

UltimaDot

Presents:

A Complete Guide to

Ultima® VII
THE BLACK GATE™

&
The Forge of Virtue

By
Dan Simpson

***i. Introduction, "That exploding butterfly can't be a good sign. .
."***

Two Hundred years have passed in Britannia since the time of the False Prophet. Years that have been marked by peace, not by turmoil. The people have flourished, and the land has prospered. A new organization called the 'Fellowship' has begun teaching the citizens of Britannia to "Trust thy Brother. " It seems the need for the hero known as the Avatar, is long gone.

Yet not all is well in the land of Britannia. Magic has mysteriously vanished, and all the practitioners of its arcane art have gone insane. And those who question this new Fellowship, are found brutally murdered. Who is this "Guardian", and what does he want? Who is behind this new "Fellowship"? And what is his connection to these happenings?

Only one thing is for sure. A Red Moongate summons you, back to Britannia and back to adventure the likes of which to shake your soul to its core.

Ultima 7 (part 1 of 2), can be a very large and confusing game. It has numerous sub quests, sideplots, and small diversions. Taken as a whole, this is a very huge game. The main plot, however, is very simple and easy to Walkthrough. However, to get the most enjoyment out of the game, explore it all on your own, do all those little side quests (truly that is the SPICE of life), and refer to this only if you are truly stumped.

If you are playing the SNES version of Ultima 7, please do yourself a favor, and throw that piece of garbage away. It is by far the WORST game port that I have ever seen. So throw it away, and go buy the Ultima 7 Complete, or the Ultima Collection to play the actual game the way it was meant to be played.

viii. General Strategies

How to Play the Game

Ultima 7, unlike all the Ultimas before it, is mouse driven. You barely use the keyboard for anything. To walk, move the arrow in the direction that you wish to travel, and hold down the right mouse button. (or double right click your destination) To use something, or to open your inventory, double click the object. To open your companions inventory, open yours, then open theirs. If you just double click them you will talk to them instead. You can also use items like food by double clicking. To pick things up, left click and hold, and drag the item to where you want to put it. Simple!

Battles

First and foremost your gonna need to survive all those battles that you will find yourself in.

Step One in this is preparation. Enter battles with plenty of party members, who are well equipped. Leather Armor is not well equipped. Even Chain Armor is not that good. Try to get all Plate, and Magic when you find it. Also don't give everyone the same type of weapon, as this will crowd them in one area, and they may hit each other. Give one person a sword, another a two-handed weapon, another a whip, then a crossbow, and maybe another throwing weapon like a Magic Axe.

Step Two, you have to recognize which battles to get into. A level three Avatar is not going to win against a Dragon all by himself (barring using another strategy that we will discuss later). In the beginning of the game, limit your battles to simple things like Headless, Bandits and maybe a Reaper. Then you can move on to harder battles like Cyclops, Dragons, etc.

Ok now you are in a battle, but things aren't going well at all, your party is disorganized, Iolo keeps shooting your own people, and Shamino just ran off in terror. As long as you know where everyone is, keep fighting. Stop Shamino right away since anyone who runs away will drop their items in an attempt to lighten their load (maybe to run faster), and quite obviously we don't want that to happen. Use potions and bandages (while in the paused Inventory mode) on anyone who needs it. And lastly make sure that the Avatar is actually attacking and not just standing around, since he doesn't actually finish enemies off, just gets them to the point where they run off or collapse.

If you want to cast spells in a battle, there are 2 ways. One is to cast the spell directly. The other way is to equip the Spellbook in your attacking hand and place the marker on the spell you want to cast, then enter combat mode, and attack. You will then cast your spell as the attack. Now for that strategy that I mentioned earlier. When confronted by a superior foe, and you know that under normal circumstances that you have no chance to win. Merely feed the Dragon (or whatever) a Blue Potion to put him to sleep. Hit him, and do it again. Simple. Especially since Blue Potions cost only 15 gold and can be used while in Inventory mode (unlike spells), so you won't ever have to get hit. A couple other things you can do is to use a Poison Potion and a Blue Potion so that the enemy takes damage in his sleep.

A few other things to remember: Spells. Remember that you do possess the magic ability. Some useful spells are, Poison, Curse, Protection, and Paralyze.

Sorting through all the items

There are a lot of items in this game. Innumerable keys, thousands of gold pieces, etc. It can be quite a mess to look through your inventory. So. . . Simplify! Get one bag, put all your keys in it (in early versions of the game you could "lose" keys when you went to sleep, if that happens to you, just take the bag out of your possession before you go to sleep, and take it back after you wake up.). Give one party member all of your gold-Iolo works for this, another all your potions and bandage-Jaana is ideal for this, yet another for all your food-Shamino or Dupre. Keep all PLOT items to yourself, i. e. Rudyom's Wand, Blackrock pieces, etc. Also keep the sextant and the map to yourself, and have another bag for Reagents. Also the best place for the Spellbook is in the slot right above the Avatar's weapon. You don't have to follow my item sorting strategy here, but try to keep things organized. Don't just give things to people then have to search everyone for it later.

So once you have a lot of items, and you want to sort them properly, but the game keeps saying "won't fit. "This is because every item in the game has a size as well as a weight, it's just that you can't really tell what the size is just by looking at something. Well there is a good way around this problem. Firstly, move all gold, food, and whatnot to other NPC's. If your item still won't fit here's what to do. Have 2 bags in your backpack and as many items as you can manage, then move your item into one of the bags. Even if you can't fit the item into your backpack, you may be able to fit it into a bag. . . that is still in the backpack.

Money

One of the best ways to get money is to slay dragon's in the Dungeon Destard. Each dragon is usually full of Gems. Take all their gems and sell them to the jeweler in Britain. Best thing is, there are always more dragons whenever you come back, no matter how many you kill.

Once you get to Minoc, and more specifically, the Mines there, gather all the Silver Serpent Venom you can find, and sell it in Britain at 50 gold a vial.

A more honest, and less violent, way to get money is to get a part time job in Britain.

There are several available. You can bake bread, gather pumpkins, or collect eggs.

