

Risen

Game Guide

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Introduction



In this guide to *Risen* I included a thorough description of the mission for all three sides which the player can choose. I also made exact maps with a series of marks that should help in completing the more complicated challenges. Thanks to the clear distinction to chapters, fractions and location, no player should have problems with finding exactly what he wants.

The items in the guide have been marked with **green**. **Brown** is for people and animals and **orange** symbolizes frequent recalls to a certain mission. With **Blue** I marked references do points on the map. **Bold** text is for notes about marks on the map other than numbers (points, road etc.) or the professions (bandit / warrior of the order / mage).

One last thing – don't get caught and taken to the Monastery. You won't gain anything from it and additionally lose a lot. It's simply not worth it...

Łukasz „Terrag” Znojek

Translated to English by **Jakub „cilgan” Lasota**

Character Classes

Bandit



If you want to become a **bandit**, you should head to the marshes and read the part of the guide covering the **Bandit Camp**.

Developed skills:

- melee and distance weapons;
- magic scrolls;
- sneaking and lockpicking, useful in some missions.

Mage

The 2nd and 3rd choice are connected with each other. I'd suggest beginning with the town, completing some tasks in favour of the mages and only having the recommendation (see **Where are the artifacts disappearing to?**) from **Carlos**, head to the mages headquarters. There you will be able to choose a **mage** path.

Developed skills:

1. melee and distance weapons;
2. magic scrolls;
3. magic crystals;
4. runes.
5. melee and distance weapons;
6. magic scrolls;
7. magic crystals;



Warrior of the Order



Becoming an **Warrior of the Order** is another choice you can make while in the mage's Monastery and having **Carlos'** recommendation (**Where are the artifacts disappearing to?**).

If you get caught by the inquisitor's men and taken to the headquarters by force, you will be only able to become this class.

Developed skills:

1. melee and distance weapons;
2. magic scrolls;
3. magic crystals;
4. runes.
5. melee and distance weapons;
6. magic scrolls;
7. magic crystals;

Walkthrough

Prologue

Find survivors of the shipwreck



Your task is to find the castaways who are still alive. Leave the woman alone for now and search the others' pockets, you'll find some valuables. Tear out a **club** from the nearby branch. Search the nearby beach to find a **small healing potion**, some shells (double click it in the inventory screen and you'll have a chance of getting a valuable pearl) and a couple of alcohol bottles. Going too far into the water will end up quite badly, so keep on beach.



Head to the right edge of the beach where another corpse awaits us. Search it and you will find a **hunting knife**. Turn left and you should see a rock with a big shield. Approach it and you will find another castaway and beside him - a **hungry sea vulture**. You shouldn't have any problems with beating him with a couple hits.



In the middle of the road between the now dead bird and the drowned body turn around and go into the jungle, passing the rocks on the left. Go straight until you find a red mushroom and then turn left. Just a couple more steps and you'll find a **small shield**, **rusty sword** and a **small healing potion**. Being armed like that, return to the woman on the beach. Begin a conversation and declare that you're ready to go.

Take Sara to safety



Take out the weapon and follow **Sara** down the path. After a while you will come across a **young stingrat** and a little further – a **hungry wolf**. Take their meat and go up. Collecting every item and plant you come across is a good habit. In the rock on the left you will find a cave and another wolf beside the entrance. Exploring the cave can wait for later. The **Gnomes** inside are quite a pain in this phase of the game (it can be done, however there aren't many interesting items inside). A little further you will find another stingrat and eventually you'll come across a house in which **Sara** decides to stay.

Investigate the abandoned house



You'll finish this quest by simply going through the door of the house. If you need to replenish your health, there's a water barrel at the back. You can return to your friend and report that there's no one inside. You will receive another „ambitious” quest.

Find the key in the abandoned house



The **key** lies nearby the bed in the second room. After finding it, talk to Sara again to receive another task.

Loot the chest in the abandoned house



In the first room, by the wall, you'll find a chest. Take everything from inside. You will obtain **frying pan** among other things. Inform the woman about everything.

Take some fried meat to Sara



On the right you will find some **raw meat**. Having the pan in the inventory, approach the fire and cook whatever you can. Afterwards offer some to **Sara**.

Chapter 1

Chapter 1 - [Map M1] Risen Island



0. The inquisitor's men who will attack you (stay away from them for now)

1. Sara

2. Jan

3. Thomas

4. Henson

5. Tristan

6. Tellur

7. Leto (Harbor city entrance)

8. Bandit camp

9. Severin, Ruben

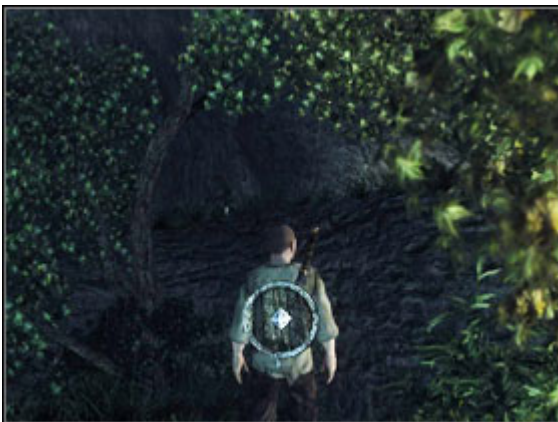
10. Bryn

Chapter 1 - Risen Island Quests

Alone and abandoned



To the right from the house entrance you will find a path between the rocks. On the hill you will have to fight some birds and **grave moths**. Eventually you will reach a temple with nothing interesting inside, apart from one moth and a crumbling floor.



After going out of the temple, approach the ledge and climb onto it. By the candle on the tomb you will find another **small shield**. Continue to move upwards and left. Eventually you will find another house – 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 (bandit camp **(M1.8)**) or to **Tristan's (M1.5)** farm, if you wish so.

Help Thomas in the fields



Thomas (M1.3) needs help in harvesting the plants on his field. Ripe corn is a little greener. You have to search the field (only **Thomas'** fragment) in search of 10 plants and afterwards talk to him. In return you'll receive a **healing potion**.

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. Once you're done with the beasts and leave the cave, **Henson** will inform you about a man from the mage camp who came to the farm. If he sees you, he'll attack and take you to the mage Monastery, which will in effect limit your choice in the later part of the game (you won't be able to learn rune magic).



He is standing in front of **Tristan's (M1.5)** house. Walk past him keeping a safe distance and lay to bed in the barn next to **Henson (M1.4)**. Once you wake up the dangerous inquisition member will be gone. You can now collect the prize from killing the wolves, a **strong magic healing scroll**.

Rescue Sara from the wilderness



If you want **Sara** (M1.1) to get to the bandit camp in the future, tell **Jan** (M1.2) about her. If you rather prefer the mages, tell **Tristan** (M1.5) about her. You can tell **Sara** that she'll get rescued and in return you'll receive a **strong healing potion**. In the next chapter, **Sara** will show up near **Rhobart** (M3.16) (if you sent her to the bandits) or **Severin** (M1.9) (if the mages took care of her).

Help the novice's farm

Ask **Tristan** (M1.5) about getting to the city and he'll tell you to help his men on the farm. You should finish the **Kill the hungry wolves** and **Help Thomas in the fields** quests and talk to **Tellur**. Afterwards return to **Tristan** and you'll receive 2 **small healing potions**. **Tellur** will lead you to the east city gate if you want to.

Notice – these three next quests are still found on the same island, however you can accept them only after the inquisitor's men stop attacking you (see **Negotiating with the volcano keep** and **Where are the artifacts disappearing to?**).

Thieving gnomes



You can ask **Severin** (M1.9) about the nearby ruins and the gnomes that are giving him a hard time. He will order us to kill them (6 in total, to the north from the camp). In the locked chest by the gnome camp you will find a **small sapphire**. Talk to **Severin** about the prize and then speak with **Ruben** (M1.9). You'll receive **200 golden coins**.

Overdue situation report



If you haven't completed the **Conquest of the artifact camp** quest (bandit path), you can head to the west, talk with **Rudolf** and then return and then return to **Severin (M1.9)** and tell him about the situation. The prize is 2 **healing potions** and a **tell joke scroll**. In the other case, inform **Severin** about **Rudolf's** death.

Bryn's dangerous monsters



Bryn (M1.10) (who you can also gift with a bear) will tell us a story about monsters roaming nearby, who will turn out to be three **sly gnomes**. In return you'll receive **25 golden coins**.

Chapter 1 - [Map M2] Harbor Town



1. Martha	13. Pavel	25. Patty	37. Mo	49. Alvaro
2. Arno	14. Hugh	26. Dytar	38. Baxter	50. Walter
3. Delgado	15. Cole	27. Ukkos	39. Lilly	51. Hernandez
4. Sebastian	16. Cutter	28. Lukor	40. Erikson	52. Marcelo
5. Fuller	17. Dirk	29. Carasco	41. Sonya	53. Toni
6. Elias	18. Josh	30. Anika	42. Olga	54. Olf
7. Costa	19. Nelson	31. Duram	43. Gwen	55. Tilda
8. Doyle	20. Cid	32. Sergio	44. Jack	56. Konrad
9. Philus	21. Kayleigh	33. Marek	45. Edgar	57. Felipe
10. Finn	22. Vasili	34. Romanov	46. Weasel	58. Carlos
11. Belschwur	23. Ingvar	35. Rodriguez	47. Garth	
12. Flavio	24. Nico	36. Dargel	48. Leonardo	

Chapter 1 - Harbor Town Quests

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**.

Talk to the commandant of Harbour Town



Complete the **Medicine for everyone** quest will result in **Carlos** (M2.58) calling us to his place (using a guard walking in front of his house). Once there, you can ask about the situation in the town. You will also learn that you will soon have to choose one of the sides.

If you decide to choose the bandits and won't complete the above mission, you will be called to **Carlos** after completing at least 4 decisive quests for them. He won't tell you anything interesting.

Escape and return to town



It's not really a typical quest, but a way to leave the town earlier. Climb the wall by the main west gate, jump down to the rocks and continue until you reach the ground. Of course the inquisition warriors will still attack us but a quick run should be enough to avoid them.



Returning to the town using this method is a bit harder. Stand on the hill, looking straight at the gate and jump into the palm leaves. You should reach the ledge you used during the escape. Carefully try to jump onto the rocks above. A couple tries and you should be high enough to return to the town.

Evidence for Marcelo (M/B)



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.

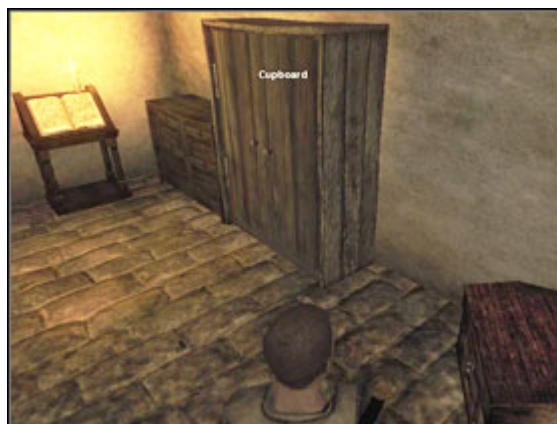


Practically you have to wait a couple of minutes and head to the marked spot. Just don't get too close to the person you're following. After exposing **Garth's (M2.16)** contact, you will have to fight two bandits. Once you retrieve the herb from **Cutter**, you have to choose between bandits and mages. If you give the drug to **Marcelo (M2.52)**, you'll have to additionally get rid of **Weasel (M2.46)**. You can chase him away from the town and/or kill. Giving the package to **Weasel** will result in gaining a big amount of mana potions.

Get rid of Toni / The family heirloom (M/B)



Toni (M2.53) will tell you about **Esteban's** necklace which has been left in his house. If **Hernandez** (M2.51) doesn't want to let you through, tell his that **Don** left something inside and convince him that you'll be able to find the amulet. In the right wing of the house you will find a painting of a tree.



Press the switch behind it (click standing in front of it). It will make the cupboard move. In the newly exposed room you will find the **amulet of the Don's family**. Depending on which side you want to choose, give it to **Toni** (M2.53) (bandits) or **Hernandez** (M2.53) (mages). If you want to please the mages, you'll have to get **Toni** out of the city.

Lukor wants the five armour plates (M/B)



Lukor (M2.28) needs some armour fragments. Before you set off to find them, negotiate the prize to **400 golden coins**. Begin from talking to **Vasili (M2.52)**. You can pay 200 **gold** or beat him up (after telling him that 200 is too much) and rob. If you beat him, **Ingvar's** fragment price will fall to **50 coins**. If you want to fight with **Ingvar (M2.23)**, you have to get out with him.



The last one is **Duram (M2.31)**. If you don't want to pay him **200 coins**, you can always bet him up (for example in the building to which he's taking the barrels) and take his key. If you choose to use force, you should talk with **Ukkos (M2.27)** who, in exchange for a piece of roasted meat, will tell you that **Duram's** hideout is upstairs behind his back. You will find the two missing fragments in the chest. If you want to support the mages, give the armour fragments to **Carasco (M2.29)**, in the other case (bandits) – **Lukor (M2.28)**. As always – choosing the mage path will result in getting rid of the bandit.

Protection money from Costa (M/B)



Delgado (M2.3) has to collect the debt from **Costa (M2.7)** with our help. While you're on your way, **Sebastian** will offer you to give him the gold and support the mages. You should begin with talking to **Fuller (M2.5)** and provoking him to a fight. The next step is to provoke **Costa** and in result – taking the **purse** from them. If you choose not to give the gold to **Delgado** but to **Sebastian**, you'll have to kick the first one out of town.

