

UltimaDot Presents

Ultima 7: Part Two

The Serpent Isle

& The Silver Seed

The Complete Guidebook

By
Dan Simpson



Colophon

The RPGdot version of the Complete Guide to Ultima VIII, the Black Gate is based on Dan Simpsons text-only Guide 'Ultima 7: Part Two, The Serpent Isle. The Complete Guidebook', Version 1.4 October 16, 2000

Author: Dan Simpson

Editing and lay-out: Frank Rieter-Lambers

Email Policy:

If you are going to email me (Dan) about this game, please put Serpent Isle as the subject.Or Ultima 7 Part 2.Also please realize that I am not hiding cheats or any other information, i.e. everything I know about Serpent Isle is in this guide. If you see any mistakes, or have anything that you want to add please email me!I will, of course, give you full credit for your addition, and be eternally grateful to you.

You are welcome to mail any comments on the lay-out, screenshots or maps to RPGdot. Frank Rieter-Lambers, email: Parcival@rpgdot.com or ultima@rpgdot.com

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What's New in 1.4:

Added a trick to keep items from the World of Dreams from Geoff Bateman.

Other small format related changes.

For a complete Version History, check out the Final Words Section at the end of the FAQ.

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i. Introduction

Eighteen Months have passed since the destruction of the Black Gate and the ismantling of the Fellowship. A recently discovered scroll reveals that the Guardian isn't through with Britannia yet, he plans to destroy it from the Serpent Isle. To prevent the destruction of the land that bears his name, Lord British sends the trusted Avatar through the Serpent Pillars to the land of The Serpent's Isle. Ultima 7 Part Two: The Serpents Isle (U7:SI) was built on almost the exact same engine as The Black Gate, and therefore there are few differences in how to play the game. There are a few differences however.

New in U7:SI:

Paper Doll Inventory - you put on an armor, it will show it on you Vaguely Non-Linear gameplay

Changed in U7:SI:

More keyboard commands - very useful, they are outlined in [F. Keyboard Commands" in the Appendix.](#)

- Cannot talk to people in different rooms - you could in U7, but not now
Companions don't care if you steal
- Three new types of Money - Monetari, Filari, and Guilders
- Less companions to join party
- Less towns to explore
- More dungeons to explore
- Different Races of Avatar - you no longer have to be just white!

You're probably wondering, "What is Serpent Isle, and how does it relate to the rest of the Ultima Series?" Well I'm glad you asked. Serpent Isle, or New Sosaria was founded by dissidents who didn't like Lord British's rule, this would have happened after Ultima 3, and before Ultima 4. However this land has even more history than that spanning all the way back to Ultima 1!

In Ultima 1 the land that was to become Serpent Isle was called the "Land of Danger and Despair". The "Land of Danger and Despair" featured a castle for Shamino, which we visit in U7:SI; Gorlab Village, which becomes very important in the game; and a couple of dungeons called Skullcrusher and Spinebreaker, both of which make appearances in SI. Know also that the names of the 3 cities comes directly from Ultima 3, Fawn - Fawn, Moon - Moonshade, Montor - Monitor.

SI Chronology: (Spoilers!)

- Lands of Danger and Despair (Ultima 1)
- Gorlab disappears, becomes a swamp
- Ophidians settle here
- Exodus steals the Great Earth Serpent starting the War of Imbalance (Ultima 3)
- Balance Hierophant killed
- War of Imbalance ends with the death of the Chaos Serpent
- Ophidians die out
- Settlers arrive from Old Sosaria (between Ultima 3 and 4)
- Lord Blackthorn finds his way to Monk Isle (Ultima 5)
- You arrive to set things straight (Ultima 7, the Serpent Isle)

Also U7:SI, unlike the Black Gate, has no discernable sub-plots or sidequests. This means that everything in the game relates to the Main Plot in some fashion. I really

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missed all the Subplots, I thought that those were what made U7 such a well made game. However, the main plot in U7:SI is much larger with many more layers.

ii. Items

Since there are 4 different types of money, each price will be listed with a symbol as to which money set it is in.

- g - gold pieces
- m - monetari
- f - filari
- gu - guilders

And the sellers:

- S - Monitor, Standarr
- K - Monitor, Krayg
- D - Moonshade, Ducio
- B - Moonshade, Bucia
- F - Fawn, Alyssand
- P - Moonshade, Pothos

Weapons: (prices have a range, with a high to low, you get the low by haggling)

Type:	Buy:	Sell:	Dmg:	Notes:
-		-		
Glass Sword	1500gu (P)	**	127	Breaks after 1 use
Powder Keg	**	**	40	Explodes
Juggernaut Hammer	**	**	25	Thrown, 2 Handed
Erinon's Axe	**	**	20	+10 Combat (silver seed)
Firedoom Staff	**	**	20	2 Handed
Lightning Whip	**	**	10	Luminescent
Fire Wand	**	**	10	Magic
Halberd	100-55m (S)	**	10	2 Handed
2 Handed Hammer	**	**	9	2 Handed
Magebane	**	**	9	Steals Magic
Magic Axe	600gu (P)	**	8	Thrown
Hammer of Dedication	**	**	8	Thrown
Serpent Staff	**	**	8	2 Handed
Sword of Fire	**	**	8	Luminescent
2 Handed Sword	200-120m (S)	**	8	2 Handed
Zot Wand	**	**	8	Poison
2 Handed Axe	150-90m (S)	**	7	2 Handed
Dragonslayer	**	**	7	Good against Dragons
Scythe	**	**	7	2 Handed
Magic Sword	**	**	7	
Worm Hammer	**	**	6	
Serpent Sword	**	**	6	
Shovel	100-50g (D)	**	6	2 Handed
Spear	20-12m (S)	**	6	Thrown
Staff	**	**	6	2 Handed
Sword	125-65m (S)	**	6	
	350-160g (D)	**		
Sword of Defense	1200gu (P)	**	6	+3 Defense
Tongs	**	**	6	

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Type:	Buy:	Sell:	Dmg:	Notes:
Lit Torch	**	**	6	
Whip	**	**	6	
Mace	**	**	5	
Morningstar	40-20m (S)	**	5	
Serpent Scepter	**	**	5	
Hammer	**	**	4	
Pick	60-40m (K)	**	4	
	140-75g (D)			
Decorative Sword	**	**	4	
Throwing Axe	**	**	4	Thrown
Blowgun	**	**	3	
Club	**	**	3	
Magic Sling	**	**	3	
Torch	**	**	3	

Weapons with DMG 2 and below include: Cleaver, Dagger, Fishing Rod, Hoe, Pitch Fork, Rake, Serpent Dagger, Shears, Spiked Shield, and the Wooden Sword

Bows and Crossbows: (all bows are 2 handed)

Type:	Buy:	Sell:	Dmg:	Notes:
Bow	120-60m (S)	**	6	
Magic Bow	**	**	12	
Arrow	20-10m (S)	**	+1	
Serpent Arrow	**	**	+1	
Burst Arrow	**	**	+2	Explodes on Contact
Magic Arrow	**	**	+4	
Infinity Bow	**	**	6	Doesn't need Ammo
Crossbow	145-75m (S)	**	10	
	550-350f (F)			
Bolt	18-10m (S)	**	+0	
	75-45f (F)			
Magic Bolt	200gu (P)	**	+2	

Armors: (an SS in notes indicates that it is an item from the Silver Seed)

Type:	Buy:	Sell:	Def:	Notes:
Serpent Armor	**	**	6	
Magic Armor	**	**	5	
Dupre's Shield	**	**	4	Luther has it
Magic Helm	**	**	4	
Light Helm	**	**	4	Luminescent, warm (SS)
Magic Leggings	550gu (P)	**	4	
Magic Shield	**	**	4	
Plate Armor	350-175m (S)	75m	4	
White Breastplate	**	**	4	Appears after Lightning
Brass Shield	**	**	3	
Chain Armor	200-100m (S)	50m	3	
Decorative Shield	**	**	3	
Door Shield	**	**	3	
Great Helm	75-40m (S)	20m	3	
	300-190f (F)	**		

iii. Spells

There are Nine Circles of Magic (no more linear spells!). You can cast your level, i.e. a level 3 avatar can cast circle 3. Also the circle number is how much mana a spell will cost.

The Mages:

Name:	Abrev	Where:
Ensorcio	E	Sleeping Bull Inn
Melino	M	Moonshade
Torrissio	T	Moonshade
Columna	C	Moonshade
Gustacio*	G	Moonshade
Mortegro**	MR	Moonshade/Tolerance
Elissa	S	Silver Seed

* - only after you get out of the Mountains of Freedom, offers spells for free

** - disappears after you get out of Mountains of Freedom, appears at the Temple of Tolerance

Note: I also had some trouble getting Melino to sell me spells. At first he wouldn't sell me spells, then only after I got out of Freedom would he sell to me. (I don't think that's supposed to happen) Also don't mention the stalkings to him or he WILL NEVER TALK TO YOU AGAIN!

Spells: *indicates that you start with the spell (when you get the new spell book in Moonshade from Fedabiblio)

First Circle:

Create Food	GR, GN, MR	G, E (20-12g, 30-18gu)
*Cure	GR, GN	M (22-14g, 33-21gu)
Detect Trap	NS, SS	G, T (40-20gu)
Great Douse	GR, SS	E (18-9g, 27-13gu)
Great Ignite	SA, SS	C (30-18g, 45-27gu)
Light	SA	T (40-20gu)
Locate	NS	E (26-13g, 39-20gu),
C (35-20g, 52-30gu)		
Telekinesis	BP, BM, MR	M (30-18g, 45-27gu),
MR (40-25gu)		

Second Circle:

*Awaken	GR, GN	T (65-30gu)
Destroy Trap	BM, SA	C (50-30g, 75-45gu)
False Coin	NS, SA	E (80-50g, 120-75gu)
Cold Blast	BP, SA, WH	G, MR (150-100gu)
Great Light	MR, SA	M (60-40g, 90-60gu),
C (60-30g, 90-45gu)		
*Heal	GR, GN, SS	T (75-38gu)
Mass Cure	GR, GN, MR	M (75-50g, 112-75gu)

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Protection	GR, GN, SA	C (80-50g, 120-75gu)
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Third Circle:

Chill	GR, GN, WH	gift from Frigidazzi
Columna's Intuition	BP, GR	C (120-80g, 180-120gu)
Curse	GR, NS, SA	C (75-40g, 112-60gu),
MR (120-70gu)		
Enchant Missile	BP, MR	G, M (70-35g, 105-52gu),
T (150-80gu)		
Mass Protection	GR, GN, MR, SA	C (100-60g, 150-90gu)
Paralyze	NS, SS	E (70-35g, 105-52gu),
MR (140-85gu)		
Sleep	BP, NS, SS	E (60-34g, 90-51gu)
*Translation	BP, MR, SS, SA	T (175-85gu)

Fourth Circle:

Blink	BM, MR	MR (200-130gu)
Create Soul Prism	BM, GR, MR, SC, SS, SA	T (late in game)
Deter	GR, SS	E (90-50g, 135-75gu)
Flash	MR, SA	M (90-50g, 135-75gu)
Mass Curse	GR, MR, NS, SA	C (110-60g, 165-90gu),
MR (175-100gu)		
Reveal	BM, SA	M (100-60g, 150-90gu)
*Transcribe	BP, SS	T (220-130gu)
Unlock Magic	BM, SA	G, C (120-70g, 180-105gu)

Fifth Circle:

Conjure	MR, SS	G
Dispel Field	BP, GR, SS, SA	Selina's corpse
Erstam's Surprise	BP, GR, MR, SA	E (160-100g, 240-150gu),
MR (240-170gu)		
Explosion	BM, BP, MR, SA	M (135-80g, 202-120gu)
Great Heal	GR, GN, MR, SS	T (250-130gu)
Invisibility	BM, NS	C (155-90g, 232-135gu)
Mass Sleep	GN, NS, SS	E (145-80g, 217-120gu)
S (250-140g)		
Summon Shade	BM, MR, NS, SS, SA	Mortegro after Freedom

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Serpent Bond	BM, BP, GR, SS, WH, SC	MR (450-350gu)
S (450-300g)		
Swordstrike	BP, BS, MR, NS	E (285-165g, 427-247gu)

Ninth Circle:

Death Vortex	BM, MR, NS, SA	E (350-220g, 525-330gu),
MR (500gu)		
Imbalance	NS, SA, WH, SC	MR (1200gu)
S (800-600g)		
Mass Death	BM, BS, GR, GN, MR, NS	E (400-250g, 600-375gu),
MR (600gu)		
Mass Invisibility	BP, BM, MR, NS	found in Vasculio's lab
Spiral Missile	BM, BS, BP, NS, SA	G, E (425-260g, 637-390gu)
Stop Storm	BP, GR, MR, SS, SA	G
Summon	BM, GR, MR, SS	found in Gustacio's basement
Time Stop	BM, GR, MR	found in Columna's lab

iv. Companions

STANDARD COMPANIONS: (all start with you)

Iolo - Bard Extraordinaire

STR 15, DEX 24, INT 24, COMBAT 16

Shamino - Ranger

STR 19, DEX 23, INT 12, COMBAT 18

Dupre - Paladin

STR 22, DEX 20, INT 13, COMBAT 18

Needed:

(for some part of the plot or another)

Selina

- mage that takes you to the Mint to get some money. Sister of Lydia in Monitor (so you know you can't trust her!)

Sleeping Bull Inn

STR 12, DEX 12, INT 14, COMBAT 6

Stefano

- thief/mage who was unjustly imprisoned in Freedom, will help you get out of prison, but leaves right after.

Mountains of Freedom

STR 17, DEX 12, INT 19, COMBAT 2

Petra

- Petra joins to help you get the Water of Discipline, because she can walk through acid and you can't

Moonshade

STR 20, DEX 15, INT 20, COMBAT 7

Others:

Boydon

- made out of spare parts in Erstam's Lab. DO NOT LET DIE! Once dead he can never ever be revived.