Other ways involve selling things that you find along the way. You can sell Gems, Gold bars and nuggets, bags of flour, and mutton, and my favorite Silver Serpent Venom.

A dishonest (well sorta) way to get money is to gamble for it in Buccaneer's Den. In the House of Games is a Rat Race game, with the usual odds of 4 to 1, that is if you bet 100 and win you get 400, if you lose, you lose all. Since, however, the owners of the Games are in the Fellowship, once you join the Fellowship (and presumably wear your amulet) the odds improve to 6 to 1. Which means that you can place money on all the rats and still make money.

For example you put 100 on each rat, the race ends and you lose the 300 on the losing rats, but you gain 600 on the winning rat. (well technically you only gain 200) Then spread your winnings on all the rats again, and you will get even more money. You could start with as little as 4 gold coins and become a millionaire (I really recommend that you don't get too much money, as it makes the game unstable).

And finally don't forget the various treasure troves around the planet. There are a lot of places that are full of Gems and Gold Bars.

Nathaniel Dolynchuk has these strategies to add:

I talked to batlin about getting the package after the initial attempt failed when I had too much stuff (and for some reason NO ONE ELSE in my group took it), selected the

package option on the question menu and he gave the box to me. Immediately after that I spoke to him again the *package* selection on the question menu was still there! I clicked it again and he said the package message again. I checked my Inventory and saw that he gave me <<<<100 GOLD!!!>>>. So I did it again and BOOM! another hundred!! I keep on doin this and I keep on getting cash!! cool and easy cash.

Also, another tip on how to cheat those Fellowship loving pirates at the casino.

At the wheel of virtues, place a bet of one coin on anything and spin. Whether you win or lose doesn't matter. Then spin the wheel again without anything on the table, wait for the wheel to come to an ALMOST complete stop then quickly open your inventory to stop everything and put money on the color the needle is pointing to on the table (if the needle keeps on going after and goes off the color, just turn on inventory again and put your bet on the appropriate color, THEY WON'T NOTICE!!! HA HA!!). You can even place a bigger bet that just 100 gold by stacking the gold, doing more than 2 might not give back as much as it should though, but it will be a lot none the less.

Infinite Money Cheat: (from Cao Cao)

To do this, you have to talk to Batlin, then talk about his companions, Elizabeth and Abraham. Then talk to join Fellowship then he will give you atask:sending a package to the Fellowship head in Minoc. When he says,"will thou send this package?", say no, remember say NO!!Talk to him again about the package, and he'll give you the package as well as 100 exp. Somehow if you talk to him again you'll find a word Package, click it and you'll get the 100 exp again and an item. (the item that you'll get is the last item you take to your backpack and it must have a quantities of a minimal of 2, like 100 golds or 20 magic arrows)You can do this as many times as you want, not to mention you can get an infinite of magic weapon. (believe me, I give all my character lucky arrows, not to mention infinite ammunication?)Too bad magic armor can't be doubled.

Teleportation

There are 3 methods to get somewhere without travelling the distance. One isto cast the Linear Spell "Help" to get back to Lord British, Two is to use the Orb of the Moons (don't bother with the Blue Moongates), and 3 is to use"Mark" and "Recall". Since later in the game you lose the first 2, it isHIGHLY recommended that you "Mark" several significant places in the game early. Simply stand in the place you would like to teleport to later, cast mark and click the crosshairs on one of the colored stones. You can mark any location in the game, and to get back simply cast "Recall" and click on the stone that you "marked. "

Mark and Recall: (just a recommendation)

Red	Isle of Fire (after you beat it, mark the Isle of the Avatar)
Purple	Lord British's Castle
Green	Nicodemus' House
Yellow	Alagner's House
Orange	Destard (by the Sphere)
White	Penumbra's House (Moonglow)
Blue	Meditation Retreat (by the Cube)
Black	Buccaneer's Den

4. Minoc, "You'd almost think these two murders were related. . ."

Companions: Julia

Items: Silver Serpent Venom, Serpentine Dagger*

At the lumber mill just southeast of Minoc (63N, 74E) another brutal murder has taken place. Here the victims were 2 gypsies, Frederico and his wife Tania, who were critical of the Fellowship. The whole town has gathered to gawk like slack jawed yokels.

Investigate the murder scene, and note the Serpentine Dagger (take it) and the Fellowship Candlestick (don't take it). You can talk to the candlestick maker, Xantha, in the artists guild about it, and then you can also talk to Elynor about it. Everyone in town has a little bit of information about the crime. Also talk to the Pub Owner about Hook.

Now, however, go get rid of the package that Batlin gave you. Give it to Elynor, (77N, 57E) if you opened it she will be mad. You will also learn that the elusive duo, Elizabeth and Abraham have gone to the homeless shelter in Paws.

And finally go talk to the Gypsy woman, Margareta and get your fortune told. You'll have to head to Yew to comply with the fortune (to talk to a wisp), but this walkthrough is going to continue following Elizabeth and Abraham.

Other Things to Do

- Go to the Britannian Mining Company, and in the desk find the Blue Key, use that key to open the chest. Take the Venom (to sell in Britain). You can also check the book on the table for a reference to Blackrock or "B. R. "
- South of the sawmill is the Minoc Mine, go in and get all the Venom you can carry. (56N, 70E) Now what would a Mining Company need with a body altering drug like Silver Serpent Venom? It wouldn't be to further exploit their Gargoyle workers would it? Also in the mine is a Blackrock Lode that you can mine if you want. It is down through an illusionary wall.
- There's another mine (abandoned) north of the city. Feel free to explore it. (90N, 61E)
- The Fellowship Hall has 100 gold coins just sitting in a little box.
- Lastly, in the Artist's Guild, in the North room on the West side, in the 2nd barrel is a lot of trash, and a bag. Open the bag, take the Gold Bar, and the coins, search the dead bunny and get Starbursts (a weapon).

