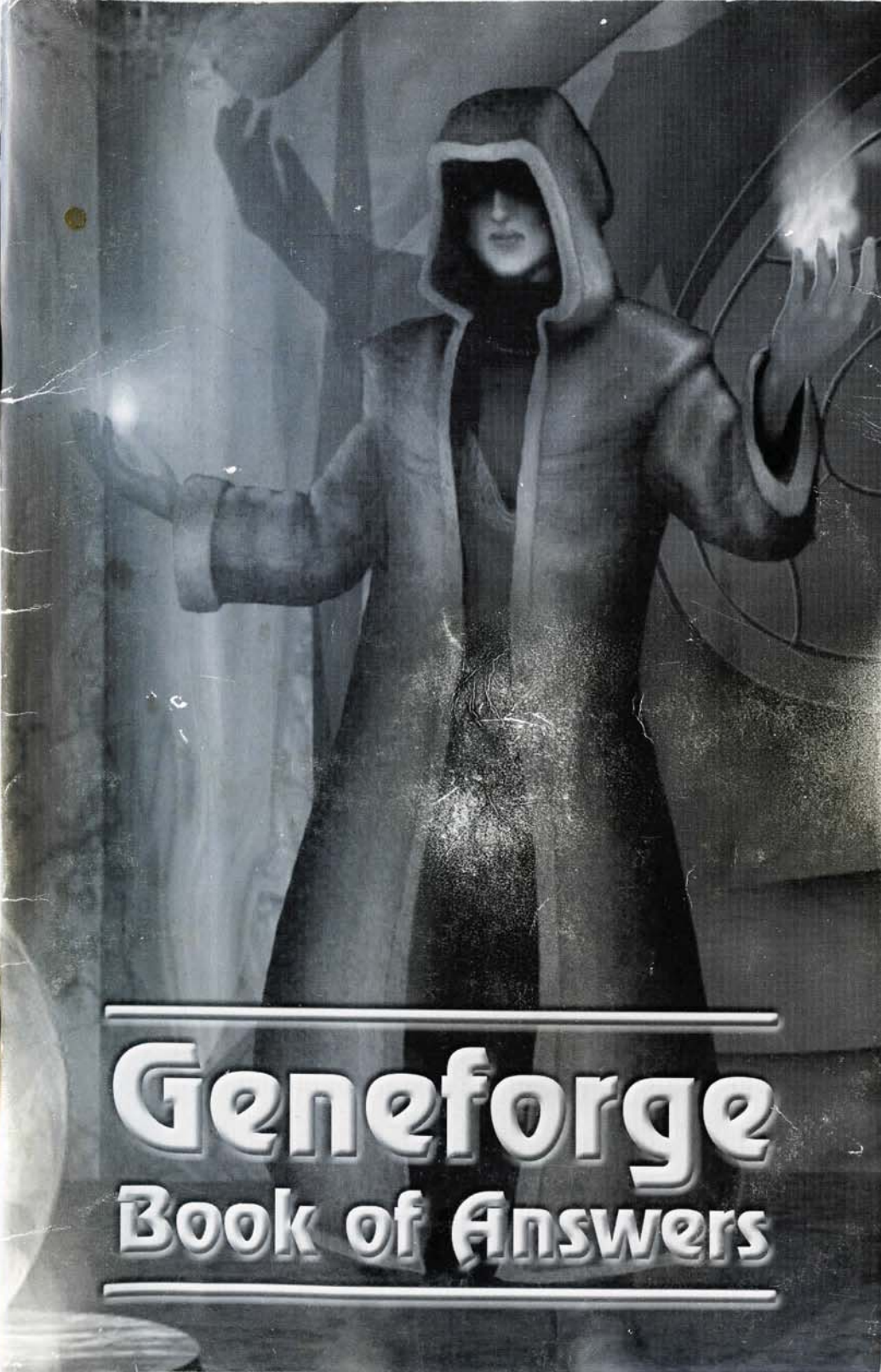




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Geneforge Book of Answers

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Chapter 1 - Introduction

Sucia Island is a dark, dangerous place, full of treacherous Sholai, deadly rogues, and ungrateful serviles. Fortunately, you, as a Shaper, have many weapons at your disposal. One of them is this book.

Practically all players, at some point while playing Geneforge, will get stuck. This doesn't mean they're not smart. Every player has his or her own blind spots. A puzzle that is easy to one person

may be impossible for another. One person may spot a bit of information someone else misses.

This hint book is here to help you when you, through no fault of your own, get stuck. The purpose of Geneforge is to provide fun. Being stuck and frustrated is not fun.

This guide has several areas, each of which can help you in a different way. Of special interest:

The Walkthrough - A step-by-step guide to help you finish the game in all of the different ways.

Area Guide - A description of each of the 77 sections in Geneforge, with advice for how to get through them or to finish the quests you find in them.

Special Stuff Location Guide - A list of all of the ability canisters and other special things in the game and where to find them.

Cheat Code Guide - If you get stuck and need a more powerful character, Geneforge has a secret way to make yourself stronger.

This hint book has all the secrets necessary to help you do what you want, when you want, and to whom you want. Now get out there and help your people. Or don't. It's up to you.



Chapter 2 - General Advice

If you are in a difficult situation, there are some general tips that can make life a lot easier.

There are generally two paths to any objective: combat and trickery. You can use brute force to obtain practically any goal. However, you can get anywhere or anything through the use of Mechanics, Leadership, or simply sneaking past your foes.

Not every area is vulnerable to any approach, though. If your character depends of stealth and trickery, certain combat-heavy areas will simply be impossible. On the other hand, without Mechanics or stealth, some areas will pose huge obstacles for even very strong groups.

If the combat is too difficult, feel free to turn the difficulty down. You can do this on the Preferences screen.

If something nasty blocks your way and you can't kill it, you can always

try to run past it. Haste abilities can be very useful for this. Also, you can almost always sneak by turrets and pylons. Look for areas where none of these deadly obstacles can see you. If getting hit is unavoidable, use a shielding pod to protect yourself from the damage. Shielding pods can also help you survive mines that you can't disarm.

If combat is too difficult, make more creations. Creations are one of the greatest tools available to you. Experiment with their different abilities, and don't be afraid to switch to different types as your needs change. Some foes are easier to kill with artila acid. Others might be vulnerable to the terror vlish.

Buy some Mechanics and Leadership. A few levels of Mechanics make the game far, far easier. A lot of leadership skill can help you get what you want from even the most dangerous foes. Even Trajkov can fall victim to a silver tongue.



Chapter 3 - Walkthrough

Geneforge has a very wide-open plot. There are a variety of different goals and different paths to reach them. This guide talks you through all of the stages of the game and discusses what choices are available to you and where you should go to make your wishes reality.

This guide does not provide an exact description of every area you must go to to finish the game. The next chapter has the descriptions of all of

the areas. If you're stuck in a particular location, go there. This chapter just provides the general overview.

Section 1 - The Introduction

When you begin the game, you are an untrained apprentice, abandoned and alone on a ruined dock. The first two sections (Crumbling Docks and Abandoned Vale) are tutorials, designed to help you learn the game and get your first few abilities.

Walk east and enter the first structure you find. Get the Bolt of Fire canister and the key in the box in the back room. Keep moving through the level. The key will unlock the door that blocks your way. Explore more, picking up all of the armor and weapons you find, and proceed to the Abandoned Vale.

In the Abandoned Vale, there will be a Shaping hall immediately to the north. Enter it and get use the Create Fyora and Heal canisters (these abilities are very important). Continue through the level until you reach the quarantine hall to north. Enter, speak with the servant mind in the corner room, and ask it to inspect you and let you pass. Leave the hall to the east.

Outside this hall, you will meet your first servile, Timo. Speak with him for a while and learn of Vakkiri and Sucia Island. At one point, Timo will ask you why you are here. This is the first of many times the serviles will ask about your feelings towards them. Whether you are more in favor of serviles becoming free or serving the Shapers will determine what sects you will be able to join. Feel free

to role-play this as you want. Your answers will not prevent you from winning the game in any of the possible ways (though they may make it easier).