Erstam's Lab

STR 30, DEX 12, INT 12, COMBAT 8

Automaton

- if you use the spell create automaton you can have them join you

Anywhere you find a dead automaton

STR 20, DEX 10, INT 10, COMBAT 5

Wilfred

- joins you after the banes attack, but leaves shortly after, when he gets hurt in any way (baby)

Sleeping Bull Inn
STR 20, DEX 15, INT 10, COMBAT 25

At max you can have a party of 6, yourself included. Any more than that has the risk of crashing the game. (the only way to get more than 6 is to cheat)
For the complete list of all NPC's and their stat's look in Appendix [E](#).
[Monsters and NPC's](#).

v. Trainers

At each level that you gain you also get 3 "Training Points" which can be used to get new stats on a 1:1 trade. That is you use 1 Training Point to get 1 unit of any stat.

Monitor Trainers:

	Time:	Stat:	Cost:
Luther	9-12	Str + 3	50 Monetari each
Caladin	9-12	Str + 2, Combat + 1	
Brendann	3-6	Combat + 2, Dex + 1	
Shazzana	12-3	Dex + 2, Combat + 1	

Others:

Wilfred (after banes attack)		Str + 1, Combat + 1	30 Monetari
Tsandar (silver seed)		Str + 1, Combat + 2	200 Gold
Elissa (silver seed)		Int + 1, Magic +1	150 Gold

Note: Once you maximize one stat, then you can't train with anyone who advances that stat, even if you want to learn something else that they teach.

Levels:

1	0 to 99 Exp
2	100 to 199
3	200 to 399
4	400 to 799
5	800 to 1599
6	1600 to 3199
7	3200 to 6399
8	6400 to 12799
9	12800 to 25599
10	25600 to 51199
11	51200 and on and on...

vi. General Strategies

How to Play the Game:

Serpent Isle's gameplay engine is based completely on the Ultima 7 engine, therefore if you know how to play that game, you mostly know this one. 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! One new thing in Serpent Isle is the expanded Hot Keys (keyboard) that you can use (see appendix "[F. Keyboard Commands](#)"), and these really make the game easier.

Battles:

First and foremost you're 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 40 guilders 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; and of course the Major Attack spells like Mass Death.

Sorting through the Junk:

There are a great deal of items in this game, even more than in The Black Gate. Make sure to have a good system to sort things.What I recommend is to have both a backpack and a bag (on your belt) on the avatar.Hold all Plot items in the backpack, and everything else (that you can fit) in the bag. Since SI introduces several new items, the keyring eliminates the need for keys, the Everlasting Goblet eliminates the need for food, etc., you don't need to sort through keys and food for all that long.(you get the keyring in the Silver Seed, and the Goblet in Furnace)Also keep in mind that Serpent Isle has far more "Plot Items" than did The Black Gate, so don't discard any item that sounds even vaguely important.

Money:

The best way to get money in Serpent Isle is the spell False Coin, which multiplies a stack of money by 6 (so if you start with 100 you end out with 600) and once you get this spell you don't need to worry about money again.

Other ways to get money (if you don't have a spellbook) is to exchange gems, jewels and other valuables with the various moneychangers (Devra, Spektor, Zulith, and Bucia; also Topo will buy gems, see Appendix "C. Money

Conversions".

Also if you ever find a dead pikeman (or kill one yourself), you can bring the corpse to the Crematorium in Monitor and you will be paid 100 Monetari.You do, of course, have to activate the machine and turn the body to ashes, but that isn't too hard.

The Fine Art of Stealing:

If you are used to stealing in Ultima 7, you'll have to make adjustments in the Serpent Isle.You can no longer simply open a container to steal something. Nope that's gone. On the plus side, companions don't care if you steal or not.So to steal anything you want, just make sure that everyone (guards and such) are offscreen. This will allow you to steal most everything. There is one notable exception, the Armory in Monitor. If you take anything in there, no matter if the guard is offscreen, you will get attacked by the guards.If you are captured, refer to the "Get out of Jail Free" section below.

Get out of Jail Free:

If you happen to have the dumb luck of getting arrested, don't worry you can get out for completely free!It's a good thing, because those guards probably won't ever let you out!

Monitor - the switch is on the right side of the room, partially concealed by a skeleton there, also it kinda blends into the background.

Fawn - Don't know how to get out here, but I'm sure there's a way!

Moonshade - Open the north wall to get out.Whee.

Magic Scrolls:

Whenever you find a Magic Scroll, try to transcribe it. Sometimes you will find a spell that otherwise you would have to buy, and other times that scroll is the ONLY way to get that spell, and if you were to use that scroll, then it would be gone forever!

Sex in Serpent Isle:

Ok, so you want a little action, but can't find any gypsies (Ultima 6) or the Baths (Ultima 7) in which to find dependable if a little unvirtuous casual sex. Well it's even easier to get and a little more graphic in Serpent Isle, in fact, you can't avoid it!

Monitor - male - talk to Lucilla in the pub, and she will ask if you want to meet up with her later, say yes, and around 3 am go to her room. Afterwards she will give you a Gwani cloak.

female - talk to Brendann, and he will offer to sleep with you, go to his house, and sleep with him. The next day you get a free Gwani cloak. Yay.

Moonshade - either - Frigidazzi wants you. Badly. No matter which sex you are. This is, of course, only after you have gotten a spell book and have been introduced to her at the Banquet. Go to her house alone, and she will show you a few tricks.

male - Columna will do anything to get her stockings back, even sleep with you... but then she's a liar so don't believe her!

female - Torrissio will do anything to get Columna's stockings back, and will even sleep with you to get them. Don't believe him, either, since he will merely drug you and steal the stockings.

Food:

Yes, you need to eat in Serpent Isle. The game represents hunger as a number 0-31, with 31 being completely full and 0 being starving to death. The person won't start asking for food until the counter reaches 6. Below is a chart of how much an item of food will increase your "food level":

+31	Green Cheese
25	Everlasting Goblet
24	Mutton, Ribs, Chicken, Ham
16	Beef, Deer Meat
12	Sausage
9	Big Cheese
8	Flounder, Potatoes
6	Jerky, Fish n' Chips
5	Fruitcake
4	Bread, Trout, Pumpkin
3	Cake, Banana, Egg
2	Apple, Small Cheese, Carrots, Rolls, Garlic
1	Drinks, Grapes, Leeks
0	Silverleaf, Bucket of Rum (or wine)

Using the "F" hotkey will feed your party member with whatever food you have on hand.

The Spell "Create Food" will create 1 piece of food for everyone in the party and will deposit that food on the ground by their feet. The food that is created is random, so it's not always something good. Could be grapes.

WALKTHROUGH

Included in the Walkthrough is a DEATH COUNT, so you can see the Avatar's slow and steady regression from Lord British's virtues. Only NPC's who can talk are considered for the Death Count, and only if they died by the Avatar's actions. For example, you kill Lydia when she attacks you, so she is on the list. Also on the DEATH COUNT is anyone killed by your companions, or as a result of your actions. Therefore everyone who dies at the hands of the Banes counts, because the Banes are your companions. Sort of. If you are arrested in any town, refer to the "[vi. General Strategies](#)" section titled "Get out of Jail Free" to learn how to make your escape!

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1. Arrival, "I got this hourglass used from the Time Lord."

You arrive on a ship that is now completely on land. Seems you had to fly to get here. Everyone is quite eager to be off and find Batlin, but before you get very far you are hit by a "Teleport Storm" which teleports your 3 companions away and exchanges all your useful equipment to junk.

Note: There is only one way to avoid the lightning, and that is to cheat (see the "[D. Secrets and Cheats](#)" section in the Appendix)

You had:	You now have:	Who it Belongs to:
Magic Armor	White Breastplate	Kylista (Fawn)
Black Sword	Ruddy Rock (stoneheart)	knight (Freedom)
Spellbook*	pumice	corpse (Furnace)
Magic Helm	Fur Cap	Frigidazzi (Moonshade)
Magic Gauntlets	Silver Ring	Alyssand (Fawn)
Torches	Filari	Delin (Fawn)
Blackrock Serpent	Fine Stockings	Columna (Moonshade)
Glass Sword	Pinecone	Hazzard (North Ice Area)
Dagger	Hand	Erstam (Mad Mage Isle)
Map of Britannia**	Ice Wine	rangers (Moonshade)
Rudyom's Wand***	Lab Apparatus	Vasculio (Skullcrusher)
Dupre had:		
Magebane	Blue Egg (rotten)	penguins (penguin island)
Dupre's Shield	Monitor Shield	Luther (Monitor)
Shamino had:		
Magic Bow	Bear Skull	bear corpse
Swamp Boots	Slippers	Devra (Sleeping Bull Inn)
Burst Arrows	Goblin Brush	goblins (Goblin Hideout)
Iolo had:		
Crossbow Urn crypts (Monitor)		

* when you find the spell book it is unusable,

**the Map ceases to exist

*** Rudyom's wand now makes people sneeze

Walk south a ways until Thoxa appears. She will ask you some questions to determine if you are a dirty software pirate (oink) or whether you are a kind and benevolent avatar, who will save the world yet again.

Question:	Answer:
Spells in Ninth Circle	8
Different Armor Materials	4
Beasts in Erstam's Book	52
Types of Reagents	11
Reagents for Mass Death	6
Boil Ginseng how many times	40
Circle for Create Automata	6

Question:	Answer:
Reasons for Erstams History	1
Characters in Ophidian writing	36
People from how many cities	4
How many cities established	3
Forces in Balance	6
Clans in Monitor	3
Types of Weapons	4
Words of Power	27
Letters in a womans name	6

Ask Thoxa all the questions you want, after your conversation another Monk appears and the two battle it out. Thoxa wins and they all teleport away. You now have the Hourglass of Fate! Very useful. If you die, you will be resurrected on the Monks' Isle, and you can use it to Resurrect a fallen companion.

Note: When you die the first time (if you have Silver Seed installed) you will be given an Amulet of Balance. Use the Amulet on a Serpent Gate to teleport to the Silver Seed area, which is covered in the Appendix "[A. Silver Seed Walkthrough](#)". Go a little south and Shamino will rejoin you.

Cave:

Go to the cave at 152S, 27W it has an illusionary wall entrance that is marked by a red tree. Go inside and get the equipment, especially the Sextant, and the Lockpicks.

Magic Bow:

Directly to the south of the cave is a skeleton with a bow for a head. Shamino figures out that this was yours and was replaced by the bear skull. Continue on to Monitor.

ITEMS:

Magic Bow - see above.

2. Monitor, "Does EVERYONE want to kill me?"

To get into Monitor, talk to the guard at the gate. Tell him to let you pass, and that you are a Friend, not a Foe. He will let you in, but wants some Pikemen to follow you. Ditch them and go up to the Crematorium (148S, 9W). Go through the curtain in the SW corner, and go a little south in the crypts until you find Lord Marsten. Talk to him and ask to take the Knights Test, he will tell you that the password is "Courage is the Soul of Life". Also talk to Brendann, and Caladin here. They'll mention that Iolo was found and arrested as an enchanter, but that they won't free him until you become a knight. Dupre will arrive now and rejoin your party. Finally go to the prison (139S, 14E) and talk to Iolo.

Knights Test:

To become a knight you must take the Knights Test (112S, 10W). Talk to Shmed the tester, tell him the password, and you alone will be taken inside, with only a Mace and a Leather Armor. Go up, then quickly run to the right avoiding the explosions, then duck down into the chamber, kill the gremlins bash open the chest and get the key. Go back up, then right, Use the key to open the door, and discard the key.

Go right, and up through the double doors into a room filled with stones, and a key on a pillar. Stack the stones to make stairs up to the key and get the key.

Note: Under every third stone or so is a snake.

The minimum amount of stones to use is about 15. Use the key to open the door to the south, go down there and get the next key. Avoid the Cyclops, and the traps if you can. Go back up, then through the locked door to the right. Go up, grab the bag (it has a Cure and a Heal potion) then go south, right, the up. There will be a room with 4 chests, ignore those, and go through the wall to the right to get the key. Go up and left, open the locked door here, and go south. Get the key, flick the lever, go left, kill the rats, and get this key too.

Go back up and unlock the other door to the left. Go up, right, and up and then left, grab the Claw, and go back to where the door was.

Go south now, kill the Invisible Man and look at his incriminating scroll, then open a wall to the west (you can tell it opens because it has a square on it that looks odd, and when you single click it, it says "Wall" rather than "wall"). Go through and open another wall to the south. Go left and up.

Use the claw on yourself, then use it on the ashes. A wolf will appear, kill it and get the body. Take the key out of his body. Go through the last locked door and go south to the end. Shmed will attack you, kill him and take his stuff. Also note that Shmed didn't act alone, and said something about a woman in on it. Hmmmm... Go back to Shmed's house and get all your belongings and companions back.

Becoming a Knight, steps 2 through 4:

Go back to Monitor, and give the Wolf to Cellia (139S, 1W) to make you a cloak, she says it will take her 24 hours to complete, so note the time. Then take the Wolf Meat to Lucilla (152S, 13E) and have her make the banquet meal. Finally go to Lydia the Tattoo artist (147S, 13E), and get your Wolf Commandtattoo. After 24 hours get your cloak and go to the Banquet Hall to become a Knight (157S, 12E).

Note: One thing to do while you wait for your cloak is to do the Silver Seed, but if you want to do that, be sure to NOT get a tattoo from Lydia (or if you do, be sure to get the cure first)

You will now be having a banquet in your honor. During the banquet, Flicker (the gate guard) will ask you what you thought was the worst ordeal of all.

Tell them whatever, but this will make them think that there is a traitor. Then Harnna will enter telling you that her daughter Cantra was taken, which brings up other old wounds, causing Luther to accuse Krayg of being a traitor, they attack each other, and the banquet ends. You are now officially a Knight! (of course, I think all their banquets end that way)

Talk to Harnna about Cantra, then look in her Crystal Ball (157S, 9W) to discover that Batlin took Cantra. Harnna will give you a Wooden Practice Sword and tell you to find the Hounds of Doskar to track Cantra down. Talk to Lord Marsten to free Iolo (139S, 14E) from prison.

Note: You can have Spektor free Iolo, but he wants money to do it, and Marsten will do it for free!

At some point in Monitor, after you become a knight, you will notice that you are poisoned. Talk to Harnna, and she will temporarily cure you but needs Varo Leaves for a more permanent measure. Delphynia of Fawn has the Varo Leaves.

