

The ~~Wizardry~~ Adventure

NEMESIS

Tour Guide



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Nemesis

The Wizardry Adventure



Tour Guide

Written by

Charles Miles with
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Thanks to: Linda Currie, Derek Beland, and Luis Salazar

Welcome to Nemesis

Nemesis: The Wizardry Adventure is a whole new world of Wizardry, filled with challenging puzzles, fantastic sights and forbidden mysteries. As you travel through its lands, you'll uncover the secret of an ancient horror . . . but your quest will not be an easy one.

That's just what this tour guide is for: to fill in the spaces, answer your questions and give you hints to get you through. While this book is not a complete hint guide exposing every corner of every room, it will give you hints to move you over the rough spots or give you that one last clue you need to make you say, "That's it!"

Be careful! This tour of *Nemesis* may tell you more than you want to know. While we don't like to tell anyone how to play a game, we feel it's best you use this tour guide only when you are stuck. Half the fun of a game is solving the puzzles on your own! By using this guide sparingly, we can guarantee you'll get the most of everything *Nemesis* has to offer.

As with any tour, you may want to read up on local history before you visit. *The History of the Talismans*, starting on page 25, contains lore about the mysterious artifacts that led to the destruction of an entire civilization.

Another note: while this volume contains *some* of the highlights of *Nemesis*, you will discover many other strange items and curious sights during your voyage. Many of the more unusual treasures and creatures are left as surprises for you to discover on your own.

Now prepare to tour the town of Galican and the lands beyond, for your adventure is about to begin!

Nemesis

The Wizardry Adventure



Tour Guide

Written by

Charles Adams with
Brandon Cannon

Thanks to Linda Conroy, David Bicknell, and Paul Johnson



The Town of Galican

Rian the Sage brings you to Galican to recover from the Shadow attack. In Galican, you'll meet several individuals who are important to your quest. You'll also learn the mysterious ways of a magic, a good magic, that may protect you from the Nitherin presence that this world dreads.

The Sage's Elemental Chamber

You begin your adventure inside the Sage's Elemental Chamber. Here you will find a locked cupboard and a strange circular stone with a sign reading "Initiation Chamber" above it. Step on the stone and descend into the Elemental Chamber, where you will learn about the elements and magic.

Each section of this chamber is dedicated to one of the four elements. Right click on the panel and it will open, revealing a scroll. Click on the scroll to approach that element. To prove yourself worthy, you must demonstrate your understanding of the elemental relationships by addressing them in the proper order. Listen to the ethereal voice for clues about the correct order of the elements. (For the exact solution, see the section called "Dead Giveaways" on the next page.)

Access to the locked cupboard in the Upper Chamber is restricted to those who have passed the magical initiation. Once you've gained all four elemental icons, you'll be able to open this cupboard. Be sure to take the empty jar. When you leave the building, Rian will congratulate you and present you with a spell.

Tala's Forge

Close to the Elemental Chamber is Tala's Forge. Tala the Blacksmith is a master at crafting new items and repairing old ones. She's especially interested in weapons. Help yourself to the rusty sword you'll find here. There's also a much

finer blade here, but to earn that you'll have to give Tala something *really* spectacular.

The Iron Dragon Pub

The tavern is your home away from home in Galican. Pick up the dagger as you walk in. The tavern's only remaining customer, Griff, is busy drinking himself into a stupor, so go upstairs to your rented room. Here you'll find some pieces of clothing and armor you left behind. Try talking to Griff later. Perhaps when he's a little more sober, he'll be ready for a conversation.

Lorenden Cathedral

Benerus the Priest presides over Lorenden Cathedral. Talk to him and he will mention the forest. He will restore and improve your health, if you give him the right items. He's also an expert on curses. Outside the Cathedral you'll find a couple of prayer notes. Apparently, Galican is infested with insects as well as Shadows!

The Town Square

You'll find a well with a broken handle in the center of town. Since you are naturally curious (like all adventurers), you'll want to figure out how to repair it.

Where to Go From Here

From Galican you can visit the Forest to the east, the Crypt to the north, or the Marsh to the west. Rian mentioned that the Hargani in the forest could help, so you will probably want to head east to search for the reclusive forest dwellers.