When you are through talking with Timo, he will leave the area to the east. Follow him to Vakkiri.

Section 2 - Visiting the Three Cities

The serviles have three cities, along the less dangerous southern coast of Sucia Island. Your first task will be to go to these cities, learning more about what is happening on Sucia Island. The experience you gain traveling to Pentil and Kazg will be necessary in the more difficult northern regions. You will also, if you are careful, learn of Trajkov and the Geneforge, and you can decide which servile sect (if any) you would like to be an ally of.

In Vakkiri, explore and speak with people. Learn of the serviles, their sects, and their wars. Do quests to gain experience and rewards. All go to Ellhrah's Keep and talk to Ellhrah. Learn more about the Awakened. When you have learned enough, go east to Pentil.

If your character is skilled in combat, the best route to Pentil is probably through the Salt Fens and Pentil Woods. If you have more training in Mechanics and Leadership or prefer stealth, go through the Hills of Jars and the Pentil Plains.

In Pentil, find Rydell and learn all about the Obeyers. There are numerous quests available to you here, and plenty of places to gain experience. Also, if you speak with Dayna, she will tell you how there is lots of useful information hidden in Kazg.

The journey to Kazg is a difficult one, as the route is blocked by two guarded bridges. If you prefer combat, take the south route. Go through The Tombs and cross the river and Southbridge. Speak with the Sholai and kill them if necessary. Go through the Stone Circle, Crystal Burrow, Servile Outpost, and Kazg Ruins to reach Kazg. If you prefer stealth and trickery, take the north route, through Pentil East to Northbridge. Then go through the Buried Cells, Quiet Marshes, and Kazg Plains.

During these journeys, you will hopefully learn something of Trajkov and the Geneforge. Talk to everyone that you meet. If you don't learn anything, during your journey, you will learn all you need to know from the Sholai in sections 3 or 4.

Kazg is a very hostile city, but its leader, Gnorrel, has uses for you. Speak with her and learn about the Takers. Also talk to Houten, a prisoner in one of Gnorrel's cells. He tells you about some Sholai rebels hiding to the east, who might have useful information (Houten is one of a number of people who will tell you about them). Somehow, you will also want to enter Toivo's home, in the southwest corner of the city. One of his cabinets contains old Shaper records, which detail the approximate locations of several of the game's important items.

At this point, you have explored a good deal of the island and learned a lot about what is going on. At last, the time has come to make some decisions about the path you are going to take.

If you wish to reject Gnorrel's offer and use or destroy the Geneforge, you must learn more about it and the people who control it, the Sholai. Go to section 3. If Gnorrel's offer intrigues you and you wish to ally yourself with the

Takers, go to section 4. If this whole situation scares you and you just want to flee to the island, go to section 10.

Section 3 - Meeting the Rebel Sholai, anti-Taker

The rebel Sholai, led by Masha, are in the Refugee Cave. If you prefer combat, go there through Eastern Kazg (this route will probably make the Takers mad at you which, in the long run, is not a big problem). If you prefer stealth, go through the Tribal Woods and Holding Two. In the Refugee Cave, find and speak with Masha (as always, if you have trouble, look at the specific area descriptions and maps in the later sections).

She tells you that she has a case full of valuable information, but it is magically locked and she lacks the key. The key is at the Eastern Docks. If you prefer combat, go there through the Dock Ruins. If you prefer stealth and use of Mechanics skill, leave the Refugee Cave to the east.

The key is on a body at the docks at the southeast corner. Take it back to Masha and unlock the box next to her. Learn a lot about the Sholai and what they have been doing. Also be sure to have Masha teach you some of the Sholai tongue.

Talk to Masha and she will tell you about Astro, who is hidden in the Wooded Valley. Get the scroll of introduction from her, go there, and speak with him. You will learn a lot more about the Sholai and how to reach the research halls to the northeast.

To speak with Astro, you may need to learn more of the Sholai tongue. The chapter on the locations of special stuff lists the places where you can learn about it.

At this point, it is time to start thinking about your ultimate goal and how you might bring it about proceed to section 5.

Section 4 - Meeting the Rebel Sholai, pro-Taker

In Kazg, Eko Blade, one of the Taker warriors, asks you to kill some rebel Sholai in the caves to the east. He will help you join the Takers if you do.

If you agree to kill the rebel Sholai for the Takers, go to the Refugee Cave through East Kazg, find the Sholai, and kill them. This may be a tough fight. Use Masha's key (in the crystal box near where you found her) to explore her chambers. Searching the eastern case in her chambers teaches you more of the Sholai tongue. You can also, if you want to, get the key to the locked sea chest. See the previous section for more details.

Once the deed is done, return to Gnorrel, join the Takers (you can also go west and kill Ellhrah for Gnorrel to join the Takers), and get her amulet. Visit Toivo and speak with him until he teaches you some of the Sholai tongue. You are now ready to meet Trajkov. Go to Section 8.

To speak with Trajkov, you may need to learn more of the Sholai tongue. The chapter on the locations of special stuff lists the places where you can learn about it.

Section 5 - Crossing the River

Hopefully, you have read the papers in Toivo's chambers in Kazg and learned something of the entry baton and the control rod. If you spoke with Astro, you got some hints for how to cross the river to the northeast corner of the island. Whatever you want to do now, you will need to reach the research halls and the Geneforge, and, to do that, you have to get over the river.

You could cross at the Guarded Bridge or the Patrol Bridge. Unfortunately, they are very, very well guarded, and only the best groups have a chance of surviving that fight. Fortunately, there are two other routes across the river.

The best route for most characters is through the Power Station, Kantre's Realm, and the Hill. There are ways through these zones for either combat-heavy groups or Shapers with lots of Mechanics and Leadership skill (see the section with the individual area descriptions for more details).

To enter the research halls, you will need an entry baton. Groups who are very strong and combat-ready can go through Icewalls and get the baton in the West Workshop.

Groups who can't handle those fights will need to go through the Underground River, the Eastern Mines, and the Mine Core. They can then find an entry baton in the North Mines.

Once you have an entry baton, you can slip into the research halls through The West Gate. The Front Gate is another option, but it is crawling with powerful Sholai and probably would be too difficult a fight.

Before you enter the research halls, though, you will need one more piece of equipment. If you want to use the Geneforge, go to section 6. If you want to destroy it, go to section 7.

Section 6 - Using the Geneforge

Thanks to the friendly Sholai, you should have learned that Trajkov needs a pair of special gloves to use the Geneforge. Unfortunately, another Shaper, named Goettsch, stole them. You will need to reach Goettsch. This difficult task is described in Section 9.

When you have the Shaping Gloves, proceed through The Vats and the Central Labs. If you prefer combat, go through either the Holding Cells or the Quarters. If you rely on Mechanics and stealth, go through the Holding Cells. Go to The Geneforge.

Speak with Trajkov. He will try to convince you to join him. You can accept his offer. In this case, jump to Section 8. Since you have the Shaping Gloves, you will be able to make him happy very quickly.

Otherwise, kill Trajkov. The description of The Geneforge in the next chapter gives several ways to do this. Once the deed is done, read the book next to where Trajkov was standing. Go to the Geneforge, use it, and select skimming your fingers over the surface of the pool while wearing the gloves.

Spend some time wandering the island and enjoying your newfound power. When you are ready, you can either destroy the Geneforge to keep anyone else from gaining its power (go to the next section) or leave the island (go to section 10).

Section 7 - Destroying the Geneforge

The Obeyers and the Shapers would both be much happier, overall, if the Geneforge was destroyed. To destroy it, however, you need the control rod. This can be found in the South Workshop.

The easiest way to reach the South Workshop is probably by going to Kantre's Realm, running south through Icewalls to the Sealed Lab, and then going east.

