

Ultima: The Black Gate FAQ/Walkthrough

by Metalcoremilk

Updated to v0.9 on Apr 20, 2011

Welcome to the OVERHAULED edition of ULTIMA VII: THE BLACK GATE WALKTHROUGH

By: MiLk (GAME WALKTHROUGH modified from Andrew Cushen's [Thanks guy])

I used his walkthrough SIMPLY to help conserve you, the reader, time.

I'm lazy; E-mail me if you have questions.

-[milkman123186@yahoo.com]-

(If you need info on the dungeons, check the dungeon FAQ out.)

I'm also making maps for them (That's right...ALL of them)

*I'm still working on this :/ *

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[1.0]

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[General Instructions/FAQs]
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This game has probably the most open game play I've ever came across.
The "better" version on this game is on PC it was ported into SNES (poorly).
This might be the only thorough walkthrough available,
so I've decided to update it (slightly).

The controls are simple A & B to use the items that are equipped.

Use/Equip spells from spell book with L & R.

START opens up your inventory.

Y is your main button to open doors, push things, and operates things.

X casts spells once equipped.

Almost all doors are opened with skeleton keys that are found everywhere,
but doors with gargoyles above them need a spell,
and most of the time steel doors are opened with levers/smitches.

BEWARE of fairies, they steal your items, but also drop potions!

If you stay close to the path, FEWER enemies appear *sometimes disappear*

You can save on skeleton keys by letting the NPCs open doors.

You can gain some HP by drinking water from a fountain *Throw coins for more*

You can reach EVERY island on the map, except one. (See Unanswered Questions)

You can Levitate HORIZONTALLY over mountains.

You can Enter "Hidden" doors on buildings. (Doors on the W and N of buildings)

You can Sell to merchants *BUT THEY ONLY HOLD a certain amount of items*

You can equip almost anything, and beat things with them. :)
You get a spell book to cast spells right after your first quest.
The Spell Locating is how you get to the map (costs 1 ankh).
You also level up in the game, and get gold.
You will also notice once outside it will turn "night".
Use your bedroll at night and recover HP (when no enemies are near).
For fun, you should kill some sheep and horses.

[1.1]

=====[Magic System / Spell List]=====

Set the spell to L & R buttons from the spell book!

Your magic is represented by ankhs underneath your HP.

Each spell uses a different amount of magic,
your magic does regenerate (slowly) on its own.

This is a list of the spells and what they do with how much magic it costs:

| Spell | Description | Level | MP |
|---------------|------------------------------|-------|--------------------------------|
| Locating | Displays map and you | 1 | 1 |
| Kal Lor | Transport to King | 1 | 0 (TAKES HALF YOUR EXP & GOLD) |
| Illumination | Lights up room TEMP | 2 | 1 |
| Healing | Heals 2 HP | 2 | 1 |
| Ring of Fire | Fire around you | 3 | 2 |
| Unlock Door | Unlocks NORMAL doors | 3 | 2 |
| Lifting | Lifts object in front of you | 4 | 3 |
| Explosion | Blow up cracks | 4 | 3 |
| Levitation | Fly over counters/walls/etc | 5 | 4 |
| Unlock Magic | Opens Gargoyle Doors | 5 | 4 |
| Great Heal | Heals 8 HP | 6 | 2 |
| Water Walk | Walk over shallow water | 6 | 5 |
| Invisibility | Invisible Temporarily | 7 | 6 |
| Teleportation | Set an area to Teleport to | 7 | 6 |
| Invincibility | Invulnerable Temporarily | 8 | 7 |
| Tremors | Quake (No affect on flying) | 8 | 7 |

[1.2]

=====[The BEST Equipment LIST]=====

Short-Range Weapon - Morning Star (My Opinion)/Glass Sword
(If you use my PAR code it won't break {Emulators only})

Long-Range Weapon - Magic Bow/Boomerang

Magic Weapon - Hail Storm Amulet/Magic Fireball Ring

Armor - Flame Armour

Helmet - Great Helm/Caddelite Helmet

Shield - Shield of Reflection

Boots - Swamp Boots/Scale Boots

[2.0]

=====[WALKTHROUGH]=====

###Before you start!!!###

(These are the buildings in Trinsic that hold your starting equipment)

Mace - Basement of SW house

Leather Armour - Conner's Basement

Wooden Shield - Conner's Basement

Helmet - Inside Dock house (Outside the south exit of Trinsic)

Leather Boots - Spark's Basement

###END on Equipment###

EASY FIRST LEVELS!!!!

Beat slimes in conner's basement with a LOW LEVEL weapon so they duplicate.

TRINSIC

Talk to Iolo, ask about 'Crime.'

Talk to Finnegan the Mayor, ask about 'Crime.'

Talk to Spark, ask about 'Crime,' 'Note,' and everything else.

Talk to Klog; ask about 'Crime,' 'Eliza and Abraham'.

Talk to everyone else in Town:

[] Petre []Ellen []Alfred []Conner

Talk to Finnegan, give Report. Tell him it was Hook. Get Password Blackbird.

Talk to gate guard. Give password of 'Blackbird.'

Go to Gate. Hit 'Y' to open gate.

Now you should head to Britain (Skip PAWS for now).

TRINSIC (Side Quests)

NONE

TRINSIC (Items)

Whip, Hammer, mace, Leather Boots, Leather Armor, Wooden Shield, Dagger

Under top fountain MORNING STAR

Use Lifting on Boulder to West Chain Mail

BUY Bedroll, Broadsword

Now that the gate is open, you can almost go anywhere in this game.

This makes locating where to go next, kind of difficult,

so they made a way to reference the next area you should go:

You will find that every new place you go mentions the "next"

location of Eliza & Abraham. This is how to pick up the plot if you get lost.

TRINSIC - Klog says they went to Britain.

