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The Way of the Avatar



A Guide to Ultima IV

A decorative border composed of multiple concentric rectangular frames. The outermost frame is a simple double-line border. Inside it are several more complex frames, some with recessed rectangular sections and others with raised rectangular sections, creating a layered, architectural appearance. The lines are dark brown or black.

The Way of the Avatar

Hail Seeker on the path of the Avatar. I, Lord British, welcome thee and salute thee for thy courage. Within these pages thou shalt find all manner of wisdom and information concerning the land of Britannia and the Quest of the Avatar. Read on carefully, but hearken well to my words:

The one who shall tread the path of the Avatar to full revelation is not only brave, but honest and filled with compassion for all living things. Britannia needs one who can show how to fight the forces of Evil found both outside of and within the individual. Our hopes and prayers are that thou might be the one....

For thine edification I have collected in these pages the writings and creations of the Lycaeum's most illustrious cartographer, Mercator, as well as the reminiscences of the valiant warriors Iolo and Shamino who have explored all of the known dungeons in the realm. Let their words help guide thy footsteps on thy most perilous quest.

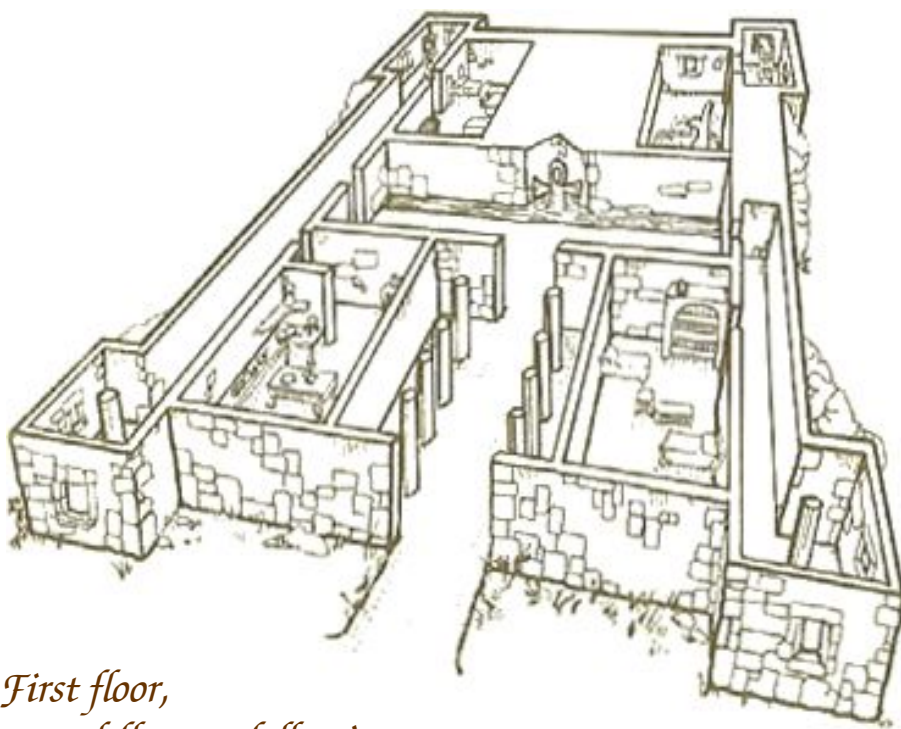
Soul British

Castles and Townes:

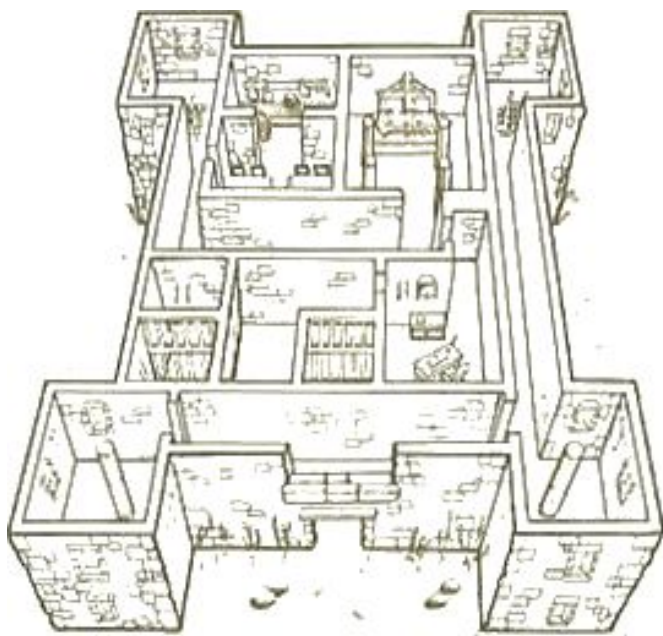
Hail Traveller, I Mercator, will instruct thee in the geography of our fair land of Britannia. To begin with, there are but 15 human settlements, and one ruin of particular note in our land. These consist of four castles, 11 townes, and one towne that is naught but ruins in these times. Let us begin with the seat of our government.

Mercator

The Castle of Lord British:



*First floor,
second floor on following page.*



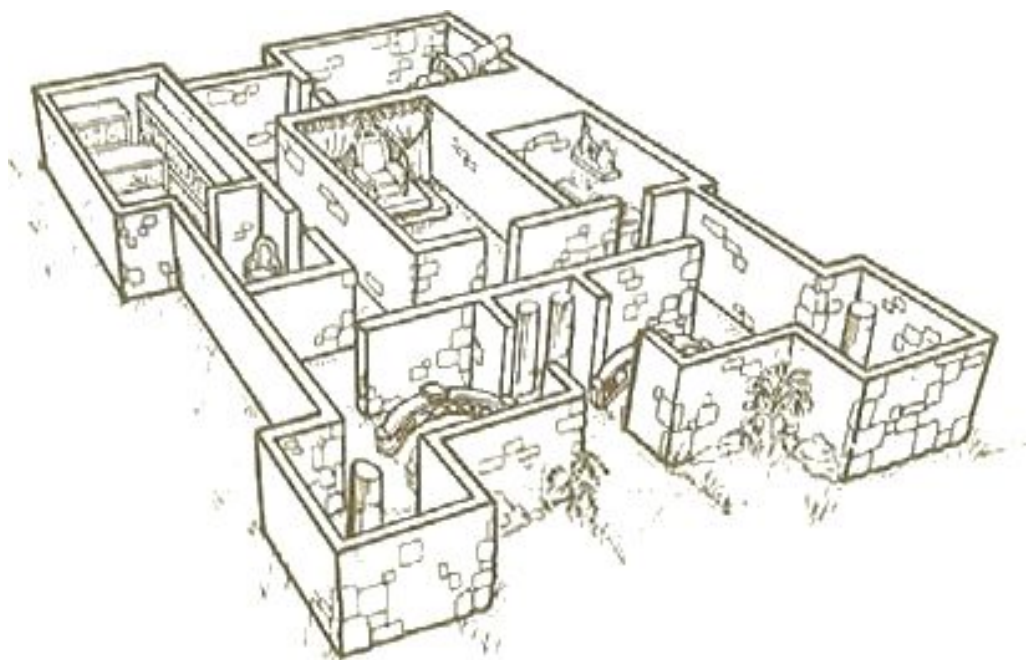
The castle of Lord British, located near Britanny Bay in the very centre of the continent, is the stead-
ing of our sovereign. Within its confines thou shalt find
our lord himself, as well as a variety of personages, all of
who may have some words for thee if approached prop-
erly. Be sure to seek help from our sovereign should ye be
in need. Note ye well also that the Seer Hawkwind dost
dwell within these confines, and that he shall aid thee in
better understanding thine own personal development. A
conversation with one Zorin may also prove fruitful
whilst in this castle. Most important of all, speak with
our liege lord, for he shall aid thee in understanding the
full nature of the quest upon which thou dost now
embark.

