

***The Path
of Life
and
Rebirth***

***A Guide to
Ultima IV Rebirth***

Hail, Seeker on the Path of Rebirth, I, Catrezza, on behalf of His Majesty, Lord British, welcome thee and salute thee for thy bravery. Within these pages thou shalt find all the necessary wisdom and knowledge pertaining to this recreation of Britannia and the original Quest of the Avatar. Read through these pages with discernment, but heed well my words:

Those who shalt tread this new Path of Avatarhood to full enlightenment is not only a valorous soul, but an honest one who yearns to show compassion for those with the breath of life. This Britannia needs heroes who canst show themselves an example in fighting the forces of Evil that are found without and within the individual. My hope and yearning is that thou mayst be one of many . . .

For thine edification, I have brought together in these pages the writings and creations of the Lycaenum's most illustrious scribe mage, DanCar, as well as his famed assistant, Xenovant, who helped to explore and establish the foundations of this realm. Let their words help guide thy footsteps on thy most perilous quest.

Catrezza

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I. Introduction

A. Create New Character / Select Premade Character

- 1. Humans only**
(logical, since the adventure starts on Earth)
- 2. All other races are barred from entering the Renaissance Faire!**

B. Class and Relative Difficulty *(easiest to hardest)*

- 1. Paladin / Cleric**
(all armour and weapons)
- 2. Barbarian / Fighter**
(all non-magical armour and weapons)
- 3. Bard / Druid / Ranger**
(light/medium armour and weapons)
- 4. Rogue**
(light/medium armour and weapons)
- 5. Monk**
(cloth armour and simple, non-magical weapons)
- 6. Sorcerer / Wizard**
(magi robes and simple weapons)

C. Earth – Homestead Trail

- 1. Traveling clothes**
(only usable by Humans)
- 2. Popup text is from the introduction sequence**
of Ultima IV Quest of the Avatar

continued on the next page . . .

I. Introduction

C. Earth – Homestead Trail (continued . . .)

3. Notice the "For Sale" sign...

this area is set on Earth, south of Austin, Texas

Notice also its similarity to Earth from Ultima IX Ascension

a. explore a small cave to the south – "El Camino Real"

***b. although not vital, you'll find
a dagger, bandages, and a canteen of water***

4. Approach the Siege Perilous within the circle of stones

a. search the patch of grass after the moongate disappears

***b. make sure to "pick up" the items
that its conversation provides***

i. Ankh Amulet

ii. Map of Britannia

iii. History of Britannia

iv. Reference Guide to Mystic Wisdom

5. Renaissance Faire

***a. only humans with the ankh amulet
will be allowed in by the Ticket Taker***

***b. all NPCharacters at the Faire
will have some rudimentary response***

continued on the next page . . .

I. Introduction

D. The Gypsy's Wagon

1. Continue your conversation with the Gypsy

- a. Honesty:**
1,875 xp staff robes spellbook, annotated
- b. Compassion:**
3,600 xp sling cloth spellbook
- c. Valor:**
3,075 xp axe leather
- d. Justice:**
2,625 xp dagger cloth spellbook
- e. Sacrifice:**
1,650 xp mace leather spellbook
- f. Honor:**
4,875 xp sword chain mail spellbook
- g. Spirituality:**
2,250 xp sword leather spellbook
- h. Humility**
75 xp staff cloth
- i. additional items:**
200 gold 2 torches 3 ginseng 4 garlic

2. Avoid the Gypsy's conversation

- a. use the Gypsy's mirror in the back room**
- b. this will send you directly to the throne room in Castle Britannia – without – giving you any xp, a weapon, armour, spellbook, or additional items**

II. The Arrival

A. Outside One of the Eight Townes (assuming you completed the Gypsy's survey)

- 1. Exploring the wilderness at this point is highly inadvisable!**
- 2. Level Up
(XP varies depending on choice of morality)**
- 3. Enter the towne**
 - a. talk to everyone**
 - b. keep track of Journal Entries**
 - c. take note of merchant wares and prices**
 - d. be careful with what you find and pick up
– karma will be affected!**
 - e. if found, read the Bestiary on Fauna,
which discusses non-evil creatures**

B. Other Areas of Civilization

- 1. Traveling through the Britannian wilderness
is extremely hazardous! Do not attempt to fight creatures
unless accompanied by a number of companions**
- 2. Locate the nearest moongate**
 - a. Moonglow (west of towne)
to Moonglow / Britain / Jhelom**
 - b. Britain (east of castle)
to Yew / Minoc / Trinsic**
 - c. Jhelom (southeast of towne)
to Skara Brae / Magincia / Moonglow**

continued on the next page . . .

