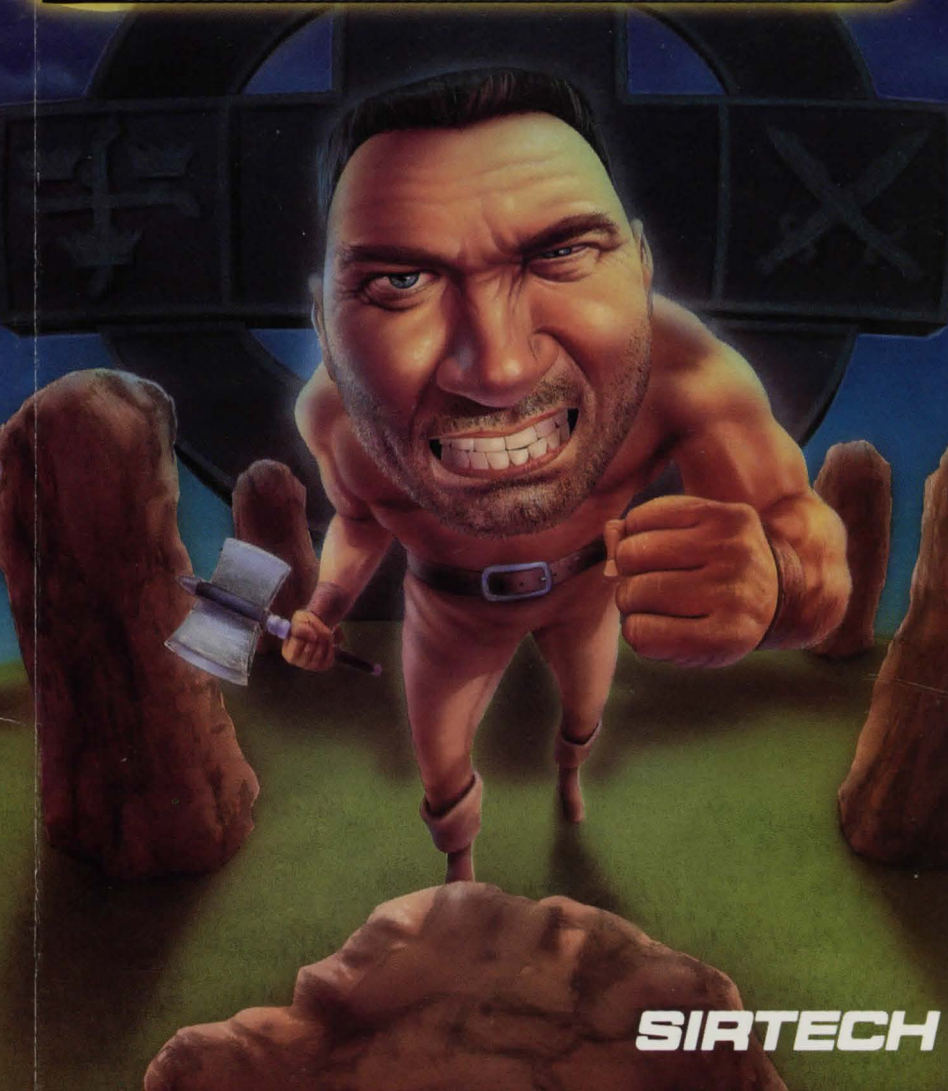


DRUID™

Dæmons Of The Mind



SIRTECH

THE OFFICIAL HINT GUIDE

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Druid: Dæmons of the Mind is an adventure like no other. So that you can enjoy it to its fullest, we recommend you use this hint guide only when you are really stuck. Inside, you'll find everything you need to know about Druid, from maps and a location-by-location breakdown to a complete items' list. Enjoy.

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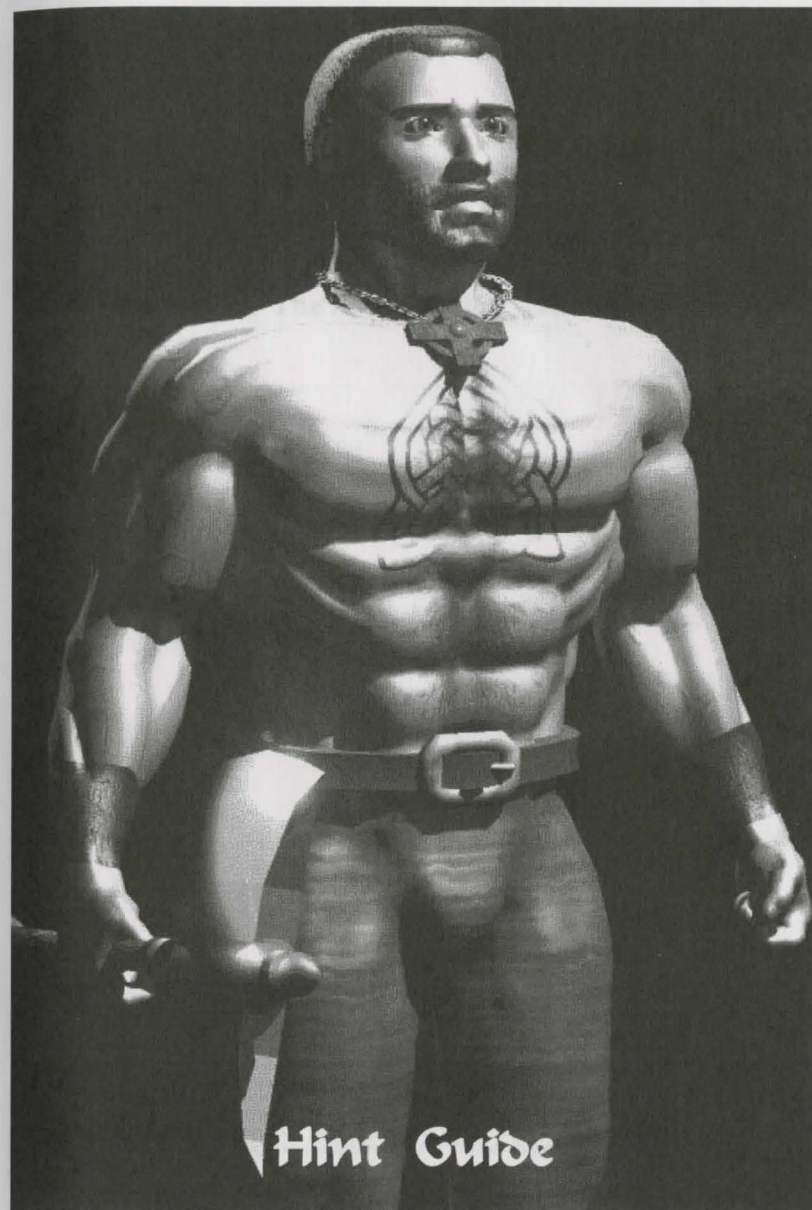
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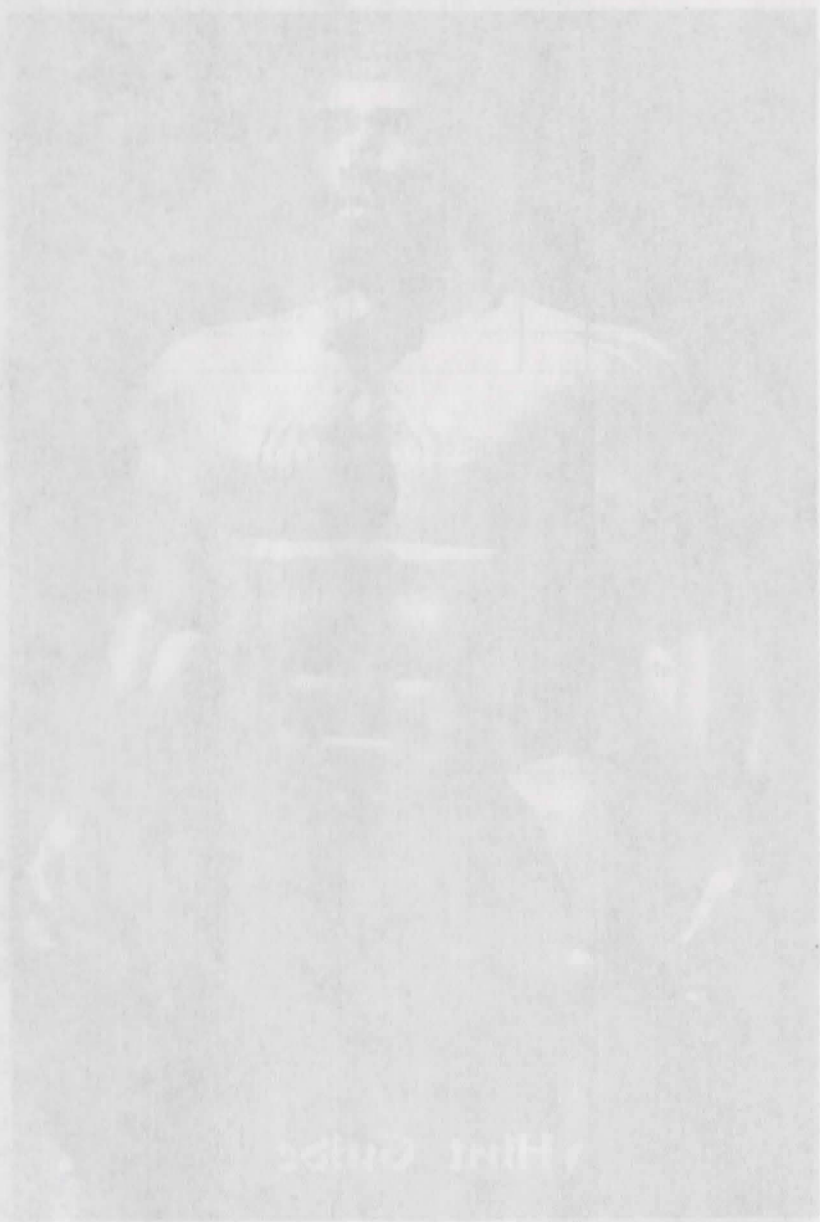
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Hint Guide

Written by Charles Miles and Brenda Garno
 Assisted by Philip "Gerald" Lewis, Phil's band *Bleached* (they didn't really do anything, but he just wanted the name in here) and Michael "It's all his fault" Montgomery

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Dedicated to The Big Swinging Rat.

This cluebook is also dedicated to John Lawson Williams, James McGill, Dennis Chandler, The ESC key, Joan "Thanks for the Sanity" McKeown, The Fan Club (Phil "The President" Lewis, Ronzo Farrand, Emmet Roscoe Morley, Greg Bresset, Colin Bouchey, Lorne Fairbairn, Steve Allen, Chris Burns, Willy Bone Sloan, Ed Bush and Steve Morley), Shari "Pig Farm" Mitchell and Bruce "Sweet Pea" Wilson, Everyone at Blazing Saddles, Kate and Sam, Big Al, Mrs. Kelley and Home Interiors (Would you like a scone with that?), The movie "Ground Hog Day," The music of The Violent Femmes, Pearl Jam and Pink Floyd and, ah, by request, Mary Chapin Carpenter's "Shut Up & Kiss Me," The Violent Femmes Dance Group at the Baja Beach Club (Ted Peterson, Julian LeFay, Chris Lombardi and Jim Nametska), The Peckmistress (deceased), Brad Pitt, Seafood Cakes from Price Chopper, Masala Burgers!!!, Chick's Pizza & Wings, We're On A Food Trend Here, Liz & Baked Brie!, Cathy Warren & Gregg "I'd fire him" Sauter, Memphis, Jeano, Tedo & Vicki, Mary Ann & David, Pam & Glenn, Chris & Kim, Frederick Remington, Jurgen Weber, Guido Henkel, hey, everyone in Germany!, Jim "The Published Author - Buy His Book" Reagan and finally, birds everywhere.

Thanks to Barb, Vicki and Pam for the wonderful lunch conversation and warm rolls. No fries with that please.

Wait. This clue book is still further dedicated to these additional people . . . the Duke of Perth and all 50 varieties, Constantina, The Waltons, Stinking Cloud, Anthony Mann, Maynard, OBA, Yoda, hundreds of long-suffering 18 year olds, cliometricians, Steve, Patty, Gano, Andy, pirogies, Lynne the Anglophile, Eric the G*mp, Mark the Role-Model, CD-NOW, the U.S. and Canadian Border Patrol, Mrs. T, the late, great Ted Hawkins, everyone at Ogdensburg International Airport, and Australian Country Music.

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Introduction

It's hard life being a Druid. Brought to a strange world, full of twists, turns, and blood-thirsty monsters, you may have a little trouble adjusting to your new environment. This book will help you over those rough spots by giving you the facts you need to carve your path through Navan, and to find the missing Druid, Lawson.

You can use this book in lots of ways. You can give it a look after you're done with the game to see what you've missed. You can dip in a time or two while playing to find a crucial item, or to solve a particularly tricky puzzle. Or you can dive all the way in and use it as a reference at every step during your quest. You can also use it as a coaster.

The most general help is found in the front, with combat and magic tips, a general guide the islands on Navan, and the inside story on the Druids' secret history. More detailed help is found in the back, with a complete items list, maps, and a detailed description of every single location in the game.

Armed with the information in this book, no man, monster, or Druid on Navan can stand in your way. Now prepare yourself to learn the forbidden mysteries of *Druid*.



The Story of the Druids

For centuries, the Druids ruled tribes on Earth as priests, judges, and rulers. They became experts in the use of magic, skillfully combining the four elements with the power of the mind to weave mighty spells.

One of their most impressive powers was teleportation. If a Druid had seen a place before, he could simply be there by thinking of it again (something Julius Caesar's troops believed the real-world historic Druids could do).

Then, suddenly, the Druids were taken from this world and imprisoned on another. No one is certain of the Druids' crime, nor of the identity of their jailors. But the Druids' offense against order was so great that they were sent to the far-off world of Navan.

The four Druids, Astor, Curak, Havnar and Lawson, quickly divided this new world into kingdoms. Each Druid had his own island, a world within a world; each worshipped one of the four elements; and each constructed a well to focus their magic energies.

Because of their teleportation powers, the Druids could not visit each other's islands, for fear that their brethren could then use teleportation to reappear anytime they liked. As independent rulers of their own dominions, such a thought was not comforting. For this reason, the Druids created the Common Ground, a neutral meeting place where they could meet to discuss world matters and to further their own interests.

Chief among their common goals was the exploration of space. If only they could see a new planet among the stars, they could will themselves there and expand their empire. This led the Druids to research science as well as magic. These experiments led the Druids and their people on many paths, some not even remotely moral. In the meantime, the effects of the Druids' constant use and misuse of magic began to have its effect on Navan, spawning monsters.

And then, Lawson disappeared.

The other Druids suspected he had been kidnapped, destroyed—they didn't precisely know. They had heard nothing from him in a very long time.

The Story of the Druids

You, grand-son of a full Druid are the perfect person to search for Lawson. So, night after night, the Druids try to reach you, filling your dreams with images of a room upon the Common Ground. And, once your image meets with theirs (collectively they can will anything into or out of existence), you are there on Navan. Not a full Druid, you pose no real threat to them as you travel through all their islands to find clues of Lawson's disappearance, something they cannot do for political reasons. And so the Druids have found an ideal candidate to replace Lawson. Or have they?

The Magic of the Druids

Complete Spell List

Note: A spell's cost is the number of Mind Points (M.P.) needed to cast it successfully. In addition to Mind Points, casting spells requires certain magical items. First Order spells require that the white or black gemstone be in your amulet. Second Order and higher spells require that the black gemstone be in the amulet.

The First Order

- Name:** Rock Storm
A hail of stones strikes the target.
- Elements:** Earth, Earth, Air
Cost: 2 M.P.
- Name:** Fireball
A burst of flame flies to the target.
- Elements:** Earth, Fire, Air
Cost: 4 M.P.
- Name:** Poisonous Vapors
The air surrounding the target turns to poison.
- Elements:** Water, Fire, Air
Cost: 6 M.P.
- Name:** Burning Mist
A mist of flame engulfs the targeted opponent.
- Elements:** Water, Air, Fire
Cost: 6 M.P.
- Name:** Minor Heal
A portion of your character's Body Points are restored.
- Elements:** Earth, Air, Fire, Water
Cost: 7 M.P.

The Second Order

- Name:** Vacuum
The air around the target is sucked away, choking your enemy.
- Elements:** Air, Fire, Air, Mind
Cost: 8 M.P.
- Name:** Freeze
Shoots a bolt of frost at the enemy.
- Elements:** Water, Water, Air, Mind
Cost: 11 M.P.

The Magic of the Druids

The Second Order (continued)

- Name:** Psychic Burn
The target's mind is seared by intense psychic power.
- Elements:** Fire, Mind, Fire, Mind
Cost: 12 M.P.
- Name:** Psychic Crush
Powerful mental forces crush the target's brain.
- Elements:** Earth, Mind, Fire, Mind
Cost: 11 M.P.
- Name:** Super Fireball
A bolt of white-hot flame that is more intense than a Fireball.
- Elements:** Mind, Earth, Fire, Air
Cost: 8 M.P.

The Third Order

- Name:** Major Heal
A high power healing spell
- Elements:** Mind, Air, Mind, Air, Mind, Mind
Cost: 22 M.P.
- Name:** Kill
Just what it says.
- Elements:** Fire, Mind, Mind, Mind, Mind
Cost: 22 M.P.

Bonus Magic Hint: Once you have the black gem, add Mind at the end of any spell to do 4 points extra damage. You can also pump up a heal spell with an extra Mind.

If you're generally wondering "What am I doing here?", then this is the section for you. If you have more detailed questions, like "How do I get into the Archives?", consult the island maps section, which gives the complete story on each and every location in the game.

Common Ground

You have three goals here at the start of the game. The first goal is to stay alive and gain experience by killing the monsters you meet. Save your game before any combat. You may want to redo a battle, even if you win. If you're badly injured during the fight, you may be too weak to beat anything else!

Your second goal is to explore and gather information. The Archives contain all sorts of interesting background material on the Druids. You can also learn some new spells there, though you won't be able to cast most of them yet.

Your last goal is to collect the stone bars needed to use the stone circle. The stone circle will allow you to teleport to other islands, but only after you've inserted the three missing stone bars and found the correct combination. One bar is won by bravery at the Arena, another is found in the Prison Courtyard, and the third can be had by giving an item to the Antiques Dealer. As for the correct combination, the clue inscribed on one of the stones in the circle will point you in the right direction.

There are three areas in the Common Ground you will not be able to explore fully yet. One is the Druids' hall where you first met the Druids. You can get back in if you're holding the Book of Passage from the Archives, but many of the rooms inside will be locked until later in the game. Another closed-off area is the prison: unless you have an incredibly powerful character, you'll need a special item to get by the guard that wants to see your papers. The last area not yet available to you is the Archives. Again, you need special documentation to pass by its guards. All three of these areas will be accessible later in the game, after you've visited the other islands.

Keown

One of Keown's main treasures is a new axe and armor, found in the Black Mountains. In addition to this booty, make sure you thoroughly explore the beach and Astor's Palace - you'll find the black gemstone there. It increases your magical powers.