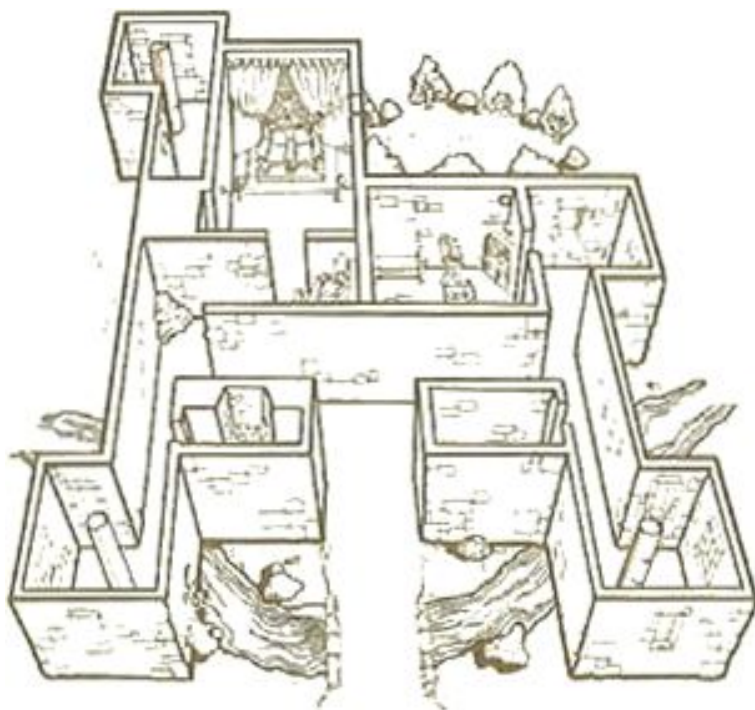
Should thou or any of thy companions be in need of
healing or provender, then you need seek no farther than
the castle of Lord British, although such aid may be
found elsewhere in our fair land.

The Lycaeum:

Here, within the hallowed halls of truth wherein dwells thy humble servant, the Seeker shall find all manner of knowledge. Located on Verity Isle, which lies to the east of the castle of our sovereign, the Lycaeum is the seat of all learning in Britannia, home to an entire troupe of erudite scholars studying all manner of matters arcane. Be sure to pay your respects to my most favored patron, the Lord Terence, and to visit the Britannia Observatory whilst thou art within this citadel of learning. A word with my good friend Scatu may also prove helpful.

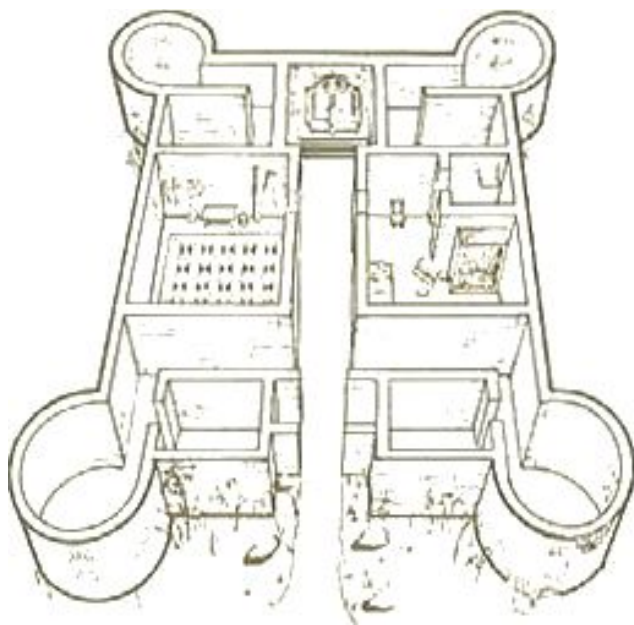
Should any of thy number be in need of the services of a physician, one may be found within the walls of the Lycaeum.





Empath Abbey:

The Empath Abbey, found near the Deep Forest in the northwestern part of our fair land, is a place of quietude and contemplation, wherein cloistered monks seek the meaning of our coexistence in this world. Here much can be learned from the castle dwellers, for they art good-hearted and give freely of themselves. I have found visits with Humlock to be of particular utility in the pursuit of learning. Be sure to visit the Oak Grove, a spot of wondrous tranquility. Mark ye well that all is not always as it might seem in the Abbey, as in other places...even that which has the appearance of lifeless matter may be of some aid to thee in thy seeking.



