

Ultima IV: Quest of the Avatar

Strategy Guide for the NES

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Update Notes

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06/14/15

- Alignments, sizing, re-wording sections, small fixes

05/05/15

- 1st Draft

Thanks

Thanks to:

FCI for releasing the game

Mom for buying it for me way back in the day

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About Quest of the Avatar

In Ultima IV: Quest of the Avatar, you take control of a character seeking to become the Avatar of Legend. To do this you must master the eight virtues and complete the final challenge in the Abyss.

Ultima IV: Quest of the Avatar (UQotA) was also released for several other gaming systems, including the Sega Master System, Sega Genesis, Windows, Amiga, and Mac. The name varies somewhat from system to system, but the game play is still very similar. I've read the NES version removed some aspects of the game, but it does have some of the best graphics for the game on any platform.

Using this Guide

Since this game is a non-linear adventure, there is no straight point A to B direction. There is however a general playing walk-through that touches on what must be accomplished and how to generally go about it.

This guide should work for releases on the other platforms, but it was made for the NES game. If you are using a different version or release of the game, things might be a little different at some points.

Key

(* , *) The two numbers in the parenthesis are references to latitude & longitude, which you will need the Sextant to see.

General game play Tips

A few general tips regarding playing the game.

* Sleeping at the Inn doesn't heal poison.

* Moongates are an extremely effective way to travel. Use them often.

* Stand on towns/castles/shrines if you don't want to fight random battles while you wait for a moongate or ship.

If you've never played before, go to Page 26 for a description of The class choosing sequence when starting a 'New Game'

Characters

There are a total of eight characters in UQotA. Whichever character you don't pick via the starting questions will reside in their associated town and can join your party as long as you are doing decent in the virtue associated with them. You cannot recruit the character that is the same class as the character you have chosen for your main character (i.e. Geoff if you're a Fighter).

You may have a party of 4 total members which can be dropped off at Castle Britannias Hostel at any time you please as long as they are not dead. See the 'Castles' section for more info.

Iolo (Compassion)		Julius (Sacrifice)	
Iolo is a mid-range character with decent magic and fighting skill.	Class: Bard Starting Equip: Sling, Cloth Level: 3 STR: 20 DEX: 22 INT: 25 MP: 11	Julius Can wear strong armor/weapons, but has very little maximum mp. A middle-of-the-road character.	Class: Tinker Starting Equip: Club, Cloth Level: 2 STR: 21 DEX: 18 INT: 24 MP: 4
Dupre (Honor)		Jaana (Justice)	
Dupre can wear strong weapons/armor, and has good stats. One of the best characters. He can also equip high level Bows.	Class: Paladin Starting Equip: Sword, Chain Level: 3 STR: 21 DEX: 20 INT: 18 MP: 10	Second best spell caster. Can also equip bows & the Wand. A very good character.	Class: Druid Starting Equip: Staff, Cloth Level: 2 STR: 18 DEX: 22 INT: 20 MP: 16
Mariah (Honesty)		Ranger (Spirituality)	
The best spell caster in the game, with the highest starting MP.	Class: Mage Starting Equip: Staff, Cloth Level: 2 STR: 16 DEX: 25 INT: 23 MP: 50	Another very good character, can use several Bows, the +2 Sword, and has decent MP.	Class: Ranger Starting Equip: Sword, Leather Level: 2 STR: 24 DEX: 22 INT: 19 MP: 11
Geoff (Valor)		Katrina (Humility)	
The best melee character in the game. He makes a better companion than a main character. Only character that can use the Axe of Legend. Geoff never gets any MP and therefore can't use any magic.	Class: Fighter Starting Equip: Axe, Leather Level: 3 STR: 27 DEX: 17 INT: 19 MP: 0	Katrina is a very weak character and also the most challenging one to play as. She's the only character that can play the Flute. When recruiting Katrina, say "no" to her question . There is a separate walk-through for using her.	Class: Shepard Starting Equip: Staff, Cloth Level: 2 STR: 18 DEX: 17 INT: 18 MP: 0

The 8 Virtues

The game is centered around the 8 virtues: Compassion, Humility, Honor, Valor, Sacrifice, Spirituality, Justice, and Honesty. Each of these virtues has a color, and each one (except humility) is tied into the the 'Three Principles' - Truth, Love and Courage. Many actions you take in-game will affect your standing in these virtues. Doing Very Poorly or Very Well affects some game mechanics - like who you can recruit.

You must master all 8 virtues to complete the game. When you do so you're able to access and equip the Sword of Paradise and the Exotic Armor. They are the best hand weapon and body armor in the game. Any job class can equip these items.

Hawkwind, in Castle Britannia, can tell you your progress in the 8 virtues. When you speak to him, he'll give one of these five ratings per virtue.

Very Poorly > Poorly > Well > Very Well > Worthy of Avatarhood

If he says that you are worthy, go to the Shrine of that virtue and Meditate for one cycle to gain partial avatarhood in that virtue. Talking to Hawkwind is not required to get partial avatarhood in a virtue if you are already worthy of it.

The Three Principles

The three principles are Truth, Love and Courage. Each principle encompasses 3 virtues, and every principle is linked with Spirituality. The virtue of Humility stands by itself, and is not part of any one principle. In the dungeon Altar Rooms, you have to place the 3 stones of the correct virtues (and the white stone) to get the corresponding 'Key'. Each dungeon links to a virtue, and that dungeon has an Altar Room for each principle its connected with. For example, Justice is encompassed by Truth and Love, so from the dungeon of Wrong, you can access the Altar Room of Truth and Love.

Below is a listing of which Virtues are tied to which Principles.

Virtue	Principle(s)
Honesty	Truth
Compassion	Love
Valor	Courage
Honor	Truth, Courage
Sacrifice	Love, Courage
Justice	Truth, Love
Spirituality	Truth, Love, Courage
Humility	none

Stones & Runes

For each virtue, there is a Rune and a Stone.