Dead Giveaways

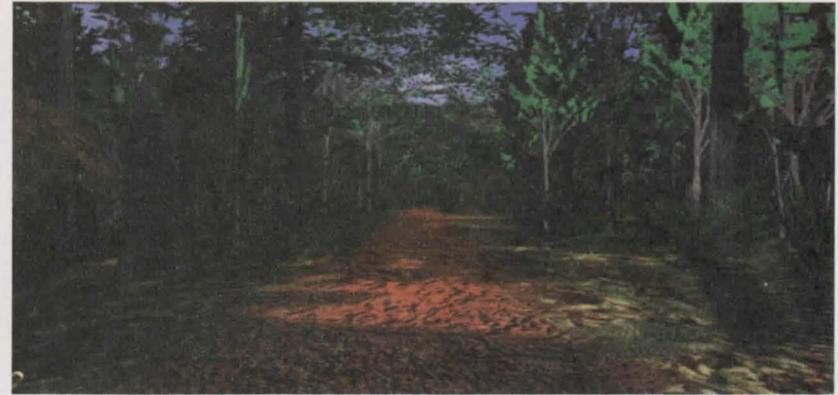
Warning: Don't read this section unless you want explicit answers to puzzles!

The Initiation Chamber. To learn how to use magic, open the panels and take the scrolls in the following order: Air, Fire, Water, Earth.

Fixing the Well. During your travels through town, you should have found a broken crank. Bring it to Tala, wait a while, and she'll fix it for you. Head back to the well and Use the crank on the well. Now it's back on, but the handle refuses to budge. Perhaps it needs some lubrication?

Near the tavern, you'll come across a tin can of oil. Use the oil can on the well to oil the handle. Now click the Use cursor on the well to draw up the bucket. You'll find a gold key. It seems someone in town wanted to keep something locked up . . . or locked out . . . permanently.

Getting the Fine Blade. You'll have to present Tala with the jeweled hilt, found in Krith's Hargani World—Level 3.

**The Forest**

Before entering the forest, make sure you have the following items: the empty jar from the Sage's Elemental Chamber, and a weapon of some kind.

This glade is home to all sorts of creatures. For example, you'll find bugs on the forest floor. Pick up a male bug and a female bug and put them both in the empty jar from the Sage's Elemental Chamber. Then let them do their stuff.

Not all the forest inhabitants are so easy to deal with. After you explore a bit, you'll come across some nasty, piglike creatures, the *homo scrofa*. Fortunately, their grunt is worse than their bite. You should be able to slay them easily if you brought along the rusty sword or the dagger from town. (Hit the SPACEBAR to enter combat, and the left and right mouse buttons to swing your left and right arms.)

Shortly after entering the forest, you'll come across a hut hidden by a tree to your left. The Hargani have been known to use their kinship with the trees to create barriers that prevent humans from invading their home. You'll need to come up with some way to get past the tree, or get rid of it entirely. If you can remove the tree in a way that shows your affinity with nature, perhaps the reclusive Hargani will be more inclined to grant you an audience.

Quicksand!

At one spot in the forest you'll sink into deadly quicksand. Grab onto something quick if you want to avoid being sucked in! Clearly, you can't stay on the path if you want to get past that quagmire. Search the underbrush for an alternate route.

The Bridge

North of the quicksand lies a rickety old bridge. If you stand on it long enough, it will collapse. Here you'll find a broken key that can be used much later in the game.

The Library

The Library contains a Fire spell which you will need on the next level (it's good for toasting any creatures you run across here, too). You'll also find a variety of books, including one on weapons. Try showing this to Benerus back in Galican. There is also an unusual box here; if you can find the right combination (see "Dead Giveaways" on the next page) you will be rewarded with the Sphere of Intelligence.

The northeast corner of the Library contains false bookshelves. When you examine these, you will be taken to . . .