Note: If you are cheating and using "Power Avatar" you won't get poisoned, and therefore you don't need Varo leaves, and Lydia never dies. So don't cheat! It ruins the game! (As you may have guessed, I was cheating to learn about this...)

The Third Traitor:

Talk to Simon and try his Ale, it is really really bad. Then talk to Krayg about being called a traitor and he'll say that he saw someone sneaking around, and he also mentions a Goblin meeting site (83S, 18W). Go there and find the Ale, take it back to Simon, who reveals himself to be the Goblin Traitor and attacks you. Search his body to find the key to the Goblin Passages.

ITEMS: (these are items that were lost in the teleport storm)

Iolo's Crossbow - in the Crypts

Dupre's Shield - Talk to Harnna about the Plain Shield, and then talk to Lucilla to learn that Luther has a "New Shield". Pester Luther about it until he challenges you to a duel. Accept it, and beat him in a training session after you become a knight. Use the Halberd to beat him since it has a long range. Then afterwards ask for Dupre's Shield back and then give him his shield.

DEATH COUNT: 3 (Shmed, Lydia, Simon)

From Monitor you can go several places: Fawn, Goblin Passages, Inn of Sleeping Bull, and eventually Moonshade. I choose to go to Fawn next, then the Inn, followed by Moonshade, and finally the Goblin Passages. But you can do these in almost any order you want. The reason I do it in this order, is that it makes the Goblin areas much much easier. (in that you will have MAGIC and HIGHER LEVELS when you go there!)

3. Fawn, "Yes... Everyone wants to kill you!"

Fawn Tower: (95S, 8E)

-On the way to Fawn is the Fawn Tower, which was taken by the Goblins. Kill all the Goblins here, go down the stairs, come back up, and the Pikemen will have retaken the tower. Yay.

When you arrive at Fawn you will be accosted by a guard, and then a member of the Fellowship, Ruggs, who asks you to deliver a letter to Delphynia.(this is SORT OF a subplot in that it doesn't matter if you do it or not!)

Once in town you will find yourself in the middle of another teleport storm. This time a lute appears at Iolo's feet so he plays a song that gets everyone's attention.

Note:Iolo already had a lute, so this one makes 2.

Then go to Delphynia (69S, 18E), deliver the letter and get the Varo leaves. (you have to go back to Monitor to get cured in that Harnna is the only one who can use the Varo Leaves to heal you)Delphynia may also give you a letter to give back to Ruggs.Go out to the Fellowship Camp (76S, 22E) and deliver the letter, then get your map from Scots. Talk to everyone else.

Go back to Fawn, and talk to everyone about everything.Get your gauntlets back from Alyssand (see ITEMS below) and agree to help her free the town from evil schemes.After that, Zulith will begin following you.Talk to him and accuse him of spying on you (if you hadn't talked to him before, talk to him, then talk to him again). Eventually Kalen will attack you, kill him and he spouts some gibberish about Batlin triumphing over all.After that Jendon will come up to you and tell you that Lady Yelinda wants to meet with you and Iolo (the other companions are optional).Go to her palace, and talk to her.Iolo (or another companion if you brought any) will say something about Lord British and get thrown in jail.Stupid.

Trial of the Century:

You wake up in the Inn, minus whatever companion said the stupid remark. There is a key and a note that reads "Thou are required at the temple for the trial", so go to the Temple (56S, 9E).The trial isn't exactly fair, as Voldin twists every fact against you.Eventually the trial finishes for the day.Go talk to Alyssand, and she will give you a key to the temple.Go to the temple and use your key to open the left door.It leads to a cell where your companion is held.Flip the switch and continue north.You will find yourself in a room full of levers, and Voldin.He has been secretly controlling the Oracle via the levers, and attacks you to preserve his secret.Kill him.Then just flip levers until the Oracle talks, then talk to the Oracle and change the Revelation to say that the Trial is Corrupt.

Wait 24 hours (or so) and go back to the Trial.Now its your turn to call witnesses, but don't bother.The verdict will be innocent, and the Oracle will denouncethe whole system.Yelinda will apologize and give your companion the Crystal Rose of Love.Then Jendon will appear and say that Kylista has been arrested.And Justice for All.

Note: If you choose to set the Oracle to say merely that your companion is innocent, and not denounce the whole system, then there is only one difference:Kylista will not be jailed.

ITEMS:

Torches - Delin got your torches and you got his money.After telling him about his daughter's ring (see below) he offers you money, but realizes that all he has now is food.Take your torches if you want.

RRXNFTF KRMHM+THF TPME LFAPKMMTF XNINM

Magic Gauntlets - Alyssand's engagement ring was swapped for your gauntlets. Talk to Delin to learn that the Ring was hers, then talk to Alyssand about it and she'll give you the gauntlets, and let you keep the Ring.

Magic Armor - Kylista's White Breastplate was swapped for your nice Magic Armor. Don't tell her that, however, or she'll want it back (it has the same defense as a Plate Mail), instead go to her house (54S, 6E) and while no one is looking, take it.

DEATH COUNT: 2 (Kalen, Voldin)

JAILED: 1 (Kylista)

4. Sleeping Bull, "Wouldn't you rather get 99999 Monetari than 1 gold bar?"

Before you enter the Inn:

Let's search for treasure first! Go to (117S, 36E), and check inside the hollow tree for a pair of bags, and a key. The bags have 3 potions and some money. Next go to the pillar at (100S, 39E). You are going to have to stack crates to get up to the invisible chest on top of it. Remember that key we got in the tree? It opens this invisible chest! Inside are a Magic Sword, 2 potions of Healing, a Ring of Invisibility, Invisibility Dust, Magic Bolts, money, and a Kite Shield.

Now go into the Inn. Talking with Kane and Flindo will reveal that Captain Hawk is unable to take anyone to Moonshade because Flindo had him arrested. Also talk to the Monk Miggim, and anyone else you want to. Hawk is currently being held in the Pikemen tower to the north of the Inn (99S, 28E). Talk to any Pikeman there and offer to pay for Hawk's freedom. No matter how much money you offer (even into the millions!) he will reject you. We'll get back to this in a moment, but first we have other things to do.

Silverpate's Treasure, Part 1:

Go into the Inn's basement, and between 2 casks on the north wall is a Wall, open it and go north. There will be a little room here. Get the key in the left chest, but ignore the right chest. Also flip the switch. Now go back out then south and left down the stairs. Then go up, and when you come to a fork in the path, take the left path until you reach a locked door. Open the door with your trusty key (from the earlier room), go inside, and go to the left side of the chamber. In the 2nd from bottom chest you will find another key and a map. (the other chests merely explode when touched) In the north side of the chamber is another invisible chest. Inside are a couple spells, some money, and a potion. Now go back to the fork in the path, and this time go right. Then go up a little ways until you see 2 torches close together on the wall, from there go through the right wall (it's an illusion), and then go up, kill the gazers. Pick open the chest here (you should be by a big serpent's gate) to get a key and the Dark Path Map. Use the key on the door to the right, and step on the teleporter to get back to the Inn.

Note: The Dark Path Map isn't all that useful of an item, what it does is show the path to the Shrine of Logic.

Selina's Crazy Adventures:

Now we'll buy Hawk's freedom! Talk to the Pikemen (if you haven't already) and they'll just want more money than you have. Go back to the inn, and Selina should approach you (btw, she is Lydia's, the tatto artist, sister) and offer to help you get some money to pay the fine. Take her up on the offer, but don't leave your companions behind (unless you really like fighting battles on your own) and go to the Mint at (76S, 81E) (Ignore the other building on the way to the mint). Unlock the mint with Selina's key, go inside and take all the treasure. You will be teleported around, and attacked by monsters that change forms.

Once you have all the gold bars, gold nuggets, and gold coins, leave the mint and head back to the Inn. But what's this? An ambush? Selina vanishes and you get attacked by a number of brigands sent by Batlin. One of them has a Sword of Defense. Get Selina's stuff and go back to the Pikemen tower. Take all but 1 gold bar and set it on the ground, talk to the Pikeman and offer him a Gold Bar for Hawk's freedom. He will give you a key to open Hawk's cell. Free Hawk.

RKXNFTF KRMHM+THF TPME KFAKMTMF XNINM

Note:If you don't set all your other gold bars on the ground, the Pikemen will take all the gold bars in your possession, but if you only have one then that is all they can take! Whenever you want to go to Moonshade, talk to Hawk and have him take you there, but beware, for you won't be able to come back from Moonshade for a long long time!So train everyone back in Monitor, and get all the items that you may need, for ye won't be coming back for a bit!

Note:Since both Flindo and Kane need to go to Moonshade, the ship will not leave without them, meaning that if they are asleep or otherwise indisposed then you won't be going anywhere fast!And once you are on the ship, you cannot move at all.So don't try this until it is mid-day or so, AND you know that Flindo and Kane are ready to board.

ITEMS:

Swamp Boots - Shamino's new slippers are actually Devra's, talk to her and exchange them for your swamp boots.

5. Moonshade, "Rotoluncia's Miracle Diet!"

You will land at (122S, 114E) and Moonshade is at (95S, 152E). First talk to Flindo and he will try to set you up with a meeting with the MageLord. Then go to the Seminarium (93S, 149E) and talk to Fedabiblio about a new Spellbook, he will tell you to get a fresh Mandrake Root from Monk Isle.

Soon an Automaton will talk to you bearing greetings from its mistress, the Red Witch Rotoluncia. He gives you a Magic Scroll (it looks just like a spell scroll), talk to it, and Rotoluncia will talk to you. What she wants isn't so much, she wants to control Daemons and thinks that you know how to do that. Since you don't you can't very well teach her anything.

Talk to everyone else in the town. If it's after midnight, go talk to Mortegro and do a seance. And keep bugging Flindo to get you that meeting with the MageLord. Eventually he will tell you that he has had success and that Filbercio wants to meet with you! Wow! Walk around for a short bit, go near the MageLord manner and you will be teleported to the banquet.

You will get to meet Rotoluncia again, Gustacio, and Frigidazzi, as well as the MageLord himself. Rotoluncia blames you for the Teleport Storms and attacks you with Explosions, but Gustacio stops her. Rotoluncia leaves in a huff, and Pothos the apothecary enters saying that he could not get Blood Moss. That ends the banquet. After the banquet talk to Bucia about Pothos.

Go talk to Pothos about his "secret" (79S, 138E), and he asks you to get some Blood Moss for him. It is in the center of the swamp at the southern end of the island. The entrance to the swamp is (127S, 153E) and the Blood Moss is at (123S, 147E). Grab some blood moss and take it back to Pothos. He will then give you information on how to get to and talk to Erstam the Mad Mage.

Rotoluncia:

However, when you get going to talk to Erstam, one of your companions will vanish. Talk to Filbercio about it and he thinks Rotoluncia may have done the deed. Search her manor (74S, 155E) and an Automaton will talk to you. Question him and he will attack you. Take the serpent's tooth here, as well as the spells. Go back to Filbercio and inform him that you found nothing. He will then tell you of the "Love Palace" on the lake. Go upstairs in his mansion and from there onto his boat. Take the boat to the Palace. (88S, 130E) And go inside. First go upstairs and get the key (note the whip...hehe), then go down into the basement. Kill the red witch, search her for keys, and free your companion.

Comb of Beauty:

This need not be done now. (but it needs to be done eventually) In Columna's house is a chest, inside is a key. Use that key to open the door in her house and go downstairs. Quickly grab the key down there and the spell Time Stop, before the trap activates. Then, back upstairs, open up her north wall, and go outside, walk around to the south of her yard. There is a chest. Open it with your key and take the comb.

ITEMS:

Map - your map of Britannia was swapped for the Ice Wine. However, since this is Serpent Isle and not Britannia, the Map no longer exists.

Stockings - the stockings that you got belonged to Columna, talk to Torissio about them (and if you are female he offers to sleep with you to get them back, if you are male he will give you a spell), and Columna. If you tell Melino about them he will refuse to talk to you, and therefore won't sell you spells. Your Blackrock serpent, the item that was

RKXNFTF KRMHMTTF TPME KFAKMTMF XNINM

exchanged, is in the property of Stefano who had stolen the stockings. Don't worry, you'll get it back later.

Helm - Frigidazzi got your Magic Helm and you got her fur cap. It is located in her bedroom and can be picked up whenever you get access into that room.

DEATH COUNT: 1 (Rotoluncia)

6. *The Mad Mage, "Yesssss, Master!"*

At (14S, 128E) Ring the Bell to summon the giant sea turtle to take you to Erstam's private island resort. Go inside his house and talk to him. He says a whole lotta stuff. Then go talk to his assistant, Vasel, and ask him about Teleportation. And lastly talk to the head of Boydon on the table. If you look in his telescope you can see where the Magebane ended out.

Talk to Erstam again and ask him about the Jawbone, and he will ask you to fetch a Phoenix Egg for him in exchange for the Jawbone. He will then teleport you to the island. Wander around until you find a fire chamber with a dead phoenix then flip the switch and the phoenix will come back to life and give you the required egg. Then find the teleport pad and step on it to return to Erstam's house.

Talk to Erstam and he will tell you to assemble the pieces of Boydon (they are the body parts that don't move, get a head, torso, 2 arms, and 2 legs) put them in his machine, and lastly put in the phoenix egg. Erstam will give you the key to his storeroom. Go there and get the Jawbone. Go back to Erstam who will give you 2 more teeth. Finally talk to Boydon who will ask to join, ask Erstam if it is ok, then ask Boydon to join.

Warning: Beware, that if Boydon dies, he cannot be resurrected!

Note: Be sure to put all your teeth onto the Serpent Jawbone, as you get them, don't wait because those teeth can be hard to find in your backpack.

Go back to the storeroom, and double click the Serpent Gate.

ITEMS:

Dagger - Erstam has your dagger, you have his severed hand

7. Monk Isle, "The Bells!"

Go through the serpent path to get to Monk Isle.(the Monk Isle Gate, is to the right and it is the first one up)We are here to gather Mandrake Roots so that we can get our spellbook.Talk to the Mandrake Expert, Monk Braccus about Mandrake Roots and he will tell you if the time is right to gather the Roots.When he says that it is go to (10N, 151E) and gather at least 3 Roots.