Subplot Alert

[Owen the Shipwright, Hero or Fraud?](#)

8. Yew, "Look at all those cuddly Ewoks. . . I mean Emps"

Companions: Tseramed*

Items: Tseramed's Arrows, Honey*

We're in Yew looking for Wisps (remember the Gypsy's prophecy?). Go to Empath Abbey (78N, 59W) and talk there to Taylor the monk about the Wisps. He will reveal that Emps are able to talk to Wisps, but that Emps will only talk to you if you are carrying Honey. Lucky for us there is a Bee Cave here! (56N, 54W) First get the smoke bomb from the monk, Taylor, and then go talk to Tseramed about the Bees and get him to join. Go to the Bee Cave (you can talk to the Nudists if you want), go all the way through and get the Honey. Use the Smoke Bomb if you don't want to fight all those Bees. The best method, however, on avoiding the Bees, is to take the honey and teleport away, preferably to a Marked Stone somewhere near Yew.

Now go talk to the Emps (56N, 10E), most noticeably the Emp Trellek. Talk to him about the Wisps, and he will want to join your party, but needs permission from his wife, who in turn needs permission from the elder, Salamon. Salamon will give you permission only if you stop Ben the logger from cutting Silverleaf trees. (42N, 47W) Do so, and come back. Get permission from

Salamon, then talk to the wife, she now says she doesn't want Trellek to join. Trellek has a solution to all of this, he makes you a Wisp Whistle.

Go to the Wisp Castle (46N, 12W) or talk to any Wisp you can find. The Wisp tells you that the Time Lord wishes to talk to you, but if you want more information you will have to go to New Magincia and get Alagner's notebook.

Subplot Alert

[Mysterious Monk](#)

[Nastassia's Father](#)

[Flowers for the Healer](#)

[Tax Dodging Nudists](#)

Other Things to Do

Unlock Nicodemus' house (its magically locked, get Unlock Magic from Nystul), and take anything in his house that seems interesting. Then buy some spells from him. Mark a stone by his house (green).

Go to Iolo's house not much here, but there is a note from Gwenno that states that she has gone on to Serpent Isle.

Bloody Shrine

At (56N, 32W) there is a shrine with a lot of blood on it, and a Magic Shield. To the north of it, is a wizard's camp, he has some reagents and a lightning wand.

More Brigands

At (47N, 8E) is a camp of Brigands, they have a Magic Armor and a Magic Bow, as well as some other stuff.

9. Serpent's Hold, "Make it so!"

We're supposed to go to New Magincia, but for now we're taking a small pit stop in the Serpent's Hold. Again, if you'd rather not, skip down to "10. New Magincia".

Serpent's Hold (53E, 165S)

Items: Magic Boots, Magic Sword, Sword of Defense, Fire Sword, Great Dagger, Juggernaut Hammer, Magebane, Magic Axe

Search the bottom right room's chests for some Magic Boots. In the pub, open the fish (the only one looking up) for a key. Fly to (177S, 36E) and land (it is possible), now go into the cave. Go to the right and around all the water to get to the Locked Chest, which opens with the key we found in the fish. Take the key inside and go back to Serpent's Hold. Now using that key you can open the door to all those Magical Weapons!

How do you open the chest in the Hall here?

Jeff Tham says: The chest in Serpent's Hold can be opened from the key found at the 'X' near Vesper (48N, 138E).

Serpent's Hold, The Next Generation

You may notice that the cast, I mean residents, of Serpent's Hold all bear a striking resemblance to the cast of Star Trek: The Next Generation. Don't believe me? Here's the comparison:

John Paul	Jean Luc Picard
Richter	Cmdr. Riker (2nd in command to John Paul)
Denton	Data (he looks like the Tin Man, never takes his armor off)
Horffe	Worf (Horffe is head of security)
Tory	Counselor Deanna Troi
Jordan	Giordi La Forge (note how Jordan is blind?)
Leigh	Dr. Beverly Crusher (Leigh is the healer)

Talking to them with this in mind it becomes even more obvious (to anyone who watched the show regularly that is). It is still unclear who Pendaran, Jehanne and Menion are supposed to be.

Parrot's Island

Items: Magic Gauntlet, Magic Boots, 4 Glass Swords, Rings, Gold Bars, etc.

Remember that smart mouthed bird? (if you don't, then go talk to a parrot, and hit him with a gavel) Well now we're gonna get his treasure! Fly to the island at (168S, 28E). Avoid the invisible caltrops (traps), and take all the wonderful treasure inside!

Note: If you MOVE the Caltrops, even though this is a very smart thing to do, your party will act as though you are a dirty thief for doing so! So that means that you have to actually TAKE the caltrops to MOVE them.

Subplot Alert

Who Defaced Lord British?

Tory's Baby

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The Crypt

Here's another bushel of treasures, you can decide for yourself if this one is cheating or not. Go to (53S, 65W) and notice the statue to the left of the Crypt. On the left side of the statue is a lever (you can BARELY see it), flick the lever and the wall on the crypt will open. Inside is a nightstand filled with a set of Magic Armor, Rings, the Soul Cage, and a few other Skara Brae Plot Items. It is recommended that you get this AFTER completing the plot in Skara Brae, as it may screw up the plot here. (I'm not sure if it does mess the plot or not, but better safe than sorry)

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12. Alagner's Notebook and the Time Lord

Go back to New Magincia and tell Alagner that there are no answers to the questions of Life and Death, he will then give you a key to his storehouse.

The Storehouse

Items: Notebook*, Gold, Reagents, Lightning Wands, Potions, Rings

Walk into the Storehouse from the illusionary wall in the east side, and use your key to open the locked door. Flip the switch, then use lockpicks on this locked door. Flip the bloody switch, and go up past the teleporter to the iron door. Cast telekinesis on the switch to the left to open the door. Go up. Stack the crates to get onto the table, and make a staircase up to the locked door (which opens with the key Alagner gave you). Take the Notebook, and anything else you want.

Wisps

Go back to Yew and talk to the wisps (if you marked the stone, go straight to Nicodemus' place) and they will tell you that the Time Lord requests an audience with you. Seems he got stuck in the Shrine of Spirituality, and can only be reached by use of the Orb of Moons (put it NW of yourself, the normal Moonglow position).