The Spike Room

This room contains numerous pits. It also contains spiked walls. Whenever you move, the spiked walls move closer together. Make too many moves, and you become a human kebab. To exit the room alive, you need to visit the pits in the proper order and throw the switches at the bottom of the pits. For the exact procedure, see "Dead Giveaways" on the next page. It's out of the frying pan and into the fire, though. Once you exit the Spike Room, you enter . . .

The Trap Room

This room is full of Shadow hatchlings. Fortunately, they are weak and slow, so you can run right past them without taking major damage. You may be tempted to look at the pentagrams on the floor, but actually you want to look up. To avoid being crushed in a trap, examine the ceilings carefully. If it looks like there's a ledge or other opening up there, you may step on that square. Make the right choice and you'll move up in the world. Make the wrong one, and—squish!

Once you have made it through this area, search the wall for a secret door to the northwest.

The Tree

To the west of the Trap Room is a tree. Examine it and you will receive a Living Key. Like any living thing, though, it has but a short life. Use it quickly or it will wither!

Unfortunately, the way south is blocked by the cave-in (unless you didn't collapse the bridge). Exit east the way you came in, then slide along the southwest wall. You'll find a secret passage that leads back to the Library. Head south as quickly as you can to the tree door—you need to make it there before the living key withers. If you make it in time, unlock the tree door to open the way to the next level. If your Living Key withered, never fear. Just head back to the tree to get another Living Key, and try again.

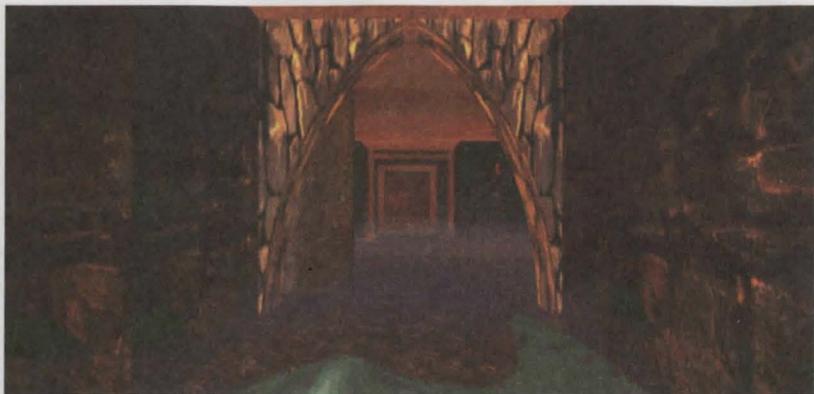


Dead Giveaways

Box Combination: Right, Left, Center, Right, Right.

One Possible Pit Solution: Visit the pits in the following order (see map): 1 (exit east, sidestep south two times), 4 (exit north), 5 (exit north), 7. Pull the switch in each pit.

Krith's Hargani World - Level 2



You'll need the Fire Spell or a fire globe for this level. You'll also need a book—any one will do.

Frozen Floor

In a chilly place like this, some fire would be revealing. Make sure the fire doesn't just fly out of the room!

Tree Room

Take careful note of the symbols surrounding the tree, and the direction you're facing when you view each one.

Mirror Riddles

Answer the riddles correctly, and you will receive the Sphere of Creativity. When the mirror breaks, pick up the piece lying on the ground.

Ram's Head Altar

Get an item here so you can to blow your own horn later on. Keep your eyes open for some secret compartments.

Bookshelf

There's a pressure plate on the bookshelf. Put what belongs there on it. To master the puzzle that appears, think back to the symbols in the Tree Room. When you solve the puzzle, an exit will open up. This takes you down to Krith's Hargani World—Level 3.

Krith's Hargani World - Level 3



Prepare to get your feet wet! Before venturing onward, collect the following items: the Sphere of Intelligence from Hargani Level 1, the Sphere of Creativity from Hargani Level 2, and the mirror piece from Hargani Level 2.

The Barrels

Examine each barrel before you reach into it. Some contain treasure; others contain nasty surprises. (If a nasty surprise sticks to you, try another barrel for an antidote.) One barrel holds an item that will interest Tala in Galican.

