscellaneous quests in town – the unboxed ones below – even though I’ve listed the boxed quests first.

Getting in and out of town: For your first trip to Harbor Town go to Tellur at the Novice’s Farm and ask him for an escort in. Let him take you all the way in, it’s a long trip. You will arrive at the East Gate (near number 1 in the map) and will bribe a guard named Leto to let you in – he does give you a free map though. Later on a quest will open a legitimate way out of town, but if you need to leave earlier just get up on the wall on the Northwest corner of town (near the number 53) and jump out of the city. You will have to run past the pissed off guards once you land. You can come back in by jumping onto the rocks in this exact same place from the nearby cliff, but if that proves to be too tricky you can just give Leto another 100 and get inside again.

The Prospect Ore skill: There’s only one trainer for this in the game and he can easily become inaccessible to you in Chapter 2. You will definitely want this skill if you want to learn smithing, whether for swords or for jewelry. The trainer is Olf (M2.54), a captured treasure hunter, who is in the Don’s old house. Learn it ASAP if you plan to smith.

Gut animals tools: Flavio can sell you Sting Breakers and Jaw Tongs. You can also find Jaw Tongs in the house at 12.

A magic ring: There’s a ring that you won’t want to miss buried in Harbor Town. It grants you the ability to Sneak when worn and therefore saves you 5LP. To find it you head toward the castle at the top of the hill (57, 58) but before entering the courtyard hug the wall going to the right. Dig up a treasure box near the grave in this area to get your ring. Sneaking stops people from hearing you and waking up or following you around their house, that means it’s thieving time! Sleep in a bed until Midnight then head out and steal everything you can. You’ll make good money from selling their stuff and even if you join the Order later no one will be the wiser. You can only get in trouble if someone sees you steal (they have a sight cone of 180 degrees to the front) and only with the person who sees it. You can fix this with a Joke scroll. Consult the Appendix for a lockpicking cheat sheet.

Joining a Faction

There are seven total intertwined quests. Once you complete four in favor of either the Don or the Order you will have effectively become a member of that faction for the rest of the game. To join the mages you should complete the majority of the following quests for the Order and then make sure to ask Carlos for his recommendation. If you have that piece of paper you will be able to choose between the Mages or Order Warriors once you make it to the Monastery itself, if you don’t you won’t have a choice.

In my opinion the first three tasks should all be completed for the Don, whether you want to join him or not, to maximize your access to follow-up quests in town and to get as much cash as you can.

❖ **Evidence for Marcelo (Marcelo-M2.52-Order) || Packages for Weasel (Weasel-M2.46-Don)**

- Marcelo (M2.52) orders you to solve Weasel's (M2.46) problem. The thug, who's resting on a bench, tells us to follow Garth (M2.46). One of Sonya's girls – Lilly (M2.39) will offer you quickie for 100 coins. If you agree the quest will be aborted and you'll have to start it over from the beginning. Once it's over, you can tell Sonya (M2.41) that one of her girls working on the side. Just don't get too close to the person you're following or sidetracked to finish the quest. After exposing Garth's (M2.16) contact, you will have to fight two bandits. Get the herb and choose between the factions:
 - **Order:** Give the drugs to Marcelo who will tell you to get rid of Weasel. Run him out of town and/or kill him.
 - **The Don:** Just give Weasel his package.

❖ **Pretending to work for Delgado (Sebastian-M2.1-Order) || Protection money from Costa (Delgado-M2.3-Don)**

- Delgado (M2.3) wants to collect from Costa (M2.7). If you talk to the Order Warrior Sebastian, he will suggest you give him the gold instead. You should begin by talking to the bodyguard Fuller (M2.5) and provoking him into a fight. Next you can provoke Costa and after beating him you can take his purse. Pickpocketing is also an option.
 - **Order:** Give the gold to Sebastian and tell Delgado to get out of town.
 - **The Don:** Give Delgado his payment.

❖ **Carasco wants five armor plates (Carasco-M2.29-Order) || Lukor wants five armor plates (Lukor-M2.28-Don)**

- Lukor (M2.28) needs some armor fragments. Before you set off to find them, negotiate the prize to 400 golden coins. Begin by talking to Vasili (M2.52). You can pay 200 gold or talk him into a fight to rob him. Ingvar (M2.23) has a piece you can buy, or you can lure him into a fight as well. Next up is Duram (M2.31). If you don't want to pay him 200 coins, you can beat him up (in the building in which he's unloading the barrels) to get his key. Duram has his chest in a hideout up the stairs near Ukkos (M2.27), who can tell you as much. You will find the last two missing fragments in the chest.
 - **Order:** Give the plates to Carasco and rid the town of Lukor.
 - **The Don:** Head back to Lukor and collect your 400 for the plates.

If you want to be a Bandit complete all remaining tasks for the Bandits. If you want to be a Mage or an Order Warrior complete all remaining tasks for the Order. This will maximize your rewards either way. If you plan to join the Order don't finish the last quest until you finish everything else you can with the Bandits. That means three quests in town (box below this box) and probably the "Tell Fincher about the strange temple" quest given to you in the swamp camp.

❖ **Get rid of Toni (Hernandez-M2.51-Order) || The family heirloom (Toni-M2.53-Don)**

- Toni (M2.53) will tell you about Esteban's necklace. Tell Hernandez (M2.51) that Don left something inside and he'll let you in to search for it. In the right wing of the house you will find a painting of a tree. Press the switch behind it (click on it). It will make the nearby cupboard move. In the newly exposed room you will find the amulet of the Don's family.
 - **Order:** Give the amulet to Hernandez and chase Toni out of the city like Hernandez asks you to.
 - **The Don:** Return the pendant to Toni.

❖ **Sergio wants Romanov's gold (Sergio-M2.32-Order) || Romanov's seaman's chest (Romanov-M2.34-Don)**

- Before you do this task you should complete the "Lost father" quest (below) in order to get a key. Romanov wants to get his casket back. Enter the door that Ukkos (M2.27) is facing and once inside go up the stairs. Go out onto the roof and move to the upper floor of the warehouse. Before us are three chests. The middle chest contains Romanov's casket.
 - **Order:** Give the casket to Sergio.
 - **The Don:** Return the casket to Romanov.

❖ **Good things come in threes (Carasco-M2.29-Order) || Find the three golden bowls (Scordo-M2.54-Don)**

- Carasco (M2.29) orders you to find three golden bowls. In the tavern you will find Dytar (M2.26) who will sell one for 150 coins. Even if you know how to pickpocket buying it is your only option. Dirk (M2.17) has the next one which you can buy or pickpocket. The third brother, Olf (M2.54), is in the Don's old house. Instead of paying him for the information on where he has hidden the artifact, just head to Jack's lighthouse (M2.44). Look up and you'll see the bowl. You can get on the barrels and then climb onto the scaffolding to grab the bowl. If you have trouble with the platforming get a telekinesis scroll. There's one on the floor behind the barrels and Jack, just outside, sells another.

- **Order:** Give the bowls to Carasco.

- **The Don:** Give the artifacts to Scordo.

After completing the task you should talk to Hernandez (M2.51) who will free Olf (M2.54). After you find the secret exit and complete the "A gathering of triplets" task you can then take the three brothers through the tunnel out of town.

❖ **Find the burglar's spy (Rodriguez-M2.35-Order) || What is Rodriguez planning? (Cid-M2.20-Don)**

- Rodriguez (M2.35) orders us to investigate the recent robberies. Head to Flav (M2.12), Nelson (M2.19), and Baxter (M2.38) and ask them about the robberies. You will learn that the person who has appeared in each place was Doyle (M2.8) (on the upper floor Costa's hotel) with whom you must talk. Eventually you will have to choose a side.
 - **Order:** Tell Doyle to give himself up to the Order. Then tell Cid (M2.20) about Doyle's decision.
 - **The Don:** Tell Doyle to get away. Cid will appreciate this and will train you (if you've signed on with the Bandits) in Chapter Two. He is one of the two trainers who can teach Open Locks 3. (Patty is the other.)

- ❖ **Payday:** After you finish all seven of the above quests either Carlos or Scordo will give you a special reward. It doesn't matter who you do the quests for either way, but you need to do all seven to get the bonus. Remember that to complete the tasks for the Order you have to chase out the corresponding bandits when asked or the quests won't count as finished. The captains of the factions will also give you a small, piecemeal reward for each individual quest done in their favor.
 - Report to Carlos that the city is clear of bandits and get 1000 coins, plus piecemeal bonuses.
 - Report to Scordo that the whole town is theirs and receive 500 coins, plus piecemeal bonuses.

If you plan to sign on with the Order (including the Mages) your only chance to finish these three quests is before you join. They will not affect your ability to join if you do them. If you plan to join the Bandits you can do these at your leisure.

- ❖ **Protection money from Josh:** After completing the Protection money from Costa quest Delgado (M2.3) will order you to collect from Josh (M2.18). You have to head to the tavern and ask for the money. If you don't want to hear about the deal between Josh and Delgado, just take the money. Otherwise accept to pay the debt in return for the gossip that Josh heard.
- ❖ **Collect from Alvaro:** You receive this task from Weasel (M2.46), only if you haven't been to the mage Monastery and have completed the Protection money from Costa and Evidence for Marcelo quests (of course both of them in favor of the bandits). You also need to finish Walter needs a break. Tell Walter (M2.50) that you need his help and then ask about Marcelo's weapon. You'll pay 100 coins in total for the information. Return to Weasel. During the night, pay Alvaro (M2.49) a visit. Wait until he goes away from the cellar door (or just talk to him and he should move away). Sneak inside and open the door (1st level lockpicking). Once downstairs, open his chest (2nd level lockpicking). Afterwards return the weapon to Alvaro (don't try to take more money from him, accept 100).
- ❖ **Collect from Konrad:** Ask Konrad (M2.56) about a job and suggest security. Afterwards talk with Tilda (M2.55) about Konrad and report to Weasel (M2.46) about the cows. Then go to the Farmer (east of M2.21) and Weasel. Once you attack Berta (at night, because the closest guard is asleep; also make sure that the second doesn't see you), the Farmer will jump on you, so stun him. When it's dark, enter Konrad's bedroom through the roof on the other side of the house. Put Berta's skull into the trader's bed. The inmates will attack you, so jump out through the balcony. Weasel (M2.46) will send us to Sonya (M2.41) (wait until dawn). Afterwards visit Konrad (M2.56), who will not want to talk (you have to use the tell joke scroll). Eventually, report to Weasel. This quest is one of the best ones in the game, in my opinion.

- ❖ **Medicine for Everyone:** Belschwur (M2.11) will give you a couple of potions. You have to deliver them to Cole (M2.15), Josh (M2.18), Finn (M2.10), Elias (M2.6) and Martha (M2.1) (give the potion to her husband – Arno (M2.2)). After handing all of them over, return to Belschwur.
 - **The farmer's sick wife:** After you give him his potion Arno (M2.2) will tell you that he needs a warm bed for his sick wife. Rent it from Costa (M2.7) for 30 coins then let Arno and Martha (M2.1) know they have a place to stay. You should tell Belschwur (M2.11) about your good deed and in return he'll give you a few more healing potions.
 - **Talk to the commandant of Harbor Town:** After you complete the Medicine for everyone quest Carlos (M2.58) will call you to his place through a guard. Once there, you can ask about the situation in the town. You will learn that you will soon have to choose one of the sides. If you don't complete the Medicine for everyone mission you will be called to Carlos after completing at least 4 decisive quests for the Order. He won't tell you anything special either way.
- ❖ **Woman beater:** Gwen (M2.43) needs help with getting rid of Erikson (M2.40). After the conversation, go find him, he's usually nearby, and give him a beating. Afterwards ask him to leave. Gwen and Sonya (M2.41) will give you some gold.
- ❖ **Nelson's ring:** You will find out about this during the Find the burglar's spy quest. It turns out that Keyleight (M2.21) is the one in possession of Nelson's (M2.19) ring. You can either rob her, pickpocket her or trade her something "better," like a necklace from the locked chest on the end of the central pier (requires 3 in Open Locks). If Cid has already left town you can't trade her for it. Nelson will let you keep the ring when you check back with him. It grants you the Acrobatics skill.
- ❖ **Skins for meat:** Flavio (M2.12) orders you to find 5 wolf skins and 5 wild boar skins. You will find them in the houses marked on the map (white – boar, black – wolf). Sometimes they're just in plain sight, sometimes hidden in chests. One of the skins can be found on the roof above Finn (M2.10). Cole (M2.15) will give you one wolf skin. Mo (M2.37) will give you two boar skins and one wolf skin. Once you're done collecting them, head to Baxter (M2.38), who will give you some meat which you have to take to Belschwur (M2.11). In return Flavio (M2.12) will give you two healing potions.
- ❖ **The lost father:** Patty wants help in finding her father. Go to Mark (M2.33) – he won't let you near Romanov (M2.34) until you find him a girl. Anika (M2.30) is up for the task, but you have to pay Sonya (M2.41) her fee first. Tell Mark you've taken care of it and he'll give you his key. Go inside the cell and tell Romanov about the key found on Erikson (M2.40) during the "Woman beater" quest and he'll send us to Steelbeard's hideout. Head there and search the chest found inside. Take the document to Patty (M2.25).
 - **Patty wants to leave town:** After finishing The lost father quest, Patty (M2.25) will be searching for a way to get out of town. Completing enough central plot quests will result in discovering a hidden passage out of town which will allow you to finish this quest. After exiting the town Patty will stay on the beach and you won't be able to talk with her until the next chapter of the adventure. She can teach you Acrobatics and Open Locks 3 once you get to Chapter Two.



- ❖ **Philus wants to sell his fish shop:** Philus (M2.9) is trying to sell his fish stand for 300 coins. You have to talk with Nico (M2.24) (firstly you'll have to give him a bottle of rum, buy it from Patty (M2.25) for 40 coins). Buy Nico's ring [+3 str] for 300 golden coins and he'll decide to take over Philus's business. In gratitude, Philus will give you two pearls.
- ❖ **Jack is in need of rum:** Jack (M2.44) asks us for a bottle of rum. You can buy one from Patty (M2.25) for 40 coins.
- ❖ **Jack's chest:** This quest is normally something you hear about after doing a few quests in town. In Jack's lighthouse (M2.44), on the ground floor behind the barrels you can find Jack's key. It fits into his chest on the upper floor.
- ❖ **A gathering of triplets:** Olf (M2.54) asks us to tell Dytar (M2.26) and Dirk (M2.17) to meet him at the fixed spot. You'll probably meet up with Olf to set all of this up during the "Get rid of Toni / The family heirloom" quest.
- ❖ **A night with Olga:** Pay Sonya (M2.41) 50 golden coins and spend the night with Olga (M2.42). You get some XP for doing it and the girl will give you her Tell Joke scroll. The cutscene isn't present in the American version of the game.
- ❖ **Mental arithmetic:** Baxter (M2.38) will put your math skills to a test. You have to answer to 14 times 17. It's 238.
- ❖ **The map of the island:** If you somehow don't have a map yet you can order one from Nelson (M2.19). He won't finish his job until you find a way to get out of the town (finish the Where are the artifacts disappearing to? or Talk to the bandit chief of Harbor Town quest) and you'll need to pay 250 golden coins for it.
- ❖ **Walter needs a break:** Walter (M2.50) the blacksmith has no time to rest. After talking with Alvaro (M2.49) you will have to find two smith's helpers and send them to work. The first one nearby standing around, the second is sitting on top of the defensive wall near the Southwest tower. Now you can inform Walter that he can take a break.
- ❖ **Anything that heals:** Leonardo (M2.48) is searching for healing plants. You have to bring him 10 healing herbs, 5 healing plants and 2 healing roots. In return Leonard will prepare you a potion which will increase your maximum HP by 10 points.
- ❖ **Two sarcophagi:** There are two sarcophagi in the top floor of the building Ukkos (M2.27) likes to sit against. They are unlocked, but the door keeping you out is Level 3. There is another way in, but it won't be easy. First run into the doorway Ukkos is facing, up the stairs inside and onto the roof. From there jump onto the warehouse roof by jumping straight up from the peak of the roof you're currently on. Next jump over the gap to the other building, the one you want to get into, and run across to the North edge of that roof. From here it's possible to leap onto the lower rocks, then you can work your way up the hillside to a position where you can jump onto the ruined fire escape and sneak into the sarcophagi room. Whew!
- ❖ **The following two quests require a lot of exploring outside of the walls to complete:**
 - **Everything that isn't nailed down:** Walter (M2.50) orders you to collect 15 tool bags. You will gain them by hunting the packs of gnomes that are scattered around on the island. Your reward will be 3 steel blanks and 300 golden coins. It's possible to get more than 15 tool bags, but Walter only rewards you for the 15.
 - **The sons of Tilda:** Tilda (M2.55) will ask you to find her three sons. Beppo (M3.19) is at Don's camp, and William (M4.8) is at the Monastery. Leon is harder to find. He is in the middle of the jungle between Harbor Town and the Monastery. Try looking North-Northwest of the town for a road makes a tiny circle on the world map (there should be a second tiny oval road directly to the East, like two badly drawn eyes). He's just south of that tiny circle near a small house – the house is drawn on the map if you look closely. Luckily, if you have met one of the brothers before you don't have to visit him again. Just tell the mother that he's fine.
- ❖ **There are a few quests you can only do after joining a faction:**
 - **The Order:**
 - **Where are the artifacts disappearing to?:** After/If you complete at least four quests for the order and report to Carlos (M2.58) that the city should now be safe with Esteban's men gone, he'll order us to investigate the artifacts smuggling issue. Head to the brothel and pay Sonya (M2.42) for giving us the information. Ask for the inquisition, artifacts and the man responsible for the smuggling. Head to the room on the left and press the switch behind the tree painting (just look at the painting and click). In the tunnel you will find Scordo. After a long conversation, a fight will break out. Kill the bandit. Take the sewer key and go deeper into the tunnel. At the very end of the corridor you will find a secret passage out of the town. Return to Carlos (M2.58) and report about getting rid of Scordo. If you're beginning the mage path, ask for help for getting on at Monastery – just mention Belschwurz (M2.11) and you'll receive a recommendation letter with which you can show to Santiago (M2.10).
 - **The Bandits:**
 - **Talk to the bandit chief of Harbor Town:** After doing at least four quests for the bandits you can ask one of them for their boss's whereabouts. Head to Sonya's (M2.41) brothel and pay her for information about Scordo. You have to press a button behind a painting on the left to get to the corridor where the bandit is hiding. Scordo will give us a package for Don Esteban (M3.23) and a key to the door at the end of the corridor – a secret passage out of the town.
 - **A package for the Don:** If you're a Bandit Scordo (the Talk to the bandit chief of Harbor Town quest) gives us a package for the Don. In return for the delivery, the Don will make you one of his men. You can now buy a hunter suit for 1000 coins from him. Scordo will give you 500 coins for your work when you report back.
 - **Fleeing the butcher:** If you joined the bandits, and after completing the "Find the burglar's spy" quest, Cid (M2.20) can order you to remind Dargelow (M2.36) about their situation. Once there, kick his butt. During the conversation the butcher will state that he still doesn't want to cooperate. The task will be automatically cancelled.
 - **Clean out Dargel's chest:** Once it will become clear that Dargel (M2.36) isn't willing to cooperate Cid (M2.20) will order us to empty the butcher's chest. You will find it on the upper floor of Dargel's building. Sneak to the chest at night and open it with 1st level lockpicking or a proper scroll. Report back to Cid.