A Rune is required to enter the corresponding Shrine for a virtue . All 8 runes are in towns or cities.

Stones are represented by colors and all of them are in dungeons, except for Spirituality(White) and Humility(Black). The stones are used to get the Key Items 'The Three Keys'.

Honesty

- 1 - Never steal in the Townes and castles!
- 2 - Do not deceive the shopkeepers.
- 3 - Open the Book of Truth at the gates of the Abyss!

Shrine of Honesty (66,233)

On a sizable island north of Verity Island (where Moonglow is). It is just a few steps above the small island where the dungeon 'Deceit' is.

Color: Blue
Principle(s) : Truth
Dungeon : Deceit
City : Moonglow
Rune Location: Moonglow

Honor

- 1 - A thief is but a beggar without honor.
 - 2 - To slay the innocent doth not show thy honor.
 - 3 - Never turn away a challenge, nor shirk a quest.
- Selling an item to a shop for more than they offer will decrease your Honor rating

Shrine of Honor (207,81)

Located directly southwest of Trinsic, near the shore in some mountains. You must cross poison swamps to get to it.

Color: Purple
Principle(s) : Truth, Courage
Dungeon : Shame
City : Trinsic
Rune Location: Trinsic

Humility

- 1 - Take no pride in thy deeds, for pride serves only thy self.
- 2 - Wield never the power of evil, for it shall destroy thee.
- 3 - The black stone doth appear on the night of the new moons. Search beneath the moongate!

Shrine of Humility (215,231)

Located from the north entrance on the volcanic island in the far southeast. The Horn item is a must for traveling here. To access it you must sail into the north channel in the island. Can only be reached by Ship.

Color: Black
Principle(s) : None
Dungeon : None
City : Magicina
Rune Location: Paws

Compassion

- 1 - Allow that which is not evil to flee thy wrath.
- 2 - Give freely of thy wealth to those less fortunate.
- 3 - Light the Candle of Love at the gates of the Abyss!

Shrine of Compassion (92,128)

Directly east of Britain. Follow the coast east and cross the bridge over the poisonous ground. Head south through the mountain pass.

Color: Yellow
Principle(s) : Love
Dungeon : Despise
City : Britain
Rune : Britain

Justice

- 1 - Don't open other peoples chests uninvited.
- 2 - Don't stir strife among the peaceful.
- 3 - Don't fight creatures that aren't evil (friendly monsters).

Shrine of Justice (11,73)

On the very northwest tip of the peninsula northeast of Yew. From Yew, go east and then around the river. From there, head to the northwest tip.

Color: Green
Principle(s) : Truth, Love
Dungeon : Wrong
City : Yew
Rune Location: Yew

Sacrifice

- 1 - Give money (to beggars) even when its your last coin.
- 2 - To run away from battles while your friends fight is wicked.
- 3 - Give blood at the Healer.*

*You may only give blood if you:

- 1) Have more than 300hp.
- 2) Are level 4 or higher.

Shrine of Sacrifice (45,205)

Just north of Vesper, on a small inland island.

Color: Orange
Principle(s) : Love, Courage
Dungeon : Covetous
City : Minoc
Rune Location: Minoc

Valor

- 1 - Flee not from strife with that which is evil.
- 2 - To flee uninjured from a just battle is cowardice.
- 3 - Ring the Bell of Courage at the gates of the Abyss!

Shrine of Valor (227,38)

Directly south of the island that Jhelom sits on, clearly visible. Ship or Balloon access only.

Color: Red
Principle(s) : Courage
Dungeon : Destard
City : Jhelom
Rune Location: Jhelom

Spirituality

- 1 - Visit Hawkwind often.
- 2 - Meditate Often.
- 3 - The white stone is in serpent's spine.

Meditating at any shrine raises your virtue of Spirituality.

Shrine of Spirituality

Enter Minoc's Moongate when both moons are full.

Color: White
Principle(s) : Truth, Love, Courage
Dungeon : Hythloth
City : Skara Brae
Rune Location: Castle Britainnia

Magic & Spells

Each spell uses MP and a certain combination of Herbs. (See the Recipe Menu in-game). MP regens as you move around but Herbs must be bought from Reagent (Herb) Shops. Magic is not as effective as simply attacking or ranged attacking, although there are several spells that have novel/needed effects. This is due to the need to restock Herbs and the associated MP costs.

Every Herb can be bought at Herb Shops, except for Fungus & Manroot. Manroot can be bought in Buccaneer's Den. However, both of these two herbs can be found in the field map.

Fungus (149,46)

Search this patch of forest on the night of 2 new moons to get this herb.

Manroot (54,182)

Search a single square of swamp west of Vesper during the two new moons for 3 pieces of manroot.

Spell List

Cure - Removes POISON from a member.
Heal - Recovers HP of target member.
Light - Lights up dungeons.
Blink - 'Blinks' out of battle without losing Virtue.
Jinx - Confuses all enemies.
Missile - Weak ranged magic that hits 1 target.
Ice - Medium strength ranged magic that hits 1 target.
Energy - Hits an single target with a fire attack and lays down a 3x3 square of 'lava'. The lava remains until the battle ends. No effect on water.

Protect - Doubles defense rating for a short time.
Sleep - Puts an enemy/character to sleep.
Tremor - Damages all non-flying enemies/characters.
Gate - Warps the party to any moongate location.
Exit - Exits party from a dungeon.
Negate - Temporarily prevents any spell from being cast.
Life - Returns a party member to life.
Defeat - Doubles attack power temporarily.
Reflect - Gives high evasion towards ranged attacks (not magic attacks)
Quick - Lets you execute 2 actions per turn
Squish - Damages all enemies; stronger than Tremor.

Learned Spells

Some spells you do not have access to in the beginning of the game. You must talk to someone who mentions the recipe, then recite the recipe in the 'Spells Unlimited' shop in Moonglow.