The control rod is in a storeroom guarded by the vengeful shade Corata. The next chapter goes into much more detail about how to get through the Sealed lab.

Once you have the rod, go to the Geneforge and kill Trajkov (for more information on this journey, look at Section 6). Enter the Geneforge chamber. Use the control rod on each of the four power spirals around the central pool. Then use the Geneforge and choose to destroy it.

At last, you can leave the island. Go to Section 10.

Section 8 - Helping Trajkov

Once you join the Takers, you will be given an amulet and told to go meet Trajkov. Go north and cross the Guarded Bridge. On the way, talk to all of the Sholai you meet and search their quarters. You can find valuable information. Also, during the journey, try to find a Brown and a Green Spore Baton in the Sholai barracks.

Go north through the Patrolled Dell and the Winding Road to the Crossroads. If you are good at Mechanics, thread your way through the forest in the southeast corner of the area. Otherwise, walk through the center. A Sholai rebel named Gavrila will speak with you and steal your amulet. Since you need that amulet to survive, you need to get it back. It's in a box at the northwest corner of the area (more information on this section and clever ways through it is in the next chapter).

When you have the amulet back, use the spore batons to clear the mines at the northeast corner of the area and go to The Front Gate. Proceed through the gate and the Central Labs to the Quarters.

At the north end of the Quarters, a Sholai named Varya will tell you to kill Akkat the drayk. You can either kill Akkat or, if your Leadership skill is high enough, convince the drayk to kill Varya. Either way, go to The Geneforge.

Speak with Trajkov and hear his story. Read the book next to him, speak with him again, and tell him the truth about its contents. He will ask you to get the Shaping Gloves from Goettsch. Do so (this is explained in section 9).

Once you have the gloves, give him to Trajkov. Follow him to the Geneforge and watch him use it.

If you want a pleasing challenge, kill Trajkov now and take the gloves. Otherwise, it is time to leave the island and claim your reward. Go to section 10.

Section 9 - Reaching Goettsch

If you ever need a pair of Shaping gloves, you will need to enter the dry wastes and find Goettsch. Goettsch is a Shaper who was captured and brought to the island by Trajkov. He is also, unfortunately, not terribly nice.

Goettsch lives in the Great Temple. If you prefer lots of combat, take the

western route there (through the Western Wastes, Warriors of the Wind, and the Spirit's City). If you prefer use of Mechanics, Leadership, and stealth, take the northern route (through the Ancient Crypt, Drayk's Vale, and The Sentinels).

Once in the Great Temple, you will be greeted by a battle gamma. If you want to speak with Goettsch, follow it. Otherwise, the Shaping gloves are hidden in the northwest corner of the temple (which is described in detail in the next chapter).

If you speak with Goettsch, he will offer to give you a pair of false Shaping gloves which, if you have a high enough Leadership skill, can be used to kill Trajkov. Otherwise, if you want the Shaping gloves, you will have to sneak in, steal them, and either fight your way out or just run.

Section 10 - Departing Sucia Island

Once you have done all you deem necessary on Sucia Island, go to the Guarded Docks (at the east edge of the island). You will need brown and green spore batons (the Sholai in the Icy Tunnels have some if you are out), shielding pods, or lots of health to pass the mines.

Your options for getting to the docks are described in the next chapter. Once you reach the boat, you can leave Sucia Island for good and learn the results of your actions (or lack thereof).



Chapter 4 - Area Descriptions

This section lists all of the 77 areas in Geneforge. You can find how best to get through them, what quests are available there, how to complete them, and what interesting secrets are available there.

To find the area you are in, look at the world map (in the middle of the book). Each area is depicted there, with its number. Use that number to find your area in this list.

Sometimes, the descriptions of the quests in one section refer to doing something in another section. If something isn't clear, read the description of the other section.

Some of the more important areas have maps. All of the maps are in the next chapter. Important spots inside the mapped areas are labeled with letters.

Most of the sections are cleared by entering or crossing them. If there is a special clearing condition, it is noted.

Area 1 - Crumbling Docks

The introductory area. The rooms east of where you start contain a Bolt of Fire canister and a key. When you continue down the path, you will find a door. The key enables you to pull a lever in a nearby room, which unlocks the door.

Later on, the jars and the ruined inn contain other useful items. Finally, you can leave to the north.

Items of note: Dagger, Robe, Tunic.

Area 2 - Abandoned Vale

The Shaping hall to the south contains Heal and Create Fyora canisters, as well as energy and healing pools. In the middle of the area are a few weak fyoras, which should be easy to kill. In the quarantine hall to the north, speak with the servant mind in the southeast corner. As it to inspect you and let you by, and it will open the door to the exit from the area.

Items of note: Thorn baton.

Area 3 - Vakkiri

This is the home of the Awakened, and the source of a variety of useful quests. Unless you have angered the Awakened, you will be able to explore and speak with people at will. There are also several shops.

Quests:

Search Ruined School - Learned Pinner, in Vakkiri, asks you to speak to the servant mind in the Ruined School. It is in the northeast corner, and the key you need to reach Povralus is in Rawbone's lair. Talk to Povralus and hear everything he has to say.

Clear Watchhill - Khobar asks you to find the source of the hordes of rogue creations in Watchhill. There is a spawner in the caves at the northwest corner of Watchhill. Kill it to finish this quest.

Message for Ellhrah - Khobar gives you a message to take to Ellhrah, the leader of the Awakened. Ellhrah lives in Ellhrah's Keep, to the southeast. Speak with him and you will be given the option to deliver the message.

Clear Crag Valley - Khobar asks you to find the source of the hordes of rogue creations in Crag Valley and eliminate it. The spawner in Crag Valley is in the ruins at the northwest corner.

Find Spy in Vakkiri - Sencia thinks there is a Taker spy hiding in the town. She wants to know who it is. It is Nabb. He's in the northeast corner. You can turn him in, though he has a different mission for you.

Kill Ellhrah - Nabb asks you to kill Ellhrah, the leader of the Awakened. This will enable you to join the Takers. Ellhrah lives in Ellhrah's Keep.

Eliminate the Bandits - Brodus Blade asks you to eliminate some bandits north of the town. The bandit leader stops you when you enter the Bandit Woods. You can kill them. Alternately, if your Leadership is high enough, you can offer to get Brodus Blade to give them food in return for peace. If you go get him to agree and then tell the bandit leader about it, the quest is completed.

Find Pixley - Coale wants you to ask Pixley if they could resume trade. Pixley is in Pentil.

Find Arth - Coale wants you to ask Arth if they could resume trade. Arth is in a building at the north end of Kazg Ruins.

Find Stolen Knife - Someone stole a knife from Inerny, a chef in Vakkiri. Lietz took the knife. She's by the fire at the southeast corner. You can get her to admit it if your Leadership skill is high enough.

Open Ham's Box - Ham has an old Shaper chest he can't get open. If your Mechanics skill is high enough opening it is easy, especially if you have a living tool.

Items of note: Lots of useful equipment in the shops.

Area 4 - Bandit Woods

The eastern half of this area is controlled by Ghurk and his bandits. They are the focus of a quest given by Brodus Blade in Vakkiri. If Ghurk finds you, you can pay him off, fight his bandits, or use Leadership skill to get him to leave you alone. You can attack the bandit camp in the northeast corner, but, if you do, the bandits will hunt you down.

The west half of the area is full of low-level fyora and artila. They can be hunted for easy experience.

Items of note: Coated Cloak

To Clear: Kill or make peace with the bandits.

Area 5 - Ruined School

A large ruin. Many rogues patrol the hallways. There are several locked doors. The key can be found in Rawbone's lair, in the northwest corner of the area. There are several skill canisters and a servant mind named Povralus, who gives some hints about what happened on Sucia Island.

Items of note: Venom baton, chitin armor.

Area 6 - Watchhill

This area is full of low-level rogues (fyoras and artilas), all created by a spawner in the caves in the northwest corner. You can kill the rogues with brute force. You can also, if your Leadership is high enough, convince Seerula to come with you and help you kill the rogues. This makes defeating the spawner much easier.