Time Lord

The Time Lord is locked in a Cylindrical Cage. Turns out that he was the one who sent the Red Moongate to summon you, but he missed and you ended up in Trinsic instead of coming to him. He also tells you that a powerful being is attacking Britannia, and that the Guardian trapped him there. To get him out you need to go to Dungeon Despise (NW of Britain) to destroy a large Magic Generator in the shape of a Sphere.

Alagner Murdered!

Going back to New Magincia to deliver the notebook back to its owner, you will discover the third murder site, Alagner. Look in the Crystal Ball to see the murderers. Seems that notebook was rather incriminating (the wisps sold the notebook's contents to the Guardian, and he in turn ordered the murder. So in a way you are responsible for this one)

Despise (and Selwyn's Tower)

Items: Complete Set of Magic Armor, Gold, Magic Wands, Reagents, Rings, Lightning Whip, Sword of Defense, Fire Sword, Magic Bow, Magic Sword

Now is a pretty good time to go to the dungeon Despise. On the way to Despise is a thieves campground, they don't have much, but they do have Honey. (21N, 6E)

There are multiple entrances to Despise, you want the one where the Magic Carpet was found (8N, 30W).

Despise is an annoying dungeon with many teleporters. Also it has quite a bit of treasure in it if you are willing to look for it. First off, go up past the Fire Field, past the intersection, and then when you are teleported (it's subtle watch for it!) go to the right. Then go down the right path (the left path has a little water on it) and you'll be teleported again. Continue down and find the Magically Locked door, open it and go

13. The Tetrahedron, "Stone Harpies are the Devil, I tells ya!"

Go back to the Time Lord first (NW Orb of Moons) and talk to him. Specifically mention "Moongate". He tells you that you need Nicodemus' Hourglass. Also he mentions that once inside that there is a pattern to be observed.

Nicodemus, Yew

Use the recall on the marked stone to go straight to Nicodemus' house (told you that would come in handy) and talk to Nicodemus about the hourglass. He tells you that he sold it to the Antiques dealer in Paws, but that it lost its enchantment and he can't re-enchant it with the Ether the way it is.

Paws, Hourglass

Items: Nicodemus' Hourglass*

Go to Paws now, and talk to Beverlea in the House of Items, and buy the Hour-Glass (5 gold), and take it to Nicodemus, who suggests that you repair the Ether first. Talk to the Time Lord and ask him how to "fix Magic", and he tells you to talk to Penumbra in Moonglow.

Penumbra (25S, 179E)

Take 4 pieces of Blackrock with you to Moonglow. Penumbra has been asleep for the past 200 years, and therefore hasn't been affected by the changes in the Ether (lucky for you). To open her door place a these items by the goldplate in front of her door: hammer, gold ring, lockpick, thread, and a goldcoin, followed by another form of gold. After that the plate will turn into a key. (you can get a gold ring from Zelda's room, you can make thread in the clothes shop)Place the 4 blackrock pieces on the 4 pedestals and use the orange potion on the table to awaken her. She will ask you to repair the Ether (which is why we came here anyway!). She will then tell you to get the Ethereal Ring so that you can survive near the Tetrahedron, and that Draxinusom was the last owner of the Ring. And finally she tells you to bring the Ring back so that she can enchant it.

Ethereal Ring

Items: Ethereal Ring*, Rings

Go to Terfin and talk to Draxinusom (167S, 114E) who tells you that he sold the Ring to the Sultan of Spektran, so go there now (144S, 89E). Talking to the Sultan reveals that he is quite insane and that the Ring is safely locked away behind him. He doesn't care if you go take it. . . he he. Go into the room behind him, kill the Stone Harpy and take the Key on it to open the door. (*CAUTION* Stone Harpies are not easy things to kill!Plus the Demon Swordrefuses to kill it)Take the Ring. Go back to Penumbra and have her enchant the Ring.

Deceit (2N, 177E)

Items: Magic Armor, gold, gems, Glass Sword, Little Tetrahedron*

Penumbra tells you to go to Deceit to destroy the Tetrahedron. The dungeon isn't so hard. Go up through the magically locked door and then through the left passage going up. Run past all the arrows shooting at you, and then go up. Take the left passage up and go through the wall. Continue up through the Magically locked door, (take the top passage right to fight a dragon and get some treasure) go right through the middle passage, go through the wall. Don't bother with the switch, and go down past the door

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and go right through another wall. Go up to the closed door, cast telekinesis on the switch to open the door. Make sure to wear the Ring, AND leave your party outside of the room with the Tetrahedron (they can come into the dungeon). Walk into the Tetrahedron as you would a Moongate, and slay the weird Red Beast inside (you can either use your Demon Sword or a Glass Sword, or if you are very brave just attack him normally). Double Click on the little Tetrahedron inside to destroy the machine. Grab the Little Tetrahedron and leave.

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15. The Cube, "Oh no, the worst enemy of them all. . . the Borg!"

The cube is located on the scenic Meditation Retreat (173S, 85E), so go there. Remember the cave to the north that you were forbidden to go into earlier? Go in it. You can talk to Gorn if you want, but he is on the Guardian's side and may get mad at you. Continue through the cavern and you will eventually be confronted by a Female Warrior. Ignore her and continue to the Cube. You will be hurt by the noise near the cube and have to leave. Use the Hour-glass to talk to the Time Lord to discover that you need "Special Helmets" made out of Caddellite, and tells you to talk to Brion at the observatory for more information. Mark near the cube, and teleport to Moonglow (assuming you Marked near Penumbra's house). Brion tells you that a meteor hit near the NE sea and that Zorn could make a helmet out of Caddellite.

Ambrosia

Items: Caddellite* (1 for each member of the party), Magic Helm, Magic Sword

The meteor hit Ambrosia (93N, 187E) so go there now. There is some treasure at the SE corner of the island. Go into the cave. (ignore the fairy, seriously) Eventually you will end out facing a Hydra, talk to him, and then defeat him. The room to the south of the Hydra has a meteor and your Caddellite pieces. Get enough for your entire party.

Zorn's Helmets

Items: Caddellite Helmets*

Go to minoc and talk to Zorn about making some helmets from your special ore, caddellite. He will very quickly make you some helmets.