II. The Arrival

B. Other Areas of Civilization

2. Locate the nearest moongate (continued . . .)

- d. Yew (northwest of towne)
to Britain / Jhelom / Yew
- e. Minoc (east of towne)
to Minoc / Trinsic / Skara Brae
- f. Trinsic (south of town)
to Magincia / Moonglow / Britain
- g. Skara Brae (north of towne)
to Jhelom / Yew / Minoc
- h. Magincia (north of towne)
to Trinsic / Skara Brae / Magincia

3. Seek out SEVEN fellow adventurers who will join you on your quest

- a. As it was in *Quest of the Avatar*,
an eighth companion will not join you

*This character will hold a profession
that represents your chosen morality*

- b. If you used the *Gypsy's Mirror*,
then ALL eight will accompany you

- | | |
|--------------------------------|----------------------|
| i. Moonglow, Honesty: | the mage Mariah |
| ii. Britain, Compassion: | the bard Iolo |
| iii. Jhelom, Valor: | the fighter Geoffrey |
| iv. Yew, Justice: | the druid Jaana |
| v. Minoc, Sacrifice: | the tinker Julia |
| vi. Trinsic, Honor: | the paladin Dupré |
| vii. Skara Brae, Spirituality: | the ranger Shamino |
| viii. Magincia, Humility: | the shepherd Katrina |

continued on the next page . . .

II. The Arrival

B. Other Areas of Civilization

3. Seek out SEVEN fellow adventurers who will join you on your quest (continued . . .)

c. Talk with your companions again

i. ask about giving them instructions and the Player Tool

ii. ask about their spellbook, if they're a spellcaster

iii. adjust their magic or combat readiness, if desired

4. As it was in Quest of the Avatar, stealing will affect your karma

For the most part, items in containers with documentation is SAFE to take

III. Castle Britannia

A. Hawkwind

(updates progress toward Avatarhood)

B. Zorin

(directs you to Father, Brother and Sister Antos)

C. Death of a Companion

***1. Companions will be resurrected
by Lord British to his throne room***

2. Cast the "Resurrect" spell (aka "Recall")

***This will teleport revived companions
directly to your current location***

D. Lord British

***1. The Sovereign of Britannia will heal you and your entire party
Ask and admit to having less than stellar "Health"***

***2. Dungeons
(provides relative difficulty, easiest to hardest)***

- a. Despise***
- b. Wrong***
- c. Shame***
- d. Covetous***
- e. Deceit***
- f. Destard***
- g. Hythloth***
- h. Great Stygian Abyss***

***3. Geography
(provides basic directions to various locales)***

***4. Key of Three Parts
(provides basic knowledge)***

continued on the next page . . .

III. Castle Britannia

D. Lord British (continued...)

5. Moongates

(provides basic instructions)

- a. **Moonglow (west of town)**
to **Moonglow / Britain / Jhelom**
- b. **Britain (east of castle)**
to **Yew / Minoc / Trinsic**
- c. **Jhelom (southeast of town)**
to **Skara Brae / Magincia / Moonglow**
- d. **Yew (northwest of town)**
to **Britain / Jhelom / Yew**
- e. **Minoc (east of town)**
to **Minoc / Trinsic / Skara Brae**
- f. **Trinsic (south of town)**
to **Magincia / Moonglow / Britain**
- g. **Skara Brae (north of town)**
to **Jhelom / Yew / Minoc**
- h. **Magincia (north of town)**
to **Trinsic / Skara Brae / Magincia**

E. Secret Buttons

Found in the center of walls of various buildings and dungeons, you will find a number of secret "buttons" that are clearly out of place. Use these to pass through the wall and gain access to normally inaccessible locations.

continued on the next page...

III. Castle Britannia

F. Secret Towers on the Second Floor

1. Cast the "Open" spell or use a Magic Key . . .

- a. . . . on the door leading into the Prison**
- b. . . . on the door leading into the southwest prison cell.**

2. Southwest Tower

- a. use the secret button at the far end of the prison cell**
- b. take the "Who Searches Canst Find" key from the stone pedestal**
- c. you can now open the doors leading into the south and east corridors**

3. Southeast Tower

- a. if you have the "Mysterious" key, check out the Mysterious Statue**
- b. take the Reflective Helm, Reflective Armour and the Quicksword Enilno!**

(the key is found on a skeleton in Cove, guarded by the Lock Lake Monster)

4. Northeast Tower

- a. if you have the "Mysterious Potential" key, open the door**
- b. speak with the Mage Scribe DanCar and check out the contents of his work**

(the key is found in a black crate outside the entrance to Dungeon Hythloth)

IV. Mantras of Virtue

A. Honesty

- 1. Cromwell, in Moonglow
(provides the mantra)***

B. Compassion

- 1. Playful Child, in Britain
(directs you to Cricket, in Britain)***
- 2. Cricket
(provides the mantra)***

C. Valor

- 1. Sir Hrothgar, in Jhelom
(directs you to Aesop, in Jhelom)***
- 2. Aesop
(provides the mantra)***

D. Justice

- 1. Pinrod, in Yew
(directs you to chanting druids, in Yew)***
- 2. Silent
(chants the mantra, verify with Pinrod)***

IV. Mantras of Virtue

E. Sacrifice

- 1. Merida, in Minoc***
(directs you to Damon, in Minoc)
- 2. Damon***
(directs you to Singson, in Minoc)
- 3. Singsong***
(sings the mantra, verify with Damon)

F. Honor

- 1. Kline, in Trinsic***
(provides the mantra)