Defeat - Fungus, Pearl
Sleep - Ginseng, Silkweb
Tremor - Ash, Moss, Manroot
Negate - Ash, Garlic, Pearl, Manroot
Life - Garlic, Moss, Fungus
Jinx - Fungus, Pearl, Manroot
Gate - Sulfur, ash, Pearl, Manroot
Reflect - Ash, Ginseng, Garlic, Fungus
Squish - Ash, Silkweb, Moss, Manroot

Fights & Battle Strategy

Battles in UQotA take place in mini 'battle-maps'. You will encounter random battles in the overworld - on land and sea - and also in dungeons. Just like in other parts of the game, actions taken in battle will affect your virtues.

Killing monsters in battle will yield EXP to the person striking the killing blow. Treasure Chests will appear after the battles on land (but not in dungeons or at sea) and contain a random amount of gold between 1 and 99. When you SEARCH, and have one party member or more, it will ask who will open it. You can have 2-3 treasure chests on the ground at same time.

The real edge to battles is having a character(s) with a ranged weapon - the stronger, the better. Have the character stand and fire ranged attacks and let the enemy come to you.

The general strategy for battle is 3-fold,

- 1) 'Don't move next to an enemy': When attacking the enemy, avoid moving into the square next to them. Since your turn always happens first, they will get the next turn and strike first. Instead, use a ranged weapon, magic or simple item when 1 square away and let them come to you.
- 2) 'Don't expose weak units': Try to avoid moving single units next to multiple enemy units. Especially true for classes with weaker defense/armor.
- 3) 'Use Terrain to your advantage': Trap and slow down enemies using the various rocks, mountains and columns on each battle map. Spells and items that create a 'Poison Patch' can be used on a bottleneck in the battle; but you do not receive exp from enemies that die from these patches.

Experience Points & Levels

Unlike other RPGs, you will not automatically level up when you reach the needed level of experience points. You must seek out Lord British in Castle Britannia and he will advance a characters level depending on the experience points acquired. Eight is the highest level a character can get.

When you level up, harder and harder monsters will appear wherever you go. Unlike other games, the strong and weak monsters are not separated by different regions or areas. If you level up without having better weapons and armor, you will have a very hard time traveling anywhere. Below is a list of tiers of exp needed for each subsequent level.

Main Character

level 3 - 300
level 4 - 500
level 5 - 800
level 6 - 1600
level 7 - 3200
level 8 - > 6600

Party Members

level 3 - 200
level 4 - 400
level 5 - 800
level 6 - 1600
level 7 - 3200
level 8 - ??

Transportation

Types

In Ultima: Quest of the Avatar there are several different ways to get around.

- Walking
- Ship
- Balloon
- Moongate

Walking

Walking is pretty much the best way to get places. Its slow, and you encounter enemies but you can gain experience and gold as you travel.

- Short Grass/Meadow/Forest/Steppe Ground/Bridge - Can be walked on
- Deep water - Can only be crossed when in the Ship.
- White Shoal - Cannot be walked on or sailed through.
- Rocks/Mountains - Cannot be walked on.
- Blue Pain Patch - 5 hp lost for each step.
- Swamp (Poison Ground) - Gives any character 'Poison' when they step on it.
- Lave Patch - 9~15 HP lost for each step
- Zircon's Furnace - 24 HP lost for each step.

Ship

Available at Level 4. (Kill Pirates) - On Any Coast/Shore.

Dark red ships will approach the shores when you're level 4 or higher. They appear often, but no more than 2 can appear on screen at a time. Walk next to them to battle the pirates for their ship. (You may only have 2 ships anywhere in the world at one time). If you Blink or run away during the fight, the pirates & Ship will disappear.

When you're on a ship, things are a bit different. A pirate ship will constantly appear and chase you. If you fight other pirate ships mid-sea, the enemy pirate ship will be gone after the battle. Additionally, battles fought at sea will not reward you with a chest of gold. In summary, only use the ship to go from point A to B, fighting on sea is not worthwhile.

Balloon

Outside main entrance of Hythloth.

Enter Hythloth. and cast 'Exit' or make your way to level 1 and exit to the outside. The Balloon is waiting there.

You can't control the balloon directly like walking or sailing and you will not get into battles inside it. To control its direction, cast the 'Wind' spell. The Balloon can only land on patches of green field (or "Short Grass"). It is a decent form of travel, but not cheap; without 'Wind' you might be stuck out over the water for a very, very long time. Only time you must use it is to get to Serpents Spine.

Note: The Balloon will always reset to appear outside of Hythloth if you exit the dungeon; even if you've already flown it to somewhere else.

Moongates

Moongates appear outside of each of the eight major cities. The moon will cycle through its phases only when you are outside in the world map. For each phase of the western moon (named Trammel), the eastern moon (named Felucca) will have 3 phases.

Left Moon[City you're in] > Right Moon[Travel destination]

(Britain > (} Yew, () Minoc, {} Trinsic

(| Jhelom > |) Skara Brae,) Magicina, * Moonglow

(} Yew > (Britain, (| Jhelom, (} Yew

() Minoc > () Shrine of Spirituality, {} Trinsic, |) Skara Brae

{ } Trinsic >) Magicina, * Moonglow, (Britain

|) Skara Brae > (| Jhelom, (} Yew, () Minoc

) Magicina > {} Trinsic, |) Skara Brae,) Magicina

* Moonglow > * !!, (Britain, (| Jhelom

!! - Does not take you anywhere, but search the ground for the Black Stone after stepping in it.

Cities, Towns & Castles

Cities are towns that are related to a moongate and have an associated virtue. Towns are like cities, but have no moongates and no associated virtue. Castles offer fewer services than towns but have special items or people in them.

Britain (106,83) (Compassion)

Britain is a small city, but has all the armor and weapons you need for a starting character. Together with Castle Britannia, it's makes a great staging point. It's moongate is to the northeast, in a small field.