The Cube

Teleport back to the Cube, wearing your new helmets of course, and walk into the Cube. The Cube is a very difficult (well. . . for me it was) maze. As you walk you will step on switches which will create bridges, and destroy them. There are also traps in here, so beware! (also note that you cannot cast spells here, so having a potion or two could help) Here's what to do:

- Walk forward to create the first bridge.
- Walk all the way to the left (it will destroy the first bridge and create a new one)
- Go up that new bridge, and continue up as far as you can go. (this creates two new bridges)
- Go down and left on the new bridge, and then all the way up.
- Go right across the bridge, down, and then right. (this should create 2 new bridges, but if it doesn't, then move around a little), go down all the way across the bridge, and then come back up.
- Go back left across the bridge, and then up all the way.
- Go left all the way, then right, and down the new bridge.
- Go left all the way, down the bridge, and then right, and down the bridge (you still can't reach the Cube from here however)
- Go back up, left through the Fire Fields, and up again.
- Now, go right all the way, and down the bridge, and then right, up and right.
- Go down, then left across 2 bridges, then back to the right off one

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- bridge and go down and right, then up all the way.
- Go back down, then left, then down again, and a little to the left and then up the bridge, and up the other bridge.
- Finally go left all the way onto a Fire Field, and then up and onto the Platform with the Cube on it.

Don't forget to get the little Cube.

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17. The Black Gate

Make sure you have the following items: Rudyom's Wand, Cube, Tetrahedron, Sphere, and the Black Gate Key.

Go to the Isle of the Avatar (170S, 178E), the Black Gate Key will open the doors here. Go into the cave to the left, and open that with the Key as well. You will now be in a room with the Guardian's throne. There isn't much time till he comes! Walk through the northwestern tapestry and flip the switch. Go through the north doors. Go up, to the right, and up through the metal doors. In the north room are 3 switches, they control which of the 3 rooms is open. Flick the left switch, and if the left winch moves then go to the far left room. Search the woman for a key, move the barrel and flick that switch. Go down and to the right until you get to a locked door, use your new key to open it and go right. You will now be in a lever puzzle. Once your past that (you want to get to the switch in the middle) go down, flip a switch to go left, fight the guys here, go to the well and get the key. Continue down.

Open the locked door with your new key, kill the Paladin here (he has a full set of Magic Armor!) and take his key to open the next door. Get the key and step on the teleporter. Down and to the left is a Dragon with a lot lot LOT of treasure. However, from the teleporter, flick the switch and go up into a Fellowship Meeting Hall. Move the Medallion to open the passage to the north. Go up. Pick the door to the north and go up again. Go past the statue through the wall up, into a room full of traps and a Liche. Continue going up. Then after awhile go onto the left teleport pad, and continue going up. Dispel the Energy Fields and go onto that teleporter. Step on the purple teleporter here, and go right through the illusionary wall. There will be a chair in the center of the room. Sit in it twice, and go through a wall to the south of the room, search the body and the backpack to get a blue key, then go back to the throne room and then go through a wall to the NE (on the north side). Go up and open the 2 locked doors (one's Magic the other requires that blue key). Sit on the Throne of Virtue, and go back to the Throne of Chance. Sit on it again, kill the Liche (if there is one) and walk through the wall to the NW (on the north wall) step on the teleporter and you are at the Black Gate!

Kill the people there (if you want), and put the 3 blackrock pieces into their corresponding holes to disable the shield around the Black Gate, then use Rudyom's Wand on the Gate to win!



Yay! You won! Congrats! Sit back and enjoy the endgame sequence.

And then prepare yourself for the most similar game ever, Ultima 7: Part Two!

Trinsic

None!

g. Moonglow

Balayna's Doubts

Talk to Balayna in the Fellowship Hall and she'll spill out her doubts about the Fellowship, and the Head of the Fellowship in particular. If you talk to Rankin about Balayna's Doubts, he will ask you to give her a vial, if you do she will keel over and die. If you don't she'll mysteriously vanish. If you talk to Rankin after she's dead or vanished, he'll offer some lame excuse for her absence.

Zelda's Affections

Talk to Phearcy the bartender, who asks you to get some gossip on Zelda. Go talk to Zelda up at the Lycaenum, and she'll tell you that she is attracted to Brion. Talk to Brion who admits that he has no feelings for Zelda. Then go talk to his twin brother Nelson who admits that he has quite the crush on Zelda. Then go tell Zelda the news. Go back to Phearcy to get your food.

Brion's Orrery

Talk to Brion about the telescope, and the subject of an orrery will come up. He will tell you that an Astrological Event will happen soon, and that such an event only happens once in 800 years. Say "BYE" and he will insist that you look at his collection of odd junk. Look at the crystals, and he will offer to make you a portable orrery viewer. All he needs is one more crystal. Well Addom has one, go buy it from him (he's usually in the pub) for 20 gold. Then come back and Brion will make the Orrery for you. The orrery will show you how close you are to the end of the game, based on how close the "Astrological Alignment" is to happening. When you are near the End of the Game, the Alignment will be very close.

Morz

There are 3 farmers in Moonglow, Cubolt, Tolemac, and Morz. Tolemac just joined the Fellowship and wants Morz to join as well. Talking with Cubolt, he'll ask you to try talking to Tolemac and Morz to talk them out of the Fellowship. It won't work with Tolemac, he's too far gone, but Morz will listen and avoid the Fellowship. Just don't mention his stutter in any way.

j. Serpent's Hold

Who Defaced Lord British?

It would seem that someone doesn't take too kindly to the current regime (like any of them were alive before Lord British took over, i. e. Lord British has been in every Ultima game!) and has defaced the statue of Lord British at the entrance to the Hold. Talk to Lord John Paul first, and he will ask for your help in solving the crime. Then go talk to Denton in the pub, and ask him for help. He tells you to go talk to Sir Richter. Richter will give you some stone chips to help with your investigation. Now go talk to Leigh, the healer, and ask her to examine the stone chips that you just got. There is Gargoyle blood on the chips, and there is only One Gargoyle on the island, Horffe. Talking to Horffe will reveal that he didn't do it, but that his blood was spilt defending the statue from an unknown vandal. Tory then directs your attention to Jordan. Jordan says that the night of the incident he heard Lady Jehanne cry out during the night. Go to Jehanne now. She tells you that it was Pendaran who did the heinous deed. Confront Pendaran with your knowledge, and he will eventually confess. Finally go tell John Paul of your findings.