G. Spirituality

- 1. Granted, in Skara Brae***
(directs you to Ambule, in Skara Brae)
- 2. Ambule***
(directs you to Barren, in Skara Brae)
- 3. Barren***
(provides the mantra)

H. Humility

- 1. Casperin, in Magincia***
(directs you to Heywood, in Magincia)
- 2. Heywood***
(directs you to Faultless, in Maginca)
- 3. Faultless***
(provides the mantra for pride)
- 4. Gem, in Vesper***
(instructs you to reverse the mantra for pride)

V. Runes of Virtue

A. Honesty

- 1. Christen, in Moonglow***
(directs you to William, in Moonglow)
- 2. William***
(directs you Moonglow, Mariah's encampment)
- 3. Mariah's Chest***
(use to move the woodpile out of the way)
- 4. Grass***
(step onto the revealed grass)

B. Compassion

- 1. Sprite, in Britain***
(directs you to Pepper, in Britain)
- 2. Pepper***
(directs you to Britain – Britannia Manor)
- 3. Potted Plants***
(use to move both of them out of the way)
- 4. Loose Floor Tile***
(step onto the revealed floor tile)

C. Valor

- 1. Lord Robert, in Jhelom***
(directs you to Nostro, in Valorian Isles – Tunnels)
- 2. Max, in Jhelom***
(directs you to southwest door in the Inn of Ends)
- 3. Senora, in Tunnels***
(directs you to Celestial, in Jhelom)
- 4. Celestial***
(provides knowledge on dispelling electrical fields)

continued on the next page . . .

V. Runes of Virtue

C. Valor (continued . . .)

- 5. Skiff / Rowboat***
(use skiff to travel to Valorian Isles – North Island)
- 6. Bandit Fighter***
(pick up Pirate Key from body)
- 7. Nostro(lead him out of the tunnels)***
(directs you to southeast chamber of the tunnels)
- 8. Southeast Chamber***
(defeat water harpies and use loot bag)

D. Justice

- 1. Estro, in the Lycaenum***
(directs you to Judge Talfourd, in Yew)
- 2. Druids, in Yew***
(direct you to Judge Talfourd, in Yew)
- 3. Judge Talfourd***
(directs you to Vorpals prison cell)
- 4. Vorpals Prison Cell***
(step onto the northeast corner of the grate)

E. Sacrifice

- 1. Gimble, in Minoc***
(directs you to Azure, in Minoc)
- 2. Azure***
(directs you to Mischief, in Minoc)
- 3. Mischief***
(directs you to Zircon's forge, in Minoc)

continued on the next page . . .

V. Runes of Virtue

E. Sacrifice (continued . . .)

- 4. Burning Logs***
(use to move them out of the way)
- 5. The Forge***
(step into what remains of the fire)

F. Honor

- 1. Kline, in Trinsic***
(directs you to Winthrop, in Trinsic)
- 2. Winthrop***
(directs you to Terrin, in Trinsic)
- 3. Terrin***
(directs you to Trinsic, southwest corner)
- 4. Virgil's Bedroll***
(use to move it out of the way)
- 5. Grass***
(step onto the revealed grass)

G. Spirituality

- 1. Mike Ward, in Minoc***
(provides basic knowledge)
- 2. Granted, in Skara Brae***
(directs you to Ankh of Spirituality, in Skara Brae)
- 3. Ankh of Spirituality***
(directs you to storage room, in Castle Britannia)

continued on the next page . . .

V. Runes of Virtue

G. Spirituality (continued . . .)

- 4. Barracks***
(use the secret button to enter storage room)
- 5. Empty Chest***
(use, then close chest to move it out of the way)
- 6. Floor***
(step onto the revealed stone floor)

H. Humility

- 1. Ruskin, in Magincia***
(directs you to Nate, in Magincia)
- 2. Splot, in Magincia***
(directs you to Nate, in Magincia)
- 3. Nate***
(directs you to Barren, in Paws)
- 4. Barren***
(directs you to area between two large boulders)
- 5. Wheatpin, in Paws***
(directs you to area between two large boulders)
- 6. Green Stones, in Paws***
(use to move them out of the way)
- 7. Grass***
(step onto the revealed grass)

VI. Stones of Virtue

A. Blue Stone

- 1. Tyrone, in Moonglow**
(directs you to Dungeon Deceit)
- 2. Dungeon Deceit**
(locate the Altar Stone on level 7)

B. Yellow Stone

- 1. Find or Purchase rum**
and offer it to one of the drunken fighters in Britain
- 2. Joe / Josie, in Britain**
(directs you to Dungeon Despise)
- 3. Dungeon Despise**
(locate the Altar Stone on level 5)

C. Red Stone

- 1. X, in Jhelom**
(directs you to Dungeon Destard)
- 2. Gravnor, in Jhelom**
(directs you to Dungeon Destard)
- 3. Dungeon Destard**
(locate the Altar Stone on level 7)

continued on the next page . . .