To exit Keown, you will also need to find three stone bars and place them in the stone circle. One bar is won in the fighting ring in the town of Duir. The other two are in Astor's palace: One is in Astor's well,

while another is found after repairing the boat under the palace. After you've visited Astor, inserted the stone bars, and found the correct combination, you can leave. If you get a message about spotting something in the distance after finding the correct combination, you need to make a return trip to the beach.

Aneli

Aneli is relatively small, and easy to explore—except for all the ice monsters you'll have to fight! Make sure you have the axe and armor from Keown before venturing here. Use the loaf of bread and potion you found on Keown to heal. The gold ring from Keown can also heal you at a special location here.

To leave Aneli, all you have to do is put the bars in the right combination at the stone circle, and then visit Havnar in his cave, where he'll reward you with some new weapons and armor. But don't forget to pick up an icicle on the way!

Rumi

To exit Rumi, you must, as usual, find the correct combination on the stone circle. You'll also have to speak to Curak, Rumi's ruler. He'll want concrete evidence of Lawson's fate. If you can't find any, try down at the beach. Curak's castle contains a new axe and armor, if you go a bit out of your way. And don't forget to visit the volcano in the Sulphur Caverns—the heat's a killer, but you can get (and make) interesting things there.

The Endgames

In the endgames you'll visit the areas on the Common Ground that you could not visit before—the prison, the telescope room, and the Restricted Area. You may also revisit the other islands to pick up items you've missed along the way. Depending on what you do, you may also go to Lawson's island, Zynaryx. For more complete information, see the section on Endgames in this hint book.

Strategy: Combat

Being bested in the Arena? Iced by ice monsters? Gored by green goons? Don't worry, it's actually pretty easy to win fights in Druid—if you know three basic rules.

1. Fight Healthy.

There are times to fight, and times to rest. If you'd just fallen out of a fifth floor window, you wouldn't pick a fight with a passer-by just after you'd landed—you'd crawl to the nearest hospital. The same principle applies in Druid. The more injuries you have, the less effective you are at fighting. So only attack really tough adversaries until you've healed fully (whether by using healing spells, potions, or just exploring until you're fit again). And don't attack any adversary if you have less than half your hit points. A healthy fighter is a happy fighter.

2. Hit Them First.

The same principle works in reverse. If you hit a monster, it's harder for the injured monster to fight back. So the key to victory is to hit the monsters before they hit you. If you can get a couple of good hits in, chances are the monster will go down without putting a scratch on your leather leggings.

Magic is the best way to hit the enemy before he hits you. In fact, if you're using magic, the enemy *can't* hit you first! If you soften up your foe with a couple of fireballs before attacking with the axe, you'll find he's a lot easier to hit and defeat.

3. Get Rhythm.

The last key to success in combat is rhythm. The most successful battle in Druid is one where every one of your attacks hits the enemy, without the enemy laying a finger on you. Once you get your first, successful hit in, timing your next mouse click is crucial. Clicking the mouse

Strategy: Combat

wildly won't work. What I do is wait until my character has hit the opponent and brought his axe all the way back. Only then do I click. I also aim for the legs and ankles of my opponent, as I find I get more hits in that way.

It's up to you to find the rhythm that works for you. Once you find the correct pace, you'll be able to slay monsters with ease.

Item List

Item	Fnd	Used	For/About ...
+2 Axe and Armor	60		Third best Axe and Armor
+4 Axe and Armor	76		Second best Axe and Armor
+6 Axe and Armor	93		Best Axe and Armor
Amulet, with Black Gemstone	57		Use to cast level 2+ spells
Amulet, with White Gemstone	2		Use to cast level 1 spells
Axe, Pick (12 coins)	43	61/8	To get Iron Ore and coins(50)
Bar, Iron	4	4	To open gate
Bar, Stone (Common Ground)	20	10	Used on pillar to go to Keown
Bar, Stone (Common Ground)	6	10	Used on pillar to go to Keown
Bar, Stone (Common Ground)	18	10	Used on pillar to go to Keown
Bar, Stone (Keown)	55	40	Use on pillar to go to Common Gro
Bar, Stone (Keown)	44	40	Use on pillar to go to Common Gro
Bar, Stone (Keown)	58	10	Use on pillar to go to Common Gro
Bar, Stone (Kreitzer's)	36	26	Use on the prison stone circle
Book: A Celtic Miscellany	2	2	Find White Gemstone inside
Book: Book of Passage	15	9,3	Allows you to enter the Druids' Hall
Book: Keown Core Drilling	29		
Book: Legacy of the Druids	2		
Book: Monoliths of the Outer 5	29		
Book: Notes on Missions 1-5	31		
Book: Ogham	2		
Book: Old World Relics	12	6	Give to Antiques Dealer to get Ston
Book: Principles of the Elements	2		
Book: Rules of the C. Ground	2		
Book: Ways of the Old	72		
Bottle, containing a scrap of paper	49		Look at it to get note
Box, small locked	65		Use small key to get freeze spell
Bracelet	20	79	Give to Mariavonnick, receive note
Bread, a loaf of	43		Raises body points
Card, Archives (15 coins)	3	12	To get into Library
Certificate of Health	9	18/44	To fight in Arena and Keown ring
Clear Rock	87	79	Give to man to have it polished
Coin, Foreign	80		
Coins(1)	88		
Coins(1)	12		
Coins(100)	76		
Coins(15)	12		
Coins(2)	4		
Coins(25)	5		
Coins(3)	82		
Coins(3)	20		
Coins(30)	13		
Coins(5)	7		
Coins(50)	8		
Container, empty, cold	31	67	Use on ice to get four vials of Izran
Container, Insulated	95	86	Give to scientist for four vials of Ak
Crucible, containing sand		87	Use in lava to make clear rock
Crucible, with insulated handle	84		Merge with bucket of sand
Cube, Black	108	109	Used to kill Druids and Vor you
Dagger, finely sculpted	58		Use on Ore to make Magnetized Or
Dagger, with message from Lawson	88	95	Give to druid for insulated contain
Dipper, Astor's	56	55	Use on well to get stone bar
Elder root	66	68	Give to guy at cave mouth
Elder Root	64		
Fish, Frozen	67		
Gemstone, Black	57		Use on amulet to cast lvl. 2+ spells
Gemstone, White	2	2	Place inside you amulet
Helmet, Protective	85	87	Use on way down ramp to avoid los

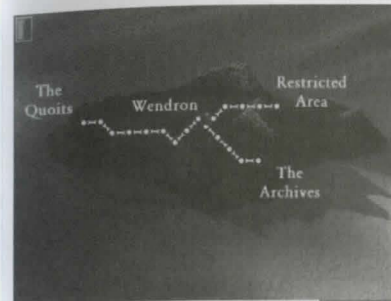
Item List

Item	Fnd	Used	For/About ...
ing, Red	67		
r Hand	54	55	Use on clock to open store room
ick, sharp(15 G)	69	65	Hit ice to get small locked box
e, sharp	67	77	Use on door to get into chamber
Astor's	59	29	Use on chest to get Ornate Metalwork
Locker	34	34	Use on locker to get Science Lab Pass
Prison	20	4/20	Used to open and reopen gates
Small	72	65	Use on chest and get freeze spell
Small copper	22	25	Use on clock to lower ramp
Polished Glass	79	28	Use on telescope to get Star Map
Detailed Star	28	39	Use on the Spaceship
"Ferghus-I am well"	49	88	Give to Ferghus to get dagger
Burned	31		
Coded	64	72/76	Give to guy in library, then druid
Damp	58	47	Use to get by guard
Freeze Spell	65		Tells how to cast freeze spell
to Ferghus	79	88	Give to Ferghus for conversation
Iron	61		Merge w\ dagger to get Magnetized Ore
Magnetized		39	Use on Spaceship
ite Piece of Metalwork	29	39	Use on spaceship
containing dry sand	49	84	Merge with Crucible
Empty	49		Use on the spot of sand
Executioner's	88	21	Give to guard to get into prison
Science	24	32	Give to guard to get into Science Area
Science Lab	34	36,37	Use to get by guards in Science areas
on, Herbal	64		Restores Body Points
on, powerful health giving	56		Restores Body Points
simple gold	52	75	Use on mural to gain full body pts.
Clear	87	79	Give to man to have it polished
a length of	48		Merge w\ sap to make Pitch Soaked Rope
Pitched soaked rope		58	Use on boat to get Stone Bar
Dry	49	49	Use pail on it
oozing	41		Merge w\ rope to make Pitch Soaked Rope
Map, Detailed	28	39	Use on the Spaceship
Empty Glass	74	74	Use on flowers
Glass, with Nectar	74	25	Use to avoid loss of Body points
Reagent		36	Give to man to get a Stone Bar
of Aktram	86		Merge with four vials of Izran
of Izran	67		Merge with four vials of Aktram
ow, two fresh twigs	79		Raises body points by a tiny bit
full bodied Red	42	52	Use on purple stain for simple ring
Red, recently bottled	46	42	Give to man in cabin for aged wine
sparkling White	42	52	Use on purple stain for Vacuum
White, recently bottled	46	42	Give to man in cabin for aged wine

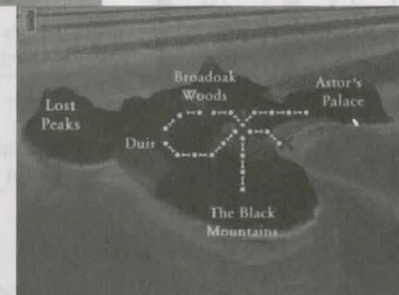
Maps of the Islands

In the pages that follow, every location and every island with Druid is revealed. On each map, you'll see numbers that correspond to the list just across the page. Following the maps, especially that of Zynaryx, you'll also get the lowdown on all Druid's endgames.

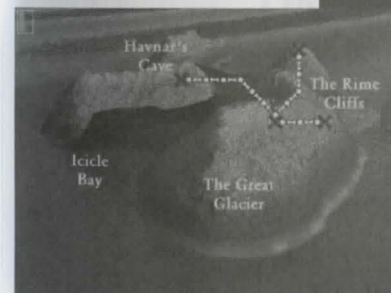
The Common Ground



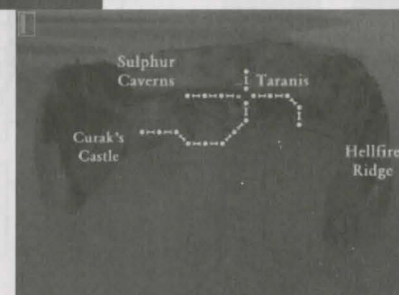
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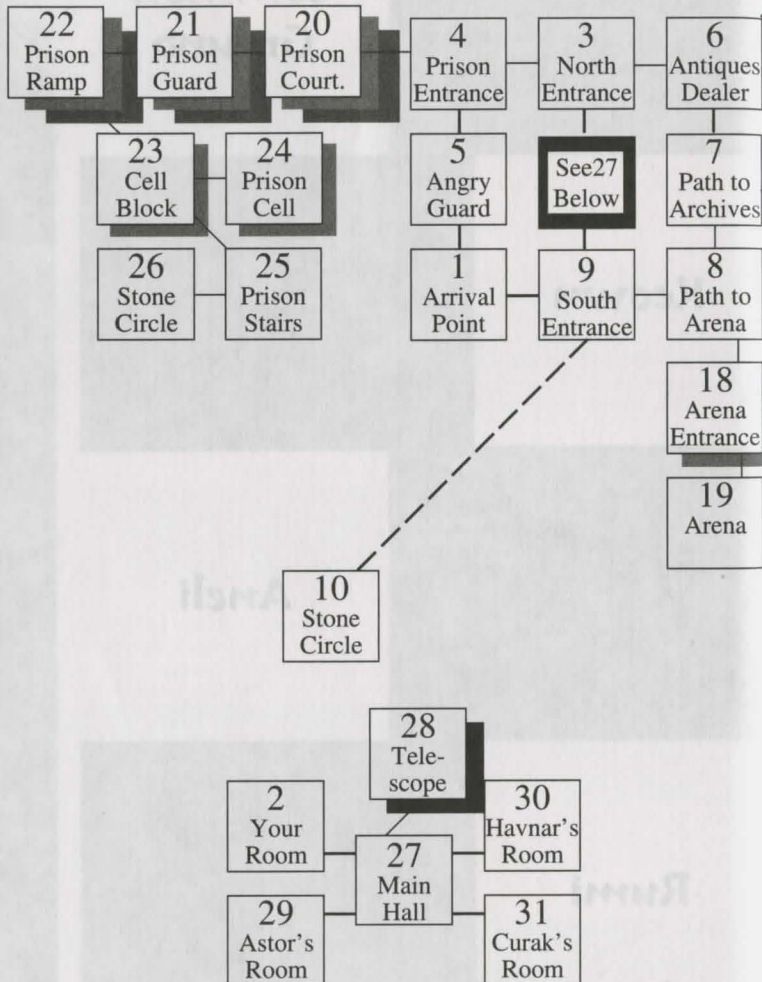
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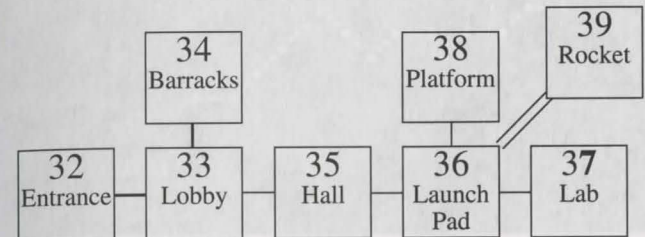
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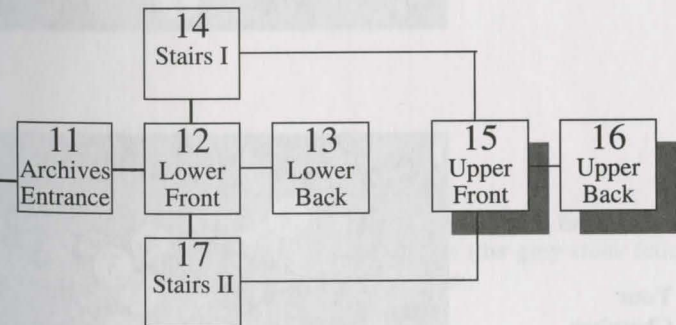
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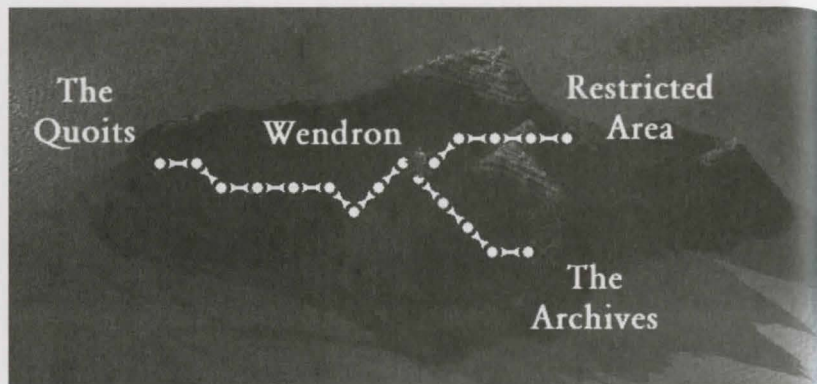
Restricted Area



The Archives



The Common Ground



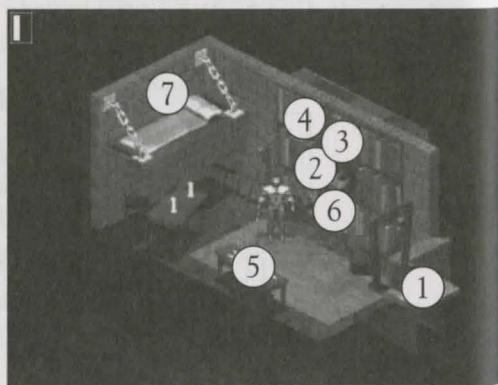
1

Arriving on Navan



2

Your Chamber



The Common Ground

You start the game in Wendron, the meeting place of the Druids. Don't try venturing into the Restricted Area until you need to. The guards there are very tough, and they don't like to see strangers wandering about without permission. The interior of the prison is also a dangerous place for newcomers. Concentrate on collecting the three stone bars for the stone circle at Location 12 (Common Ground Stone Circle).

Location 1. Starting Location.

You arrive on Navan and find your first hosts somewhat less than pleasant. After killing the monsters and leaving the screen, the Druids will realize your arrival and will bring you to your chamber at Location 2 (Your Chamber). When you return to location 1 later, the monsters will have been replaced by some nastier cousins.

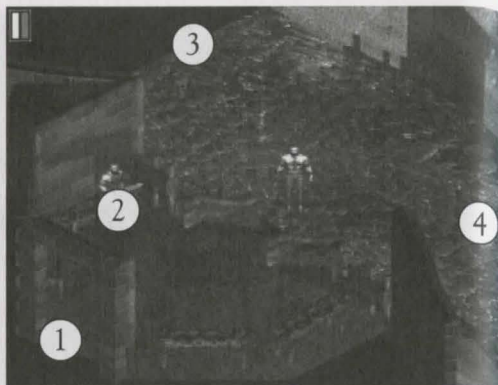
1. Exit to Location 5 (Angry Guard).
2. Exit to Location 9 (Druids' Hall South Entrance).

Location 2. Your Chamber.

1. Locked Door/Exit to Location 27 (Main Hall).
2. Book: A Celtic Miscellany. Read this book, and you'll find a white stone inside. Place the stone in your amulet (the grey stone relic you're carrying) and the locked door will open.
3. Book: Ogham, Language of the Ancients.
4. Book: Principles of the Elements.
5. Book: Rules of the Common Ground.
6. Book: Legacy of the Druids
7. Poster of Oaktree

3

Druids' Hall North Entrance

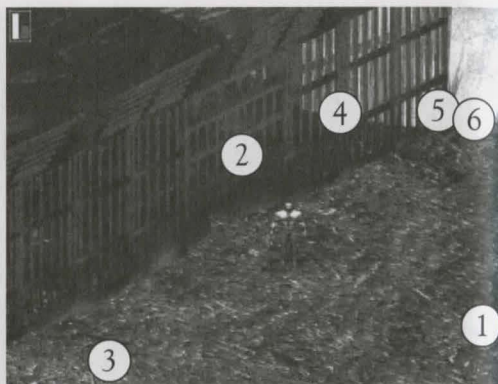


Location 3. Druids' Hall North Entrance.

1. Locked Door/Exit to Location 27 (Main Hall). To get through this door, you must use the Book of Passage (in your hand as a cursor). It is found in Location 16 (Upper Archives Back).
2. Guard. Talk to the guard here, and he will tell you about the archives card needed to get into Location 12 (Lower Archives Front). Give the guard 15 gold, and he will sell you his archives card.
3. Exit to Location 4 (Prison Entrance).
4. Exit to Location 6 (Antiques Dealer).