The Monastery

Also known as Volcano Keep. The quests below are only for Mages or Warriors of the Order. Bandits sometimes get sent to the Monastery but they are not given quests there in this chapter.

Signing on with the Order / Mages: Pallas will welcome you in the Monastery's antechamber (M4.3). If you came here by your own free will and you have the recommendation from Carlos (M2.58) you will be able to choose between a Mage and a Warrior of the Order. Depending on your choice you will either be sent to Kalib (M4.5) (on the left, warrior path) or Taylor (M4.4) (right, mage). If you were captured and have arrived at the monastery against your will you will *only* be able to become a warrior no matter how much you beg. Make a new save before talking to Pallas in case you screw up the dialog options!

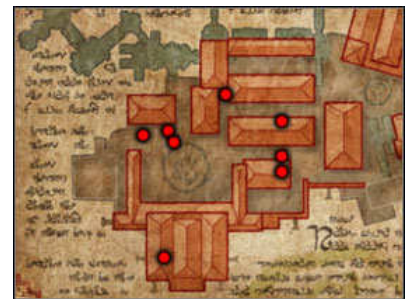
Bug warning!: If you're here with the Order you will want to do the "Basic training" quest right after getting your staff. People have problems if they do other quests first, especially the murder mystery quest. Aric (M4.7) is the person to see first.

Sneaking out of the monastery: If you want to leave the monastery early you can do so. You have to jump from the main building in the North East corner of the map onto the long building's roof (jump over number 23 in the map basically) and then work your way across the roofs to the antechambers (numbers 3, 4, 5 in the map) and then drop down near 2. If you were captured this will not save you from being a Warrior of the Order, you're still stuck with that. Santiago at the gate should let you back in when you ask but make a separate save before escaping in case he won't. If you are blocked from the North East building (as you will be early on in your career as a Mage or Order Warrior) you'll just have to rush past the guard and make a beeline for the roofs as the guard will start chasing you and nearby jerks will loot you if he knocks you out.

- ❖ **Follow:** This task will begin automatically after you ask Kalib (M4.5) (or Taylor (M4.4) if you came to the Monastery out of your own will and choose the mage path) to show you where you can rest. Once you enter the courtyard, Aric will talk to you (M4.7) and another task will begin. Your guide will tell a little about the courtyard and head forward. The Inquisitor is awaiting you with a new quest. A word with the guide will end the mission.
- ❖ **Bryn's dangerous monsters:** Bryn, just outside of the gate, will complain about some super dangerous scary monsters if you ask him about it. He's afraid of the three "Sly Gnomes" just near by. Kill them and return to him for a few coins.
- ❖ **Get yourself a fighting staff:** This quest will be given to you by Aric (M4.7). You will get the staff from the blacksmith - Karlsen (M4.9), whose workshop is at the courtyard. Let Aric know about the new weapon to end the task.
 - **Sweep out the chambers:** If you didn't give Aric (M4.7) the required respect (call him by his name, ask to repeat) he will order you to sweep up at least ten rooms. The broom can be found near Pallas (M4.3) – in the room to the right from the Monastery entrance. The dusted rooms are those to which Kalib (M4.5) guided you in the Follow quest and some from the upper level (behind Vitus (M4.12)), they have "piles of dust" inside which are yellowish and have little stones in them. Clicking on a pile of dust will result in cleaning it up. After cleaning up 10 rooms, report to Aric.
- ❖ **Basic training:** This quest will appear once Aric (M4.7) gets to know that you have obtained the staff. You have to fight three enemies. The first one is Tucker (M4.10) (who will increase your strength), the second is William (M4.8) (he can teach

you how to fight with a staff) and the last one is Kato (M4.6). Beginning a fight with each of them will result in a new quest. Despite what you might think, you don't have to fight with a staff. Tucker (M4.10) and William (M4.8) aren't hard. As for Kato (M4.6), you'll have to fight him twice. Firstly he'll attack you on the courtyard and then the fight will move to the arena. The last enemy is Aric (M4.7). If you can't beat him take a look at the subquest below. After you're done inform Vitus (M4.12) about finishing the basic training. You will be granted access to the upper part of the Monastery.

- **Trick Aric:** In case you lose the fight with Aric (M4.7), you should talk with William (M4.8), who will send us to the man near Caspar's quarters (M4.13). Your next target is Dalman (M4.15), from whom, after a long conversation you'll receive the fireflush. Apart from that, you should also have two normal wines; you can buy them from Dalman for 20 coins. Now head to Karlsen (M4.9) and scrounge the worst sword in the world from him. Now, during the conversation with Aric (M4.7), offer the wine and choose the 1st dialogue lines. You will end up taking his great sword and giving him the worst sword in the world. Now you should now be able to beat Aric easily.
- ❖ **The gate to the keep:** Once you're allowed to access the upper levels of the monastery, you should head to Ignatius (M4.22). He'll firstly take you to the library and then if you talk to him again about the closed gate, he'll send you to Pallas (M4.3), who will open it.
- ❖ **Find Hemlar's murderer:** Begin with talking to Vitus (M4.12). He'll tell you to talk with Caspar (M4.13) and allow trading with him. Head to your quarters and collect every item you can find. The important ones are: the kitchen knife found by Hemlar's body, a small packet of weed resting against a bookshelf and Hemlar's purse slipped under the bed with a wine jug beside it. During the conversation with Caspar (M4.13), mention about the task given to you by the Inquisitor. Afterwards list out every item you have found. Head to Pallas (M4.3) and ask for the list of people who can leave the keep. You won't get it until you finish the Basic Training quest. Next, ask about Hemlar each time. Begin with Ash (M4.23), show Karlsen (M4.9) the knife, talk with Tucker (M4.10) and then ask Harlok (M4.14) about everything you can. Yoki (M4.11), who's guarding the cemetery entrance, is a person who you must intimidate, telling him that he'll lose his job. Next in line is Caspar (M4.13), Taylor (M4.4) (if you haven't yet talked with him, you'll have to talk two times now) and Ash (M4.23). You can avoid fighting the last one by suggesting that you can help him. You will get the weed from him and the next quest will begin.
 - **Distribute the weed reefers in the keep:** Just some of the brothers will want to buy the weed from you. Speak with Caspar (M4.13), Kato (M4.6), Karlsen (M4.9), Yoki (M4.11) (instead of paying, he can let you access the cemetery, which will end the Access to the cemetery quest), Tucker (M4.4), Harlok (M4.14), Kalib (M4.5), Taylor (M4.4) (you can take 50 coins more from him) and Dalman and then, with a full health bar, head to the bath house (the door near Caspar) and jump in a bath and you'll get a dialog option to wait for the murder. Once the murdered appears, you will have to fight him. In return for your deeds, you will be able to choose one of two mixtures that Vitus will offer you (M4.12) (+5 strength /+5 max mana).
 - **Access to the cemetery:** Yoki (M4.11) is guarding the path to the cemetery. In return for letting you through, you can give him an illusion scroll, Harlok's stew or the weed from the Distribute the weed reefers in the keep quest.
 - **A new post for William:** If you've finished Distribute the weed reefers, William (M4.8) will want to talk with you. If you suggest that he can train the recruits, you'll receive this quest. You can help William by recommending him to Vitus (M4.12). Let William know about the decision made in his case.
- ❖ **Dalman trusts you:** Dalman (M4.15) is searching for replacement. Tylor (M4.4) is the man you're searching for, but he'll agree to dismiss Dalman only in return for 10 apples. You can buy them from Caspar for 8 coins each. You can also collect the apples lying around the monastery (as indicated on the map at right).
- ❖ **Severin's artifacts:** Cyrus (M4.18) orders you to head to Severin – he's at the farm complex indicated by a couple of houses on the world map to the South West of the Monastery. Before you set off, ask Cyrus about the details of the missions. Once there, just mention about the chests and one quest will be finished. As for the artifacts – mention that Cyrus will have your head you if you don't bring them back. Now just return to the Monastery and give back the items. In return you will be able to choose from between a small ruby, ring of the staff fighter and a berserker scroll.
 - **Thieving gnomes:** Severin is having problems with gnomes. There's a large pack of them on the cliff behind the farmhouse. Slay them and return to Severin for a reward.
- ❖ **The initiation:** After you finish the four tests below and the A worthy weapon quest you can begin the ritual to become a full fledged Mage or Order Warrior. During the ritual you'll have to answer some questions. As a result of each answer, your stats will increase slightly (adequate information about the choices are visible on the screen). Once the ritual is over, your crystals knowledge will all increase by 1 point allowing you to use them. Follow the Inquisitor to the volcano entrance. You will begin another chapter and receive your first teleportation stone (Volcano Keep).
 - **The test of Master Vitus:** Inform Vitus (M4.12) that you'd like to undergo the test. Afterwards head to the crypt on the cemetery (Access to the cemetery needs to be finished) and search the skeletons in the skeletons at the very bottom. Once you find the key, open Berengir's chest, take the Wisdom in Combat book and show it to Vitus. If you have also finished Dalman trusts you, Vitus will finally agree to teach you.
 - **Rufus is seeking wisdom in combat:** Rufus (M4.24) is searching for the Wisdom in combat book. If you have finished The test of Master Vitus, you can give it to him.



- **The test of Master Ignatius:** Ignatius (M4.22) will take you to the library and order to get to know a set of books. Generally, you'll just read everything you come across. Begin with asking Rufus (M4.24) to move away from the book. Afterwards pull the ring on the wall by the door and go down. After a while you will reach the main hall. Read every book marked on the map. Pulling the ring marked with a blue dot will result in opening a door in the north, with a skeleton inside. You can lead it to Rufus (M4.24) who will help you in the fight. Open door #1 and jump down through the hole in the floor. Read the book, go to the next room and use the crystal ball of opening. Using the spell, open doors #2 and #3. You can also open every locked chest in the area. Move to room #4 and use the telekinesis crystal to push the switch above the door. Read the book inside. Using telekinesis, you can take Nautilus transformation rune from the shelf by the blue dot. Return to room #1), use the levitation crystal and fly to room #5. The transformation crystal will change you into a crustacean, in this form you should go to #3 and then through the hole in the wall. The last book awaits you there. After pressing the switch in Abrax's room (M4.25) (marked with the green dot), you can return outside and inform Ignatius (M4.22) that you have read all the books.



- **The crystal of fire:** Ignatius (M4.22) will order you to find the crystal of fire. If you don't have a telekinesis scroll, you should revisit the library and search the chests there again. Head to the temple, it's just North of the tiny lake just to the West of the monastery on the world map. Once there, kill the quite tough war cricket. Inside, there will be gnomes. Before heading deeper into the corridors, stand at the beginning of the one of the right and use telekinesis on the lever. Now you can safely go across the trap and take the crystal found by the novice's body. Return to Ignatius (M4.22).

- **The test of Master Illumar:** Begin Illumar's (M4.21) test with reading the two books by the entrance. Return to your teacher and inform him about the progress. The next step will be finding the quill. You can buy it from Enzo (M4.17) for 250 coins or ask Caspar (M4.13) about it and receive it for free. Quite the tough choice... As for the spell ingredients, you should talk with Abrax (M4.25) (and read the old book next to him) and Rufus (M4.24), who will cooperate only after you complete Rufus is seeking wisdom in combat. Exiting the library, you should read the old book to the left of the entrance. Afterwards speak with Erlan (M4.20). You will learn about his fight with Enzo (M4.17). Head to the kitchen and talk with Harlok (M4.14). You will have to pay him 200 coins for a turkey. Share your knowledge with Enzo and go to Erlan to give him the food and get to know about the needed ingredients. Just a word with Jervis (M4.19) and you can return to Illumar (M4.21). The quest will end after you finish learning about creating scrolls and make one of you own. You can buy blank scrolls from Caspar (M4.13) for 50 coins.

- **Mutual aid:** Jervis (M4.19) needs a Create illusion scroll and two blank scrolls [buyable from Caspar (M4.13) for 50 coins each]. In return for our help, Jervis will teach us skills typical for a hunter.

- **The test of Master Abrax:** You must click on Abrax (M4.25) the alchemist two times before he'll want to talk with you. After a looong conversation, he'll order you to find two novices and will order you to find two novices and give a list of plants he needs. You will find Sirius and Krayban nearby. Sirius is sitting in a field down at the farm complex you ran past on your way up the hill (where Severin is). Krayban is in the forest just to the Southeast of there – from Sirius just go slightly down the path to the large boulder/mountain and go around the bottom of it until you find Krayban's body a couple of gnomes. If you somehow don't have six healing plants and four mana plants on you you'll have to scrounge some up before returning to Abrax to finish the quest.
- **A worthy weapon:** After finishing the four tests Ignatius will send you to Karlsen (M4.9) for a new fighting staff. Return to Ignatius (M4.22) to begin your promotion ceremony, where you also get new armor.

- ❖ **Assist the Warriors of the Order in Harbor Town:** If you were abducted and taken into the monastery this quest will be given to you by Pallas (M4.3) after you have undertaken the Master's tests. You need to go to Harbor city (the entrance gate is marked on the map) and complete Medicine for everyone and Talk to the commandant of Harbor Town. You're supposed to side with the Order for those tasks, but if you don't nothing bad will happen. Pallas will cancel the test but Ignatius (M4.22) will recognize it as passed, which won't disrupt the Initiation. You then need to complete Where are the artifacts disappearing to? and you can return to the Monastery. All of these quests are outlined in the Harbor Town section above, and if you already did them in order to volunteer at the monastery you won't receive this quest at all.

Chapter 2

From here on out there will be quests specific to each faction as well as quests that all factions can or must do. Information on quests specific to the factions will be boxed at the beginning.

- ❖ **Bandit: Crystal disks for the Don:** When (during the main task - Crystal disks for the Inquisitor) you will ask Esteban (M3.23) about the disk that's in his possession, the Don will order you to bring him every disk for which the Inquisitor is searching. After returning the disks, you will be able to buy new armor from the Don for 2000 golden coins. Return to the Inquisitor and inform him about the bandit chief's conditions. This is a major plot quest and will take a long time to finish.
- ❖ **Warrior of the Order and Mage:**
 - **The magic bullet:** Before Vitus (M4.12) agrees to teach you how to use the magic crystal, you'll first have to acquire one. One of them can be found in one of the locked chests in the library (see The test of Master Ignatius).
 - **The frost crystal:** Pallas (M4.3) won't begin to teach you the frost crystal magic, until you pay him 1000 golden coins. Bringing him a bog body's heart (cold heart) will lower the sum by 250 coins and a small sapphire by another 250 golden coins. There are bog body lairs just East of the Monastery and as for the crystal, you should see the Thieving gnomes quest. Before Pallas starts teaching you he'll give you the frost crystal.
- ❖ **Mage: Assisting the mages:** After giving the disks to the Inquisitor (Crystal disks for the Inquisitor), Mendoza will order you to consult Ignatius (M4.22). After talking with Fire Master, you'll receive the amulet of the Holy Flame, which protects you from each type of damage. Return to the Inquisitor and open the gate together. Again, this is a major plot quest.