VI. Stones of Virtue

D. Green Stone

- 1. Druids, in Yew***
(direct you to Dungeon Wrong)
- 2. Dungeon Wrong***
(locate the Altar Stone on level 8)

E. Orange Stone

- 1. Mischief, in Minoc***
(directs you to Alkerion, in Minoc)
- 2. Alkerion***
(directs you to Dungeon Covetous)
- 3. Dungeon Covetous***
(locate the Altar Stone on level 7)

F. Purple Stone

- 1. Quix, in Trinsic***
(directs you to Skittle, in Trinsic)
- 2. Skittle***
(directs you to Dungeon Shame)
- 3. Dungeon Shame***
(locate the Altar Stone on level 2)

VI. Stones of Virtue

G. White Stone

- 1. Mitre, in Skara Brae**
(directs you to Terran, in Trinsic)
- 2. Terran**
(directs you to Sloven, in Cove)
- 3. Sloven**
(directs you to seek out the dead in Skara Brae)
- 4. Shrine of Spirituality**
(directs you to Serpent's Spine – Summit)
- 5. Tyrone, in Skara Brae**
(directs you to north room of the Inn of the Spirits)
- 6. Isaac, in Skara Brae**
(directs you to Sniflet, in Buccaneer's Den)
- 7. Sniflet**
(directs you to Serpent's Spine – Summit)
- 8. Walk or Blink south from The Deep Forest – South Corridor**
- 9. Enter cave at the south end of The Deep Forest – West**
(IT'S COLD FROM HERE ON!)
- 10. Make your way past The Deep Forest – South**
to Serpent's Spine – Summit

continued on the next page . . .

VI. Stones of Virtue

G. White Stone (continued . . .)

**11. Climb up to the highest point,
and use stone altar marked by the golden ankh**

**12. If you have the Mysterious Key,
check out the Mysterious Statue to the south**

Take the Exotic Helm, Exotic Armour and Exotic Sword!

**(the key is found on a skeleton in Cove,
guarded by the Lock Lake Monster)**

13. Check out the remains of the "lighter-than-air" device

**Take ALL eight Glass Staffs,
which are prototypes for future Glass Swords!**

H. Black Stone

**1. Splot, in Magincia
(directs you to Nate, in Magincia)**

**2. Nate
(directs you to Sam, in Britain)**

**3. Sam
(directs you to Merlin, in Cove)**

**4. Merlin
(directs you to moongate on Verity Isle)**

**5. Shrine of Honesty
(directs you to moongate on Verity Isle)**

**6. Moongate – New Moon
(select the first "new moon" phase)**

VII. Shrines of Virtue

A. Honesty

- 1. Calabrini, in Moonglow
(directs you to Dagger Isle – South)***
- 2. Pirate Captain in Buccaneer's Den
will sail you to Dagger Isle – South***
- 3. Walk or Blink to Dagger Isle – North,
then locate puddle of water at south-central section of forest***
- 4. Use the puddle to transition to the Shrine***
- 5. Make your way past the Water Harpies and Water Nymphs***

B. Compassion

- 1. Shapero, in Britain
(directs you to Lock Lake – South)***
- 2. Walk across bridge from Serpent's Spine – East,
or blink east from there***
- 3. Make your way past the Orc encampment***

C. Valor

- 1. Skiff / Rowboat
(use skiff to travel to Valorian Isles – North Island)***
- 2. Bandit Fighter
(pick up Pirate Key from body)***
- 3. Ye Damn Bird!
(unlock chains that bind it, using the Pirate Key)
(have it take you to Valorian Isles – South Island)***
- 4. Make your way past the various Cyclops and the Cyclops Titan***

continued on the next page . . .

VII. Shrines of Virtue

D. Justice

- 1. Druids, in Yew
(direct you to The Deep Forest – Northeast)***
- 2. Make your way past the Gazers and Green Slimes***

E. Sacrifice

- 1. Merida, in Minoc
(directs you Lake Generosity, in Eastern Peninsula)***
- 2. Make your way past the Blue Dragon***

F. Honor

- 1. Dergin, in Trinsic
(directs you to Cape of Heroes – South)***
- 2. Walk or Blink to Cape of Heroes – Northwest***
- 3. Walk to Cape of Heroes – South***
- 4. Make your way past the Green Slimes and Green Dragon***

continued on the next page . . .

VII. Shrines of Virtue

G. Spirituality

- 1. Ankh of Spirituality, in Skara Brae
(provides basic knowledge)***
- 2. Moongate in Lost Hope Bay – North
(select the "full moon" phase)***
- 3. Make your way past the two Wyverns***

H. Humility

- 1. Banter, in Magincia
(directs you to Wierdrum, in Magincia)***
- 2. Wierdrum
(directs you to Isle of the Abyss – North)***
- 3. Simple, in Vesper
(directs you to Isle of the Abyss – North)***
- 4. Locate the Silver Horn – FIRST – from the Maelstrom Isles!***
- 5. Pirate Captain in Buccaneer's Den
will sail you to Isle of the Abyss – North***
- 6. What happens without the Silver Horn ??
– NEVER TESTED***

VIII. Miscellaneous Quests

A. Blue Orbs

- 1. Thevel, in Britain**
(directs you to Roderick, outside Serpent's Hold)
- 2. Roderick**
(directs you to all the dungeons)
- 3. Dungeons**
(make use of EVERY blue orb you find!)