Items of note: Living tools, icy crystals.

To Clear: Slay the spawner.

Area 7 - Crag Valley

This area contains a lot of rogues, all made by the spawner in the ruins in the northwest corner. You can kill it directly. You can also, if you have enough Mechanics skill, sneak into the back of the ruins, use the power spiral there, and run. It will explode, destroying the wall and killing the spawner.

Items of note: Venom baton.

To Clear: Slay the spawner.

Area 8 - Ellhrah's Keep (map in next section)

This is the home of Ellhrah, leader of the Awakened (at A on the map). If you want to join them, you can do so here (if your Leadership isn't high enough, you need to do a quest first). There are also several places to shop at B.

If you join the Awakened, you will be allowed to enter the southern half of the keep. If you don't join, you can sneak in through the ruins at C. There is a discipline wand (high damage against creations, very useful if you want to kill Ellhrah) and a skill canister at D, but, if you aren't in the Awakened, you will have to sneak past the guard at E. If you watch from a safe distance, you can sneak by when he goes to take a nap at F.

There is some servant mind food in the room at G.

Quests:

Destroy Control Four - Ellhrah gives you this quest if you want to join the Awakened. Control four is a servant mind in the center of the Spiral Burrow (described in the next section).

Reveal Spy - If you speak with Ting, you can find out that she is a servile spy. If you want, you can give her up to Ellhrah.

Items of note: Discipline wand.

Area 9 - Spiral Burrow

The burrow is patrolled by four groups of roamers. Each pack lives in a corner and sends out single roamers on patrol. If a roamer sees you, it will run back to alert its pack, but, if you kill it quickly, it won't be able to sound the alarm. If you get attacked by too many roamers, flee the burrow and come back later.

There is a vlish called Warp in the center of the burrow. It has the ability to charm your creations, so you may wish to leave it outside and fight it on your own. You can also get the discipline wand from Ellhrah's Keep.

In the room past Warp, you will find the servant mind Control Four. If you are killing it for Ellhrah, just talk to it and tell it to shut down. If you are restoring it for Rydell, speak with it and choose to feed it some nutrient goo (the locations of all of the food canisters are in Chapter 6).

Area 10 - Hills of Jars (map in next section)

The Hills of Jars is one of the first sections to require stealth and Mechanics skill. If you have no Mechanics skill, you should probably avoid this place.

The southern rooms are full of mines. You can deactivate the mines by using the spore boxes at A and B. You can also trigger these mines by having creations walk over them, although this trick won't work later on. The core of the complex contains numerous turrets, which will probably be too dangerous for you when you first get here. You can turn off the turrets by using the spore boxes at C or D. The rooms marked E are filled with skill canisters and good loot, and there is a servant mind at F who can tell you some valuable information and turn off any defenses which are still active. It will, however, need to be fed (the locations of all of the food canisters are in Chapter 6).

Items of note: Chainmail vest, iron sword, steel gauntlets.

To Clear: Get the servant mind to turn off all of the defenses or walk from the west gate to the south gate and then to the east gate.

Area 11 - Thorny Fen

The roamers in this area won't attack you at once. They will stalk you at a distance. When there are enough of them, they will all attack at once. You can get through this area by running through quickly or killing roamers with missile weapons as soon as you meet them.

There are number thorn bushes in this area. If you use a thorn bush, a random sort of thorn will come out.

Items of note: Many mixed thorns.

Area 12 - Pentil Plains

There are a lot of rogue creations at the northeastern gate (to Pentil) is

guarded by a large force of thahds and artila. You can kill them yourself to reach Pentil, though it may be a tough fight. You can also run through quickly.

Another option is to get the help of the serviles at the south end of the area. If you speak with Check and your Leadership skill is high enough, you can convince him rouse his warriors and attack the gate.

Items of note: Iron sword, fiery wand.

Area 13 - Pentil Woods

There are numerous vlish in these woods, each with one of three nasty abilities. Also, when you attack a vlish, it will call for help. Any other vlish nearby will rush to its aid. When you meet one foe, kill it quickly. As always, if you are overwhelmed, flee the area and return later.

There is a spawner hidden in the building at the southwest corner of the area. You will need to pick a lock to get it. Killing it finishes a quest in Pentil. There is a skill canister in the small building at the northeast corner.

Area 14 - Pentil

Pentil is the home of the Obeyers, a sect that worships the Shapers. As long as you are not a Taker, you will be welcomed here.

Rydell, the leader of the Obeyers, is in the large hall at the center of the town. If you speak with him and do a quest (or have high enough Leadership skill) the Obeyers will help you and you will be given the key to the rooms off of Rydell's hall.

You should also speak with Dayna. She tells you that some valuable old Shapers records are owned by Toivo, a sage in Kazg.

If you speak with Pixley, she tells you where you can find what happened to the boat that attacked you. Unfortunately, it's ruined.

Quests:

Feed Control Four - Complete this quest to join the Obeyers. Control Four lives in the Spiral Burrow. See that section for more information. If you have already killed Control Four, you will need to do the next quest to join the Obeyers.

Slay Gnorrel - This is the back-up quest for joining the Obeyers. Gnorrel is the leader of the Takers, in Kazg. You can kill her to get Rydell to let you join.

Contact Hidden Outsiders - When you join the Obeyers, Rydell asks you to make contact with a band of humans who are besieged east of Kazg. They live in the Refugee Cave, and their leader is Masha. There is a lot of information on this quest in Chapter 3.

Destroy Hidden Rebels - Mickall Blade, the leader of the guard, asks you to destroy the band of rogue Takers hiding in Thorny Wood. See that section for more information.

Contact Outpost - If you complete the previous quest, Mickall Blade asks you to make contact with a band of serviles to the east. They are in Servile Outpost (three sections east of Southbridge). Go there, talk to Doge and Dina, and return to complete the quest.

Find Shaper Records - Dayna asks you to return Shaper Records to her. Shaper records can be found in many areas of Sucia Island, and each one returned nets some money and experience. If you tell Dayna that she shouldn't be collecting old Shaper records, she will stop buying them.

Find Source of Vlish - Godwin asks you to find and destroy the source of the vlish in Pentil Woods. They are being created by the spawner in a building in the southwest corner of that section. Kill it to complete the quest.

Clear Pentil Gate - Natley asks you to kill the rogues at the gate in the Pentil Plains. See that section for more information.

Clear a Bridge - Pixley offers you a reward if you clear the obstacles blocking one of the two bridges to the east. The bridges are in Northbridge and Southbridge. Cross one of them to complete the quest. See those sections for more information.

Items of note: Several shops. Carnelian gloves, acid baton, steel shield, shielding band, steel gauntlets.

Area 15 - Pentil East

There are a few serviles to talk to in the ruins at the west edge of the area. Most of this area, however, are woods filled with spawners and rogues. If you try to leave along the eastern path without kill the spawners, you will be repeatedly attacked.

If you speak with Garnet and have enough Leadership, you can convince him to help you kill the spawners. He and his warriors will walk from spawner to spawner. If you follow them, you can help them fight.

Items of note: Fiery wand.

To Clear: Slay the spawners.

Area 16 - Thorny Wood (map in next section)

Most of this area is a thick forest, filled with mines and traps. All of the mines here will be trigged when your main character gets close. However, if you use the trap quickly and your Mechanics is high enough, you can deactivate the trap.

There is a band of Takers hidden at A. You can kill them to finish a quest in Pentil. Alternately, you can kill Demel (at B) and her fyoras and speak with Ezog (the leader of the rebels) to finish a quest in Kazg. If you enter the Taker lair without killing Demel, the Takers will attack you.

The key to Ezog's treasure room (at C) is hidden in a jar in his lair (at D).
Items of note: Steel gauntlets, acid baton.

Area 17 - The Tombs

The unstable roamers in this area explode when you kill them. To attack one, back away a bit and use a missile weapon.