4

Prison Entrance

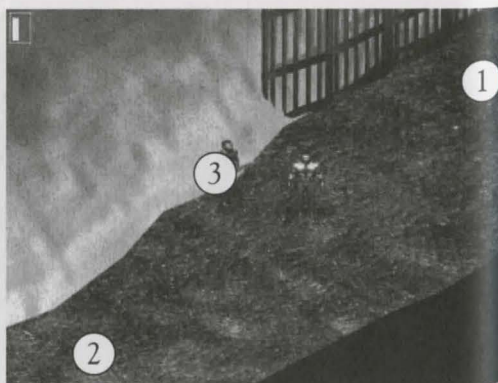


Location 4. Prison Entrance.

1. Exit to Location 3 (Druids' Hall North Entrance).
2. Locked Gate/Exit to Location 20 (Prison Courtyard).
3. Exit to Location 5 (Angry Guard).
4. Iron Bar. Opens Prison Gate here.
5. Prison Key. Opens Prison Gate here, and Prison Door at Location 20 (Prison Courtyard).
6. Two Coins.

5

Angry Guard

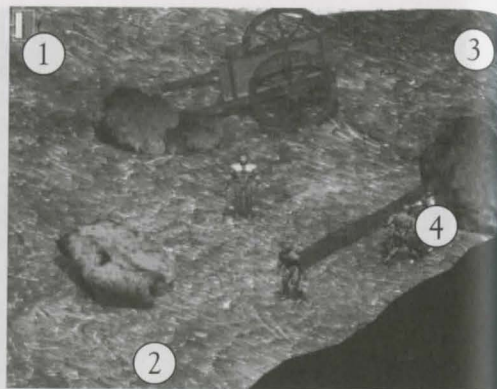


Location 5. Angry Guard.

1. Exit to Location 4 (Prison Entrance).
2. Exit to Location 1 (Starting Location).
3. Angry Guard. Defeat him in battle and search him to get 25 coins.

6

Antiques Dealer

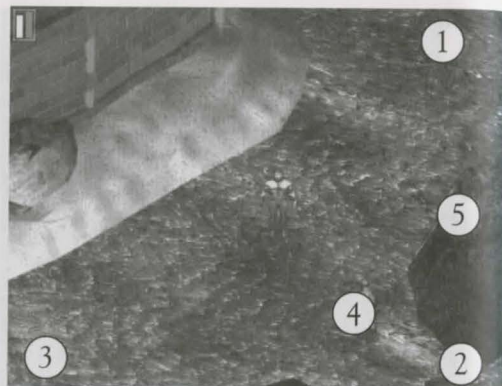


Location 6. Antiques Dealer.

1. Exit to Location 3 (Druids' North Hall Entrance).
2. Exit to Location 7 (Path To Archives).
3. Exit to Location 32 (Restricted Area Entrance).
4. Antiques Dealer. Kill the monsters and talk to the Antiques Dealer. He'll tell you about the pounding he's just taken. Give him the Book of Relics (found at Location 12), and he'll give you a stone bar, used in Location 10 (Common Ground Stone Circle).

7

Path to Archives

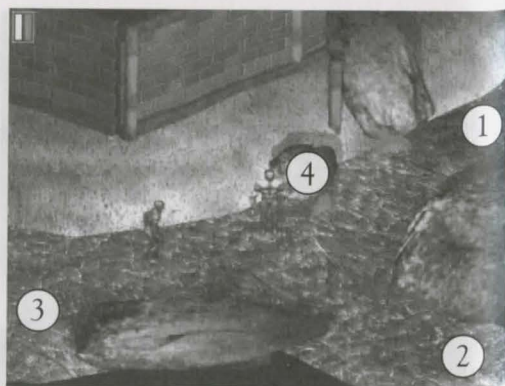


Location 7. Path to Archives.

1. Exit to Location 6 (Antiques Dealer).
2. Exit to overhead map and Location 11 (Archives Entrance).
3. Exit to Location 8 (Path to Arena).
4. Monster. This "created" guard monster reappears each time you enter this screen, so you can kill him over and over again to build up experience points.
5. Five coins.

8

Path to Arena

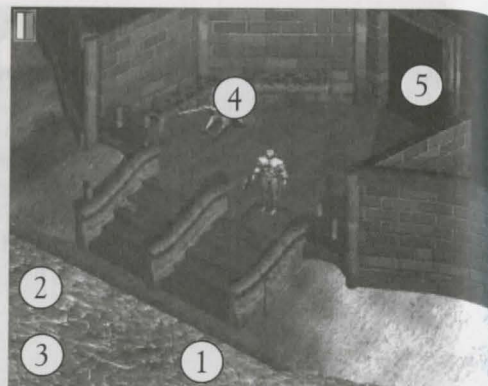


Location 8. Path to Arena.

1. Exit to Location 7 (Path to Archives).
2. Exit to Location 18 (Arena Entrance).
3. Exit to Location 9 (Druids' Hall South Entrance).
4. The corner of something metallic sticking out of the rock. Use the rock pick from Location 43 (Duir North Square on Keown) here and you will find 50 coins.

9

Druids' Hall South Entrance

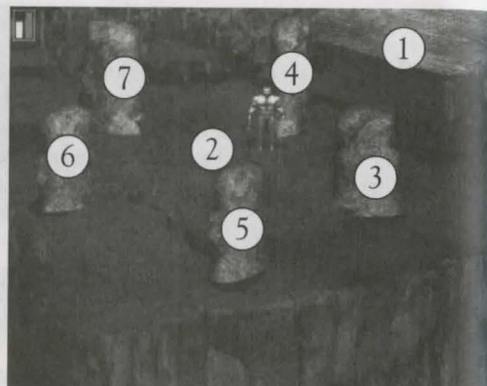


Location 9. Druids' Hall South Entrance.

1. Exit to Location 8 (Path to Arena).
2. Exit to Location 1 (Starting Location).
3. Exit to Location 10 (Common Ground Stone Circle).
4. Certificate of Health. Have this in your hand to pass the guard at Location 18 (Arena Entrance). It is also used on Keown at Location 44 (Duir Fight Ring).
5. Locked Door/Exit to Location 27 (Druids' Main Hall). To get through this door, you must use the Book of Passage (in your hand as a cursor).

10

Common Ground Stone Circle



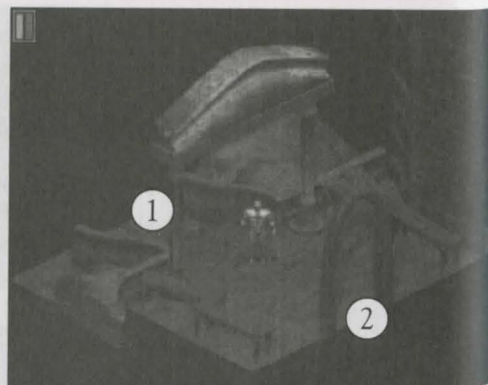
Location 10. Common Ground Stone Circle.

When you have collected all three stone bars, place them in the stones here, and turn them to the correct combination to open the old world's portal of travels. The stone bars are found at Locations 6 (Antiques Dealer), 18 (Arena Entrance) and 20 (Prison Courtyard).

1. Exit to Location 9 (Druid's Hall South Entrance).
2. Exit to other islands (once have placed all stone bars correctly).
3. Recess in Stone. Place the correct stone bar in here (only one will fit) and turn to "East."
4. Bar in Stone. Turn to "North."
5. Recess in Stone. Place the correct stone bar here, and turn to "South."
6. Recess in Stone. Place the correct stone bar here, and turn to "West."
7. Riddle on Stone. The riddle refers to the four compass directions: North, South, East, and West.

11

Archives Entrance

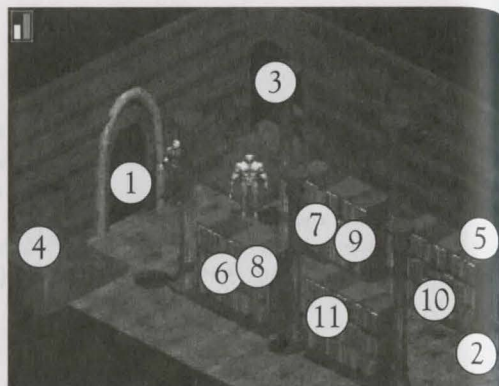


Location 11. Archives Entrance.

1. Exit to Location 7 (Path to Archives).
2. Exit to Location 12 (Lower Archives Front). You must have the Archives Card from the NPC at Location 3 (Druids' Hall North Entrance).

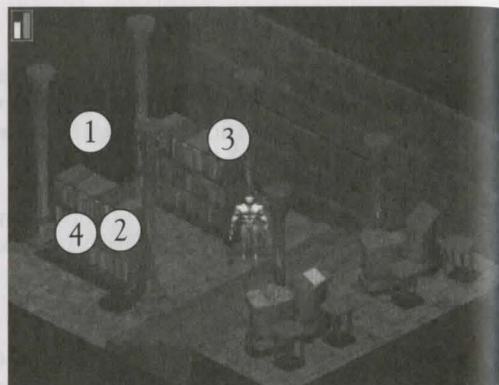
12

Lower Archives Front



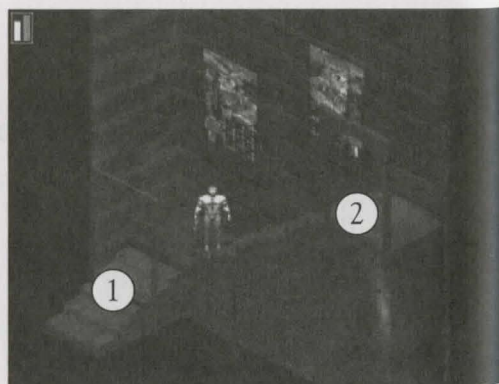
13

Lower Archives Back



14

Archives Stairs I



Location 12. Lower Archives Front.

To enter, hold the Archives card in your hand (from guard at Location 3).

1. Exit to Location 11 (Archives Entrance).
2. Exit to Location 13 (Lower Archives Back).
3. Exit to Location 14 (Archives Stairs I).
4. Exit to Location 17 (Archives Stairs II).
5. Book: Old World Relics. Give this to the fellow at Location 6 (Antiques Dealer), and he will give you a stone bar.
6. Book: Not So Universal Truths.
7. Book: Principles of Space Travel.
8. Book: Elemental Magic. It seems the scribe made a few translation errors. Use the Ogham alphabet in the manual to decode this. (The answer is: PSYCHIC CRUSH: EARTH MIND FIRE MIND.)
9. More books.
10. A coin.
11. Fifteen coins.

Location 13. Lower Archives Back.

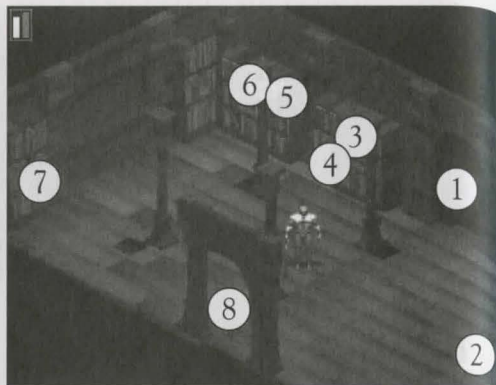
1. Exit to Location 12 (Lower Archives Front).
2. Book: Kill. This book contains a hint about the Kill spell. The answer is: Kill = Fire, Mind, Mind, Mind, Mind, Mind
3. Book: Books by the Yard.
4. Thirty coins.

Location 14. Archives Stairs I.

1. Exit to Location 12 (Lower Archives Front).
2. Exit to Location 15 (Upper Archives Front).

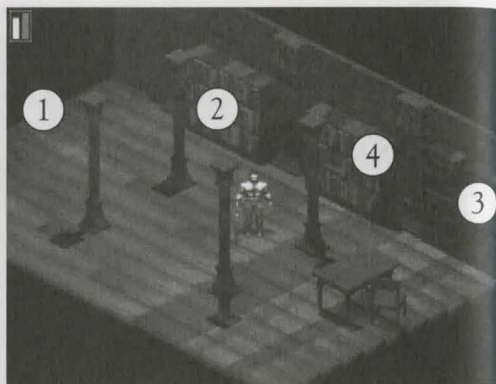
15

Upper Archives Front



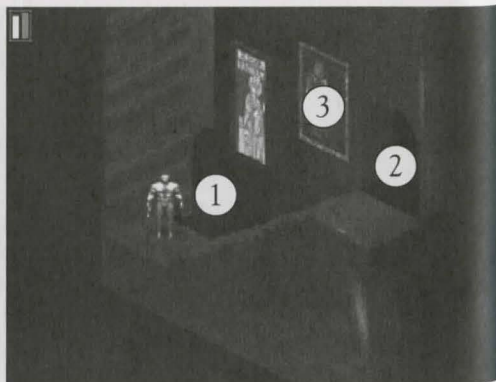
16

Upper Archives Back



17

Archives Stairs II



Location 15. Upper Archives Front.

1. Exit to Location 14 (Archives Stairs I).
2. Exit to Location 16 (Upper Archives Back).
3. Book: Great Men. Read twice and it restores two Mind Points.
4. Book: Happiness and Wisdom. Read twice and it lowers Mind Points by two and increases Body Points by three.
5. Book: Strength. Read twice and it heals two Body Points.
6. Book: Vacuum. This book contains clues about the Vacuum spell. The answers to the riddles are: air, fire, air, mind.
7. Book: Notes on Fuel Mixture.
8. Exit to Location 17 (Archives Stairs II).

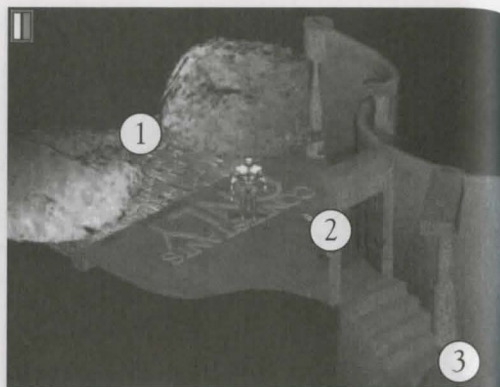
Location 16. Upper Archives Back.

1. Exit to Location 15 (Upper Archives Front).
2. Book: Poverty. *Reading this book takes away fifty of your coins each time you read it!*
3. Plaque: Meeting Notes.
4. Book of Passage. If you have this book in your hand, you can re-enter the locked Druids' hall at Location 9 (Druids' Hall South Entrance) or at Location 3 (Druids' Hall North Entrance).

Location 17. Archives Stairs II.

1. Exit to Location 12 (Lower Archives Front).
2. Exit to Location 15 (Upper Archives Front).
3. Tapestry with clue to Poisonous Vapors spell: Water, Fire, Air.

18

Arena
Entrance

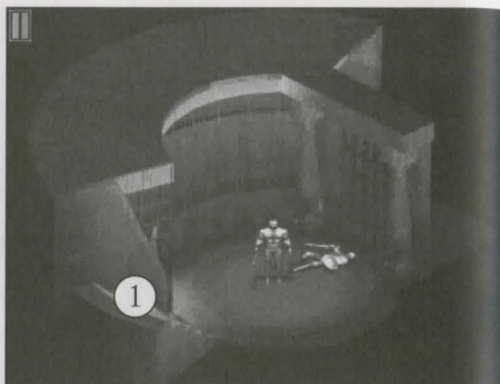
Location 18. Arena Entrance.

You must have the Certificate of Health, found at Location 9 (Druids' Hall South Entrance), in your hand to pass by the guard here. The guard will give you a stone bar after you kill five opponents in the Arena.

1. Exit to Location 8 (Path to Arena).
2. Give Guard Certificate of Health from Location 9 (Druids' Hall South Entrance).
3. Exit to Location 19 (Arena).

19

Arena

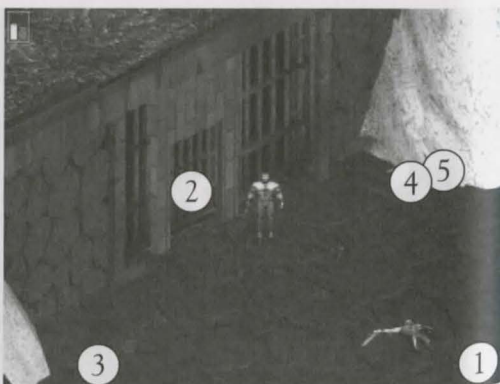


Location 19. Arena.

If you kill five opponents here, you will be rewarded with a stone bar when you leave. The stone bar is used in the stone circle at Location 10 (Common Ground Stone Circle). Be sure and check back with the guard at Location 18 after every fight—he'll keep track of your wins. Your Mind Points are taken away at the start of each combat, so you'll have to use brawn instead of magic to win the fights. Note: all of your Mind Points are restored each time you leave this area, so you can use this place to heal your Mind Points even if you don't fight!

1. Exit to Location 18 (Arena Entrance).

20

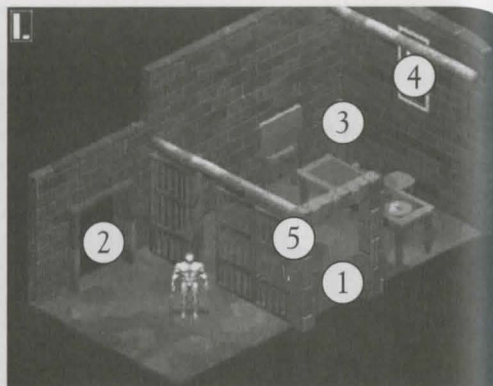
Prison
Courtyard

Location 20. Prison Courtyard.

1. Exit to Location 4 (Prison Entrance).
2. Locked door leading to Location 21 (Prison Guard Room). Use the Prison Key from Location 4 (Prison Entrance) to unlock this door.
3. Three coins.
4. Bracelet. Used on the island of Rumi at Location 79 (Taranis Center).
5. Stone bar. Used at Location 10 (Common Ground Stone Circle).

21

Prison Guard Room

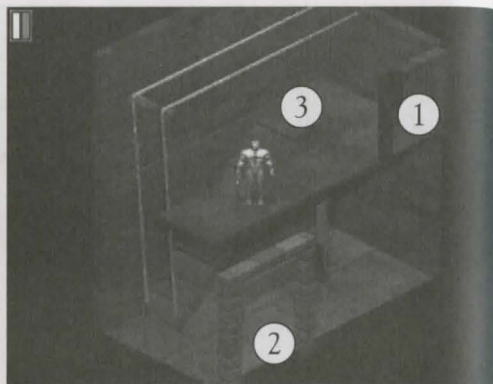


Location 21. Prison Guard Room.

1. Exit to Location 20 (Prison Courtyard).
2. Exit to Location 22 (Prison Ramp).
3. Clock. Use the key found on the guard at Location 22 (Prison Ramp) on this clock to lower the ramp.
4. Prison Rules sign.
5. Give the guard the prison papers found on the dead body on Rumi at Location 88 (Rumi Beach). You may also try to kill him, but he's a very, very worthy opponent.

22

Prison Ramp

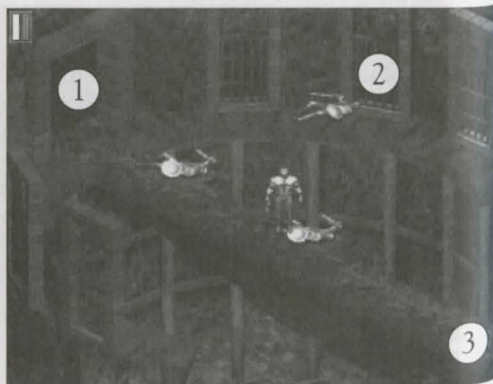


Location 22. Prison Ramp.