B. Gate Travel Spell

- 1. Jingles, in Paws**
(directs you to Mentorian, in Cove)
- 2. Mentorian**
(provides mixture: SA, BP, MR)

C. Mandrake Root

- 1. Swindrik, in Trinsic**
(directs you to Greg, in Paws)
- 2. Greg**
(directs you to Flatbus, in Vesper)
- 3. Flatbush**
(directs you to Calumny, in Yew)
- 4. Calumny**
(directs you to Bloody Plains – North)
- 5. Bone Dragon**
(search the damp ground in swampland)

continued on the next page . . .

VIII. Miscellaneous Quests

D. Nightshade

- 1. Presto, in Skara Brae**
(directs you to Arron, in Vesper)
- 2. Arron**
(directs you to Virgil, in Trinsic)
- 3. Virgil**
(directs you to Spiritwood)
- 4. Shadow Dragon**
(search the every patch of mushrooms)

E. Resurrect Spell

- 1. Shazom, in Moonglow**
(directs you to Nigel, in the Lycaeum)
- 2. Nigel**
(provides mixture: SA, GI, GA, SS, BM, MR)

F. Undead Spell

- 1. Zorin, in Castle Britannia**
(directs you to Father Antos, in the Lycaeum)
- 2. Father Antos**
(directs you to the Library)
- 3. Make your way into the Library at the Lycaeum**
and locate pile of books
- 4. Notes on Undead**
(provides mixture: GA SA)

IX. Important Quests

A. Bell of Courage

- 1. Zorin, in Castle Britannia
(directs you to Sister Antos)***
- 2. Sister Antos
(directs you to Garam, in Serpent's Hold)***
- 3. Garam
(directs you to the Southern Seas)***
- 4. Pirate Captain in Buccaneer's Den
will sail you to the Southern Seas***
- 5. Defeat the Blood Harpies***

B. Book of Truth

- 1. Zorin, in Castle Britannia
(directs you to Father Antos)***
- 2. Father Antos
(directs you to Lord Terence, in the library)***
- 3. Lord Terence
(directs you to bookshelf marked "T")***
- 4. Bookshelf {S to T}
(open, then close the bookshelf)***

continued on the next page . . .

IX. Important Quests

C. Candle of Love

- 1. Zorin, in Castle Britannia
(directs you to Brother Antos)***
- 2. Brother Antos
(directs you to Ankh of Life, in Empath Abbey)***
- 3. Ankh of Life
(directs you to Derek, outside Empath Abbey)***
- 4. Derek
(directs you to chamber beneath Temple, in Cove)***
- 5. Temple of Virtue***
 - a. use secret button, within fire field on west side***
 - b. take the Candle from the altar stone in the temple chamber***

D. Key of Three Parts

- 1. Lord British, in Castle Britannia
(provides basic knowledge)***
- 2. X, in Jhelom
(provides basic knowledge)***
- 3. Romasco, in Skara Brae
(provides basic knowledge)***
- 4. Tymus, in the Lycaeum
(provides basic knowledge)***
- 5. Ankh of Life, in Cove
(provides basic knowledge)***
- 6. Shyra and Durham, in Serpent's Hold
(provides basic knowledge)***

continued on the next page . . .

IX. Important Quests

D. Key of Three Parts (continued . . .)

7. Altar Room of Truth

a. accessible from: Deceit / Wrong / Shame / Hythloth

b. Blue Dragon
(make use of the prototype glass weapon)

c. Altar and Stones
(use Blue, Green, Purple and White)

8. Altar Room of Love

a. accessible from: Despise / Wrong / Covetous / Hythloth

b. Gold Dragon
(make use of the prototype glass weapon)

c. Altar and Stones
(use Yellow, Green, Orange and White)

9. Altar Room of Courage

a. accessible from: Destard / Covetous / Shame / Hythloth

b. Red Dragon
(make use of the prototype glass weapon)

c. Altar and Stones:
(use Red, Orange, Purple and White)

continued on the next page . . .

IX. Important Quests

F. Mystic Armour

- 1. Scatu, in the Lycaenum
(directs you to Zircon, in Minoc)***
- 2. Zircon
(directs you to Sir Simon, in Paws)***
- 3. Sir Simon
(directs you to Empath Abbey – Oak Grove)***
- 4. Empath Abbey – Oak Grove***
 - a. step up to the back wall
and into the shaft of white, sparkling light***
 - b. before Avatarhood – nothing happens***
 - c. after Avatarhood – check your inventory***

G. Mystic Weapon

- 1. Seesha, in Castle
(directs you to Zircon, in Minoc)***
- 2. Zircon
(directs you to Lady Tessa, in Paws)***
- 3. Lady Tessa
(directs you to Serpent's Hold)***
- 4. Serpent's Hold***
 - a. step up to the central combat dummy in the training hall***
 - b. before Avatarhood – nothing happens***
 - c. after Avatarhood – check your inventory***

continued on the next page . . .