Serpent's Castle:

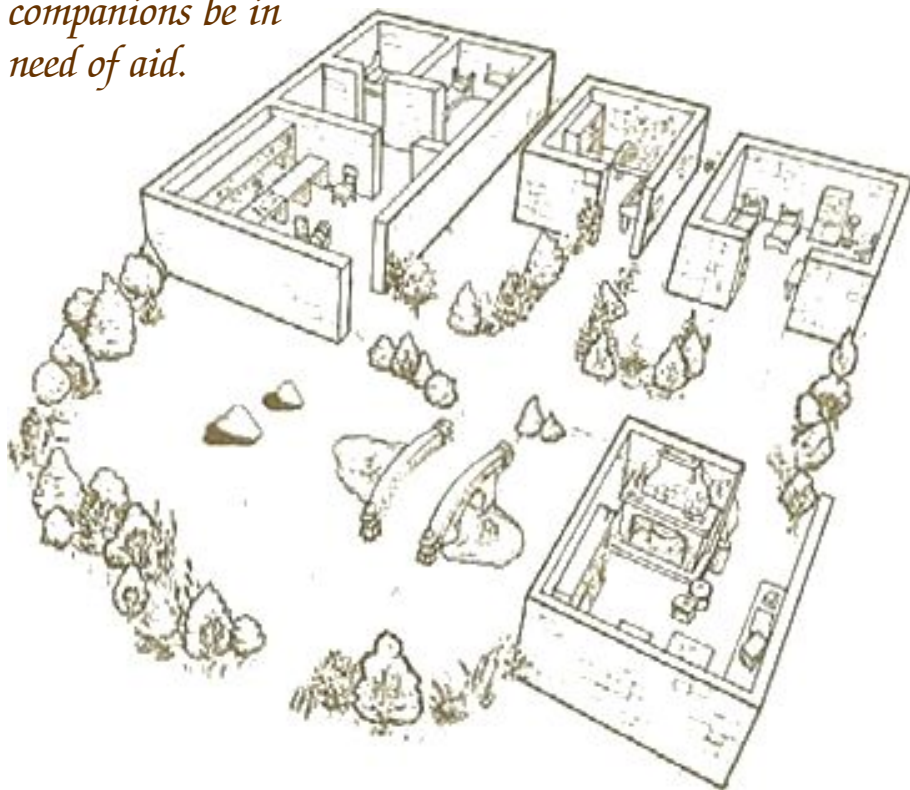
Some of the bravest warriors in all of Britannia dwell and train at Serpent's Castle, which is to be found on an island to the south of the Cape of Heroes. The flower of Britannian youth go to the Academy within the walls of Serpent's Castle that they might learn the use of arms in pursuit of the common good. 'Tis here that one can find knowledge or arcane treasures lost to the ages, and of an artifact most melodious that would aid the true seeker. Do pay your respects to Roark whilst in Serpent's Castle, for he is a man of some wisdom. And shouldst thou plan to voyage upon the waters of Britannia, as indeed ye must to complete thy quest, then pay heed to the words of Noxum and Lassorn.

Fear not if ye or any of thy companions be sore wounded, for within the walls of Serpent's Castle dwells a healer most skilled.

Moonglow:

The town of Moonglow is home to the magi of Britannia. Located near the Lycaenum on Verity Isle, this town has both food and lodging available as well as a shop wherein the aspiring practitioner of the mystic arts may purchase the herbs necessary for the casting of powerful enchantments. There are also secrets about the use of the magical arts that may be found here if one speaks with the proper personages. When in the fair city of Moonglow, heed the words of Christen and of Cromwell, for they are both sagacious and helpful.

The Inn in Moonglow comes highly recommended, as do the services of the town's healer, should thee or thy companions be in need of aid.

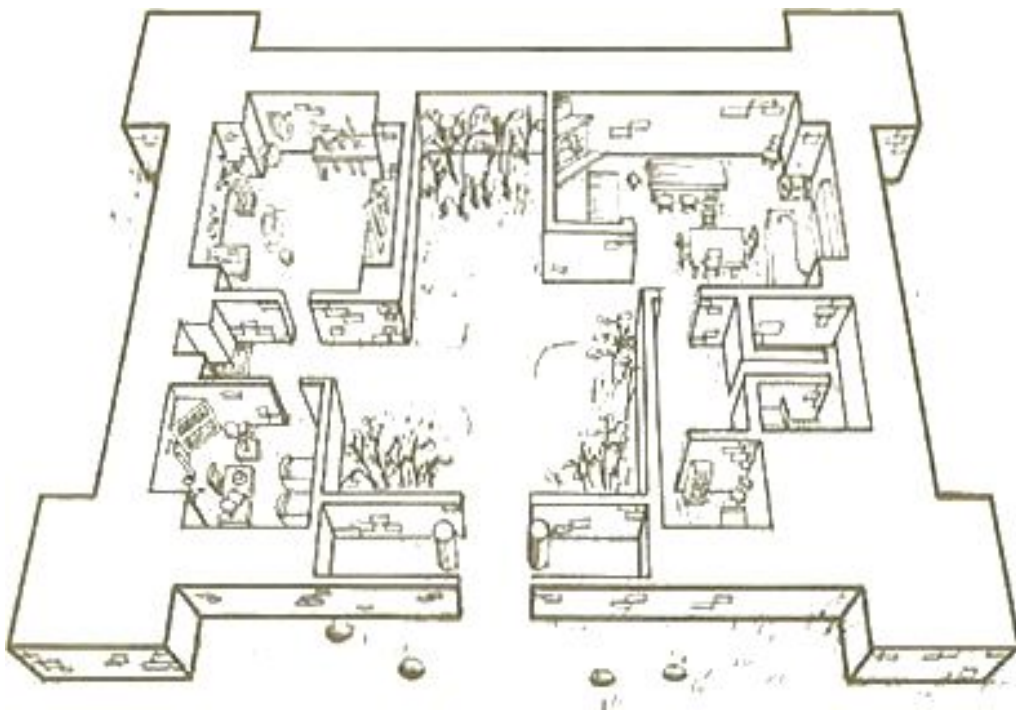


Britain

Every high civilization must have its art and music, and Britannia is no exception. Close by to the castle of Lord British lies the towne of Britain, where dwell the most skilled bards of the land. The compassionate citizenry is most eager to help the wayfarer and will gladly talk to thee of thy quest if thou should but ask the appropriate questions. Pay heed to the words of Sprite and of a certain child ye might find therein. The traveller may well find news of long lost artifacts in the towne of Britain, where the bards sing the legends of times long past. Listen well to the words of Sebastian and seek ye counsel of Thevel whilst in towne.

The visitor to Britain should take advantage of the fine weapons and armour shops found therein to prepare for travels throughout the less tame parts of our fair land. Food and spirits may also be obtained here, and there is a healer resident to tend the wounds of the brave Seeker.