There is an embalming hall in the southwest corner of the area. There is a key in a case in the back room. If you get the key, the doors of the many crypts in the area will open when you approach.

Each crypt contains a trap mine. If you use a mine quickly and your Mechanics is high enough, it will be disarmed. Otherwise, it will make a tahd shade. If you use the intact coffins in the tombs, your magical skills will increase.

If you walk to the shore at the southwest corner of the area, you will see the wreck of the ship that attacked you.

Area 18 - Northbridge

The bridge in the center of this area is covered with mines. They are set

to trigger when a Shaper (like your character) approaches.

At the northwest corner of the area, there is a shop run by a servile named Lahnee. If you use the case in Lahnee's back room and your Mechanics skill is high enough, you can get a spore baton. Use it near the mines to detonate them.

Across the bridge, you will meet two Sholai warriors. If your Leadership is adequate, you can pass them safely. Otherwise, you must fight them.

Items of note: Brown spore baton, fine cloak, chilling band.

To Clear: Cross the bridge.

Area 19 - Southbridge

The west side of the river has several clawbug lairs and two tombs. Read more about these in the description of The Tombs.

The bridge is guarded by multiple turrets. If you approach the bridge from the north along the river shore, you can kill two of the turrets without getting in range of the others. This makes the battle a little easier.

Across the bridge, you will meet two Sholai warriors. If your Leadership is adequate, you can pass them safely. Otherwise, you must fight them.

The caves at the northeast corner contain a skill canister and a box with information on the Sholai.

To Clear: Cross the bridge.

Items of note: Steel shield, steel gauntlets.

Area 20 - Buried Cells (map in next section)

There is a shop at A, run by a servile named Buron. If you want to enter his back room, the key is in a jar at B.

If you try to pass through the cells, you can turn off the mines using spore boxes at C, D, and E (if your Mechanics is high enough).

The locked cells can be opened up by speaking with the servant mind at F (you will need to feed it).

Quests:

Get Submission Baton - Buron asks you to bring him a Submission Baton for breeding purposes. There are several submission batons in the game, including one at G. To get to it, you need to ask the servant mind at F to open the doors.

Items of note: Swarm crystals, fiery wand, submission baton.

Area 21 - Quiet Marshes

There are several packs of roamers in this area, each clustered around a vlish. They are tough fights, but they will only attack you if you get close to them. If you are careful and keep a safe distance, you can get through without a fight.

There is a servile in the northwest corner named Clois. She can give you a lot of useful information about the island. When you learn about Trajkov and the Geneforge, it might be helpful to go back and speak with her.

Area 22 - Stone Circle

There are several packs of roamers in this area, each clustered around a vlish. If you don't kill the vlish first, it will heal the roamers. There are healing

and energy pools in the ruins at the northwest corner.

You can search the stone pylons. If your luck is high enough, you can find items in some of them, including a baton. If you step on the glowing runes while you have this baton, they will open sections of the forest. There are specters in the new areas.

Items of note: Specter boots.

Area 23 - Crystal Burrow

The main path through this area is blocked by a lot of mines. There is a spore box inside the tunnels, which can deactivate the mines.

There are blue crystals inside the tunnels. If you get close to one, it flashes and a thahd will come out and attack you. If you never get close to the crystals and don't enter any passage with bones at the entrance, you can avoid the thahds entirely.

Items of note: Iron breastplate.

Area 24 - Servile Outpost

The most important feature of this area is the small servile settlement. After entering and speaking with Doge and Dina, the outpost is attacked. You can help the serviles fight, though they might win on their own.

If you speak with Doge, he can tell you about the Geneforge.

Area 25 - Kazg Ruins

This area is patrolled by groups of fyora and warrior serviles. If you have been welcomed by Kazg, they will not attack you. There is a warrior named Rosen at the gate to the north. He is one of the serviles who can welcome you.

There are several locked doors in this area which are only opened by levers in nearby buildings.

Items of note: Steel sword, submission baton. Arth (near the Kazg gates) sells items.

To Clear: Peacefully make contact with Kazg.

Area 26 - Kazg Plains

There is a gate into Kazg at the south end of this area. If you have been welcomed by Kazg, the guards there will attack you. When you first enter, a servile warrior named Amena will approach and speak with you. If your Leadership is high enough, you can convince him to welcome you (and the guards won't attack).

Quests:

Find Spy In Kazg - Agat wants you to locate a spy for him. The spy is Hew. She is hiding in the glade in the northeast corner. If you speak with her and your Leadership is high enough, you can get her to admit that she's the spy.

To Clear: Peacefully make contact with Kazg.

Area 27 - Kazg (map in next section)

Kazg is the largest city on Sucia Island and the home of the Takers. It is also the easiest city to be attacked in. The slightest crime will infuriate the Takers and cause them to swarm you.

When you first enter, you will be told that you have been greeted and

offered safe passage. The guards in the Kazg Ruins and Kazg Plains will no longer attack you.

Gnorrel can be found at A. If you speak with her, you can learn about the Takers and, if you want, join them. If your Leadership isn't high enough, you will have to do a quest to prove yourself.

Some valuable records are hidden in the tower at B. You can learn where the control rod and entry batons are hidden. However, there is a guard patrolling the hall outside. You can sneak through when the guard is at C.

There are numerous shops in the hall at D. In the cell at E, there is an Obeyer prisoner. If you haven't learned about them already, he tells you about the rebel Sholai hiding to the east.

If you navigate your way down the mined passage that begins at F, you can find a skill canister and a jar of servant mind food.

When you join the Takers, you can go through the door at F. On the other side, there is a Sholai who tells you how to reach Trajkov. There are also several treasures.

Quests:

Slay Ellhrah - If you want to join the Takers, Gnorrel asks you to slay Ellhrah. Ellhrah can be found in Ellhrah's Keep. If you are strong enough to reach Kazg, you're probably strong enough to kill Ellhrah.

Kill Outsider Rebels - Eko Blade asks you to slay a band of Sholai rebels east of Kazg. They are in the Refugee Cave. There is a lot of information on this quest in Chapter 3.

Free Trapped Takers - If you complete the previous quest, Eko Blade tells you of a band of Taker raiders trapped in Thorny Wood. He asks you to contact them and help them escape. See the section on Thorny Wood for more information.

Clear Out Servile Warrens - Kyozo, a servile in Kazg, asks you to explore them, find whatever has been creating monsters in the Servile Warrens and destroy it. See the section on the Servile Warrens for more information.

Kill Bore - Kaxen's mate was slain by a rogue creation named Bore. Bore lives in a glade at the north end of Holding Two. You don't get a monetary reward for completing this quest, but it does improve your standing in the eyes of the serviles.

Message For Rydell - Houten, the prisoner in the cell at E, asks you to go to Rydell, in Pentil, and say that he is a prisoner.

Items of note: Steel breastplate, steel shield, shaped breastplate, steel sword, steel shield, shaped shield, girdle of endurance, ivory band.

Area 28 - Servile Warren

This warren is full of rogue creations, created a servant mind called Control Three in the northeast corner. The creations live in packs in the rooms in the corner. They send out patrols. When one of them meets you, it runs back to get help. If you are overwhelmed, leave and return later.

A servile near the entrance asks you to restore Control Three. Killing Control Three is a quest in Kazg. When you reach Control Three, you can't talk with it until you deactivate the three power spirals surrounding it. Once this is done, you can either feed it nutrient goo to restore it or tell it to deactivate itself.

Quests:

Restore Control Three - A servile near the entrance asks you to restore Control Three. You can do this by feeding it (chapter 6 has a list of all of the locations of servant mind food).

Items of note: Terror wand.

To Clear: Feed or destroy the servant mind.

Area 29 - Tribal Woods

At the south end of this area, there is a glade with four creation spawners. It can be a difficult fight. If you have troubles, rush in, kill a spawner or two, return to tome to rest, and then come back to kill the others. There is a key on one of the bodies in the glade. It opens the doors to the buildings in the center of the area.