- ❖ **Levitating for treasure:** Illumar, in the Monastery, now sells a few levitate scrolls. With them you can get another Axe Fighting ring and/or some runes and herbs. Dig through the appendix for Levitation opportunities. Often the best way to use Levitate is to start on a high platform and use it in spurts to float across a gap. Don't just blow it all at once.
- ❖ **Crystal disks for the Inquisitor:** This is the main quest for this chapter. The Inquisitor will ask you to find five disks scattered thorough the island. Ask him everything about them, which will give you access to the quests. The first disk is in the Don's possession, he'll give it away with no problem (a small exception is the bandit's path - (see Crystal disks for the Don). Complete the following quests: The mystery of the eastern temple, Cyrus is late, Where is the golden delivery? and Off to the west coast to get all of the disks. Give them to the Inquisitor, who will be standing by the volcano gate. If you have chosen the warrior path, you will be promoted to an officer and receive a new armor. Once you're ready for the upcoming fight, let Mendoza know. The gate will be opened and a group of enemies will attack.
 - **Where is the golden delivery:** I recommend doing this one first for the other treasures you find during it. Start out by heading to Severin's farm (M5.4). After a short conversation you will find out that you came right in time to fight off a gnome attack. It turns out that the gnomes have taken Severin's disk. You have to get to their leader's – Gyrger – headquarters which is drawn on the map at the top of the Eastern peninsula. Use the bridge and approach from the South, fight your way through the gnomes and soon you'll reach the ruins. Gryger is waiting for you in the lowest levels of the keep with the golden crystal disk in his pocket. However before you can get to him, you will have to face a big

group of gnomes and their stronger versions (chieftains – one of whom has the Open Locks rune). It's worth it to take notice of the metal rings on the walls as they open many additional rooms with treasure inside. On your way back tell Henrik about killing the beast (if you talk to him before going in he will also help you fight through all of the gnomes as he really wants a chance to hunt Gyrger) and you will receive a horn bow. After returning to Severin (M5.4) you can tell him about your finding and get additional 500 coins.

- **The mystery of the Eastern temple:** Fincher (M3.21) will give you a teleportation stone (bandit camp) and direct you to the temple in the east (M5.14). Follow the map and turn right before the marshes into a path that's easy to miss. You will find Maliko (M5.14) by the entrance and he will fill you in on the situation. Fall down through the trap (hole in the floor) a couple steps behind him and in the corridor below you will find Dirk. Enter the hall through the hole on the right and kill the ghoul. At the exit from the chamber, pull the lever by the wall, go deeper into the corridor and use the windlass by the bars. Lead Dirk through the opened corridor and he'll give you an old bust. Return through the marshes to the main temple entrance. This time head into the corridor on the right (avoiding the trap in the floor). Deeper inside the temple you will come across Adan and Dytar. Talk to them and then go through the hole on the left. In one of the sarcophaguses you will find a decent sword (demon blade) and further you will come across two ghouls and Danilo's body, by which you will find a map. Another bust is waiting for you in a sarcophagus. Go deeper into the corridor, kill the ghoul and use the lever. Talk with Olf and he'll give you the 3rd bust. Return to the chamber with the bars. Use the bust on the altar by the bars and do the same with the other two. Pick up the nautilus transformation scroll. Don't step on the floor near the back, instead use the scroll and go through the hole in the wall. From the sarcophagus room, go into another one below. Turn left and climb the ledge. Go further and you'll arrive at a big room with a hole in the ground. You should find yourself inside a building made of light bricks. Go to the ground level, through the door and you should see a lizard priest who's in possession of the disk you're searching for and, among other items, a teleport stone (eastern temple). Using the stone you can return to the temple entrance and talk with each of the bandits. They will share their loot with you. After talking with Maliko (M5.14) you can return to Fincher (M3.21) and give a report.
- **Cyrus is late:** You will find Cyrus by Eldric's house, in M5.1. You have to search the house for a green druid sleeve. Under the table you will find a mana potion recipe. Cyrus is not willing to help, so go to the neighbors (M5.2). Jasmin (M5.2), in return for 200 golden coins (buying her skins) will allow you to use her wolf pet – Rufo. If you don't have raw meat with you, buy it from her and feed the wolf. Afterwards make him smell the sleeve. Follow the wolf, attacking the monsters on your way – the wolf will stop four times in total. During the 3rd time you'll find a Druid's staff. By the 4th, you'll find the temple (M5.3). Touch (stand and press) the magic barrier and return to Cyrus (M5.1). Lead him to the temple entrance and ask to get rid of the barrier. Use the destroy magic force field scroll, get rid of the obstacle and go inside. Deal with the lizardmen in the main hall and go right. There kill another enemy and take the map of the temple from the chest. Fight your way through the warrior and eventually you'll have to face a stronger enemy (watchman), who's in possession of a key to Dork's cell (the last one on the floor). The prisoner will tell you about a ring that's needed to get to Eldric. Find and use the windlass. On the wall to your right you will find a ring which will open the passage on the parallel wall. Deal with the priest, take the teleport stone (northeastern temple) and open Eldric's cell on your right. Inform the druid that you're in need of help, take the disk and return with Eldric to his house (M5.1). You can give him back his while you're on it. In return he'll give you an amulet [+5 dex, +3 str]. Before the druid will be able to repair the disk, you have to bring him a magic crystal from the chest behind him. Open it using the key received during the conversation. The ritual will take place on the altar that Rufo came across earlier.
- **Off to the west coast:** After completing Patty wants to leave town, you should meet your friend at (M5.5). She'll lead you to a grave in the west (M5.6). After getting her key, dig up the closest grave (stand on the ground with a shovel in the inventory and click). Get the old casket and give it to Patty. Now it's time to search out five anonymous graves placed thorough the island. Visit (M5.7) [jump down from the cliffs below the Monastery], (M5.8) [to the right and behind Leon's house], (M5.9) [on the Western tip of the tiny island], (M5.10) [just above the beach], and (M5.11) [to the right from the ruin's entrance, next to some rocks]. In the end return to (M5.6). Instead of Patty, you will find Erong. Follow him back down toward the ruins, then keep going down to (M5.12). At the intersection, choose the upper path. After fighting your way through the horde of skeletons, you will eventually reach Romanov (M5.12). You can kill him at once or make a deal. Either way, enter the cave. All the chests are trapped except for one, to get to it go deeper into the tunnel, kill two ghouls and move to the room with crystals. On the left, at the dark recess, try to find an almost invisible grave with the name Dillinger carved into it and dig out a chest, there will be a disk inside. You now have a couple of options. You can refuse to give the map to Romanov (M5.12) and kill him, give it and then kill him/get the key to Patty or not kill him at all and forget about your friend. If you want to save her get the key from Romanov and find a locked door in the ruins facing the sea (M5.13). Patty will want the map – there's no reason for you to keep it so hand it over.
 - **Steelbeard's nautical map:** If you gave Romanov the map in return for the key to Patty's cell (M5.13) you will have to get it back. The old pirate is sitting with his men by a campfire near the city gate (M5.5). He'll attack after seeing you. Finish him off and you can then take the map back to Patty.



Chapter 3

The “additional quests” here could have been done earlier but the tough enemies make it a good idea to wait. For this chapter and the next it’s wise to keep plenty of Levitation, Telekinesis and Nautilus Transformation scrolls (or the spells) on you. Illumar, in the Monastery, sells them.

❖ **Bandit: Esteban’s return to Harbor Town:** After returning to town, inform Carlos (M2.58) that he should leave, as the city is returning under Esteban’s rule. At the nearest opportunity, you will meet Don by his former house (see Get rid of Toni / The family heirloom). After talking to him, you will be nominated to a captain and get the chance to buy a new armor for a hefty 5000 golden coins. You can tell the Inquisitor about Don taking over the city.

❖ **Warrior of the Order: The lizard leader behind / outside Harbor Town:** Carlos (M2.58) will order you to talk with Magnus (by the west city gate) and Leto (east gate). You have to get rid of the Saurians gathered in the marked spots (black – three weaklings, red – strong leaders). Afterwards report to both gates guards and Carlos about the progress.



❖ Additional quests:

○ **Lizard swords:** Once you acquire one of Saurian swords (Lizard sword), you should head to the blacksmith in Harbor city, Walter, and show it to him. The earliest you can get such a sword is in Chapter One by killing a lizard man in a cave up the trail near Rhobart’s Weed Farm – you’ll have to kill a lizard man to get it, of course. After Walter sees the lizard sword he will be able to create obsidian sword blanks that you can use to make premium swords. Of course to do that, you need smith skills and you need to bring Walter enough obsidian for the blank -- a dozen lumps for the two-hander.

○ **The cursed lords:** Leon (red point) will order you to find 5 rings, which are in possession of skeleton lords. Each of the buildings marked on the map nest of a large group of skeletons. At (M6.1), a skeleton will attack after you cross the threshold. Take the vassal ring from his bones. You can climb to the top, where you will find a +5 max mana potion and a small amber in the locked chest. You can get to the ruins (M6.2) by following the marked path leading across the bridge. In this case, your target is also waiting inside the building. Remember to pull the ring. The road to (M6.3) will lead through the already visited gnome terrains. However instead of going to Gyrger, go to the ruins on the right and enter the catacombs. Tug on the metal ring in the wall. Go through the passage created in the opposite wall. One of the skeletons on the lower level of the catacombs is the lord. Take a closer



look at his sword (traitor’s blade) and of course take the ring. Search the corridors, opening each chest and searching the bones. You should find a small sapphire and a sword tip, among other items. Number (M6.4) has also been already visited. Search for an entrance to the catacombs, where a lord with his companions and a ring is awaiting you. Search the rooms and chests, and you should find a potion that permanently increases strength recipe. At the ruins at (M6.5), the lord is outside this time. However you should climb to the top of the tower either way and take the magic protection spell from the chest. After finding all the rings, return to Leon. Give him the first two and then ask about Lord Patroscon (grey point). The entrance to Patroscon’s area is inside a cave. The lord has an interesting shield (rune shield) and the conjure skeleton spell with him. Once more head to Leon. You can give him the remaining rings. In return for finding them, you will receive 300 coins and three scrolls (tell joke scroll, transformation into an ashbeast scroll, open locks scroll).

○ **The swords- Stormwind and Souldrinker:** There are four sword parts hidden in different parts of the island. If you completed The cursed lords M6.3, you should already have one (Sword Tip). The second part (M6.6) (Broken Bastard Sword) is in a chest in the ruins under the island in the south (entrance from the west part). Also take an emerald from the chest. In order to forge the sword (Stormwind) from these parts, you need to have the smith skill on at least level 1. The next part (Broken Two-Handed Sword) (M6.7) is in a chest by the ogres next to a waterfall in the north. The last, fourth part (Sword Tip) is lying in a chest on the beach at the west coast (M6.8). In order to forge the sword (Souldrinker) from these parts, you need to have the smith skill on at least level 3.

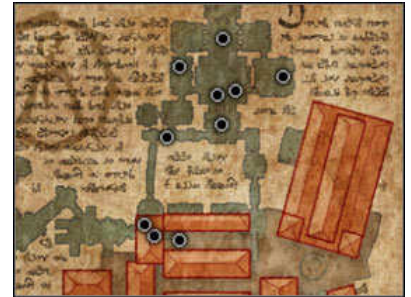
❖ **Secure the volcano keep:** After opening the volcano gate, riots break out in the Monastery. You have to find the mages who are still alive and send them back to Ignatius (M4.22). Visit Cyrus (#1), Illumar (#2), Abrax (#3), Vitus (#4) and dead Pallas (#5), who you can now rob. Return to Ignatius and tell get him the dead mage's notes. After finishing The supplies from the library and The lizard warrior, report him about securing the object.



○ **The supplies from the library:** Abrax (#3) will send you to his workroom. Get there through the library (see The test of Master Ignatius). Now you must defeat 10 intruders placed in the marked spots of the building. Remember about the crystal blocking the use of magic (drive the enemies away from the crystal and kill them then). You have to search every dead body. Once you get back to Abrax, you should have three alchemical supplies and some notes. On your way you should also meet Sirius to whom you can give the notes (if you're playing as a bandit, Sirius won't be in the lab). Free of charge or for 200 coins. Don't forget to talk with Abrax.

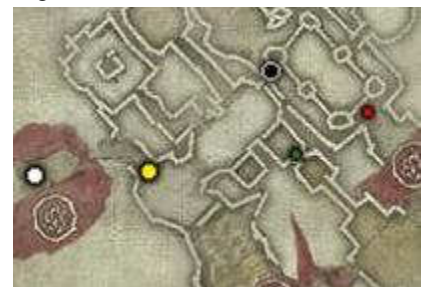
○ **The lizard warrior:** Vitus (#4) will order you to get rid of the invader's leader, dwelling at the centre of the graveyard crypt. Report back to the mage.

❖ **Open the great gate:** Inside the volcano, the Inquisitor will order you to open the great gate. Go right. The corridor will lead you to natural stairs ending with a narrow crack in the wall. Turn into a nautilus and enter the temple. Get rid of the ghouls and go the next room through the hole in the ceiling. In the corridor, jump over the floor trap and fight with the Saurians. Jump over the spiked trap, get your weapon (spells) ready and fall down through the crumbling floor. The stairs will lead you to a windlass – turn it. Return to the Inquisitor (you can use the “window”) and report about your actions. It's time to head left. After a few steps you should find a tunnel on the left. The tunnel turns right and after a while you should reach a pit with some ruins and three enemies on the other side of it. You have to use levitation to get there. You will find an old bust by one of the bodies. Push the lever in the corridor on the right. Enter the corridor on the left, safely cross over the bars (the trap which you have disabled) and stand in front of a thin wall. Use the pickaxe (have it in the inventory and click the wall) and break through to the other side. Push the lever on the other side and step into the next room at the end of the corridor, where some enemies will greet you. Take another bust from one of the bodies. Place both of them on the pedestals. Use the windlass in the newly opened room. This way you will open the great gate. Now you can read what's written on the pillar by which the Inquisitor has been standing until now.



❖ **Tunnel:** After opening the gate, Mendoza will send you to search the inner part of the temple. Before you step below the large block, use telekinesis on the lever in the distance. The happy team will move further and you will end the task. Take a look at the next two stone pillars that you find.

❖ **Open the large drawbridge:** Together with the Inquisitor, you will decide that the bridge needs to be lowered. Take the corridor on the right and go to another bridge. Use spells or a distance weapon to move the windlass on the other side. Deeper into the temple, you will find Brent. Complete The search for the map quest. You can take a look around the caves. The corridor that's going down will lead you to Saurian buildings. In one of them you will find an anti-magic crystal, the other hold a big amount of magic scrolls. Return to Mendoza and show him the map. After reaching the small room with the Inquisitor, you will be sent to Vince (The opening to the crypt). When you ask Mendoza about what needs to be done, he will lead you to a room with a pedestal on which you have to place the old bust received from the Inquisitor. Fight your way through the enemies, reach a stone pillar and examine it. Return to Vince.

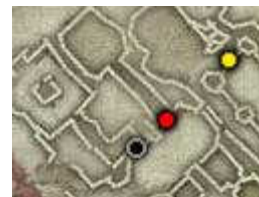


Have a word with the digging man and the Inquisitor and you can go inside the fortress through the hole in the wall, using the nautilus transformation scroll. Pick up the emerald. The point at which you start is marked with a green dot. After killing all the enemies in the nearby corridors, the gatekeeper should attack you (he's normally by the windlass), who will leave behind a key which opens the crate marked with a yellow dot. The stairs leading to the upper floor are marked with a black dot. The red one is for a windlass (on the upper floor) which will lower the bridge and create a path for the Inquisitor. Return to the crate at the yellow dot, open it and talk with Ursegor (white dot).

❖ **The search for the map:** Brent will suggest you find a map of the temple. He'll send you to Jorgensen, who's in the deeper parts of the temple. Go through the passage at Brent's left hand and further – down the path marked by the mushrooms. At your left you should find a runesword and further – Jorgensen who will tell you to follow a nearby path. Turn right at the intersection (violet lights). At the end of the corridor you will come across a group of enemies. One of them will drop a key to the cell. Go outside and follow the path. On your way you will encounter among others, an Ashbeast (red dot). After getting to Jasmin's house, try to save the people there. On one of the bodies you will find a map of the temple from which you have just left. Return to Brent.



- ❖ **The opening to the crypt:** Mendoza will send you for Vince. Once he goes to the Inquisitor, you will be able to read the text carved into the column.
- ❖ **Free the ghost of Ursegor:** Ursegor will send you in search of his subordinates, possessing specific crystals. Take the golden bust and return to the corridor in which the Inquisitor is at the moment. Begin from placing the bust on the pedestal in the room marked with the black dot. Inside you will come across Zul Utur. At his body you will find some inferno and conjure skeleton spells, a sapphire, his skull and the crystal you need. Take the bust back while going out of the room. The room marked with the red dot will lead you to a Zel Zeret, a tougher version of the Ashbeast. Remember about searching its body. The last enemy, called Zal Zaran, is waiting in the room marked with the yellow dot. Take his weapon (titan sword), skull and the crystal. Return to Ursegor and free his spirit. Open the sarcophagus and take Ursegor's skull.
- ❖ **The titan trap:** You have to open the big gate in front of the corridor leading to Ursegor. Find the four pedestals and place the skulls in the order seen. After opening the door, things will get quite messy. Defeat your former allies and listen to what Ursegor has to say.



Chapter 4

You've reached the final chapter! Most of this chapter involves raiding ancient tombs and temples to get the armor necessary for the final showdown.