1. Exit to Location 21 (Prison Guard Room).
2. Exit to Location 23 (Cell Block).
3. Guard. Kill the guard here and search his body. You'll find a key to use on the clock in Location 21 (Prison Guard Room) to lower the ramp.

23

Cell Block

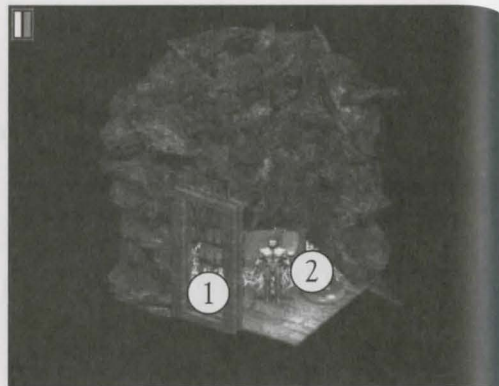


Location 23. Cell Block.

1. Exit to Location 22 (Prison Ramp).
2. Exit to Location 24 (Prison Cell). You'll have to open the door before you can go in.
3. Exit to Location 25 (Prison Stairs).

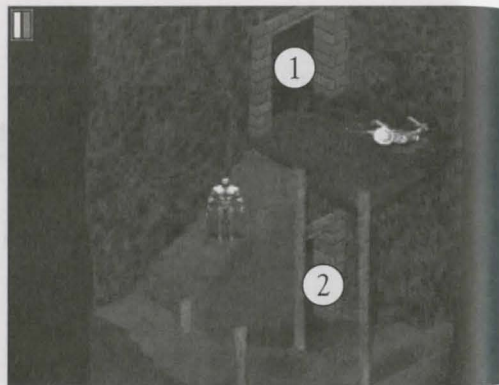
24

Prison Cell



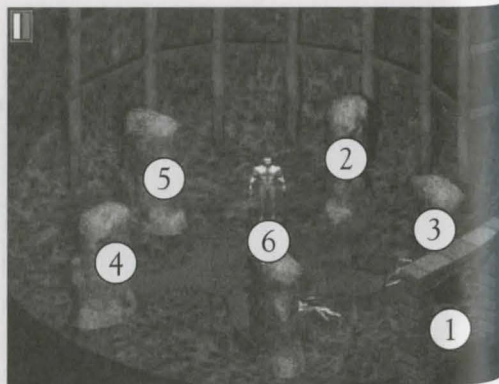
25

Prison Stairs



26

Prison Stone Circle



Location 24. Prison Cell.

1. Exit to Location 23 (Cell Block).
2. Kreitzer. If you talk to the prisoner here, he'll give you a Science Pass that allows you to get by the guards at Location 32 (Restricted Area Entrance).

Location 25. Prison Stairs.

To get down these stairs without collapsing, you'll need to be holding the Rowan nectar from Aneli, Location 74 (Plant Room). The nectar will clear your mind and allow you to travel further.

1. Exit to Location 23 (Cell Block).
2. Exit to Location 26 (Prison Stone Circle).

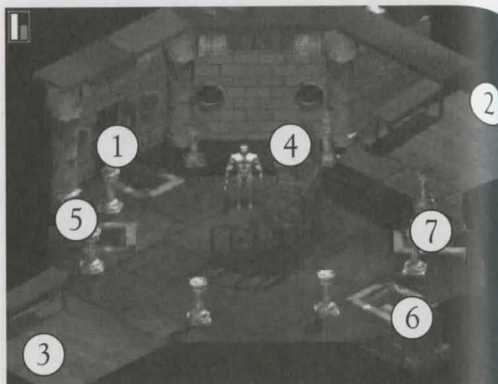
Location 26. Prison Stone Circle.

This circle is missing just one stone . . . but Kreitzer will likely find it. Meet him back at Location 36 (Launch Pad) with the reagent he needs and he will provide it to you.

1. Exit to Location 25 (Prison Stairs).
2. Recess in Stone. Insert the stone bar you receive from Kreitzer in the Restricted Area (see Location 36, Launch Pad).
3. Inscription on Stone. Read this after inserting the stone in the recess, and a new exit will appear in the center of the stone circle. This exit leads to Location 96 (Zynaryx Stone Circle).
4. Stone bar reading "Piety."
5. Stone bar reading "Love."
6. Exit to Zynaryx.

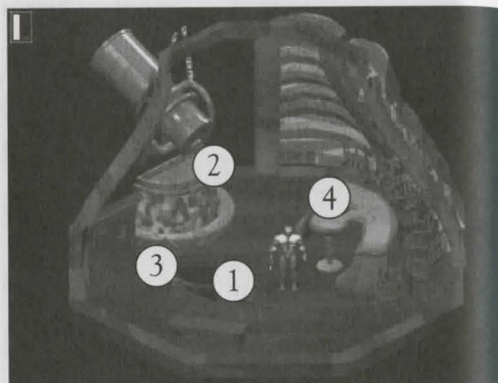
27

Main Hall



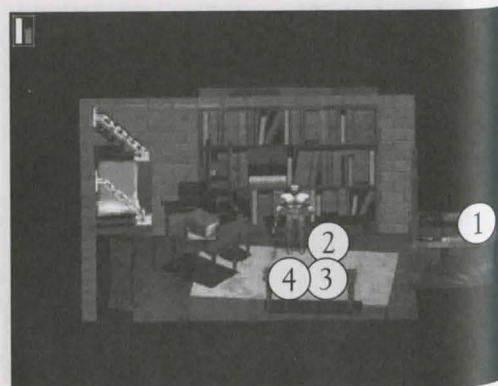
28

Telescope



29

Astor's Room



Location 27. Main Hall.

Shortly after your arrival on Navan, Astor will meet you here and introduce you to his world and the other Druids. The doors throughout this section will not open until you have seen the particular Druid's world.

1. Exit to Location 2 (Your Room).
2. Exit to Location 3 (Druids' Hall North Entrance).
3. Exit to Location 9 (Druids' Hall South Entrance).
4. Exit to Location 28 (Telescope). You will not be able to enter this room by yourself until you have made the glass lens (obtained at Location 79, Taranis Center). See Location 79 for complete lens directions.
5. Exit to Location 29 (Astor's Room). Door opens after Keown visit.
6. Exit to Location 31 (Curak's Room). Door opens after Aneli visit.
7. Exit to Location 30 (Havnar's Room). Door opens after Rumi visit.

Location 28. Telescope.

The Druids meet you here to check on your progress. Generally, you may give them any item you like, but, depending on your game, one or two items might strike their fancy. While the Druids are in the hall, nothing is active. If you show up later, you'll be booted out - they tend to protect their technology, too. If you return with the glass lens, however, you can bypass their security . . . and get into the room.

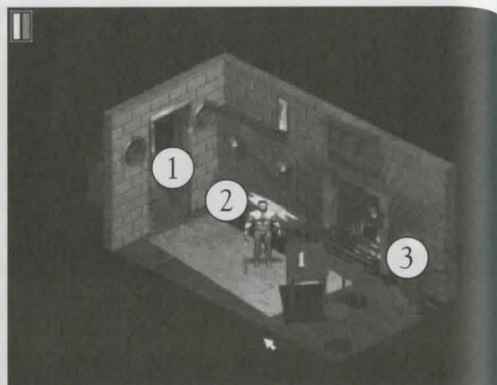
1. Exit to Location 27 (Main Hall).
2. Telescope. The view will be fuzzy until you use the glass lens from Location 79 (Taranis Center). Use the lens on the telescope and you will see clearly. Note: you need the *lens*, and not just a hunk of clear rock! See Location 79 for complete directions on making the Lens.
3. Star Map. Once you have used the lens on the telescope, a star map is created. Use the Map in the Rocket (Location 36, Launch Pad).
4. Crystal Scrying Ball. Only used when Druids are in the room to track your progress.

Location 29. Astor's Room.

1. Exit to Location 27 (Main Hall).
2. Box. Use Astor's key (from Location 59, Astor's Inner Chamber) on the box. You will find a piece of ornate metalwork, used at Location 39 (Rocket).
3. Book: Keown Core Drilling. If you try leaving the room with this book, it will magically disappear from your inventory.
4. Book: Monoliths of the Outer Five. If you try leaving with this, it will magically disappear from your inventory.

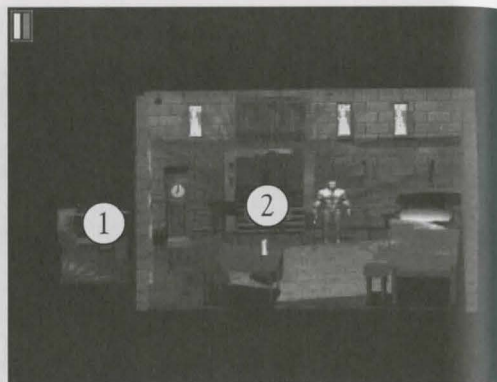
30

Havnar's Room



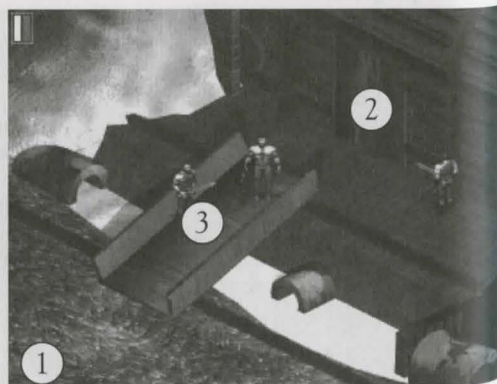
31

Curak's Room



32

Restricted Area Entrance



Location 30. Havnar's Room.

1. Exit to Location 27 (Main Hall).
2. Cold insulated container. Use at Location 67 (Rime Cliffs) to pick up vials of Izran.
3. Book: Notes on Missions 1-5.

Location 31. Curak's Room.

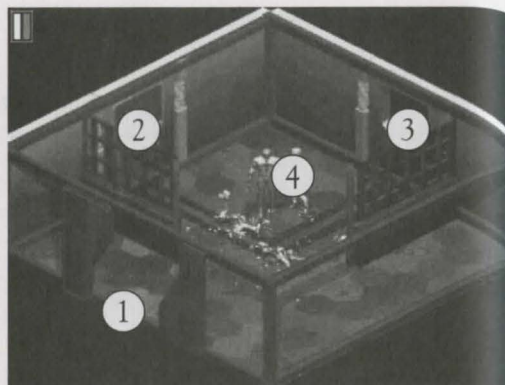
1. Exit to Location 27 (Main Hall).
2. Burned note.

Location 32. Restricted Area Entrance.

1. Exit to Location 6 (Antiques Dealer).
2. Exit to Location 33 (Restricted Area Lobby).
3. Guards. They will let you pass if you have the science pass from Location 24 (Cell) in your hand. You can also kill them, but they're mighty tough! When you return here from the end game, your science pass will have, ah, been lifted from you . . . so you will have to fight your way through.

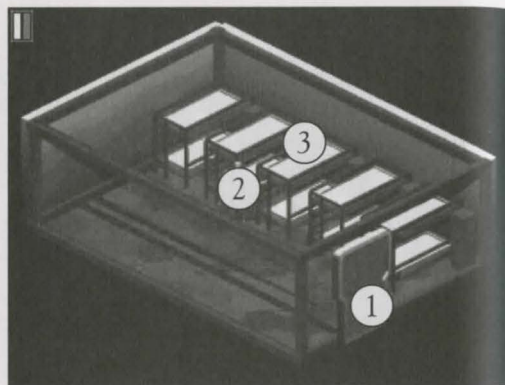
33

Restricted Area Lobby



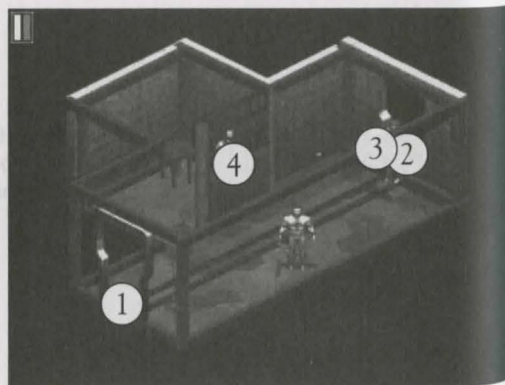
34

Barracks



35

Restricted Area Hall



Location 33. Restricted Area Lobby.

1. Exit to Location 32 (Restricted Area Entrance).
2. Exit to Location 34 (Barracks).
3. Exit to Location 35 (Restricted Area Hall).
4. Scientist. He'll tell you a bit about the ice creatures, which they seem to be manufacturing. Hmmm . . .

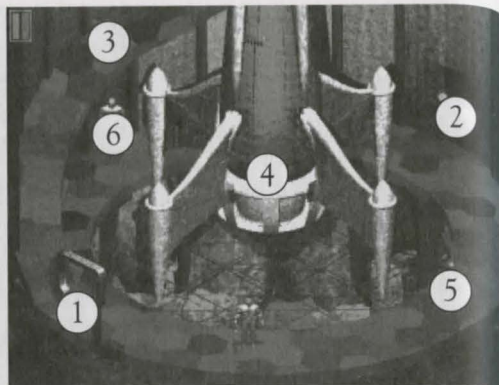
Location 34. Barracks.

1. Exit to Location 33 (Restricted Area Lobby).
2. Mattress with key.
3. Locked locker. Use Locker Key on this to get Ives' note which lets you past the guards near the rocket at Location 36 (Launch Pad).

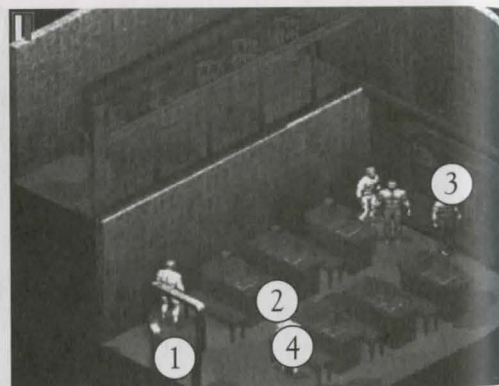
Location 35. Restricted Area Hall.

1. Exit to Location 33 (Restricted Area Lobby).
2. Exit to Location 36 (Launch Pad).
3. Guard. You can pass him either by killing him (very hard to do!), or showing him Ives's note from Location 34 (Barracks).
4. Ives. He'll tell you about the rocket and the problems the scientists have been experiencing with the rocket fuel.

36

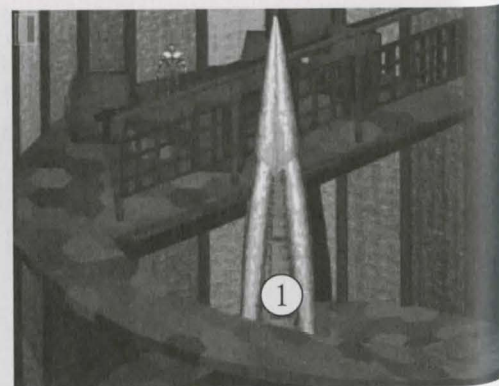
Launch
Pad

37

Restricted
Area
Laboratory

38

Platform



Location 36. Launch Pad.

1. Exit to Location 35 (Restricted Area Hall).
2. Exit to Location 37 (Restricted Area Laboratory).
3. Exit to Location 38 (Ramp).
4. Exit to Location 39 (Rocket).
5. Guard. To pass, kill him or show Ives's note from Location 34 (Barracks).
6. Kreitzer. This is the same fellow you've freed from his cell in Location 24 (Prison Cell). He'll tell you about the rocket and the reagent needed for the fuel. To create the reagent, mix the Izran from Location 67 (Rime Cliffs) with the Aktram from Location 86 (Rumi Laboratory). When you give the reagent to Kreitzer, he will give you two options: staying, or saving yourself by leaving in the rocket. **IF YOU LEAVE IN THE ROCKET WITH EVERYTHING IN PLACE - YOU HAVE ACHIEVED ONE ENDGAME. See Endgames.**

If you end your conversation with Kreitzer, and then talk to him again, he will give you a stone bar. Use this stone bar at Location 26 (Prison Stone Circle), and you will be able to reach the island of Zynaryx.

Location 37. Restricted Area Laboratory.

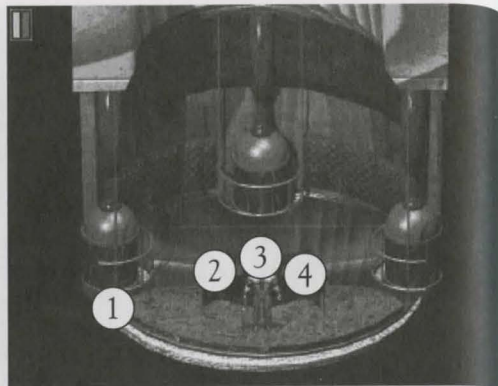
1. Exit to Location 36 (Launch Pad).
2. Guard. You can pass him by showing him Ives's note from Location 34 (Barracks). Or, you can just wipe him out with your axe.
3. Blackboard. From reading the blackboard, you learn that the rocket needs several components before it will function: 1) a magnetic element (from Keown); 2) an activation device (from Astor); 3) a fuel reagent (from Aneli and Rumi); and 4) a star map (from the Common Ground).
4. Busy Scientist.

Location 38. Platform.

1. Exit to Location 36 (Launch Pad).

39

Rocket



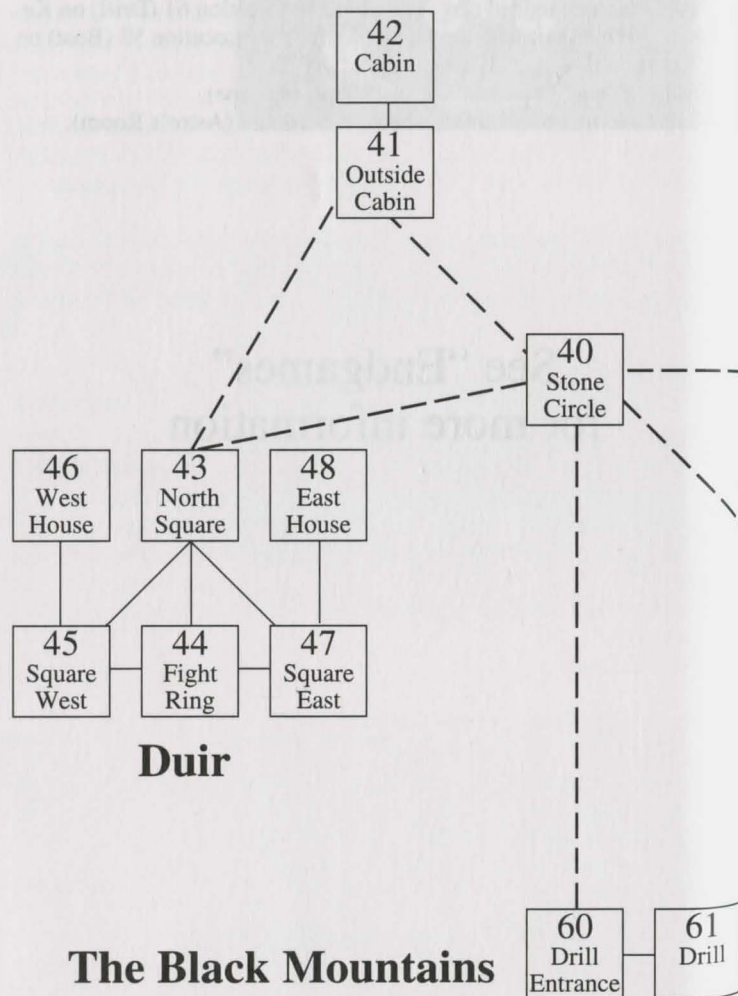
Location 39. Rocket.