Find the burglar's spy! (M/B)

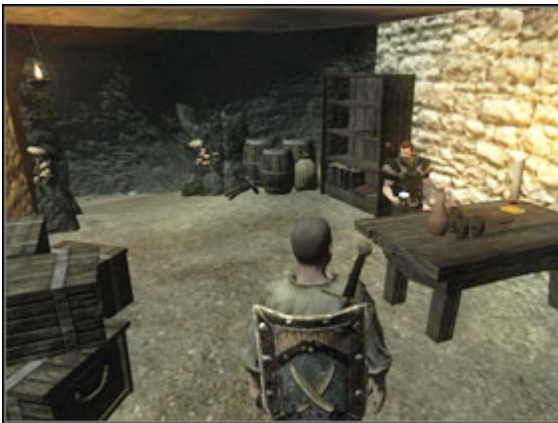


Rodriguez (M2.35) orders us to investigate the recent robberies case. Head to **Flav (M2.12)**, **Nelson (M2.19)**, and **Baxter (M2.38)** and ask them about the robberies. You will learn that the person who has appeared in each place was **Doyle (M2.8)** (on the upper floor **Costa's** hotel) with whom you must talk. Eventually you will have to choose a side and give **Doyle** to the mages, tell him to get away (which will be a favour for the bandits and **Cid** will begin to teach us in return) or just kill him. If you choose to help the mages you should tell **Cid (M2.20)** about **Doyle's** decision.

Where are the artifacts disappearing to?



After completing at least four quests for the mages and reporting 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.



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 just beginning the mage path, ask for help in beginning training in the Monastery. Mention **Belschwurz (M2.11)** and you'll receive a recommendation letter with which you can go to **Santiago (M2.10)**.

Peace and order

Complete these quests for the mages: **Evidence for Marcelo**, **The family heirloom**, **Lukor wants the five armour plates**, **Protection money from Costa** and Find **the burglar's spy!**. Report to **Carlos** (M2.58) that the city is clear of bandits and you'll receive **1000 golden coins**.

All power to the Don

Complete these quests for the mages: **Evidence for Marcelo**, **The family heirloom**, **Lukor wants the five armour plates**, **Protection money from Costa** and **Find the burglar's spy!**. Report to **Scordo** that the whole town is now theirs and you'll receive **500 golden coins**.

Talk to the bandit chief of Harbour Town



A minimum of four quests completed for the bandits will allow to ask one of them for their boss' whereabouts. Head to **Sonya's** (M2.41) brothel and pay her for giving you the information about **Scordo**. You have to press the button behind the 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.

Find the three golden bowls (M/B)



Carasco (M2.29) orders you to find three golden bowls on the black market. In the tavern you will find **Dytar** (M2.26) who will try to sell one of them for **150 coins**. If you don't know how to steal, buying it is your only option. **Dirk** (M2.17) has the next one; you can get it in the same way as the one before. The third brother – **Olf** (M2.54) is at **Hernandez's** (M2.51). Instead of paying him for the information on where he has hidden the artifact, just head to **Jack's** lighthouse (M2.44).



Go inside (1st floor) and pick up the **telekinesis scroll** lying behind the barrel. Look inside and use the spell on the golden bowl. Give the artifacts to **Scordo** to make an impression on the marshes people (see **Talk to the bandit chief of Harbour Town**), in the other case (favour for the mages) head to **Carasco** (M2.29). After completing the task you should talk to **Hernandez** (M2.51) who will free **Olf** (M2.54). If you found the secret town exit and completed the **A gathering of triplets** task you can now take the three brothers through the tunnel leading out of the town.

Nelson's ring



Cid's wife – **Keyleight** (M2.21) is in possession of **Nelson's** (M2.19) ring. You can either rob her, bring something „better”, like a necklace from the locked chest marked on the map (3 lockpicking level) or just kill her (however **Cid** (M2.20) will get quite mad about it). If **Cid** has left (**Find the burglar's spy!** in favour of the mages), the only thing left is to beat her up. **Nelson** will let you keep the ring.

Skins for meat



Flavio (M2.12) orders you to find 5 **wolfskins** and 5 **wild boarskins**. 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. **Cole** (M2.15) will give you one wolfskin. It's worth to learn how to sneak. It will help you in getting the other skins.



One of the skins can be found on the roof above **Finn** (M2.10). **Mo** (M2.37) will give you two boarskins and one wolfskin. 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**.

Protection money from Josh

If you haven't visited the Monastery yet, **Delgado** (M2.3) will order you to collect debts from **Josh**, after completing the **Protection money from Costa** quest. You have to head to the tavern and ask for the money. If you don't want to hear about the deal between **Josh** (M2.18) and **Delgado**, just take the money. Otherwise accept to pay the debt in return for the gossip that **Josh** heard.

Jack's chest



This quest is a consequence of **Protection money from Josh** and **Josh's** (M2.18) gossip. In **Jack's** lighthouse (M2.44), on the ground floor, behind the barrels you can find **Jack's** key (it's invisible). It fits into his chest on the upper floor.

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 either **Where are the artifacts disappearing to?** or **Talk to the bandit chief of Harbour Town** 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.

The farmer's sick wife

Arno (M2.2) needs a warm bed for his sick wife. Rent it from **Costa** (M2.7) for **30 coins**. Afterwards talk with **Arno** and **Martha** (M2.1). You should tell **Belschwur** (M2.11) about your good deed and in return he'll give you **strong healing potions**.

Philus wants to sell his fish shop

Philus (M2.9) is trying to sell his fish house 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.

Collect from Alvaro

You receive this task from **Weasel** (M2.46), only if you haven't been to the mage Monastery and completed the **Protection money from Costa** and **Evidence for Marcelo** quests (of course both of them in favour 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 (see at the map).



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**.

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**.

A gathering of triplets

Olf (M2.54) asks us to tell his brothers – **Dytar** (M2.26) and **Dirk** (M2.17) to meet him at the fixed spot.

Woman beater

Gwen (M2.43) needs help with getting rid of **Erikson** (M2.40). After the conversation, go outside and give him a beating. Afterwards politely ask him to leave. In **Gwen** and **Sonya** (M2.41) will give you some gold.

A night with Olga

Pay **Sonya** (M2.41) **50 golden coins** and spend the night with **Olga** (M2.42). Nothing easier... Additionally the girl will give you her **tell joke scroll**.

The lost father



You must help Patty in finding her father. Go to **Mark** (M2.33) – he won't let you near **Romanov** (M2.34) until you find him a girl (alternatively you can provoke a fight and/or rob him). Firstly tell **Sonya** (M2.41) and then head to **Anika** (M2.30) and inform her about the job. Now just a little chat with **Mark** and you can go inside with the key. Tell **Romanov** about the key found by **Erikson** (M2.40) **Woman beater** and he'll send us to **Steelbeard's** hideout. Head there and search the chest found inside. Take the document to **Patty** (M2.25).

Romanov's seaman's chest (M/B)



Romanov (M2.34) (see – **The lost father** quest) wants to get his casket back. Go to the square near **Ukkos** (M2.27), enter through the door on the right and go up the stairs. Go outside and move to the upper floor of the warehouse. Before us are three chests. Open the middle one and inside you'll find **Romanov's casket** which you should return to him if you want to please the bandits. In the other case (you prefer the mages), give the casket to **Sergio** (M2.32).

Mental arithmetic!

Baxter (M2.38) will put your math skills to a test. You have to answer how much does $14 * 17$ give. 238 is the correct answer.

The map of the Island

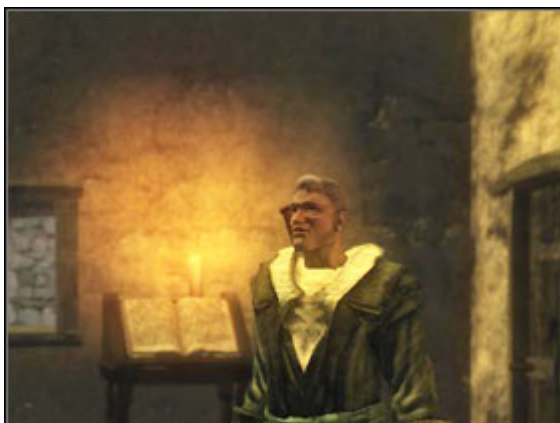
If you don't have the map from **Fincher** (M2.21) (Bandit path), you can order **Nelson** (M2.19) to make you a map of the island. He won't finish his job until you find a way to get out of the town (finish the **Where are the artifacts disappearing to?** or **Talk to the bandit chief of Harbour Town** quest). 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**, pay for them and send to work. The first one is on the wall, the second near the west gate. 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.

Everything that isn't nailed down



Walter (M2.50) orders you to collect 15 **tool bags**. You will gain them by hunting gnomes. In return you will receive **3 steel blanks** and **300 golden coins**.

The sons of Tilda



Tilda (M2.55) will ask you to find her three sons. (#1) **Beppo** (M3.19) is at Don's camp, (#1) **William** (M4.8) is at the Monastery and (#1) **Leon** is half way between the Monastery at Harbor city (only a little to the east). If you have met one of them before, you don't have to visit him again. Just tell the mother that he's fine.

Fleeing the butcher

If you joined the bandits, **Cid** (M2.20) can order you to remind **Dargelow** (M2.36) about him (after completing the **Find the burglar's spy!** quest, in favour of the bandits of course). 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 (see: **Fleeing the butcher**), **Cid** (M2.20) will order us to empty the butcher's chest. You will find it on the upper floor in the building where **Dargel** resides. Sneak to the chest at night and open it with picklocks (1st level lockpicking) or a proper scroll. Eventually, report to **Cid**.

A package for the Don

Scordo (the **Talk to the bandit chief of Harbour Town** quest) gives us a package for the Dona. After delivering the package to **Esteban** (M3.23) the quest will end. 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. Once you report to **Scordo** about completing the task, he'll give you **500 coins**.

Chapter 1 - [Map M3] Bandit Camp



- | | | | | |
|-------------------|-------------------|-------------------|--------------------|------------------------|
| 1. Doug | 6. Lorenzo | 11. Craig | 16. Rhobart | 21. Fincher |
| 2. Ricardo | 7. Hawkins | 12. Dwight | 17. Oscar | 22. Cormac |
| 3. Domingo | 8. Rogue | 13. Clay | 18. Rachel | 23. Don Esteban |
| 4. Sam | 9. Enrico | 14. Phil | 19. Beppo | 24. Karakos |
| 5. Brogar | 10. Luis | 15. Obel | 20. Branon | 25. Watchman |

Chapter 1 - Bandit Camp Quests

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. In return you'll receive as much as **30 coins** and 5 pieces of **raw meat** for **Rachel** (M3.18).

Beer for the gang

Rhobart (M3.16) asks you to deliver 10 bottles of beer to **Rachel** (M3.18) for **50 coins**. You can persuade the woman to pay you 100, but at the same time you can take no payment at all. Similarly with **Rhobart** – either give him **50 golden coins** or tell that **Rachel** didn't pay you at all.

Meat for the gang



After completing the **Go hunting with Doug** quest and obtaining 5 additional pieces of **raw meat**, head to Rachel. The animals by the camp are a good source of food. **30 coins** is all you'll get in return.

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** (M3.14) in return will give you **25 golden coins**.

A bottle of beer for the drunkard

Luis (M3.10) asks you for a **bottle of beer**. You can find it, for example, 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). You just have to be careful and don't get caught. 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 quite a lot of hunting skills.

The workers are to work again



Howkins (M3.7) has some problems with driving his men to work (they're dressed exactly the same as their boss). Begin from **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**. 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.



Enrico (M3.9) will tell you about the ghost that hunts him during work. Tell **Dwight** (M3.12) about it and he'll suggest fooling his crazy friend. In the chest (marked spot) you will find a **useless amulet** thanks to which you will convince **Enrico** to return to work. Eventually report to **Howkins** (M3.7) about completing the task. You can now buy a worker suit from him for **500 coins**.

To the temple ruins with Lorenzo

Lorenzo offers to help us in robbing one of the temples. Follow him and it will turn out that the bandit is trying to cheat you. You can fight him or pay **50 coins**.

Rhobart needs weed



Rhobart (M3.16) will pay you **70 coins** for every 10 **weeds** that you bring him. You will find the number you need in the water around his house.

Artifact delivery

Beppo (M3.19), who's standing near the temple entrance, needs help in moving the crates. After completing **The workers are to work again** quest, **Beppo** will give you **20 golden coins**.

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 him 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 **Go hunting with Doug**, while **Luis** (M3.10) will order you to kill the nearby (white spot) **scurrying stingrats** before he can return to work. **Sam** will be able to work again once you finish the **Power struggle** quest and kindly ask **Brogar** to leave **Sam** alone. Or kill him at the end of the arena fight.

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**). Inside the cave you will find some **grave moths** and the poor man's body. 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



At **Craig's** (M3.11) you can buy an arena fight. If you win, you get double the amount in return. According to skills [and price] we can distinguish: **Ricardo** (M3.2) [10] who you can challenge only after an initial (long) conversation, **Lorenzo** (M3.6) [20] who will fight with you after you have beaten him in **To the temple ruins with Lorenzo** quest **Craig** [50] and **Domingo** (M3.3) [100]. Before the last one wants to fight with you you'll have to bring him a beer (see - A **bottle of beer for the drunkard**). The last warrior you can challenge to a fight is **Brogar** (M3.5), however he won't want to fight until you defeat the rest of the warriors. You can kill him after the fight.

Forbidden games

If you report to **Rachel** (M3.18) that **Craig** (M3.11) is organizing fights (**The best fighter in the bandit camp**), she will tell us 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 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 debts from the swamp 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** or take them for yourself.

Rhobart's bog bodies

You won't be able to collect **Rhobart's** (M3.16) debt until you defeat three **tough bog bodies** by the waterfalls near his house.

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. Ask **Luis** about the fragments (**M3.10**) (see **A bottle of beer for the drunkard**). You can buy the 1st one from **Craig** (**M3.11**) for **100 coins**. **Luisa** will give you the 2nd one in exchange for 2 beers (you can also rob him). The 3rd one is in the chest (**yellow spot**). **Brogar** (**M3.5**) is in possession of the 4th one and while you can steal it from him, you can also as well complete **The best fighter in the bandit camp** and take it from him. You will find the last piece by **Dorgan's** body (**Gone with the gold**) (**red spot**). After handing over the fragments, **Oscar** will show you the sword. You can keep it (**Oscar** won't want to talk with you anymore) or give it back to him and then pay him **200 coins** for being able to take it to the **Don** yourself.

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**).

Conquest of the artifact camp



Once you're done talking with the Don, you can return to **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 **Howkins**, 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 (M3.21) 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 the map. Once you're in front of the swamps, you will have to take a poorly visible path leading east. Report to **Fincher**.