- Iolo (Bard team member)
- Rune of Compassion - Is at the foot of the stairs in the Inn.
- Bar: (tip: 100g : Watch thy step in the dungeon!)

Shops

- Healer
- Inn
- Armor(Cloth, Leather, Chain)
- Weapon(Sling, Staff, Sword)
- Bar

People

- Beggar

Items

- Rune of Compassion

Jhelom (220,38) (Valor)

Jhelom is on an island, southwest of the mainland. It has some weapons and armor that aren't sold elsewhere. The Shrine of Valor is directly south on an island.

- Geoff (Fighter party member)
- Rune of Valor - In the south building, use the key on the door to your left. Go left through the wall and into the basement. Head north through the wall and into the room with blue squares. Half the time, a ghost will be in there. The Rune is in the corner in a patch of 'Pain squares'.

Shops

- Inn
- Healer
- Bar(50,100 nothing)
- Armor (Leather, Chain, Plate)
- Weapon (Bow, Staff, Axe, Sword)

People

- Monster NPC

Magicina (169,187) (Humility)

Magicina is populated only by friendly monsters. There are no shops here, and there's poison swamps everywhere. To meet Katrina, head south when you enter the town, and go downstairs. The Robe is also in this room behind the locked door. Magicinas' Moongate appears to the south.

- Katrina(Shepard Party member)
- Flute - downstairs in the middle of the city.

Shops

- None!

People

- Monster NPCs

Items

- Robe (Key required)
- Flute

Minoc (20,159) (Sacrifice)

Minoc is a small city in the north mountains of the mainland. Zircon the smith is here, and when you give him the Scale, he can make a +2 Axe only Geoff can use. Minoc is also located very close to two dungeons. The Moongate is outside the valley, on the eastern coast.

- Julius (Tinker team member)
- Rune of Sacrifice - Inside Zircon the smithy's furnace, in the far corner.)

Shops

- Inn
- Weapon(Club, Axe, +2 Sword, +1 Axe)

People

- Zircon
- 3x Beggar
- Question NPC

Items

- Rune of Sacrifice

Moonglow (135,232) (Honesty)

Moonglow is the city of Honesty and is filled with mages. The shop 'Spells Unlimited' is here, and is the only one in the game. The Moongate is to the west, over the bridge. Get the Stone of Humility when you stop by here.

- Mariah (Mage party member)
- Rune of Honesty - Search 5 steps south of the brick patch

*See the Magic & Spells section for more info about 'Spells Unlimited'

Shops

- Inn
- Herb Shop
- Healer
- Spells Unlimited

People

- 3x Question NPC
- Fortune Teller
- Spell NPC = Sleep spell

Items

- Rune of Honesty

Skara Brae (128,22) (Spirituality)

Skara Brae is on a small island on the western coast of the mainland. Not much to buy here; but many people to talk to. A friendly ghost appears in the Inn sometimes. Its Moongate is right outside of town.

- Shamino (Ranger party member)

Shops

- Inn
- Healer
- Herb Shop

People

- Beggar
- Ankh
- Sheep
- Ghost

Trinsic (184,106) (Honor)

A good city with a lot of good shops. Also very close to many other parts of the world. Moongate is to the south, on the other side of the river.

- Dupre (Paladin team member)
- Rune of Honor - Search in the farmer's field.

Shops

- Inn
- Armor(Leather, Chain, Ring)
- Weapons(Club, Bow, Axe, +1 Sword)
- Bar

People

- 2x Question NPC

Items

- Rune of Honor

Yew (43,58) (Justice)

Yew is deep within the northwestern woods. There are many question NPC's here that you can speak to to raise your virtue in Honesty/Justice. Talfourd, a judge is a major question NPC.

- Jaana (Druid Party member)
- Rune of Justice - In Vorpals' locked prison cell, on the ground in the corner.

Shops

- Inn
- Healer

People

- 2x Beggar (1 behind locked door)
- 3x Question NPC's
- Spell NPC = Squish spell

Items

- Rune of Justice

Buccaneer's Den (157,136)

A pirate town. They sell some of the best weapons and armor available for purchase. Sail east from the poison coast north of Trinsic to reach it. There's a Herb Shop here too, and they sell Manroot. Press SELECT while at the Herb Shop to buy Manroot.

Shops

- Item Shop
- Bar
- Weapon Shop (X-Bow, +1 Bow, +1 Sword, Wand)
- Armor Shop(+1 Chain, +1 Plate)
- Herb Shop

People

- Beggar
- Question NPC

Cove (90,136)

A hidden town that is connected to an inner-lake north east of Britain. To get to Cove, either go to the inner lake and wait for a ship, or sail into the whirlpool in the north part of the inner sea. Also accessible by Balloon.

- Candle of Love - go through the fake wall and up the stairs on either side of the Ankh's Shrine.

Shops

- Healer

People

- Spell NPC = Gate Spell
- 2x Question NPC's
- Monster NPC

Items

- Candle of Love

Paws (146,97)

Paws is a small town located on the coast between Britain and Trinsic. Has the closest Herb Shop to Britain/Castle Britannia.

- Rune of Humility(key required) - In the stables, behind the locked door, Search in the south east corner.

Shops

- Bar
- Armor Shop(Ring, +1 Cloth, +1 Chain)
- Herb Shop

People

- Beggar
- Spell NPC = Reflect
- Question NPC

Items

- Rune of Humility

Serpents Spine (81,63)

Serpents Spine is in the mountains northwest of Britain. It is only reachable by the Balloon. The White Stone and Scale is here too if you want to make a +2 Axe.

Shops

- None!

People

- No Notable

Items

- White Stone
- Scale

Vesper (59,201)

Vesper is a far north-eastern town on the mainland. There are a lot of people here who talk about the virtue of Humility. North of Vesper is the Shrine of Sacrifice, to the east is the dungeon Deceit and the Shrine of Honesty.