The Hargani

To open the gate, you'll need to pull a lever nearby. (But you'll have to *find* a lever first!) Open the gate. Most of the Hargani will then leave. (Perhaps by a secret exit? Better search the level for one.) Only one Hargani, Alrith, remains behind, too weak to join his companions. Speak to him, and he will give you the Sphere of Discourse. Be sure to pick up the bone from the pile on the floor.

Jaws Traps

Use (and then re-use) an item from this level to jam the jaws. Timing is the key!

Sword and Skull

To get the sword, you'll need to deal with the skull first. The three spheres you've obtained will be helpful here. You will quickly discover that the sword, while extremely powerful, is a mixed blessing. If it becomes too troublesome, try showing it to someone in Galican who knows about curses.

The Talisman

The talisman on this level is guarded by a powerful creature and a force field. The proper weapon will take care of the creature, while a little reflection will take care of the force field. Once you get the talisman and discover the secret exit from here, you may journey to either the Sewers or the Taarian Forest.

Galican Sewer Tunnels



The Sewers

The Sewers are even wetter and deadlier than the last level of the Hargani world. This is where Jaran the sorcerer disposes of his unwanted junk and unsuccessful experiments. It is also where he has hidden his most important treasure.

If you are constantly finding yourself on the losing end of battles with the Sewer's inhabitants, travel back to Galican to heal for a while. You may want to visit the Crypt first, to build up your strength. While exploring the Sewers, keep a sharp lookout for buttons that will let you into secret areas.

The Antechamber

In the largest room in the sewers, examine the floor. This will enable you to obtain a talisman, *if* you are careful. The direct method is not always the best one (unless you have gotten permission first). Sometimes the right approach to a problem is by the back way.

The Door

In the antechamber, you will also find a door with a color-coded lock. The secret to this door lies in carefully observing colors elsewhere in the Sewers. Once you have opened this door, you may travel to the Gondola/Jaran's Keep area.

Gondola/Jaran's Keep



The Gondola

Jaran's castle lies across a vast, dark chasm, entered by the gondola suspended by a single cord over the abyss. Yet how can you make the gondola move? Jaran has created a magic item for this very purpose; use it within the gondola to take a wild ride.

Jaran's Castle

As you can tell from the walls, Jaran is interested in all sorts of creatures. Add an insect to his collection to unlock a secret.

Jaran

Jaran will tell you of Nithera's magic, and suggest that you work together to gather all the talismans. Take the key that he drops; it is used elsewhere in his castle.

The Dragon Skeleton

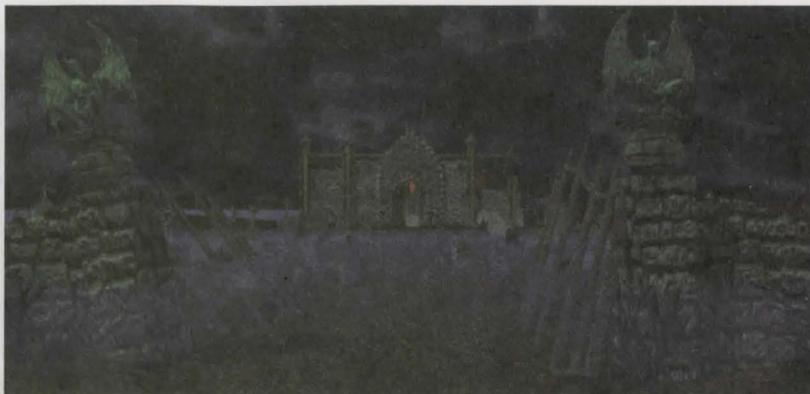
Examine this bony behemoth from top to bottom. Standing in front of it can be a crushing experience, but you'll want to return here when you have mastered its controls.

The Tablet

The secret to using the tablet lies in tomes hidden elsewhere. Return to the tablet when your quest is almost complete.



Forsaken Crypt



The Crypt

You may visit the crypt at any time during your adventures, but for safety's sake you will probably want to wait until you have some experience under your belt.

Tas, the local gravedigger, had a nasty habit of rummaging through the graves. In the grave of Seldin Westler, Tas found an unusual talisman. Tas kept the talisman (to his misfortune) and threw Seldin's bones into the back reaches of the crypt.