There is a tribe of barbaric serviles to the north. If your Leadership is too low, they attack you. If it is high enough or you have killed the spawners, you can convince them to let you enter their village. There are some nice items there.

Items of note: Shaped boots, mica band.

To Clear: Kill all of the spawners or make peace with the tribe.

Area 30 - Icy Tunnels

The eastern exit of this area is guarded by a band of Sholai. If your Leadership is high enough or Trajkov has given you permission to pass, you can pass them without a fight.

Most of the south half of this area is a network of tunnels guarded by specters. At the southeast corner of the tunnels, there are two sarcophagi that give you rewards when you open them.

Items of note: Brown spore baton, green spore baton, submission baton, fibrous shield, stabilizing ring.

Area 31 - Eastern Kazg

The eastern exit from this area is guarded by Taker warriors. If you try to pass this way and you have not given you the quest to destroy the Sholai rebels, they will attack you when you try to pass.

In the building to the northeast, you can buy access to three different skill canisters. The building to the northwest is full of insane serviles with magical abilities. You can't speak with them.

The ruin to the south has several skill canisters. You can open the doors to them by using the control panel.

Items of note: Ring of the Eye.

Area 32 - Holding Two (map in next section)

This is one of the routes to the Refugee Caves, best used by characters with high Mechanics. The passages have several clusters of mines surrounding crystals. You need to use the crystals quickly to keep the mines from exploding.

The long gallery in the middle of the area has many turrets in it. You can avoid them, though, by running across at A, B, C, and D. You can also deactivate the turrets by using the spore boxes at F, G, H, and I.

The rogue creation Bore (for a quest in Kazg) can be found at E.

There is a case with servant mind food at J. There is also a servant mind which can tell you about the Geneforge and, if your Leadership is high enough,

open some of the doors.

Items of note: Reaper baton, fyoraskin shield, girdle of nimbleness.

Area 33 - Refugee Cave (map in next section)

Masha and her rebel Sholai can be found here. She provides valuable information, and killing here is a useful quest in Kazg. You can read about this in sections 3 and 4 of Chapter 3.

Masha is at A. The locked sea chest is at B. There is also a case there with the key to the door at C. There are numerous pillars guarding the south entrance, but, if you enter the caves far enough, the Sholai deactivate them. Running past the turrets is the easiest way to deal with them.

Masha asks you to go to the Eastern Docks to get a key. If you are better at combat, go to the Dock Ruins. If you are better at Mechanics, go through the corridor at E.

Quests:

Recover Sea Chest Key - Masha asks you to recover a key from the docks at the southeast corner of the island. Read more about this in the description of the Eastern Docks.

Contact Astro - Once you have done the previous quest, Masha gives you a scroll and asks you to find Astro, another rebel Sholai. Read more about this in the description of the Wooded Valley.

Items of note: Chilling band.

Area 34 - Dock Ruins

The roamers in this area will follow you at a safe distance until there are several of them around you. Then they will all attack at once. When you encounter one roamer, kill it quickly with missile weapons before it can find friends.

The gate at the southeast corner is blocked by two large gates. They can be opened by pulling the levers in the guard posts to the north and south.

Several of the doors in this area are locked. The key is in a case at the northeast corner of the area, by a servant mind. If your Leadership is high enough, you can open the case. If your Mechanics is high enough, you can convince the servant mind to unlock the case.

Items of note: Shaped gauntlets.

To Clear: Open the east gate.

Area 35 - Eastern Docks (map in next section)

The key which is the objective of Masha's quest (in the Refugee Cave) is on a body at A on the map.

If you enter at B, you will have to pass three glaahks that are circling the path at C. If you are careful, you can slip through without them seeing you. Also, if you attack the glaahk in the rear, you can pull them away one at a time.

If you enter at D, you will have to sneak past several pylons to reach the key. If you stand at E, F, or G, the pylons can't see you. If you deactivate the power spirals at H, the pylons will stop functioning and the nearby doors will open.

The control panel at I opens the cells to the south. The doors at J can be opened with the key from the Dock Ruins.

Items of note: Thrusting gauntlets.

To Clear: Recover the key.

Area 36 - Wooded Valley

There are a few roamers in this area. The thing of greatest interest, though, is the band of hidden Sholai. The passage to their lair is at the end of one of the western passages leading away from the valley. You will find a servile. Speak with it and give it the scroll given to you by Masha (more information about this in the section on the Refugee Caves) and you will be let in.

Inside, you can talk to several Sholai. If you know enough of the Sholai tongue, Astrov can tell you about how to reach the research halls at the northeast corner of the island. Solyony runs a small shop and, if your Leadership is high enough, Anya can improve your Spellcraft.

Quests:

Find Help For Astrov - Astrov asks you to find a powerful servile who is able and willing to help him. Go to Pentil and speak with Rydell to complete this quest.

Items of note: Solyony sells items. Quicksilver chain, shaped belt.

Area 37 - Underground River (map in next section)

This is the route into the mines. This is the path past the river and to an entry baton best suited for characters with less combat strength and more Mechanics skill.

To lower the bridge at A, use the control panel at B (do not deactivate the power spirals).

There are power spirals at C, D, E, F, and G. Each turns off one set of burning floors. You can also walk over the burning floors if you cross quickly and (is necessary) use shielding pods.

There is a servant mind at H that can sell you several valuable items. Items of note: Guardian cloak, bonding knife, oozing belt, static band. To Clear: Lower the bridge.

Area 38 - Eastern Mines (map in next section)

This is one of the four sections of the massive Sucia Island mines. The area is filled with hostile pylons, which can be turned off in the Mine Core.

You can find many rough crystals in the mines. There is a machine at A that can process rough crystals into items. Use the machine and, if you have enough rough crystals, you will be given the option of putting them inside. Then pull the lever in the next room, and an item will be spit onto the ground by the machine. Don't deactivate the power spirals, or the machine will stop working.

If the pylons are still active (as they will be when you first arrive), you must either fight them (difficult) run past them (dangerous) or sneak through the mine without them ever seeing you. To find pylons, you can step out into a corridor and step back to safety (best done in combat mode, haste helps with this). The spots where pylons can't shoot you are marked with B's on the map. To Clear: All 4 mine sections are cleared by walking in at one end (Eastern or Western Mines), walking out at the other end, and turning off the defenses in the Mine Core.

Area 39 - Mine Core (map in next section)

This is the central section of the Sucia Island mines. The defense systems for the mines are controlled here.

You can reach the mine core while evading the pylons. There are four power spirals that control the central pylon banks. They are at the locations marked E, F, G, and H on the maps. Deactivating these spirals turns off the central pylons.

If you enter from the east, you can evade the pylons by going to B, then C, then D. Enter the room to the south and deactivate the power spiral at G. Then go to the next room to the south and deactivate the spiral at H. It is now safe to pass through the door at A and speak with the servant mind at I.

You will need to feed the mind to activate it, but you can then ask it to turn off the defenses in the Mine Core. You can also ask it to deactivate the defenses in the Northern, Western, or Eastern Mines, but only one set can be off at any one time.

There are healing and energy pools at J, but, to use them, you need to activate the power spirals at K.

There are packs of glaahks at the locations marked L so, if you fear them, be wary around those areas.

To Clear: See Area 38.

Area 40 - North Mines

This is one of the four sections of the massive Sucia Island mines. The area is filled with hostile pylons, which can be turned off in the Mine Core. There is a machine at which can process rough crystals into items. To learn more about it, read the section on the Eastern Mines.

The pylons and burning floors in this area will be active unless you shut them off in the Mine Core. Without doing so, this area is very dangerous.

There is a large cave in the north half of this area. It is patrolled by two huge battle alphas. You can watch for them and keep away from them or, if your Leadership is high enough, you can convince them that you belong there.

There is a storeroom in the middle of the north edge of the area. There is an entry baton (necessary to enter the main research halls for most characters) in the case in the back room.