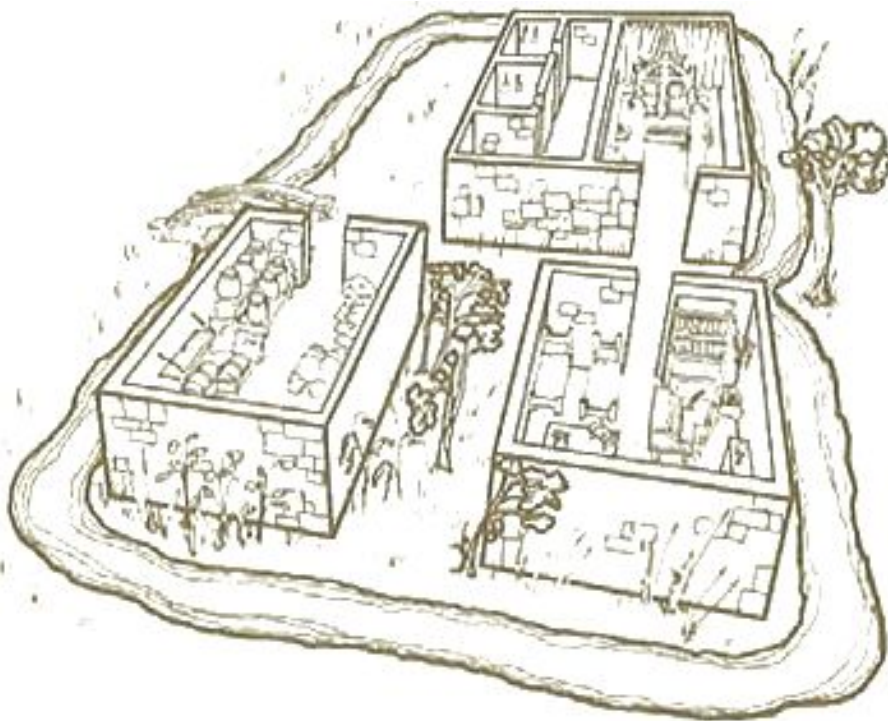


Jhelom:

Found in the Valarian isles to the west of the Cape of Heroes, the towne of Jhelom is home to the fighters of Britannia. Here the Seeker may find weapons and armour for purchase, as well as supplies for the journey and a healer to tend to wounds.

The citizens of Jhelom know much of the ways of valor, and will help thee on thy quest if thou but ask of them. Be sure to pay thy respects to Lord Robert who is known to offer helpful words to travellers. Also, 'tis wise to converse with the brave Sir Hrothgar, a most variant warrior whose many years have given him the wisdom of three men. And spare a moment to chat with Senora that thou might learn more of travel in our land.

Yew:



Found within the shady groves of the Deep Forest, the town of Yew is home to the druids of Britannia. Famed for their wisdom and sense of justice, the druids often pass judgement on the most important legal cases of the land. There is also vital information about the practice of the mystic arts to be had for the asking in Yew, should ye converse with the right personage. If ye should have the chance, miss not an opportunity to chat with Pinrod, as well as with some of the druids found about the towne.

Not only do the druids of Yew dispense justice to heal the soul, but there is also a healer of the body within the confines of this towne. There is in Yew a shop where one might purchase provisions for long journeys as well.



Minoc:

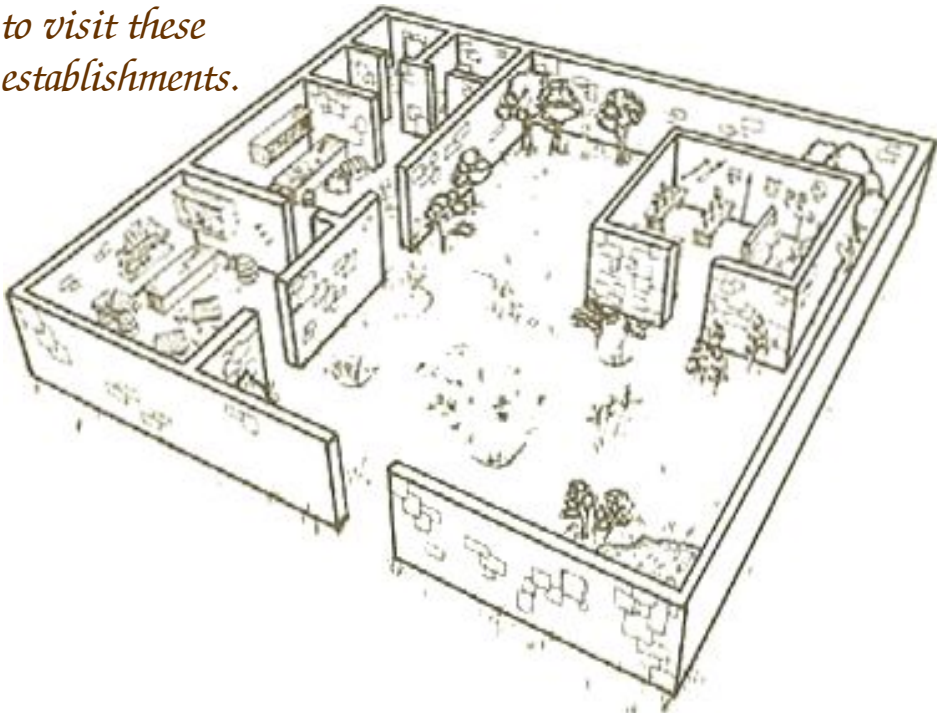
The towne of Minoc, situated on the shores of Lost Hope Bay on the northern coast of Britannia, is home to the tinkers and crafts workers of our fair land. It is here that the legendary smith Zircon resides, whose metalwork is said to border on the mystical. Seek him in the Forge, where he currently resides.

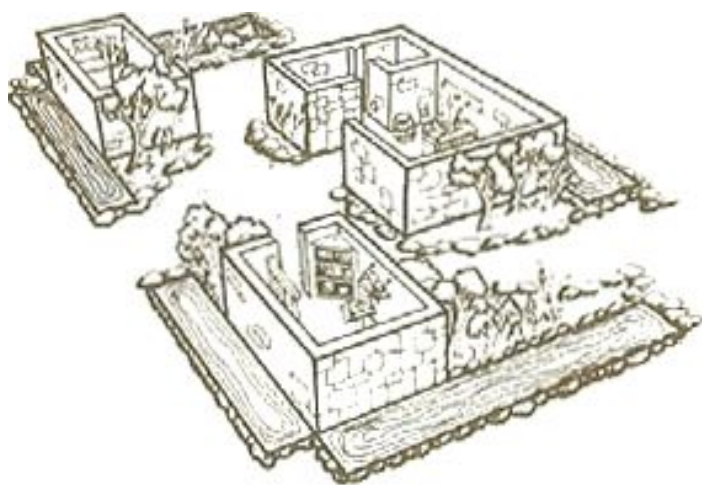
'Tis said that the wise seeker will speak to all who are encountered on the path of the Avatar, but the wiser still will speak with both Gimble and with Merida, for both of these shall provide thee with great aid.