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 (see **Find the three golden bowls / Three golden bowls for Scordo**).

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 and get inside. Once you tell **Scordo** (see **Talk to the bandit chief of Harbour 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 mage's Monastery. He can help you in mastering the art of creating scrolls. You will get inside the fortress during **Negotiating with the volcano keep**. **Illumar** can be found in the **yellow** spot on the map. Before he'll talk with you, you have to read the two books found in the room. Afterwards head to **Caspar** (**red spot**) and ask him for a feather. You have to bring him a **bone** and six **grave moth** wings. The bone can be found in the crypt at the cemetery (**blue path**), inside of which you will get after giving **Yoki** two **weed reefers**, which you can get from **Obel** (**M3.15**). As for the wings, they're in the opened chests and on shelves in the rooms marked as **black**; the white spot is a locked chest in the room below, in which you'll find two wings. Return to **Caspar** and he'll give you the **quill**. Buy a **blank scroll** for **50 golden 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**.

Negotiating with the volcano keep



After becoming one of his men (**A package for the Don** quest), **Esteban** will order you to lead the negotiations with the **Inquisitor** (black spot). The mages won't attack you on your way to the cathedral. When at the entrance, inform **Santiago** (M4.1) that you've been sent by the Don. **Pallas** (M4.3) will give you a map of the place. Head along the marked path, to the upper part of the building.



On your way you will bump into **Ignatius** (M4.22) who you can ask about opening the gate. Now **Pallas** (M4.3) will let us out without any problems. Talking with the **Inquisitor** will end the quest. Follow the **Inquisitor** to the volcano entrance, where another chapter will begin. You will also receive your first teleport stone (**Volcano Keep**).

Chapter 1 - [Map M4] Volcano Keep



1. Santiago	6. Kato	11. Yoki	16. Vince	21. Illumar
2. Bryn	7. Aric	12. Vitus	17. Enzo (noc)	22. Ignatius
3. Pallas	8. William	13. Caspar	18. Cyrus	23. Ash (noc)
4. Taylor	9. Karlsen	14. Harlok	19. Jervis	24. Rufus
5. Kalib	10. Tucker	15. Dalman	20. Erlan	25. Abrax

Chapter 1 - Volcano Keep Quests



Pallas will welcome you in the Monastery's threshold (**M4.3**). If you came here by your own free will and you have the recommendation from **Carlos** (**M2.58**) (see **Class Choice**), you'll be able to choose from between a **mage** (melee weapons / magic crystals / runes) and an **warrior of the order** (melee weapons / magic crystals / magic scrolls). Depending on your choice (or not... because if you have been brought here by force, you will be only able to become a warrior), you will be sent to **Kalib** (**M4.5**) (on the left, warrior path) or **Taylor** (**M4.4**) (right, mage).

Follow!



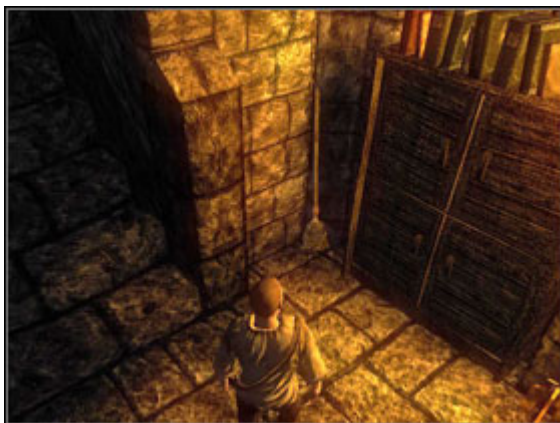
This task will begin automatically after you ask **Kalib** (**M4.5**) (or **Taylor** (**M4.4**) if you came to the Monastery out of your own will and choose the mage path) to show you where you can rest. Once you enter the courtyard, **Aric** will talk to you (**M4.7**) and another task will begin. Your 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.

Get yourself a fighting staff



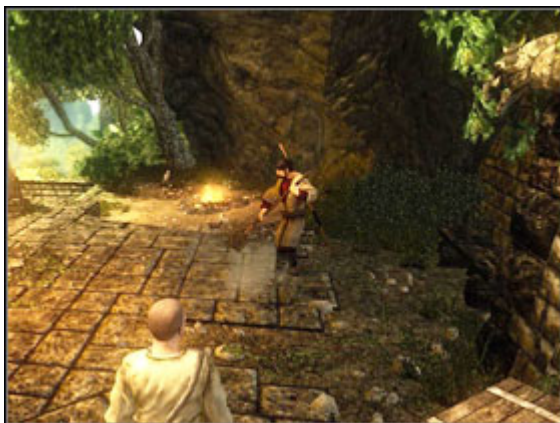
This quest will be given to you by **Aric** (M4.7). You will get the staff from the blacksmith - Karlsten (M4.9), whose workshop is at the courtyard. Let **Aric** know about the new weapon to end the task.

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 **Fallow!** Quest and some from the upper level (behind **Vitus** (M4.12)). Clicking on a **pile of dust** will result in cleaning it up. After cleaning up 10 rooms, report to **Aric**.

Basic Training

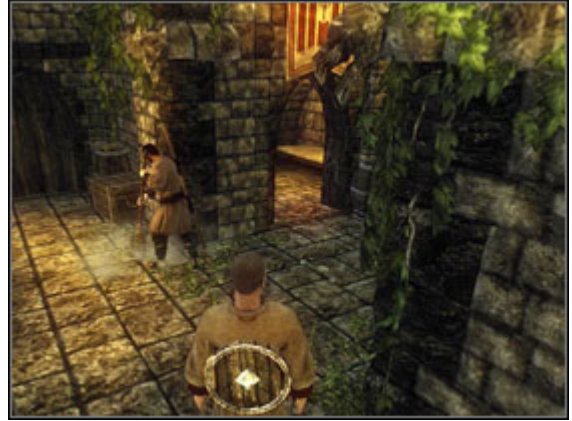


This quest will appear once **Aric** (M4.7) gets to know that you have obtained the staff. You have to fight three enemies. The first one is **Tucker** (M4.10) (who will increase your strength), the second is **William** (M4.8) (he'll teach you how to fight with a staff) and the last one is **Kato** (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 next quest. 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.

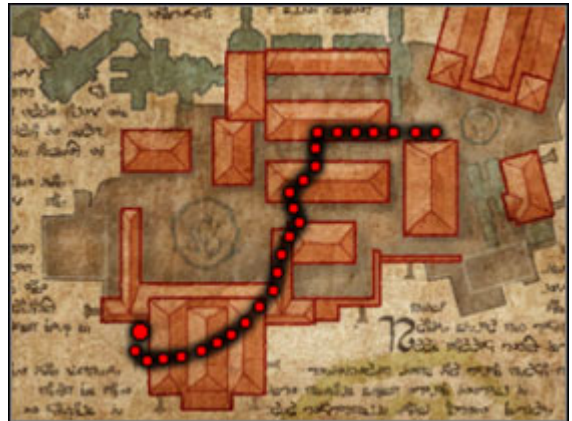


Now, during the conversation with **Aric** (M4.7), offer the wine and choose the 1st dialogue lines. Now you can beat **Aric** with his own sword.

Escaping and returning to the Monastery

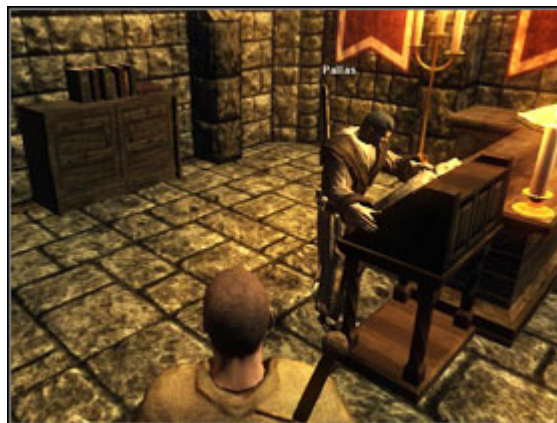


It's not a typical quest that you'll see in your journal, rather an alternative way of getting out of the Monastery. What you need to succeed is a little dexterity, access to the upper part of the building (**Basic Training** finished) and over 100 hp to be safe.



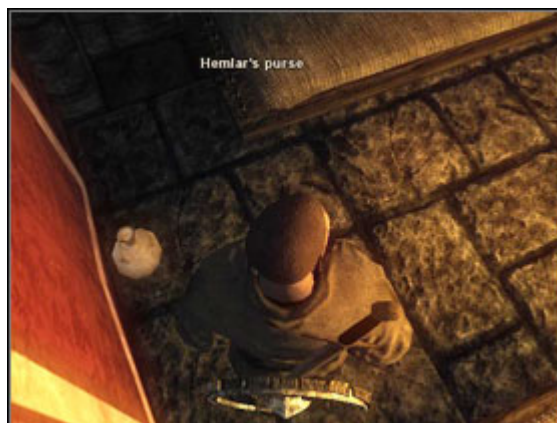
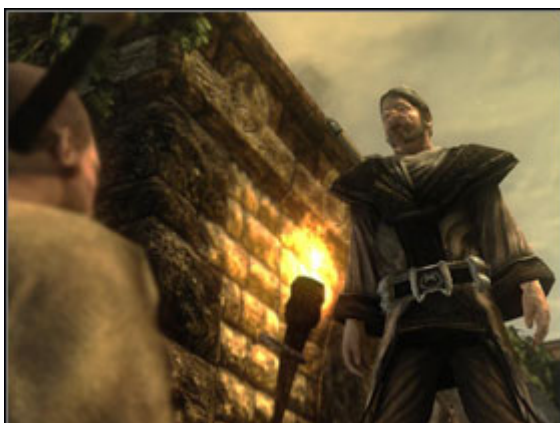
All you have to do is walk the roofs following the path marked on the screen. On the other hand, if you want to return to the Monastery and the door is still locked, all you have to do is go to **Santiago (M4.1)** – the guard by the gate.

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. Now there's a little running waiting for you. Ask about **Hemlar** each time. Begin with **Ash (M4.23)**, show **Karlsen (M4.9)** the knife, talk with **Tuckerem (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 hm. Finally 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), **Kalibem** (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**). 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 **Find Hemlar's murderer**, **William** (M4.8) will want to talk with you. If you suggest that he can train the recruits, you'll receive this quest. You will end it by talking about **William** with **Vitus** (M4.12). Eventually you will have to let **William** know about the decision made in his case.

Dalman trusts you



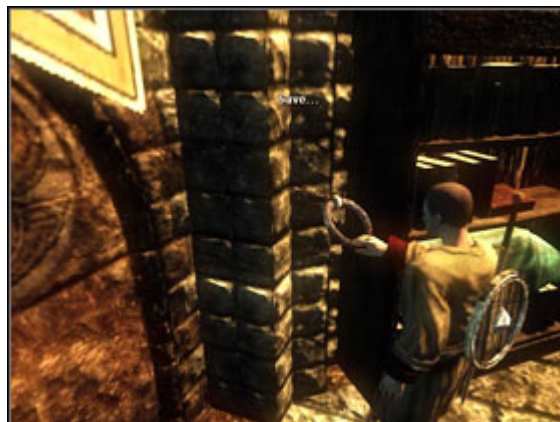
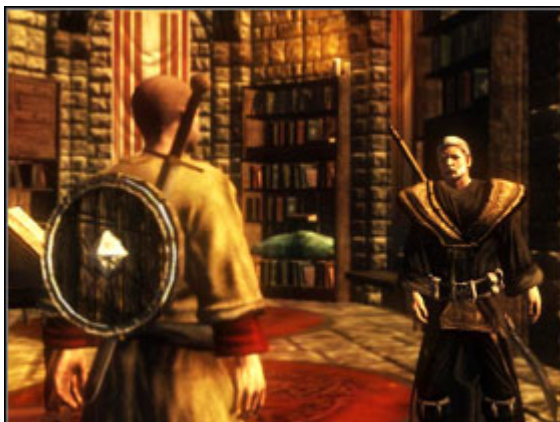
Dalman (M4.15) is searching for replacement. **Tylor** (M4.4) (right from **Pallas** (M4.3)) is the man you're searching for, but he'll agree to dismiss **Dalman** only in return for **10 apples**. You can buy them from Caspara for **8 coins** each. I have marked the locations of a couple of the apples on the screen above, in case you'd want to collect some yourself.

The test of Master Vitus

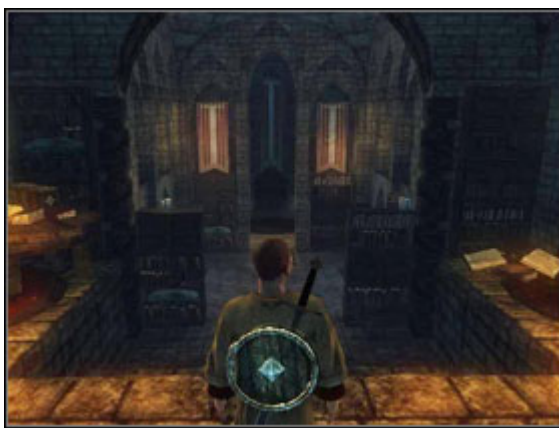


Inform **Vitus** (**M4.12**) that you'd like to undergo the test. Afterwards head to the crypt on the cemetery (**Access to the cemetery** needs to be finished) and search the skeletons in the skeletons at the very bottom. Once you find the key, open Berengir's chest, take the **Wisdom in Combat** and show it to **Vitus**. If you have also finished **Dalman trusts you**, **Vitus** will finally agree to teach you.