- Bar - (50-90 asks for more, 100 or 500 = bye!)

Shops

- Inn
- Item Shop
(Sextant,Oil,Key,Torch)
- Weapon Shop(Bow, X-Bow, Sword)
- Bar

People

- Spell NPC = Destroy spell

Castle Britannia (107,87)

The Castle Britannia (and Britain) should be your home base. Its in the middle of the world, and offers services that no other towns or castles provide.

- Hawkwind - Tells you the status of each of your virtues.
- Hostel - A regular Healer, but also the only place you can drop off party members or pick them up after you have recruited them.
- Lord British - Teaches you about many things. Also, will level a character up when they reach the right amount of experience. He can heal all your members to full HP/MP if you ask him about "Health" and say 'no'.
- Rune of Spirituality - on the first floor, near the lone mage. Pass right through the wall, search in between the three chests.

Shops

- Hostel

People

- Hawkwind
- Lord British
- Spell NPC = Tremor(Mage on first floor)

Items

- Rune of Spirituality

Lycaenum (107,219) (Truth)

Lycaenum is the stronghold of Truth, where they value it highly. There is also a telescope here, the small flashing lights indicate the main cities (most are shown) and the large flashing lights are Shrines.

- Book of Truth(Key required) - Inside the library search at the foot of the bookshelves to find it.
- The Sword of Paradise is here for the Avatar.

Shops

- Healer

People

- Spell NPC = Life
- Spell NPC = Negate(key Required)
- Question NPC
- Telescope

Items

- Sword of Paradise
- Book of Truth

Empath Abbey (50,29) (Love)

Not really much going on in Empath Abbey at all. Talk to people, and come to get the Exotic Armour when you have mastered all of the 8 virtues.

Shops

- Healer

Items

- Exotic Armour

Serpent's Hold (241,146)

Not much to do here in Serpent's Hold, except to learn the Jinx spell.

Shops

- Healer

People

- Beggar
- Spell NPC = Jinx Spell
- Question NPC
- Monster NPC

Castle of Britannia's Shrine (235,215)

Located to the southwest of the volcanic island. This strange little 'shrine' is where you initially speak to Lord British at the beginning of the game. After that though, you cannot enter the chambers, and the only thing to do is speak to the three guards about the Abyss or go downstairs into an empty room.

Shops

- None!

Items

Torch	Lights up your path when in a dungeon for a set period of time. If you have a character with MP, cast LIGHT instead, it only uses 1 Ash, which is half the price of 1 torch.
9g	
Item Shops	

Gem	Has two uses; 1) Lets you look at the world map when outside, 2) Lets you look at a map of the current dungeon floor you're on. No effect when used in battles or in a town/city. As an added bonus, if you use it outside it will destroy any enemy ships on screen.
12g	
Item Shops	

Oil	Oil is a ranged attack item any character can throw at enemies. Does between 8-13 damage, and creates a red pain square where it hit the enemy (except when striking an enemy in the water).
5g	
Item Shops	

Key	Opens locked white doors. Required to complete the game. Many special items and NPCs are behind locked doors. Once you buy the Key, it is permanently in your inventory. Items Attainable with key: Book, Rune of Humility, Rune of Justice, Rune of Valor, White Stone, Scale, Robe.
2000g	
Item Shops	

Sextant	Displays coordinates of your current position. A must for finding Fungus and very helpful for navigating the world map. (Press SELECT while viewing shops inventory)
900g	
Vesper Item Shop*	

Horn	<p>Used near the Shrine of Humility. When you enter the area where you can see the shrine, using it 'will make a weird sound'. You must use it every step of the way or else you will be forced to fight hordes of enemies.</p> <p>The horn is on a small island directly west of Moonglow..</p>
Free	
(129,179)	

Flute	<p>If used by a Shepard, it will attempt to put all onscreen enemies to sleep. No effect outside of battle or when used by non-Shepards.</p>
Free	
Basement in center of Magicina	

Skull	<p>Directly east of Serpents Hold (or north of Minoc), only accessible by ship. In the corner of the three volcano shoal.</p> <p>The skull will kill everyone/everything in a battle or town area. One use anywhere will reset your all 8 of your Virtues to 'Very Poorly'.</p>
Free	
(245, 197)	

Candle of Love	<p>Used to enter The Abyss. In Cove, enter the shrine and go through the passable wall to the top left. Then go through the wall north, it is in the chest.</p>
Free	
Upstairs in Cove's shrine	

Bell of Courage	<p>Used to enter The Abyss. In the middle of a small shoal in the sea.</p>
Free	
(208,176)	

Book of Truth	<p>Used to enter The Abyss. In Serpents Hold, open the door to the library with the Key. Search the floor in the middle of the second shelf on the left.</p>
Free	
Serpents Hold(Key Required)	

The Three Keys

The Three Keys are required to finish the game. To get the Keys, you must take the stones to the appropriate altar for each of the three Principles.

- The Stone of White (Spirituality) is required for obtaining every key.

Key of Truth	Obtained from the Altar room of Truth. Put the stones of Honesty(Blue), Justice(Green), Honor(Purple) & Spirituality(White) into the Altar to get the key. Used at the end of the Abyss to get the Codex.
Altar of Truth	

Key of Love	Obtained from the Altar room of Love. Put the stones of Compassion (Yellow), Sacrifice (Orange), Justice (Green), Spirituality (White) into the Altar to get the key. Used at the end of the Abyss to get the Codex.
Altar of Love	

Key of Courage	Obtained from the Altar room of Courage. Put the stones of Valor (Red), Sacrifice (Orange), Honor (Purple), Spirituality (White) into the Altar to get the key. Used at the end of the Abyss to get the Codex.
Altar of Courage	

Weapons & Armor

Weapon	Price	Class	Damage
-----Ranged-----			
Sling	90	All Classes	8-12
Bow	680	+Pa,Ba,Ti,Dr,Fi,Ra	18-20
X-Bow	1400	+Pa,Ba,Ti,Dr,Fi,Ra	27-39
+1 Bow	4000	+Pa,Ba,Dr,Ra	35-50
-----Hand-----			
Staff	20	All Classes	14-18
Club	100	All Classes	22-31
Sword	400	+Ra,Pa,Fi,Ti,Ba	40~45
+1 Sword	800	+Pa,Fi,Ti	48-52
+2 Sword	1500	+Ra,Pa,Ti,Ba	67~75
Axe	225	+Ra,Pa,Fi,Ti,Ba	33-39
+1 Axe	3500	+Pa,Ti	40-50
+2 Axe	Free**	+Fi	62-67
Wand*	6500	+Ma,Dr	43-50
Sword of Paradise	Free	All Classes	90-99

*Counts as a hand & a ranged weapon. Unequip your ranged weapon to be able to use it as both.