The unquiet spirits of the troubled dead pervade this tomb. Their presence is so powerful that it creates confusion and distortion, sealing you in, obliterating the ink on your map and moving the very walls of the catacombs.

Navigating this shifting maze can be difficult. The rags you find will help you chart your way. Drop them on the floor to mark your trail.

How Do I Open Locked Crypts?

Use an item found in the first room of the crypt to pry your way in.

How Do I Get Out?

A quick blow to a weak spot will open up some new areas. To escape the crypt, though, you must bring peace to a phantom who demands to be returned to his resting place.

Seldin's Ghost

Change comes when this restless spirit appears. Watch the walls.

Venomire Marsh



The Marsh

Before venturing into the swamp, get the gold key from the well in Galican. The local plant life is both poisonous and hostile, so you will have to prune them back a bit with your sword. Take the tentacles you trim off; they will be useful later. After slicing off a couple of tentacles, run past the rest of the aggressive undergrowth to the tower.

The tentacles will come in handy later on, but watch out! They are poisonous in their untreated state.

The Tower

You will find two exits in this area. One leads to the Gondola and Jaran's Keep. The other exit, within the tower itself, leads down to the Burned Bone Corridors. To unlock it, use the gold key you found in town.

Burned Bone Corridors



Where Should I Go?

If you search for a while, you will find a hidden wall map to guide you.

The Door with a Broken Button

You'll need the rest of the button first. A gondola trip is in order if you haven't found it already. To open the door after you've repaired the button, OPEN it. (If that seemed more confusing than helpful, take a closer look at the door.)

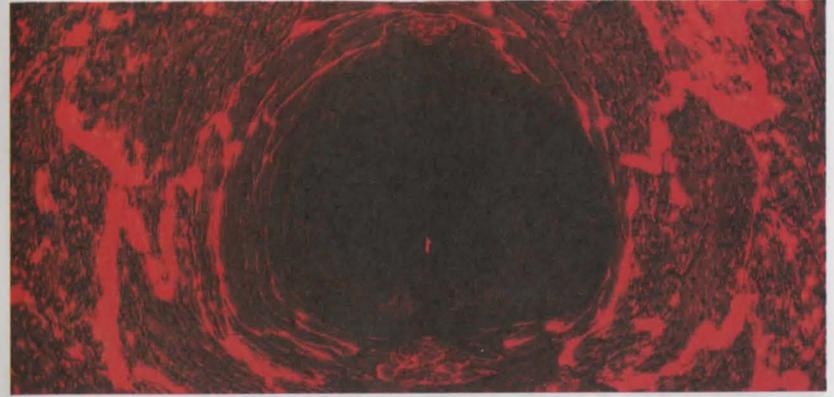
Defeating the Minotaur

To avoid being flayed by this beast, you will probably need some special help from elsewhere on this level.

Entering the Pit

You'll need a rope to climb into the Minotaur's pit—that whip you just got is too short to reach. Perhaps you could make a rope from those slimy tentacles you found outside . . . However, the tentacles contain a potent poison. A visit to the home of an expert on animals and plants will help neutralize the problem. Dip the tentacles into a basin you will find there.

Fire Tunnels/Mushroom Tunnels



The Fire Tunnels

Fortunately, there are no fiendish puzzles or traps to contend with in these burning corridors. Unfortunately, there are plenty of hostile molten inhabitants who will torment as you pass through. The fire tunnels lead to the cooler, and somewhat friendlier, mushroom tunnels.

The Mushroom Tunnels

An item from a sorceress will let you scale an obstacle. Examine any minerals you find. (You can't eat the mushrooms, and they wouldn't agree with you in any case.) From these tunnels, you may travel to the Desolate Castle or Ystalin's Lair, or return to the Fire Tunnels.

You will encounter some unusual apparitions in the Mushroom Tunnels. As is often true in your adventures, things are not what they seem!

Desolate Castle



The Doors

The first door is no trouble, but that second door will come crashing down on you. Perhaps if you could jam it open somehow?

The Net

A measly net is no obstacle to a true warrior. Use a cutting-edge solution.