Items of note: Shaped blade (made by crystal processing machine).

To Clear: See Area 38.

Area 41 - Western Mines

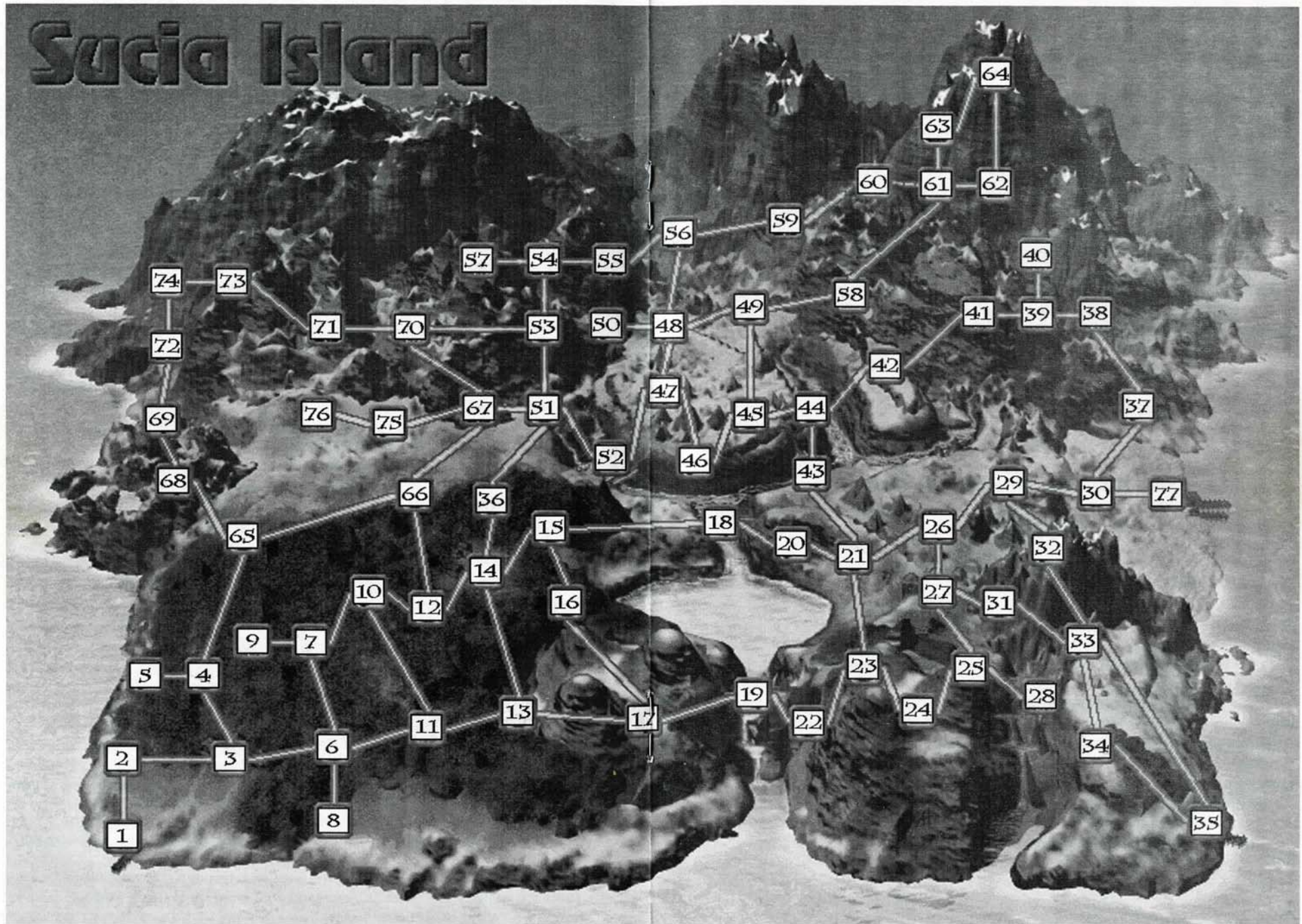
This is one of the four sections of the massive Sucia Island mines. The area is filled with hostile pylons, which can be turned off in the Mine Core. There is a machine at which can process rough crystals into items. To learn more about it, read the section on the Eastern Mines.

The pylons and burning floors in this area will be active unless you shut them off in the Mine Core. Without doing so, this area is very dangerous.

There are also clusters of mines surrounding triggering crystals. If your Mechanics is high enough and you use the crystals quickly, you can disarm the mines.

The exit to the mines is at the west end, through some old barracks. There are some fyoras there but you can avoid a fight if you run through quickly. Items of note: Dodging boots.

Geneforge World Map



To Clear: See Area 38.

Area 42 - Arena

The arena is a winding ruin filled with hostile creations. There are many locked cells, all controlled from a control panel in the northern section of the arena building. Some of the cells contain skill canisters.

If there are too many creations here and your Leadership is high enough, there is a confused battle beta in the northeast corner of the area. You can convince it to help you through. It will follow you around and attack anything that bothers you.

Items of note: Reaper baton, sharing belt.

Area 43 - Guarded Bridge

If you have Gnorrel's amulet, you can pass through this area, speaking with the Sholai if you want to. If you don't have Gnorrel's amulet (see Kazg for more information on this), the powerful guards on the bridge will attack you. Unless you are very strong, this is not a good route to the other side of the river.

There are glades with creations and some nice treasures on either side of the river. As long as you stay away from the bridge, it is safe to hunt here.

Items of note: Shaped breastplate, quicksilver boots, stabilizing ring.

To Clear: Cross the bridge.

Area 44 - Patrolled Dell

This area is patrolled by three large groups of Sholai. If you don't have Gnorrel's amulet, they will attack you. However, if you stick to the southern edge of the area and move quickly and carefully, you can pass through here without being attacked. The Sholai never go to the haunted circle at the southeast corner.

If you are a Taker, you can speak with the Sholai and do some shopping.

Items of note: Ivory band, tinker's gloves.

To Clear: Kill most of the Sholai guards or have Gnorrel's amulet.

Area 45 - Winding Road

A long, curving road runs north to south through this area. Numerous Sholai patrol it. If you have Gnorrel's amulet, you won't be attacked. However, if you stay a safe distance from the road, you won't be seen.

If you have the amulet, you can speak with the Sholai. One of them tells you to get the spore baton in their quarters.

There is a small shrine of servile cultists in the woods to the east. They will always attack you. This is some treasure in their shrine.

Also, there are two friendly serviles (Flig and Znaf) in the southwest corner of the area.

Quests:

Kill Wounded Beta - Flig asks you to track down and kill a wounded battle beta. Go to the pathway through the woods at the northwest corner of the area and an opening will appear. The beta is at the end of the path.

Items of note: Agent robe, symbiotic cloak.

To Clear: Kill most of the Sholai guards or have Gnorrel's amulet.

Area 46 - South Workshop (map in next section)

This large and important dungeon contains the control rod, a key item if you want to destroy the Geneforge. There are several ways to approach this area, depending on whether you are better at Mechanics or combat.

The control rod is in a case at A on the map. If you have a strong group, you can walk straight to B, killing shades along the way, killing Corata, entering the room, and taking the rod. When you enter, Corata speaks with you, and if you have high Leadership, you can listen to his story and convince him to let you get to the rod without a fight (you need to have even higher Leadership to get him to let you out with it).

You can also use Mechanics skill to activate the pylons throughout the level. They can kill the shades for you. First, activate the power spiral at C and use the control panel at D (use a spiral to activate it, you need to have Mechanics above a certain level to do so). When you use the panel, choose to flip the third switch. The pylons are now set to attack your enemies.

You turn on the pylons by activating power spirals. The locations of friendly spirals are marked with E's on the map.

When you reach Corata's chamber, a high enough Mechanics skill keeps him from attacking you. Activating the two spirals marked F on the map turns on the pylons in Corata's chamber, killing him in a spectacular fashion.