Tory's Baby

Talking with Tory, you will discover that her baby Riky has been taken away by Harpies, and that the knights have given up. Agree to find Riky. Riky is on the shrine of honor (151S, 9W) south of Trinsic. Kill the harpies and take Riky home.

k. New Magincia

Three Pirates and a Locket

A trio of Pirates were shipwrecked on the island recently. Also Henry lost the locket that he was going to give to his true love, Constance. Could these 2 events be related? (by the way. . . their ship was built by the great Owen of Minoc! Ring a bell?) Talk to Henry to learn his tragic story of his lost locket, and consequently, his lost love. Seems also that he lost the locket after talking to the 3 pirates. Agree to help him find it, and then go talk to Sam about the locket. Now go talk to the three pirates. Robin, the well dressed pirate, tells you that he lost a locket, his own locket. One of the other pirates says that the last time they saw the locket was back in the pub. Go talk to Boris, the pub owner, and he will confess that he stole the locket from Robin. Seems his wife Magenta found the locket and assumed it was a gift to her. Tell her that Boris stole it, and she will give it to you. Go talk to Robin again and he will reveal his plan to kidnap Constance and sell her in Buccaneer's Den. Don't reveal where your boat is and he will attack you to keep his secret. Return the locket to Henry. And finally go inform Constance of all that has happened.

I. *Buccaneer's Den*

The Pirate Friends

Talk to Mole and find out that he misses his friends Blacktooth; they had a falling out. Talk to Blacktooth and he will say he misses Mole too. Tell both of them the other's feelings and they will be friends again. Isn't that precious?

Note: This one gives you 10 exp every time you complete it, with no limit to the amount of times you can do it.

A. Isle of Fire Walkthrough

Before going to the Isle of Fire, make sure to have at least 6 companions with you, and that they are all reasonably well equipped. You may also want to buy some spells, like Telekinesis.

The Isle of Fire is located at (42S, 125E). It is a very good idea to mark the entrance to the Isle of Fire, for 2 reasons. One, if you die you can teleport back, and Two, you can leave at any time and come back instantly. I marked my Red Stone, because its called Isle of Fire.

Entrance

Talk to Erethian. He'll mention a great many things. Do not mention his blindness. Or he'll get mad at you. In the very back of the castle are 3 statues.

Test of Truth

Talk to the very back statue (he's an old man, possibly a wizard) and you'll be teleported to the test. Walk down, then into the large chamber (avoid the middle of the room with the X), then go to the hallway to the left. You should see a small article of clothing in the hall. Go north through the wall from that point. The illusionary hallway forks to the right and up to a chamber. Flip the switch and get the Pendant.

Your INT and MAGIC will be raised to FULL now. He also tells you that the Psyche is returning to the Core. Hmmm. . .

Test of Love

Talk now to the statue of the woman. Then go through the Blue Moongate that is in the room to the south of her. The entrance to it is in Erethian's room, click on the wall to open. Go through the moongate. Take the bucket. Go to the small desert and talk to the Golem standing there. Agree to help his friend. He also gives you a book. Read the book and a page will fall out. Pick it up (it's the spell you'll need to cast). Go into the cave north of there. Take and equip a pick. Go through the cave until you are outside, step onto the small clearing to be teleported. Now go out from this new place. Put the bucket by the rock with the tree on it, now use (double click) the pick on the tree itself so that the bucket fills with blood. Go back to the Golem, put blood on the circle of rocks, and cast the spell. The Golem will dramatically sacrifice himself for the fallen Golem. And the other Golem will be revived. Of course now he wants to save his companion, and rather than sacrifice himself (that could go on for a while if they kept sacrificing themselves) he asks you for the book that the other Golem gave you, give it to him. Again take the pick and the bucket and go back to the tree. Use the pick on the tree to get the heart, then get the blood as last time. Take the heart and the blood back to the Golems. Put the heart in, the blood on the stones, and cast the spell. Talk to the smart Golem after the other one has been Raised, to get the Talisman.

Your DEX and COMBAT will be Maximized!

Test of Courage

Talk to the Paladin Statue, then go into the room on the right with the Mirror that seems alive. Talk to it. It is a Daemon named Arcadian who is trapped in the mirror. Agree to help him out, and he'll ask you to find a small Gem in the Test of Courage. Mind you

well that this test is not the cake job that the last 2 were. This one requires a lot of fighting. Once you're good and ready go through the moongate.

The first room contains a Mage, and some skeletons. Did I mention that the Mage is summoning a Liche? I suggest you don't let him. The mage has a key on him. Also get the Magic Gauntlets off one of the corpse's, and another corpse has a Magic Armor and a Magic Gorget. A dead female mage has another key, the exact same key that the other Mage has. The 2 Red Moongates here do nothing so ignore them.

Going to the right you'll be attacked by 2 stone golems. Not an easy battle. Unlock the right door with either key you just got. Once you're past them you need to flick 2 levers to go to the next room. One lever is north, the other east.

Go west and into the next room. Kill the Drake here. The female corpse here has a Magic Shield. Pick the locked chest, and take the Glass Sword. Go to the room on the left side with the crystal ball in it, and place the Glass Sword on the Black Area to get the next key. Go through the north door. Go to the right, then up and get the Magic Helm (but don't equip it yet). Now go down fight the Golem, then right and fight another Golem and some slimes. Go down here, then right, and then up. Kill the Gazer, and then go to the left and up. Get the Great Helm, and put the Magic Helm in its place. Go back to where the Magic Helm was and put the Great Helm on the pedestal.