BRITAIN - Batlin says Minoc. You need to become a Fellowship member.

MINOC - Elynor tells you they've gone to Paws.

PAWS - Learn from Samuel they've gone to Britain.

BRITAIN - Once you finish Destard, Batlin says they've gone to Vesper.

VESPER - Cador says they've gone to Moonglow.

MOONGLOW - Rankin says they've gone to Terfin.

TERFIN - Quan says they've gone to the Meditation Retreat.

MEDITATION RETREAT - Crispin says they've gone to Buccaneer's Den.

BUCCANEER'S DEN - Danag says they're at the house of games.

BRITAIN

Talk to Lord British. Learn about 'Something' (get Spell book) and Batlin.
Talk to Chuckles. Play the Game. Read scroll (twice).
Discover that you need to join the Fellowship.
Talk to Batlin. Ask to join the Fellowship.
Get package to take to Elynor in Minoc.
Ask Batlin about 'Eliza and Abraham.'
Buy the Magic Boat from Clint.
Ask Clint about 'Crown Jewel.'
Open package from Batlin and read scroll (Optional).
Don't worry about opening the package. You won't be penalized.

BRITAIN (Side Quests)

"Free Weston" Quest -NOTHING-

Talk to Weston in the Prison, in the Northwest area of town.
Learn of situation.
Talk to Flick, the Warden. Tell him Weston's story.
Talk to Weston. Tell him what Flick said.

"Bill of Law" Quest -NOTHING-

BRITAIN - Talk to Inwisloklem. Get law scroll to take to Cove. Read scroll.
(It is the text for the law.)
COVE - Talk to Lord Heather. Give him Law scroll.
The rest of the people in Cove will react to your bringing the Law.

"Inamo's Parents" Quest -NOTHING-

Talk to Wislem. Offer to tell Inamo's parents.
He tells you to go to Terfin, and see Draxinusom.
TERFIN - Talk to Draxinusom. He tells you Inamo's parent is Teregus,
the gargoyle that tends the pedestals North of town.
Talk to Teregus. Tell him about kidnapping.
BRITAIN - Talk to Wislem. Tell him how they took the news.

BRITAIN (Items)

Leather Armor
Magic Door NW Money
Magic Door NE Broadsword, Leather Boots
Magic Door Castle Scale Armor, Mace, Wooden Shield
BUY Bow, Torch, Wind Sword, Spear

COVE

Talk to Rudyom. Learn about 'Wand.'
Find and read his notebook.
Retrieve his wand from Swamp Dungeon, North of his house.

COVE (Side Quests)

-None-

COVE (Items)

(In Well) Water Sword, (Rudyom's) Swamp Boots
Magic Door SW Money, MP
BUY Target Sheild

MINOC

Talk with anyone in town (except Nathan). Ask about 'Kidnappings'.
Talk with Nathan. Ask about 'Kidnappings.' Take Knife (Serpentine Dagger).
Talk with Elynor. Deliver package.
Talk to Felipa the gypsy. Get fortune told. Don't make fun of her speech!
Be sure to ask about 'Emps'.

MINOC (Side Quest)

-NOTHING-

MINOC (Items)

Lots of Blackrock

Magic Door NE Helmet, Scale Armor, Torches

BUY Morning Star

Talk to townsfolk. Learn that Owen is an idiot.

Talk to Julia. She points you to Karl, the Mountain man.

Find Karl: go Southwest from Nathan's sawmill, following the water's edge.

Talk to him about Owen's plans. Get plans from him.

Just SouthWest of his house is a Serpentine Sword in a chest in the rocks.

Take plans to Julia. She will find the flaw in the plans' design.

Take plans to mayor (Burnside). Tell him what Julia said.

Tell Owen about 'plans'.

(#) EASY MONEY(#)

Easiest way to make money costs magic.

Level up a few times (Lvl. 8 preferred), and grab a magic boost or 2.

Go to Minoc

Go South of the lumber mill.

That big rock you see has 90\$ under it.

Use lifting and go in and out of the lumber mill.

If done correctly your prize is 450\$. (90\$ x 5 times)

If you have enough magic.

BRITAIN *Second*

Talk to Batlin. He sends you to Dungeon Destard.

PAWS

(Dungeon Destard) Find entrance by walking W from SW most house.

Search the Chest in the center of the Dungeon you'll find it empty.

(If you choose to become a Fellowship member)

Return to Britain and speak to Batlin.

PAWS (Side Quests)

"Benjamin's Honor" Quest -Healing Bracelet-

Talk to Frances, the mayor, at the Courthouse. Accept the quest.

Talk to Fuqua at the Salty Dog Tavern. He denies everything.

Talk to Loomis, the Innkeeper. He tells you about Gaydos.

Talk to Gaydos, the Treasurer, at the Courthouse. Ask him about 'light.'

He tells you about what he saw, and he gives you a knife blade.

Talk to Fuqua. He tells you that his son, Benjamin, did it.

Talk to Benjamin at his house, to the W from the Salty Dog.

Confront him. He confesses, and returns the plaque.

Take the plaque to Samuel at the Fellowship Hall.

Go back to The Mayor. She will give you a Healing Bracelet.

PAWS (Items)

Blackrock, Axe

Magic Door SW Broadsword, Torches

Magic Door SE Scale Armor, Wood Shield, Axe, Healing P., Leather Boots

BUY Nothing Special

YEW

Go to Empath Abbey. Talk to Taylor the Monk. Buy a Smoke Bomb.

Learn about 'Emps,' 'Wisps', and 'honey'.

Go to High Court. Read records. Learn about Hook.

Go to Prison. Talk to the prisoner D'Rel - Ask about Hook.

Learn that he lives at Buccaneer's Den.