- ❖ **Bandit:**
 - **Find a mage who can help you:** After getting the rune (destroy magic barrier) from Ursegor's sarcophagus (see Find all the pieces of the Titan Armor), you should talk with Illumar (in the Monastery). You can tell the mage to create the scrolls but you can do it yourself as well (after completing Talk to master Illumar). It's worth choosing the first option, as you will save ingredients and time (Illumar creates 5 scrolls at a time).
 - **Take care of Brogar for good:** If you let Brogar live in the first chapter, he will be waiting for you in the temple (M7.2) from The Titan Helmet quest. This time you have to kill him for good.
- ❖ **Warrior of the Order: Becoming Inquisitor:** During the conversation with Carlos (M2.58) (during the "Talk to Ignatius about the volcano temple" quest), the Inquisitor's man promote you to be Inquisitor yourself. Enjoy your kickass armor.
- ❖ **Mage: Master of magic:** During the conversation with Ignatius (M4.22) (during the "Talk to Ignatius about the volcano temple" quest) the mage will say that you should become one of the Masters. Begin the ritual, at the end of which you will get one hell of a reverse Snuggie to don. Talk to the other Masters too, they've got some gifts for you.



- ❖ **Talk to Ignatius about the volcano temple:** Talk with Ignatius (M4.22) about the situation and Mendoza's actions. He'll tell you to talk with Don Esteban who will give you a +5 str potion and with Carlos who will give you three berserker scrolls. Eventually report to Ignatius about what you managed to achieve.
- ❖ **Report to the druid about the temple:** After reading the stone columns in chapter 3, head to druid Eldric and report about the progress. You will receive two transformation into an ashbeast scrolls and two speed scrolls.
- ❖ **Find all the pieces of the Titan Armor:** Ursegor orders you to find five pieces of his equipment. Begin from taking the destroy magic barrier rune from his sarcophagus. Afterwards complete The Titan Shield, The Titan Helmet, The Titan Hammer, The Titan Armor and The Titan Boots. With the equipment complete, head to Eldric (grey dot at M7) who will fix the items. Return to Ursegor and report that the equipment is ready. It's time to confront the z Inquisitor. Take the eyepiece and Ursegor's skull from his body. Place it on the appropriate pedestal and the door to the Titan room will open. **Notice – after entering the room, the Final fight will begin, which will definitely end the game. If you want to do some more quests, now's the last chance.**
 - **The Titan Shield:** At (M7.1) you will find a temple protected by ogres. Inside, opposite to the entrance, between some scorpions you will find a skeleton, from which you can take a map. Go to the corridor higher up. Take the eastern volcano cave teleport stone from the body of one of the Saurians. Kill the Ashbeast and use a scroll to deactivate the magical barrier leading further in. In the big room, read the map from the stone pillar. Afterwards go to the corridor on the right (red dot). Turn the lever,

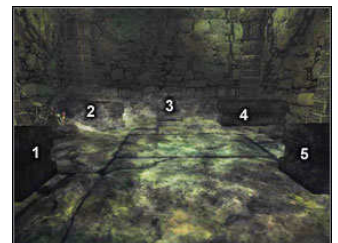


which will open the bars; jump over the trapdoor and take the bust. Fall through the hole in the floor on your way back. At the marked spot (white dot), dig up the Titanwing. Go to the next room at the yellow spot. Approach the thin stone wall and break through it using the pickaxe. At the spot marked with black, use telekinesis on the lever on the left wall. Use levitation to cross the lava river and then use the nautilus transformation (spell/scroll) and squeeze through a narrow corridor at the blue spot, leading straight to the bust. Pushing the first lever will open the door and the second will unlock a passage leading to the main room in which you have read the map on the pillar. Place the busts on the pedestals. At the top of the stairs you will find the shield of the Titan Lord, which is a part of the equipment you're searching for. After taking the artifact, the door through which you got to the room will lock. You have to go to the small room on the right (gray dot) and push the lever hidden there. You'll find an amber in a lizard's body nearby.

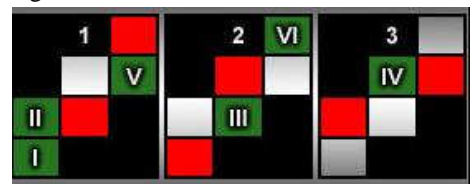
- **The Titan Helmet:** There are two way of getting into the temple (M7.2). The first one is to go through the corridor of light in The Titan Shield. The second one is using the marked passage to the north of the swamps. Once you're there you can get a map of the temple from the miner's body on the left. Get to the spot marked on the map. If you have the levitation spell/scroll, head to the door below. If not – use a spell or distance weapon to move the windlass on the other side, cross the bridge and take the levitation scroll from the chest. Break the magical barrier and go inside. Look out for the trap in the floor. On the left there is a small room with a golden bust. Stand before the raised bars and use telekinesis on the bust of a king. On the opposite side of the room, search for a corridor ending with a thin wall. Break through it using the pickaxe. The room with scorpions is important, but you can go further (2 x Ashbeast) and take the transformation scroll from the locked chest. In the room with the scorpions, use nautilus transformation and go through the hole in the wall. Defeat one of the Saurians and take the bust of a king from his body. Take a sapphire and a small ruby from the chest and place the bust on the pedestal. Exit through the opened door and use the telekinesis trick again. After placing the busts on the pedestals in the main hall, a new room will open with the helm you're searching for inside. One of the priests defending it will have a western volcano cave teleportation stone. Before you leave the temple using one of the teleportation stones, it's worth to look up and with some jumping and a little help from levitation, get to the thin wall by the green-lit, broken stairs fragment. Inside you will find a locked chest with a good titan scepter. Break through the next wall. Look out for the trapdoor and take a rare diamond from the locked chest. Going further will lead you to a lever opening a passage to the lava-filled cave you already know.



- **The Titan Hammer:** Get into this temple (M7.3) using the passage from Esteban's swamp hideout (M1.8). To the left from the gold pile, next to a campfire and a dancer. Traditionally – break the blue barrier with the spell (see Find all the pieces of the Titan Armor). Before you are two empty pedestals. Head right and levitate from the stone block to one of the big windows. Break the thin door in the middle of the wall and use the button on the revealed wall. This way you have opened the door on the right (next to the stone pillar). Inside you will find five sarcophaguses. In the third you will find the titan axe and in the fourth a lizard mage bust. Opening the others will summon skeletons. Return to the main room (with two pedestals) and go to the other (left) side. You will find a button behind a thin wall on the far left. Pressing it will open the middle passage.



Before you as is a floor filled with spikes. There are three repeating sections (1, 2, 3, 1, 2, 3, 1, 2... etc.) where some of the spikes don't move (black spaces) and the others move in and out (red). Step on the green spaces. Your moves have been marked with roman numbers. Once on the other side, open the sarcophagus, kill the skeleton and take the lizard mage bust from the enemy's remaining. The safest way to return is to use the teleportation stone leading the bandit camp of the swamps. Return to the main room with two pedestals. Place the busts on the pedestals. Two undead beasts and an immortal skeleton await you in the next room. Get rid of the beasts and avoid fighting the skeleton. There are button on three of the walls. Each will activate a fire in the centre of the room. The trick is to lead the skeleton into the fire. He blindly runs forward, so you should manage to do it eventually. Take the hammer of the Titan Lord from its remains.

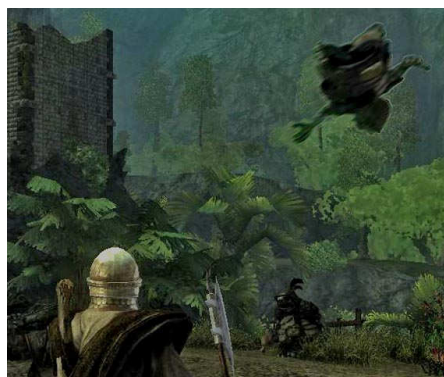


- **The Titan Armor:** To the north of Severin (M7.4) you will find an entrance to another temple. Before you get inside, you will have to deal with one of the Saurian leaders. Inside take the first corridor on the left. Stop before the cracked floor fragment and use telekinesis on the lever. If you go left, defeat an Ashbeast and break the red barrier with a spell, you will get to a sarcophagus, next to which, on stone ledges, you will find two potions that increase your stats [+100 exp, +10 max hp]. Return to the place in which you moved the lever. Open the blue barrier on the right. Break through the thin wall at the end of the corridor. Stand in front of the pedestal and turn back. Use telekinesis to take the priest's bust from the ledge above the entrance and place in on the pedestal. The opened door on the right will lead you to a sarcophagus in which you'll find an armor piece and the titan staff.

- **The Titan Boots:** On the way to the temple (M7.5) you will meet Patty (white dot on M7 [of course if you have saved her in Off to the west coast]). Together with your friend, fight your way through the Saurian hordes (and a leader in the end) till the waterfall. Take a small sapphire from the nearby, locked stone chest. Split with Patty and go through the waterfall. The main corridor will lead you to a passage between violet crystals. Kill the Ashbeast and head deeper into the corridor. Get to the next room through the hole in the, uh, ceiling. Pick up the berserker sword sticking out of the ground. You have to break the blue barrier. Before you there will be a hole in the floor and afterwards a spine trap. Carefully jump over both of them. Use the trapdoor. Take a small sapphire from the sarcophagus on the right. In the big room, read the temple map from the stone pillar by the entrance. The passage marked with a grey dot is open. In the corridor you will find two spike traps on the floor, which you can avoid using levitation. The crossbow with bolts lying in the middle may come in handy if you don't have a distance weapon with you. The lever on the left deactivates the spikes and there is a small anti-magic crystal in the chest. On the right there is the first of three windlasses (green dots) which you must turn. Return to the room with the map pillar. Break through the wall at the red dot. Use the revealed button twice, which will result in unlocking the passage on the right (yellow dot). Go to the second green point and use the windlass. Enter the corridor marked with black. You can cross the small tunnel using the nautilus transformation spell. On the other side you will find a locked stone chest and inside of it a titan bow. Use one of the levers opening the passage to the corridor. Return to the spot where the small tunnel entrance is. In the distance you should see a windlass. Shoot it using a distance weapon. Return to the main room (with the map). Use the button at the red point twice. Go to the corridor marked white. Cross the lowered bridge and turn left. Pull the band on the wall, jump over the gap and look into the room behind the raised bars on the right. On the stone table behind the sarcophagus you will find a ruby. In the sarcophagus – two small rubies. After going out of the room, head towards the third windlass. Pull the lever (small, black dot) which will open a passage to the main room. In the revealed room (behind three green lines), there are two Undead Beasts waiting for you. In the chest above you will find an armor piece and a titan crossbow.



- ❖ **The final fight:** The fight with the Titan is all about the proper reactions to the attack patterns described below. It requires dexterity but you shouldn't have a problems if you can keep up with the things happening on the screen. Pretty old school!
 - **Disappearing floor:** White runes keep showing up on the floor. From the moment the rune starts to blink white you have around five seconds to move to another block. After that the block will disappear, leaving a hole in the floor. After another five second the block will appear once again and other ones will disappear. Your character is powerful enough to take a shot by now and the floor is your main threat, so keep an eye on it all the time.
 - **Energy beam:** When the enemy moves one leg forward it means that he will attack with an energy beam. Avoid it by running in the opposite direction.
 - **Energy wave:** The Titan will use this each time you get too close to him (and randomly too, as well as the others). He crosses his arms and raises his right leg. Once he lowers it – jump to avoid the wave.
 - **Magic missiles:** When the enemy summons white missiles that surround him, you should quickly use the shield of the Titan Lord. There are two variations of this attack. The missiles will be launched one after another or next to each other. Reflecting the missiles (and hitting the Titan) will allow you to attack.
 - **Dealing damage:** The only way to damage the Titan is to stun him (lasts for around 5 seconds) with his own missiles (see Magic missiles) and then hitting him with the hammer of the Titan Lord. He falls after receiving five hits, but you cannot save or load in the middle of the battle – that will reset the hit count. Be patient and soon you'll see the ending cutscene. Stick around until the end of the credits for a little bonus dialog.



Appendix

The Console

To activate the console quickly type “**minsky**” while playing Risen – you have 2 seconds after hitting m to finish the word. If you did it right the tilde key (the key above Tab – on international keyboards it’s always the key in this same location) will open the console. Type the below commands, adding a number where appropriate, and press enter to activate them. **They must be typed exactly as shown and are case sensitive.** For 100 arrows you would type “give It_Arrows 100.” To max the Smithing skill you would type “teach Smith 3.” If you have 5 Bow Skill but want to roll it back to 1, type “teach CombatBow 1.”

For a list of commands you can type “Help” and then “List” in the console itself. You can cycle through possible commands by hitting Tab, and Tab will also attempt to autocomplete any half-typed commands. For anything that isn’t listed here visit the World of Risen site (mentioned in the Introduction on page 1) – just click the English tab at top then the Cheats option at left.

I only wrote the “NPCs” section below. The rest of it is not my own making and I was unable to find out who the original author was – my thanks to whoever did it. It is very possible to irreversibly screw up your game using the console, so be careful with it.

CHARACTER STATS

teach Acrobat (Acrobat Skill)
teach Alchemy (Alchemy Skill)
teach CombatAxe (Axe Skill)
teach CombatBow (Archery Skill)
teach CombatCrossbow (Crossbow Skill)
teach CombatStaff (Staff Skill)
teach CombatSword (Sword Skill)
teach DEX (Dexterity)
teach HP (Hit Points)
teach INT (Wisdom)
teach Lockpick (Open Locks)
teach LP (Learning Points)
teach LV (Level)
teach MagicCircle (Seals)
teach MagicFireball (Fireball Skill)
teach MagicFrost (Frost Skill)
teach MagicMissile (Magic Bullet Skill)
teach MAXHP (Total Amount Of Health)
teach MAXMP (Total Amount Of Mana)
teach Mining (Prospecting)
teach MP (Give Mana)
teach Pickpocket (Pickpocket)
teach ProtBlunt (Blunt Weapon Protection)
teach ProtEdge (Blade Protection)
teach ProtFire (Fire Protection)
teach ProtIce (Ice Protection)
teach ProtMagic (Magic Protection)
teach Point (Piercing Weapon Protection)
teach Scribe (Create Scrolls)
teach Smith (Smithing Skill)
teach Sneak (Sneak Skill)
teach STR (Strength Stat)
teach Trophy (Gut Animals)
teach XP (Gives Experience)

AXES:

give It_Axe_Beard (Bearded Axe)
give It_Axe_Berserker (Berserker Axe)
give It_Axe_CrowsBeak (Raven’s Beak)
give It_Axe_Light (Light Battleaxe)
give It_Axe_Lumberjack (Woodcutters Axe)
give It_Axe_Ogre (Ogre Club)
give It_Axe_Sledgehammer (Sledgehammer)
give It_Axe_StoneCutter (Stonesplitter)
give It_Axe_Titan (Titan Axe)
give It_Axe_TitanHammer (Hammer Of The Titan Lord)
give It_Axe_Waraxe (Battleaxe)
give It_Axe_Warhammer (Warhammer)

BOWS:

give It_Bow_Bone (Bone Bow)
give It_Bow_Cole (Cole’s Bow)

give It_Bow_Horn (Horn Bow)
give It_Bow_Hunting (Hunting Bow)
give It_Bow_Long (Long Bow)
give It_Bow_Poacher (Poacher’s Bow)
give It_Bow_Short (Short Bow)
give It_Bow_Titan (Titan Bow)
give It_Bow_War (Warbow)

STAFF:

give It_Staff_Blade (Executioners Staff)
give It_Staff_Blade_Alvard (Honed Blade Staff)
give It_Staff_Branch (Sturdy Branch)
give It_Staff_Combat (Fighting Staff)
give It_Staff_Druid (Eldric’s Staff)
give It_Staff_Novice (Novice’s Staff)
give It_Staff_Spear (Spear)
give It_Staff_Titan (Titan Staff)
give It_Staff_TitanScepter (Titan Scepter)
give It_Staff_TwoBladed (Double Bladed Staff)
give It_Staff_WarSpear (War Spear)

WORDS:

give It_1H_Club (Club)
give It_1H_Cutlass (Cutlass)
give It_1H_Katana (The Don’s Sword)
give It_1H_Knife_Hunting (Hunting Knife)
give It_1H_Mace (Skull Splitter)
give It_1H_Mace_Lordly (War Mace)
give It_1H_Mace_Spiked (Thorn Mace)
give It_1H_Machete (Machete)
give It_1H_Obsidian_Dull (Dull Obsidian Sword)
give It_1H_Obsidian_Hot (Glowing Obsidian Blank)
give It_1H_Obsidian_Raw (Obsidian Blank)
give It_1H_Obsidian_Shaped (Glowing Obsidian Sword)
give It_1H_Obsidian_Sharp (Sharp Obsidian Sword)
give It_1H_Rapier (Rapier)
give It_1H_Saber (Saber)
give It_1H_Sickle (Sickle)
give It_1H_Steel_Dull (Dull Sword)
give It_1H_Steel_Hot (Glowing Steel Blank)
give It_1H_Steel_Raw (Steel Blank)
give It_1H_Steel_Shaped (Glowing Sword)
give It_1H_Steel_Sharp (Sharp Sword)
give It_1H_Sword (Sword)
give It_1H_Sword_Lordly (Fine Sword)
give It_1H_Sword_Rusty (Rusty Sword)
give It_1HS_BadSword (The Worst Sword In The World)
give It_1HS_Sword_Bronco (Aric’s Sword)