Now go to the room with the trolls in it and go right from there. The passage to the north leads to the BOSS, but first search that blackened corpse for a Magic Axe. Go into the room. A corpse on the left has a triple crossbow. The blackened corpse in the center of the room has a Glass Sword. Get it and equip it. Dracothraxus will talk to you, then attack him with your Glass Sword. Then he offers to give you a Gem, and take it. Mark the location, then cast Recall to go back to the entrance of the Isle of Fire.

Talk to Erethian about a "powerful artifact" to defeat Dracothraxus with. Hethen summons some Blacksmithing equipment, and gives you a Blackrock sword to forge. It's easier to work if you ditch your party to the side.

First, use the well and bucket to get water to fill the trough. Now equip the hammer in your hand, and place the Sword on the coals. Push the bellows until the sword is white hot, quickly move it to the anvil, and use the hammer (double click) on the sword. After a while of this you'll discover that the sword, although finished, is too unwieldy to use as a weapon.

Talk to Erstam about it and he tells you to bind a Magical Source to it. Remember the Daemon? Go to the mirror and talk to Arcadian. Then you must use the Gem on it. The Daemon is now trapped inside the Gem. Talk to him now about the Black Sword, and then tell him to Bond himself to the sword. You now have the Demon Blade!

Cast Recall to go back to Dracothraxus's chamber, then talk to the Demon Blade, and ask him to kill Dracothraxus. Dracothraxus dies, and tells you to go on the moongate to the north. Go up there, and get the last pendant.

The last statue will MAX your STR! And he tells you to get the Talisman of Infinity, and that the scroll of infinity will tell you how to find it.

Talisman of Infinity

Pick up the scroll in Erethian's room and talk to him about the Talisman of Infinity, and then talk to Erethian. He says that you will need the Convex and Concave Lenses.

Teleport (using Help) to Britain, grab the lenses and teleport back. Go to the room with the Dark Core, and place the lenses to the left and right side. Then put the Talismans on top of the Dark Core. The Talisman of Infinity will appear and start to expunge the Dark Core to the Void. Erethian will appear to try to stop this and get destroyed.

E. Cheating

Debug Menu Cheat

This cheat must be activated before you even start the game. At the command line type:

```
ultima7 abcd<alt-255>
```

<alt-255> is a character code, that looks suspiciously like a space. If you've never done "Alt Codes" before this is how they work: Press and hold the ALT button, press 2 5 5 on the numeric pad (its on the right side of your keyboard) and let go of ALT.

In the game, press

- F1 to bring up a list of Commands for cheating
- F2 to bring up the Debug Menu.
- F3 to bring up the Teleport Map
- F5 casts any spell (hit F5, push number of the spell, select who gets to cast it, and if needed select what to cast it on)
- <ALT> 4 - dumps contents, used to see what someone is carrying. Try it on Lord British.

The Debug Menu should look exactly like:

```
[b]usiness schedule[h]ack mover. . . : No
[d]o Schedule. : All[l]ocation. . . . : Off
[g]ame flags [i]nspect
[n]umber ID. . . : Off[m]odify Npc
[t]eleport [u]nk BugChkin : Yes
[p]ower Avatar: Off[q]ueue Toggle. : Off
[s]et time [c]reate item
[+-] Time Rate: 1[a]ctivity dump
[f]ollowers. . . :* No* [X]it
```

For the purposes of this debug menu, the avatar is considered NPC 0, with everyone else in the game numbered as well. Choosing "Number ID" will show all the NPC numbers.

- "Hack Mover" allows you to pick up all objects, including the scenery. Nothing is more fun than picking a mountain apart to see how it ticks. Also you can pick yourself up.
- "Followers" brings in everyone that can join your party. (up to the maximum number of followers anyway)
- "Game Flags" will show you the flags. For example, if you walk into a room and something is supposed to happen, what actually happened was that you tripped a game flag that told the computer to do something.
- "Create Item" is just what it says. You can create EVERYTHING, including an Avatar Corpse! Creepy!

Now a little bit more on the "m"odify NPC option. You can modify every NPC in the game, including all enemies. You can affect their (or your) stats, status, and make them do things, called a "business activity". Typical business activities are "preaching" (what

FFFF F↑ KRMIHMT4 TTM LFAMMTM XNIMM

the Fellowship people do) "baking", "follow avatar", etc. If you set yourself to preach in a Fellowship Hall, you will do exactly what Batlin (or the others) does. Creepy. The best "status" change you can do is to make yourself Ethereal, which is essentially a walk through walls option. Very fun, but remember you cannot go up stairs, or go up in any way at all while ethereal; instead you will walk through the stairs. To go up a level while ethereal use the Hack mover and pick yourself up.

****WARNING!!!**** Doing any of the above cheats can result in a corrupted savegame. You may not be able to pass the game if you cheat! So don't save it if you cheat and don't cheat unless you don't want to pass the game. You shouldn't cheat anyway. . . what kind of Avatar are you?

Exp Trick

Talk to the 2 pirate friends (see SUBPLOTS for Buccaneer's Den) and get 10 exp, there is no limit to the amount of times you can do it. Although this isn't a very efficient way to gain experience.

Lord British Catches you Cheating

One funny thing to do is to teleport to 209,407,0 (Hex coord). It is a room in the mountains that can only be reached via cheating. And it really pisses Lord British off! The time I did it, he teleported there and started attacking me, calling me a cheater, and whatnot. Then if you access the cheat menu, all it will say is "Oink".

Every Item, In Trinsic (a7,978,0) and (73b,477,0)

Go to the Blacksmith house, and stack the crates to form a ladder to get onto the room. Climb up there and walk behind the chimney. You will be teleported to a room that has every item in the game (including PLOT items like the Rudyom's Wand, the 3 Blackrock pieces, etc), and teleporters to every major location in Britannia. Another way to get to the teleporter room is to place an object (anything that you can climb on) to the left side of the bottom tree to the right side of the Gargoyle's house in Britain. Then climb on and it will teleport you to the room.

Isle of Fire, Secret Chamber

On the Isle of Fire in the Test of Love, at the Stone of Castambre, right next to the Stone is a lever. Flick the lever to open a passage in the previous dungeon to a room with 9 Glass Swords, a Death Scythe, and a Firedoom Staff.