The test of Master Ignatius



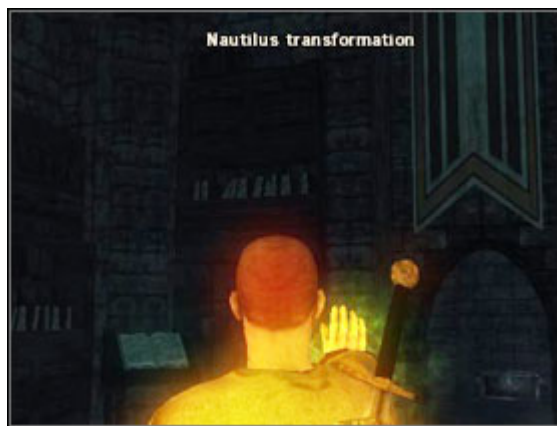
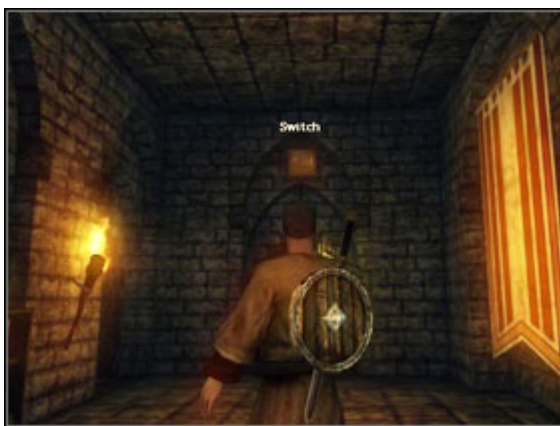
Ignatius (**M4.22**) will take you to the library and order to get to know a set of books. Generally, you'll just read everything you come across. Begin with asking **Rufus** (**M4.24**) to move away from the book. Afterwards pull the ring by the door and go down.



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 the teleportation scroll, you should revisit the library and search the chests there again. Head to the temple marked on the 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)**.

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.

Severin's artifacts



Cyrus (M4.18) orders you to head to **Severin (red dot)**. Before you set off, ask him about the details of the missions. Once there, just mention about the chests and one quest will be finished. As for the artifact – mention that **Cyrus** will behead you if you won't obtain it. 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**.

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** at spots #1) and #2.

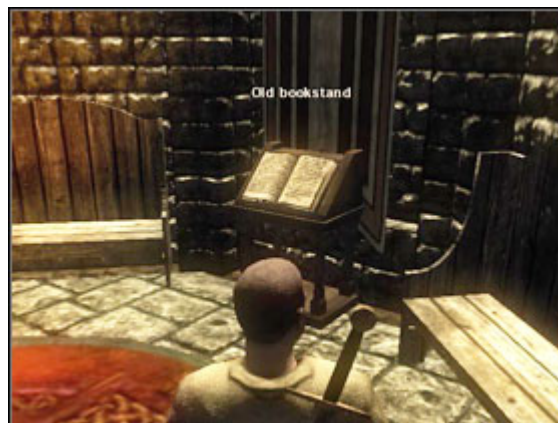
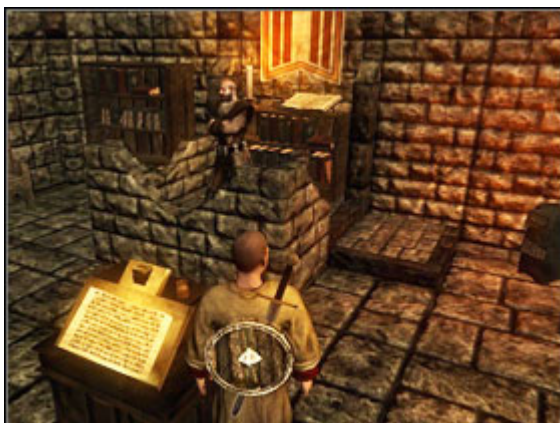


Sirius #1 is sitting by a campfire at **Severin's** farm (M1.9). He'll give you some plants and direct you to the woods. At spot #2 you will find **Krayban's** body and some **gnomes**. Before you return to **Abrax**, you'll have to collect **6 healing plants** and **4 mana plants**.



The quest (**M4.25**) will end with giving the alchemist the plants, but you can additionally get 2 **small healing potion** for information on each of the novices.

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.

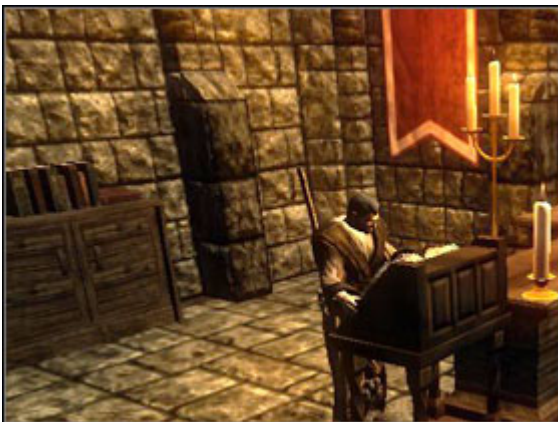


Afterwards speak with **Erlan** (M4.20). You will learn about his fight with **Enzo** (M4.17). Head to the kitchen and talk with **Harlok** (M4.14). You will have to pay him **200 coins** for a **turkey**. Share your knowledge with **Enzo** and go to **Erlan** to give him the food and get to know about 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 your 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.

Assist the Warriors of the Order in Harbour Town



This quest is given to you by **Pallas** (M4.3) if you choose the warrior path and have undertaken the other 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 Harbour Town**. Afterwards do a favour for the mages four times in appropriate quests. Then complete **Where are the artifacts disappearing to?** And you can return to the Monastery. What's intriguing is that if you complete the tasks in favour of the bandits, nothing will really happen. **Pallas** will cancel the test but **Ignatius** (M4.22) will recognize it as passed, which won't disrupt the Initiation.

A worthy weapon

Karlsen (M4.9) will give you a **fighting staff**. With the new weapon, return to **Ignatius** (M4.22).

The initiation



If you have finished all the Master tests and the **A worthy weapon** quest, you can begin the ritual during which you'll have to answer some questions. As a result of each answer, your stats will increase (adequate information about the choices are visible on the screen). Once the ritual is over, your crystals knowledge will increase by 1 point. Follow the **Inquisitor** to the volcano entrance. You will begin another chapter and receive your first teleportation stone (**Volcano Keep**).

Chapter 2

Chapter 2 - Info



A clear distinction into classes will appear in this chapter. In effect the guide has been divided into sections depending on the path you have chosen and shared ones (see **Risen Island**) which you will have to complete regardless of which side of the conflict you're on.

Chapter 2 - Class quests - 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 a new warrior armour from **Don** for **2000 golden coins**. Return to the **Inquisitor** and inform him about the bandit chief's conditions.

Chapter 2 - Class quests - 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.

Chapter 2 - Class quests - 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. The map shows the monsters' lairs and as for the crystal, you should see the **Thieving gnomes** quest. Before Pallas starts the teaching he'll give the **frost crystal**.

Chapter 2 - [Map M5] Risen Island – Crystal Disks



- 1, 2, 3. **Cyrus is late**
- 4. **Where is the golden delivery?**
- 5, 6, 7, 8, 9, 10, 11, 12, 13. **Off to the west coast**
- 14. **The mystery of the eastern temple**

Chapter 2 - Risen Island - Quests

Crystal disks for the Inquisitor



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 **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**.

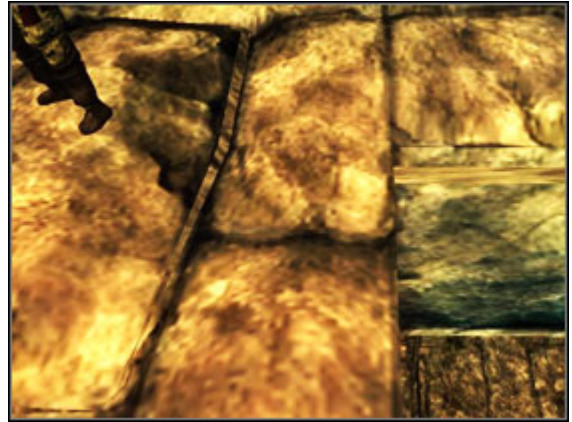


Give the disks to the **Inquisitor**, who's standing by the volcano gate. If you have chosen the **warrior** path, you will be promoted to an officer and receive a new armour. Once you're ready for the upcoming fight, let **Mendoza** know. The gate will be opened and a group of enemies will attack.

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). In case you haven't been there yet – follow the map and turn right before the marshes, into a path that's easy to miss.



Once there, you will find **Maliko** (M5.14) by the entrance and he will fill you up 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. Eventually 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 (look out for the trap in the floor). Deeper inside the temple you will come across **Adan** and **Dytar**. Try to determine what has happened and go through the hole on the left (don't worry about the bars for now). 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 the sarcophagus (**yellow dot**). Go deeper into the corridor, kill the **ghoul** and use the lever (**red dot**). Talk with **Olf** and he'll give you the 3rd bust. Return to the chamber with the bars (**white dot**). Use the bust on the altar by the bars and do the same with the other two.

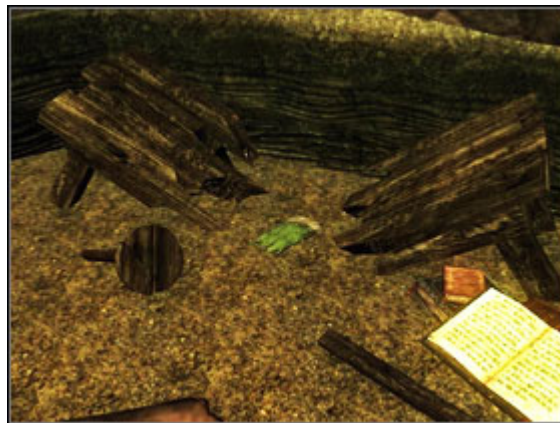


Pick up the **nautilus transformation** scroll at the **green dot**. Don't step on the floor marked with **black dots**, instead use the scroll and go through the hole in the wall marked with a **blue dot**. From the sarcophagus room, go into another one below (**black dot**). Turn left and climb the 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 neighbours (**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.

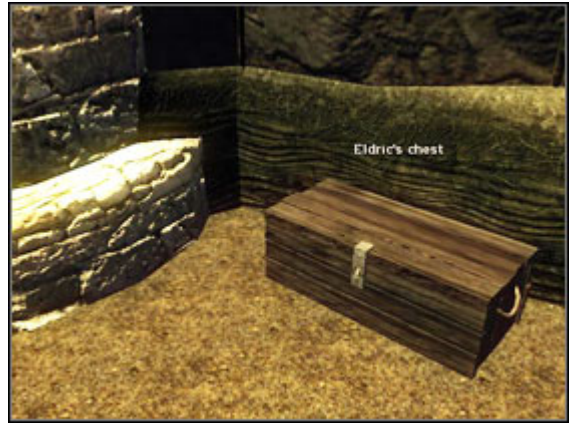




Fight your way through the warrior and eventually you'll reach the **white dot**, where you will have to face a stronger enemy (**watchman**), who's in possession of a key to **Dork's** cell (the last one on the floor). The prisoner will tell you about a ring that's needed to get to **Eldric**. Head to the **red dot** and use the windlass.



On the wall to your right (**green dot**) you will find a ring which will open the passage on the parallel wall (**blue dot**). 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.

Where is the golden delivery?



Head 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 (big **black** dot). Head to the eastern edge of the island and follow the path.



Cross the bridge, fight your way through groups of goblins and eventually you'll reach the ruins. In the chest at the very beginning you will find a **hotpot** recipe.



Gryger is waiting for you at the highest level 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**). It's worth 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** (across the bridge) about killing the beast. You will receive a **horn bow**. After returning to **Severin** (M5.4) you can tell him about your finding and get additional **500 coins**.

Off to the west coast



After completing **Patty wants to leave town**, you should meet your friend at (M5.5). When asked to continue the story of her father, she'll lead you to a grave in the west (M5.6). After getting the key, dig out 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 five anonymous graves placed thorough the island. Visit (M5.7) [carefully go down the rocks from the Cathedral's side and then use the teleport], (M5.8) [under the rock, behind Leon's house], (M5.9) [at the right side of the island, looking from the other shore], (M5.10) [you can visit **Patty** at (M5.6) and hear her interpretation of the hints], (M5.11) [to the right from the ruin's entrance, next to the rocks] and in the end return to (M5.6).



At the cemetery (M5.6), instead of **Patty**, you will find **Erong**. Follow him to the ruins and further – 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 them at once, or make a deal. Either way, enter the cave.



Don't touch the first chest. Stand in front of it and turn right. Enter 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 with the disk inside.



You have a couple of options here. You may not give the map to **Romanov** (M5.12) and kill him, give it and then kill him/get the key to **Patty** or not kill at all and forget about your friend. In case you'd want to save her – having the key from **Romanov**, head to Ms Happy (M5.13) and search for a door leading to the ocean. **Patty** (M5.13) will be happy if you give her the map.

Steelbeard's nautical map

In case you gave **Romanov** the map in return for the key to **Patty's** cell (M5.13) during **Off to the west coast**, you will now 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 and after a short while you will be able to take the map back to **Patty**.

Chapter 3

Chapter 3 - Info



Apart from the distinction into different classes, in the 3rd chapter I also included a walkthrough of a couple of additional quests. They were available earlier, however to complete them you have to travel through a major part of the island and high battle skills, both of which shouldn't be a problem at this stage of the game.

As for the 3rd (and 4th) chapter, it's worth telling that you will need levitation, telekinesis and nautilus transformation spells (or scrolls). All 3 of them can be bought from **Illumar** in reasonable amounts.

Chapter 3 - [Map M6] Risen Island – Additional Quests



(red). **Leon**

(grey). **Lord Patroscon**

1, 2, 3, 4, 5. **The cursed lords**

3, 6, 7, 8. **The swords- Stormwind and Souldrinker**

Chapter 3 - Additional Quests

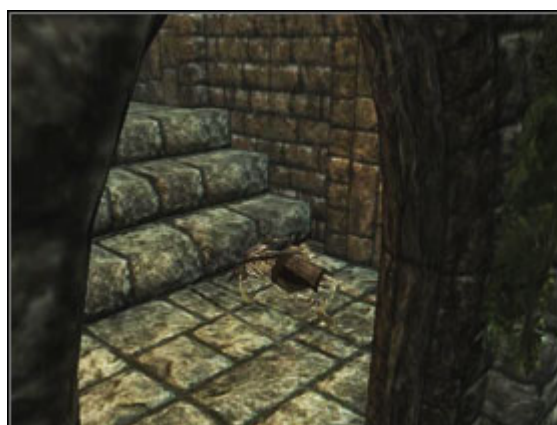
Lizard swords

Once you acquire one of **Saurian** swords (**Lizard sword**), you should head to the blacksmith in Harbour city – **Walter** (**M2.50**) and show it to him. From now, in return for obsidian, Walter will be able to create a form from which you will be able to forge better quality swords. Of course to do that, you need **smith** skills.