BEE CAVE - Enter and get Honey- search the honeycombs.
FOREST - (With honey in inventory) Talk to Emps.
To find them, walk East from about 3 or 4 paces South of the Graveyard.
Ask about 'Wisps'. Give Honey, get Magic Lantern.
FOREST - At night (with Lantern in inventory) Talk to Wisps. To find them,
walk North from the West side of the Emps' campfire.
Be sure to walk slowly, and to go at night.
You will hear the music change, then you'll see a little blue diamond shape.
This is a Wisp! Talk to it.
Learn about Information. They send you on a quest for Alagner's Notebook.

Yew (Side Quests)

-NONE-

Yew (Items)

Broadsword, Torches

BUY Earth Sword, Wood shield

JHELOM

This area holds nothing as far as the main story goes.

JHELOM (Side Quests)

"The Library of Scars" -SWORD STORM AMULET-

Talk to Sprellic (Mayor). Learn of the Duel.

Talk to Master De Snel. Learn of Sprellic's "Masterful Arts". HA ha

Talk to Vokes (Next to Snel). Learn of Kliftin's stitchings.

Talk to Kliftin (Far South house.)

GET A PIECE OF CLOTH!

Give cloth to Kliftin. Get Banner.

Give NEW Banner to Master De Snel.

Talk to Sprellic and receive SWORD STORM AMULET!!!

Jhelom (Items)

Broadsword

Magic Door SW Wood Shield, Torches, Leather Boots

BUY Chain Mail, Plate Mail, Fire Sword

NEW MAGINCIA

Talk to Alagner. Learn about 'Notebook.'

Agree to seek the true knowledge, and to return with the answers from Cain.

New Magincia (Side Quests)

-NONE-

New Magincia (Items)

BUY Torches

SKARA BRAE

Talk with inhabitants. They will ignore you except for Beynard.

Talk with Mistress Mordra in the Northwest part of town.

She tells you how to rid the town of the liche Rudolfo.

Trent the Blacksmith was working on a Magic Cage,

and you need to get Trent to remember Rowena so he'll finish the Cage.

Mordra casts 'Shade Speak' so you can talk to the people of Skara Brae.

Talk to Cain, the Apothecary in the Southeast area of town.

Get Magic Formula. Talk with Trent. Get Music Box.

Find Rowena in basement of house West of graveyard.

Trade Music Box for her ring.

Talk with Trent. Trade Rowena's ring for the Magic Cage.
Defeat Rudolfo.
Pick up his bones (they automatically go into the magic cage).

Put Magic Cage into Well:

press 'Y' to look into the well.

Press the 'R' button to move highlight box to the right side of screen.

Put highlight box on Cage, and press 'A' or 'B' to put Cage into well.

Then, press 'START' button to exit Well.

Use the Magic Formula: press 'START' while standing next to well,
then press 'Y' when the highlight box is on the Formula.

Talk to Horance. Talk to Cain. Ask about 'Answers.'

Skara Brae (Side Quests)

-None-

Skara Brae (Items)

Healing P., Leather Armor, Leather Boots, Wood Sheild, Broadsword

NEW MAGINCIA *Second*

Talk to Alagner. Tell him the 'Answers.'

Ask about 'Notebook'- it's in Dungeon Sagatious. Entrance is in his basement.

DUNGEON SAGATIOUS

Get and read Notebook.

FOREST NEAR YEW

Talk to Wisps.

Show them Notebook.

Find out about Time Lord.

The Wisps will activate your Orb of the Moons.

Use your Orb of the Moons. Walk through the gate.

SHRINE OF SPIRITUALITY

Talk to Time Lord. Find out about 'Ether.'

He tells you to see Penumbra, and that Alagner was kidnapped.

MOONGLOW

Buy the Potion of Awakening from Apothecary in SW part of town.

It will set you back 1000 Gold Pieces.

Find Penumbra, in the basement of the house in the Northwest part of Moonglow.

Give her potion(talk to her to do so).

Find out about the talisman in Vesper Mine.

At this point we recommend that you create a teleport token Penumbra's house,
as you'll be returning to her after each of the next few steps.

Remember that you can use the Moon Orb just about anywhere.

You should be checking with the Time Lord when necessary, too.

He'll guide you through the last few steps of the game.

MOONGLOW (Side Quests)

"Telescope" -Telescope-

Talk to Brion, He tells you to get a crystal from Addom.

Talk to Addom, buy crystal for \$100.

Talk to Brion, obtain Telescope.

MOONGLOW (Items)

Broadsword, Wood sheild, Leather Boots, Axe, Leather Armor, Helm, Healing

P.

BUY Potion of Awakening

VESPER

Retrieve Blackrock Necklace from Vesper Mine:

take the road West from Vesper, and follow the signs to the Mine (S then E).

VESPER (Side Quests)

The "Other Side of the Oasis" -Magic Bow Hint-

Talk to Yongi. He tells of 'Attack.'

Talk to Blorn. He asks you to avenge him, and tells you who attacked him.

Talk to Lap-Lem (the guilty one). He tells you that Blorn stole his amulet.

Talk to Blorn. He returns amulet.

Take amulet to Lap-Lem to earn his respect.

Vesper (Items)

Lots of Blackrock, Torches, Leather Boots, Healing P., Mushroom, Magic P.

*BUy Morning Star, Fireball Ring, Torches

MOONGLOW *Second*

Give Penumbra the Necklace. Find out about 'Tetrahedron Generator.'

Find out about 'Ethereal Ring.' See Draxinusom on Terfin.

TERFIN

Draxinusom sends you to Dungeon of Unknown Fears on Spektran where ring is.

TERFIN (Side Quests)

The "Fellowship vs. Singularity" -FLAME ARMOUR!!!-

*****This one's important!*****

Talk to Teregus, who tends the statues.

Learn about 'conflicts.'