BASTARD SWORD:

give It_BS_BastardSword (Bastard Sword)
give It_BS_Obsidian_Dull (Dull Obsidian Bastard Sword)
give It_BS_Obsidian_Hot (Glowing Obsidian Blank)

give It_BS_Obsidian_Raw (Obsidian Blank)
 give It_BS_Obsidian_Shaped (Glowing Obsidian Sword)
 give It_BS_Obsidian_Sharp (Sharp Obsidian Sword)
 give It_BS_RuneSword
 give It_BS_Special_01 (Evil Bastard)
 give It_BS_Steel_Dull (Dull Bastard Sword)
 give It_BS_Steel_Hot (Glowing Steel Blank)
 give It_BS_Steel_Raw (Steel Blank)
 give It_BS_Steel_Shaped (Glowing Sword)
 give It_BS_Steel_Sharp (Sharp Bastard Sword)
 give It_BS_TitanSword (Titan Sword)
 give It_BS_TraitorSword (Traitors Blade)

TWO HANDED SWORD:

give It_2H_Berserker (Berserker)
 give It_2H_DemonBlade (Demon Blade)
 give It_2H_Obsidian_Dull (Dull Obsidian Sword)
 give It_2H_Obsidian_Hot (Glowing Obsidian Blank)
 give It_2H_Obsidian_Raw (Obsidian Blank)
 give It_2H_Obsidian_Shaped (Glowing Obsidian Sword)
 give It_2H_Obsidian_Sharp (Obsidian Two-Handed Sword)
 give It_2H_Obsidian_Lizard (Lizard Sword)
 give It_2H_Steel_Dull (Dull Two-Handed Sword)
 give It_2H_Steel_Hot (Glowing Steel Blank)
 give It_2H_Steel_Raw (Steel Blank)
 give It_2H_Steel_Shaped (Glowing Sword)
 give It_2H_Steel_Sharp (Sharp Two-Handed Sword)
 give It_2H_Titanwing (Titanwing)
 give It_2H_TwoHandedSword (Two-Handed Sword)
 give It_2H_TwoHandedSword_Rusty (Rusty Two-Handed Sword)

AMMO & MISC:

give It_Arrow (Bow Ammunition)
 give It_Bolt (Crossbow Ammunition)
 give It_Knife (Normal Knife)
 give It_Stone (Stone)

HELMET:

give It_Helmet_Guard (Helmet Of The City Guard)
 give It_Helmet_Inq_Sentinel (Helmet Of The Warrior's Of The Order)
 give It_Helmet_Leather (Leather Helmet)
 give It_Helmet_Occular (Ocular)
 give It_Helmet_Titanlord (Helmet Of The Titan Lord)

SHIELDS:

give It_Shield_Buckler (Wooden Shield)
 give It_Shield_Guard (War Shield)
 give It_Shield_Rotten (Small Shield)
 give It_Shield_Round (Round Shield)
 give It_Shield_Rune (Rune Shield – Lord Patroscon's Shield)
 give It_Shield_Titan (Shield)
 give It_Shield_Titanlord (Shield Of The Titan Lord)

BODY ARMOR:

give It_Armor_Don (The Don's Clothing)
 give It_Armor_Don_Elite (Armor Of A Captain)
 give It_Armor_Fighter (Armor Of A Fighter)
 give It_Armor_Hunter (Hunter's Clothing)
 give It_Armor_Druid (Eldric's Robe)
 give It_Armor_Guard (Armor Of The City Guard)
 give It_Armor_Inq_Guard (Warrior Armor)
 give It_Armor_Inq_Mage_High (Mage's Robe)
 give It_Armor_Inq_Novice (Recruit's Clothing)
 give It_Armor_Inq_Sentinel (Armor Of A Commandant)
 give It_Armor_Inquisitor (Armor Of The Inquisitor)
 give It_Armor_Intro_Old
 give It_Armor_Intro_Young
 give It_Armor_Landlord (Clothes)
 give It_Armor_Mage_High (Heavy Mage's Robe)
 give It_Armor_Mage_Low (Mage's Robe)
 give It_Armor_Mage_Novice (Novice's Robe)
 give It_Armor_Peasant (Farmer's Clothing)
 give It_Armor_Player (The Last Shirt)
 give It_Armor_Seaman_Officer (Officer's Coat)

give It_Armor_Seaman_Sailor_01 (Seaman's Clothes)
 give It_Armor_Seaman_Sailor_02 (Canvas Clothing)
 give It_Armor_Smith (Apron) (Note this will make you look fat)
 give It_Armor_Titanlord (Armor Of The Titanlord)
 give It_Armor_Trader (Clothes)
 give It_Armor_Worker (Worker's Clothes)
 give It_Armor_Worker_02 (No Name)
 give It_Armor_Worker_03 (No Name)
 give It_Armor_ArmorPiece_Titanlord_01 (Chest Piece)
 give It_Armor_ArmorPiece_Titanlord_02 (Greaves)

AMULETS:

give It_Am_Amber (Amulet Of Strength +15 To Strength)
 give It_Am_Antimagic (Amulet Of Anti-Magic +15 Fire, Ice, & Magic Protection & -2 Fireball, Magic Bullet, Frost)
 give It_Am_DEX (Hunting Amulet +10 Dexterity & Piercing Weapon Protection)
 give It_Am_Diamond (Shield Amulet +10 Blunt, Piercing, & Blade Protection & +5 Fire, Ice, Magic Protection)
 give It_Am_DonPlacebo (Useless Amulet)
 give It_Am_DonsRelict (Amulet Of The Don's Family +10 Piercing Weapon Protection)
 give It_Am_Emerald (Amulet Of The Hunter +2 Archery & +10 Dexterity)
 give It_Am_HP (Amulet Of Life +20 Life)
 give It_Am_Lizard (Lizard Amulet +10 Blade & Fire Protection)
 give It_Am_MP (Amulet Of The Sorcerer +5 Fire, Ice, & Magic Protection & +30 Mana)
 give It_Am_MP_Small (Magical Strength Amulet +20 Mana)
 give It_Am_Prot (Amulet Of The Holy Flame +10 Fire, Ice, & Magic Protection & +20 Blunt, Piercing, & Blade Protection)
 give It_Am_Prot_Fire (Fire Protection Amulet +10 Fire Protection)
 give It_Am_Prot_Ice (Ice Protection Amulet +10 Ice Protection)
 give It_Am_Prot_Magic (Magic Protection Amulet +10 Magic Protection)
 give It_Am_Prot_Small (Amulet Of Woodskin +10 Blade, & Blunt Weapon Protection)
 give It_Am_Ruby (Amulet Of The Warrior +20 Life, & +8 Strength, & +8 Blunt, Piercing, & Blade Protection)
 give It_Am_Rufus (Rufus's Amulet +20 Piercing Weapon Protection)
 give It_Am_Sapphire (Amulet Of The Mage +2 Fireball, Frost, & Magic Bullet)
 give It_Am_STR (Amulet Of The Fighter +8 Blade, Blunt Weapon Protection & +8 Strength)
 give It_Am_STR_DEX (Amulet Of Power +5 Dexterity & Strength)

RINGS:

give It_Ri_Acrobat (Ring Of The Acrobat +1 Acrobatics)
 give It_Ri_Amber (Ring Of Strength +5 Strength)
 give It_Ri_Antimagic (Ring Of Magic Protection +5 Fire, Ice, Magic Protection)
 give It_Ri_Artifact_Nico (Nico's Ring)
 give It_Ri_Axe (Ring Of The Axe Fighter +1 Axe)
 give It_Ri_Barry (Krayban's Ring +1 Acrobatics)
 give It_Ri_Bow (Ring Of Hunting +1 Archery)
 give It_Ri_Crossbow (Ring Of Protection +1 Crossbow)
 give It_Ri_DEX_Small (Ring Of Skill +1 Dexterity)
 give It_Ri_Diamond (Ring Of The Fighter +8 Blunt, Piercing, & Blade Protection)
 give It_Ri_Emerald (Ring Of Dexterity +5 Dexterity)
 give It_Ri_HP_Small (Ring Of Health +10 Life)
 give It_Ri_Monastery (The Ring Of The Mage +1 Acrobatics)
 give It_Ri_MP_Small (Ring Of Energy +10 Mana)
 give It_Ri_Nelson (Nelson's Ring +1 Acrobatics)
 give It_Ri_Prot_Blade_Impact (Ring Of The Duelist +5 Blunt, & Blade Protection)
 give It_Ri_Prot_Missile (Ring Of Woodskin +10 Blunt, Piercing, & Blade Protection)
 give It_Ri_Ruby (Ring Of Strength +20 Life, & +3 Strength)
 give It_Ri_Sapphire (Ring Of Magic +20 Mana)
 give It_Ri_Skeletonlord (Vassal Ring)
 give It_Ri_Sneak (Ring Of Stealth +1 Sneak)
 give It_Ri_Staff (Ring Of The Staff Fighter +1 Staff)
 give It_Ri_STR_DEX (Ring Of Power +3 Dexterity, & Strength)
 give It_Ri_STR_Small (Ring Of Strength +3 Strength)

give It_Ri_Sword (Ring Of The Sword Fighter +1 Sword)
give It_Ri_Gold (Ring)

BUSTS:

give It_Bust_BD_DonCamp (Lizard Mage Bust)
give It_Bust_BD_Farm (Priest's Bust)
give It_Bust_BD_Vulcan_Left (Bust Of A King)
give It_Bust_LizardPriest (Bust)
give It_Bust_Oldmine (Old Bust)
give It_Bust_Titanlord_Chamber (Lizard Bust)
give It_Bust_UndeadChambers (Lizard Bust)
give It_Bust_LucanTemple_Breakthrough (Old Bust)
give It_Bust_VulcanTemple_MainDoor (Old Bust)

KEYS:

give It_Key_Alvaro (Key To Alvaro's Chest)
give It_Key_Berengir (Key In Volcano Keep)
give It_Key_Bronco (Key To The Bathroom)
give It_Key_Buddy (Duram's Key)
give It_Key_Cutter (Cutter's Key)
give It_Key_Dick (Marek's Key)
give It_Key_Druidjail (Cell Key For Eldric)
give It_Key_Eldric (Eldric's Chest Key)
give It_Key_Gamestart (House Chest Key At The Beginning Of The Game)
give It_Key_Gamstart_Sara (Key To The Farm Near The Beach)
give It_Key_GregsHouseHarbor (Steelbeard's Shack Key)
give It_Key_HarborTunnel (Sewer Key)
give It_Key_HunterPath (Dork's Cell Key)
give It_Key_Jack (Jack's Key)
give It_Key_Josh (Josh's Key)
give It_Key_Leonardo (Leonardo's Bunch Of Keys)
give It_Key_Library (Key To The Library)
give It_Key_Monastery (Volcano Keep Key)
give It_Key_Monastery_Storage (Storeroom Key)
give It_Key_Monastery_WineCellar (Wine Cellar Key)
give It_Key_PattysJail (Patty's Cell Key)
give It_Key_PattysPassePartout (Patty's Master Key)
give It_Key_RomanovsChest (Key To Romanov's Chest)
give It_Key_Ursegor (The Key From The Gate Guard At The Crypt)

MAPS:

give It_Map_BD_VulcanRight (Map Of The Eastern Volcano Cave)
give It_Map_BD_Waterfall (Map Of The Priest's Tomb Behind The waterfall On The West Coast)
give It_Map_DonCamp (Map Of The Bandit Camp)
give It_Map_Druidjail (Map Of The Lizard Prison)
give It_Map_Harbor (Map Of Harbor Town)
give It_Map_LizardScouts (Map Of The Caves And Fortifications Under The Volcano)
give It_Map_Monastery (Map Of The Volcano Keep)
give It_Map_Oldmine (Map Of The Eastern Temple)
give It_Map_Vulcan (Map Of The Caves Underneath The Volcano)
give It_Map_World_OW1 (A Small Map Of The Island)
give It_Map_World_OW2 (Nelson's Completed Map of The Whole Island)

RECIPE:

give It_Recipe_DEX_MAX (Permanent Dexterity Potion)
give It_Recipe_FriedStew_DEX (Hunter's Fry-Up)
give It_Recipe_FriedStew_HP (Meat-Stuffed Bread)
give It_Recipe_FriedStew_MP (Plaice Melt)
give It_Recipe_Health_01 (Weak Healing Potion)
give It_Recipe_Health_02 (Regular Healing Potion)
give It_Recipe_Health_03 (Strong Healing Potion)
give It_Recipe_HP_MAX (Permanent Health Potion)
give It_Recipe_Mana_01 (Weak Mana Potion)
give It_Recipe_Mana_02 (Regular Mana Potion)
give It_Recipe_Mana_03 (Strong Mana Potion)
give It_Recipe_MP_MAX (Permanent Mana Potion)
give It_Recipe_SoupFish (Fish Soup)
give It_Recipe_SoupMeat (Novice's Stew)
give It_Recipe_StewMeat_01 (Meat Stew)
give It_Recipe_StewMeat_02 (Hearty Meat Stew)
give It_Recipe_StewMeat_03 (Hotpot)

give It_Recipe_STR_MAX (Permanent Strength Potion)
give It_Recipe_XP (Traveler's Potion)

POTIONS:

give It_Po_DEX_Max (Permanent Dexterity Potion)
give It_Po_Health_01 (Small Healing Potion)
give It_Po_Health_02 (Healing Potion)
give It_Po_Health_03 (Strong Healing Potion)
give It_Po_HP_Max (Permanent Life Potion)
give It_Po_Mana_01 (Small Mana Potion)
give It_Po_Mana_02 (Mana Potion)
give It_Po_Mana_03 (Strong Mana Potion)
give It_Po_MP_Max (Permanent Mana Potion)
give It_Po_Reg (Potion Of Regeneration)
give It_Po_STR_Max (Permanent Strength Potion)
give It_Po_XP (Permanent XP Potion)

TOOLS:

give It_Broom (Broom)
give It_Flute (Clam)
give It_GoldsmithHammer ()
give It_Goldsmith_Tong ()
give It_Recipe_Horn (Horn Saw)
give It_Lockpick (Lockpick)
give It_Pan (Frying Pan)
give It_Pickaxe (PickAxe)
give It_Quill (Quill)
give It_Rake (Rake)
give It_Recipe_Rotworm (Jaw Chisel)
give It_Saringda (Fiddle)
give It_Saringda_Fiddlestick (Fiddle Bow)
give It_Saw (Saw)
give It_Scoop (Scoop)
give It_Shovel (Shovel)
give It_SmithHammer (Smith's Hammer)
give It_Recipe_Sting (Sting Breaker)
give It_Torch
give It_Recipe_Tusk (Jaw Tongs)
give It_Recipe_Wing (Wing Shears)

PLANTS:

give It_Plant_Greenleaf
give It_Plant_Berry (Berry)
give It_Plant_Corn (Grain)
give It_Plant_DEX (Pixie Hat)
give It_Plant_Health_01 (Healing Herb)
give It_Plant_Health_02 (Healing Plant)
give It_Plant_Health_03 (Healing Root)
give It_Plant_Mana_01 (Mana Mushroom)
give It_Plant_Mana_02 (Mana Plant)
give It_Plant_Mana_03 (Mana Root)
give It_Plant_Mint (Mint)
give It_Plant_Mushroom (Mushroom)
give It_Plant_Perm (Hero's Crown)
give It_Plant_Speed (Wanderlust)
give It_Plant_STR (Ogre Root)
give It_Plant_Transform (Druid's Hemlock)
give It_Plant_Weed (Weed)

FOOD:

give It_Apple (Apple)
give It_Beer (Beer)
give It_Beet (Turnip)
give It_Bread (Bread)
give It_Carrot (Carrot)
give It_Cheese (Cheese)
give It_Chicken (Cooked Chicken)
give It_Chicken_Raw (Raw Chicken)
give It_Coffee (Coffee)
give It_Egg (Egg)
give It_Fish_Fried (Fried Herring)
give It_Fish_Raw (Herring)
give It_FriedStew_DEX (Hunter's Fry-Up)
give It_FriedStew_HP (Meat-Stuffed Bread)
give It_FriedStew_MP (Plaice Melt)

give It_Grapes (Grapes)
 give It_Grog (Grog)
 give It_Meat_Fried (Fried Meat)
 give It_Milk (Milk)
 give It_Meat_Raw (Raw Meat)
 give It_Onions (Onions)
 give It_Plaice_Fried (Fried Plaice)
 give It_Plaice_Raw (Raw Plaice)
 give It_Potatoes (Potatoes)
 give It_Ragout (Ragout)
 give It_Rum (Rum)
 give It_Sausage (Sausage)
 give It_Shark_Fried (Shark Steak)
 give It_Shark_Raw (Raw Shark)
 give It_SoupFish (Fish Soup)
 give It_SoupMeat (Novice's Stew)
 give It_SpiceBag (Bag Of Spices)
 give It_Stew (Stew)
 give It_Stew_Harlok (Stew From Harlok's Kitchen)
 give It_StewMeat_01 (Meat Stew)
 give It_StewMeat_02 (Heartily meat Stew)
 give It_StewMeat_03 (Hotpot)
 give It_Tea (Tea)
 give It_Turkey (A Whole Turkey)
 give It_Water (Water)
 give It_Wine (Wine)
 give It_Wine_Monastery_03 (Fireflush)