**Acquire and give the Scale of Zircon to the smith in Minoc to receive this weapon.

Armor	Price	Class
Cloth	50	All Classes
+1 Cloth	1200	+Pa,Ba,Ti,Dr,Fi,Ra
Leather	200	+Pa,Ba,Ti,Dr,Fi,Ra
Chain	600	+Pa,Ba,Dr,Ra
+1 Chain	4000	+Ti,Pa
Ring	800	+Ra,Pa,Dr
Plate	2500	+Fi,Pa,Ti
+1 Plate	7000	+Pa
Robe	Free	Shepard only
Exotic Armour	Free	All Classes

Dungeons

The object of dungeons is to receive the stone associated with that dungeon. There are Treasure Chests on the ground, Springs which will positively or negatively affect you, and Magic Balls. Dungeons are the best way to make money in the game.

The dungeons are in a first-person view, except when engaging in battles or going through 'rooms'. Random battles in dungeons do not award you with treasure chests.

This guide doesn't have a step-by-step walk-through for dungeons. I advise getting some Gems or Herbs for the 'View' spell and navigating yourself. Besides, you may have different goals in dungeons that require different pathways. Random Battles occur in dungeons, but also some rooms you enter will be a battle room. In these rooms, the four exits represent the compass directions possible when leaving.

In a dungeon, its best to come with a party member or two. Everyone should have a ranged weapon, and one person should be able to cast spells. Dungeons are very hard with only the main character. Have a map or stock up on Gems before entering a dungeon. Make sure to stock these herbs: Ash, Silkweb, Moss, Ginseng and Garlic.

Magic Balls

Permanently increases INT, DEX and/or STR and deducts HP from the person who touches it. The more stats they give, the more HP they remove. Different Balls in the same dungeon have the same effect. The rule is 200 HP drained for +5 stat in a category. Magic balls will disappear after touching them and will reset once you exit a dungeon.

Springs

The springs in dungeons will affect you one of four ways. To reuse a spring, SEARCH or take a step back, then a step towards the spring after using it. When I mention a Spring 'facing south' I mean that the Spring is facing south, you however will be face-to-face with it when you're looking north.

- Delicious - HP/MP restored, Poison removed
- Poison - Poisons the person who tasted the water.
- Nothing - Has no effect on the taster.
- Terrible - Reduces tasters' HP a bit

Covetous (27,156)

Southwest of Minoc, on the shore. Only accessible by boat. Easy to get to the Ball and Spring, but hard overall. One of the few Dungeons with a 'Delicious' spring. Use the Balls to raise your stats then drink from the spring to restore your characters.

- Magic Ball: -400hp INT +5, STR+5

Level 1 Spring(facing south) = Delicious, Spring(facing north) = Nothing
Level 3 Ball
Level 4 2x Chests
level 5 10+ Chests
level 6 3x Ball
Level 7 Stone Room
Level 8 Altar Rooms(Love, Courage)

Deceit (73,240)

Deceit is located on a small island east of Vesper. Sail east from Vesper and follow the coast to the south and around the mountains and then go north and east a bit. It's easy to get to the fifth floor of the dungeon, after that it gets harder. One of the best dungeons to get chests from. In level 6, you have to double-back to level 5 to get up to level 7.

- Magic Ball: -200HP DEX +5

Level 1 Spring = Nothing
Level 3 Ball
Level 4 14x Chests
Level 5 Ball, 7x Chests, Spring = Poison
Level 6 Ball
Level 7 Stone Room
Level 8 Altar Room(Truth)

Despise (67,91)

In the mountain range north of Castle Britannia, enter from a valley in the east. A very easy dungeon.

- Magic Ball: -200HP INT +5

Level 1 Spring(facing east) = Poison, Spring(facing west) = Delicious
Level 4 Spring = Nothing
Level 5 Stone Room
Level 6 Spring = Nothing
Level 8 Altar Room(Love)

Destard (168,72)

In the mountains directly west of Trinsic. Walk west from Trinsic, when you hit the mountains circle around them from the south and enter near the shore. Medium to hard difficulty.

- Magic Ball: -200hp STR +5

Level 2 Spring(facing west) = Poison, Spring(facing north) = Nothing
Level 3 2x Ball, 2x Chests
Level 4 17x Chests
Level 6 2x Ball
Level 7 Stone room
Level 8 Altar Room(Courage)

Hythloth (240,239)

It's entrance is in the back of Castle Britannia; Key required. The main dungeon, the hardest dungeon. It has no Stone inside it, and no treasure chests. It is however the only dungeon that connects to all three stone rooms and therefore all other Dungeons. If you cast Exit or leave from the 1st floor of Hythloth, you will appear next to the Balloon.

- Magic Ball: -600hp INT +5, STR +5, DEX +5

Level 1 Ball, Stone Room - no stone
Level 3 Ball, Spring = Poison
Level 5 2x Ball
Level 8 Altar Rooms(All 3)

Shame (73,240)

West of Castle Britannia, only accessible by boat. Follow the coast north of Skara Brae and sail down the river from the coastline. To get inside you have to step on poison patches.