The cursed lords



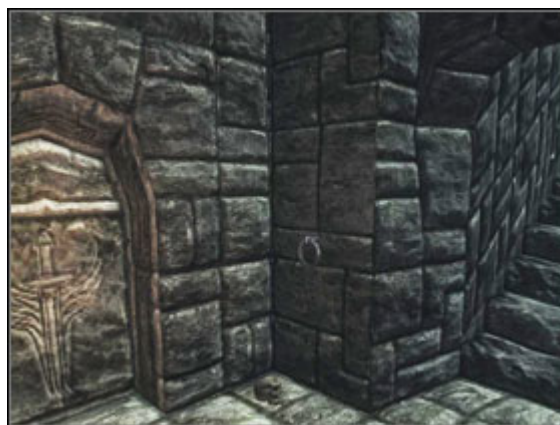
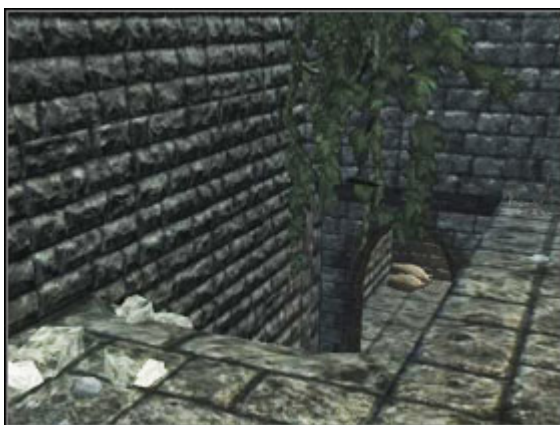
Leon (red point) will order you to find 5 rings, which are in possession of skeleton lords. Each of the buildings marked on the map nest of a large group of skeletons.



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 take 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. Take the metal ring out of 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 once more, 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 (**runeshield**) 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**.

Chapter 3 - Class quests - Bandit

Esteban's return to Harbour 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 armour for as much as **5000 golden coins**. You can tell the **Inquisitor** about **Don** taking over the city.

Chapter 3 - Class quests - 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.

Chapter 3 - The Risen Island - Quests

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 **Pallasa (#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. You can report to the mage after completing the task.

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 transformation** 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 reach a conclusion 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. At 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.

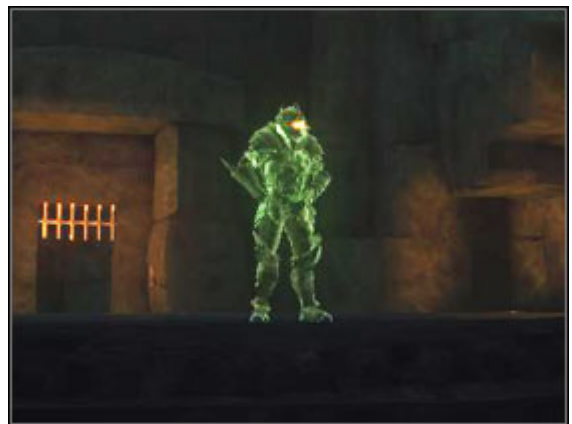


The last enemy, called **Zal Zaran**, is waiting in the room marked with the yellow dot. Take his weapon (**titan sword**), skull and the crystal. Return to **Ursegor** and free his spirit. Open the sarcophagus and take **Ursegor's skull**.

The titan trap



You have to open the big gate in front of the corridor leading to **Ursegora**. Find the four pedestals and place the skulls in the order seen above.



After opening the door, things will get quite messy. Defeat your former allies and listen to what **Ursegor** has to say.

Chapter 4

Chapter 4 - Class quests - 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 Armour**), you should talk with **Illumar** (yellow). 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** (red dot) 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.

Chapter 4 - Class quests - Mage

Master of magic



During the conversation with **Ignatius** (M4.22) (**Talk to Ignatius about the volcano temple**), the mage will say that you should become one of the Masters. Begin the ritual, at the end of which you will get new mage robes. Eventually you should talk with the other Masters and accept some gifts from them.

Chapter 4 - Class quests – Warrior of the Order

Becoming Inquisitor



During the conversation with **Carlos (M2.58)** (**Talk to Ignatius about the volcano temple**), the Inquisitor's man will nominate you to... An Inquisitor himself. You will also receive a new armour.

Chapter 4 - [Map M7] Risen Island – Titan Armour



(white). **Patty**

(red). **Saurian** leaders

(grey). **Eldric**

1. **The Titan Shield**
2. **The Titan Helmet**
3. **The Titan Hammer**
4. **The Titan Armour**
5. **The Titan Boots**

Chapter 4 - Risen Island Quests

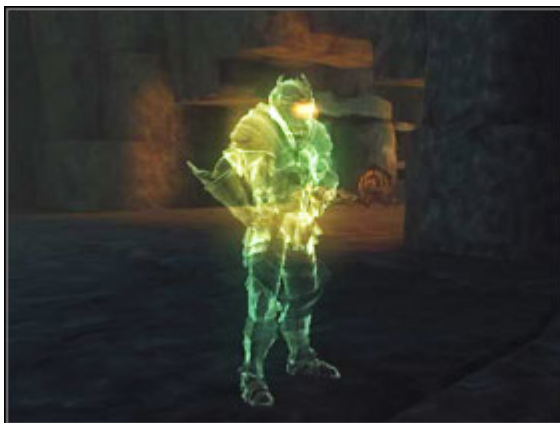
Talk to Ignatius about the volcano temple

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 Armour



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 Armour** 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 to.

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** (yellow dot). Kill the **Ashbeast** and use a scroll to deactivate the magical barrier in the marked spot.



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.

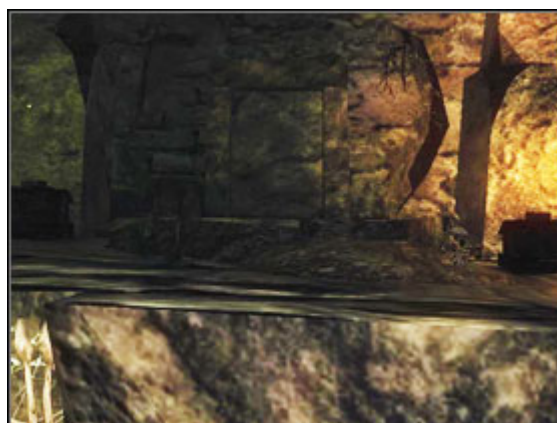


Going further will lead you to a lever opening a passage to the lava-filled cave you already know.

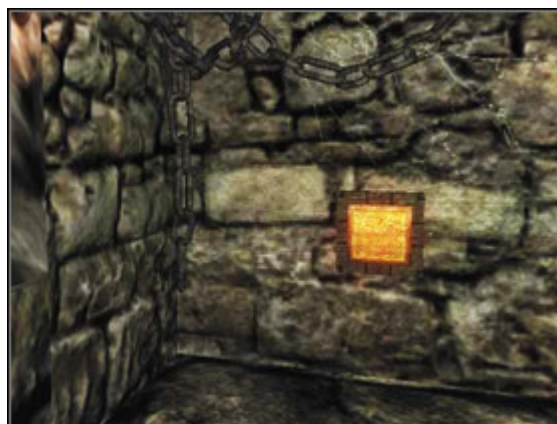
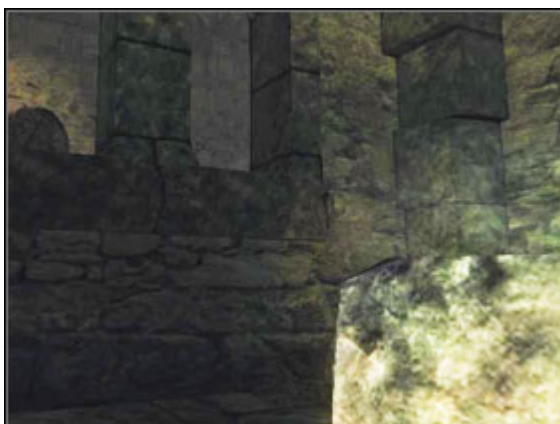
The Titan Hammer



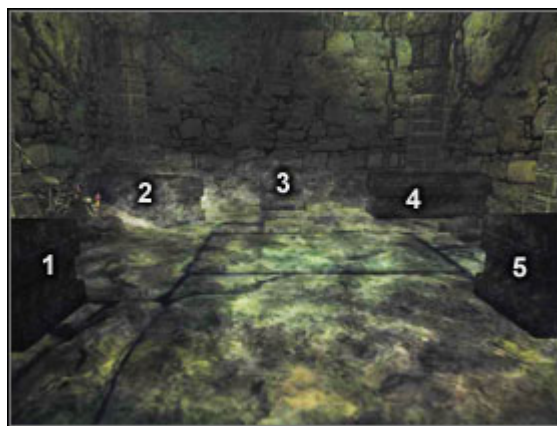
Get into this temple ([M7.3](#)) using the passage from **Esteban's** swamp hideout ([M1.8](#)). To the left from the gold pile, next to a campfire and a dancer.



Traditionally – break the blue barrier with the spell (see **Find all the pieces of the Titan Armour**). Before you are two empty pedestals.



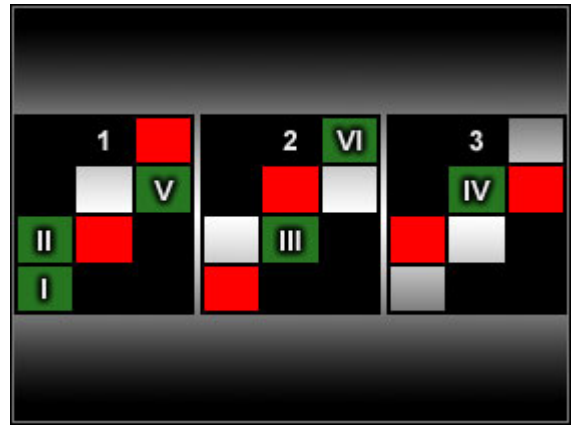
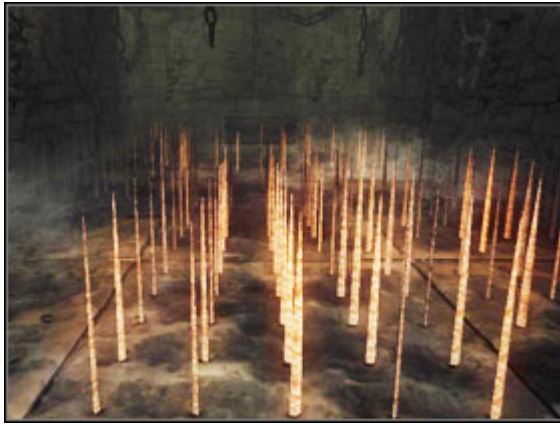
Head right and levitate from the stone block to one of the big windows. Break the thin door in the middle of the wall and use the button on the revealed wall.



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 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 buttons 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 remaining.

The Titan Armour



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 it on the pedestal.

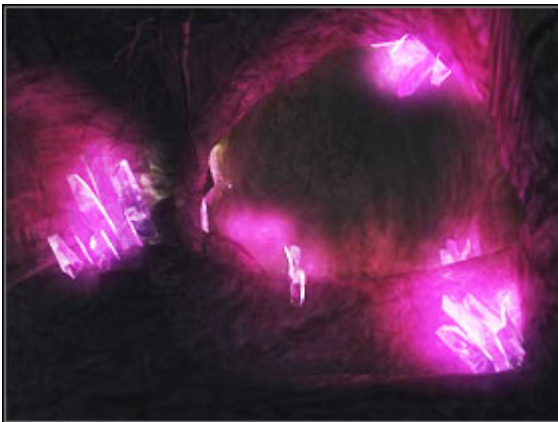


The opened door on the right will lead you to a sarcophagus in which you'll find an **armour piece** and the **titan staff**.

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.

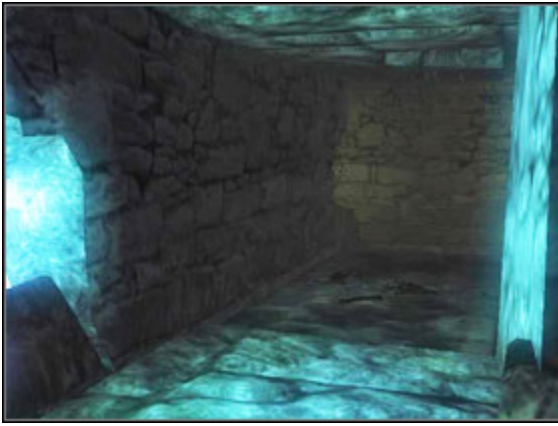


Get to the next room through the hole in the „ceiling”. Pick up the **berserker sword** sticking out of the ground. You have to break the blue barrier. Before you there will be a hole in the floor and afterwards a spine trap. Carefully jump over both of them.



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.



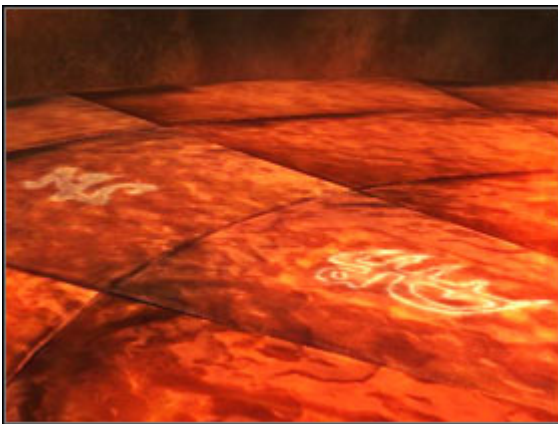
In the revealed room (behind three **green lines**), there are two **Undead Beasts** waiting for you. In the chest above you will find an **armour piece** and a **titan crossbow**.