TREASURE ITEMS:

give It_Bag (Contains 25 Gold Coins)
 give It_Bag_Hemlar (Hemlar's Purse Contains 25 Gold Coins)
 give It_BlackPearl (Black Pearl)
 give It_Candleholder_Gold (Candlestick)
 give It_Candleholder_Silver (Candlestick)
 give It_Casket (Contains 50 Gold Coins)
 give It_Fur_AshBeast (Beast Skin)
 give It_Goblet_Gold (Goblet)
 give It_Goblet_Silver (Goblet)
 give It_Gold
 give It_GoldBag_Large (Purse Contains 100 Gold Coins)
 give It_GoldBag_Medium (Purse Contains 50 Gold Coins)
 give It_GoldBag_Small (Purse Contains 25 Gold Coins)
 give It_GoldPile_Big (Contains 50 Gold Coins)
 give It_GoldPile_Small (Contains 25 Coins)
 give It_MessageInABottle (Contains 50 Gold Coins)
 give It_Necklace_Gold (Necklace)
 give It_Necklace_Pearl (Pearl Necklace)
 give It_Packet (Contains 25 Gold Coins)
 give It_Pearl (Pearl)
 give It_Plate_Gold (Gold Plate)
 give It_Plate_Silver (Silver Plate)
 give It_Pouch (Contains 25 Gold Coins)
 give It_Shell (Mussel)

QUEST ITEMS:

give It_2H_Souldrinker_Dull (Dull Souldrinker)
 give It_2H_Souldrinker_Hot (Glowing Souldrinker)
 give It_2H_Souldrinker_Raw (Broken Two-Handed Sword)
 give It_2H_Souldrinker_Shaped (Glowing Souldrinker)
 give It_2H_Souldrinker_Sharp (Sharp Souldrinker)
 give It_2H_Souldrinker_Tip (Sword Tip)
 give It_2HS_DonsGoldSword (Golden Sword)
 give It_2HS_DonsGoldSword_Part (Fragment Of A Sword)
 give It_Artifact_Disc (Golden Crystal Disk)
 give It_Artifact_Disc_Broken (Damaged Disk)
 give It_Artifact_Disc_Druid (Golden Disk)
 give It_Artifact_Fake_Disc (Old Disk)
 give It_Bag_StolenGoods_Gnomes (Toolbag)
 give It_Book_Abrax (Notes)
 give It_Book_MagicCrystals (The Magic Of Crystals)
 give It_Book_MagicRunes (On Rune Magic)
 give It_Book_Pallas (The Power Of Ice)
 give It_Book_Vitus (Wisdom In Combat)
 give It_BS_Stormwind_Dull (Dull Stormwind)
 give It_BS_Stormwind_Hot (Glowing Stormwind Blank)

give It_BS_Stormwind_Raw (Broken Bastard Sword)
 give It_BS_Stormwind_Shaped (Glowing Stormwind)
 give It_BS_Stormwind_Sharp (Stormwind)
 give It_BS_Stormwind_Tip (Sword Tip)
 give It_CashBox_Baxter (Baxter's Missing Cashbox)
 give It_Casket_Romanov (Romanov's Casket)
 give It_Cloth_Eldric (Torn Sleeve)
 give It_DustHeap (Pile Of Dust)
 give It_Fur_Boar (Wild Boarskin)
 give It_Fur_Wolf (Wolfskin)
 give It_Goblet_Gold_Carasco (Large Golden Bowl)
 give It_GoldPlate (Armor Plate)
 give It_Joint (Weed Reefer)
 give It_Knife_Harlok (Kitchen Knife)
 give It_Letter_Carlos (Recommendation Letter)
 give It_Letter_GregHint1 (Steelbeard Clue)
 give It_Letter_GregHint2 (Steelbeard Clue)
 give It_Letter_GregHint3 (Steelbeard Clue)
 give It_Letter_GregHint4 (Steelbeard Clue)
 give It_Letter_GregHint5 (Steelbeard Clue)
 give It_Letter_Patrocon (Old Document)
 give It_List_Abrax (Abrax List Of Plants)
 give It_List_Belschwur (List From Master Belschwur)
 give It_List_Brogar (Suspicious List)
 give It_List_FirstHintOfGreg (Old Document)
 give It_List_Pallas (List From Master Pallas)
 give It_List_Scribe_Ingredients (List From Master Lllumar)
 give It_Map_GregsSeamap (Steelbeard's Nautical Map)
 give It_OldCoin (Coin On Dead Body)
 give It_Packet_Abrax (Alchemical Supplies)
 give It_Packet_DrugsDon (Large Packet Of Weed)
 give It_Packet_Hemlar (Small Packet Of Weed)
 give It_Packet_Meat (A Delivery Of Meat)
 give It_Packet_Scorder (Scorder's Packet)
 give It_Purse_Costa (Contains 300 Gold Coins)
 give It_Skull_Berta (Berta's Skull)
 give It_Skull_Titanlord (Ursegor's Skull)
 give It_Skull_UndeadBeast (Skull Of The Undead Beast)
 give It_Skull_UndeadPriest (Skull Of The Undead Priest)
 give It_Skull_UndeadWarrior (Skull Of The Undead Guardian)
 give It_SoulShard_Titanlord (Soul Splinter)

SCROLL MAKING ITEMS:

give It_Bone (Bone)
 give It_ColdHeart (Bog Body Heart)
 give It_EmptyFlask (Vial)
 give It_Heart_Ashbeast
 give It_MothPowder (Wing Dust)
 give It_Parchment_Empty (Blank Scroll)
 give It_Shell_Nautilus
 give It_StonePlate (Stone Plate)
 give It_Teeth (Teeth)
 give It_Tusk (Tusk)
 give It_Wings_Dragonfly (Wing)

MAGIC CRYSTALS:

give It_Crystal_Fire (Fire Crystal)
 give It_Crystal_Frost (Frost Crystal)
 give It_Crystal_Magic (Magic Crystal)

SMITHING:

give It_Amber (Amber)
 give It_Amber_Small (Small Amber)
 give It_AntimagicCrystal (Anti-Magic Crystal)
 give It_AntimagicCrystal_Small (Small Anti-Magic Crystal)
 give It_Diamond (Diamond)
 give It_Diamond_Small (Small Diamond)
 give It_Emerald (Emerald)
 give It_Emerald_Small (Small Emerald)
 give It_GoldOre (Lump Of Gold)
 give It_IronOre (Lump Of Iron Ore)
 give It_Obsidian (Obsidian)
 give It_Ruby (Ruby)
 give It_Ruby_Small (Small Ruby)

give It_Sapphire (Sapphire)
give It_Sappire_Small (Small Sapphire)

TROPHY:

give It_Claw (Claw)
give It_Claw_Rotworm (Rotworm Claw)
give It_Claw_Scorpion (Scorpion Claws)
give It_Head_Gyrger (Gyrger Head)
give It_Horn_Brontok (Brontok Horn)
give It_Sting (Stinger)
give It_Sting_Scorpion (Scorpion Stinger)

RUNES:

give It_Ru_Beast (Rune Of Ashbeast)
give It_Ru_Berserker (Rune Of Berserker)
give It_Ru_BlueBarrier (Rune Of Destroy Magic Barrier)
give It_Ru_Enhanced Heal (Rune Of Strong Magic Healing)
give It_Ru_Illusion (Rune Of Create Illusion)
give It_Ru_Inferno (Rune Of Inferno)
give It_Ru_Joke (Rune Of Jest)
give It_Ru_Levitate (Scroll Of Levitate)
give It_Ru_Light (Rune Of Light)
give It_Ru_MediumHeal (Rune Of Medium Magic Healing)
give It_Ru_MinorHeal (Rune Of Small Magic Healing)
give It_Ru_Nautilus (Rune Of Nautilus Transformation)
give It_Ru_OpenLock (Rune Of Open Locks)
give It_Ru_Protection (Rune Of Protection)
give It_Ru_RedBarrier (Rune Of Destory Magic Force Field)
give It_Ru_Skeleton (Rune Of Conjure Skeleton)
give It_Ru_Speed (Rune Of Speed)
give It_Ru_Telekinesis (Rune Of Telekinesis)

SCROLLS:

give It_Scr_Beast (Scroll Of Ashbeast)
give It_Scr_Berserker (Scroll Of Berserker)
give It_Scr_BlueBarrier (Scroll Of Destroy Magic Barrier)
give It_Scr_Enhanced Heal (Scroll Of Strong Magic Healing)
give It_Scr_Illusion (Scroll Of Create Illusion)
give It_Scr_Inferno (Scroll Of Inferno)
give It_Scr_Joke (Scroll Of Jest)
give It_Scr_Levitate (Scroll Of Levitate)
give It_Scr_Light (Scroll Of Light)
give It_Scr_MediumHeal (Scroll Of Medium Magic Healing)
give It_Scr_MinorHeal (Scroll Of Small Magic Healing)
give It_Scr_Nautilus (Scroll Of Nautilus Transformation)
give It_Scr_OpenLock (Scroll Of Open Locks)
give It_Scr_Protection (Scroll Of Protection)
give It_Scr_RedBarrier (Scroll Of Destory Magic Force Field)
give It_Scr_Skeleton (Scroll Of Conjure Skeleton)
give It_Scr_Speed (Scroll Of Speed)
give It_Scr_Telekinesis (Scroll Of Telekinesis)

TELEPORT STONES:

give It_Ru_TeleportDon (Bandit Camp)

give It_Ru_TeleportDruide (Northeastern Temple)
give It_Ru_TeleportEastCoast (East Coast)
give It_Ru_TeleportEastLake (South East Coast)
give It_Ru_TeleportGoldenPortal (Volcano Keep)
give It_Ru_TeleportHarbor (Harbor City)
give It_Ru_TeleportOldmine (Eastern Temple)
give It_Ru_TeleportTempleGameStart (Southwestern Ruins)
give It_Ru_TeleportMonasteryCampNorth (Plains Temple)
give It_Ru_TeleportMonasteryCampSouth (Southwestern Ruins)
give It_Ru_TeleportTempleNearDonCamp (Western Ruins)
give It_Ru_TeleportTempleNearMonastery (Northern Temple)
give It_Ru_TeleportVulcanLeft (Western Volcano Cave)
give It_Ru_TeleportVulcanRight (Eastern Volcano Cave)

NPCs:

goto [name] teleports you to an NPC.
spawn [name] will put a copy of the NPC right in front of you.

Generally the name is exactly what you expect. However, some names were changed from the original German version to versions released in other countries, and the old German names are still used in the code. The following is a list of those changes in the German, English and French versions of Gothic. If you have a similar list for your language please email it to me for inclusion, my email is in the Introduction.

German Name	English Name	French Name
Barry	Krayban	Krayban
Bart	Dirk	Bart
Benny	Thomas	Thomas
Bronco	Aric	Bronco
Bruce	Derry	Derry
Bruno	Kalib	Bruno
Buddy	Duram	Buddy
Carol	Gwen	Carol
Cathy	Kayleigh	Kayleigh
Danny	Brannon	Danny
Dick	Marek	Dick
Esteban	Don Esteban	
Fred	Dalman	Fred
Gary	Garth	Gary
Giles	Hugh	Giles
Jasmin	Jasmine	Jasmine
Inquisitor	Inquisitor Mendoza	
Romanov	Captain Romanov	
Neil	Jan	Neil
Paul	Bryn	Bryn
Rufo	Rufo	Lupin
Rupert	Henrik	Henrik
Sabrosa	Sebastian	Sebastian
Sakura	Sirius	Sakura
Salty	Philius	Salty
Sonja	Sonya	Sonya

Tables

Swords

Sword (Hands)	Damage	Strength	Cost	Location and Notes (Chapter Number)
Titanwing (2)	100	100	2000	“The titan shield” quest
Obsidian Two-Handed Sword(2)	90	90	1000	Smithing. Show Lizard Sword to Walter (T). (IV)
Berserker Sword (2)	80	80	1500	“The titan boots” quest
Sharp Souldrinker (2)	75	72	1000	Reforged from both Stormwind and Souldrinker
Demon Blade (2)	66	66	650	“The mystery of the eastern temple” quest
Sharp Two-Handed Sword (2)	58	54	500	Smithing, Oscar (B) (II)
Lizard Sword (2)	50	90	75	Lizardmen
Two-Handed Sword (2)	50	50	300	Alvaro (T), Oscar (B)
Rusty Two-Handed Sword (2)	30	30	30	Crypt at the cemetery in the Volcano Keep
Titan Sword (2)	80	75	1200	Free the ghost of Ursegor
Sharp Obsidian Sword (2)	70	65	800	Smithing. Show Lizard Sword to Walter (T). (III)
Runesword (2)	64	60	1000	“The search for the map” quest
Stormwind (2)	60	56	800	“The swords – Stormwind and Souldrinker” quest
Traitor’s Blade (2)	55	52	700	“The cursed lords” quest
Sharp Bastard Sword (2)	50	47	430	Smithing, Alvaro (T) (II), Oscar (B) (II)
Evil Bastard (2)	46	44	400	Oscar (B) (II)
Bastard Sword (2)	42	40	300	Alvaro (T), Oscar (B)
The Don’s Sword (1)	60	--	600	Don Esteban, requires 50 dexterity to wield.
Sharp Obsidian Sword (1)	50	45	450	Smithing. Show Lizard Sword to Walter (T). (II)
War Mace (1)	46	44	445	Oscar (B) (II)
Rapier (1)	38	--	400	Alvaro (T) (II). Requires 33 dexterity to wield. Grants +2 to Sword skill.
Fine Sword (1)	35	30	300	Romanov
Aric’s Sword (1)	30	25	300	Trick Aric. Grants +1 to Sword skill.
Golden Sword (1)	30	30	500	Golden fragments for Oscar
Sharp Sword (1)	30	25	250	Smithing
Skullsplitter (1)	28	26	180	Oscar (B), skeletons
Cutlass (1)	25	20	120	Alvaro (T), Gnomes
Machete (1)	20	15	85	Costa (T), Alvaro (T), Oscar (B)
Saber (1)	18	--	70	Alvaro (T), requires 15 dexterity
Thorn Mace (1)	18	16	65	Oscar (B), Brogar (B)
Sword (1)	15	10	50	“Get yourself a decent weapon” quest
Hunting Knife (1)	12	8	26	“Find survivors of the shipwreck” quest
Rusty Sword (1)	10	10	18	“Find survivors of the shipwreck” quest
Sickle (1)	10	6	10	Gnomes, Leto (II) (Leto is East of Harbor Town)
Club (1)	8	5	8	“Find survivors of the shipwreck” quest
Worst Sword In The World (1)	5	25	10	Trick Aric during an associated quest
(B) = Bandit Camp (T) = Harbor Town				

Axes

Axe	Damage	Strength	Cost	Location and Notes (Chapter Number)
Hammer of the Titan Lord	120	none	3000	“The titan hammer” quest. Grants +6 to axe skill.
Titan Axe	120	100	3500	“The titan hammer” quest
Stonesplitter	108	90	2500	(Not placed anywhere in game world)
Warhammer	96	80	1800	Oscar (B) (II)
Berserker Axe	85	70	1200	Oscar (B) (II)
Battleaxe	72	60	850	Alvaro (T) (II)
Raven’s Beak	58	45	680	Oscar (B), Alvaro (T) (II)
Bearded Axe	48	30	400	Oscar (B)
Light Battleaxe	36	20	200	Alvaro (T), Oscar (B)
Sledgehammer	25	15	80	Erikson (T), Oscar (B)
Woodcutter’s Axe	20	10	50	Leto (Just East of Harbor Town)
(B) = Bandit Camp (T) = Harbor Town Note: All axes are two handed.				

Staves

Staff	Damage	Strength	Cost	Location and Notes (Chapter Number)
Titan Scepter	80	70	2000	"The titan helmet" quest
Titan Staff	70	60	1500	"The titan armor" quest
Double Bladed Staff	58	50	1000	Karlsen (M) (III), Inquisitor (M)
War Spear	52	44	650	(Not placed anywhere in game world)
Honed Blade Staff	50	45	300	"Collect from alvaro" quest
Executioner's Staff	46	38	300	Karlsen (M), Alvaro (T) (II)
Druid's Staff	42	36	400	"Cyrus is late" quest
Fighting Staff	32	26	180	"A worthy weapon" Alvaro (T), Karlsen (M)
Spear	24	18	100	Alvaro (T), Oscar (B), Karlsen (M)
Novice's Staff	16	10	50	"Get yourself a fighting staff" quest, Karlsen (M)
Sturdy Branch	10	10	15	Leto (Leto is East of Harbor Town)
(B) = Bandit Camp (T) = Harbor Town (M) = Monastery Note: All staves are two handed.				

Bows

Staff	Damage	Dexterity	Cost	Location and Notes (Chapter Number)
Titan Bow	80	80	1400	"The titan boots" quest
War Bow	70	70	1000	Jasmine* (III), Doug (B) (IV), Flavio (T) (IV)
Bone Bow	60	60	750	Doug (B) (III), Falvio (T) (III)
Horn Bow	50	50	600	Quest reward from Henrik for slaying the Gyger.
Hunting Bow	40	40	500	Jasmine* (II), Doug (B) (II)
Cole's Hunting Bow	30	25	350	Costa (T)
Longbow	30	30	350	Doug (B) (II), Flavio (T) (II)
Poacher's Bow	20	20	200	Doug (B)
Short Bow	10	10	75	Doug (B). On top of spiral rocky spire East of Jan.
(B) = Bandit Camp (T) = Harbor Town *Jasmine lives in a hut near the big bridge to the peninsula on the East Coast. Note: Bows require dexterity to wield, not strength, and also draw bonus damage from dexterity.				

Crossbows

Crossbow	Damage	Strength	Cost	Location and Notes (Chapter Number)
Titan Crossbow	125	90	1500	"The titan boots" quest
War Crossbow	100	70	750	(Not placed anywhere in game world)
Hunting Crossbow	75	50	500	Alvaro (T), Oscar (B) (II)
Crossbow	50	30	250	Alvaro (T)
Light Crossbow	25	10	100	Oscar (B), Leto (Just East of Harbor Town)
(B) = Bandit Camp (T) = Harbor Town Note: Crossbows require strength to wield but draw bonus damage from dexterity.				