Maybe We Could Just Censure the King

Lord British is hiding a secret. He's having an illicit love affair with the chambermaid of the castle. Sounds suspiciously Clintonian. The only way to get evidence of this, is to kill Lord British, and read the Will on his body. He can be killed very few ways. One is to use the Demon Sword on him, Two is to use a Cannon on him, and Three is to cheat him dead, and lastly, everyday around noon (i think) he stands underneath the sign "Lord British's ThroneRoom" double click the sign, and it will behead the king.

What if They're Dead, Sir?

Where do people go when they die? Why, the House of the Dead, of course! There is only one way to get here, and that is to use the Debug Menu Teleport. It is located at 5a8,508,0. However, it's empty around the start of the game. So, say you kill someone, and then you teleport here, you will find them here lying down. So what is left back in

↑↑ F↑↑↑↑ F F F F F TTM F FKK F FTM BF F F↑ QJPKL73

FFFFFT KRMM+T4 TTM KFAKMTM XNMM

the real world? Their corpse is considered an item, not an NPC, and all NPC's have to be somewhere in the world, so they are stuffed here. Resurrecting them will destroy the corpse-item and bring them back.

Troll Doll

One of the actors in Britain has a Troll doll in his possession. To see it either kill him, or <ALT>4 him.

Alagner's OTHER Study

Remember looking into the crystal ball at Alanger's place and seeing him murdered? It's actually a place! Teleport to a82,974,0. Of course if you teleport in on someone getting murdered, you're likely to get attacked yourself! And just to the south of this study, is another study! Wow, that's three! In that one Alagner is working (it's what you see if you look in his crystal ball before he is murdered).

Usecode

Everything anyone says in the entire game is stored in the file called "usecode". To change what someone says, merely open it up and change it. NOTE: This is not recommended, plus you cannot change the LENGTH of what someone says, just the message. If the text starts out 10 letters long, it has to end out that long.

Those Wacky Programmers

If you sit through the entire credits sequence (at the title screen there is an option to "View Credits", don't you ever pay attention?), then a new option will appear, "View Quotes". You will get to see what was on the programmers' minds when they made this game. Oink.

TF FTTAF FFFF F TTM FFK FSTM BF F FT QIPK4F4

G. Keyboard Commands

i - opens your item screen, each subsequent "i" opens each member of the party's item screens.

z - opens your stat screen.

c - combat on/off

s - save/load screen

v - version

h - left/right handed mouse

ESC - gets rid of all windows on screen

J. Final Words. . .

[Weapon Locations from "The Void"](#)

[Some Britannian Locations from the Ultima Web Archive](#)

Special thanks to

Nathaniel Dolynchuk for information on getting gold from Batlin, etc.

Jeff Tham for telling me where the Serpent's Hold key is located

Shameless Self Promotion

I have also written FAQs for:

NES:Disney Adventures in the Magic Kingdom

Final Fantasy -- Magic FAQ

The Legend of Zelda

SNES: Aerobiz

Aerobiz Supersonic

Utopia: Creation of a Nation

Genesis:Starflight

PSX:Thousand Arms

PS2:Madden NFL 2001

PC: AD&D Rules FAQ

Baldur's Gate & Tales of the Sword Coast -- Walkthrough

-- NPC Guide

-- Creatures List

Baldur's Gate II -- FAQ/Walkthrough

-- Item Listing

-- Class FAQ

-- Creature List

Colonization -- the Single Colony Strategy Guide

-- the Cheat Guide

Drakan: Order of the Flame

Dungeon Hack

Icwind Dale & Heart of Winter -- FAQ/Walkthrough

-- Item List

Master of Magic (revision)

Pharaoh (currently being edited by Red Phoenix)

Planescape: Torment -- FAQ/Walkthrough

-- Item List

Rollercoaster Tycoon

Sid Meier's Alpha Centauri

The Sims

Ultima 4: Quest of the Avatar

Ultima 7 Part 2: Serpent Isle

Ultima Underworld -- Keyboard Commands

Ultima Underworld II -- Keyboard Commands

-- Spell List

All of my FAQs can be found at:

<http://www.gamefaqs.com/features/recognition/2203.html>

the ASCII art was created by me, and that is why it doesn't look as good as some of the other ASCII arts' in my other FAQs:

This FAQ was written mostly using the GWD Text Editor:(shareware)

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

I'm now an Ultima Dragon!Tasmusu Dragon, UDIC (<http://www.udic.org>)

Version History

Original Version (2-22-99, 104k)

Changes in 1. 1:(2-2?-99, 106k)

fixed the lettering in the Appendix (there were 2 "F. "s before)

fixed the Contents

added to "food" and "spells" sections

other small and sundry changes

Changes in 1. 2:(3-2-99, 108k)

added new money making scheme

added to the cheat section

fixed a rather embarrassing error

added note on SNES version

various small and sundry changes

Changes in 2. 0:(3-7-99, 123k)

Completely revised, reviewed, and rewritten

redid the ASCII art

added Almanac section to appendix (ugh. . .)

redid the monsters section

redid the Spells section

new online resources

Changes in 2. 1:(4-12-99, 123k)

Fixed some spacing problems

Changed "Erstam" to "Erethian" (oops!)

Added Shameless Self Promotion

Changes in 2. 15:(5-25-99, 125k)

Added trick to Pirate Friends Sub Plot and Cheats

Small Format Changes involving the Contents

Small Format Changes involving "Other things to do" in the Walkthrough

Small Changes

Changes in 2. 16(7-20-99, 126k)

Added another online resource

Generally cleaned things up a bit

Small Changes

Changes in 2. 2:(9-29-99, 135k)

Format Changes Mostly

Small Changes

Changes in Version 2. 3:(2-12-00, 138k)

Format Changes (again)

Other Small Changes

Changes in Version 2. 31 (4-26-00, 140k)

Updated the Format

Other Small Changes

Version 2. 4August 21, 2000141k

Changed over to the newest format. Updated the Shameless Self Promotion,

and most excitingly, added a new Utility!Check it out, it allows Ultima 7

to be run directly from Windows 95/98!You can find it in "Online

Resources".