IX. Important Quests

H. Riddle of the Virtues

- 1. Circe, in Cove**
(provides basic knowledge)
- 2. Shrines of Virtue**
(each provides a letter of the axiom with elevation)
- 3. Avatarhood**
(provides the completed axiom, in proper order)

I. Silver Horn

- 1. Banter, in Magincia**
(directs you to Demitry, in Magincia)
- 2. Demitry**
(directs you to Suzanna, in Empath Abbey)
- 3. Suzanna**
(directs you to Malchor, in Empath Abbey)
- 4. Malchor**
(directs you to the Maelstrom Isles)
- 5. Pirate Captain in Buccaneer's Den**
will sail you to the Maelstrom Isles
- 6. Make your way past the Dark Spiders and the Blood Spider**
- 7. Step on the grass by the rock outcropping**
on the opposite side of this island
- 8. Use the skiff if you want to go treasure hunting**
(BEWARE THE UNDEAD!)

continued on the next page . . .

IX. Important Quests

J. Skull of Mondain

- 1. Sebastian, in Britain
(directs you to Buccaneer's Den)***
- 2. Ragnar, in Buccaneer's Den
(provides basic knowledge)***
- 3. Captain Black, in Buccaneer's Den
(directs you to Jude, in Minoc)***
- 4. Jude
(directs you to the Southern Seas)***
- 5. Pirate Captain in Buccaneer's Den
will sail you to the Southern Seas***
- 6. Defeat the Lava Lizards and the Earth Golem***
- 7. Pirate Captain in Buccaneer's Den
will sail you to Isle of the Abyss – South***
- 8. Place the skull onto the stone altar
(VERY, VERY BAD!)***
- 9. Throw the skull into the volcanic fire
surrounding the stone altar***

continued on the next page . . .

IX. Important Quests

K. Wheel of the H.M.S. Cape

- 1. Noxum, outside Serpent's Hold**
(directs you to Lassorn, in Serpent's Hold)
- 2. Lassorn**
(directs you to Cape of Heroes – South)
- 3. Pirate Captain in Buccaneer's Den**
will sail you to Cape of Heroes – South
- 4. Defeat the Storm Elementals**

L. Word of Passage

- 1. Romasco, in Skara Brae**
(directs you to Zair the Wise, in Paws)
- 2. Zair the Wise**
(directs you to Brother Zair, in Cove)
- 3. Brother Zair**
(directs you to Robert Frasier, in the Lycaeum)
(directs you to Lord Robert, in Empath Abbey)
(directs you to Senti, in Serpent's Hold)
- 4. Robert Frasier**
(provides the first syllable)
- 5. Lord Robert**
(provides the second syllable)
- 6. Senti**
(provides the third syllable)
- 7. After learning all three syllables,**
you'll have the entire word in the proper order

X. Library Books

A. Arcane Library

1. Castle Britannia – Second Floor

- a. Locate the "Who Searches Canst Find" key in the southwest tower**
- b. Locate the Arcane Gem in Lord British's bedchamber**
- c. Step into the light within Lord British's private study**

2. The Lycaenum – Library

- a. Speak to Zorin in Castle Britannia and then Father Antos in the Lycaenum**
- b. Locate the Arcane Book in the bookshelf marked "Arcane Research"**
- c. Step into the light that is to the left of that bookshelf**

3. Empath Abbey – The Oak Grove

- a. Locate the bedchamber where Suzanna is "working"**
- b. Locate the Arcane Club in the glowing pot**
- c. Step into the light by the shoreline outside in the Oak Grove**

4. Skara Brae – Iver's Rounding

- a. Blink from the town of Skara Brae northwest to Iver's Rounding**
- b. Dispel the electric field blocking the entrance to the tower**
- c. Enter through the doorway.**

continued on the next page . . .

X. Library Books

B. Locations of the Tales of Virtue

1. Blue Bookshelf – Mariah and the Daemon

- a. Part 1 (Arcane Library – Bookshelf of Lore)***
- b. Part 2 (Moonglow, book piles)***
- c. Part 3 (Verity Isle – North, barrel)***
- d. Part 4 (Dagger Isle – South, skeleton)***
- e. Part 5 (Dungeon Deceit – Level 1, chest)***
- f. Part 6 (Dungeon Deceit – Level 5, skeleton)***

2. Yellow Bookshelf – Iolo and the Bandit

- a. Part 1 (Britain – Wound Healing, Back Room)***
- b. Part 2 (Castle Britannia – Second Floor)***
- c. Part 3 (Castle Britannia – Eastern Passage)***
- d. Part 4 (Serpent's Spine – North, barrel)***
- e. Part 5 (Dungeon Despise – Level 1, bones)***

continued on the next page . . .