Armor

	First Set	Second Set	Third Set
Free Agent	Seaman's Clothing Blunt / Blade : 5 Fire / Ice / Magic : 0 Stolen from a chest in Tristan's House at the Novice's Farm.	Worker's Clothes Blunt / Blade / Piercing : 10 Fire / Ice / Magic : 0 Purchased from Hawkins (B) for 500 coins after finishing his task.	Sailor's Coat Blunt / Blade / Piercing : 5 Fire / Ice / Magic : 0 Purchased from Costa (T) for 200. No required quests.
Bandit	Hunter's Clothes Blunt / Blade / Piercing : 20 Fire / Ice / Magic: 10 Buy for 1000 from the Don when you fully join his faction.	Fighter's Armor Blunt / Blade / Piercing : 40 Fire / Ice / Magic: 20 Buy for 2000 from the Don when you finish the crystal discs quest.	Captain's Armor Blunt / Blade / Piercing : 60 Fire / Ice / Magic: 30 Buy for 5000 from the Don after the quest returning him to Harbor Town.
Order Warrior	Warrior Armor Blunt / Blade / Piercing : 20 Fire / Ice / Magic: 10 From the Inquisitor when you become a full member of the Order.	Commandant Armor Blunt / Blade / Piercing : 40 Fire / Ice / Magic: 20 From the Inquisitor when you have returned the crystal discs.	Inquisitor Armor Blunt / Blade / Piercing : 60 Fire / Ice / Magic: 30 From Harbor Town commandant once Inquisitor becomes corrupted.
Mage	Novice's Robe* Blunt / Blade / Piercing : 10 Fire / Ice / Magic: 5 Free from Taylor when you join the Mages at the monastery.	Mage's Robe* Blunt / Blade / Piercing : 20 Fire / Ice / Magic: 10 A gift from the Inquisitor when you join the convocation in Holy Hall.	Heavy Mage's Robe Blunt / Blade / Piercing : 60 Fire / Ice / Magic: 30 A gift from Ignatius when you accept the offer to become a Master.
* = Mages get a kickass amulet instead of better armor in Chapter 3, hence the disparity. (B) = Bandit camp (T) = Harbor Town All characters will obtain the Titan Armor set at the very end of the game as a part of the plot. It is universally the best armor.			

Shields	Small Shield	Wood Shield-1	War Shield-2	Rune Shield	Round Shield-3	RobustShield-4
	Blunt / Blade : 2 FIM: 0 50 gold Cave on left cliff of starting beach.	BBP: 3 FIM: 0 100 gold In castle yard in NW of Town.	BBP: 4 FIM: 2 200 gold Pickpocket from Marek (T).	BBP: 6 FIM: 6 600 gold Loot off Skeleton Lord Patroscon.	BBP: 8 FIM: 8 750 gold Have to buy it.	BBP: 10 FIM: 10 1000 gold Have to buy it.
Most shields are also sold by Alvaro (T) by Chapter noted next to shield name. (B) = Bandit camp (T) = Harbor Town BBP = Blunt / Blade / Piercing protection FIM = Fire / Ice / Magic protection						

Helmets	Leather Helmet	City Guard Helmet	Warrior Helmet	The Ocular
	Blunt / Blade : 1 In a chest on the outer wall of the old tower to the South of the Monastery.	BBP : 3 Sold by Alvaro (T) starting in Chapter Two.	Blunt/Blade: 5 Piercing: 10 Sold by Karlsen (M) starting in Chapter Three.	Blunt/Blade: 5 Piercing: 10 Found during main quest. "Makes hidden things visible."
(T) = Harbor Town (M) = Monastery BBP = Blunt / Blade / Piercing protection				

Forgeable Items

Forgeable Swords					
Sword (Hands)	Dmg	Str	Skill	Parts	Parts Sourcing
Sharp Souldrinker (2)	75	72	3	Broken two-handed sword, related sword tip	“Stormwind and Souldrinker” quest
Stormwind (2)	60	56	1	Broken bastard sword, related sword tip	“Stormwind and Souldrinker” quest
Obsidian Two-Handed Sword (2)	90	90	3	Obsidian Blank – 2H	Show Lizard Sword to Walter(T)
Sharp Obsidian Sword (2)	70	65	2	Obsidian Blank – Bastard	Show Lizard Sword to Walter(T)
Sharp Obsidian Sword (1)	50	45	1	Obsidian Blank	Show Lizard Sword to Walter(T)
Sharp Two-Handed Sword (2)	58	54	3	Steel Blank – 2H	Walter(T) Oscar(B) Karlsen(M)
Sharp Bastard Sword (2)	50	47	2	Steel Blank – Bastard	Walter(T) Oscar(B) Karlsen(M)
Sharp Sword (1)	30	25	1	Steel Blank	Walter(T) Oscar(B) Karlsen(M)
Smithing requires owning tools. For swords that’s a blacksmith’s hammer. For jewelry, a goldsmith’s hammer and tongs. You can buy blanks after bringing blacksmiths ore. There are also chapter restrictions, see “Swords” table above. One handed blank = 8 ore lumps Bastard blank = 10 ore lumps Two handed blank = 12 ore lumps					

Forgeable Jewelry				
Ring or Amulet	Effects	Skill	Gem	Gem Locations (Chapter)
Shield Amulet	BBP 10, FIM 5	3	Diamond	In the priest’s grave in the Western volcano cave, the room with the trapdoor.
Ring of the Fighter	BBP 8	2	Small Diamond	Scordo (B) (III). On a deposit just left of the entrance to a cave behind Tristan’s farm.
Amulet of the Warrior	BBP 8, HP +20, Strength +8	2	Ruby	Costa (T) (IV). In the grave behind the waterfall at southern end of Bandit swamp.
Ring of Strength	HP +20, Str +3	1	Small Ruby	Scordo (B) (II). Chest in the gnome house, which is South of the tower near the Monastery.
Amulet of the Mage	M. Crystals +2	3	Sapphire	Jack (T) (IV). Loot from Lizard priest Zul Utur. Chest in caves under the volcano.
Ring of Magic	MP +20	2	Small Sapphire	Chest in a crypt under the ruins North of the peninsula. In a cave on the tiny Southern island.
Amulet of the Hunter	Archery +2, Dexterity +10	3	Emerald	Oscar (B) (IV). In a cave on the tiny Southern island.
Ring of Dexterity	Dexterity +5	1	Small Emerald	On a tower in the large Western ruins. On a shelf near path up from starting beach – levitate.
Amulet of Strength	Strength +15	3	Amber	Oscar (B) (I). Chest on the top floor of the warehouse in Harbor Town.
Ring of Strength	Strength +5	1	Small Amber	In a cave north of the back entrance to Harbor Town. Chest near ravine east of Harbor Town.
Amulet of Anti-Magic	FIM 15, M. Crystals -2	2	Anti-Magic Crystal	Cyrus (M) (IV). Chest in Lizard barracks in the caves under the volcano, behind Brent, SE area.
Protection Ring of Magic	FIM 5	1	Small Anti-Magic Crystal	Chest near campfire in Northern part of East swamp. Chest in secret chamber of Gyrger ruin.
BBP = Blunt/Blade/Piercing protection FIM = Fire/Ice/Magic protection M. Crystals = Proficiency with all Magic Crystals The above list is not exhaustive. You must find or buy normal gems. You can randomly get small gems when prospecting. Iron veins yield amber and sapphires. Gold veins yield emeralds and rubies. Obsidian veins yield anti-magic and diamonds.				

Stat Boosting Alchemy

Potion Effect	Recipe*	Recipe Location (Chapter)	Premade Potion Location(s)
+5 Strength	1 Ogre Root 1 Hero Crown	Cormac (B) (II). In the corridors under the great ruins in the West. On a shelf.	Chest in Leonardo’s house (T). “Find Helmar’s killer” quest reward.** Reward in Chapter Four from Don.
+5 Dexterity	1 Pixie Hat 1 Hero Crown	Leonardo (T) (II). In a chest in the Northwest room in the upper part of the Monastery.	Buried behind Leon’s house to Northeast of Harbor Town.
+5 Maximum Mana	10 Berries 1 Hero Crown	Abrax (M) (II). In Eldric’s hut, near the extreme Northeast lake, under a table.	Pickpocket from Pallas (M). “Find Helmar’s killer” quest reward.**
(B) = Bandit Camp (T) = Harbor Town (M) = Monastery These are all Alchemy Level 3 potions. *The recipes also require a vial and a wine. **You have to choose between the two.			

Rings of Skill

Skill Bonus	Ring Locations
+1 to Axe Fighting	<ul style="list-style-type: none"> ❖ On the large island in the Bandit Camp swamp in a buried chest. Shovel required. ❖ In a camp on a hill above Rhobart's weed farm – you need to run up the path past a couple of Ogres, turn to the left, jump up on the shelf with a dozen or so wolves, find the broken bridge up there, and levitate over that gap. ❖ In the priest's grave in the Eastern Volcano cave. Go through the stone door opposite the entrance and look for a small hole to crawl through as a Nautilus.
+1 to Sword Fighting	<ul style="list-style-type: none"> ❖ In a cave under the Monastery. The entrance is to the South in the forest. ❖ In the passage from the southeast coast to the east coast with the ghouls.
+1 to Staff Fighting	<ul style="list-style-type: none"> ❖ On the table in Carlos's room in the castle of Harbor Town. ❖ Pickpocket from Cyrus in the Monastery.
+1 to Archery (Bow)	<ul style="list-style-type: none"> ❖ Sold by Flavio in Harbor Town starting in Chapter Two. ❖ In the crypt under the Gyrger ruin. Check the space after the two first steps.
+1 to Crossbow	<ul style="list-style-type: none"> ❖ Sold by Scordo in Harbor Town starting in Chapter One. ❖ In the Seaman's Chest in the central/Eastern hut in the Bandit Camp.
+1 to Acrobatics	<ul style="list-style-type: none"> ❖ Pickpocket from Pallas in the Monastery. ❖ Pickpocket from Kayleigh in Harbor Town or finish the quest given to you about her. ❖ In the Gyrger ruin. In a secret chamber directly North of the Gyrger. Pull on a ring to open it.
+1 to Sneak	<ul style="list-style-type: none"> ❖ Sold by Jasmin starting in Chapter 1. She lives in a hut on the East coast across from the peninsula. ❖ Hug the western wall of the castle in Harbor Town to find a buried chest. Shovel required. ❖ On a cliff at the bottom of a waterfall on the West coast.
Always remove rings before training. It's more expensive with them on and bugs can occur later with maximizing your skill.	

Scrolls

(Plus Gut Animals Tools)

Scroll	Ingredients	Ingredient Cost	Source for Ingredients	Tool and Vendor (blank = none needed)
Light	10 gold coins	1	Yo pocket, nigga	
Create Illusion	1 wine	?	Obel (S), Cormac (S) Leonardo (T), Konrad (T) Abrax (M), Dalman (M)	
Tell Joke	1 pearl	50	Inside of mussels on the beach	
Telekinesis	1 wing dust	15	Moth type animals	
Levitation	2 wings	20	Moth type animals	Wing Shears, Doug (B)*
Speed	Wanderlust plant	10	Pick in the countryside	
Nautilus Transformation	Nautilus shell	10	Jack (T), Nautilus animals	
Inferno	2 tusks	20	Boars	Jaw Tongs, Flavio (T)**
Berserker	10 teeth	10	Various animals	
Magic Protection	2 obsidian	10	Prospecting	
Ashbeast Transformation	Ashbeast heart	100	Ashbeast animals	
Conjure Skeleton	2 bones	10	Skeletons	
Strong Healing	Healing root	60	Pick in the countryside	
Medium Healing	Healing plant	40	Pick in the countryside	
Weak Healing	Healing herb	20	Pick in the countryside	
Open Locks	2 lock picks	10	Oscar (B) Patty (T), Kayleigh (T) Caspar (M)	
Destroy Magic Barrier	1 mana root	40	Pick in the countryside	
Destroy Magic Force Field	1 mana plant	30	Pick in the countryside	

(B) = Bandit camp (T) = Harbor Town (M) = Monastery

Making scrolls requires the Create Scrolls skill, a Quill and a blank scroll. Blanks sell for 50 gold.

*Doug also sells the Jaw Chisel, used on rotworms. **Flavio also sells the Sting Breaker, used on stingrats.

Jasmine's (hut on the East coast) chest has the Horn Saw, used on brontoks. These three tools produce trophies strictly for sale.

Runes and Crystals

Rune or Crystal	Seal	Mana	Location and Notes (Chapter)
Fire Crystal	--	8	“The crystal of fire” quest, track down Nathan in the ruins below the Monastery.
Frost Crystal	--	10	“The frost crystal” quest, sold by Pallas (M) with optional discounts.
Magic Crystal	--	5	In a secret room in the library in Monastery. Pull the ring on the wall.
Create Illusion	1	20	Cyrus (M) (I). Illumar (M) (I). In a chest in Belschwur’s small chapel in Harbor Town.
Destroy Force Field	1	20	“Cyrus is late” quest – for scrolls.
Light	1	10	Cyrus (M) (I). “The test of Master Illumar” quest.
Nautilus Transformation	1	20	Cyrus (M) (I). Illumar (M) (II). On a shelf in the catacombs under the library, need telekinesis.
Small Magic Healing	1	20	Heals 50 HP. Cyrus (M). In the flooded cave SE of Tristan’s farm, guarded by four or so ghouls.
Telekinesis	1	10	Cyrus (M) (I). Illumar (M) (I). On the way down the West coast, a bit south of the bridge over the river, on the wall behind a few trees in the small shelter there.
Tell Joke	1	20	Cyrus (M) (I). Illumar (M) (I). On an altar in a cave whose entrance is Northwest of the rear entrance to Harbor Town.
Berserker	2	40	Increases strength by 50 points. Cyrus (M) (II). Past the lizards in the Eastern Temple, on the other side of the lava near the large pile of rubble.
Destroy Magic Barrier	2	40	Cyrus (M) (II). “Find all the pieces of the Titan Armor” quest.
Levitation	2	20	Cyrus (M) (II). In a camp on a hill above Rhobart’s weed farm – you need to run up the path past a couple of Ogres, turn to the left, jump up on the shelf with a dozen or so wolves, find the broken bridge up there, and levitate over that gap.
Magic Protection	2	60	Increases all armors by 20 points. Cormac (B) (I). Illumar (M) (II). In the Northwest tower of the ruin associated with the “The cursed lords” quest.
Medium Magic Healing	2	30	Heals 100HP. Cyrus (M) (II). Illumar (M) (II). On a plateau accessible by levitating from a cliff in the South, start in the forest Northwest of Harbor Town.
Conjure Skeleton	3	40	Loot from Skeleton Lord Patroscon.
Open Locks	3	30	Cyrus (M) (III). Loot from the Chieftan Gnome in the Gyrger den.
Speed	3	40	Cyrus (M) (III). On a ledge on the cliff behind the Southeast ruins, you’ll need to levitate.
Strong Magic Healing	3	40	Heals 150HP. On a ruined projection of rock between Domingo and Rachel in Bandit Camp, levitation is required.
Inferno	4	80	Called Fire Rain in Gothic games. Cyrus (M) (IV). Loot from lizard priest Zul Utur.
Transform into Ashbeast	4	60	“The titan boots” quest, in the cave behind the waterfall. Climb onto the ledge above the rift, look next to the crystal.
All runes cost 500 gold except for Speed which is 1500. All vendors are in the Monastery except Cormac in the Bandit Camp.			

Meals of Interest

Meal	Effect	Recipe	Recipe Location and Notes
Hunter’s Fry-Up	+1 Dexterity	Spices, mushroom, potatoes, 3 raw meat	Chest in Patty’s (T) Inn. Spices and potatoes are sold by Konrad (T). Mushroom is the red one found in the wild.
Plaice Melt	+2 MP	Spices, cheese, potatoes, 3 raw plaice fish	Baxter’s (T) chest. Spice, cheese and potatoes are sold by Konrad (T). Plaice is sold by Nico (T) or Philius (T).
(T) = Harbor Town. There is no meal that increases strength. Spices are the limiting commodity for these meals.			