Talk to townsfolk, get more info:

Forbrak at the Tavern: 'What rumors? Silamo's been acting funny! See him!'

Sarpling: Denial! (Sarpling is the Provisioner further North.)

Runeb at the Fellowship Hall: Another denial!

Quaeven at the Learning Center: Yet another denial!!

Draxinusom (Hall of Knowledge): Huh?

Talk to Silamo, the Gardener: follow the road S past the Learning Center, then head East.. He tells you about the plot.

And that Sarpling has materials to perform the deed.

Search Sarpling's basement.

Find supplies, and scroll that implicates him and Runeb.

Confront Sarpling with note. He says he was forced into it by Runeb.

Take scroll to Teregus. He suggests you confront Runeb.

Confront Runeb with scroll. He attacks you. Defeat Runeb.

Tell Teregus you defeated Runeb. He tells you about some magical armour (Flame Armour) in Vesper desert:

walk into cactus plant where the bones are, just above the broad sword.

This is the best armor in the game!

TERFIN (Items)

Axes, Mace

Magic Door W Money, Health P.

Magic Door NW Powder Keg, Helmet, Note

Buy Leather Armor, Chain Armor, Plate Armor

ORNERY ISLAND

Not much here but I thought I'd mention the items.

Ornery Island (Items)
Helmet

FELLOWSHIP ISLAND

Not much here either, rats drop blackrock?

Fellowship Island (Items)
LOTS of blackrock

Dagger Island
Not much here :(

Dagger Island (Items)
NOTHING!

SPEKTRAN *Third*

Go to dungeon of Unknown Fears.

The entrance to the dungeon is in the building with the sign saying "Keep Out"
move the plant in the Southeast corner of the East room to expose the switch
that will open a way into the room with the ladder.

Defeat Stone Harpy. Get Ethereal ring.

Spektran (Items)
Money, Healing P.

MOONGLOW *Third*

Return to Penumbra. She enchants the Ring.

Time to Destroy the generators ! !

Your next step will be to begin destroying the generators that the Guardian
set up to further his nefarious schemes.

FIRST GENERATOR:

JANUS ISLAND

In Dungeon Deceit: put Ethereal Ring in hand (equip it A or B hand).

Defeat Ethereal Monster(the big red monster) with a plain, non-magical blade
weapon (Serpentine Sword works best). Potions of Invincibility or Ghosts will
help! Use Amethyst key on door in top right of Monster's room to get to
Tetrahedron generator.

Destroy Tetrahedron generator:

stand by it with Ethereal Ring equipped and press 'Y'.

Janus Island (Items)
NOTHING!!!

MOONGLOW *Fourth*

Penumbra tells you that Time Lord needs to see you.

SECOND GENERATOR:

(Use your Moon Orb) talk to the Time Lord - he says you must retrieve Magic
Hourglass from Dungeon Sutek to combat Sphere Generator.

TERFIN *Second*

Dungeon Sutek, immediately Northwest of Silamo's house: on the East side of
Terfin, past the mountains.

Retrieve Hourglass from room with two Dragons- Invincibility or Invisibility

potions will help you stay alive long enough to defeat them.

YEW *Second*

Go to Dungeon Despise.

To find it, start at door on East wall of the Courthouse, and walk straight East, using a spell to get over the river.

Just past the river, head North a few steps.

Defeat Sphere generator- stand next to it and press 'Y'.

(Use Orb) Talk to Time Lord - he tells you about Cube generator.

He tells you that you must get the Caddelite Helmet to defeat the generator.

MINOC *Second*

Talk to Zorn.

He tells you the Caddelite Helmet is in Dungeon Covetous.

When you first come in to Minoc from the South, there is a single small house made of grey stone. Stand next to the door and use the LEVITATION spell to Float East across two sets of hills. Just North you will be the entrance to the Dungeon Covetous. Alternatively, you can walk around the mountains.

Get Helmet in Dungeon Covetous, Level 2: there's a single square room with a rock in it and a Gazer (giant spider). Beat the Gazer for the Exit Key, and lift the rock with LIFTING to get the Helmet.

THIRD GENERATOR:

SERPENT'S HOLD

Go to the Dungeon of the Serpent.

You will need to equip the Caddelite Helmet before entering the Dungeon of the Serpent, or you won't be able to stay alive when you enter.

The entrance is off to the West of Serpent's Hold.

Defeat Cube Generator- stand next to it and press 'Y'.

Go to the Time Lord, who tells you to go to Buccaneer's Den and to wield the Cube in your hand.

Serpent's Hold (Side Quests)

"Vandalized Statue" plot -MAGICAL ARMOR-

Talk to Lord John-Paul. He requests your help.

Talk to Sir Denton.

(barkeep at the Griffin's Den, the Inn inside the Hallowed Dock).

Don't bother with Sir Richter.

Talk to Lady Jehanne at the Provisioner's.

Confront Sir Pendaren.

Inform Lord John-Paul. He gives you Magical Armor.

Serpent's Hold (Items)

Leather Boots, Helmet, Target Sheild, Wooden Sheild, Broad Sword, Helmet

BUY Ice Sword, Morning Star

BUCCANEER'S DEN

Don't go into the House of Games! Danag is lying about Hook- it's a trap!

Go into the building South of the Fellowship Hall and go downstairs.

Talk to Hofa with the Little Cube in hand. You must equip it in your A or B hand.

Ask about Hook twice. He'll give you the key to Hook's room.

In Hook's room, find:

1- Black Gate Key.

2- Hit List Scroll. Read it.

3- Crown Jewel Navigation Notes. Read it.

Buccaneer's Den (Side Quests)

"House of Games"

This isn't really a side Quest, more of a way to get money.
You buy the golden key for 100\$.
Then go into House of games with the key, and follow BIG FACE's directions
in the first room, but not the second room.