As soon as you get all the items you need in the ship, it will power up and leave the planet, heading you off toward one of the endgames. **Be careful not to place the activation devices in before you're ready to go . . . or you might just find yourself heading toward an ending you didn't intend.**

1. Exit to Location 36 (Launch Pad).
2. Insert the magnetized ore. Use ore from Location 61 (Drill) on Keown and merge it with the cursed knife from Location 58 (Boat) on Keown.
3. Insert the star map from Location 28 (Telescope).
4. Insert the ornate metalwork from Location 29 (Astor's Room).

See "Endgames"
for more information

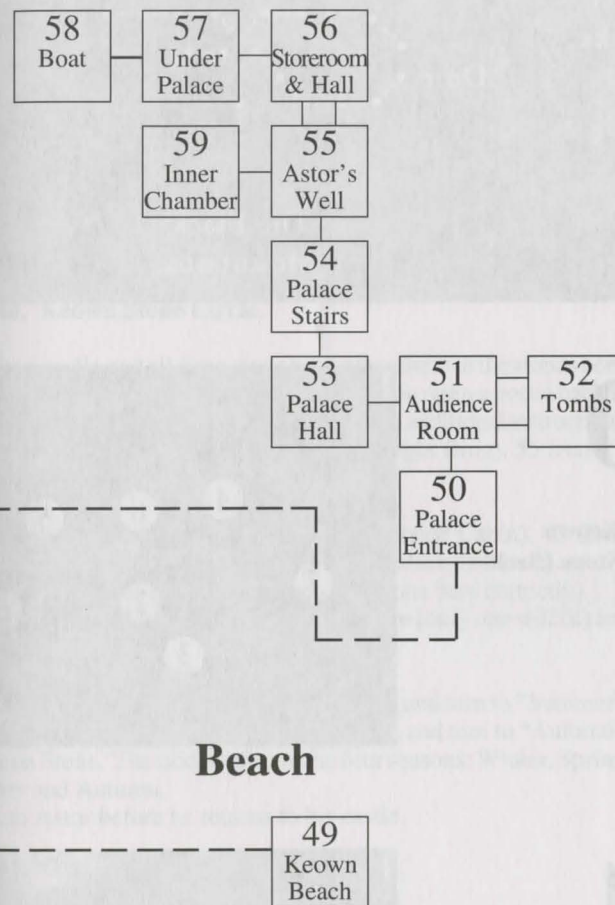
Broadoak Woods



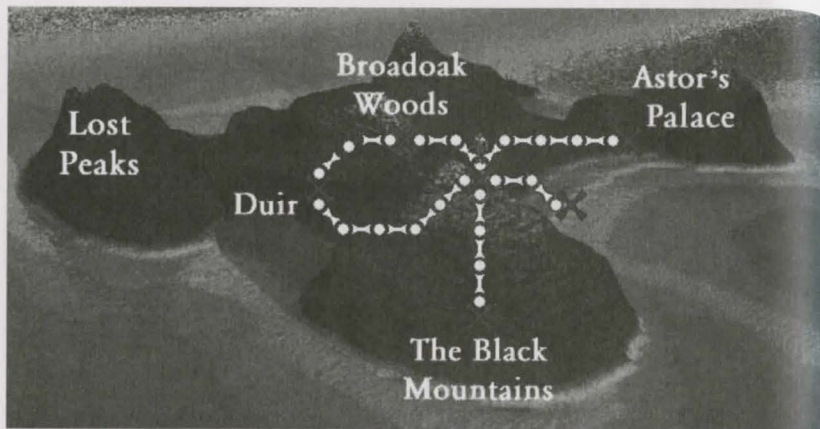
Duir

The Black Mountains

Astor's Palace

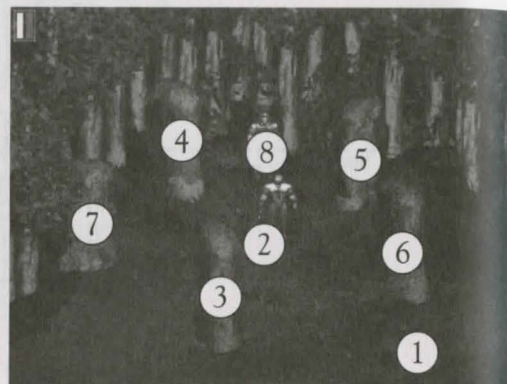


Beach



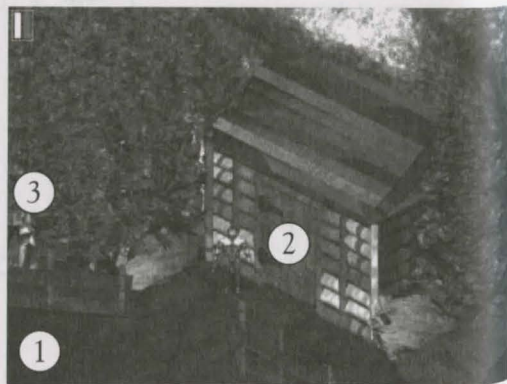
40

Keown Stone Circle



41

Outside Cabin



While you explore the woods and mountains of Keown, keep your eyes open for the three stone bars needed to activate the stone circle. The area around the Black Mountains is the most dangerous, but also the most rewarding: you can obtain a new axe and better armor there.

Location 40. Keown Stone Circle.

When you have collected all three stone bars, place them in the stones here. When you turn them to the correct combination, you open a portal back to the Common Ground, where the Druids will give you additional instructions. The stone bars are found at Locations 44 (Duir Fight Ring), 55 (Astor's Well) and 58 (Boat).

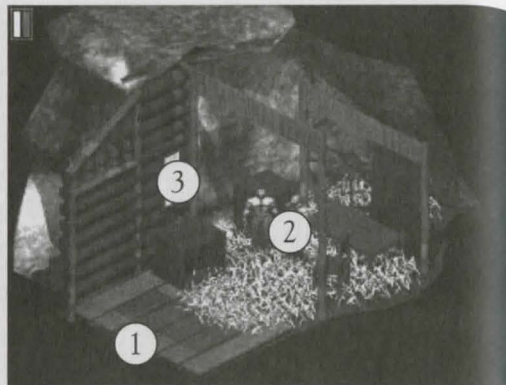
1. Exit to overhead map and Locations 41 (Outside Cabin), 43 (Duir North Square), 49 (Keown Beach) and 50 (Palace Entrance).
2. Exit to other islands (once have placed all stone bars correctly).
3. Recess in Stone. Place correct stone bar in here (only one will fit) and turn to "Winter."
4. Bar in Stone. Turn to "Spring."
5. Recess in Stone. Place correct stone bar here, and turn to "Summer".
6. Recess in Stone. Place correct stone bar here, and turn to "Autumn".
7. Riddle on Stone. The riddle refers to the four seasons: Winter, Spring, Summer and Autumn.
8. Speak to Astor before he returns to his castle.

Location 41. Outside Cabin.

1. Exit to overhead map and Locations 40 (Keown Stone Circle) and 43 (Duir North Square).
2. Exit to Location 42 (Cabin).
3. Tree Sap. Combine with the rope found at Location 47 (East Duir House) to fix the boat at Location 58 (Boat) and to get a stone circle bar.

42

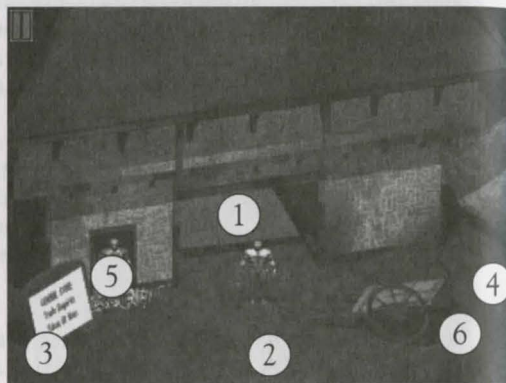
Cabin



Location 42. Cabin.

1. Exit to Location 41 (Outside Cabin).
2. Wine maker. When you first visit, talk to the man here and he'll tell you about some stolen wine. This wine can be found at Location 46 (Duir West House). Return to the cabin and give the wine to the man. He'll give you some bottles of properly aged wine as a reward. Use aged wine on the Tombs in Location 52 for Gold Ring.
3. "Contest for Supreme Champion" Poster.

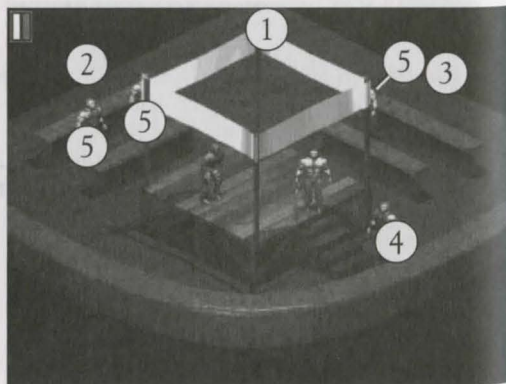
43

Duir
North
Square

Location 43. Duir North Square.

1. Exit to overhead map and Locations 40 (Keown Stone Circle) and 41 (Outside Cabin).
2. Exit to Location 44 (Duir Fight Ring).
3. Exit to Location 45 (Duir Square West).
4. Exit to Location 47 (Duir Square East).
5. Merchant. He'll sell you a rock pick for 12 coins. The pick can be used to get iron ore at Location 61 (Drill) and to get coins at Location 8 (Path to Arena) on the Common Ground.
6. Bread. Restores some body points if eaten.

44

Duir
Fight
Ring

Location 44. Duir Fight Ring.

1. Exit to Location 43 (Duir Square North).
2. Exit to Location 45 (Duir Square West).
3. Exit to Location 47 (Duir Square East).
4. Ringmaster. Hold the Certificate of Health from Location 9 (Druids' Hall South Entrance) in your hand, and the ringmaster will let you fight. Win three fights, and you'll get a stone bar as a reward.
5. Onlooker.

45

Duir
Square
West



46

West
Duir
House



47

Duir
Square
East



Location 45. Duir Square West.

1. Exit to Location 43 (Duir Square North).
2. Exit to Location 44 (Duir Fight Ring).
3. Exit to Location 46 (West Duir House).

Location 46. West Duir House.

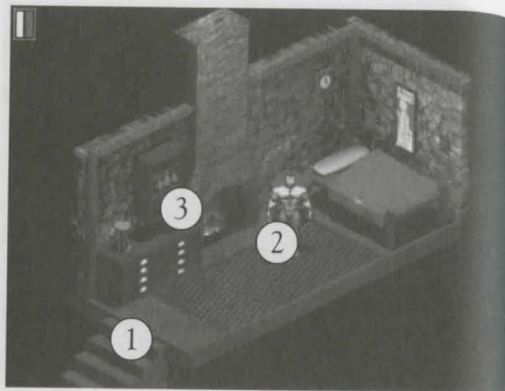
1. Exit to Location 45 (Duir Square West).
2. Bottles of wine. Take these bottles to the wine maker at Location 42 (Cabin) and he will give you bottles of aged wine as a reward. They are used at Location 52 (Tombs) to get the Gold Ring.

Location 47. Duir Square East.

1. Exit to Location 43 (Duir Square North).
2. Exit to Location 44 (Duir Fight Ring).
3. Exit to Location 48 (East Duir House).
4. Tarrick. Talk to him, and he will tell you about his dagger and brother: both are missing. If you show him his dagger, found at Location 58 (Boat), he will just conclude that you're a thief. Show him the damp note found at Location 58 (Boat) instead, and he'll learn the true story of his brother and let you inside the house.

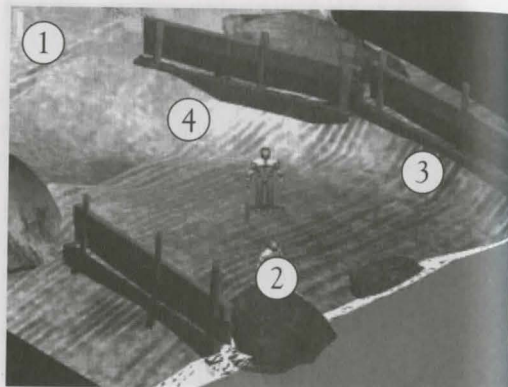
48

East
Duir
House



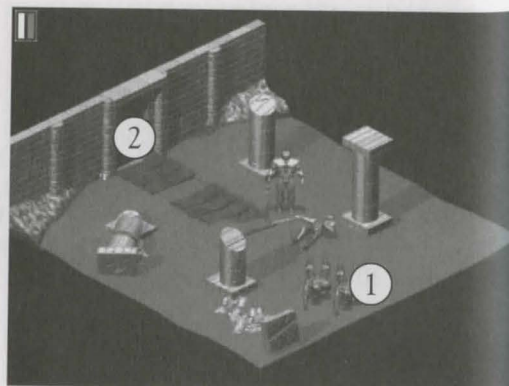
49

Keown
Beach



50

Palace
Entrance



Location 48. East Duir House.

1. Exit to Location 47 (Duir Square East).
2. Rope. Use with the sap found at Location 41 (Outside Cabin). Combine the sap with the rope, and you can fix the boat at Location 58 (Boat) and receive a stone circle bar from Astor.
3. Book: The Healing Arts. This book contains the formula for the improved heal spell. However, you must put the black stone found at Location 57 (Under Palace) into your amulet before you can cast the spell.

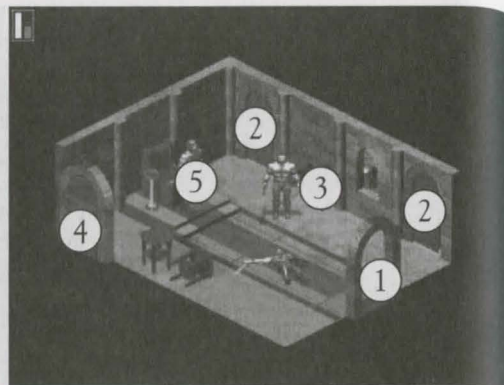
Location 49. Keown Beach.

1. Exit to overhead map and Location 40 (Keown Stone Circle).
2. Beachcomber. Talk to him, and he'll tell you about the ocean. Offer him coins, and he'll sell you the bucket that is to carry dry sand.
3. Bottle. Pick up the bottle, and look at it by putting it up to the eyes of the gold figurine on the Main Menu Screen. There's a note inside. You'll give this note to Ferghus at Location 88 (Rumi Beach) on the island of Rumi. He'll be pleased to hear from his old friend and will reward you with a dagger.
4. Dry sand. Use the pail you bought from the beachcomber on the sand to get a pail of dry sand. Combine the pail of dry sand with the crucible found in Rumi at Location 84 (Curak's Portrait) to form a crucible filled with sand. This is used at Location 87 (Volcano) to make clear rock and, finally, a lens for the telescope at location 28.

Location 50. Palace Entrance.

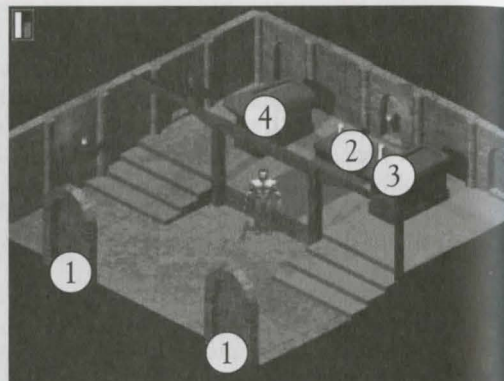
1. Exit to overhead map and Location 40 (Keown Stone Circle).
2. Exit to Location 51 (Astor's Audience Room).

51

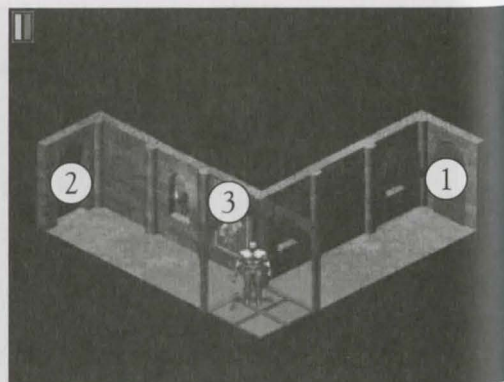
Astor's
Audience
Room

52

Tombs



53

Palace
Hall

Location 51. Astor's Audience Room.

1. Exit to Location 50 (Palace Entrance).
2. Exits to Location 52 (Tombs).
3. Table with marking. Just room decorations.
4. Exit to Location 53 (Palace Hall).
5. Astor. He will ask you if you have found anything of interest, and may comment on some of the items you do find, if he deems them important at the time.

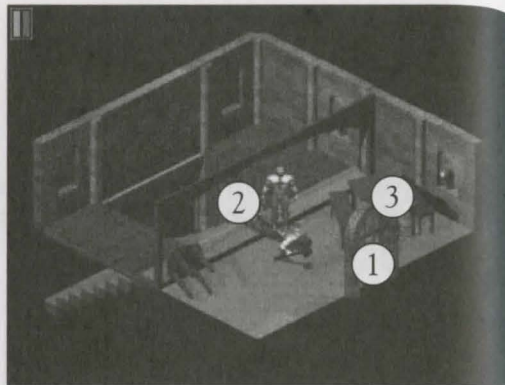
Location 52. Tombs.

1. Exits to Location 51 (Astor's Audience Room).
2. Altar. Place the full-bodied red wine from Location 42 (Cabin) here to cause the right tomb to rumble. Place the sparkling white wine from Location 42 (Cabin) here to make the left tomb rumble.
3. Right tomb. After placing the red wine on the altar, a clue to the Vacuum spell will appear here.
4. Left tomb. After placing the white wine on the altar, this tomb will open. Inside you will find a gold ring. Use the gold ring in Aneli at Location 75 (Painting) to restore Body Points.

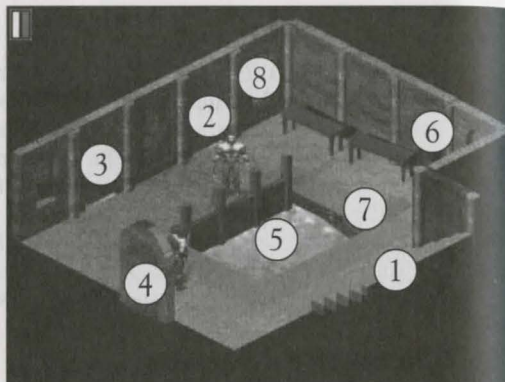
Location 53. Palace Hall.