Trinsic:

Far to the south of our sovereign's castle lies the town of Trinsic. Here the paladins of Britannia dwell and train for their lives of honorable deeds. The local tavern, the Tap, is famed far and wide for its brew, while its proprietor is known throughout our fair land as a man of great wisdom and sagacity. If thou shouldst visit Trinsic, be sure to have a word with the fellow known as Kline, for 'tis said he knows much to aid those seekers on the path of the Avatar. And if thy aims be magical, then heed ye well the words of one Virgil, who is said to hold vital information for those who would be practitioners of the mystic arts.

Trinsic is also famed for the quality of arms crafted there in the Duelling Weapons shop and the Armoury Limited. No warrior should pass up the opportunity to visit these establishments.





Skara Brae:

If thou wert to sail westward off the coast of Britannia, thou wouldst find the island home of the Rangers, and the fair city of Skara Brae. Have a word with citizen Granted whilst in Skara Brae, for 'tis said that he knows much that might aid the seeker. The same holds true for both Mitre and Presto, who can help thee and thy companions on thy journey with valuable information. Should time permit, do stop in and bid hello to an old companion of mine, one Romasco, who is said to be wise in the ways of the quest. Remember that even inanimate objects may offer thee wisdom if thou but try to communicate with them. There are legends of a ghost who haunts the inn of Skara Brae late at night.

Should any of thy party be in need of healing, visit the Mystic Healer of Skara Brae. There is also an Herb Shop for those who need supplies for the practice of the mystic arts. Be sure to visit it when in towne.



Magincia:

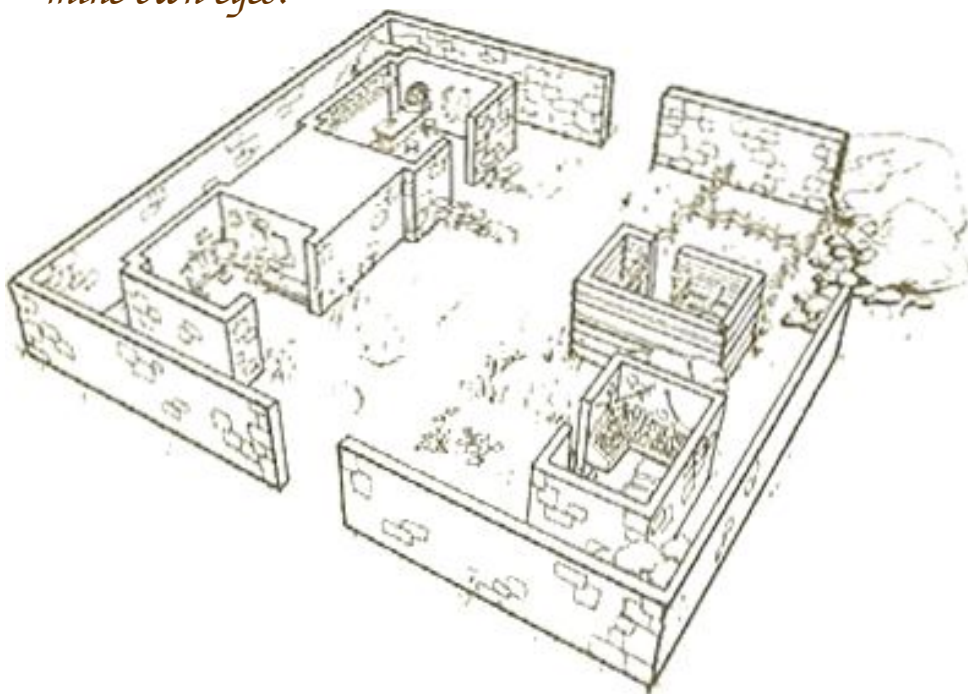
The former towne of Magincia, whose ruins lie on an uncharted isle in the deep uncharted oceans to the east of the Fens of the Dead, is said to have been destroyed many ages ago for its insufferable pride. 'Tis now rumored to be inhabited only by ghosts and the like, although many lend no credence to these legends. Nevertheless, it is indeed a site of some historical significance, and should be visited by any who quest on the path of the Avatar. Seek ye traces of three of its former inhabitants, Splot, Banter, and Casperin, for they once possessed vital knowledge. Also, be not in fear of some unseemly behavior on the part of the legless one.

Equip thyself and thy companions well before venturing to Magincia, for no shops are to be found where one can purchase fresh supplies.

Paws:

***S**houldst thou, in thy wanderings, come upon the towne of Paws, located in the hills to the north of the Fens of the Dead, be sure to enter and visit with the inhabitants, for much wisdom can be gained from a short stay there. Do give your regards to the Lady Tessa, who is known to have valuable information for those questing on the path of the Avatar, and remember that Zair the Wise is justly so-called.*

The Folley Tavern in Paws is famed far and wide as a most congenial spot wherein to hoist a tankard, while the stable in Paws is famed for its thoroughbreds. There is also rumored to be a special shop in the towne where herbs for the practice of magics can be purchased, although I cannot say I have ever seen such a place with mine own eyes.





Buccaneer's Den:

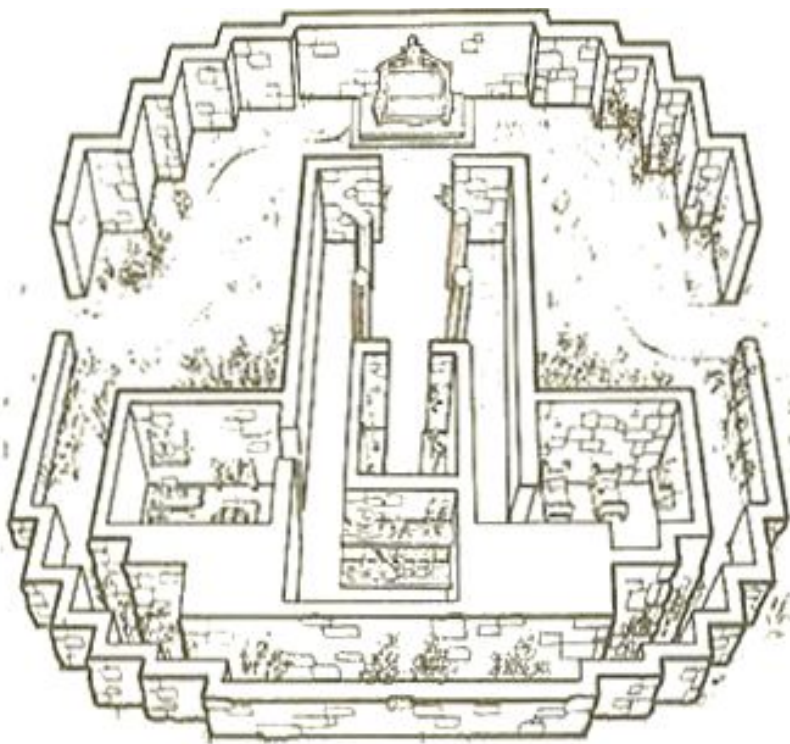
During thy travels on thy Quest of the Avatar, thou wilt, in all likelihood, take to the high seas. During thy seafaring keep a sharp lookout for the towne of *Buccaneer's Den*, said to be found on an isle south-southeast of *Britanny Bay*. This towne is the freehold of some unsavoury characters who have, in the past, plied a trade not favoured by most sailors. However, there are those in *Buccaneer's Den* who understand thy quest and will aid thee. Be sure to speak with *Ragnar* and with *Sniflet*, for 'tis said they know much of what most know naught.