- Magic Ball: -400 hp STR +5, DEX +5
- Level 7 - Step on the poison patch in the bottom right corner of the large room to open the east wall to the stairs.

Level 1 Ball, Spring = Terrible
Level 2 Stone Room
Level 4 Ball, Spring = Poison
Level 6 22x Chests
Level 8 Ball, Spring = Poison, Altar Rooms(Truth, Courage)

Wrong (20,156)

On a northern peninsula west of Minoc and east of the Shrine of Justice, hidden in the mountains. Pretty easy until you get to level 8. Then it gets quite hard. This is a good Dungeon to gain stats from the Ball, since you can easy exit and heal at Minoc afterward.

- Magic Ball: -400HP DEX+5, INT +5

Level 1 Spring(facing north) = Delicious, Spring(facing south) = Nothing
Level 3 Ball
Level 4 7x Chests
Level 6 Ball, Spring = Poison
Level 7 Ball, 7x Chests, Spring = Nothing
Level 8 Stone Room, Altar rooms(Love, Truth)

Starting the game with a New Quest (Beginning the Game)

When you start your quest by selecting 'New Game' you get to input your name, then you will be asked a series of questions. These questions are moral choices and there is no 'right' answer. In fact, how you answer determines what character you will play the game as. The questions are all related to the 8 virtues and as you answer more questions you will whittle down your character choice. There is no going back after you answer any of the questions, so use the character section to cross-reference your choice.

General Walk-through Strategy

The main objective, to become the Avatar has no direct linear way to accomplish it. Although there are certain steps that must be accomplished, you can accomplish them in any order.

- * Collect all the runes for the 8 virtues from the main Cities.
- * Collect all the stones for the virtues from the dungeons.
- * Collect the Three Keys from the dungeon Altar Rooms.
- * Become worthy and gain partial avatarhood in each of the virtues.
- * Obtain the Bell of Courage, the Book of Truth, the Candle of Love, and the Skull of Mondain.
- * Enter and fight through the Stygian Abyss.

You will start in "Castle Britannia's Shrine" where Lord British sends you on the quest. You can walk around and speak to him or the guards in the castle. After that, exit the shrine and you will appear next to the City of your character's virtue.

Go into the City you appear next to, and begin by speaking to people in town and getting equipment. Heavy classes should at least have a Sword & Leather, Lighter classes a Club & Cloth. When possible buy a Sling ASAP. You will start with a small amount of herbs, so you may only need to buy more right now if you're a class that can cast spells.

There are mainly two ways to go from here: The Path of the Warrior, or the Path of the Spirit

Path of the Warrior

This path is more of a traditional RPG path - fighting, gearing up and entering dungeons for treasure. It is more challenging, but it is also less solitary and more group oriented.

- * Save money to buy some decent equipment
- * Level to at least 4 to be able to get a Ship
- * Recruit a 2nd or 3rd party member.
- * Pick some dungeons to get gold from (Deceit is good) or Use the 'Easy Gold Trick'
- * Buy a Key
- * Collect all the runes to enter the shrines
- * Seek out the 6 stones in the dungeons, and then the other 2 stones
- * Be virtuous, become the Avatar and get the Exotic Armour/Sword of Paradise
- * Collect the Skull, Bell, Book, Candle and the Three Keys
- * Enter the Abyss

Path of the Spirit

Using this way, we will try to get partial avatarhood in all the virtues before doing most of the adventuring. You'll be spending most of your time in cities, only some in the field fighting. At first you will travel between the main cities via Moongate.

- * Travel to all the cities, getting the Runes for the Shrines and talking to any important NPCs.
- * Recruit party members as you travel.
- * Save money up for the Key.
- * Visit the Shrines whenever possible and always meditate for highest number of cycles.
- * Keep up with Hawkwind, when ready meditate at the Shrines and become the Avatar
- * Obtain the Sword of Paradise and the Exotic Armour
- * Adventure out to fringe cities, getting the special items and the Skull, Bell, Book, Candle
- * Take on the Dungeons to get all the stones and all the Three Keys
- * Enter the Abyss

The Stygian Abyss

The Abyss is the final dungeon in the game. It is located on the southeastern most island and its entrance is a volcanic hole. Only your main character may enter The Abyss, if you approach it and try to enter with other characters, they will be left outside.

To get to the Abyss, sail in from the west to a small shore about midway through the island. Traverse the ground walking south until you see a hole that has 3 lava streams coming off of it. At the entrance, use the Skull and it will be thrown into The Abyss. Then use the Bell of Courage, the Book of Truth and the Candle of Love - in that order - to enter The Abyss.

The Abyss has a lot of rooms on each level and can get very disorienting very easily. Check your level 'map' often and search for special squares to make secret walls open in the rooms. In each level there is a 'Stone Room' where you have to answer the question put forth to pass on to the next level. Each question is virtue related and requires the use of the correct color stone to pass on.

Shepard Guide

The Shepard is the weakest character in the game. Although this guide basically follows "the Path of the Spirit", it has a few tweaks for using the Shepard. It also functions as kind of a speed guide, and uses a shortcut to advance quickly in a few virtues.

When you begin in Magicina, grab the Flute from the middle of town. Then take the moongate to Skara brae or Trinsic. Recruit Shamino or Dupre (depending on city) If you went to Trinsic, get the rune of Honor. If you went to Skara Brae, remove your Poison at the Healer (if not you'll have to wait until Britain in the next step).

Take the moongate to Britain. Buy a Club for yourself and 2 Slings. Sell your staff, equip your Sling and give the other Sling to your companion. Go to Castle Britannia, get the Rune of Spirituality and find the Evil Tree in jail on the second floor. (Go through the hidden wall in the right side of the first floor). Talk to it 8 times, to max out every virtue but Compassion/Valor/Sacrifice/Honesty.