X. Library Books

B. Locations of the Tales of Virtue (continued . . .)

- 3. Red Bookshelf – Geoffrey and the Dragon**
 - a. Part 1 (Jhelom – The Inn of Ends)**
 - b. Part 2 (Jhelom – Heal and Health, II)**
 - c. Part 3 (Valorian Isles – Tunnels, crate)**
 - d. Part 4 (Valorian Isles – North Island, chest)**
 - e. Part 5 (Valorian Isles – Tunnels, table)**
- 4. Green Bookshelf – Jaana and Goblin**
 - a. Part 1 (Yew – Court of Druids, book piles)**
 - b. Part 2 (Magincia, Katrina's chest)**
 - c. Part 3 (Empath Abbey, glowing pot)**
 - d. Part 4 (The Deep Forest, chest)**
 - e. Part 5 (The Deep Forest – Northeast, skeleton)**
 - f. Part 6 (Dungeon Wrong – Level 5, skeleton)**

continued on the next page . . .

X. Library Books

B. Locations of the Tales of Virtue (continued . . .)

5. Orange Bookshelf – Julia and the Clock

- a. Part 1 (Minoc, book piles)**
- b. Part 2 (Vesper, open box)**
- c. Part 3 (Moonglow – Magical Herbs)**
- d. Part 4 (Skara Brae – Herbs and Spices)**
- e. Part 5 (Eastern Peninsula, skeleton)**
- f. Part 6 (Dungeon Covetous – Level 4, chest)**

6. Purple Bookshelf – Dupré and the Buccaneers

- a. Part 1 (Trinsic – Weapons and Armoury)**
- b. Part 2 (Britain – Wound Healing, Back Room)**
- c. Part 3 (Cape of Heroes – South, mysterious hole)**
- d. Part 4 (Buccaneer's Den, coffin)**
- e. Part 5 (Buccaneer's Den – Magic Mentar)**
- f. Part 6 (Buccaneer's Den, dark chest)**

7. White Bookshelf – Shamino and the Spirits

- a. Part 1 (Skara Brae, book piles)**
- b. Part 2 (Empath Abbey – Outside Wall)**
- c. Part 3 (Empath Abbey – Outside Wall)**

continued on the next page . . .

X. Library Books

B. Locations of the Tales of Virtue

7. White Bookshelf – Shamino and the Spirits (continued . . .)

- d. Part 4 (Spiritwood, barrel)**
- e. Part 5 (Dungeon Shame – Level 7, sarcophagus)**
- f. Part 6 (Spiritwood, barrel)**
- g. Part 7 (Dungeon Shame – Level 2, bones)**
- h. Part 8 (Dungeon Shame – Level 2, bones)**
- i. Part 9 (Dungeon Shame – Level 1, bones)**
- j. Part 10 (Dungeon Shame – Level 1, bones)**
- k. Part 11 (Maelstrom Isles, black crate)**

8. Black Bookshelf – Katrina and the Gem

- a. Part 1 (Magincia, open black crate)**
- b. Part 2 (Paws, barrel)**
- c. Part 3 (Magincia, black barrel)**
- d. Part 4 (Cove, book piles)**
- e. Part 5 (Cove, book piles)**
- f. Part 6 (Isle of the Abyss – North, skeleton)**
- g. Part 7 (Isle of the Abyss – South, black crate)**

continued on the next page . . .

X. Library Books

C. Missing Books

(Lord Terence provides basic knowledge)

1. Bestiary of Britannia – Bookshelves {G to H} and {K to L}

a. Gazer

(Buccaneer's Den – Magic Mentar)

b. Lava Lizard

(Buccaneer's Den – Magic Mentar)

2. Chronicles of Sosaria – Bookshelf {A to B}

a. vol. 1 part 1

(Cove – Southern Cave)

b. vol. 1 part 2

*(Castle Britannia – Eastern Passage)
(Cove, book piles)*

c. vol. 1 part 3

*(Castle Britannia – Eastern Passage)
(Cove, book piles)*

3. Chronicles of Sosaria – Bookshelf {C to D}

a. vol. 1 part 4

*(Castle Britannia – Eastern Passage)
(Cove, book piles)*

b. vol. 1 part 5

(Castle Britannia – Eastern Passage)

c. vol. 1 part 6

(Castle Britannia – Eastern Passage)

d. vol. 1 part 7

(Castle Britannia – Eastern Passage)

continued on the next page . . .

X. Library Books

C. Missing Books (continued . . .)

4. Chronicles of Sosaria – Bookshelf {I to J}

- a. vol. 3 part 1**
(Buccaneer's Den – Magic Mentar)
- b. vol. 3 part 2**
(Buccaneer's Den – Magic Mentar)
- c. vol. 3 part 3**
(Cove, skeleton)
(Empath Abbey, book piles)
- d. vol. 3 part 4**
(Empath Abbey, book piles)

5. Chronicles of Sosaria – Bookshelf {K to L}

- a. vol. 3 part 5**
(Buccaneer's Den, coffin)
(Eastern Peninsula, skeleton)
- b. vol. 3 part 6**
(Valorian Isles – North Island, chest)

6. The Books of Mystic Wisdom

- a. Locate the magic chest beyond**
the treasure chamber of the Lycaeum
- b. Either transcribe information to personal spellbook**
- c. Or take the books from the magic chest**
(negative karma!)