Buccaneer's Den (Items)
Leather Boots, \$30 (Well), Helmet, Wooden Sheild, Broadsword
Magic Door E Leather Armor, Wood sheild, Powder Keg, \$60, Torches
Magic Door W Blackrock
BUY Chain Mail, Plate Armor, Spear, Target Shield, Torch

ISLE OF THE AVATAR

Follow the shoreline all the way to the N end of the island, and you'll see
the Dungeon entrance among the hills. Enter the Dungeon.
Use the Black Gate Key to get inside the first door.
Find Hook, Forskis, Eliza and Abraham.
Guardian egg launches. He tells them to attack.
They attack. DEFEAT THEM.
Get Guardian Key (from Batlin when he disappears).
Go through door into Black Gate room.
Place Little Generators on pedestals around Black gate to stop the force field
The Guardian will come on screen and taunt you.

++++
Using Rudyom's wand, Destroy the Black Gate.
++++

++++
Or, you can step through the Black gate, and LOSE.
++++

END of GAME (yay!)

Isle of the Avatar (Items)
Invis. P., Axe, Broad sword (switch under third pot down on right), Mushroom
Magic Door Leather Boots, Healing P., \$, Magic P., Chain Armor, Broadsword
Magic Door Helmet

[2.1]

=====[Dungeon List]=====

[]

(The Map # refers to the Dungeon Map I posted, you're very welcome people.)

(Map #) Name

(Location)

[What it has in it]

Must have/done/be wearing (Kills you if not wearing it)

(1)Basement -Game refers to basements as dungeons-

(N/A)

[N/A]

(2)Bee Cave

(South of Great Forest/WEST then South of Yew)

[Honey]

EASY with Smoke Bomb

(3)Buccaneer's Cave

(Ornery Isl./Buccaneer's Den)

[Power Bolt Wand]

(4)Conceit

- (South of Yew)
[\$/Items]
- (5) Covetous
(E of Minoc)
[Caddelite Helmet]
(Asked Zorn about "Caddelite Helmet")
- (6) Crypts
(Skara brae)
[Ghostly Armour]
- (7) Cyclop's Cave
(Just NW of Britain Castle)
[Plate Mail Armor]
- (8) Deceit
(Janus)
[Little Tetrahedon (Generator)]
Ethereal Ring
- (9) Despise
(SE on the Yew area)
[Little Sphere (Generator)]
Hourglass
- (10) Destard
(Left of Paws)
[Fellowship Quest]
- (11) Dungeon of Serpents
(Fellowship Isl./Serpents Hold)
[Leads to Undertaker]
Caddelite Helmet
- (12) *Dungeon of Unknown Fears
(Spektran)
[Ethereal Ring/(Inside) S is a crack that leads to Secret Dungeon]
- (13) Dungeon Sagacious
(New Magincia - Alagner's Basement)
[Alagner's Notebook]
- (14) Heftimus
(Jhelom)
[\$/Items]
- (15) Hero's Hole
(Left of Trinsic)
[Scale Boots]
- (16) Hythloth
(North Isl. of the Avatar)
[End of Game]
Destroy Generators
- (17) Pirate's Cave
(Dagger Isl.)
[Lightning Rod]
- (18) Scorpion Cave
(East of Vesper North of desert)
[Energy Crystal]
- *Secret Dungeon
(Dungeon of Unknown Fears)
[Shield of Reflection/Leads to other dungeons]
Must []
- (19) Sewers
(Outside W of Britain Castle/Inside of Britain Castle/Prison)
[??Brick wall??]
- (20) Shame
(SW of Britain Castle/SE of Bee Cave)
[Gem of Paralysis]
- (21) Stonegate

(W of Cove)

[\$/Potions]

(22) Sutek's Dungeon

(Terfin)

[Hourglass]

(23) Swamp Tunnels

(Just NE of Cove)

[Rudyom's Wand]

(24) Undertaker

(Serpent Hold Castle Basement)

[Little Cube (Generator)]

Caddelite Helmet

(25) Vesper Mine

(Left of river by Vesper)

[Blackrock Talisman]

(26) Wrong Cave

(Go west from Yew Cemetery...find a chest(on fire) then go North)

[]

[3.0]

=====[Items]=====

Here is a list of items in the game with a BREIF description of them.

Each Weapon does have different Attack levels

(You can check their power level by how much they sell for)

| Item | weapon Level | Obtained | Comments |
|---------------------|-----------------|----------------|---------------------------------|
| ===== | | | |
| WEAPONS | | | |
| Gem of Paralysis | N/A | Shame | Paralyzes enemies using 3 MP. |
| Bone | Lvl 1 Weapon | Skeletons | Weak, Short-Range |
| Club | Lvl 1 Weapon | Anywhere | Weak, Short-Range |
| Dagger | Lvl 1 Weapon | Anywhere | Weak, Short-Range |
| Staff | Lvl 1 Weapon | Headless | Weak, Short-Range |
| Whip | Lvl 1 Weapon | Enemy Drop | Weak, Mid-Range |
| Bow & Arrow | Lvl 2 Weapon | Buy BRITAIN | Weak, Long-Range |
| Hammer | Lvl 2 Weapon | Anywhere | Weak, Short-Range |
| Broadsword | Lvl 2 Weapon | Anywhere | Ok, Short-Range |
| Serpentine Dagger | Lvl 2 Weapon | MINOC quest | Ok, Short-Range |
| Serpentine Sword | Lvl 2 Weapon | Listed on Map | Ok, Short-Range |
| Mace | Lvl 2 Weapon | Anywhere | Ok, Short-Range |
| Axe | Lvl 2 Weapon | Anywhere | Ok, Short-Range |
| Fireball Ring | Lvl 2 Weapon | Buy VESPER | Uses 1 MP Shoots Straight |
| Magic Fireball Ring | Lvl 3 Weapon | See Spec Items | Uses 1 MP Shoots 8 directions |
| Spear | Lvl 3 Weapon | Buy BRITAIN | Ok, Long-Range |
| Boomerang | Lvl 3 Weapon | See Spec Items | Ok, Long-Range |
| Morning Star | Lvl 3 Weapon | See Free Items | Good, Mid-Range |
| Sword Storm Amulet | Lvl 3 Weapon | JHELOM S-Quest | Uses 1 MP Shoots Straight |
| Hail Storm Amulet | Lvl 3 Weapon | See Spec Items | Uses 1 MP Attacks ALL in range |
| Lightning Rod | Lvl 3 Weapon | Pirate's Cave | Uses 2 MP Attacks ALL in range |
| Energy Crystal | Lvl 3 Weapon | Scorpion Cave | Uses 1 MP Shoots Straight |
| Magic Bow & Arrow | ULTIMATE Weapon | See 3.3 | Homing arrows |
| Glass Sword | Ultimate Weapon | See 3.3 | One-Hit Kill *Breaks after use* |
| ARMOR | | | |
| Wooden Shield | Lvl 1 Shield | Aywhere | Weak |