Chapter 4 - Final fight



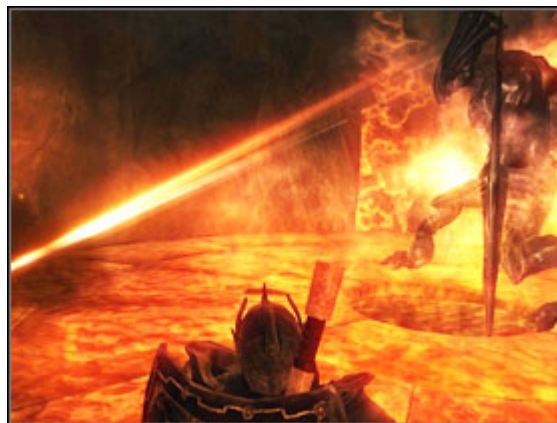
The fight with the Titan is all about the proper reactions to the attack patterns described below. It requires dexterity but you shouldn't have too much problems if you can keep up with the things happening on the screen.

Disappearing floor



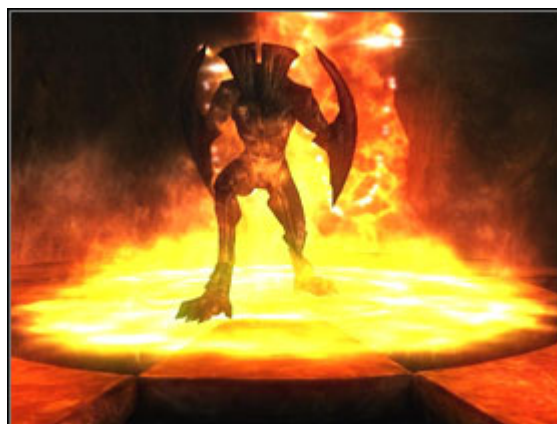
White runes keep showing up on the floor. From the moment the rune starts to blink white you have around five seconds to move to another block. After that the block will disappear, leaving a hole in the floor. After another five second the block will appear once again and other ones will disappear, so keep an eye on the floor all the time.

Energy beam



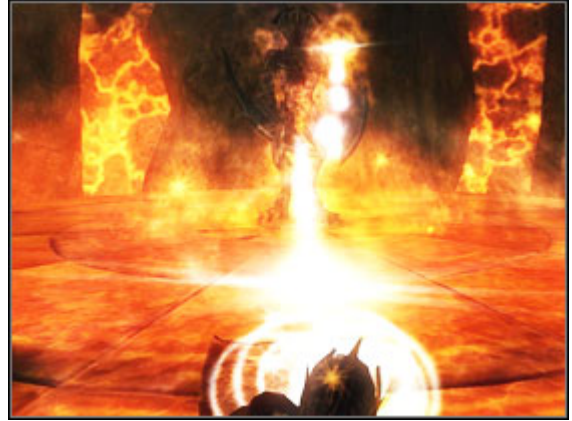
When the enemy move one leg forward, it means that he'll attack with an energy beam. Avoid it by running in the opposite direction.

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 „hands” 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 7 hits. Follow this patten and eventually you will see *Risen's* ending credits.

World Atlas

World Atlas - Introduction



The following text is a description of the world in the *Risen* game. You will find some information about all the in-game maps, teleport stones, plants, animals, skills, and most items, with exact location of each of them. I have also described properties of each weapon, mixtures and many, many others.

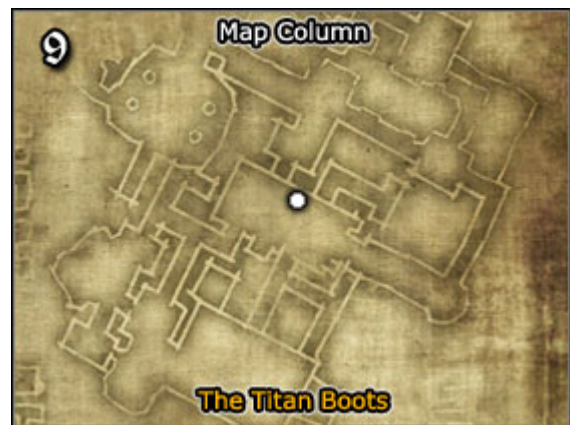
In the part about teachers I've strictly defined the level of skill that you are able to achieve, and possibly the **quest** after which (or before) they are going to talk to you. Sometimes **[roman digits]** will occur, which means, that this person in particular will not teach us anything, nor trade, until you meet the specific chapter of the game. I've marked regular merchants with the **blue** color. Enjoy your read.

Lukasz „Terrag” Znojek

World Atlas - World Maps







World Atlas - Teachers and Merchants

World Atlas - [Map M1] Risen Island



1. **Ruben**
2. **Leto**
3. **Jasmin**
4. **Henrik** (**Dexterity** [100], **Bow** [7], **Sneak**, **Skin Animals**)

World Atlas - [Map M2] Harbor Town



1. **Delgado** (**Dexterity** [100], **Pickpocket** [3]) – after **Protection money from Costa**
2. **Elias**
3. **Costa**
4. **Philus / Nico** – before / after **Philus wants to sell his fish shop**
5. **Flavio**
6. **Cole** (**Dexterity** [100], **Bow** [7], **Sneak**, **Cut Animals**)
7. **Cutter** (**Strength** [100], **Sword** [4]) – before **Evidence for Marcelo / Bring the packages back to Weasel**
8. **Cid** (**Dexterity** [100], **Open Locks** [3], **Sneak**) – after **What is Rodriquez planning?**
9. **Kayleigh**
10. **Patty [II]** (**Open Locks** [3], **Acrobatics**)
11. **Ukkos** (**Strength** [100], **Axe** [7])
12. **Dargel**
13. **Jack**
14. **Edgar** (**Strength** [100], **Sword** [7], **Crossbow** [10])
15. **Garth** (**Alchemy** [1])
16. **Leonardo** (**Alchemy** [2-2])
17. **Alvaro**
18. **Walter** (**Strength** [100], **Smithing** [3]) – after **Walter needs a break**
19. **Olf** (**Prospect Ore**)
20. **Konrad**
21. **Felipe** (**Strength** [100], **Staff** [4])
22. **Carlos [IV]** (**Strength** [100], **Staff** [10])
23. **Scordo**

World Atlas - [Map M3] Bandit Camp



1. **Doug**
2. **Ricardo** (Crossbow [4])
3. **Domingo** (Strength [100], Axe [7]) – after **The best fighter in the bandit camp**
4. **Luis** (Dexterity [100], Bow [7], Sneak, Skin Animals) – after **A bottle of beer for the drunkard**
5. **Sam** (Dexterity [100], Bow [10], Sneak, Skin Animals)
6. **Craig** (Strength [100], Sword [7])
7. **Oscar** (Strength [100], Open Locks [2], Smithing [3]) – after **Golden fragments for Oscar**
8. **Phil** (Sneak, Pickpocket [2], Open Locks [2])
9. **Obel**
10. **Rhobart** (Alchemy [1])
11. **Fincher** (Strength [100], Sword [10], Crossbow [7]) – after **An audience with Don Esteban**
12. **Cormac** (Mana, Alchemy [3]) – after **An audience with Don Esteban**
13. **Karakos** (Strength [100], Axe [10]) – after **An audience with Don Esteban**

World Atlas - [Map M4] Volcano Keep



-
1. **Pallas** [II] (Mana, Frost Lance [10]) – after **The frost crystal**
 2. **Tucker** (Strength [100])
 3. **Karlsen** (Open Locks [2], Smithing [3])
 4. **William** (Dexterity [100], Staff [4])
 5. **Vitus** (Mana, Staff [7]); [II] (Projectile [10]) – after **The magic bullet**
 6. **Caspar** – after talking with **Vitus** about **Hemlar**
 7. **Dalman** (Dexterity [100], Pickpocket [1], Sneak)
 8. **Jervis** (Bow [4], Sneak, Skin Animals) – after **Mutual aid**
 9. **Illumar** (Create Scrolls) – after **The test of Master Illumar** / **Talk to master Illumar**
 10. **Cyrus** – after **Severin's artifacts**
 11. **Ignatius** [II] (Runic Seal [4], Fireball [10]); [III] (Frost Lance [10]) – after **Secure the volcano keep**
 12. **Rufus** (Strength [100], Crossbow [7])
 13. **Abrax** (Mana, Alchemy [3])
 14. **Inquisitor Mendoza** [II] (Strength [100], Staff [10])

World Atlas - Skills

World Atlas - Acrobatics



Acrobats are able to fall from great heights and roll so that they take less damage.

Thanks to it, you suffer only half the damage when falling from height.

World Atlas - Alchemy



Alchemists can create powerful potions from plants.

Before you are able to create a potion, you will have to find an appropriate work station, recipe, and ingredients. Some elixirs have positive and permanent influence on your character's statistics.

Components

Icon	Name	Usage	Price	Location
	Vial	almost every mixture	5\$	Abrax (M4.13), Leonardo (M2.16), Cormac (M3.12)
	Wine	almost every mixture	20\$	Abrax (M4.13), Leonardo (M2.16), Konrad (M2.20), Obel (M3.9), Dalman (M4.7), Cormac (M3.12)
	Water	Experience Potion	10\$	Abrax (M4.13), Leonardo (M2.16), Konrad (M2.20), Obel (M3.9), Cormac (M3.12)

Alchemical Plants







Recipes

Icon	Name, requirements	Ingredients	Location
	Strong Healing Potion (alchemy - level 3)	Healing Root, Vial, Wine	Cormac (M3.12), Leonardo (M2.16) (II)
	Regular Healing Potion (alchemy - level 2)	Healing Plant (2), Vial, Wine	Abrax's chest (M4.13), Leonardo (M2.16), Cormac (M3.12)
	Weak Healing Potion (alchemy - level 1)	Healing Herb (3), Vial, Wine	Abrax (M4.13), Leonardo (M2.16), Cormac (M3.12)
	Strong Mana Potion (alchemy - level 3)	Mana Root, Vial, Wine	Abrax (M4.13), Leonardo (M2.16) (II)
	Regular Mana Potion (alchemy - level 2)	Mana Plant (2), Vial, Wine	Abrax (M4.13), Leonardo (M2.16)
	Weak Mana Potion (alchemy - level 1)	Mana Mushroom (3), Vial, Wine	Abrax (M4.13), Leonardo (M2.16), Cormac (M3.12)
	Life Potion (alchemy - level 3)	Hero's Crown, Mushroom (10), Vial, Wine	Cormac (M3.12) (II), Leonardo (M2.16) (II)
	Mana Potion (alchemy - level 3)	Berry (10), Hero's Crown, Vial, Wine	Cyrus is late , Abrax (M4.13) (II)
	Strength Potion (alchemy - level 3)	Hero's Crown, Ogreroot, Vial, Wine	Cormac (M3.12) (II), The cursed lords
	Dexterity Potion (alchemy - level 3)	Hero's Crown, Pixie Hat, Vial, Wine	closed chest in one of the Volcano Keep rooms (on the way to library), Leonardo (M2.16) (II)
	Experience Potion (alchemy - level 2)	Wanderlust (5), Vial, Water	chest behind the red barrier in the Volcano Keep library.

Mixtures

Icon	Name	Effect	Price
	Strong Healing Potion	HP +300	60\$
	Regular Healing Potion	HP +150	40\$
	Weak Healing Potion	HP +75	30\$
	Strong Mana Potion	MP +200	60\$
	Regular Mana Potion	MP +100	40\$
	Weak Mana Potion	MP +50	30\$
	Potion Regeneration	HP +50, MP +50	50\$
	Life Potion	Max HP +10	1 000\$
	Mana Potion	Max MP +10	1 000\$
	Strength Potion	Strength +5	1 000\$
	Dexterity Potion	Dexterity +5	1 000\$
	Experience Potion	Experience +100	40\$

World Atlas - Smithing



Smithing allows you to make weapons and jewelry. In both cases, you will need tools, materials, and appropriate work station. Blacksmithing is the only way to acquire a few swords and jewelry.