1. Exit to Location 51 (Astor's Audience Room).
2. Exit to Location 54 (Palace Stairs).
3. Tapestry. This tapestry contains a clue to the Psychic Crush spell: Earth, Mind, Fire, Mind.

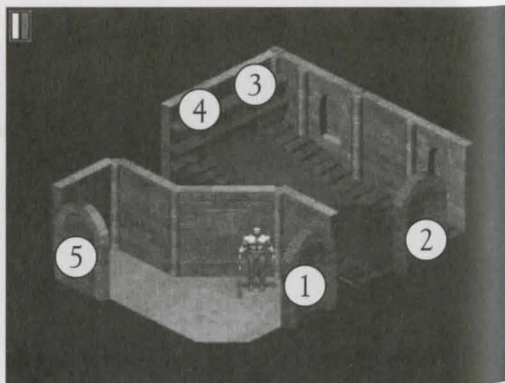
54

Palace
Stairs

55

Astor's
Well

56

Storeroom
and Hallway

Location 54. Palace Stairs.

1. Exit to Location 53 (Palace Hall).
2. Exit to Location 55 (Astor's Well). You will have to fight the guard to pass.
3. Clock hand. Use on clock in Location 55 (Astor's Well).

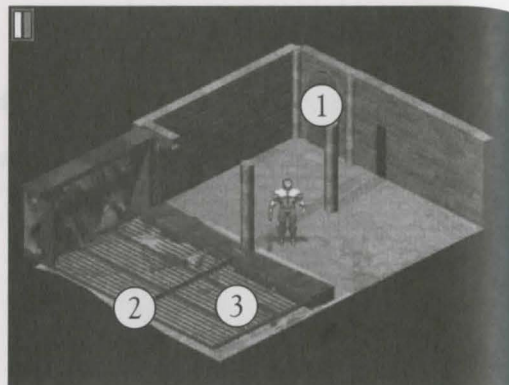
Location 55. Astor's Well.

1. Exit to Location 54 (Palace Stairs).
2. Exit to Location 56 (Storeroom and Hallway). This door will be locked until you use the clock hand on the clock.
3. Exit to Location 56 (Storeroom and Hallway).
4. Exit to Location 59 (Astor's Inner Chamber).
5. Well. Use Astor's dipper, found in Location 56 (Storeroom and Hallway), on the well, and you will get a stone bar.
6. Clock. Use clock hand from Location 54 (Palace Stairs) on the clock to open the door to the store room.
7. Bucket. Drinking the water may cure a tiny amount of Body Points.
8. Scratches. Contains a hint on how to open the door.

Location 56. Storeroom and Hallway.

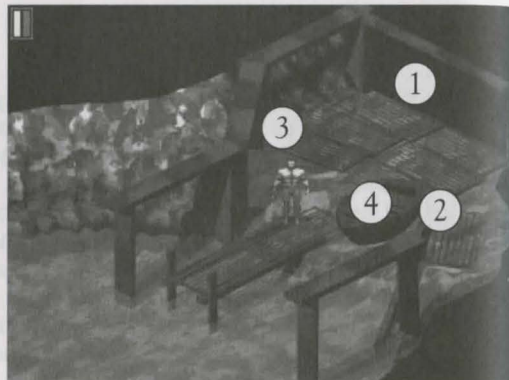
1. Exit to Location 55 (Astor's Well).
2. Exit to Location 55 (Astor's Well).
3. Astor's dipper. Use on well at Location 55 (Astor's Well) to get stone bar. Use on black stone at Location 57 (Under Palace) to pick it up.
4. Potion. Heals Body Points.
5. Exit to Location 57 (Under Palace).

57

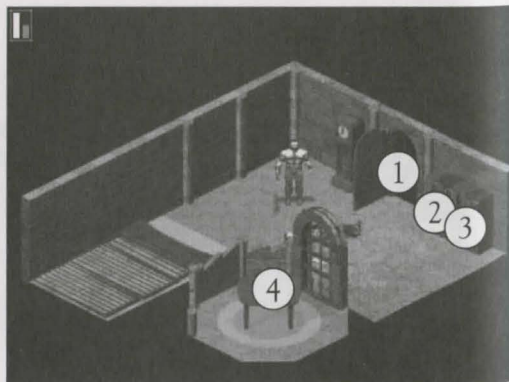
Under
Palace

58

Boat



59

Astor's
Inner
Chamber

Location 57. Under Palace.

1. Exit to Location 56 (Storeroom and Hallway).
2. Exit to Location 58 (Boat).
3. Black Stone. Use Astor's dipper from Location 56 (Storeroom and Hallway) to pick it up. When you put the black stone in your amulet, you will be able to cast Second Order and stronger spells.

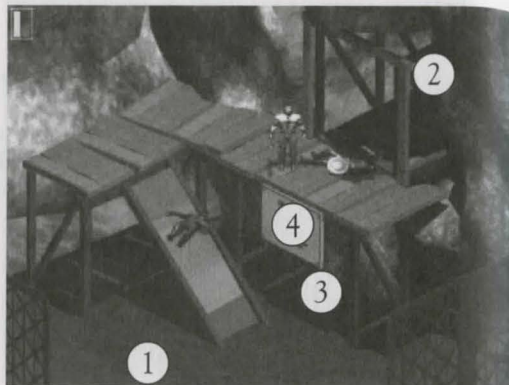
Location 58. Boat.

1. Exit to Location 57 (Under Palace).
2. Dagger. Combine this magnetic knife with the ore found at Location 61 (Drill) to create magnetized ore.
3. Damp note. Show this to the man at Location 47 (Duir Square East) to gain access to Location 48 (East Duir House).
4. Hole in Boat. Combine the sap from Location 41 (Outside Cabin) with the rope from Location 48 (East Duir House) to create a pitch-soaked rope. Put this on the hole to repair it. When you have fixed the boat, Astor will appear and give you a stone bar, used at Location 40 (Keown Stone Circle).

Location 59. Astor's Inner Chamber.

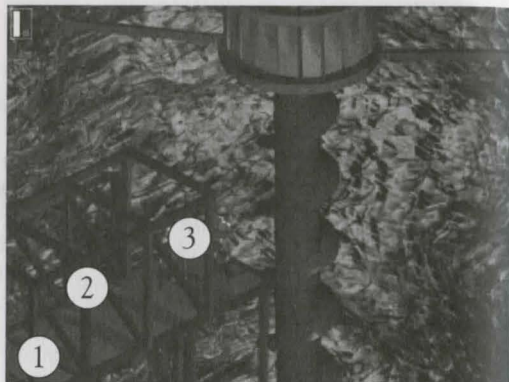
1. Exit to Location 55 (Astor's Well).
2. Book: Kreizter's Diary
3. Book: Astor's Diary
4. Astors Key. Use this on the Common Ground to open the box at Location 29 (Astor's Room).

60

Drill Area
Entrance

61

Drill



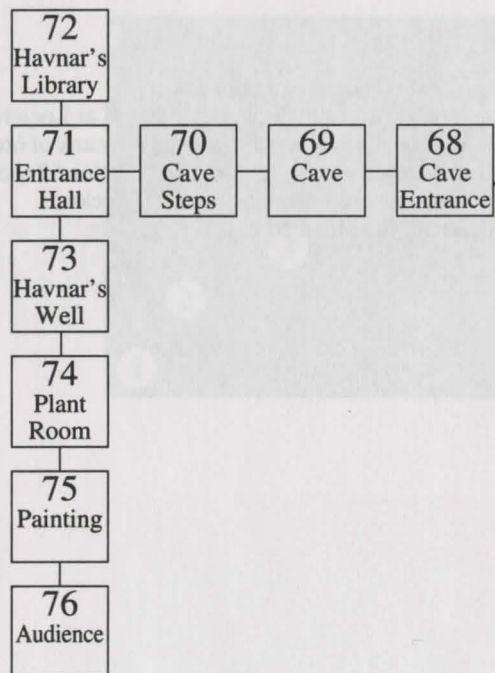
Location 60. Drill Area Entrance.

1. Exit to overhead map and Location 40 (Keown Stone Circle).
2. Exit to Location 61 (Drill)
3. +2 Axe and Armor. Very handy! The guards are hard to kill here, but this is worth the effort.
4. Hard Hat Sign.

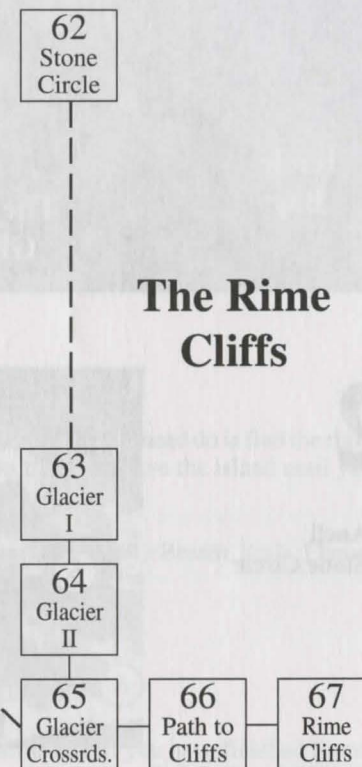
Location 61. Drill.

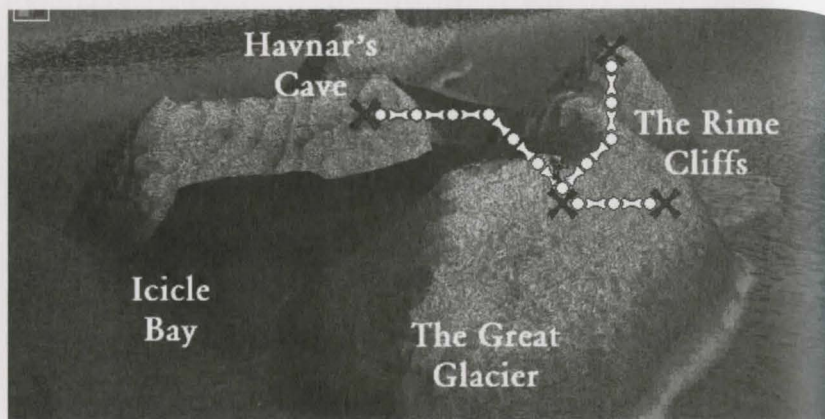
1. Exit to Location 60 (Drill Area Entrance).
2. Patches of ore. Use the rock pick, purchased at Location 43 (Duir Square North), on the patches and you'll get a hunk of ore. Combine the ore with the magnetic dagger found at Location 58 (boat) to create the magnetized ore needed at Location 39 (Rocket).
3. Miner NPC tells you about core drilling project.

Havnar's Cave

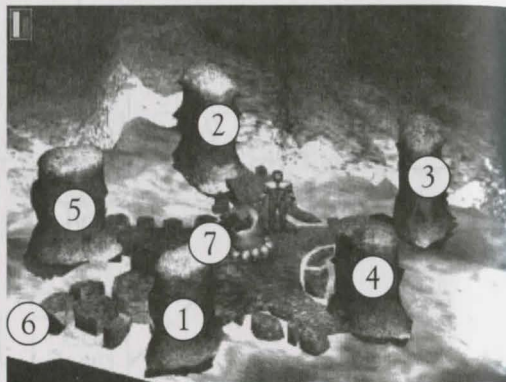


The Rime Cliffs



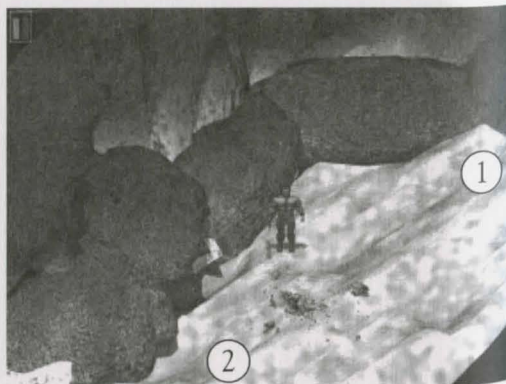


62

Aneli
Stone Circle

63

Glacier I



The frigid island is sparsely populated—though you'll find plenty of ice monsters about! To leave here, all you must do is find the right combination for the stone circle . . . but there are other things about.

Location 62. Aneli Stone Circle.

The stone bars are already in place here, so all you need do is find the right combination. However, Havnar won't let you leave the island until you have consulted with him.

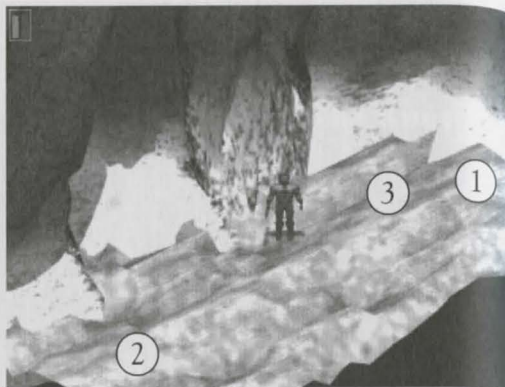
1. Clue. The correct order is (starting at the north): Breath, Body, Flame, Blood.
2. Stone bar. Turn it so that it reads "Breath."
3. Stone bar. Turn it so that it reads "Body."
4. Stone bar. Turn it so that it reads "Flame."
5. Stone bar. Turn it so that it reads "Blood."
6. Exit to Overhead Map.
7. Exit to Common Ground, or other island, if you have finished Rumi.

Location 63. Glacier I.

1. Exit to Overhead Map and location 62 (Aneli Stone Circle).
2. Exit to Location 64 (Glacier II).

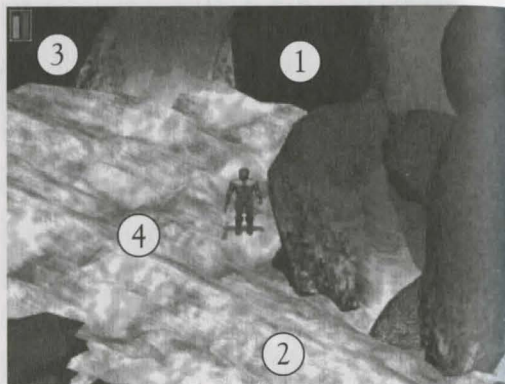
64

Glacier II



65

Glacier Crossroads



66

Path to Rime Cliffs



Location 64. Glacier II.

The ice monster here reappears each time you enter the screen, and is an excellent source of experience points.

1. Exit to Location 63 (Glacier I).
2. Exit to Location 65 (Glacier Crossroads).
3. Rew. If you visit this location after talking to Rew at Location 68 (Cave Entrance), you will find Rew's frozen body here. On the body you will find an elder root, a healing potion and a coded note. The coded note can be used in Locations 69 (Cave), 72 (Havnar's Library), and 76 (Havnar's Audience Chamber).

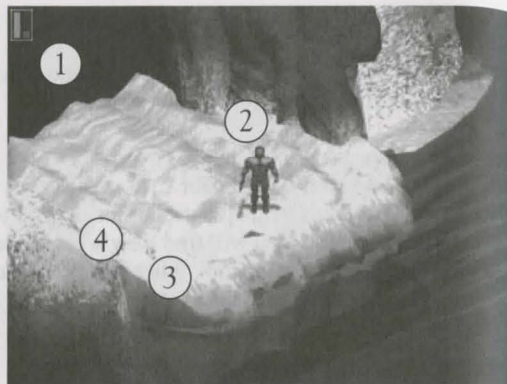
Location 65. Glacier Crossroads.

1. Exit to Location 64 (Glacier II).
2. Exit to Location 66 (Path to Rime Cliffs).
3. Exit to Location 68 (Cave Entrance).
4. Something in the ice. Use the ice pick from Location 69 (Cave) on this to get a small, locked box. Use the key from Location 72 (Havnar's Library) to open the box. Inside you will find the formula for the Freeze spell: Water, Water, Air, Mind.

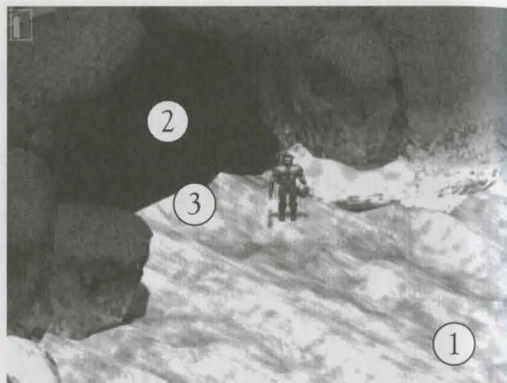
Location 66. Path to Rime Cliffs.

1. Exit to Location 65 (Glacier Crossroads).
2. Exit to Location 67 (Rime Cliffs).
3. Body. If you search the body here, you will find an elder root. You will use the elder root at Location 68 (Cave Entrance).

67

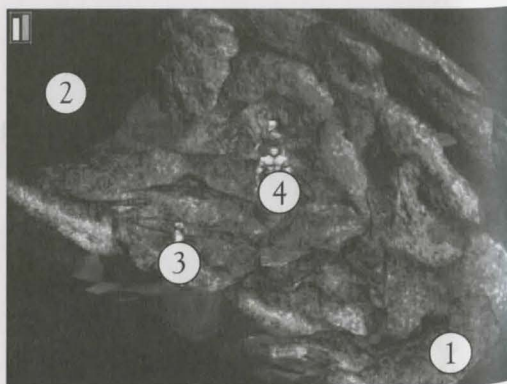
Rime
Cliffs

68

Cave
Entrance

69

Cave



Location 67. Rime Cliffs.

1. Exit to Location 66 (Path to Rime Cliffs).
2. Icicle. Used at Location 75 (Painting).
3. Frozen fish.
4. Something in the ice. If you use the ice pick from Location 69 (Cave), you will discover some vials. However, they will be too cold to hold in your bare hands. You will have to return here later in the game, after you have obtained the cold insulated container from Location 30 (Havnar's Room) on the Common Ground. Use the insulated container on the vials, and you will be able to pick them up. The vials are used along with vials found on Rumi at Location 86 (Rumi Laboratory) to make the reagent for the rocket on the Common Ground.

Location 68. Cave Entrance.

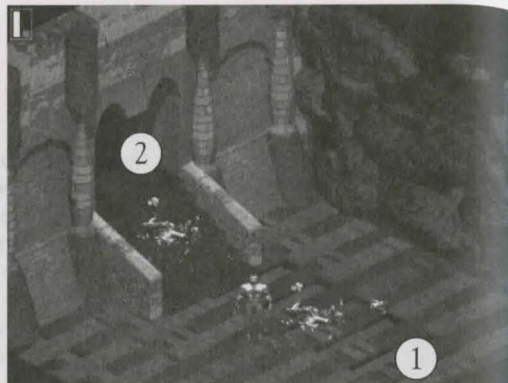
1. Exit to Location 65 (Glacier Crossroads).
2. Exit to Location 69 (Cave).
3. Rew. Give him some elder root from Location 66 (Path to Rime Cliffs) and Rew will talk to you about his reasons for leaving Aneli. When he's finished, he'll be on his way... but he won't make it as far as he had planned. You can find his body at Location 64 (Glacier II).

Location 69. Cave.