| | | | |
|----------------|----------------|-----------------|-------|
| Target Shield | Lvl 2 Shield | See Free Items | Nice |
| Leather Armor | Lvl 1 Armor | Anywhere | Weak |
| Scale Armor | Lvl 2 Armor | [] | Ok |
| Chain Mail | Lvl 3 Armor | W of TRINSIC | Good |
| Plate Armor | Lvl 4 Armor | Cyclop's Cave | Nice |
| Magic Armor | Lvl 5 Armor | S. Hold S-Quest | Nicer |
| Ghostly Armor | Lvl 6 Armor | Crypts | Great |
| Flame Armor | ULTIMATE ARMOR | TERFIN S-Quest | BEST |
| Helmet | Lvl 1 Helm | Anywhere | Weak |
| Great Helm | [] | [] | [] |
| Caddelite Helm | [] | [] | [] |
| Leather Boots | Lvl 1 Boots | | Weak |
| Swamp Boots | Lvl 2 Boots | | Best? |
| Scale Boots | Lvl 2 Boots | | Best? |

POTIONS

| | |
|-------------------------|----------------------------------|
| Potion of Awakening | Plot Item (\$1000) |
| Magic Potion | Recovers 4 MP |
| Health Potion | Recovers 4 HP |
| Potion of Invisibility | Enemies are unable to detect you |
| Potion on Invincibility | Invulnerable |
| Potion of Ghosts | Invisibility & Invincibility |

FOOD ITEMS

| | |
|---------|----------------|
| Apple | Recover 0.5 HP |
| Bread | Recover 1.0 HP |
| Chicken | Recover 1.5 HP |
| Cheese | Recover 2.0 HP |
| Milk | Recover 2.5 HP |
| Fish | Recover 3.0 HP |
| Lobster | Recover 3.5 HP |
| Vials | Recover 4.0 HP |

ETC ITEMS

| | | |
|----------------------|--|--------------------|
| Telescope | Use at night to see the "Planetary Alignments" | |
| Magic Boat | Use at docks to go to islands *Uses 1 MP* (Buy in Britain) | |
| Magic Bracelet | 3 MP to recover 7.5 HP (Get at PAWS) | |
| Blackrock | Explodable with wand | |
| Skeleton Key | Opens doors Everywhere | |
| Mushroom | A Mushroom (Found in Crypts) | No use? |
| Dish | a plate. | No Use? |
| Clothes | A shirt? | No Use? |
| Cloth | Cloth | Side Quest item |
| Fellowship Medallion | Necklace | Affects what |
| certain people say. | | |
| Log | Use to burn? | Get boomerang with |
| it | | |

QUEST ITEMS

| | |
|---------------|--|
| Smoke Bomb | (Buy in Yew) *Must be on and equipped to work* |
| Honey Comb | (Obtain in Bee Cave) |
| Magic Lantern | (Obtain from Emps) |
| Magic Formula | (Obtain from Rudolfo in Skara Brae) |
| Music Box | (Obtain from Trent in Skara Brae) |
| Rowena's Ring | (Obtain from Rowena in Skara Brae) |
| Magic Cage | (Obtain from trent in Skara Brae) |
| Golden Key | (Buy at Buccaneer's Den) |

| | |
|---------|-----------------------|
| Amulet | (VESPER Side Quest) |
| Crystal | (MOONGLOW Side Quest) |

| | |
|-------------|-----------------------------|
| New Banner | (JHELOM Side Quest) |
| Knife Blade | (PAWS Side Quest) |
| Gold Plaque | (PAWS Side Quest) |
| Bill of Law | (BRITAIN Side Quest) |
| Package | (BRITAIN Side Quest) |
| Note | (TERFIN Side Quest) |
| Jewelry | (SERPENT'S HOLD Side Quest) |

BOOKS / Scrolls

| | |
|--|------------------------|
| Astronomical Alignment | Observatory (Moonglow) |
| Lucky Heather | Store (New Magincia) |
| Needlepoint Techniques | Kliftin's (Jhelom) |
| Scroll | *Blank?* |
| Book of Fellowship | Fellowship buildings |
| To Be or Not to Be | Britain Castle |
| Observations on Blackrock | Rudyom's (Cove) |
| The Art of Shipbuilding | Owen's (Minoc) |
| You Can Do It Yourself | Julia's (Minoc) |
| Metalwork and Body Building | Zorn's (Minoc) |
| Records of the High Court of Yew | Yew Prison |
| The Yew Forest of Emps | Yew Monastery |
| How Death Affects Those Who Work Around It | Tiery's (Yew) |
| Britannia Company Mining Log | BMC (Vesper) |
| Blackrock Mining Techniques | BMC (Vesper) |

TRASH ITEMS

Bones
Dirt
Rubbish

[3.1]

=====[Significant Items to Buy]=====

Since there are an abundance of everything,
I'm only listing the things you should (or *need* to) buy.