How do I get Past the Collapsed Floor?

Get into the swing of things.

The Book on the Desk

If the heat is too much, cut it off at the root.

How Do I Defeat Zalena?

You're no match for her. Search the area after she's gone, however, for important items.

Getting Out

You'll have to jam the door open on your way out, too. Use some debris you can find inside.

Ystalin's Lair



The Mechanical Door

You must put all the pieces together in their proper order. Opening this door is not as hard as it may seem. Once you get in gear, you'll have the power to get it open without blowing a mental fuse.

The Puzzle Door

The object here is to find the next in the sequence. If you fail, you will be given a different challenge. For a stronger hint for the first puzzle, see the bottom of the page.

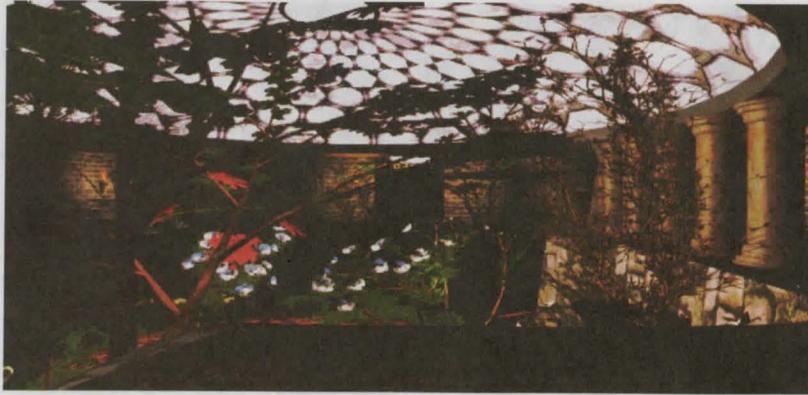
Ystalin

Meeting Ystalin can be a bit... intimidating. To meet his strict requirements, don't flinch and come clean with your shortcomings (if any). Ystalin is especially hard on those with sticky fingers.

Once you have satisfied him, the way is open to Nithera itself.

The Puzzle Door—Another Hint

For the cube puzzle, what was once up, should now be turned down.



The Nitherin Garden

Finding the exit from this beautiful place is difficult. In this case (and, indeed, in all of Nithera) search carefully if you want to throw some light on the subject.

The Nitherin Archives: Entrance Hall

Scuffing up that elegant carpet may brighten your way, but sometimes its better to be in the dark. If you find you've made things too toxic or too hot, search the entrance hall to undo what you have done. Stick to the extremes.

The Dagger Room

If the knives are flying from the slits when you enter, watch out! If you time your steps perfectly, it's *possible* you might make it across alive. But it would be much simpler if there were some way to deactivate them . . .

The Fountain

Examine the fountain very carefully. Being level-headed may not have any immediate effect, but it will eventually open up a way back to where you had some stabbing pains.

The Pool

Take a plunge and you'll find something interesting, though not essential. (Something interesting will also find *you*.)



Nitherin Library

A little lubrication will get you moving if you're stuck. In the library, you'll find yet another case where searching proves illuminating. Behind an unusual door you'll find an unusually powerful weapon.

Nitherin Archives—Upper Level

In the upper archives, you may find your way blocked. If you can't take the heat, you need to do some repair work downstairs. You should be able to dig out of another dirty problem. In this next area, use a key from much earlier in the game to obtain an essential item. If you lack the key (or if it is in poor condition), the right spell will open the way as well.