There are fine weapons to be found in the shops of *Buccaneer's Den*, as would seem fitting for such a community. There are also said to be shops containing more exotic wares for aid in such endeavours as magic, navigation, and the exploration of the subterranean world.

Vesper:

The towne of Vesper, found in the northeastern part of our fair land just to the south of the inland lake, provides a welcome respite for the weary traveller. Its many inhabitants are quite congenial and well-versed in the lore of Britannia and in the ways of the seekers on the path of the Avatar. Visit with Servile whilst in towne, and be sure to talk to some of the others.

There is a special shop rumoured to exist in Vesper, a shop where one might purchase supplies and implements for journeying about our land, both above and below the surface. Also, be sure to stop in at the Axe-n-Ale for refreshment.





Cove:

Tis said that all seekers on the path of the Avatar must pass through the gates of the towne of Cove, or therein dwelt many who hold vital information for those on the quest. Cove can be found beyond Lock Lake and thus may be reached only by daring one of the great whirlpools, for 'tis said that all that is dragged under by these terrors shall resurface in Lock Lake and wash ashore there. Cove is truly not a large towne, but its inhabitants exhibit a great deal of knowledge about the world. Virtually all who dwell here can be of assistance to thee and thy companions, should thou know but the proper questions.

If thou or any of thy fellow travellers is suffering from wounds, pay a visit to the Healer in Cove, where all suffering can be relieved.

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Dungeons:

Legend to Dungeon Maps



Walls



Gems



Doors



Traps



Fountains



Altars



Rooms



*Up
Ladders*



Chests



*Force
Fields*



*Down
Ladders*



*Secret
Doors*



*Up and
Down Ladders*

Hail Seeker on the path of the Avatar. As ye prepare for the underground explorations that will aid thee in thy quest, listen well to my words, for I shall try to spare you the sufferings I and my companions have endured to come by our knowledge of the dungeons of Britannia.

First of all, know ye that these dungeons are foul, dark caverns that lie beneath the very earth upon which we tread. Thy are full of vermin and beasts most vile, as well as all manner of the walking dead and other unnatural creatures. Do not venture into them until thou dost have at least three travelling companions! Furthermore, do not venture below with inadequate supplies. Make sure that thou dost carry ample food, weapons and magical reagents, for thou wilt not be able to replenish thy supplies whilst underground.

'Tis rumored that the seven known dungeons are interconnected through three vast altar rooms. 'Tis further said that this system of interconnection holds a part of the answer to thy quest in its design, so heed well its logic if ye can.

Finally, the last of our maps, that of the Great Stygian Abyss, is not the result of exploration but rather was created by means of a great enchantment cast by a circle of powerful wizards. No person has ever been in the Abyss, and thus we are not certain if the map is accurate to any degree. Nonetheless, we have included it here in hopes that it might be in some way representative of the horrors that await the first to venture into the Stygian depths. Rely not too heavily on this one map!

Shamino

Deceit:

The dungeon Deceit can be found on a small island off the coast of Dagger Isle in the northeast corner of Britannia. Indeed it is a temple of guile, in which little is as it seems. Gold may be found in abundance on the 4th Level, but beware of the Mimics found in these depths, for they take on the appearance of chests in order to lure hapless explorers close, then they treacherously attack. The blue stone may be found in the dungeon Deceit, somewhere on the 7th Level. Seek ye also the Altar Room of Truth.



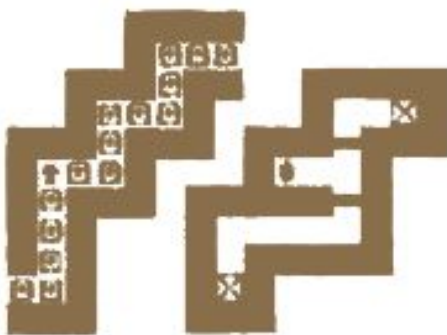
Level One



Level Two



Level Three



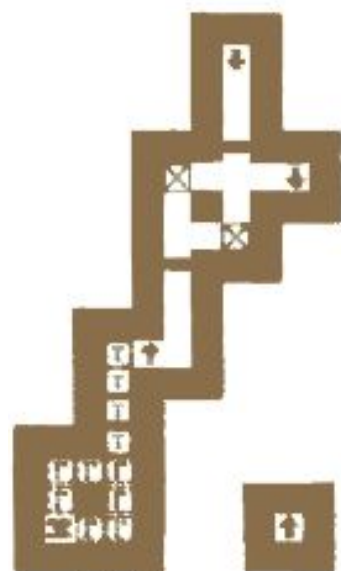
Level Four



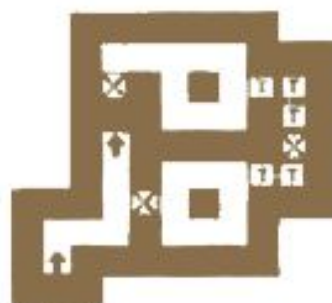
Level Five



Level Six



Level Seven



Level Eight

Despise:

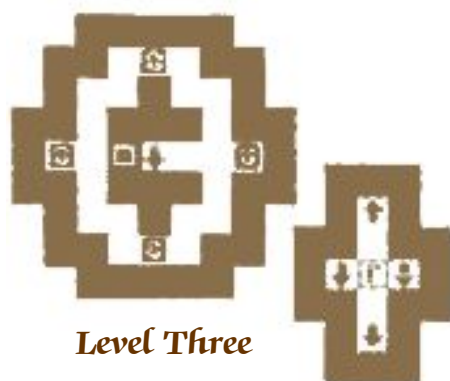
DEEP within the crags of the mountain range known as the Serpent's Spine lies the dungeon Despise. A seemingly featureless series of dank caverns, Despise houses a variety of fierce creatures that have strewn the bones of many an explorer throughout the underground. Thou must find the room of serpents in order to gain entrance to the Altar Room containing the yellow stone on the 5th Level. Care is of the utmost necessity on this level as there are many perilous traps scattered about. The bravest explorers can gain access to the Altar Room of Love if they persevere.