Note:Whenever you hear bells ring, that means that the monks are going to a different activity.

Also be sure to go to (7N, 139E) and see the prophecy in action.You will see Petra walking through some acid.

Talk to anyone else you want.

8. Moonshade Spells and Such, "Est Nudi!"

Take the Serpent Path again, this time go left, and down the first one to get back to Moonshade. Now that we have the Mandrake Roots we can get our spellbook by talking to Fedabiblio. He will then ask you some questions (refer to the "1. Arrival" section for the answers) and give you a spellbook. Cast Transcribe on all your Magic Scrolls that you have accumulated, and then search all the Mages houses for more scrolls. Get False Coin, cast it on Monetari, and exchange the Monetari for Guilders. Then buy every spell in town.

Frigidazzi:

Once you are completely done with Moonshade, you have every spell, everyone is well equipped, etc. Talk to Frigidazzi and ask about her spells, she will tell you to come to her room after midnight, alone.

Ditch your companions and go into her room (77S, 150E) at midnight. She will come on to you (whether you are male or female, it doesn't matter), and no matter whether you do the deed or not, you will get caught by her lover, the Magelord Filbercio.

Filbercio puts you through another "show" trial and you are sentenced to imprisonment in the Mountains of Freedom for the heinous crime of having sex with the Magelord's mistress. There is apparently no such notion of Justice in all of Serpent's Isle.

9. Mountains of Freedom

Most of your items will be left back at the courthouse. What you will have:

- Staff
- Scale Armor
- Hourglass of Fate
- Spellbook
- Ring of Reagents*
- Keyring*

* if you got these items in Silver Seed

Answer the automaton's questions and when he comes out of his little office, sneak in. He will attack you. Use your staff's long distance to beat him. Take all the items in the office. Use the key to open the north gate, kill the 2 goons here, and go through the north wall. Go left, and down. When you see the red footprints going into a wall, go south into the wall. From there go left. The locked room with all the barrels has some reagents, and Blood Spawn. Go down. Pick open the gate, and step onto the teleporter. Go down the passage until you get to a room with a mage in it. The mage turns into an animal, and teleports away. There are reagents here. Step onto the teleporter.

You are now at Stefano's. Stefano will talk to you right off, and offer to join you. Accept, and he will tell you how to get out of Freedom. All he needed was your might. Go down the passage, and open the gate.

Kill anyone there, and get the key in the bag on the table. In the next passage, you will be attacked by a Knight with your Black Sword! The demon will ask you to free him, don't do it just yet. Talk to the sword after, and he will offer a trade of sorts. You free him, and he will destroy the Wizard Lorthondo, now agree to free him. The Black Sword is now, just a sword. Open the next gate, go up, kill the woman, and step on the teleporter.

Note: After you free the Demon from the Sword you may be tempted to toss that sword away, well... don't! You need it later!

Open the left door, and you will be automatically taken into the room, where Lorthondo kills one of his underlings. The dead underling turns into a skeletal dragon which attacks you. Go down into the small room, get the key and the Firedoom Staff. Go now through the door to the right. Every chest in the room is booby trapped, but there are some nice things here like Magic Gauntlets and Magic Boots. Flip the 2 switches here, and step on the teleporter to the right.

Go up the passage, and get the Telekinesis scroll, then go through the right passage. Use Telekinesis on the Winch to let down the drawbridge, and go across to the other side. Go right, and then up through the gate.

You will now be in a room with levers on the floor. First flip the top right (not the very top right, but the one on the row of 4 levers), then the bottom, second from right. Go up to the woman, and lead her to the dark horse. The horse (nightmare) will kill her. Take the carrots and the key from her corpse.

Now flip the top left (again on the row of 4), put the carrots on the plate by the rabbit and get the flowers. Flip the lower left lever, and put the flowers by the Ranger. The ranger will "fix" the lower right lever, and be destroyed. Flip the lower right lever. Step onto the teleport pad, and then flip the blue switch. Try to walk out of the glad to teleport back. Finally flip the very lower left lever (not on the row of 4) to open the south doors.

Go south. Use your key to open the door, and step into the fire.

You will now have reached the "Endless Hallway". Walk to the south, and keep trying to go through the right wall. Eventually you will succeed and be teleported. There will be an

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Automaton in a room here. Go south till you see the room with the bell. Stack the crates to form a ladder so that you can ring the bell.

Climb on the crates and you will be teleported. Go left and then onto the teleporter. The room up from here has some items. Continue left. Talk to the automaton, and kill him to get his key. Pick the final gate, and go down you will be attacked by Lorthondo, but your demon will blow him to bits. Pick the last gate, and step onto the teleporter, and you are out!

Stefano leaves you, but leaves all your belongings with you.

ITEMS:

Black Sword - a knight in freedom has it.

10. Moonshade and a Mirror

First thing to do upon your escape of Freedom is to round up your companions:

Dupre - Blue Boar Pub (where else?)
Shamino - West forest (81S, 110E)
Iolo - Gustacio's house
Boydon - provisioner's house

When you get Shamino he gives you the "Chill" spell from Frigidazzi, and the Serpent Earrings. After you get Shamino back, you'll hear the voice of the Order Serpent (because you now have the Earrings). When you get Iolo back, he tells you to talk to Gustacio. Gustacio wants your help in investigating the Teleport Storms, he gives you an energy globe and tells you to go to his little tower (37S, 142E). It also seems that Mortegro has vanished and been replaced by a strange stone altar. (it is the altar of Tolerance, and becomes important later in the game)

Experiments:

Go to the tower, place the globe on the dais, and then use the Winch. A teleport storm will be summoned. Now use each lever by the various objects. Once your finished with each lever, use the winch again, but now you will be hit by lightning. You'll come to by a pit (if you fall down, get the key and the treasures) and go north to get your companions. Report your findings to Gustacio, who tells you to get the data interpreted by Fedabiblio. He will have you look into his Crystal Ball, where you will see Edrin turned into Ale by a Teleport Storm, talk to Fedabiblio, then go back to Gustacio. He will give you a cage, use it, and trap Ale. Then go back to the tower, place the cage on an open spot, and do it again. Edrin will be restored to humanity. Yay. Go back to Gustacio and he will give you the Mirror of Truth, and sell you his spells for FREE!

Also, if Melino didn't sell you spells earlier, he will now.

Note: I asked him for spells, but didn't have the money so I had to decline, but when I got the money, he stopped offering the spells. This was likely because I had upset him earlier, and he was only selling spells now because I had tripped a Plot "Egg."

Leaving Moonshade:

Talk to Captain Hawk about leaving the island, and he will tell you that there is a tunnel that leads right back to the Mainland. He also says that Julia, the head ranger, has the key. Julia will sell you the key (so long as you have the Chill spell) for 40 guilders. If you don't want to fight the Rat Men, talk to Mosh, befriend her, and get her Rat Harp.

11. Furnace, "101 ways to fry an Avatar"

Note:Sulfurous Ash can be gathered in large quantities here.

Whenever anyone complains about the heat, cast the Chill spell.This will only last for a few minutes (real time not game time).

The entrance to Furnace is located at (96S, 133E).Use Julia's key to open the door and go on down.You are now in the first level of Furnace, which we will refer to as the Ratmen Lair.Head all the way to the left, go down a short way and take the path to the right, going through the Ratmen village. Continue all the way to the right (you can go down to the Crypt here if you want), up past the Wildmen, and finally head left and up the stairs.

You are now in Furnace proper.Talk to the Gargoyle (Zhelkas) to get him to lower the bridge for you.He will have you take the Test of Purity to prove that you are the Hero, and then he will give you an "important artifact".

Go to the large room with all the Pools (I'm sure that you can find it), and on one of the corpses is the Fire Key.Take it, and notice how it won't be added to the Keyring.Hmmm...

The building to the right of the Pool Room is a large arena, go around the south side of it, kill the skeletons, and enter from the right side.Use the winch go in, and as the gates open, defeat the Automatons.When you have beaten all 4, the far right room will open.Get the key in there.Cast Telekinesis on the Winch to get back out.

Go right, through the locked door, and continue right and down into the Mushroom Park.Search the bodies to come up with another Serpent's Tooth, and the Ice Key.(the tooth is for Monitor)

Go back up to the magically locked door, open it and go up.Find the two columns, and double click the right Fire column to enter the Test of Purity.

Test of Purity:

To open the doors, even though they are locked, merely double click them. Left - Shamino here wants you to press the Left Button (it makes the people in there want to have sex with you), ignore his advice and press the right button.

Top - Iolo here is full of lies, so don't pay attention to what he says, refuse to flee with him and above all do not go into the Moongate. Instead just stand there.

Right - Dupre is here and is a "moderator of the game", whatever that means. He wants you to take a hammer and whack worms as they pop up. Do so.It is easiest to hit the worms from above.They are about 3 hits apiece.Ignore Dupre's attempts to distract you, and keep killing the worms.

Zhelkas will appear, and depending on whether you passed the test, will give you the Serpent Ring.

Note:If you fail the test, find the Everlasting Goblet from the Conjury (the building is north of the Pool room) and talk to Zhelkas again. By the by, you definately want to pick up the Everlasting Goblet in any case, as you won't need to get Food once you have it.

There are 2 buildings north of the Test, go in the right one, and place the Fire Key and the Ice Key on the pedestal to get the Blackrock Key (which can be put on the keyring).This key opens the north door on the second floor, which leads to a Serpent Gate.(you may also find your Spellbook here, but it will be useless, and therefore won't be covered in the ITEMS section)

Also be sure to pick up the Everlasting Goblet, it is located in the "Conjury" which is to the left of the Test (although you will have to go all the way around again to get it).With

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that in your possession, you never need any more food. Also in the Conjury is Eshalveras' lab.

Note: To create Phosphor to light the Serpent Lampsplace 1 Agnium, 1 Zerine, and 1 Serpentium on the pedestal here, and press the button. This creates a piece of Phosphor. Use the phosphor on a lamp to light it. Oh, and the Phosphor doesn't last forever, the lamp will darken again eventually.

When you want to continue on to Monitor, talk to Zhelkas again, who will pull the lever to get you out (it is by where you came in). Follow the hallway south go across the bridge, then go left, and up into the Troll sleeping area. One of the Trolls will have a key on him. Open the locked door and get the Serpent Staff.

Finally to get out go down, left, across the bridge, left, and then up.

12. Goblins! "The brand new multi-million dollar Musical!"

And now finally back to the plot we started back in Monitor, the Goblins. First check the hollow tree at (86S, 23W) and get the Serpent Crown.

Go to (69S, 32W) and into the Goblin tunnels. Once inside, go left, then up, kill the goblins here, and open the door with one of Simon's keys. Go north, down the stairs, and north again. Keep going north until you get to the very top. There will be 2 staircases here, take the one on the left. There is an underground lake here, with a sign that says "Beware of Water Creatures" good advice. Go up the NW stairs. From here go left, up, and up these stairs. Continue going up, left, then up the next stairs. Go left, up, left, and all the way up. You will see a locked door on the right, the Helm of Courage is in there, but we need to get the key from Pomdirgun in the Goblin village. Exit the passages.

The Goblin Village:

The best time to attack the goblins is obviously when they are all asleep, which they do from 12 am to 6 am. Attack between those times, and kill the goblins in their sleep. Pomdirgun's house is at (30S, 20W) go in and he'll want to talk to you first, do so if you want, then kill him and take your key. He also has a trapped chest, which has some gems, and he has a Magic Axe. There is a human slaughterhouse at (19S, 23W) and a female pikeman inside has a Sword of Defense. Finally there is an imprisoned Pikeman, Johnson, at (19S, 17W), you can free him if you like.

Note: Beware of Johnson! He will follow you around, but he isn't part of your party, so if you steal some Goblin loot, he will act like a normal guard and attack you for stealing! The jerk.

Go back into the passages, open the door and take the Helm of Courage! Also read the two letters on the table and take them. They implicate Lord Marsten and Spektor of heinous deeds. Also there is a lot of gems, jewelry and money here. Go back to Monitor.

The Traitors:

Read the 2 scrolls from Pomdirgun's treasure horde, and then talk to either Brendann or Caladin and tell them who the real traitor is. Lord Marsten and Spektor will both be arrested and thrown into jail (where Iolo was held). Talk now to Lucilla about Spektor and she will give you the key to their secret treasure trove. Now go to (154S, 12W), and walk west into the mountain, use the key on the door and go in. Find the corpse, read and take the note (seems you found Cantra's father) and take a powder keg. (if you can't hold it, don't worry, but you'll need a powder keg later in the game, and this is a good source for it.)

DEATH COUNT: 1 (Pomdirgun)

JAILED: 2 (Marsten, Spektor)

13. The Realm of Dreams

Make sure that you have the Helm of Courage, the Crystal Rose of Love, and the Mirror of Truth before proceeding! Also get everyone warm clothing (fur hat, fur cloak, and fur boots) for their inventory, you will need these soon! Go to the building at (62S, 46E) go inside through the switch on the right wall. There are some gems in the barrel here. Go across the left bridge.

When you get off the bridge there will be a key underneath it (barely visible), get it. What does this key open??

There are also some ruins at (46S, 36E).

Trick: There's a way to get all those great items in the realm of dreams out into the 'real' world. Before going into Gorlab, have the Avatar give all his possessions to his companions (or just dump them on the ground - you can get them later) and then use a scroll of Serpent Bond. (Alternately, have the Avatar cast the spell then drop his spellbook and reagents.) Wind your way into the swamp and go night-night. You'll find yourself in the realm of dreams; wander around a bit until the spell wears off. The companions will rush in from the side of the screen to re-join the Avatar. Play through this sequence as you normally would, but before you finish, give all the dream items - full suit of magic armor, two infinity bows, juggernaut hammer, etc - to the companions. (Make sure the Avatar isn't wearing anything when you leave the dream realm, or you'll lose it.) When you wake up, your companions will still have the new stuff. (from Geoff Bateman)

Go into the Gorlab Swamp, and you will one by one fall asleep... and reawaken in the realm of Dreams. All your items are gone except for a backpack and the 3 items of principle.