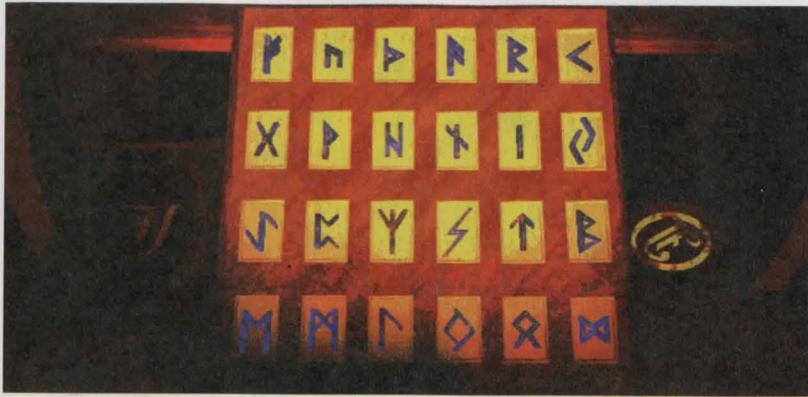
After that, take your bearings so that you can go further. Eventually, you will gain one more vital object and visit the heart of the catastrophe that destroyed Nithera eons ago.

How do I Leave Nithera?

Once you reach the outdoors, you'll find a vessel. Actually making this craft go somewhere is more of a problem. If you don't want to just go around in circles on this question, use an item to give you a stern sense of direction.

After you leave Nithera, you will return to the Gondola area.

Endgame



When you have found all seven talismans and explored all the areas described previously, head to Jaran's Keep to complete your adventure.

The Tablet

Return to Jaran's desk and examine the runic tablet. If you have all the talismans, their power will shield you from Jaran while you use the tablet. If you don't, Jaran will politely boot you out.

You should have learned the secret of runes by now. If your knowledge is incomplete due to some accidental damage, you'll have to think a bit harder at this point. If you can come up with the correct word to enter on the tablet, your children and your children's children will thank you for it. Entering the correct code will remove a bony barrier.

The Endgame

Past that barrier, you will find plenty of danger. Take a ladder up to discover a new world that will open the gate to the final confrontation.

In the end, you'll encounter a vast power, and find that not everything you've been told so far is true. Remember this when they speak of your chances of success. Good luck!

The History of the Talismans

The History of the Talismans of Nithera, extracted from the journals of Rian, Sage of Galican:

Of all the lore surrounding this town and its countryside, surely the most remarkable is the tale of the Nitherin talismans. I preserve here in my notes all I have uncovered on this most unusual topic. The story begins in Nithera, the long-dead land of fable . . .

. . . And so the High Mages of Nithera, ever-thirsty for new knowledge, detected a new, limitless source of magical energy. While the exact source of this energy was unknown, the seven High Mages crafted seven talismans to tap into it. With each additional talisman, their powers grew. The High Mages thus conceived their plan to combine the talismans. There were, however, signs that this new energy contained a life, an intelligence, of its own . . .

. . . These troublesome signs were ignored by all but one of the High Mages . . . This mage had the foresight to forge a separate, eighth, item. This was designed to subdue the life detected within the energy when all seven talismans were merged . . .

. . . The High Mages drew near the end of their experiments. Five talismans had been combined successfully. Yet when the sixth was added, the energy it spawned was more than the High Mages could contain. Disaster followed in a flash . . .

. . . So the people of Nithera were destroyed forever, leaving only ruins behind. For many centuries, there is no mention of the talismans in scrolls or texts. They eventually resurface in the old stories told of the Kienderan family of Galican . . .

Dorn Kienderan, mayor of Galican, had two sons, Gamel and Tieran. Gamel, the eldest, was a scholar of sorts. He was fascinated by ancient artifacts, and travelled across many lands in search of new treasures. Pure luck (or pure misfortune) led him to stumble across the first Nitheran talisman. A lifetime of research would lead him to discover four more . . .

As each talisman entered into his possession, Gamel changed more and more. Closeting himself in his chambers, he conducted experiments with the talismans, experiments that grew bolder with each attempt. His family had no tolerance for his eccentric behavior, and banished him from their house forever.

Enraged, Gamel arranged a final confrontation with his family. What exactly happened that night is unknown, but the family's house, and much of the town, were consumed in a massive fire. Gamel was never heard from again . . . I believe that Gamel, completely insane and consumed with hatred of his family, combined all five of his talismans for the first time. The resulting energy must have been too much for him, creating an explosion that surely destroyed both Gamel and his kin.