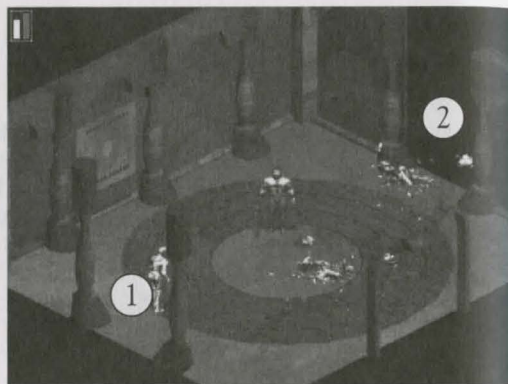
1. Exit to Location 68 (Cave Entrance).
2. Exit to Location 70 (Cave Steps).
3. Man. Offer him fifteen coins and he will give you an ice pick, used at Locations 65 (Glacier Crossroads) and 67 (Rime Cliffs).
4. Whistling man. He'll tell you about the gardens. If you show him the coded note from Location 64 (Glacier II), he will tell you not to show it to Havnar and will also tell you about the ice storm that killed most of Aneli's population. If you show him the frozen fish from Location 67 (Rime Cliffs), he will explain the mysteries of the universe.

70

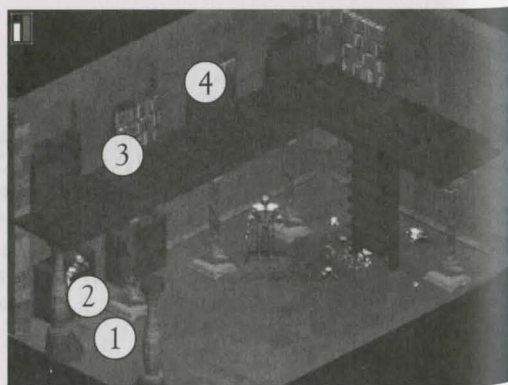
Cave Steps



71

Entrance
Hall

72

Havnar's
Library

Location 70. Cave Steps.

1. Exit to Location 69 (Cave).
2. Exit to Location 71 (Entrance Hall).

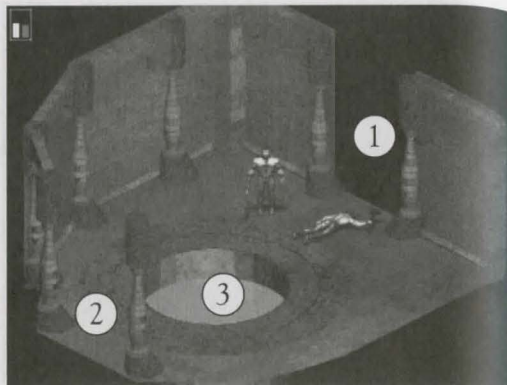
Location 71. Entrance Hall.

1. Exit to Location 73 (Havnar's Well).
2. Exit to Location 72 (Havnar's Library).

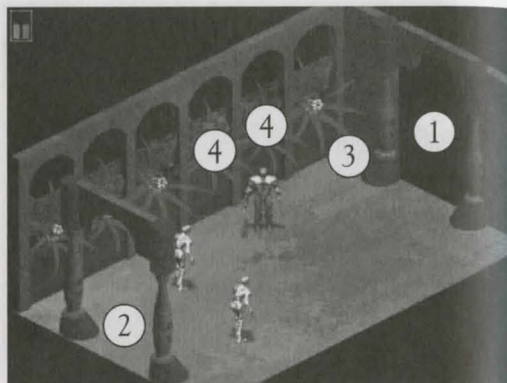
Location 72. Havnar's Library.

1. Exit to Location 71 (Entrance Hall).
2. Librarian. If you show the coded note from Location 64 (Glacier II), he will tell you that you must show it to Havnar. He is a very loyal employee.
3. Book: Ways of the Old.
4. Book with key in it. The key opens the small locked box found at Location 65 (Glacier Crossroads).

73

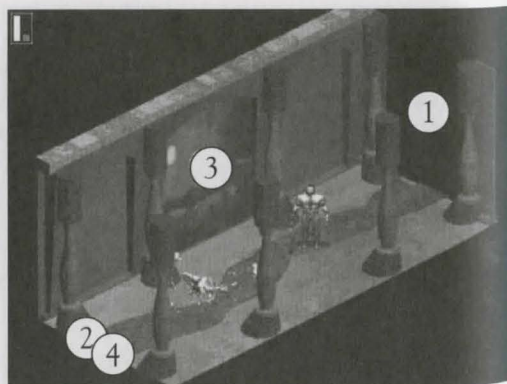
Havnar's
Well

74

Plant
Room

75

Painting



Location 73. Havnar's Well.

1. Exit to Location 71 (Entrance Hall).
2. Exit to Location 74 (Plant Room).
3. Well. A drink here will restore a fraction of a Body Point. However, these waters, Havnar's magical waters, infuse him with a certain energy, a certain understanding, that you, too will now share.

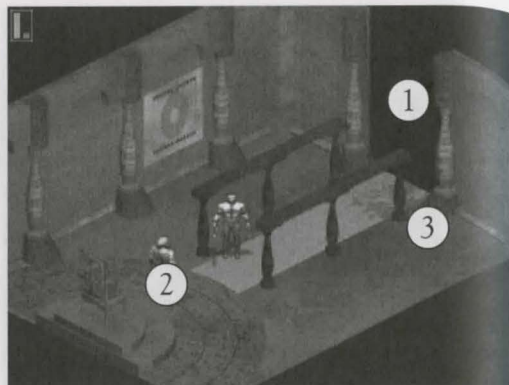
Location 74. Plant Room.

1. Exit to Location 73 (Havnar's Well).
2. Exit to Location 75 (Painting).
3. Vial. Use the vial on the flowers to get a vial of nectar. Use the nectar on the Common Ground in Location 25 (Prison Stairs).
4. Flowers. Use the vial on the flowers to get a vial of nectar. Use the nectar on the Common Ground in Location 25 (Prison Stairs).

Location 75. Painting.

1. Exit to Location 74 (Plant Room).
2. Exit to Location 76 (Havnar's Audience Chamber). This door will be locked until you put the icicle on the inscription to open it.
3. Painting. Use the gold ring you found on Keown (in Location 52, Tombs) on the painting to heal Body Points.
4. Inscription. Aneli is a cold place, and so too is its heart: ice. Place the icicle from Location 67 (Rime Cliffs) on the inscription, and the door will open.

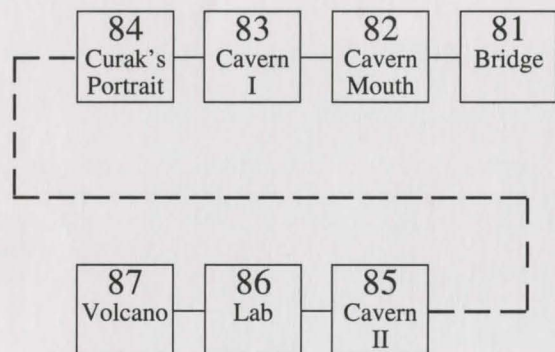
76

Havnar's
Audience
Chamber

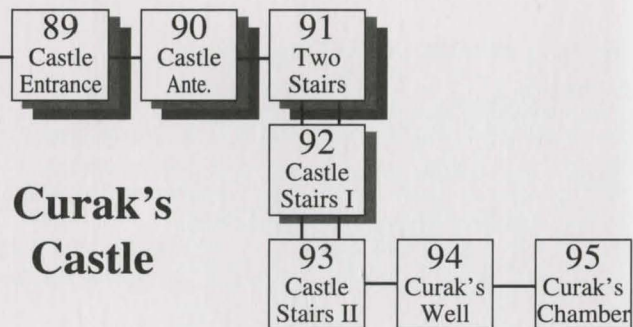
Location 76. Havnar's Audience Chamber.

1. Exit to Location 75 (Painting).
2. Havnar. Show the coded note from Location 64 (Glacier II) to Havnar, and he will give you 100 coins. (This is a good way to get cash if you're short on it, although Lawson would not approve!)
3. +4 axe and armor. Your reward for fighting all those ice creatures is a new set of gear.

Sulphur Caverns



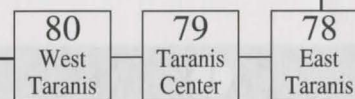
Curak's Castle



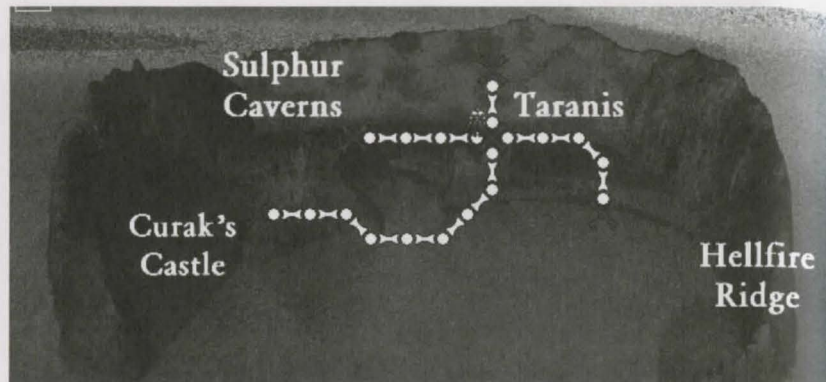
Stone Circle

77
Stone Circle

Taranis

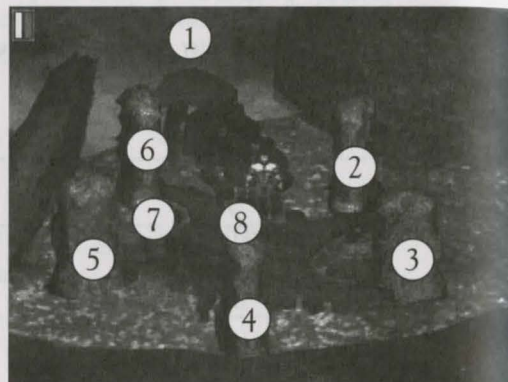


88
Rumi Beach



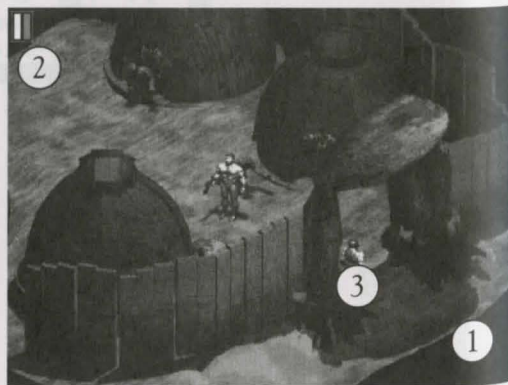
77

Rumi
Stone Circle



78

East Taranis



The lava rivers and incredible heat of Rumi are caused by the island's volcano, site of some secret experiments.

Location 77. Rumi Stone Circle.

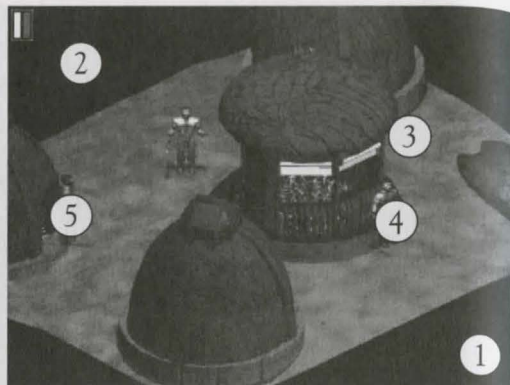
The stone bars are already in place here, so all you need to do is figure out the correct sequence. However, Curak will not allow you to leave his island until you have spoken to him, and shown him some trace of the missing Lawson.

1. Exit to overhead map and Location 78 (East Taranis).
2. Clue. The clue says the sun should be showing in the easternmost stone, while the moon should be at the top -north-of the circle.
3. Stone bar. Turn to "Sun."
4. Stone bar. Turn to "Navan."
5. Stone bar. Turn to "Stars."
6. Stone bar. Turn to "Moon."
7. Curak.
8. Exit to leave Rumi

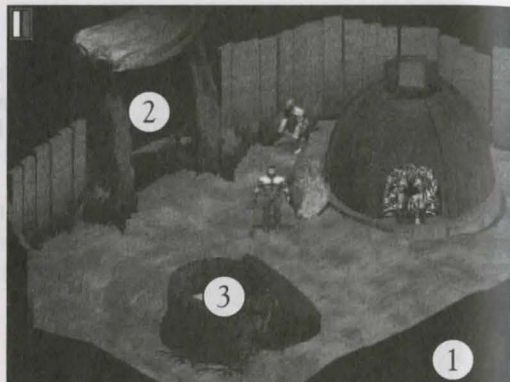
Location 78. East Taranis.

1. Exit to overhead map and Location 77 (Rumi Stone Circle).
2. Exit to Location 79 (Taranis Center).
3. Man. He doesn't have much to say, but if you show him the foreign coin from Location 80 (West Taranis), he'll tell you it's not from this island. If you show him the note from Marivonnick to Ferghus, obtained in Location 79 (Taranis Center), he'll tell you that Ferghus is the man down on the beach (Location 88, Rumi Beach).

79

Taranis
Center

80

West
Taranis

81

Bridge



Location 79. Taranis Center.

1. Exit to Location 78 (East Taranis).
2. Exit to Location 80 (West Taranis).
3. Two sprigs of willow. Heals a fraction of a Body Point when eaten.
4. Rock collector. He'll tell you about clear rock. If you give him the hunk of clear rock you made from sand (found in Keown at Location 49, Keown Beach) and the crucible (found on Rumi at Location 84, Curak's Portrait) within the volcano at Location 87, the rock collector will polish it into a glass lens. The lens is used back on the Common Ground at Location 28 (Telescope).
5. Marivonnick. This moody individual will only open up when you give him the bracelet, found on the Common Ground in Location 20 (Prison Courtyard). He'll tell you the story behind the bracelet, and give you a note to give to Ferghus, who is found down on the beach in Location 88 (Rumi Beach).

Location 80. West Taranis.

1. Exit to Location 79 (Taranis Center).
2. Exit to Overhead Map and Location 81 (Bridge).
3. Well. Take a cooling drink from the well—it heals a fraction of a body point, and you'll also find a foreign coin. If you show the foreign coin to the man at Location 78 (East Taranis), he'll tell you it comes from far away. Perhaps from Lawson's island of Zynaryx?

Location 81. Bridge.

1. Exit to Overhead Map and Location 80 (West Taranis).
2. Exit to Location 82 (Cavern Mouth).

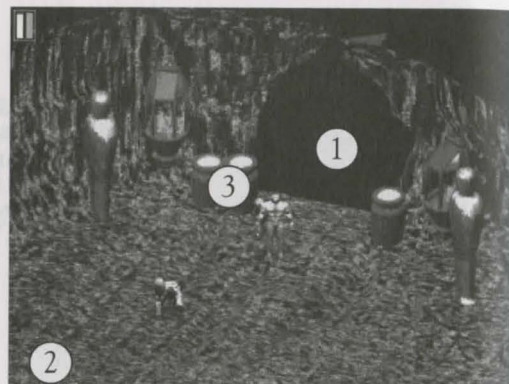
82

Cavern Mouth



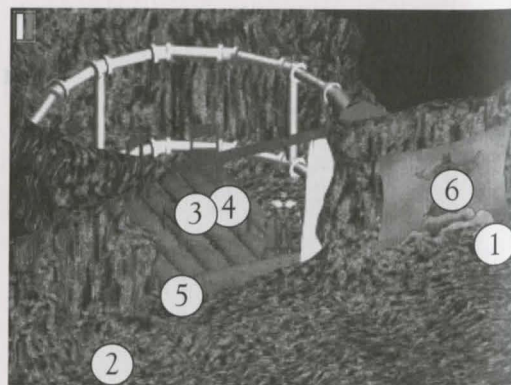
83

Cavern I



84

Curak's Portrait



Location 82. Cavern Mouth.

1. Exit to Location 81 (Bridge).
2. Exit to Location 83 (Cavern I).
3. Three coins.

Location 83. Cavern I.

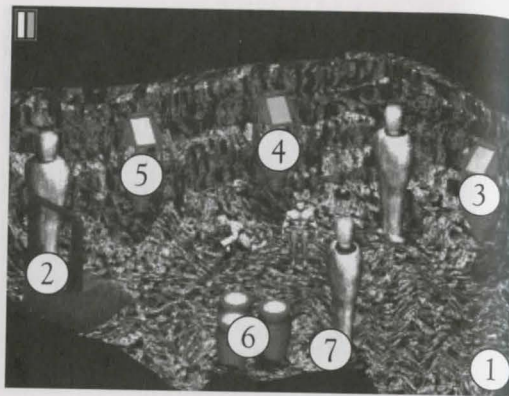
1. Exit to Location 82 (Cavern Mouth).
2. Exit to Location 84 (Curak's Portrait).
3. Urns full of ashes and melted glass.

Location 84. Curak's Portrait.

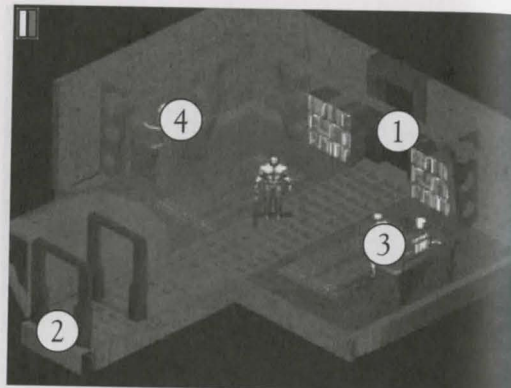
1. Exit to Location 83 (Cavern I).
2. Exit to Location 85 (Cavern II).
3. Crucible. Combine this with the sand found at Location 49 (Keown Beach), and then use the crucible filled with sand in the volcano at Location 87 (Volcano) to form a chunk of clear rock.
4. Psychic Burn spell.
5. Bloodstain.
6. Curak's portrait.

85

Cavern II

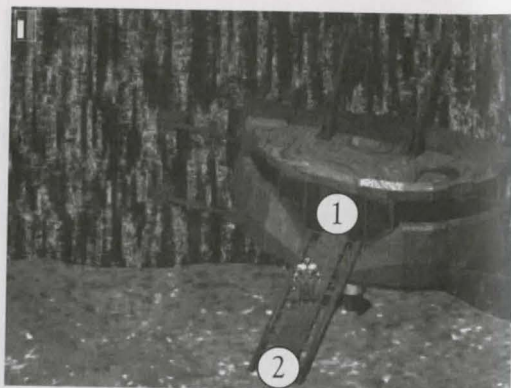


86

Rumi
Laboratory

87

Volcano



Location 85. Cavern II.

1. Exit to Location 84 (Curak's Portrait).
2. Exit Location 86 (Rumi Laboratory).
3. Empty basin.
4. Basin with water.
5. Empty basin.
6. Urns full of ashes and melted glass.
7. Protective helmet. Use this in Location 87 (Volcano) to avoid taking damage from the heat.

Location 86. Rumi Laboratory.