You appear right above a Temple (well... a dream temple anyway) go inside, and by a little version of a moongate, Thoxa will appear and tell you to find the Moon's Eye. From there, leave the temple, and go north quite a ways to get to the dream version of Castle Britannia. A chest behind the throne has a full set of Magic Armor and an Infinity Bow. Talk to Lord British to learn that Britannia is falling apart just as much, if not more so, than Serpent's Isle.

Note: If you attack, and beat, Lord British, he won't die, but rather will wail about how the Avatar has gone mad and that the world is truly doomed.

Go back south until you find a giant flame in a nature area. To leave the dream area at any time step into the flame. Don't do that now, however. Go north along the left path, and then all the way north. Then go left, down, left, and finally up. You should be in a forested area. Talk here to Siranush. Seems that a long long time ago, an evil wizard destroyed the town of Gorlab, but that he trapped them in the Realm of Dreams. So you have to help free them! To do that we need to kill the wizard, and bring her the Crystal. Go back to that giant flame. From there go all the way south, and left until you reach a giant castle. You can't miss it!

Go into the keep, and walk up to the Wizard. He will attempt a spell on you, but won't succeed because you are protected by Courage! The Snow Leopards will come to life, kill them, and go south, east, and into a torture chamber. Again talk to the Wizard, who will again attempt a spell, but you are protected by Love! The body on the table has a key, and a corpse in the west room has a Fire Sword.

Go back to the main chamber, and open the north door with the key. Go in the room, talk to him, he attempts one last spell and it reflects back to him because you are protected by Truth! Search his body for a key. Go into the right room, and open the east door with the key. Go down and get the Crystal, avoiding the traps.

Go back to Siranush, and give her the Crystal. Edwin will pop in for a moment, they will exchange their last bit of love, and you leave the Dream Realm. You can now go through Gorlab Swamp.

Also in the Dream Realm:

Batlin - who dreams of defeating you, the Avatar

Cantra - who has horrible nightmares of being chased

Stefano - dreams of women (naked women!)

Iolo - dreams of looking for Gwenno

Ensorcio - dreams of torturing the Magelord

Filbercio - nightmares of being tortured by Ensorcio

Byrin - the bard from Sleeping Bull, will offer some tips on the Dream Realm

DEATH COUNT: 2 (Siranush, Rabindrinath)

14. Great Northern Forest

There are some ruins right outside of Gorlab (29S, 60E). Inside is a corpse with a Ring of Regeneration and some jewelry. Wow. You probably also notice the big castle (22S, 77E), but that is for later!

At (0S, 66E) you will find a small fort. You have stumbled across the remnants of a mining expedition led by Draygon (that's Lord Draygon to you!). If you listen to everything Draygon has to say, he comes off as a fairly mean person. Talk to Beryl after Draygon has gone to sleep, and she tells you of all of Draygon's evil deeds, that he led to the death of some 21 people. She wants you to kill Draygon, not an easy task since he is invincible. She tells you to find some Kings Savior, an herb, and to find it, you must talk to the Forest Master.

Go now to the Forest Master (52S, 21W), and talk to him. His name is Morghrim, and he is from the next game, er, I mean Pagan. Ask him about the King's Savior. He also tells of the fall of Pagan to the Guardian. Eventually he will mention the Hound of Doskar (remember those? the dogs we need to find Cantra!) Agree to get his Orb back for him, and he will get a Hound of Doskar for you. The King's Savior is just to the west and a little to the north of here. Gather some and go back to the Fort. Talk to Beryl again, and then use the Savior on some arrows (she has some in her room), the sleep arrows will appear at your feet. Attack Draygon with a bow and the sleep arrows, then beat him normally. Get the Orb and he also has some Magic Leggings. Morghrim will appear, and ask for the Orb, give it to him, and he will give you a Whistle to summon a hound of Doskar with!

At (17S, 28E) you will find Hazzard's lodge. Inside you will find a note that says that he has your glass sword on him, and has headed north. There is also a key here.

At (44S, 22W) is a cave hidden by a tree. Inside is a small amount of treasure, note that the brass chest is trapped.

DEATH COUNT: 1 (Draygon)

15. Shamino's Castle

Place Cantra's practice sword on the ground, and summon a Hound of Doskar, tell the dog to "Track" and click on the sword. Pick the sword back up. The dog will tell you to go north. Go to (3N, 99E) which is Shamino's castle. Shamino will draw you a map of the area and talk a bit about a lost love.

Note: In case you're wondering how Shamino could have a castle here, when his home was in Britannia, here is the explanation. Back in Ultima 1 there were many lands that comprised Old Sosaria, and one of them was called the Lands of Danger and Despair, this is where Shamino lived and had his castle. However he went to serve Lord British, and Sosaria was split to pieces leaving Shamino stranded, and his love left alone in what was now the Serpent's Isle.

The secret entrance to the castle is at (2N, 78E). You can either go in that way, or use Telekinesis on the winches (you can barely see the second winch). In the secret entrance is a Cyclops who has a Magic Helm, a Magic Shield and some Magic Bolts.

Once in Shamino's Castle, go to the Central Keep first, go inside, kill all of Batlin's loser followers. Batlin will pop in and say some snide remark about how you are too late, and that soon he will be more powerful than even the Guardian. He teleports out there and takes Palos with him. Go upstairs, take the Fellowship Medallion. A monk will appear and take Cantra's dead body away.

Now for the rest of the keep. Go into the right room, a barracks, ignore the chests, and go all the way north where there is a secret Wall to a room with a lot of switches. These levers will lock and unlock all the doors in the keep. An up lever indicates a locked door and a down lever an unlocked door.

The blacksmith room is opened with the 3rd lever from the right, hack open the top right chest to get the DragonSlayer Sword!

The wizards room is opened with the 2nd lever from the left. An invisible chest in the west room has a key to the closet. Pick open the chests to get some reagents.

Explore the rest of the castle at your leisure, and note that Beatrix is a little bitter over Shamino. Beware the ovens in the kitchen! They are booby trapped!

Note: Anytime that Shamino dies after talking to Beatrix, she will save his life and depart for the Void (where most spirits go after life), and will also leave him a Book.

Note: Batlin's goons don't rate a Death Count.

16. To the North!

Once outside of Shamino's castle, have the Hound track Batlin via his Fellowship Medallion (careless thing to leave lying about). The dog points north (it irritates me that he doesn't actually do anything more than say "north!").

Go to (28S, 3E) and go into the cave (don't go in if you don't have your warm gear!

Note: The Helm of Light (Silver Seed) counts as warm gear, also note that you will find a full set of warm gear inside as well as a couple of cloaks).

Here are some hints to get through the cave: go north at the big rock, north at the mushrooms, left at the fire fields, north at the obelisk, when you see the caltrops turn south. And that should get you through the cave. (you can also do the Captain Stokes thing here too, see below)

When you reach the end of the cave you will meet a dying trapper who worked for Hazzard. He tells of an evil sorceress (Gwenno) who attacked their camp. Search his body for some warm gear.

Captain Stokes:

The evil software pirate silenced the bard Gannt, and now sits in his locked tower securely pirating copyrighted material! The fiend! You get the key to the tower here. From the obelisk, go north up the passage just to the west of the obelisk and down one of the stairs. Take the moongate. Get the key and read the sign. The ghost will leave you a scroll. The tower is at (77S, 28W).

There are some other caves north of where you come out. The first has a Polar Bear inside, and the second has a lotta dead bodies and some ghosts.

17. The Gwani

The Gwani village is around (23N, 0E). Talk to all of the Gwani here (be sure that you aren't wearing a Gwani cloak, nothing like wearing the skin of the people you are talking to, to get them to like you!). You will learn several things here, one that Gwenno is dead and her body is in the Gwani Death Temple, and that Neyobi is dying. Talk to Baiyanda about curing Neyobi. She will also heal you if you need it. She says that you need Ice Dragon Blood to heal Neyobi, and that there are only 2 Ice Dragons left, one to the north, and one to the East.

Ice Dragon:

Head north to (50N, 3E). On the way you will meet up with a Gwani hunter who failed to get the Ice Dragon Blood. He says that you should beware the front entrance. Good advice. Take the boat out to the Ice Dragon Island (77N, 15W). Go around to the back entrance (93N, 11E) and sneak on in. This way has a lot of teleporters, but you will eventually find yourself at the Dragon's Lair. Or just go in the front. Either way kill the Dragon. Use the bucket on its dead body to get the blood. There is also quite a bit of treasure in there.

Go back to the Gwani village, talk to Yenani and tell her you got the blood. She takes the blood and tells you this phrase "Isal Sal Cra Gaas Iskar", for use in the Skullcrusher dungeon.

ITEMS:

Magebane - the penguins got your Magebane. They are at (53N, 32W) and will attack you when you take it. Guess they got attached to it! They can only be reached via the Ice Boat.

18. Vasculio and Skullcrusher

Use the Whistle again, and have the hound require the scent from Batlin's Amulet. He points east! How... useless.

The entrance to Skullcrusher is at (2N, 1E). Inside is a corpse with a note telling of how he locked people in the city. Do not cast translation. Put each stone on the pedestal that has the same letter on its plaque. Then double click on the runes in this order: I, S, C, G, I. Note that there are 2 different I's, make sure to click them both.

Vasculio:

Find Vasculio's lab. Then find the room with a coffin inside. Remember how Vasculio was killed, and then came back to life? Well he's a vampire. Read the scroll below his coffin and he should pop right out. Make sure to equip the Magebane here, as it will make killing Vasculio much easier. Don't agree to trading the Magebane (are you insane??). Once you hit him for the first time with the Magebane, his magic is gone. Search his body and get the key. You don't need to get his treasures yet, but you can if you want (just don't lose them!).

You can talk to the various ghosts in here. Seems they can't leave this plane of existence because of the Imbalance. In the room with all the chests and barrels in the very bottom left corner is a powder keg.

The exit is far to the NE (by where the Serpent Gate is) and will exit you at about (24N, 41E).

Note: Those double brass doors to the east go nowhere, and can never be opened. You can cheat yourself inside, where you will see some dead bodies (some even have items) and a staircase that takes you to the middle of the ocean. Seems the developers were going to have something here and took it out!

Eye of the Moon:(20N, 52E)

When you get out of Skullcrusher, go to the SE, to the temple that you saw in the Realm of Dreams. Inside you will find the Moon's Eye, use it to see that Batlin is going to open the Wall of Lights, and thereby become ultra powerful. You'd probably better stop him!

Note: You probably notice the "Lodestones" of various emotions, those become important later, as does Shriash who is stuck in the wall, and has been for millenia.

ITEMS:

Rudyom's Wand - in the lab (not Vasculio's) you can find your old Rudyom's wand. Well it doesn't work anymore, now it just makes people sneeze. Goodie. You do not need to get this item.

DEATH COUNT: 1 (Vasculio, well he was already dead, but now its permanent!)

19. Batlin, Spinebreaker, and the Banes

Note:After this part of the plot, it is impossible to go back.A lot of people will be dead, so get all your training done first, buy all the spells, and items that you will need, etc. Getting to Spinebreaker isn't exactly straightforward, mainly because your map is flat out innaccurate about this area.From the temple head east (on your map it will look like you are going through mountains!).The entrance to Spinebreaker is at (39N, 96E). Go into Spinebreaker, and Batlin will send an Automaton to kill you.Kill it instead, and get its key.The key opens the door to the north, to the left of the main passage (there are reagents up that way).

Note:Notice all the dead Automaton's in the entrance, if you have the room and the strength, grab and carry three of them (you'll see why later).

Go up the right passage, use Telekinesis on the button to open the gate, and kill this automaton as well.Go east until you get to 2 gates.Use the south button, and Brunt will appear.Ignore what he says, and now use the north button and go up, and north through the wall, then east, and then south.If you follow Brunt you will have to walk through many traps.There will be a bow storehold here with some magic, serpent, and burst arrows.In the hall to the bow room, one of the north walls conceals a secret passage, open it and go north.

You are now in the old Ophidian City.There are 3 small shrines here that we need to visit to get the items we need to get to the Big Shrine of Order.Go north into the Shrine of Discipline, and search the dead body here for a Juggernaut Hammer. Get the Dagger off the pedestal.Then go south into the Shrine of Ethicality, and get one of the scrolls there.East and you will find the Shrine of Logic, get the abacus there.There is also Spider Silk there.

Now go to the Temple of the Hierophant, and place each item on the pedestal there, Scroll, Dagger, Abacus.The door will open.Go inside, and go downstairs.An automaton here thinks that you are the Hierophant, he gives you the Serpent Scepter and dies.Go back upstairs and place the Scepter on the pedestal in the main room.You will be teleported into the Library.Get the keys on the Upper Left table, and under a book on the north desk to the west.Open the left locked door and get the Book of Order, be sure to read it.Open the right door and teleport out.

Go to the SE part of the city, press the button on the column, and the Gargoyle Palos will come, insult you a bit, and leave.There are a lot of traps in the next room so have Destroy Trap ready (after using Detect Trap of course).Go east and talk to the Automaton behind the gate.He is going to ask you questions about order, to determine if you are a true follower of Order or not.The answer is: "The Structure of Order", but you can only say that once you've read the book from the library.He opens the gate, open the next gate yourself, and Deadeye will appear, follow him north but beware his traps!The dead pirate has a bag with a key in it.Open the locked door to the north. Go through the big door to the north, go north.Selina will appear and attack you with Palos, Deadeye, and Brunt.Kill them and get Selina's Dispel Field spell.

Warning:If you have Boydon, leave him here, if you take him with you he will die!Then you will never be able to get him back!

Go north through the big serpent doors, and all the way north to Batlin.The plot takes over for a bit.Your party surrounds Batlin who opens the Wall of Lights despite your efforts.Something goes wrong, very wrong however.Batlin is destroyed, and the Banes take over the bodies of Iolo, Dupre, and Shamino.

Shamino becomes Anarchy, Dupre becomes Wantonness, and Iolo becomes the Insanity Bane.They then explode leaving all of their possessions.The Great Serpent tells you to get the Gwani Horn from Skullcrusher (Vasculio had it sealed in an Energy Field).

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Note:Now you are alone, but you will get all of your party back eventually..So in the mean time to carry all their items, and to help out, create 3 Automatons (from the entrance)!Equip them with everything that Iolo, Shamino, and Dupre had.