==*MAGIC BOAT*==

(3000\$)

Britain - Shipwright

When on a dock, you can transport to ANY island.

==*POTION of AWAKENING*==

(1000\$)

Moonglow - Apothecary.

Wakes Penumbra.

==*BEDROLL*==

(58\$)

Trinsic - Provisions.

When it's DARK, you can sleep. (If there're no enemies near.)

==*CRYSTAL*==

(100\$)

Moonglow - Addom

Give it to Brion at Moonglow's Obervatory.

==*SMOKE BOMB*==

(100\$)

Yew - Empath Abbey

Drives Bees away.

==FIREBALL RING==

(300\$)

(Keep in mind there are 2 Provisions in Vesper)

Vesper - LEFT Provisions.

==FIRE SWORD==

(500\$)

Jhelom - Armoury.

==EARTH SWORD==

(500\$)

Yew - Provisions.

==WIND SWORD==

(500\$)

Britain - Provisions.

==ICE SWORD==

(500\$)

Serpent's Hold - Provisions.

[3.2]

=====FREE WEAPONS/ARMOR=====

=="Secret" Chests==

- (1) E of Top house in PAWS (Use levitate/Water Walk) -Potions & money-
- (2) S of Lumbermill in MINOC (Lifting) -Healing P. and Serpentine Sword-
- (3) S of 2 (Lifting) -90\$ & Magic P.-
- (4) Bucket NE of MINOC -\$20-
- (5) Trunk E of MINOC -\$60-
- (6) W of Britain Castle -Magic & Invis. P.-
- (7) N of Britain Castle is Money
- (8) N of Wrong Cave Entrance -Potion of Ghosts-
- (9) E of TRINSIC (Use Levitate/Water Walk) -Money & MP-
- (10)W of VESPER (Use Lifting) -MP & Potions-

==Magic Fireball Ring==

Use levitation out of the bee cave exit

Float over the mountains to the SE of you.

You will see the SECOND (Secret?) entrance to DUNGEON SHAME (Don't go in)

If you roam around you will find a dragon guarding a chest

If the chest is the magic Fireball ring

==HAIL STORM AMULET/"Flaming Chest"==

(Listed on my map.)

(Uses magic to hail on enemies that are near.)

In Yew, the cemetery area walk just a few steps south then go East a long ways

and you will run across a chest that looks like it is on fire. It's inside.

==FREE SPEAR==

Right around Shame (Dungeon) there's a cyclops (big guy)

He will drop a spear, if not kill him again.

(Can also sell for 840\$) Good money.

==FREE CHAIN MAIL ARMOR==

Right after leaving Trinsic, go to Lord British and get the spell book.

Raise your level to 4, then go to the south exit of Trinsic.

Follow the wall around the outside to the left.

You will see a BIG boulder (Use lifting).

Under it will be chain mail which is good to have at the BEGINNING of the game

==WATER SWORD==

It's in the well in Cove.

==TARGET SHIELD==

They're around in a few places, I'm only listing 2.

1 - Use levitate at Serpent's hold to get on the wall, and look in the trunk.

2 - After getting the glass sword, go SouthEast until you reach some rocks.
The shield is right there. The navigation is not exact.

(It's North of the emps, and West of the river. (As precise as I get here))

==FREE MORNING STAR==

The best non-magic/elemental weapon in the game (My opinion).

1. Use LIFTING on the TOP water fountain in Trinsic by the Courthouse.

2. ALSO you can just follow the rocks that are North of the "Flaming Chest".
Following their W side, eventually you see one in a circle of rocks.

[3.3]

=====[Special Items]=====

==SCALE BOOTS==

Protection from spikes on the floor.

In Hero's Hole Dungeon (Near Trinsic).

==SWAMP BOOTS==

Protection from Lava.

In Rudyom's basement. (Cove)

==FLAME ARMOUR==

(Listed on my map.)

The best armor in the game!!!

LOOK AT TERFIN quest to get it.

==GHOSTLY ARMOUR==

Second Best Armor!!

Find in the Crypts.

==MAGICAL ARMOR==

Third best armor!

Look at Serpent's Hold quest.

==THE MAGIC BOW==

(Listed on my map.)

The Magic Bow is the best reusable weapon in the game.

Talk to the Emps with 2 pieces of honey.

they will tell you of the teleport location.

[This is for Esperan]

-The CIRCULAR tree to the left and down of the bee cave entrance-

(Just stand half-under the tree..and press "Y" a lot while moving.)

(Might take a few tries.)

This will work only if you have a plain Bow in your inventory (or equipped)
and given the honey to the Emp.

If you have NOT given the honey (and been carrying a bow)
the teleport will work, but the BOW will not be there.

==MAGIC FIREBALL RING==

If you use Levitation to float over the "mountains" to the lower-right of the entrance to the bee cave you will find the (secret?) Shame dungeon entrance and a chest containing the magic fireball ring.

==THE GLASS SWORD==

(Listed on my map.)

The Glass Sword is the most powerful item in the game, but it shatters after one use.

Use it against your most powerful foes, then go back for another!

Go to the center of the circle of stones southwest of Trinsic.

Hit 'Y' and teleport to an island(A).

You cannot go backwards from the areas you come from.

* is where you want to go.

(Isl. A)

SouthWest corner is the next pile of dirt(Isl. B).

North is where you came from.

(Isl. B)

North is where you came from.

West leads to Isl. C.

Center leads to Dagger Isl.

East leads to Isl. E.

(Isl. C)

South is where you came from.