Working Tools

Icon	Name	Usage	Price	Location
	Smith's Hammer	working with anvil	30\$	Costa (M2.3), Alvaro (M2.17), Oscar (M3.7), Karlsen (M4.3)
	Goldsmith's Hammer	working with jewelry	30\$	Costa (M2.3), Alvaro (M2.17), Oscar (M3.7), Karlsen (M4.3)
	Goldsmith's Tongs	working with jewelry	30\$	Costa (M2.3), Alvaro (M2.17), Oscar (M3.7), Karlsen (M4.3)

Sword Parts

Icon	Name, requirements	Additional Parts	Location
	Broken Two-Handed Sword (smithing - level 3)	Sword Tip	The swords- Stormwind and Souldrinker
	Sword Tip (smithing - level 3)	Broken Two-Handed Sword	The swords- Stormwind and Souldrinker
	Broken Bastard Sword (smithing - level 1)	Sword Tip	The swords- Stormwind and Souldrinker
	Sword Tip (smithing - level 1)	Broken Bastard Sword	The swords- Stormwind and Souldrinker
	Obsidian Blank (2-H S.) (smithing - level 3)	-	Lizard swords
	Obsidian Blank (Bastard S.) (smithing - level 2)	-	Lizard swords
	Obsidian Blank (Sword) (smithing - level 1)	-	Lizard swords
	Steel Blank (2-H Sword) (smithing - level 3)	-	prospect ore + Walter (M2.18) / Oscar (M3.7) / Karlsen (M4.3)
	Steel Blank (Bastard Sword) (smithing - level 2)	-	prospect ore + Walter (M2.18) / Oscar (M3.7) / Karlsen (M4.3)
	Steel Blank (Sword) (smithing - level 1)	-	prospect ore + Walter (M2.18) / Oscar (M3.7) / Karlsen (M4.3)

Forged Swords

Icon	Name (hands)	Damage	Required Strength	Price
	Sharp Souldrinker (2)	75	72	1 000\$
	Stormwind (2)	60	56	800\$
	Obsidian Two-Handed Sword (2)	50	90	75\$
	Sharp Obsidian Sword (2)	70	65	800\$
	Sharp Obsidian Sword (1)	50	45	450\$
	Sharp Two-Handed Sword (2)	58	54	500\$
	Sharp Bastard Sword (2)	50	47	430\$
	Sharp Sword (1)	30	25	250\$

Jewelry Components

Icon	Name, requirements	Required Gold	Location
	Diamond (smithing - level 3)	10	The Titan Helmet
	Small Diamond (smithing - level 2)	5	closed chest near the west coast, Scordo (M2.23) (III)
	Ruby (smithing - level 2)	10	The Titan Boots
	Small Ruby (smithing - level 1)	5	Severin's artifacts, Scordo (M2.23) (II), The Titan Helmet, The Titan Boots (2x)
	Sapphire (smithing - level 3)	10	The Titan Helmet
	Small Sapphire (smithing - level 2)	5	Thieving gnomes, The Titan Boots (2x)
	Emerald (smithing - level 3)	10	Sword of stormwind, Open the large drawbridge, Oscar (M3.7) (IV)
	Small Emerald (smithing - level 1)	5	The cursed lords
	Amber (smithing - level 3)	10	Weasel, sarcophagus in Harbor, Oscar (M3.7), dungeon with Dorgan, The Titan Shield
	Small Amber (smithing - level 1)	5	Where is the golden delivery?, The cursed lords
	Anti-Magic Crystal (smithing - level 2)	10	Open the large drawbridge, Cyrus (M4.10) (IV)
	Small A-M Crystal (smithing - level 1)	5	closed chest in the swamp at east

Jewelry

Icon	Name	Effect	Price
	Shield Amulet	DAB +10, DABW +10, DAF +5, DAI +5, DAM +5, DAPW +10	750\$
	Ring of the Fighter	DAB +8, DABW +8, DAPW +8	500\$
	Amulet of the Warrior	DAB +8, DABW +8, DAPW +8, Max HP +20, Strength +8	1000\$
	Ring of Strength	Max HP +20, Strength +3	400\$
	Amulet of the Mage	Fireball +2, Frost +2, Magic Bullet +2	800\$
	Ring of Magic	Max MP +20	300\$
	Amulet of the Hunter	Archery +2, Dexterity +10	500\$
	Ring of Dexterity	Dexterity +5	150\$
	Amulet of Strength	Strength +15	400\$
	Ring of Strength	Strength +5	150\$
	Amulet of Anti-Magic	DAF +15, DAI +15, DAM +15, Fireball -2, Frost -2, Magic Bullet -2	250\$
	Protection Ring of Magic	DAF +5, DAI +5, DAM +5	100\$

World Atlas - Pickpocket

Your skill in stealing from people. This particular skill is accessible from the dialog menu. As a fast way of acquiring key items, it will help you finish a number of quests.

World Atlas - Magic



Only **pure mages** can use rune magic.

Understanding of magic seals is necessary for using runes of magic.

To increase your level of magic seal, you will have to improve your wisdom by reading book of knowledge (bookstands) and stone plates.

Rune Types

Icon	Name	Requirements	Mana	Location
	Fire Crystal	(fireball - level 1)	8	The crystal of fire
	Magic Crystal	(magic bullet - level 1)	5	library in the Volcano Keep
	Frost Crystal	(frost - level 1)	10	The frost crystal
	Light Spell	(seal - level 1)	10	The test of Master Illumar, Cyrus (M4.10)
	Create Illusion	(seal - level 1)	20	Illumar (M4.9), Cyrus (M4.10)
	Tell Joke	(seal - level 1)	20	Illumar (M4.9), Cyrus (M4.10)
	Telekinesis	(seal - level 1)	10	Illumar (M4.9), Cyrus (M4.10)
	Levitation	(seal - level 2)	20	Illumar (M4.9) (II), Cyrus (M4.10) (II)
	Speed	(seal - level 3)	40	Cyrus (M4.10) (III)
	Nautilus Transformation	(seal - level 1)	20	library in the Volcano Keep, Illumar (M4.9), Cyrus (M4.10)
	Inferno	(seal - level 4)	80	Cyrus (M4.10) (IV)
	Berserker	(seal - level 2)	40	Cyrus (M4.10) (II)
	Magic Protection	(seal - level 2)	60	The cursed lords, Illumar (M4.9) (II)
	Transformation into an Ashbeast	(seal - level 4)	60	The Titan Boots (from the room with trapdoor, through the grating. You jump above the abyss and land on the higher level)

	Conjure Skeleton	(seal - level 3)	40	The cursed lords
	Strong Magic Healing	(seal - level 3)	40	In the bandit camp, on the rock platform between Domingo and Rachel (you will have to use levitate spell)
	Medium Magic Healing	(seal - level 2)	30	Illumar (M4.9) (II), Cyrus (M4.10) (II)
	Weak Magic Healing	(seal - level 1)	20	Illumar (M4.9), Cyrus (M4.10)
	Open Locks	(seal - level 3)	30	Chieftain (gnom) near Gyrgera, Cyrus (M4.10) (III)
	Destroy Magic Barrier	(seal - level 2)	40	Find all the pieces of the Titan Armour
	Destroy Magic Force Field	(seal - level 1)	20	Cyrus is late (scrolls)

World Atlas - Skin Animals

With this skill, you can take valuable trophies from slain animals. Apart from skill itself, you will need to have specific tools in your backpack.

Working Tools

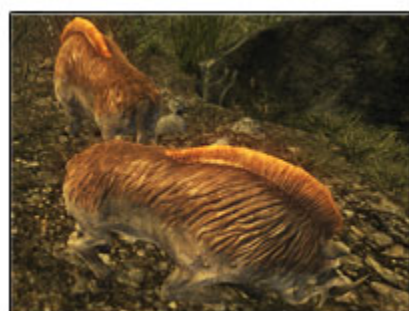
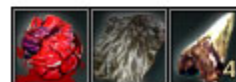
Icon	Name	Usage	Price	Location
	Horn Saw	horns	100\$	
	Jaw Chisel	teeth	100\$	Doug (M3.1)
	Sting Breaker	stings	100\$	Flavio (M2.5), Jasmin (M1.3)
	Jaw Tongs	fangs	100\$	Flavio (M2.5), Jasmin (M1.3)
	Wing Shears	wings	100\$	Doug (M3.1)

Monsters and Trophies



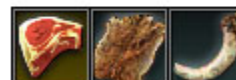
Ashbeast

- Ashbeast Heart 100\$
- Beast Skin 250\$
- Teeth (4) 10\$



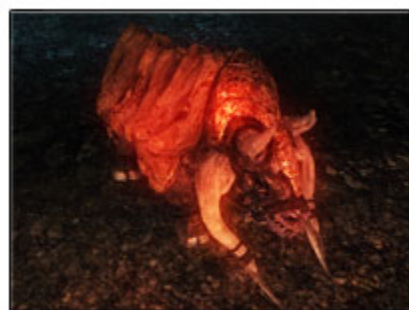
Boar

- Raw Meat 5\$
- Wild Boarskin 25\$
- Tusk 20\$



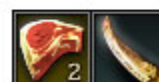
Bog Body

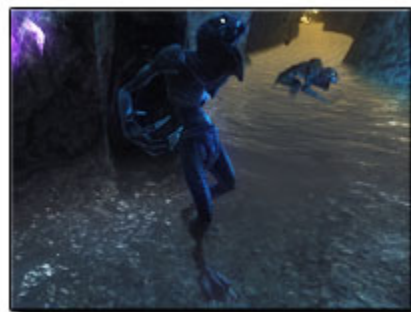
- Cold heart 50\$



Brontok

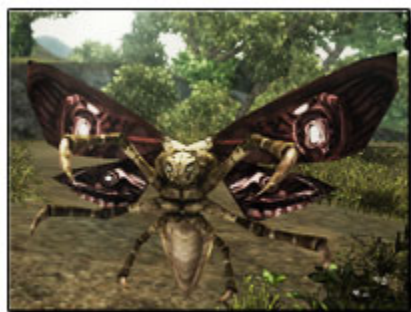
- Raw Meat (2) 5\$
- Brontok Horn 75\$





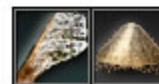
Ghoul

- Claw 10\$



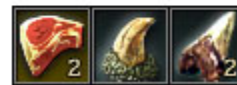
Grave Moth

- Wing 20\$
- Wing Dust 15\$



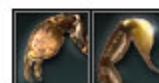
Rotworm

- Raw Meat (2) 5\$
- Rotworm Claw 50\$
- Teeth (2) 10\$



Scorpion

- Scorpion Claws 50\$
- Scorpion Stinger 50\$





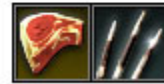
Sea Volcher

- Raw Chicken **6\$**



Stingrat

- Raw Meat **5\$**
- Stinger **15\$**



Talon Moth

- Wing **20\$**
- Wing Dust **15\$**





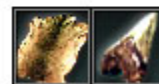
War Cricket

- Wing Dust 15\$



Wolf

- Wolfskin 20\$
- Teeth 10\$



World Atlas - Open Locks

This skill allows you to open locks without a key. Lock picks are necessary, as well as completing the mini game, which difficulty level depends on the kind of lock (how sophisticated it is).

Combining this skill with sneaking (and optionally – illusion spell) is the fastest way to become reach at the beginning of the game.

Working Tools

Icon	Name	Usage	Price	Location
	Lockpicks	opening locks	10\$	Kaspar (M4.6), Patty (M2.10), Kayleigh (M2.9), Oscar (M3.7), Ash (III)

World Atlas - Create Scrolls



With this skill, you can create your own magic scrolls.

Quill , appropriate ingredients and spell that you want to make the scroll from are necessary.

Scrolls are the only way to use rune magic if you are playing as a bandit, or the inquisition warrior.

Working Tools

Icon	Name	Usage	Price	Location
	Quill	making scrolls	30\$	The test of Master Illumar

Components

Icon	Name	Usage	Price	Location
	Blank Scroll	every scroll	50\$	Caspar (M4.6), Illumar (M4.9)
	Gold Coin	Light Spell	1\$	the in-game currency
	Wine	Create Illusion		Abrax (M4.13), Leonardo (M2.16), Konrad (M2.20), Obel (M3.9), Dalman (M4.7), Cormac (M3.12)
	Perl	Tell Joke	50\$	in the shells on the beach (double click on the shell)
	Wing Dust	Telekinesis	15\$	skin animals
	Wing	Levitation	20\$	skin animals
	Wanderlust	Speed	10\$	alchemical plant
	Nautilus Shell	Nautilus Transformation	10\$	Jack (M2.13), on the beaches and dungeons (you have to kill the nautilus)
	Tusk	Inferno	20\$	skin animals
	Teeth	Berserker	10\$	skin animals
	Obsidian	Magic Protection	10\$	prospect ore
	Ashbeast Heart	Transformation into an Ashbeast	100\$	skin animals
	Bone	Conjure Skeleton	10\$	skeletons
	Healing Root	Strong Magic Healing	60\$	alchemical plant

	Healing Herb	Medium Magic Healing	40\$	alchemical plant
	Healing Plant	Weak Magic Healing	20\$	alchemical plant
	Lock Pick	Open Locks	10\$	Caspar (M4.6), Patty (M2.10), Kayleigh (M2.9), Oscar (M3.7), Ash (III)
	Mana Root	Destroy Magic Barrier	40\$	alchemical plant
	Mana Plant	Destroy Magic Force Field	30\$	alchemical plant

Scroll Types

Icon	Name	Ingredients
	Light Spell	Blank Scroll, Gold Coin (10)
	Create Illusion	Blank Scroll, Wine
	Tell Joke	Blank Scroll, Pearl
	Telekinesis	Blank Scroll, Wing Dust
	Levitation	Blank Scroll, Wing (2)
	Speed	Blank Scroll, Wanderlust
	Nautilus Transformation	Blank Scroll, Nautilus Shell
	Inferno	Blank Scroll, Tusk (2)
	Berserker	Blank Scroll, Teeth (10)
	Magic Protection	Blank Scroll, Obsidian (2)
	Transformation into an Ashbeast	Blank Scroll, Ashbeast Heart
	Conjure Skeleton	Blank Scroll, Bone (2)
	Strong Magic Healing	Blank Scroll, Healing Root

	Medium Magic Healing	Blank Scroll, Healing Plant
	Weak Magic Healing	Blank Scroll, Healing Herb
	Open Locks	Blank Scroll, Lock Pick (2)
	Destroy Magic Barrier	Blank Scroll, Mana Root
	Destroy Magic Force Field	Blank Scroll, Mana Plant

World Atlas - Sword Fighting



Talent for the use of swords and light close combat weapons.

There are many swords that you can choose from. This skill also allows you to use shield, which provides a great protection in combat.