Search Batlin for a key, his Serpent Jawbone (transfer his 6 teeth to your Jawbone), and the Blackrock Chaos Serpent.And regardless of whether you are doing my Automaton trick, take Iolo's Lute, Dupre's Shield, or Beatrix's Book, and have a Hound of Doskar track using one of those items.

DEATH COUNT: 5 (Batlin, Selina, Brunt, Deadeye, Palos)

20. Gwenno Returns! Sorta...

The Gwani Horn:

Firstly go back to Skullcrusher, and back to Vasculio's lab. If you didn't get all the other items, get them now. Then cast Dispel Field on the Energy Field, and take the Gwani Horn. Now the Great Serpent tells you to go free Gwenno from the Ice. Good advice. The only items that you really need are the Flux Analyser, the Philanderer's Friend, and the Gwani Horn. Everything else is just for fun.

Ice Crypts:

Now we need to go get Gwenno's body from the Gwani Death Temple. Use the Ice Boat, again, to get to (93N, 43W) or soon the map it is located on the "S" in the Serpent Isle banner. Caution! Using the Horn causes ice to explode, which could damage, even kill your party members. Gwenno's body is in the ice block at (102N, 55W). Get her body, and go to the Monk Isle.

At Monk Isle have Gwenno be resurrected. She is insane now because the Chaos Bane twisted her soul. Find and talk to Karnax, and he tells you to get the Scroll of the Serpent from Fedabiblio in Moonshade.

Moonshade:

Quite a few things to do while we are here. Moonshade was overrun by monsters following an attack from Shamino, who is now the Bane of Anarchy. Use the Philanderer's Friend on the Statue of Fedabiblio in the seminarium. He tells of how Shamino destroyed most of Moonshade (the casualty list as well as where their bodies are found is listed in the DEATH COUNT), and gives you a key to Hawk's treasure. Then get the Scroll of the Serpent from him. Next go talk to Stefano. Seems that Columna put a curse on him, and now a Death Knight pursues him. Kill the "Death Knight" (he has some armor), and talk to Stefano again. He will give you a key to his vault to get your Blackrock Order Serpent, and a Serpent's Tooth. We'll hit his vault last. Go to the Blue Boar, search Hawk to get another key. Inside Hawk's room is a chest, inside is a Map that shows you how to get the Serpent Crown. Search Gustacio's, Frigidazzi's, Torissio's and the Magelord's houses to get more Serpent's Teeth. Search Gustacio's body in the Seminarium to learn what the Flux Analyzer does. Get the Comb of Beauty if you didn't already (instructions are in the first Moonshade section above). Go to Stefano's old House at (80S, 100E). The vault just to the west opens with the key Stefano gave you. Inside is your Blackrock Order Serpent. Return to Monk Isle.

DEATH COUNT: 14 - Hawk, Edrin - Blue Boar
 Mosh, Pothos- Provisioner (Ducio)
 Frigidazzi, Filbercio - Frigidazzi's
 Flindo- street by Frigidazzi's
 Columna - Columna's House's Yard
 Julia - Columna's House
 Melino- Gustacio's House
 Gustacio, Bucia - Seminarium
 Rocco, Topo - Outside Stefano's on street

21. Discipline and Gwenno

Back at Monk Isle take the scroll back to Karnax. He figures everything out, and realizes that Gwenno needs some water of Discipline. In the library, the blue book there will tell you where all the Temples of Order are. Take the Serpent Path to the Temple of Discipline. (it is the right choice on the upper right path) In the Temple, avoid the trap, and talk to the Automaton, who somehow manages to choke out that only an Automaton can get the Water of Discipline. Note the Mind Transference Chamber at the far left. Then flip the right switch to open the door to the upstairs. Go up the left stairs, and read the red book on body transference. Hmmm... Back to Monk Isle.

Discipline:

Find Draxta and ask her to show you a vision. Go to the place of Visions (7N, 139E) and talk to Draxta again, and ask to see the Vision. It will show Petra walking through the acid, while the Avatar waits behind. Go to Moonshade. Before you talk to Petra (if you have 4 other people in your party) ask Boydon to leave. Then talk to Petra about the Acid, and switching bodies. She'll join you and you can go back to Discipline. Go to the Mind Transference Chamber and talk to Petra, ask her to switch bodies, then press the button. You will switch bodies. (you may want to equip your old body, er, Petra, with some warm clothes) Go down the left stairs, go down and get the key from the invisible chest, then go up the right stairs, and get the 2 Y shaped things. On the main floor, put the white Y in the right side and the Blue in the left. A small bridge will form to the stairs. Go down. The room to the south has a key. The room to the north leads to the acid and the water. Fill up a bucket with the water of Discipline.

Note: You can keep Petra in your party if you want, but once you tell her to leave she is gone for good. Also you might want to fill up an extra bucket with water here, it will come in handy later on.

Go back to Monk Isle. Find Gwenno (she is usually in the Library) and use the water on her, and she will be back to normal! She won't join you, but will offer to stay there and research for you. Goodie. She wants you to cage the Banes again (I say again because Batlin did so earlier), and tells you to go to Moonshade to do that.

22. Soul Prisms, Banes and Such

Go to Moonshade. Talk to Torissio about soul prisms, and he will teach you what to do, for a price. Give him the Philanderer's Friend and he will give you the spell. He tells you to talk to Ducio about Worm Gems. He also mentions that the Gem on the Black Sword is similar to a Worm Gem. Talk to Ducio about Worm Gems, and he'll say that each Gem requires 3 Worm Hearts. He also says that the Flux Analyser could fix the Black Sword. Use the Flux Analyser on the Black Sword. To get more Worm Hearts either go North and kill Ice Snakes, or steal them from Pothos' house. Make 3 Worm Gems. Cast Create Soul Prism on the 3 Gems to turn them into Prisms.

Go back to Monk Isle, and talk to Gwenno again. She tells you to go to the 3 temples of Chaos, and bathe the Soul Gems in the waters there. The 3 temples are Enthusiasm, Tolerance, and Emotion. Make sure you have a bucket!

Enthusiasm: (80N, 140E)

Take the Serpent Path to get to Enthusiasm (down and left, then left). When you first enter Enthusiasm you will be struck by lightning. Don't worry about the treasure chest in the first maze, it only has some boots. Find the Magic Lens look in it to see that the Banes are in that big castle (White Dragon) north of Gorlab Swamp. Use a bucket on the well to get some Water of Enthusiasm, and then use the water on a soul prism to get a Soul Prism of Enthusiasm.

Emotion: (20N, 52E)

We've been to the Temple of Emotion before, now we go back. On the Serpent Path it is Upper Left and left. Here gather the 4 lodestones of various emotions (get one of them by talking to Shriash in the wall, and destroying the column). Place the 4 lodestones on the 4 small pedestals in the room with the Moon's Eye. Use a bucket on the water, and the bucket on a soul prism to get a Soul Prism of Emotion.

Tolerance: (61N, 63E)

Take the Serpent Path, and go Lower Left, and down. The first thing you should notice once inside is that there is the recently vanished Mortegro. Yet somehow he is trapped here by 2 feet of water. The baby. He will offer you the Summon Shade spell if you rescue him. Get the key from the far left room and go down stairs. Go down to the far south cell and talk to Sethys (still alive from the Ophidian days... somehow). Cast Serpent Bond (if you don't have it, you can find it on a scroll upstairs) and go through the left wall. Flip the switch to open the north wall. Get the key. There's a lot of gold here, but you shouldn't need money anymore. Go back upstairs, use the key on the door with the winch inside, and use the winch. There is a secret door that leads to the drawbridge. Talk to Mortegro, who gives you the Summon Shade spell. Take him outside. He will be obliterated. Go back to Moonshade, go into Gustacio's basement and put a bucket on the altar. Use the water on the last Soul Prism to get the Soul Prism of Tolerance.

Now we have to fill 3 buckets with the Waters of Order (you'll see why later). No, you don't need to get 3 buckets, we'll find them on the way.

Discipline, you know how to get the water here. (remember that whole thing with Petra?)

Ethicality: (32N, 132E)

-

RKXNFTF KRMHM+THF TPTMF KFAKMTMF XNINM

On the serpent Path it is Lower Right, and down.If you go upstairs (outside) you may notice that the fountain is not working.Go all the way to the right (from the serpent gate) and double click on the Serpent Carpet to start the Test of Ethicality. Answers are "Risk Death", "Leave the Money", and "Continue", this now starts the test.In the first test, push the button in the middle of the flames to save the man.In the second test, place all of your valuables on the pedestal, and walk all the way to the right and press the button.In the third room, fight Batlin, and whatever happens do not give up to him, even if you are about to be defeated.

Note:If you have Power Avatar on you cannot pass the third test!

Go outside, and use the bucket there on the fountain to get the Water of Ethicality.

Logic: (23N, 64E)

Note:Be sure to get an empty bucket before coming to Logic.

On the Serpent Path it is lower right and right.Looks like you found the other Ice Dragon, dead.Find your way to the 5 ice blocks and use the Gwani Horn to clear the path (head left from the serpent gate, and then generally head up), you will find a journal in the debris that appears, it has some clues in it (a logic puzzle!).Step on the teleporters in this order:

RED, YELLOW, BLUE, RED, WHITE

Next place the serpent runes in front of the double doors in this order:

B C O W

Now we have a little murder mystery to solve.Automaton Number 7 was killed by one of the automaton's, but they all have alibi's... Or do they? Talk to all of the automaton's and check their alibi's, if one says he was with someone, does that someone back him up?Number 4 did it.Don't accuse him until you have talked to them all.Number 4 will then attack you.Kill him and get his key.(In the left room with the stones, place the far left stone on top of the middle stone to get the key, I don't know what the key is for).Fill another bucket with the Water of Logic.

DEATH COUNT: 1 (Mortegro)

24. White Dragon Castle and the Banes

Make sure to have the 3 charged Soul Prisms and the 3 Waters of Order, and some Automatons to help out as well. Also have the Black Sword, and have used the Flux Analyser on it.

Go to (33S, 86E) and cross the drawbridge here. You will be confronted by the Ghost of the King of the White Dragon castle, he will make some vague threats and (sometimes) turn into an Ice Dragon. Go through the double doors and go into the room to the right with all of the mirrors. Iolo will appear, taunt you and then the mirrors will explode into a gaggle of Avatars.

Open the secret Wall to the lower right, go into the lab and get the key off the corpse. Use the key to open the library (the room above the lab), Shamino will appear and tell you to read some books. Some books will explode. Go up the stairs, and then down the stairs to the left. Iolo will appear with a Nightmare. Get the key from the desk. Go back to the library, and back to the main hallway. Open the far left chamber, Iolo will appear. Avoid the traps and flip the switch under the bale of wool.

Walk through the wall directly under the stairs, and get the key from the chest. Go up the stairs, open the door, go right, and open the left door and go down the stairs. You should be in the Music Room. Iolo will appear here and leave a ghost to attack you. Get the key under the pipes on the table.

Go back to the room with the chest under the stairs, unlock the door to the north and go up that way. Open the door to the right. Go north and down the stairs. Kill Iolo's Gazer and open the right door. Get the key from the drawers. Go back into the hall and go south and open the south door. Open the right door, then open the south door, and walk all the way to the left where the Banes are.

Note: Save it here! Seriously!

Equip yourself with the Black Sword and kill the Banes. After you kill each Bane you have to stuff it into their appropriate Soul Prism. So kill one and put it straight in. (you do that by using the Black Sword on a Soul Prism, the Soul Prism will then get a "halo" around it)

Dupre	Enthusiasm Prism
Shamino	Tolerance Prism
Iolo	Emotion Prism

After that you should have 3 Soul Prisms with the 3 Banes inside. If you failed to get them, reload.

Take their bodies to Monk Isle and have them resurrected. They will act like Gwenno did, and need water used on them (that's why we got the water!)

Iolo	Logic
Shamino	Ethicality
Dupre	Discipline

After all 3 of your companions are resurrected, all 3 bells will ring signaling the return of Xenka. She will say a whole lotta things and give you the second to last Serpent Tooth, with the instructions to go to the Isle of the Crypts.

25. Isle of Crypts and the Chaos Serpent

Order Hierophant:

To get to the Isle of Crypts, take the Serpent Path Right, then the second one up. The entrance is at (12N, 44W). In the room with the many serpent carpets take the south passage. Go all the way down the passage until you find the button on the west wall, go north through the north wall. You will be teleported. Go along the north passage, all the way, beat the mummy, and take the scroll from its body. Place the scroll on the pedestal (by the other pedestal with the Gold Serpent).

You will be teleported into the library, read the book in the center to be teleported again. To the left and north is the Eye of the Serpent. Cast Dispel Field on the Energy Field and swipe the Eye. North of the Eye is a secret passage, go up there, and onto the teleporter. Go up open the secret passage to the coffin, and open the coffin. Then cast Summon Shade, to revive the Hierophant. If you have all the required Serpent Artifacts, he will tell you that. He tells you that to restore Balance you must reunite the Chaos Serpent, but that he cannot tell you how to do that (curse that mummy!). After that he will vanish forever.

Chaos Hierophant:

The Chaos Hierophant is in the Temple of Enthusiasm, but first we need to get his lackey Sethys (remember him?) in the Temple of Tolerance, and ask him to join you. As you leave the Temple, Sethys starts to feel his age (1000?2000?) and dies. Take the Orb off his corpse. Now go to Enthusiasm. Right off of the Serpent Gate cast Summon Shade to talk to the Chaos Hierophant. He will give you all the instructions that you will need. As you go he says that the Rite requires a Force to bind the Banes together, but that he doesn't have a clue what this force is. He will then go *poof*.

Note: Another way to talk to the Chaos Hierophant is to go to (71S, 52E) go inside and talk to the ghost there. I don't think that he is supposed to be there, but he was in the original version, and also in the later version (silver seed), so I can only assume that it for some reason is supposed to be there.

Final Serpent Tooth:

The Gwani have the last tooth, but as you may notice, they have recently suffered a recent rash of Trapper attacks. Talk to Yenani about where all the other Gwani to learn that. Find the trapper's lair at (60N, 24E), hack the door away, and go inside. Talk to the Trapper, but that gets us nowhere, so again we have to resort to violence. Kill him and get his key. Go north and use the key on the north brass box. Get your glass sword and the Gwani Amulet. Go back to the Gwani and give Yenani the Amulet, and she will give you the last Serpent Tooth.