Trainers

	Skill or Stat - LP Cost	Trainer	Max	Location and Notes
Fighting	Axe Fighting – 10	Karakos	10	Bandit Camp, Don's room
		Domingo	7	Bandit Camp – Must defeat in arena first.
		Ukkos	7	Harbor Town
	Sword Fighting – 10	Fincher (B)	10	Bandit Camp, Don's room
		Craig	7	Bandit Camp
		Edgar	7	Harbor Town
		Cutter	4	Harbor Town
	Staff Fighting – 10	Inquistor(O)	10	Monastery
		William	7	Monastery
		Felipe	7	Harbor Town
Thieving	Open Locks – 5	Patty	3	Harbor Town then Beach. Won't train in Chapter 1.
		Cid (B)	3	Harbor Town. Will not teach 3 rd level in Chapter 1.
		Phil	2	Bandit Camp
	Pickpocket – 5	Delgado (B)	3	Harbor Town. Will not teach 3 rd level in Chapter 1.
		Phil	2	Bandit Camp
		Dalman	1	Monastery
	Sneak - 5 (+)	Phil	1	Bandit Camp
		Dalman	1	Monastery
		Cole	1	Harbor Town
Magic	Alchemy – 5	Abrax (O)	3	Monastery
		Cormac	3	Bandit Camp, Don's room
		Leonardo	2	Harbor Town – Must have Alchemy 1
		Garth	1	Harbor Town
		Rhobart	1	Bandit Camp
	Create Scrolls – 5	Illumar	1	Monastery
	Fireball Crystal – 10	Ignatius	10	Monastery. Not available to Bandits.
	Ice Lance Crystal - 10	Pallas	10	Monastery. Not available to Bandits.
	Magic Bullet Crystal - 10	Vitus	10	Monastery. Not available to Bandits.
	Seal – 5	Ignatius	4	Monastery. Not available to Bandits or Order Warriors.
Ranged	Archery – 10	Sam	10	Bandit Camp
		Luis	7	Bandit Camp
		Henrik	7	Near West end of the long bridge on the East coast.
		Cole	7	Harbor Town
		Jervis	4	Monastery
	Crossbow – 10	Edgar	10	Harbor Town
		Fincher	7	Bandit Camp, Don's room
		Rufus	7	Monastery
		Ricardo	4	Bandit Camp
Crafting	Prospect Ore – 5	Olf	1	Harbor Town, Don's old house. Often disappears in Chapter 2.
	Smithing – 5	Oscar	3	Bandit Camp. Either finish a quest or bribe him.
		Walter	3	Harbor Town
		Karlsen	3	Monastery
Utility	Gut Animals - 5 (+)	Luis	1	Bandit Camp
		Cole	1	Harbor Town
		Jervis	1	Monastery
	Acrobatics – 5	Patty	1	Harbor Town then Beach. Won't train in Chapter 1.
Attributes	Strength - 1 (+)	Craig	100	Bandit Camp
		Ukkos	100	Harbor Town
		Tucker	100	Monastery
	Dexterity - 1 (+)	Luis	100	Bandit Camp
		Cole	100	Harbor Town
		Dalman	100	Monastery
	Mana - 1 (+)	Cormac	2000	Bandit Camp
		Vitus	2000	Monastery

(+) = Other trainers exist (B) = Bandit aligned trainer (O) = Order and Mage aligned trainer

All aligned trainers are openly accessible when you're still a free agent castaway in Chapter 1, with a few exceptions.

Atlas

Hero's Crown Locations

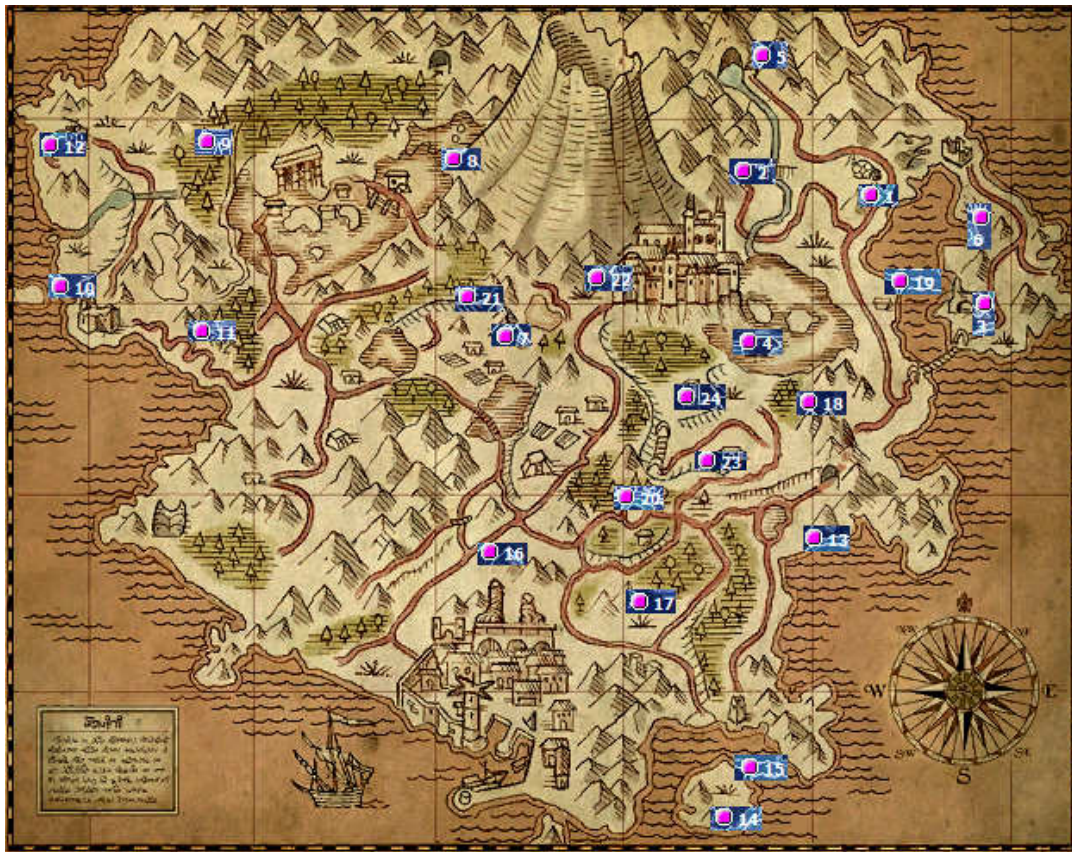


- | | |
|---|--|
| 1: On the Northern island in the Eastern swamp. | 11: At the cliff north of Tristan's farm. |
| 2: On the high path to the Thunder Turtle on the peninsula. | 12: Next to the high road to the Eastern Volcano cave. |
| 3: Next to the road near Jasmine's hut. | 13: Southern cliff on the plateau in front of the lizard prison. |
| 4: At the side of the road Northeast of Harbor Town. | 14: A bit East of Leon's hut. |
| 5: On the small island in the South. | 15: Northeast from Leon's hut. |
| 6: At a cliff North of the main entrance to Harbor Town. | 16: In the small forest Southeast from Rhobart's farm. |
| 7: North of the Southern ruin. In a heap of gnome stuff. | 17: On a hard to reach ledge, jump down West of the lake. |
| 8: At a cliff below the road to the Northwest ruin. | 18: On the high road to the Monastery. |
| 9: On a small hill next to the road into the Western swamp. | 19: Near the river bank that flows into the Eastern swamp. |
| 10: On a ledge above Rhobart's farm. Need levitation. | 20: On the way South from the gnome occupied house. |

These are the only Hero's Crowns in the game.

If you're going to obsessively collect every Hero's Crown in the game I recommend you tick them off the list as you find them.

Ogre Root Locations



- | | |
|--|---|
| 1: At a cliff south of Eldric's hut. | 13: At a cliff at the small pond on the Southeast coast. |
| 2: At the cliff next to the entrance to the lizard prison. | 14: On the small island in the South. |
| 3: On the peninsula, on the plateau with the ashbeast. | 15: On the small island in the South. |
| 4: On the Southern island in the Eastern swamp. | 16: On a ledge above the road from the Town to Monastery. |
| 5: Cliff north of gully at the East entrance to Volcano Caves. | 17: At a cliff Northeast of Harbor Town. Ashbeast guard. |
| 6: On the peninsula on the high road to the Ogre. | 18: In the tiny forest near the Eastern swamp. On a small hill. |
| 7: At the cave entrance behind Tristan's farm. | 19: Behind Jasmine's hut on the East coast. |
| 8: On a plateau over Rhobart's farm. Need Levitation. | 20: A few steps Northwest of the small lake near Leon's hut. |
| 9: In the Western part of the forest over the Bandit Camp. | 21: At a cliff in the small forest South of Rhobart's farm. |
| 10: At a cliff near the beach on the West coast. | 22: Next to the tent on the plateau West of the Monastery. |
| 11: Side of the road down to the large ruin in the West. | 23: Side of the road down to the house occupied by gnomes. |
| 12: Side of the road down to the beach on the West coast. | 24: The castle ruin South the Monastery. |

Ogre Roots not on the map above:

- ❖ In a chest in the flooded cave Southeast of Tristan's farm. Guarded by a few ghouls.
- ❖ In a cupboard in the Gyrger ruin.
- ❖ Pickpocket from Eronga. Eronga appears in the cemetery in the little forest South of the Bandit Camp after you have excavated all five hidden treasures for Patty in Chapter 2.

If you're going to obsessively collect every Ogre Root in the game I recommend you tick them off the list as you find them.

Pixie Hat Locations



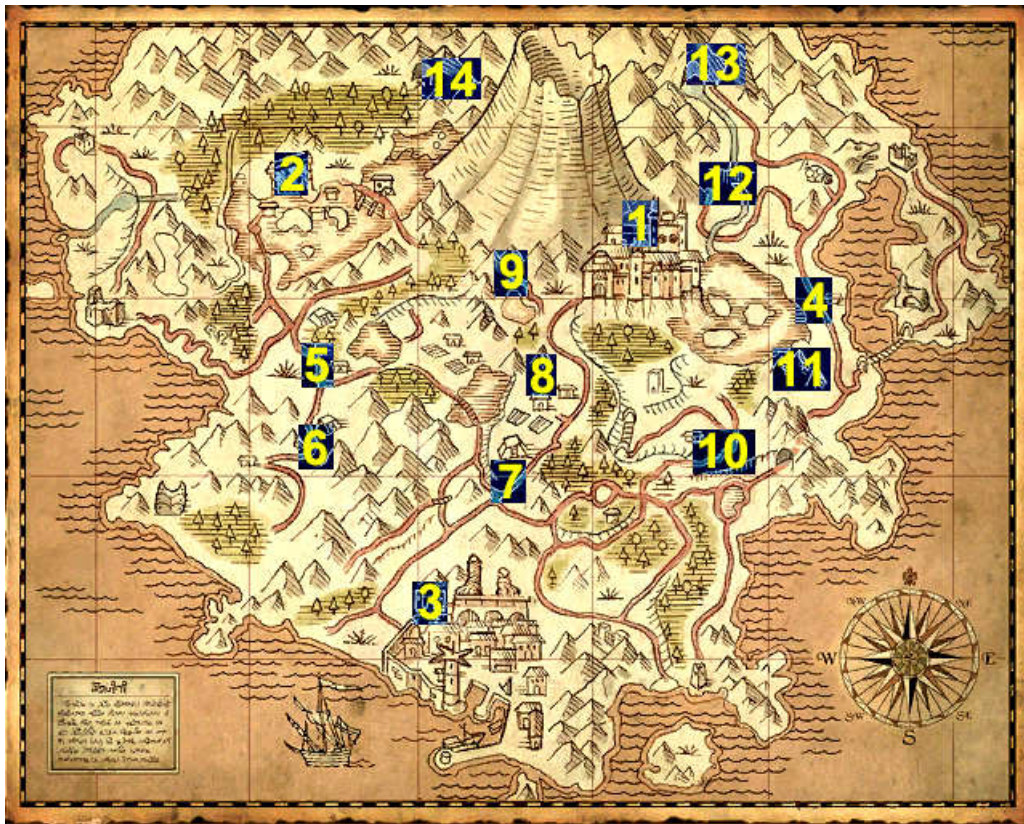
- | | |
|---|--|
| 1: In the forest East of Leon's hut. | 13: On a ledge. You need Levitation. |
| 2: On the cliff above entrance to the lizard prison. | 14: In the forest above the Bandit Camp. |
| 3: At the cliff Southeast from Eldric's hut. | 15: On the large island in the Bandit Camp swamp. |
| 4: Next to the suspension bridge to the peninsula. | 16: Near Rhobart's house. |
| 5: At the small pond at East entrance to the Volcanco caves. | 17: Behind the barn on Tristan's farm. |
| 6: Near a wolf pack in the Southwest part of the peninsula. | 18: On the West bank of the small lake on the Southeast coast. |
| 7: At the cliff south of Tristan's farm. | 19: In the cross roads directly north of the Harbor Town. |
| 8: On the side of the road to the Gyrger ruin on the peninsula. | 20: In the small forest South of Rhobart's farm. |
| 9: North of the main entrance to Harbor Town. | 21: Near the small pond West of the Monastery. |
| 10: At the end of a cliff near the main gate of Harbor Town. | 22: Near the campfire on the road near Inquisition base camp. |
| 11: At the cliff near the back entrance to Harbor Town. | 23: Next to the bridge to the ruin South of the Monastery. |
| 12: West of the high road to the forest over the Bandit Camp. | |

Pixie Hats not on the map above:

- ❖ In a chest South of Sara's house, next to a campfire on a cliff.
- ❖ In the crypt under the ruins North of the peninsula.

If you're going to obsessively collect every Pixie's Hat in the game I recommend you tick them off the list as you find them.

Teleport Rune Locations



1: Monastery

Called Volcano Fortress. Ask the Inquisitor for it.

2: Bandit Camp

Ask Fincher for it.

3: Harbor Town

If you're Order ask Carlos for it, if a Bandit ask Scordo.

4: East Coast

Loot from a lizard man attacking Jasmine's hut.

5: Western Ruin

Loot from a lizard man near the crossroads.

6: Southwestern Ruin

Loot from a lizard man near the very first temple you saw.

7: Southern Ruin

Loot from a lizard man near the crossroads.

8: Plains Temple

Loot from a lizard man in front of the temple.

9: Northern Temple

Loot from a lizard man in front of the temple.

10: Southeast Coast

Loot from a lizard man on your way to the Eastern Swamp.

11: Eastern Temple

Loot from a lizard man in the bowels of the temple.

12: Northeastern Temple

Loot from a lizard priest in front of Eldric's cell.

13: Eastern Volcano Cave

Loot from a lizard man running around in the big cave.

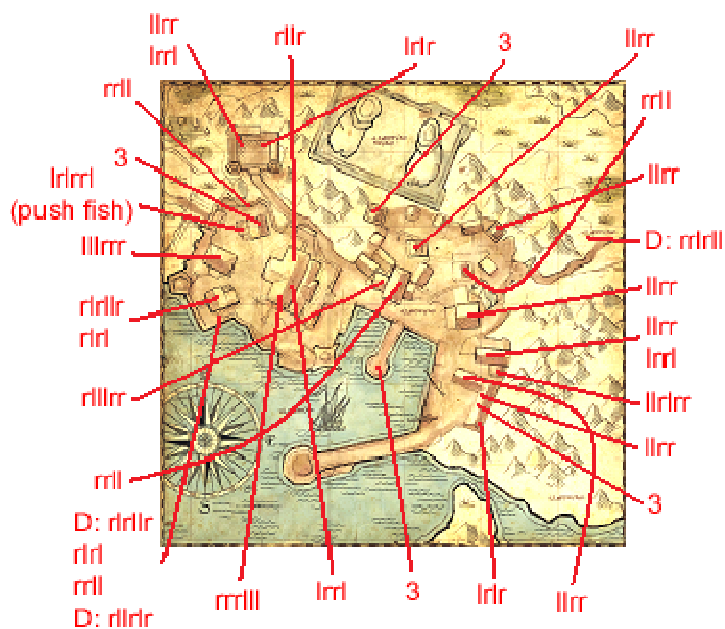
14: Western Volcano Cave

Loot from a lizard man in the cave – Chapter Four only.

These runes only start appearing in Chapter 2. The first three you can get by asking the correct person about a "faster way to get here" in the respective settlements. The stones that are loot from lizard men only appear once the lizard men are there, obviously. The lizard men spawn after you run into your first lizard man in Chapter 2 – typically either at the Eastern Temple or in front of the Lizard Prison where the druid Eldric is captured (near number 12 on the above map). The last one, number 14, cannot be had until Chapter Four when you receive the Destroy Magic Barrier spell as there's a barrier blocking your access to the lizard man who has it.

There is a quest of sorts built into the game involving these runes. It starts when you pick up your first one and finishes when you find the last.

Lockpicking Cheat Sheet



D = Door r = > (right) l = < (left)
3 = Requires Level 3 in Open Locks

NPC Locations

Blue numbers indicate merchants. Not all NPCs are listed below, consult the Walkthrough for more detail.

Island NPCs (M1)



- | | | |
|----------|-----------|-----------|
| 1. Ruben | 3. Jasmin | 4. Henrik |
| 2. Leto | | |

Bandit Camp NPCs (M3)



- | | | |
|------------|-------------|-------------|
| 1. Doug | 6. Craig | 11. Fincher |
| 2. Ricardo | 7. Oscar | 12. Cormac |
| 3. Domingo | 8. Phil | 13. Karakos |
| 4. Luis | 9. Obel | |
| 5. Sam | 10. Rhobart | |

Harbor Town NPCs (M2)



- | | | |
|-------------------|--------------|------------|
| 1. Delgado | 9. Kayleigh | 17. Alvaro |
| 2. Elias | 10. Patty | 18. Walter |
| 3. Costa | 11. Ukkos | 19. Olf |
| 4. Philus or Nico | 12. Dargel | 20. Konrad |
| 5. Flavio | 13. Jack | 21. Felipe |
| 6. Cole | 14. Edgar | 22. Carlos |
| 7. Cutter | 15. Garth | 23. Scordo |
| 8. Cid | 16. Leonardo | |

Monastery NPCs (M4)



- | | | |
|------------|------------|----------------|
| 1. Pallas | 6. Caspar | 11. Ignatius |
| 2. Tucker | 7. Dalman | 12. Rufus |
| 3. Karlsen | 8. Jervis | 13. Abrax |
| 4. William | 9. Illumar | 14. Inquisitor |
| 5. Vitus | 10. Cyrus | |