Fortune had it that Tieran, Gamel's brother, was away at the time of this disaster. Tieran returned to find his family destroyed, and his town devastated. He scoured the ashes

to recover the talismans that had brought so much ill-luck. Vowing that the talismans would never again be held by one person, Tieran sealed the talismans away from the eyes of men.

The tales do not tell where the talismans were hidden. The stories mention only that much later, after beginning his own family, Tieran became obsessed with finding the eighth item that controlled the ferocious energy of the others. (Note: Gamel found only five of the seven talismans—what became of the other two? Must consult the Nitheran parchments again)

It seemed that no records of the five hidden talismans remained. However, I have obtained the following document from the Hargani who dwell in the Taarian forest:

Text of *The Protector's Doctrine*

We, the Hargani, Guardians of the Faith, affirm our commitment to the Protector, he who has called upon us to protect this single entity, one part of a whole that is greater than all of Man & Hargani.

Let this Doctrine guide any who shall fall into the path of the Nitherin talisman, as that path is lined with treachery.

Five talismans have been known in the hands of men, but it is rumored that there remain two, untouched by those who would harness their energy, unknown by those who would protect them.

This talisman, which we now guard, holds the strength of one thousand men. It is but one of the five that brought down the land of Nithera.

A second is said to absorb the strength of one thousand men, rendering harmless all blows that fall. The Protector bestowed it upon Roen of Venomire, yet there it did not remain. Destruction fell upon the house, leaving little but fallen stones in its wake. Roen and the path of the talisman were lost.

A third was given by the Protector to the Wisest & Most Powerful of All Beings, he who soars above the common man. This most deadly of all talismans was said to contain the vision of life and death itself.

The fourth holds within its core the infinite rage of an inferno, bent on the devastation of any who stand in its path. It was entrusted into the hands of the Kynarn across the Seas of Oriel.

And the last, the power to beckon the birds of wing, was forever to be buried with the Protector himself, he who has established us as Guardians.

Let this legacy of the Protector be upheld by any who come to know the power of the talisman.

Could Tieran be the same person as the "Protector" mentioned here? I must ask Jaran. He was not born in Galican, but he is Tieran's descendant

. . . My interest in these events in no longer merely academic. Researching the Fall of Nithera in old books and crumbling tablets is one thing—but to see a horror flying above the streets of your own town! Something unholy attacked a stranger newly come to Galican Yet this creature must have been but a Shadow of some greater entity, for I was able to dispell the thing with my own modest powers. The townspeople have fled in terror, and I cannot blame them for it

. . . This stranger is recovering from his wounds . . . I found a curious amulet amongst his belongings. From the workmanship, it is of ancient make. Nitherin, perhaps?

All signs point to a Nitherin talisman, or talismans, as the source of this evil. Has the Nemesis that crushed the proud civilization of Nithera returned to plague us?

Spell and Talisman Locations

Warning!

This section contains explicit information on important game items. Use only as a last resort.

Spell Locations

Presented in the order they appear at the top of the screen.

Poison/Refresh: Given to you by Krith in the Taarian Forest.

Windstorm/Sound Shield: In a book in Desolate Castle, top floor.

Blind/Enhance Attack: Inside a hidden room in the Sewers.

Firestorm/Resist Fatigue: In the Library in Krith's Hargani World—Level 1.

Fog/Heal: Given to you by Rian, after you master the elements.

Ice Storm/Cure Poison: Inside Jaran's desk in Jaran's Keep.

Paralyze/Enhance Protection: In a locked tomb in the Crypt.

Sandstorm/Resist Magic: On the ground in the Desolate Castle, first floor.

Talisman Locations

Talisman of Massive Strength: Behind a magical barrier in Krith's Hargani World—Level 3.

Talisman of Invulnerability: In the case that rises from the floor of the Sewer Antechamber.

Talisman of Massive Explosion: Given to you by Zalena in the Desolate Castle.

Talisman of Basilisk: Inside Ystalin's Lair.

Talisman of Bird of Prey: Dropped by Tas in the Crypt.

Talisman of Restore Energy: In a bookshelf inside a locked room in the Upper Level of the Nitherin Archives.

Talisman of Heal All: In the round chamber in the Upper Level of the Nitherin Archives.

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