Head south to paws, fighting everything on the way. When you get to Paws, go to the herb shop and buy 1 ash and overpay 3 gold and give gold to the beggar too. Leave Paws, walk 18 squares, go back in Paws and do it again (12 times total).

Go back to Castle Britannia. Talk to Hawkwind, you'll be worthy of avatarhood in Honesty & Compassion. Fight outside of Castle Britannia, earn 2000 gold and level 4. Give blood at the healer in Britain, then go to Shrine of Compassion to meditate for 1 cycle.

Take the Britain moongate to Minoc (or walk). Stay at the inn, give to the beggars and get the Rune of Sacrifice. Take the moongate to the Shrine of Spirituality and meditate for one cycle.

Go south east to Vesper (meditate 1 cycle at the Shrine of Sacrifice if wanted)(get manroot on way if wanted) Buy a Key, and stay at the inn.*

*From here you can sail east to the Dungeon Deceit, grab the 14 chests then leave. I would recommend it, but its not a must. You can then go back to Vesper to buy your companion a Bow or X-Bow.

Sail south along the west coast of Verity Isle, and go to Moonglow. Get the Rune of Honesty. Leave, and wait for the double new moon and to get the Black Stone.

Sail directly west from Moonglow, stop on the island and get Horn. Sail directly south to Magicina, and get the Robe out of the chest.

Take the moongate there to Trinsic. Go south west and to the Shrine of Honor. (Go to Trinsic and buy a Bow if you didn't get one from Vesper earlier).

Shepard Guide (continued)

Take the moongate back to Britain/Britannia, check on virtues with Hawkwind at the castle. You should be worthy of avatarhood in Valor by now. Then give blood at the Healer and use the Inn. Go to Paws, and get the Rune of Humility. Then go back to Britain. Give blood at the Healer again.

Take the moongate to Yew, get the Rune of Justice from the jail cell. Give blood at the Healer there and stay in the Inn. Head north east to the Shrine of Justice. Again, meditate for one cycle. Return to Yew.

Take the moongate to Jhelom, and get the Rune of Valor. Wait for a Ship and go to the Shrine of Valor. Meditate at the Shrine for one cycle. Walk around a bit outside of Jhelom, get in a few battles, then go give blood at the healer.

Take the moongate to Skara Brae, then take the moongate to Minoc. Walk southeast to the Shrine of Sacrifice and meditate for 1 cycle. Go south to Vesper. Stop by the town if you need anything. Grab a Ship off the shore and sail east > southeast > then north around the coast to the Shrine of Honesty. Meditate for a cycle and sail south hugging the eastern coastline.

After passing Verity Isle, keep going south and a little west. Head into the northern bay and down to the mouth of the bay; land and walk south. In the screen where you see the shrine, use the Horn, take 4-5 steps and use it again (same thing on the return to the Ship). Go into the Shrine of Humility and meditate for a cycle. Congratulations! You're the Avatar!

Leave this island and head north back to Verity Isle, hugging the western coast. Enter Lycaenum when you see it. Go up the stairs and grab the Sword of Paradise! Also pick up the Book of Truth while you're here.

Go south to Moonglows' moongate and take it to Britain. Take its moongate to Yew. Head west to Empath Abbey. You'll find the Exotic Armour in the chest there!

Now, the decisions come down to you. Since you're the Avatar now, the Shepard will get 99 MP and thus can cast spells. You might want to keep a companion with you. (Dupre or Shamino works fine). You can still recruit anybody and easily level with them since you'll still be level 4. Get them some nice armor and weapons-a high level bow or a wand for the mages - since you wont need to be buying equipment for yourself.

You're also only 1/2 done. You still need: 7 stones (6 from dungeons), the Skull, the Candle of Love, the Bell of Courage, and all 3 keys. Get to it!

Quick Virtues

It can take a long time for virtues to build up to being worthy of avatarhood. Here is a few very, very quick ways to build virtues. (These tips assume you start from 'well' status in each virtue.)

Humility/Justice/Honor/Spirituality

In Castle Britannia go through the fake wall on right side of the 1st floor. Take the stairs up. Go down, and then left, passing through the fake wall. Talk to Tree on 2nd floor 8 times, answering 'No' each time, to max out these virtues.

Compassion/Sacrifice/Honesty

The game mechanics are setup as such that some actions will only give you virtue after you have taken the action and walked 20 squares, or waited outside for 1 full cycle of the eastern moon. Do these actions once, then walk or wait, and repeat them to max out the virtue.

Honesty - Go to the herb shop, buy 1 Ash and pay 3 gold (overpay by 1 gold).

Compassion - Give gold to a beggar

Sacrifice - Give blood at the healer.

Valor

There is no super quick way to level Valor; but, if you kill every monster that attacks you, and do not run from any battles, you will master it fast enough.

Easy Gold trick

- 1) Enter Hythloth from Castle Britannia. (Key required)
- 2) Go down to level 8, walk west to the end and walk north to the altar room.
- 3) Exit the Altar Room from the east to enter the dungeon Shame.
- 4) Walk east then south. Enter the room.
- 5) Fight the 5 dragons and 1 brontosaur. Exit the room from the west.
- 6) Follow the path and take the ladder up. Turn west, and take the ladder up.
- 7) Walk 2 squares north, then walk east through the fake wall.
- 8) Collect 22 Treasure Chests!
- 9) Exit and go back the way you came. (upstairs through Shame)
- 10) At the dragon/brontosaur room, exit north.
- 11) Go into the Altar Room, and go back into Hythloth
- 12) Go back into Shame and repeat the process. **Or** Cast Exit and use the Balloon. **Or** you can find another dungeon to exit from via the Altar rooms.

Secrets

The 'Wheel' is an item in the game but cannot be acquired through normal gameplay(as far as I know). You can obtain it by hacking your sav states or using another game-altering tool. The only use I've seen for it is using it when you're on your own Ship. It will state "(Your name) places the Wheel on the ship. It glows with a strange light." I have no idea what this might do...