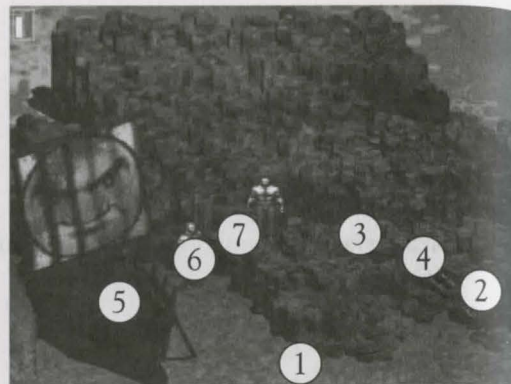
1. Exit to Location 85 (Cavern II).
2. Exit to Location 87 (Volcano).
3. Bruning. He'll tell you about the gases found in the volcano, and how unstable they are. If you give Bruning the insulated container from Location 95 (Curak's Chamber), he will give you some vials of Aktram. These will be combined with the vials of Izran found in Location 67 (Rime Cliffs) to form the reagent needed during the end game at Location 36 (Launch Pad) on the Common Ground.
4. Book: Scientist's Notes.

Location 87. Volcano.

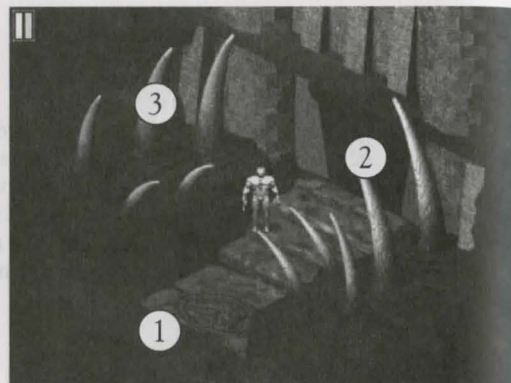
The volcano is extremely hot, and your character will die a speedy death from heat damage unless you are holding the protective helmet found at Location 85 (Cavern II) in your hand.

1. Exit to Location 86 (Rumi Laboratory).
2. Lava. Combine the crucible (found at Location 84, Curak's Portrait) with the sand (found at Location 49, Keown Beach) to form a crucible filled with sand. Use the crucible filled with sand on the lava, and you will get a hunk of clear rock—unpolished glass. If you give the clear rock to the rock collector in Location 79 (Taranis Center), he'll polish it up into a glass lens that can be used back on the Common Ground in Location 28 (Telescope).

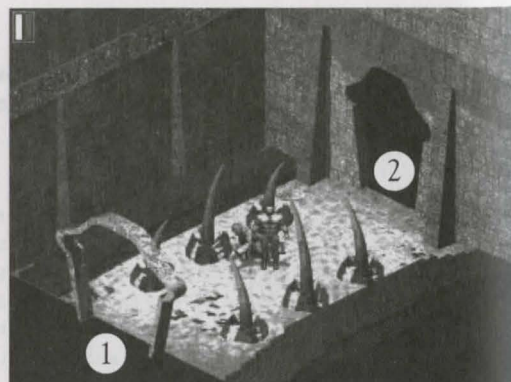
88

Rumi
Beach

89

Castle
Entrance

90

Castle
Antechamber

Location 88. Rumi Beach.

1. Exit to overhead map and Location 78 (East Taranis).
2. Body. Search the body and you will find an executioner's pass. You can use this to get past the prison guard in Location 21 (Prison Guard Room) back on the Common Ground.
3. Goo.
4. Creature's home.
5. Stone boat.
6. Feghus. If you give him the note you got from Marivonnick in Location 79 (Taranis Center), Ferghus will tell you about his friend Drem. If you give Ferghus the note you found in the bottle on Keown (in Location 49, Keown Beach), Ferghus will give you Lawson's knife. Show this knife to Curak in Location 95 (Curak's Chamber), and you will be able to take the insulated container there. You will also now be able to leave the island via the stone circle in Location 77 (Rumi Stone Circle), once you put the stone bars in the correct order.
7. A Gold Coin.

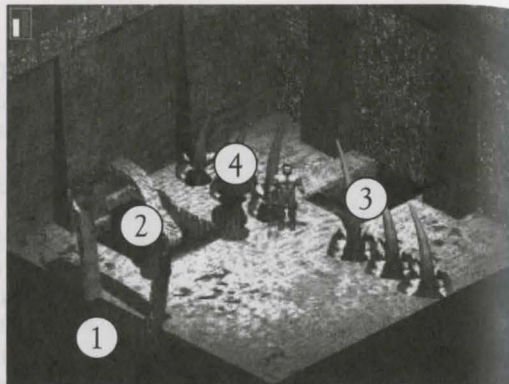
Location 89. Castle Entrance.

1. Exit to overhead map and Location 78 (East Taranis).
2. Exit to Location 90 (Castle Antechamber).
3. Tusks.

Location 90. Castle Antechamber.

1. Exit to Location 89 (Castle Entrance).
2. Exit to Location 91 (Two Staircases).

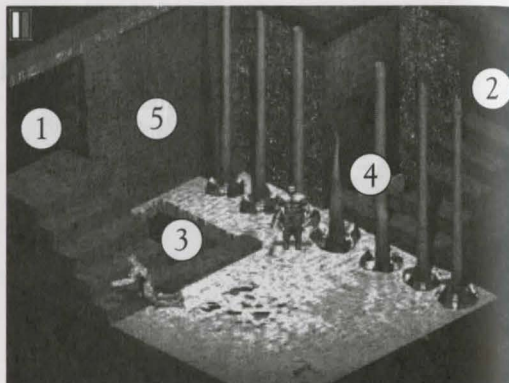
91

Two
Staircases

Location 91. Two Staircases.

1. Exit to Location 90 (Castle Antechamber).
2. Exit to left side of Location 92 (Castle Stairs I).
3. Exit to right side of Location 92 (Castle Stairs I).
4. Pillar. The hint carved on the pillar suggests that Curak and his well are down the right stairs, while there's nothing down the left stairs. That's not quite true . . . at the bottom of the left stairs, you'll find a +6 axe and armor!

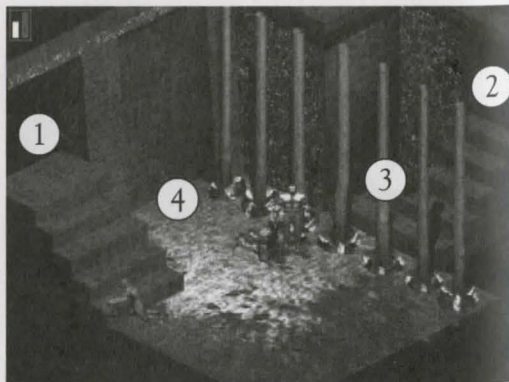
92

Castle
Stairs I

Location 92. Castle Stairs I.

1. Exit to left staircase at Location 91 (Two Staircases).
2. Exit to right staircase at Location 91 (Two Staircases).
3. Exit to left side of Location 93 (Castle Stairs II).
4. Exit to right side of Location 94 (Castle Stairs II).
5. Psychic Confusion "spell." No, it doesn't work—it's a joke, son.

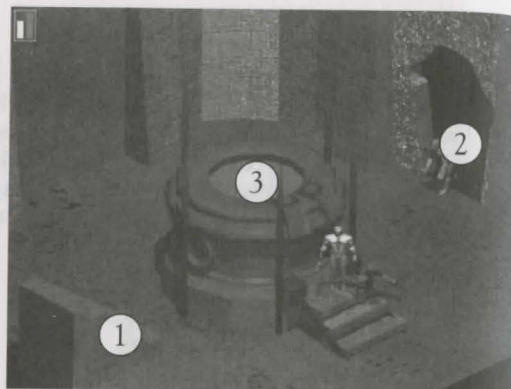
93

Castle
Stairs II

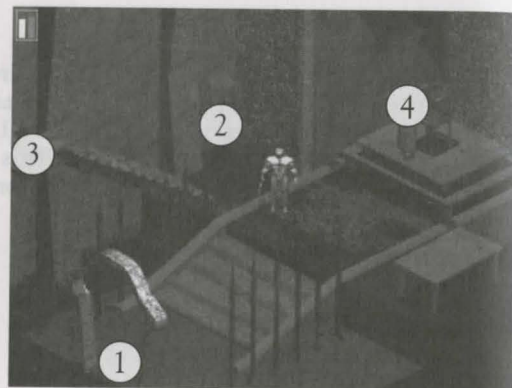
Location 93. Castle Stairs II.

1. Exit to left side of Location 92 (Castle Stairs I).
2. Exit to right side of Location 92 (Castle Stairs I).
3. Exit to Location 94 (Curak's Well).
4. A +6 axe and armor. The ultimate in monster-crushing technology!

94

Curak's
Well

95

Curak's
Chamber

Location 94. Curak's Well.

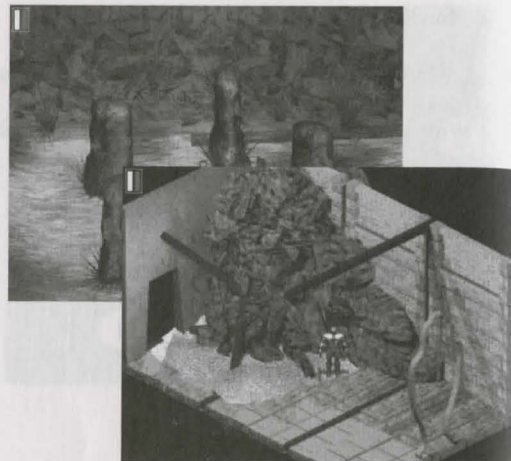
1. Exit to right side of Location 93 (Castle Stairs II).
2. Exit to Location 95 (Curak's Chamber).
3. Well. Drinking heals a fraction of a Body Point.

Location 95. Curak's Chamber.

1. Exit to Location 94 (Curak's Well).
2. Basin. Drinking heals you a tiny bit.
3. Insulated container. You will not be able to pick this up until you have given Lawson's dagger to Curak. You get the dagger by going to Location 88 (Rumi Beach) and giving Ferghus the note you found in Keown (at Location 49, Keown Beach). The insulated container is used to get vials of Aktram from the scientist in Location 86 (Rumi Laboratory). Combine the Aktram with the Izran found at Location 67 (Rime Cliffs) to create the reagent, needed at the Common Ground (Location 36, Launch Pad).
4. Curak. If you talk to him before you have Lawson's dagger, he'll tell you that you're missing something. If you give him the dagger, you'll be able to take the insulated container here. You'll also leave by the stone circle at Location 77 (Rumi Stone Circle) once you have the right combination.

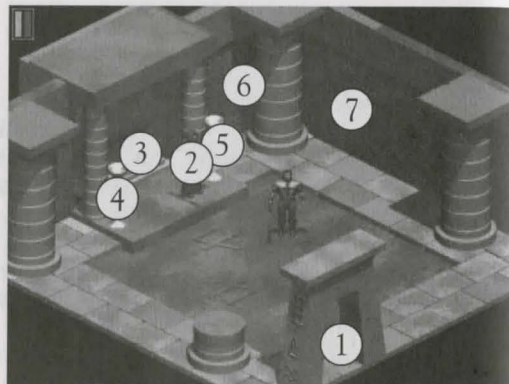
96-101

Lawson's
World



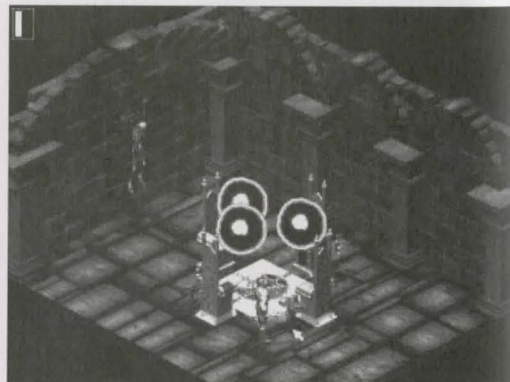
102

Lawson's
Chamber



103

Druids'
Inner
Sanctum



Locations 96-101. Lawson's World.

Traveling through Lawson's world of Zynaryx, you'll notice one critical absence - there are no creatures. Soon, he'll tell you why . . . and why the other Druids have been creating them.

Location 102. Lawson's Chamber.

1. Exit to Location 101.
2. Lawson. Receive Black Cube for use against Lawson or against the Druids.

**BE CERTAIN TO USE THE
WHITE STONE IN YOUR AMULET.**

3. Step on the altar to travel to Location 103 (Druids' Inner Sanctum) under the Common Ground prison.
4. Candelabrum.
5. Candelabrum.
6. Symbols of Power and Purity.
7. Light and Dark Etchings.

Location 103. The Druids' Inner Sanctum.

Once you enter this room with the black cube, one way or another, your endgames will have begun. After killing the Druids or killing Lawson, you will be returned to Location 32 (Restricted Area Entrance) . . . and finally off of this world. See "Endgames" next.

Endgames

There are five different ways *Druid* can end, depending on the choices you have made in the game. You can take sides in the dispute between Lawson and the other Druids, or you can stay neutral. You can also blow yourself to bits, if you're not careful.

Option One and Endgame One: Save Yourself.

The crucial moment of decision in *Druid* is when you hand the fuel reagent to Kreitzer on the launch pad (Location 36). Kreitzer gives you the choice of either saving yourself and returning home, or staying on Navan and becoming more involved in the politics of the Druids.

If you just want to save yourself and finish the game, all you must do after handing over the reagent is repair the rocket. In addition to reagent, you'll also need a star map (for navigation), a magnetic element (also for navigation), and an activation device (to make the whole thing go). These items are placed in the rocket in Location 39 (Inside Rocket).

The reagent is created by combining the Izran (from Location 67, Rime Cliffs) with the Aktram (from Location 86, Rumi Laboratory). When you have created the reagent, head over to the Restricted Area to give the reagent to Kreitzer (of course, you'll have to have freed Kreitzer from his Cell at Location 24 first).

To get the star map, use the glass lens you obtained on Rumi (Location 79, Taranis Center) on the telescope in Location 28 (Telescope). The magnetic ore is created by combining the magnetized dagger from Location 48 (East Duir House) in Keown with the iron ore found at Location 61 (Drill). The activation device is the ornate metalwork found in Astor's Chamber on the Common Ground (Location 29).

To save yourself, immediately enter the rocket without speaking to Kreitzer again. Insert the ore, star map, and activation device. The rocket will take off, and you will find yourself traveling through space . . . possibly towards home, definitely away from the Druids and their cruel plans.

Option Two: Stay Here

Instead of fleeing the planet, you might want to stick around and try to make a difference. To do so, select "stay here" when talking to Kreitzer. End the conversation with Kreitzer, and then talk to him again. He'll assume that you want to stay and help, and will give you a stone bar.

Endgames

There's only one stone circle you haven't used yet—the one at the bottom of the prison in Location 26 (Prison Stone Circle). Exit the Restricted Area and head back to the stone circle there (don't forget to carry the vial of nectar to protect yourself against those dizzying steps at Location 25, Prison Steps).

When you reach the prison stone circle, insert the stone bar Kreitzer gave you into the recess in one of the stones. Then read the inscription that has appeared on the easternmost stone. An exit will appear in the center of the circle. This will take you to Zynaryx, Lawson's island (Location 96).

Zynaryx is a strange and desolate place. If you explore long enough, you'll make your way into Lawson's chamber (Location 102). Here Lawson will tell you the truth about the Druids' actions and why he has turned against them. He also gives you a powerful black cube, and warns you that it has the power to destroy the Druids.

What you do with this black cube will determine your fate, and the fate of all of Navan. This is a weighty decision, so take a moment to ponder the consequences, and to read the inscriptions on the wall of Lawson's chamber. You'll also want to save your game . . .

Endgame Two: Destroy Lawson and Yourself.

If you decide to use the cube on Lawson, put the cube in your hands and then click it on Lawson. He will die. You'll die too, unless you decipher the inscription's warning about balancing power and purity.

Endgame Three: Destroy the Druids and Yourself.

If you don't like the idea of turning Lawson into a pile of ash, step on the altar and you'll be teleported to the other Druids' secret meeting place. Use the stone on them, and they will go up in a colossal blast. You'll be turned to ash, too.

Blasting yourself to smithereens isn't a very satisfying finish to your game, though. To keep yourself alive, you'll need to figure out a way to protect yourself from the cube.

Endgame Four. Destroy Lawson.

To counteract the power of the black cube, place the white gemstone that you found at the beginning of the game into your amulet. When inserted in the magic amulet, the white stone will protect you from the black stone.

Endgames

After doing this, you have the choice of using the cube on Lawson or the Druids. Use the black cube on Lawson and Lawson will die. After he dies, you will find yourself in the Druids' secret chamber (Location 103). The Druids will send you back to the Restricted Area on the Common Ground (Location 32). Fight your way past the guards and return to the rocket (Location 39). The Druids will join you there when you take off.

Endgame Five. Destroy the Druids.

Instead of blowing up Lawson, you may decide you want to rid Navan of the other Druids instead. (By this time, you'll have uncovered evidence of the other Druids' shady methods.) To do this, walk right up to the altar in Lawson's Chamber (you'll see an Exit sign) with the black cube stowed away safely in your inventory. The altar will teleport you to the Druids' secret chamber (Location 103), where the other Druids will confront you. Take the black cube out of your inventory and use it on them, and their reign over this world will be over.

After this encounter with the Druids, you will once again find yourself outside the Entrance to the Restricted Area (Location 32). Head back to the rocket (Location 39). When you take off, Lawson will join you to guide you to your next adventure.

Coming Spring 1996!



Shadows Over Riva

*Third in the award-winning
Realms of Arkania series*

Something sinister is happening in the seaside city of Riva. As the war with the Orcs drags on, a sinister force infiltrates the town. *Shadows Over Riva* lets your party of adventurers explore the streets and alleyways of Riva in search of its terrible secret. You'll have to muster all of your courage and daring to uncover the truth in this intricate, all-new story.

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Coming Soon!



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The puzzles of adventure join the magic of role-playing—a new twist—created in the tradition of *Wizardry*.



(P.S. Look for the next Classic Wizardry Scenario in 1997!)

Coming Spring 1996!

JAGGED ALLIANCETM

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- Completely new soundtrack and effects for added excitement.
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- Comes on a handy CD-ROM.

Coming Soon! DRUID II

Your adventures in the strange world of the Druids continue. *Druid II* features the eye-popping graphics and user-friendly interface of the original game, plus new features and enhancements. More foes to defeat, spells to learn, and mysteries to unravel.

Available Now

Wizardry The League of the Crimson Crescent

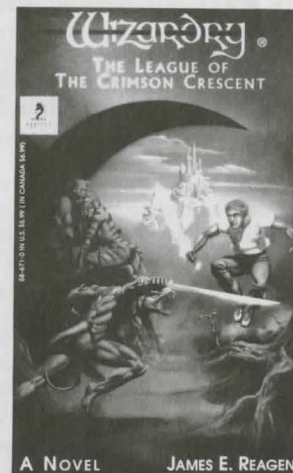
A Novel
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While spelunking in the Adirondacks, Bill Evans mysteriously loses consciousness. When he awakens, he finds himself in a bizarre land of orcs, felpurs, dragons, rawulfs, and lizardmen. With the help of a magical sword and newfound friends, former accountant Bill Evans is soon dubbed Bill the Just, champion of the downtrodden, hero of the oppressed!

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