XI. Endgame

A. Isle of the Abyss – South

- 1. Pirate Captain in Buccaneer's Den
will sail you to Isle of the Abyss – South***
- 2. Locate the stone altar to the south***
- 3. Throw the skull into the volcanic fire
surrounding the stone altar***
- 4. Engage the stone altar once more
and use the following items:***
 - a. from the Shrine of Honesty
(sequential use of Book of Truth, 2nd)***
 - b. from the Shrine of Compassion
(sequential use of Candle of Love, 3rd)***
 - c. from the Shrine of Valor
(sequential use of Bell of Courage, 1st)***
- 5. The stone altar will crumble
and a portal will appear in its place***
- 6. With the Mystic Arms at the ready,
enter the Great Stygian Abyss***

continued on the next page . . .

XI. Endgame

B. Great Stygian Abyss

- 1. Level 1 – locate the Altar of Honesty
(use the Blue Stone)***
- 2. Level 2 – locate the Altar of Compassion
(use the Yellow Stone)***
- 3. Level 3 – locate the Altar of Valor
(use the Red Stone)***
- 4. Level 4 – locate the Altar of Justice
(use the Green Stone)***
- 5. Level 5 – locate the Altar of Sacrifice
(use the Orange Stone)***
- 6. Level 6 – locate the Altar of Honor
(use the Purple Stone)***
- 7. Level 7 – locate the Altar of Spirituality
(use the White Stone)***
- 8. Level 8 – locate the Altar of Humility
(use the Black Stone)***

continued on the next page . . .

XI. Endgame

C. Chamber of the Codex

- 1. At the chamber door, use the Key of Three Parts***
- 2. A voice will ask you for the Word of Passage
(the first syllable is "ver")
(the second syllable is "amo")
(the third syllable is "cor")***
- 3. Notice the layout of the chamber . . .
the three books, two of which are unreadable
This parallels the Temple of Singularity
from Ultima VI The False Prophet***
- 4. Locate the Codex of Ultimate Wisdom to the north***
 - a. Answer the first question
(the Virtue of Honesty)***
 - b. Answer the second question
(the Virtue of Compassion)***
 - c. Answer the third question
(the Virtue of Valor)***
 - d. Answer the fourth question
(the Virtue of Justice)***
 - e. Answer the fifth question
(the Virtue of Sacrifice)***
 - f. Answer the sixth question
(the Virtue of Honor)***
 - g. Answer the seventh question
(the Virtue of Spirituality)***
 - h. Answer the eighth question
(the Virtue of Humility)***

continued on the next page . . .

XI. Endgame

C. Chamber of the Codex (continued . . .)

5. The Codex will continue with another set of questions

- a. Answer the first question
(the Principle of Truth)***
- b. Answer the second question
(the Principle of Love)***
- c. Answer the third question
(the Principle of Courage)***

6. The Codex will ask you for the Axiom

- a. Answer this or any of the previous questions
incorrectly and you will be expelled from the chamber
and sent to a corresponding location in Britannia***
- b. Answer the question
(the axiom is Infinity)***
- c. Eventually, you will be sent back
to Earth – Homestead Trail***

D. Earth – Homestead Trail

- 1. From the circle of stones, head back down southwest
and then northwest to the McKinney Homestead***
- 2. Notice a familiar Gypsy speaking to a realty agent***
- 3. As she departs, the agent offers you access to the homestead***
- 4. Accept ownership and the key he offers you***
- 5. Enter the homestead and use the key
on the door leading up into the attic.***
- 6. This will start the endgame sequence
from the NWN module: Ultima IV Reborn***

XII. Melavir Sauin

A. Towne of Britain

- 1. Enter the towne of Britain and head south to the graveyard***
- 2. Cast the "Open" spell or use a Magic Key on the door leading into the Mausoleum***

B. Britain – Mausoleum

1. Central Chamber

- a. notice the central sarcophagus and banner, marked: "Nightburd – Melavir Sauin"***
- b. speak to the Stranger kneeling in prayer he will relate his own tales regarding each of his former companions***

2. Notice the sarcophagus and statue in the northwest corridor, marked: "Lady Caralynn – Knight of Akalabeth"

3. Notice the sarcophagus and banner in the northeast alcove, marked: "Dra'aken Anlor'ven"

4. Notice the sarcophagus and banner buried under rubble in the southwest corridor, marked: "Kelmaur Stonesetter"

5. Notice the sarcophagus and tombstone in the north chamber, marked: "Catrezza"

continued on the next page . . .

XII. Melavir Sauin

B. Britain – Mausoleum (continued . . .)

- 6. If you have the "Mysterious" key,
check out the bedchamber to the west***

***(the key is found on a skeleton in Cove,
guarded by the Lock Lake Monster)***

- a. Take anything you wish from here,
there is no hit your karma!***

- b. Notice the unfinished book: "Nightfall"***

***I was in the middle of writing this
when I started reworking this module***

***'Tis a piece of fan fiction based on both
Worlds of Adventure: The Savage Empire / Martian Dreams***

- c. Take the "Stonegate" key that's kept in the table***

- i. this grants you access***

to an unfinished tower in Kafiristan Pass

- ii. don't even think about fighting the balron guarding it!***

- iii. the key will now allow you to speak to the wisps
from Xorinia there or the one in The Deep Forest***

these will help you in your quest for Avatarhood