Types of Swords

Icon	Name (n. of hands)	Damage	Strength	Price	Location
	Titanwing (2)	100	100	2 000\$	The Titan Shield
	Obsidian Two-Handed Sword(2)	90	90	1 000\$	smithing
	Berserker Sword (2)	80	80	1 500\$	The Titan Boots
	Sharp Souldrinker (2)	75	72	1 000\$	The Stormwind swords- and Souldrinker
	Demon Blade (2)	66	66	650\$	The mystery of the eastern temple
	Sharp Two-Handed Sword (2)	58	54	500\$	smithing, Oscar (M3.7) (II)
	Lizard Sword (2)	50	90	75\$	lizardmans
	Two-Handed Sword (2)	50	50	300\$	Alvaro (M2.17), Oscar (M3.7)
	Rusty Two-Handed Sword (2)	30	30	30\$	crypt at the cemetery in the Volcano Keep
	Titan Sword (2)	80	75	1 200\$	Free the ghost of Ursegor
	Sharp Obsidian Sword (2)	70	65	800\$	smithing
	Runesword (2)	64	60	1 000\$	The search for the map
	Stormwind (2)	60	56	800\$	The Stormwind swords- and Souldrinker
	Traitor's Blade (2)	55	52	700\$	The cursed lords
	Sharp Bastard Sword (2)	50	47	430\$	smithing, Alvaro (M2.17) (II), Oscar (M3.7) (II)

	Evil Bastard (2)	46	44	400\$	Oscar (M3.7) (II)
	Bastard Sword (2)	42	40	300\$	Alvaro (M2.17), Oscar (M3.7)
	The Don's Sword (1)	60	50 (dexterity)	600\$	Don Esteban
	Sharp Obsidian Sword (1)	50	45	450\$	smithing
	War Mace (1)	46	44	445\$	Oscar (M3.7) (II)
	Rapier (1) +2 sword fighting	38	33 (dexterity)	400\$	Alvaro (M2.17) (II)
	Fine Sword (1)	35	30	300\$	Romanov
	Aric's Sword (1) +1 sword fighting	30	25	300\$	trick Aric
	Golden Sword (1)	30	30	500\$	Golden fragments for Oscar
	Sharp Sword (1)	30	25	250\$	smithing
	Skullsplitter (1)	28	26	180\$	Oscar (M3.7), skeletons
	Cutlass (1)	25	20	120\$	Alvaro (M2.17), gnomes
	Machete (1)	20	15	85\$	Costa (M2.3), Alvaro (M2.17), Oscar (M3.7)
	Saber (1)	18	15 (dexterity)	70\$	Alvaro (M2.17)
	Thorn Mace (1)	18	16	65\$	Oscar (M3.7), Browar

	Sword (1)	15	10	50\$	get yourself a decent weapon
	Hunting Knife (1)	12	8	26\$	Find survivors of the shipwreck
	Rusty Sword (1)	10	10	18\$	Find survivors of the shipwreck
	Sickle (1)	10	6	10\$	gnoms, Leto (M1.2) (II)
	Club (1)	8	5	8\$	Find survivors of the shipwreck
	The Worst Sword In The World (1)	5	25	10\$	trick Aric

World Atlas - Staff Fighting



Talent for the use of staves and spears.

Staff can compete with sword and protection from shield, only on higher levels of skill knowledge. It is harder to fight with staff and you will find that at the beginning it is far less effective than sword and shield.

Types of Staffs

Icon	Name	Damage	Strength	Price	Location
	Titan Scepter	80	70	2 000\$	The Titan Helmet
	Titan Staff	70	60	1 500\$	The Titan Armour
	Double Bladed Staff	58	50	1 000\$	Karlsen (M4.3) (III), Inquisitor (M4.14)
	War Spear	52	44	650\$	
	Honed Blade Staff	50	45	300\$	Collect from Alvaro
	Executioner's Staff	46	38	300\$	Karlsen (M4.3), Alvaro (M2.17) (II)
	Druid's Staff	42	36	400\$	Cyrus is late
	Fighting Staff	32	26	180\$	A worthy weapon, Alvaro (M2.17), Karlsen (M4.3)
	Spear	24	18	100\$	Alvaro (M2.17), Oscar (M3.7), Karlsen (M4.3)
	Novice's Staff	16	10	50\$	Get yourself a fighting staff, Karlsen (M4.3)
	Sturdy Branch	10	10	15\$	Leto (M1.2)

World Atlas - Axe Fighting



Talent for the use of axes and heavy close combat weapons.

The main difference in comparison to sword is less variety of weapons from this category. On the bright side – you will deal greater damage when using axes and hammers.

Types of Axes and Hammers

Icon	Name	Damage	Strength	Price	Location
	Hammer of the Titan Lord +6 axe fighting	120		3 000\$	The Titan Hammer
	Titan Axe	120	100	3 500\$	The Titan Hammer
	Stonesplitter	108	90	2 500\$	
	Warhammer	96	80	1 800\$	Oscar (M3.7) (II)
	Berserker Axe	85	70	1 200\$	Oscar (M3.7) (II)
	Battleaxe	72	60	850\$	Alvaro (M2.17) (II)
	Raven's Beak	58	45	680\$	Oscar (M3.7), Alvaro (M2.17) (II)
	Bearded Axe	48	30	400\$	Oscar (M3.7)
	Light Battleaxe	36	20	200\$	Alvaro (M2.17), Oscar (M3.7)
	Sledgehammer	25	15	80\$	Erikson, Oscar (M3.7)
	Woodcutter's Axe	20	10	50\$	Leto (M1.2)

World Atlas - Archery



Talent for the use of bow and arrow.

This weapon is pretty useful at the beginning of the game. Later on, you will encounter many tough enemies in small areas such as passageways. In such situation it is difficult to use any type of range weapon.

Types of Bows

Icon	Name	Damage	Dexterity	Price	Location
	Titan Bow	80	80	1 400\$	The Titan Boots
	War Bow	70	70	1 000\$	Jasmin (M1.3) (III), Flavio (M2.5) (IV), Doug (M3.1) (IV)
	Bone Bow	60	60	750\$	Doug (M3.1) (III), Flavio (M2.5) (III)
	Horn Bow	50	50	600\$	Where is the golden delivery?
	Hunting Bow	40	40	500\$	Jasmin (M1.3) (II), Doug (M3.1) (II)
	Cole's Hunting Bow	30	25	350\$	Costa (M2.3)
	Longbow	30	30	350\$	Flavio (M2.5) (II), Doug (M3.1) (II)
	Poacher's Bow	20	20	200\$	Doug (M3.1)
	Short Bow	10	10	75\$	Flavio (M2.5), Doug (M3.1), Jasmin (M1.3)

World Atlas - Crossbow



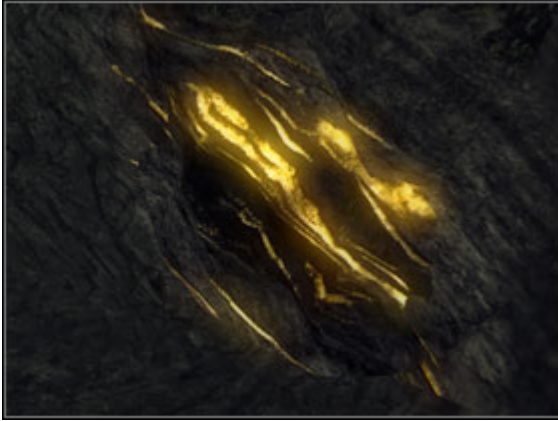
Talent for the use of crossbow.

It requires both strength (possibility of using crossbow) and dexterity (dealt damage). Crossbows don't offer such precision as bows, and the delay between shots is far greater. The bright side of this weapon is greater damage that it can provide.

Crossbows

Icon	Name	Damage	Strength	Price	Location
	Titan Crossbow	125	90	1 500\$	
	War Crossbow	100	70	750\$	
	Hunting Crossbow	75	50	500\$	Alvaro (M2.17)
	Crossbow	50	30	250\$	Alvaro (M2.17)
	Light Crossbow	25	10	100\$	Leto (M1.2), Oscar (M3.7), Ricardo

World Atlas - Prospect Ore



With this skill, you can prospect ore (iron, obsidian, and gold). You should learn this if you want to be a smith. Before you are able to prospect, you need to have a pickaxe in your backpack.

Working Tools

Icon	Name	Usage	Price	Location
	Pickaxe	prospecting ore	50\$	bandit camp (swamp)

World Atlas - Sneak

With this skill, you can move silently.

It is useful when combined with opening locks (and optionally illusion spell). It is a perfect solution to the problem with wealth at the beginning. However sneaking is completely useless in combat.

World Atlas - Teleport Stones

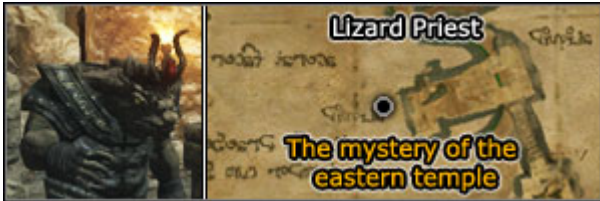


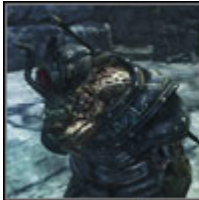
Teleport stones occur in the second chapter. Thanks to them we can move ourselves to a specific location in the world without using any mana during procedure.

Teleportation Places



Teleport Stones

L.P.	Icon	Name	Location
1		Bandit Camp	
2		East Coast	
3		Eastern Temple	
4		Eastern Volcano Cave	
5		Harbor City	
6		Northeastern Temple	
7		Northern Temple	

8		Plains Temple	 
9		Southeast Coast	 
10		Southern Ruins	 
11		Southwestern Ruins	 
12		Volcano Keep	 
13		Western Ruins	 
14		Western Volcano Cave	 

World Atlas - Cooking



Cooking allows you to prepare meals. Some of them will permanently increase your character's statistics. Before you are able to cook, you have to find a stove, fireplace or cauldron, recipe, and of course have appropriate tools in your backpack.

Working Tools

Icon	Name	Usage	Price	Location
	Frying Pan	baking	25\$	Leto (M1.2), Elias (M2.2), Dargel (M2.12), Konrad (M2.20)
	Scoop	cooking	10\$	Caspar (M4.6), Elias (M2.2), Dargel (M2.12), Konrad (M2.20)

Ingredients

Icon	Name	Effect	Location
	Raw Meat	-	Dargel (M2.12), Jasmin (M1.3), skin animals
	Raw Chicken	-	skin animals
	Raw Shark	-	Nico (M2.4), Philus (M2.4)
	Raw Plaice	-	Nico (M2.4), Philus (M2.4)
	Herring	HP +5	Nico (M2.4), Philus (M2.4)
	Bread	HP +10	Elias (M2.2)
	Cheese	HP +10	Konrad (M2.20)
	Wine	MP +5	Abrax (M4.13), Leonardo (M2.16), Konrad (M2.20), Obel (M3.9), Dalman (M4.7), Cormac (M3.12)
	Water	MP +5	Abrax (M4.13), Leonardo (M2.16), Konrad (M2.20), Obel (M3.9), Cormac (M3.12)
	Bag of Spices	-	Konrad (M2.20)
	Potatoes	-	Elias (M2.2), Konrad (M2.20)
	Onions	-	Elias (M2.2), Dargel (M2.12), Konrad (M2.20)
	Mushroom	HP +5	alchemical plant

Recipes

Icon	Name, requirements	Ingredients	Location
	Hotpot	Onions, Potatoes, Raw Meat (10)	Where is the golden delivery?
	Hearty Meat Stew	Onions, Potatoes, Raw Meat (5)	chest in the forest, south from Leon (near ashbeast)
	Meat Stew	Onions, Potatoes, Raw Meat (2)	Leon's shack, The farmer's sick wife
	Novice's Stew	Potatoes, Raw Meat (2), Wine	
	Fish Soup	Herring, Onions, Water	on the wall of the John's bar , chest in Rachel's home
	Meat-stuffed Bread	Bag of Spices, Bread, Onions, Raw Meat (3)	chest in Rachel's home
	Plaice Melt	Bag of Spices, Cheese, Potatoes, Raw Plaice (3)	Baxter's chest
	Hunter's Fry-up	Bag of Spices, Mushroom, Potatoes, Raw Meat (3)	chest in Patty's Inn (M2.10)

Meals

Icon	Name	Effect	Price
	Hotpot	HP +200	50\$
	Hearty Meat Stew	HP +100	50\$
	Meat Stew	HP +50	50\$
	Novice's Stew	HP +25, MP +25	50\$
	Fish Soup	HP +10, MP +20	50\$
	Meat-stuffed Bread	Max HP +2	50\$
	Plaice Melt	Max MP +2	50\$
	Hunter's Fry-up	Dexterity +1	50\$
	Fried Meat	HP +15	10\$
	Chicken Drumstick	HP +10	10\$
	Shark Steak	Exp +15, HP +15, MP +15	75\$
	Fried Plaice	HP +10, MP +10	30\$
	Fried Herring	HP +5, MP +5	15\$

Achievements

Name	Gamerscore	Requirements
Field hand	10	10 grain plants collected (Help Thomas in the fields)
Philanthropist	10	Rescue Sara from the wilderness completed
Samaritan	20	Medicine for everyone completed
Peacekeeper	30	Peace and order completed
Fence	30	A package for the Don completed
Ladies' man	10	Woman beater completed
Sidelined	20	Power struggle completed
The merciful one	10	The farmer's sick wife completed
Wise man	20	The test of Master Ignatius completed
Family man	20	The sons of Tilda completed
Archaeologist	20	The mystery of the eastern temple completed
Little hero	20	rescuing Patty (Off to the west coast)
Rune master	20	mastering the fourth seal of rune magic
Ghost hunter	20	The cursed lords completed
Beginner	10	first monster killed
The brave little tailor	10	seven grave moths killed
Ferocious wild boars	10	20 wild boars killed
Terror of the hens	10	20 chickens killed
Beast slayer	30	500 monsters killed
Big game hunter	50	2000 monsters killed
Ogre friend	10	rescuing the ogre, Dork (Cyrus is late)
Hard worker	50	250 quests completed
Expert	20	100% achieved in an attribute

Workaholic	20	every profession learned
Mage	20	all crystals learned
Gladiator	20	every close combat talent learned
Sharpshooter	20	every ranged combat talent learned
Master of the classes	30	100 % achieved in three attributes
Fervent swimmer	10	caught by the tideworm 10 times
The fourth triplet	10	10 treasures found
Idiot	10	fell to death 3 times
Jester	30	25 Jest spells used
Safecracker	10	100 locks picked
Weaponsmith	10	100 weapons forged
Master thief	10	50 pockets picked
Well-to-do	10	1.000 gold coins obtained
Moneybags	30	100,000 gold coins obtained
King Midas	50	300,000 gold coins obtained
Adventurer	10	found way out of the first ruin
Map reader	10	found first map in the game
Archer	10	found first bow
King of the handymen	20	20 tool bags collected in inventory (Everything that isn't nailed down)
Master detective	20	Find Hemlar's murderer completed
Death of a Legend	20	killing Gyrger (Where is the golden delivery?)
Defender	20	Secure the volcano keep completed
Freedom fighter	20	Esteban's return to Harbour Town completed
Pandora's box	20	The titan trap completed
The traveler	20	finding all teleport stones
Showdown	50	killing Inquisitor Mendoza (Find all the pieces of the Titan Armour)
Titan Lord	50	defeating Tytan (final boss)

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