The Death of Dupre:

Go back to Monk Isle and talk to Xenka. She says that only the Ultimate Sacrifice by either you, your companions, or Gwenno, will solve the Imbalance now. You will draw straws, and you personally will lose. Bummer. Guess there are no perks to being the "Hero from another Land". Go to the Crematorium in Monitor. Dupre won't allow the Avatar to die this way, however, and dies in your place. Get his ashes, and whatever of his belongings you want.

Chaos Serpent:

Go back to Skullcrusher, and go to the big double doors to the north. Place a powder keg (there are several in skullcrusher, and also some in Marsten's treasure hold back in Monitor) by the doors and ignite it. The doors will be blown apart giving you access to the tunnels. Make your way through the tunnels they aren't easy, but don't have any secret walls or anything so I won't walk through it. I know that isn't much in a Walkthrough, but it really isn't as hard as it seems. (if you find the teleporters, they take you to a pen by Sleeping Bull Inn) Eventually you will get to the Grand Shrine of Chaos. Open up the Secret Wall to the North and go inside. Place the Blackrock Chaos Serpent on the middle pedestal, and the Wall of Lights should open. Then place the Soul Prisms on the right pedestals: (they should burst to flame)

Enthusiasm Pedestal Wantonness Bane

ToleranceAnarcy

Emotion Insanity

Then place the Ashes of Dupre on the last pedestal. Dupre will talk through the Chaos Serpent and tell you to get your butt over to Sunrise Isle. Then Xenka will appear. Don't leave without your Chaos Serpent!

ITEMS:

Glass Sword - Hazzard has your glass sword locked away in his treasure chest. Kill him and open the chest.

DEATH COUNT: 3 - (Sethys, Hazzard, Dupre)

26. Sunrise Isle and Endgame

Talk to Xenka again and get the Serpent Sword, she tells you to go to Sunrise Isle and there to restore the Balance to the land! Use the Serpent Gate (well that is the ONLY way to get there!) and it is the gate Straight Up from where you arrive on the Serpent Path.

You will be in the dead center of Sunrise Isle when you arrive. To the north and south of you are 3 pedestals (each direction) and a scale (each direction) place a blue snake on one side of each scale, and a red snake on the other. This causes various items to appear. Take all of the items. There are 6 temples representing all of the virtues of both order and chaos. The idea here is to use Balance. So in an order temple, place a Chaos item; and visa versa. Here is what to put where:

Torch	(representing Ethicality)	Tolerance
Abacus	(logic)	Emotion
Dagger	(discipline)	Enthusiasm
Chain	(tolerance)	Ethicality
Heart	(emotion)	Logic
Rose	(enthusiasm)	Discipline

Once that business is done, you will get a book. North of where you came in are 2 pillars, read the book in between the pillars. A bridge of Blue Fire will appear, cross and do it again, this time normal fire will appear, cross that too and you will be at the Shrine of Balance.

Go left find the key, and then go all the way right. Use the key on the brass box and get a serpent candle. Go all the way left and put the Serpent Candle on the pedestal there. Get the Ice Diamond. Get one of the small chunks of ice that appears, and put it on the other pedestal on the far right side. Get the Fire Ruby. Go back to the center and put the appropriate gem on their pedestals.

Here you should put on all the Serpent stuff you've been carrying around: Ring, Staff, Sword, Armor, Necklace, Earrings, and Crown.

It ain't over yet! Now we are in yet another chamber with yet another pedestal. On the left side the buttons open doors on the right side, and yes the reverse is true. Find the 2 cubes of order and the 2 cubes of chaos and place them on the pedestal. This will create a bridge below you with a teleporter on it. Step on the teleporter. Then go north and place the Serpent Staff, Armor and Crown on the table. You will be declared Balanced by the Great Earth Serpent and teleported back, and now the doors will open.

Go north into the Main Shrine of Balance. The Order Serpent attempts to stop you using a half dozen or so Ice Men (elemental things). Kill them and keep going.

Place the 3 Blackrock Serpents in their appropriate places. The Wall of Lights will open, and the Earth Serpent tells you to put the Eyes of the Serpents on the pedestal. Do so. The Snake Altar will start getting jiggy, so whack him a good one with your Serpent Sword.

Congrats! You beat Serpent Isle! Sit back and enjoy the endgame! At the very end the Guardian grabs you, and then in Ultima 8 drops you off in Pagan.

Your total DEATH COUNT was 60 + 4 (Silver Seed) so 64 died to further your goals. Not very Avatarlike is it?

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A. Silver Seed Walkthrough

Items in Silver Seed: Keyring, Belt of Strength, Helm of Light, Gaunlets of Quickness, Ring of Reagents, Erinons Axe, and other small items.

To get to the Silver Seed area, use the Amulet of Balance while on a Serpent Gate. You will (very slowly) be teleported, but you only have to sit through it this one time.

Note: Once you arrive you can only leave if you pass the Silver Seed area, or if you wait a WEEK for the amulet to recharge.

Immediately go north and talk to the Silver Automaton, he thinks that you are the champion of balance, and gives you the Key Ring (very nice), and tells you to find the 4 globes to get the Silver Seed.

Note: The key ring is a very nice artifact, everytime you get a key put it on the keyring, and then to use the keyring, just press 'k'.

However, when you find the Ice and Fire keys, DO NOT PUT THEM ON THE KEYRING!!!! Those keys are meant to make another key, the Blackrock key, and they cannot do that if they are on a keyring. (Although they don't seem to ever want to go on the keyring...)

Also in the keep is a Mage, a Trainer, and a Healer. For the time being, when you die in Silver Seed you will reappear at the Healer's, not on Monk Isle.

Abandoned Outpost

Leave the Keep and go left, then up, until a woman, Rieya, appears. Talk to her to get your clues, but don't take everything she says seriously. Go into the outpost. Go down the stairs, go across the bridge, and then through an illusion wall on the left. Flip the switch here, go back out and then right through the now opened wall. You will now be in a room with 3 switches on the wall, and if you try to go through it, traps will activate. Press the top right, top left, and then bottom left switch (in that order) to deactivate the traps.

Now you will be in a room full of corpses. Search them all and get the Lightning Whip (you have to lose this later) and a key. Use your keyring to open the first door, and walk through the next two (they are illusions). Then go up, find the key in the room with the green glowing things (it's under some debris), and search these rooms for the 2 scrolls. Place the Lightning Whip on the gold pedestal with the Blue Flame on it to get rid of the Force Barriers. Go down the stairs, then down the next set of stairs, and finally up the other stairs, and up the last stairs.

You will be in a room full of corpses who come alive and attack you. Continue left. You will be attacked by Living Armors. Kill them and work your way through the sleep fields. (if you want to get rid of the sleep fields, go back to where there were 3 plates and the switch, and step on the plates in this order 3, 2, 1) Get the orb, and go back to the magically locked door, open it and then go down (this door will also close behind you and magically lock itself). Go straight down, then left. Pick open the lower left treasure chest to get some spells (including 2 unlock magic spells!), then go down again.

You will be in a torture chamber, pick open the upper cell, and get the scroll. Go back to the double doors that were locked (by where you used the whip to get rid of the force barriers), open them and go up. Attack the debris here until it disappears. Go down the stairs, search the body and get the rope. Go back out until you get to where the wall opened up, and go south. Use the rope on the well and go down. Use the rope again, and go down again. Go to the force walls here, and use the scroll that you found in the cell to get rid of the force walls. Go down the stairs. Kill the Ice Trolls, and search around until you find a glowing blue belt. That is the Belt of Strength! Pick the 2 chests by it to get gold, and ammunition.

The Maze

Just north of the abandoned outpost is a maze. Drusilla (another of those dark women) appears here and gives some advice. When you go into the maze, all of your belongings will disappear (they are in the hollow tree outside of the maze) When you reach the end of a level, the whole level will open up.

Level 1: Left, down, left 2, down, right 2, down, left 4, up, right, up, left, up 3, right 5, down, left 2, down.

Level 2: Up 3, left, down 2, left, up 2, right, up, left, down, left, down 2, left, down, left, up 3, right, up, right. (after the level opens up go find the corpse and get its cheese)

Level 3: Right, down 3, left 2, up 2, right 3, up 2, left 4 (get cheese), down 3, right 4.

Level 4: Down 3, right 3, up 2 (talk to monster here, give cheese, get orb), up, left, up, down, left, down 2, right 4, down, left, up 3, right, up, left 2, up, right (get Helm of Light off corpse), and right through illusionary wall. Done!

Get your equipment from the tree (don't forget the purple orb you just got!).

Aram Dol's Lair

This one is probably (definitely) the hardest of the little dungeons. It is on the North side of the keep. There is a Dragon named Draxinar in here, he is more useful alive as he gives information. But that is not where we are going. From the entrance take the top passage to the right, go all the way up and take the stairs. Go right, down, then right and at the first opportunity go up and up again. You will be in a large chamber filled with Arachnians.

In the center of the chamber is a room with a staircase. Take the stairs. Go left up and then step onto the teleporter in the open room. Go right, get the key behind the pedestal and go up the right passage, open the door, go down the stairs, and flip the blue switch, go back up the stairs, down into the room again and finally up the left passage (fire traps should go off). You will be in a room with a large pillar, behind that pillar on the north wall is a passage (illusionary wall), go up there and get the key. Then go back and down the stairs. Unlock the door and go down the next stairs. You should quickly find yourself in a series of lever puzzles.

Lever Puzzle One: Flip the 2nd switch

Two: Flip 1, 2, and 5

Three: Flip 1, 2, 3, and 6

Go up the stairs, and then down, but not through the door. Instead go through the right wall into the Crypts. Kill the Mummies and get the green key. Go up through an illusion in the middle crypt, then down the stairs, across the fire and get the glowing green key. Go back to the main crypt. Unlock the gate leading to the stairs, and go up. Go down and unlock this gate too, and continue going down. There are skeletal Dragons here. Go right, then up through yet another illusion. Go down the stairs.

You should now be in a long hallway with 10 rooms on each side. Flip the switch in each room, then flip the brass switch at the end of the hallway to continue. Go down the stairs. Kill Aram-Dol the Liche here. (not as easy as it sounds) Search his body to get the key. Open the north door and get his treasures: the Orb, the Gauntlet of Quickness, Erinons Axe, Full Set of Magic Armor, etc. I'm sure that you can find your own way out.

The Fiend

To the right of the Keep is the Fiend's Lair. From the entrance, work your way to the right until you reach the stairs, go down them. Go right, up, left (you should be in a room with headless), then all the way right past all the buzzsaws and down the stairs, then up the next stairs. Go right, down, right, down, right, up, left through the explosions and up. Pick the door here and talk to the Fiend.

RRXNFTF KRMHM+THF TPME KFAKMTMF XNINM

He asks you to get the Ring of Reagents for him. Go back to the first staircase (the one from the entrance) but don't go up it. Instead from there go right, and up through an illusionary wall. Then go right, and down, then down the stairs. From there go diagonally down and right until you reach a trail of coins, follow that trail down into a room, mind the fires, search the corpse here for the Golden Orb! Now follow the coins up, then go right.

You will be in a room with another blackened corpse and some traps shooting at it. Go up through the wall right above where the corpse is. Work your way up and to the left until you get to some stairs. Go up the stairs. Go all the way down, then all the way right, then up and through another wall to the north. The Ring of Reagents is in the rubble, you should be able to see a little green speck. Go back to the Fiend, who attacks you, and your done!

The Silver Seed

Go to the Laboratory in the Keep. To the right of the lab is a staircase down, and a candlestick. Move the Candlestick and press the button. Go back to the lab and down the now revealed stairs. Follow the path until you reach the 4 pedestals. Place the Golden Orb on the lowest pedestal, the Red on the left, purple on the middle, and blue on the right. Open the door and take the Silver Seed. The 3 witches appear and attempt to stop you, kill them and take their 3 keys. Open the door and continue through until you reach the grotto. Karnax will appear and give some advice. Stand near the dirt area in the center, and use the Silver Seed to create a Silver Tree!

Congrats! You passed the Silver Seed!

DEATH COUNT: 4 (Drusilla, Rieya, Solaria, The Fiend)

C. Money Conversions

Exchange Rate:

	Filari	Gold Coin	Guilder	Monetari
4 Filari	4	2	3	1
1 Filari	1	1/2	3/4	1/4
2 Gold Coins	4	2	3	1
1 Gold Coin	2	1	3/2	1/2
3 Guilder	4	2	3	1
1 Guilder	4/3	2/3	1	1/3
1 Monetari	4	2	3	1
1 Gem	100	50	75	25
1 Gold Nugget	40	20	30	10
1 Jewelry	400	200	300	100
1 Gold Bar	800	400	600	200

Note: When you get the False Coin spell, only use it on Monetari since Monetari is by far the most valuable currency.

Exchangers: (\$ - money, j - jewelry (and gems), B - Gold Bars, g - just gems)

Name:	Town:	Types:	Fee:
Zulith	Fawn	\$	3%
Spektor	Monitor	\$	4%
Bucia	Moonshade	\$.j	2.5%
Topo	Moonshade	g*	
Devra	Sleeping Bull	\$.B,j	2%

* - Topo buys gems for 100 guilders each

D. Secrets and Cheats

As with The Black Gate, you can access the Debug Cheat Menu by adding a special word at the command line.

With Silver Seed: "serpent manimal"

Without Silver Seed: "serpent pass"

In the game, press 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 something 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. A near complete list of NPC's can be found in Appendix "[E. Monsters and NPC's](#)".

"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)

"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", "baking", "follow avatar", etc. 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. If you want to change an NPC's appearance, you can use the "2" Polymorph edit, a some-what complete list of those can be found in the "E. Monsters and NPC's" section below.

****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?

Note: Never ever turn "Party" off on the Avatar, this will make it impossible to move the Avatar, which makes playing the game very very hard indeed! I accidentally did this once, and since I was far and didn't want to save it like this (you can't undo it once you've done it), I had to move myself around with the Hack Mover, not a very fun thing to do.