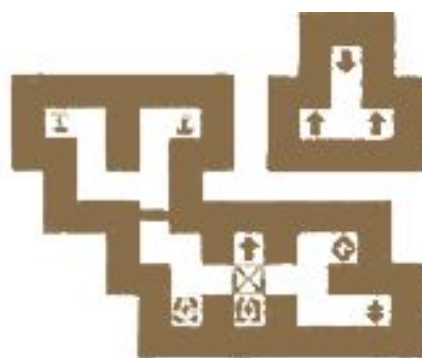
Level One



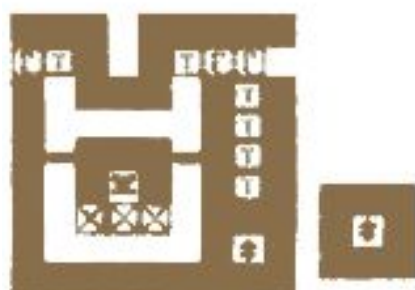
Level Two



Level Three



Level Four



Level Five



Level Six



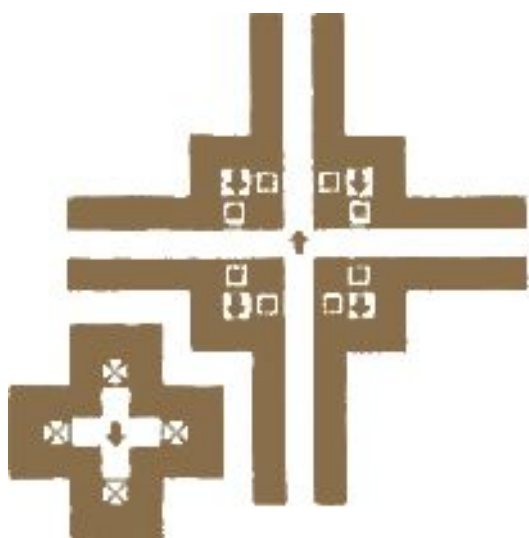
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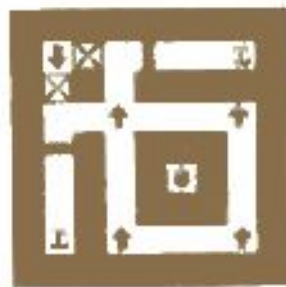
Level Eight

Destard:

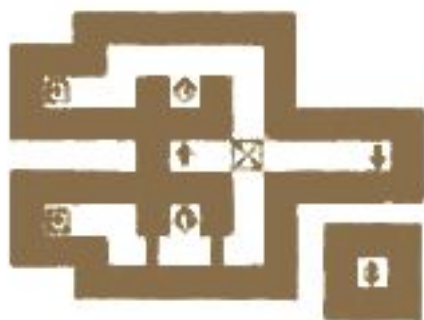
Due west of the Fens of the Dead, in the mountainous region in the southwest part of Britannia, lies the entrance to the dungeon Destard. The brave traveller will find wealth aplenty on the 4th level of this villainous series of caverns, but guardians of unsurpassed ferocity are also to be found here. Seek the altar that holds the red stone on the 7th level, and hie thee to the Altar Room of Courage that may be found herein.



Level One



Level Two



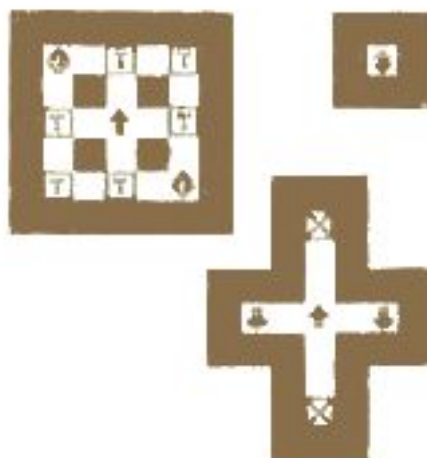
Level Three



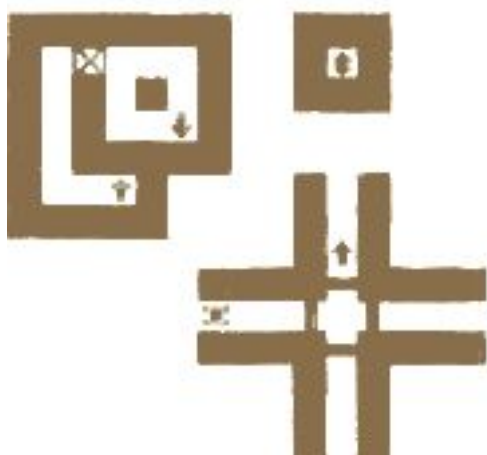
Level Four



Level Five



Level Six



Level Seven



Level Eight

Wrong:

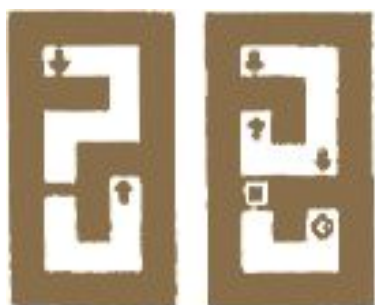
The dungeon of Wrong can be found on the north-western shore of Lost Hope Bay, far to the north of the castle of our liege lord. While this dungeon may seem mild to the casual observer, 'tis in truth a veritable quagmire of vile and treacherous traps. Use extreme caution on the 5th Level, and beware of the one-way secret doors and the force fields that lie beyond them of the 6th Level. The green stone can be found on the altar on the 8th Level, and thou may also find the Altar Rooms of Love and Truth in these depths.



Level One



Level Two



Level Three



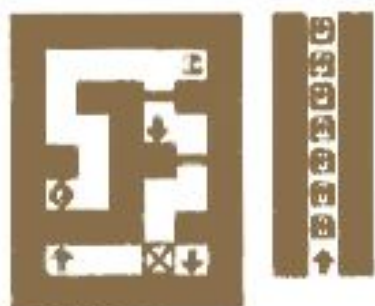
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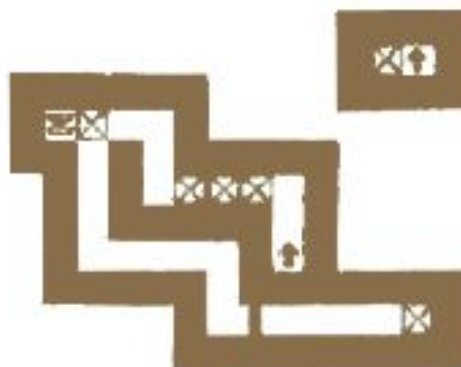
Level Five



Level Six



Level Seven



Level Eight

Covetous:

*A*ptly named, the dungeon Covetous can be found on the eastern shores of Lost Hope Bay. The entrance is hewn out of the forbidding cliffs of this region and can only be reached by ship. Seek it not on foot. The 5th Level of the dungeon Covetous holds vast wealth for the intrepid explorer, but be wary, for the labyrinthine tunnels and caves are home to large numbers of ferocious orcs and savage trolls. Deep within these caverns, on the 7th Level, one can find the orange stone. One might also visit the Altar Rooms of Love and Courage if the rigors of the depths have not proved too strenuous for thy party.