NorthEast leads to Isl. of the Avatar

NorthWest leads to Isl. D.

(Isl. D)

North is where you came from.

Has a drake flying around. Defeat him to get the Sword.

South is the end with leads to North Yew Continent.

(Isl. E.)

North is where you came from.

South is Cove.

==THE BOOMERANG==

The Boomerang is a powerful, fast weapon.

It returns to your hand after being thrown.

While not as powerful as either of the above two weapons,

it's easy to obtain early on and works well against most enemies.

(It's on top of the castle roof. Use levitation (have log in inventory)).

Have a log in inventory

Talk to mouse in Lord British's castle. (Left of Jester room)

The mouse only shows up at certain times.

(I have gotten the mouse at 7pm)

[4.0]

=====[PAR Codes]=====

Replace *'s with desired values.

=====

Gold (One piece = **)

7E1CE6 ** (FF = 65535)

7E1CE7 ** (FF = 65535)

=====
Skeleton Keys (Max 15)

7E1CFC ** (0F = 15)
=====

Brief explanation:

Use when you're at Lv.8

You can use it when you're not, it'll just look funny.

Health (Max 228)

7E1CFA ** (E4 = 228)
=====

(This is the same as HP, If you're not at Lv.8 it will look funny.)

Magic (Max 60)

7E1CFE (3C = 60)
=====

Experience (Max 65500)

7E1D00 ** (DC = 65500

7E1D01 ** (FF = 65500)
=====

ITEM MODIFIER

(The weapon/item you select will be where your EQUIPPED "A"

{A is the weapon you use A with} is, so un-equip it before doing this.)

How to do this:

1 - Un-equip current "A".

2 - Turn on both codes.

(If you want to keep the item)

3 - Un-equip the item (So it goes into your inventory.)

4 - Quicksave (Do not in-game save, use the Emulators Quicksave)

5 - Turn off both codes.

6 - Quickload (Load the one you just saved)

7 - Equip/use the item.

Left = Decimal Value

Right = HEX Value

7E1CB2 **

7E1CB3 16-10 <--This value should be 16 (DEC) or 10 (HEX)

Item List (Important Items only)

(29-1D) Bow and Arrow - NICE long-range weapon.

(32-20) Magic Bow & Arrow - *MUST complete the mission for this code to work.

(35-23) Boomerang - A good long-range weapon.

(38-26) Spear - Nice long-range weapon.

(42-2A) Morning Star - NICE short-range weapon.

(47-2F) Glass Sword - Strongest sword (Won't break while code is on).

(49-31) Fire Sword - Embodies the element of Fire.

(51-33) Ice Sword - Embodies the element of Ice.

(53-35) Wind Sword - Embodies the element of Wind.

(55-37) Water Sword - Embodies the element of Water.

(57-39) Earth Sword - Embodies the element of Earth.

(67-43)Ghostly Armor - Second Best Armor In the game.
(68-44)Flame Armour - *MUST complete the mission for this code to work.

(71-47)Shield of Reflection - Best shield.

(73-49)Scale Boots - Protection from spikes in caves.
(74-4A)Swamp Boots - Protection from swamp/Magma in caves.
(76-4C)Great Helm - Best Helmet.
(77-4D)Caddelite Helmet - *MUST complete mission for this code to work.

(78-4E)Healing Bracelet - Heals you.
(80-50)Gem of Paralysis - Stops enemy temporarily.
(82-52)Fireball Ring - Shoots fireball forward.
(85-55)Magic Fireball Ring - Shoots fireballs.
(87-57)Lightning Rod - It zaps enemies.
(89-59)Poison - Shoots darts forward.
(91-5B)Power Bolt Wand - Shoots blast forward.
(93-5D)Energy Crystal - Shoots Bigger blast forward.
(95-5F)Sword Storm Amulet - Shoots knives forward.
(97-61)Hail Storm Amulet - Hails on enemies.
(99-63)Powder Keg - (This code's great, Infinite explosions)
(105-69)Rudyom's Wand
(106-6A)Throw Rocks (Like the giants...and kill yourself)
(107-6B)Throw Rocks (Like gargoyles)

(126-7E)Potion of Healing
(127-7F)Potion of Magic Boost
(128-80)Potion of Invisibility
(129-81)Potion of Invincibility
(130-82)Potion of Ghosts
(131-83)Potion of Awakening
(132-84)Magic Formula

(162-A2)Batlin's Key
(163-A3)Black Gate Key
(164-A4)Ruby Key
(165-A5)Hook's Key
(167-A7)Amethyst Key
(168-A8)Sapphire Key
(169-A9)Emerald Key
Remember, Each key goes to a different door
(166-A6)Golden Key - I think this one's to House of Games.
(170-AA)Dungeon Key - Opens skull door(Exit).
(171-AB to 185-B9) - Golden Keys (Open LOCKED doors.)

(198-C6)Magic Boat - When on a dock, you can transport to ANY island.
(199-C7)Bed Roll - When it's DARK, you can sleep. (When no enemies near.)

[Quest Items *Must have done them*]

(200-C8)Gold Plaque
(201-C9)Telescope
(202-CA)Jewelry
(203-CB)Package *Unopened*
(205-CD)Smoke Bomb
(207-CF)Music Box
(208-D0)Magic Cage
(211-D3)New Banner
(212-D4)Amulet
(213-D5)Blackrock Talisman
(215-D7)Enchanted Hourglass

(216-D8)Honey Comb

[5.0]

=====[Unanswered Questions]=====

1. If you use locating,
 you will notice an island just NE of Britain Castle, I want to go there.
2. Each Dungeon has its own Unanswered Questions :/ *See my Dungeon FAQ*
3. In basement of YEW jail, there's a serpent armor & money (Can't get to it?)
4. In basement of Serpent Hold Castle there's a door that does not open.

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