Avoid the Lightning

The only way to avoid the Teleport storm at the beginning of the game is to use a cheat teleport. Since the Teleport storm is activated based on location, e.g. when you step off the boat, all you have to do is teleport off the boat to, say Monitor. However the game was meant to go through the Teleport Storm, and there is no real way (besides playing the whole game that way) to tell what ill effects this may have. A few things that I noticed when I did it, were these:

- Whenever Dupre leaves the party (like in the knights test) he and 2 Pikemen keep approaching you to join, if he can't join (again in the knights test) he will talk to you again, and again, and again (I got around this by Paralyzing him.).
- You will still find your items around the world. For example, your magic bow is still on the bear skeleton, even though you never lost it. I didn't play it any farther than becoming a knight, so I don't know what other effects this might have on the game.

Jive Talkin'

To watch the intro or the endgame (without actually playing the game) type:

intro hisss

endgame hisss

or in the static directory create the files

endgame.flg

quotes.flg

and then start the game, and in the main menu you should see "View Endgame"

To see the Jive intro, where the Guardian reveals that he is really a sadistic

muppet type:

intro hisss jive

Spider Man

-

At (52S, 155E) is a small Spider Temple with a dead woman. You can find Spider Silk here, as well as a poison dagger and a locket.

Naked Woman

At (23S, 126E) is a small camp, with the only occupant being a naked blonde woman. Odd.

Erstam's Private Retreat

This one is considered "Cheating". Go to (81S, 100E) and place a crate by the stump to climb onto it. You will be teleported to a small island. Don't step on the teleporter here, instead, work your way north by way of going east. Eventually you will get to a new island, go in and find Erstam's Retreat. He has a lot of naked women here, as well as some very nice items, including some Plot Items (hence why it's cheating).

Cat's Revenge

In Ultima I this island was called "Dead Cat's Life II" now it is called CLAW, or Cat's Isle. I've heard there is a non-teleport way to get here, but since CLAW is a cheat itself, you may as well F3 here. (112S, 62E) There are many cats around here, as well as some human corpses. Go inside to get some treasure and some Plot Items (like the Gwani Horn).

E. Monsters and NPC's

Monsters: (Poly is the Polymorph number of the monster, AR is Armor)

Name:	STR:	DEX:	INT:	COM:	AR:	Poly:	NOTES:
Acid Slug	15	6	1	12	3		
Alligator	16	10	2	13	4		
Arachnian	28	29	14	15	?	979	
Automaton	20	10	10	5	15	747	Create Automaton revives
Brass	20	18	11	23	?	734	but doesn't revive here
Bat	2	17	2	10	1		
Bear	18	15	1	12	10	302	
Bird	3	13	2	5	0		
Boar	9	9	3	5	4		
Cat	3	8	3	5	1		
Chicken	3	2	1	3	0		
Corpser	13	2	1	10	4		
Cow	16	2	1	2	2	500	
Cyclops	25	6	5	15	6	501	
Dark Monk	12	8	14	9	10	179	
Dark Witch	15	13	20	7	8	665	
Deer	9	20	1	5	2		
Dog	8	13	6	10	6		
Dream Monster	5	3	2	521			
Fire Elemental	8	16	4	15	5	861	
Fish	2	18	1	3	1		
Flying Snake	5	10	3	6	5		
Fox	7	6	3	510			
Gargoyle	22	19	6	15	3	883	
Gazer	7	21	14	8	3		
Ghost	11	12	14	11	3		
Goblin	19	8	8	6	5	725	
Goblin Woman	8	8	10	6	6	744	
Gremlin	6	14	5	10	7		
Gwani	10	13	16	9	6	862	
Harpy	15	15	1	532			
Headless	16	14	4	9	3	514	
Hound of Doskar	15	8	10	874			
Ice Corpser	10	4	1	9	8		
Ice Dragon	22	14	18	12	12	877	
Ice Dragon Baby	15	13	2	15	7	798	
Ice Man	17	5	3	15	13	968	
Ice Serpent	20	8	8	15	15		
Ice Snake	8	10	1	6	?		
Ice Troll	23	7	2	15	12	372	
Insects	2	12	2	2	0	517	
Jester	6	25	11	7	?		

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Name:	STR:	DEX:	INT:	COM:	AR:	Poly:	NOTES:
Liche	25	21	30	30	?	981	
Mongbat	11	11	2	12	2		
Mummy	15	12	8	373			
Naga	15	12	1	7	9	846	
Nightmare	17	20	25	7	8	885	
Parrot	9	1	2	772			
Penguin	6	8	2	6	6	298	
Phoenix	15	15	15				
Polar Bear	23	8	4	15	8	449	
Rabbit	2	9	2	4	1		
Rat	4	12	1	3	1		
Rat-Man	7	11	1	5	5		
Reaper	18	17	1	15	3	382	
Scorpion	12	9	1	14	1		
Sheep	1	1	1	1	0		
Skeleton	14	17	3	10	2	528	
Skeletal Dragon	30	15	15				
Slime	7	2	1	10	2		
Snake	6	12	2	6	2		
Snow Leopard	10	12	1	6	6	754	
Spider	9	10	1	10	3	865	
Stone Harpy	23	24	11	17	10		
Suit of Armor	13	7	4	9	?	550	
Tentacle (brown)	15	18	3	15	7		
Tentacle (green)	20	13	3	15	3		
Trapper	17	12	8	7	?		
Troll	16	9	1	13	5	533	
Undead	11	6	2	3	?		
Wildman	10	8	1	5	12		
Wolf	12	12	6	8	4	537	
Vampire	15	20	30	15	10	588	

NPC's: (Note: The list is incomplete as of yet, but will be finished eventually)

No	Name:	STR	DEX:	INT:	COM:	Poly:
0	Avatar	18	18	25	14	
1	Dupre	22	20	13	18	488
2	Shamino	19	23	12	18	487
3	Iolo	15	24	24	16	465
4	Andrio	8	10	17	5	916
5	Automaton (Columna)	20	10	10	5	747
6	Automaton (Gustacio)	same stats as above	"			
7	Automaton	same	"			

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No	Name:	STR	DEX:	INT:	COM:	Poly:
52	Jendon	12	11	12	4	
53	Jorvin	17	12	13	1	
54	Kylista	12	14	12	6	560
55	Lady Yelinda	14	15	12	8	274
56	Leon	9	12	13	5	455
57	Kalen	12	13	11	7	458
58	Olon	13	12	11	4	457
59	Ruggs	12	16	12	4	462
60	Scots	12	14	12	2	265
61	Zulith	11	14	10	2	818
62	Andral	10	14	12	7	
63	Caladin	25	19	13	24	
64	Cantra	8	13	10	5	299
65	Cellia	10	10	13	5	469
66	Simon (goblin)	24	12	10	10	725
67	Harnna	9	12	14	6	454
68	Krayg	15	17	12	11	455
69	Marsten	19	19	19	15	451
70	Lucilla	11	10	11	5	742
71	Luther	28	18	10	19	816
72	Lydia	13	22	14	6	652
73	Renfry	30	9	10	5	468
74	Shazzana	20	28	12	24	647
75	Shmed	12	12	10	6	805
76	Simon (human)	18	17	10	10	265
77	Spektor	12	11	25	5	
78	Standarr	18	18	11	10	304
79	Templar	22	16	13	13	462
80	Flicken	16	16	15	11	720
81	Ensorcio	12	15	13	5	401
82	Automaton (discipline)	20	10	10	5	747
83	Automaton (discipline)	same as above	"			
84	Automaton (evil)	same	"			
	"85 to 93 are plain Automatons					
	94 to 99 are Logic Automatons					
	101 to 107 are Female Goblins	18	18	14	12	744
108	to 123 are Goblins	15	16	14	8	725
124	D_Stefano (??)	30	30	30	10	451
125	Automaton (Order)	20	10	10	5	747
126	Automaton (Evil)	same as above	"			
127	Brunt	11	16	12	9	
128	Deadeye	22	22	22	20	
129	Automaton (Order)	20	10	10	5	747

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No	Name:	STR	DEX:	INT:	COM:	Poly:
179	Shamino Clone	9	12	13	1	487
180	Dupre Clone	22	16	27	8	488
181	Rabindranath	24	12	14	6	809
182	Siranush	19	15	16	6	469
183	Thief (Furnace)	14	17	23	12	720
184	Number 7 (Logic)	20	10	10	5	747
	185 to 194 are Automatons	same as above				
195	Perry Stokes	12	15	14	5	pirate
196	Pirate	14	14	12	4	
	197 to 200 are Automatons	20	10	10	5	747
201	Cantra (dream)	11	12	12	1	299
202	Automaton	20	10	10	5	747
203	Henchman (mint)	10	14	8	7	816
204	Henchman (mint)	12	10	8	6	caladin
205	Henchman (mint)	13	11	7	6	805
206	Automaton (Ducio)	20	10	10	5	747
207	Karnax	12	12	12	1	250
208	Silent Monk	12	13	11	5	"
209	Miggim	12	11	12	2	"
210	Silent Monk	10	12	14	1	"
211	Thoxa	18	16	16	10	"
212	Braccus	9	12	11	1	"
213	Draxta	8	9	11	1	"
214	Silent Monk	20	15	22	8	"
215	Xenka	16	15	18	10	392
216	Automaton (Pothos)	20	10	10	5	747
217	Sabrina	10	14	10	7	766
218	Byrin (dream)	16	15	10	7	265
219	Ensorcio (dream)	16	14	18	4	
220	Filbercio (dream)	10	11	13	1	
221	Oaf	14	9	8	5	816
222	Death Knight	24	18	18	12	816
	223 to 227 are Oafs	stats vary but are low				
	228 to 232 are Automatons	20	10	10	5	747
	233 to 255 are Invalid NPC's					
	256 to 258 are Goblins*					725
259	{blank	**				
260	Dog					
261	Cat					
262	Insane Iolo	25	25	25	25	880
263	Snake Dupre	25	25	25	25	906
264	Evil Shamino	25	25	25	25	317

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No	Name:	STR	DEX:	INT:	COM:	Poly:
265	Pomdirgun	12	14	27	18	354
266	Gargoyle	25	25	25	25	
267	Snow Leopard	20	20	6	6	
276	Sonar (Timberwolf)	18	18	1	15	447
280	Lord British	25	20	15	18	793
288	Isstanar	30	30	20	30	948
290	Elissa	12	15	25	13	1015
291	Surok	8	12	28	11	949
292	Tsandar	24	16	10	18	947
294	Vasculio	30	20	30	20	588
296	The Fiend***	30	30	30	30	templar
297	Yurel	23	30	13	18	957
298	Draxinar (Stumpy)	30	20	30	30	928
299	temporary slot, filled by almost anything					
300 +	Anything over 300 is usually temporary					

* - I had some trouble with these goblins

** - curiously nothing happened

*** - The Fiend has 50 hits

Note: Whenever you put an NPC into your party, and look into their inventory, sometimes they won't have a head. This is because that person is not supposed to ever be in your party. So who has a head in inventory? Quite a few people actually: Iolo, Shamino, Dupre, Boydon, Petra, Gwenno, Automaton, Sethys, Stefano, and Wilfred. Of those, only Gwenno will not join you normally, but does have a head in the Inventory.

F. Keyboard Commands

- a Turn audio effects on/off
- b Brings up the Spell Book display
- c enters Combat mode
- f feed someone, only if you actually have food
- h changes "handedness" of the mouse
- i inventory, repeated use will open party members inventories
- j brings up the jawbone display
- k use key, if you have the Keyring from the Silver Seed
- l party display
- m Map
- p Pick lock, if you have lockpicks
- s save / load / quit screen
- t targetting cursor, acts as a double click
- v version
- w displays current time, if you have a pocketwatch
- z statistics screen, repeated use will open party members statistics

ALT X - quits game

ALT 8 - turns on/off "frame limiter" (frame limiter slows the game down)

G. Online Resources

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

- GameFaqs, catch the Fever!

<http://www.origin.ea.com/>

- Official Origin Homepage

<http://www.uo.com/archive/ultima72/index.html>

- Ultima Web Archive, Serpent Isle Page

<http://www.geocities.com/TimesSquare/Dungeon/1350/ultima.html>

- Good Ultima Page

Files:

General Midi Upgrade:

<http://members.aol.com/mikenewt/ultima/ult7p2gm.zip>

Map Viewer:

<http://members.aol.com/mikenewt/ultima/>

Texts:

Official Tech Support Page:

<http://www.origin.ea.com/tech/gamefaq/serpent.html>

Ultima and the SoundBlaster AWE 32:

<http://www.powerup.com.au/~mfleming/ultima/ult-awe32.html>

F. Final Words...

ASCII Art created using SigZag by James Dill: (freeware!)

<http://www.geocities.com/southbeach/marina/4942/sigzag.htm>

Most (99%) Polymorph Numbers are from Whyte Tyger Dragon's Polymorph chart

<http://members.tripod.com/~hardwire1/u7sprite.txt>

Questions? Comments? Mistakes? Discussions on the Origin of the Smurfs?

Email me about it! Email: manymoose@hotmail.com

Email Policy: If you are going to email me about this game, please put Serpent Isle as the subject. Just Serpent Isle. Also please realize that I am not hiding cheats or any other information; in other words, everything that I know about Serpent Isle is in this guide.

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 Walkthrough
 Forging/Dating FAQ
 PC: Baldur's Gate & Tales of the Sword Coast FAQ/Walkthrough
 NPC List
 Creature List
 Baldur's Gate I FAQ/Walkthrough
 Colonization the Single Colony Strategy Guide
 the Cheat Guide
 Drakan: Order of the Flame
 Dungeon Hack
 Icewind Dale FAQ/Walkthrough

Items List
 Master of Magic (revision)
 Messiah
 Pharaoh (currently being edited by Red Phoenix)
 Planescape: Torment FAQ/Walkthrough
 Items Listing
 Rollercoaster Tycoon
 Sid Meier's Alpha Centauri
 The Sims
 Ultima 4: Quest of the Avatar
 Ultima 7: The Black Gate
 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>

Version History

Version 1.4 October 16, 2000 173k

Stinger:

"Know that my face is most muppet-like!"