Level One



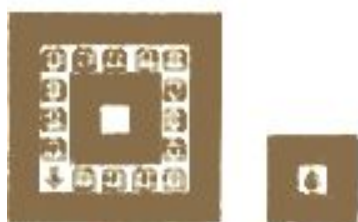
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Level Three



Level Four



Level Five



Level Six



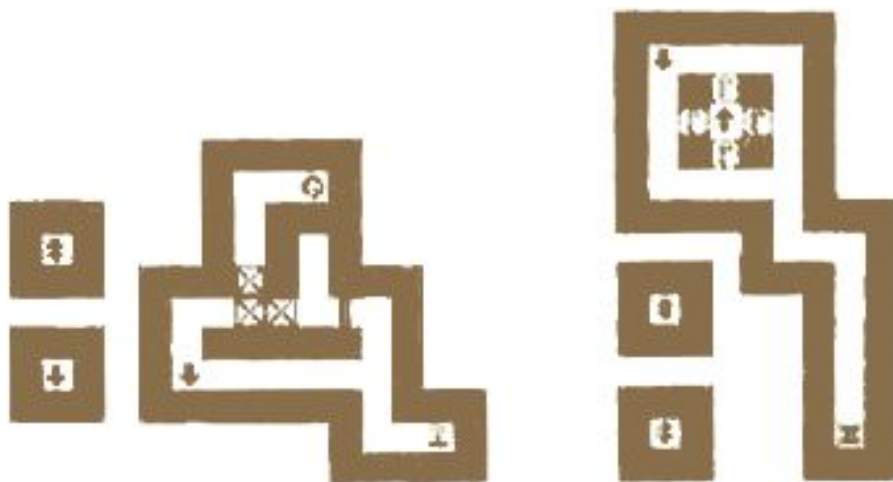
Level Seven



Level Eight

Shame:

Reaching the entrance to the dungeon Shame will test thy navigator's skills to their limits, for 'tis to be found at the headwaters of the Lost River, far to the northwest of Britannia. Great wealth is to be had by those who can penetrate to the 6th Level of this sinkhole of doom, but there dwell creatures therein that 'tis best not to speak of in public meeting places, for the very mention of these beings is likely to cause a panic amongst the general populace. The seeker need only attain the 2nd Level to encounter the altar containing the purple stone, but the Altar Rooms of Truth and Courage summon the bravest to the lowermost depths.



Level One

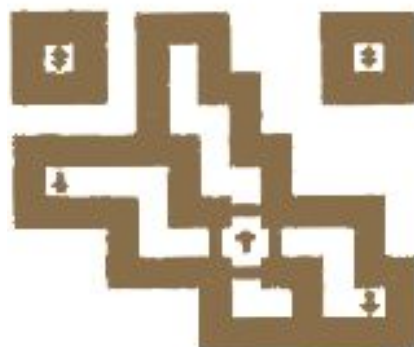
Level Two



Level Three



Level Four



Level Five



Level Six



Level Seven



Level Eight

Hythloth:

The dungeon of Hythloth is perhaps the most curious or mysterious of underground Britannia. There are two entrances that are known of, one out in back of the castle of our liege lord, and the other on the Isle of the Abyss. 'Tis said that the tunnels run far beneath the oceans and to great distances. Indeed, one must begin at the very bottom of this dungeon and work upwards to the surface, which leaves one at the farthest reaches of our land. There are Altar Rooms of Truth, Love, and Courage to be found in the depths here.



Level One



Level Two



Level Three



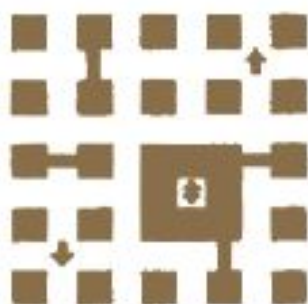
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Level Five



Level Six



Level Seven



Level Eight

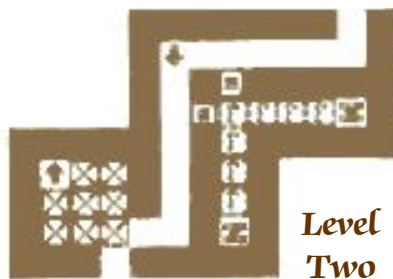
Great Stygian Abyss:

*A*pproach not this dungeon until thou hast completed all parts of thy quest, for only one who has trodden far along the path of the Avatar has a hope of surviving here. Truly, no person has ever plumbed its depths, and we offer this map only through the use of a great enchantment mentioned earlier in this journal. Legend says that one must hold the bell, book and candle to even gain entrance to the Abyss. But before reaching the entrance one must sail through the cove that is filled with the ghost ships of Britannia's pirates. Try not this delicate maneuver unless thou hast found the magical ship's wheel which will lend strength to the hull of thy vessel, lest ye founder and become fodder for the finned terrors of the oceans.

Among the tales told of the Great Stygian Abyss, the legend of the ladders is most curious. 'Tis said that each level of this dungeon contains an altar where one must place a stone, whereupon a ladder downwards will appear.



Level One



Level Two



Level Three



Level Four



Level Six



Level Five



Level Eight

Level Seven

Shrines:

The bards of Britannia sing of eight shrines, one for each of the eight virtues of the Avatar. The seeker on the path must visit each shrine and meditate there a number of times in order to reach the levels of true enlightenment that are part and parcel of the way of the Avatar.

Meditations of varying duration will garner varying results. Heed ye well that if thou dost wish to truly and fully understand the conduct that becomes an Avatar that thou must meditate often in the shrines of Britannia.

Remember that once thou hast earned the right to seek partial avatarhood in one of the eight virtues that thou needs meditate upon thy endeavours to attain harmony with thy actions.

Finally, 'tis worthy of note that one of the eight shrines of Britannia exists not on the material plane, but elsewhere. This shrine can be reached only through the power of the gates.

Qolo



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