Quests:

Slay Corata - There is an insane servant mind at G on the map. If your Leadership is high enough, he gives you a quest to kill Corata. The reward for doing so is very good.

Items of note: Shaper robe, quicksilver chain, reaper baton, reflecting shield.

Area 47 - Sealed Lab

You can just walk through this area, although there is a large Sholai patrol that walks along the northern roadway. If you can't fight them, you can just run through.

There is also a large dungeon full of dangerous undead. You can enter it if you have an entry baton or high Mechanics skill. There are also some good items inside.

Items of note: Tek's spectral dirk, Zavor's band.

Area 48 - Icewalls

This is a very dangerous, combat-heavy area. You will be constantly harassed by vlish and clawbugs until you clear out the spawners at the center. If you are not good at combat, you may just want to run through.

If you want to enter the west workshop (there is an entry baton there, identical to the one in the mines), you need a key. It's in the center of the area, in a box behind all of the spawners.

The best way to defeat this area is by quickly getting to the center, killing one or two of the spawners, flee the area to heal up, and repeat until the spawners are gone. You can also haste yourself, run in, grab the key, and run out.

There are two buildings with locked doors. They will open up if you trigger the Sholai attack inside the West Workshop.

Items of note: Quicksilver chitin.

To Clear: Kill all 4 spawners.

Area 49 - Crossroads (map in next section)

If you are a Taker going to see Trajkov, you will probably need to pass through this area. At A on the map, a Sholai named Gavril will approach, talk to you, and steal Gnorrel's amulet. If you kill him before he reaches you, you don't get it.

He hides the amulet in the box at B. You can by the guards to the north by walking along the south edge of the glade at C. If your Mechanics skill is high enough, you can sneak through the door at D. Otherwise, you will need to fight the Sholai.

If your Mechanics is high enough, you can also reach the east gate by walking through the woods at E. You can keep the mines in the woods from going off by using them quickly.

At F, there are a lot of mines. You can trigger the mines by using a green spore baton (there is one in Northbridge).

Finally, there is a haunted shrine at G. If you want a good fight, take the item on the altar.

Items of note: Oozing belt, Bhargeth's girdle.

To Clear: Cross the area and leave through the east gate.

Area 50 - West Workshop (map in next section)

The West Workshop contains one of the game's entry batons, a very important item. Unfortunately, it also contains numerous dangerous battles.

Upon entry, you will be attacked by waves of cryodrayks. When they are all dead, you are free to explore.

You will occasionally take cold damage as you explore. To turn off the cold, enter the central chamber at A and deactivate all of the power spirals. You will take extra cold damage while you do this, so have lots of healing handy.

Once the cold spirals are off, the door at B will open for you and you can speak with the servant mind at C. You can command the mind to open up the storerooms, enabling you to reach some nice items.

The entry baton is in a case at D. When you get it and leave, you will encounter Trajkov's shade, who commands you to destroy it. If you break it, you will need to get the entry baton in the Northern Mines. If your Leadership is high enough, you can trick the shade into leaving you alone. Otherwise, a flood of Sholai warriors will enter the area, move to your location, and then hunt you down. If you quickly head straight east and walk through the door at B, you can evade all of the Sholai.

You can't take the entry baton here if you already have the one from the mines.

Items of note: Transference robe.

To Clear: Turn off the cold and get the entry baton.

Area 51 - Peaceful Vale

There are a few rogues in this area. However, the most useful characters are Learned Darian (in the northwest corner) and the drayk Syros (in the southeast corner).

Darian tells you valuable things about the servile sects. In addition, he can, one time only, set your alignment so that a sect you choose will accept you. This is useful if the serviles don't like the answers to questions they have asked

you.

Syros will give you valuable items if you agree to give him skill points. Items of note: Fibrous breastplate, quicksilver boots, leaded shield, thrusting gauntlets.

Area 52 - Patrol Bridge

If you have Gnorrel's amulet, you can pass through this area, speaking with the Sholai if you want to. If you don't have Gnorrel's amulet (see Kazg for more information on this), the powerful guards on the bridge will attack you. Unless you are very strong, this is not a good route to the other side of the river.

If you enter from the east, there are healing pools in the building in the northeast corner (maintained by a servile named Dig). You can safely use these as long as you avoid the bridge.

To Clear: Cross the bridge.

Area 53 - Freeplace

There are two routes through this area. First, you can go through the center, where you will encounter a battle alpha named Aitch. If you defeat him in battle, you can pass through safely. If your Leadership is high enough, you can convince him to let you by. You can then enter the battle alpha's lair. If you speak with Ell and your Leadership is high enough, you can teach him how to look after his lair. In return, he opens up the blocked off area in the middle of the lair.

You can also pass through Freeplace by going through the woods in the southeast corner. If you use the mines quickly enough, they won't go off.

The servile in the ruins in the northeast corner will attack you no matter what.

Items of note: Shielding knife.

To Clear: Kill Aitch or walk through the woods in the southeast corner.

Area 54 - Power Station

It is very easy to walk through this area quickly. If you linger, multiple charged fyoras will hunt you down.

There is a servant mind named Azzo in the station ruins. If you feed it, it gives you a quest (below).

There are several locked doors in this area. The key is in the Power Core.

Quests:

Find Mind Azzo Crystals - Azzo can regain control of the station if you can find its four control crystals. One of them is in the northern ruins of this area, in a case guarded by two turrets. The other three crystals are in the Power Core.

Items of note: Singing rapier, green boots.

To Clear: Slay the drayk Gyah-Ki (in the southern section of the ruins). This will also keep the charged fyoras from appearing.

Area 55 - The Hill

This is a heavily guarded valley leading to the northeast region of the island. If you are good at combat, walk up the road and kill the spawners. If you are overmatched, leave the area to heal and return. Not all of the spawners and

turrets will reappear.

If you have high Mechanics skill and some living tools, you can avoid the battles by unlocking the levers and moving through the tunnels. It is possible to avoid all of the fights.

To Clear: Clear a path from one end of the valley to the other, either by unlocking doors or killing turrets and spawners.

Area 56 - Kantre's Realm (map in next section)

When you enter a servile named Fwee at A approaches and speaks with you. If your Leadership is high enough, you can convince it to make the rogues in this area non-hostile.

To reach the research halls, you need to go through the door at B. If your Mechanics is high enough, you can pick the lock. Otherwise, you need to speak with the insane servant mind Kantre (at C). If your Leadership is high enough, you can convince Kantre that it should help you. It opens the doors at B and D.

Otherwise, you need to anger Kantre. It creates a group of creations to fight. This kills Kantre, and you can get the key out of the case next to it. This key unlocks the door at B.

There is no way to unlock the door at E.

Items of note: Rod of defenses, discipline wand, charmed plate, coated cloak, shaped belt.

To Clear: Either get Kantre to destroy itself (by making creations to attack you) or agree to help you.

Area 57 - Power Core

This area has several large halls, circling around a central core. Entering the center causes you to take massive damage.

The halls are full of shades. When you damage them, they flee to the next room, eventually making a last stand in the final chamber.

The storerooms off of the power chambers contain three control crystals, which are used for a quest in the Power Station. One of the storerooms also contains a key, which unlocks several doors in the Power Core and the Power Station.

One of the rooms (just north of the center) contains machinery which continuously spawns shades. You can deactivate this either by speaking with Azzo (in the Power Station) or deactivating all four power spirals.

Items of note: Grounded robe, grounding vest.

To Clear: Kill all of the shades and deactivate the shade spawner.

Area 58 - The Front Gate

This is the front entrance to the research halls. It is extremely well guarded. If you have Gnorrel's amulet, you can walk right through here. You can speak with the Sholai on the way.

If you don't have the amulet, you have to fight an extremely difficult battle to enter the halls. You would probably be better off finding an entry baton and entering through The West Gate.

Items of note: Jeweled wand, shaped shield, stability belt.

To Clear: Pass through gate alive.

Area 59 - The West Gate

This region is patrolled by several stealth Sholai. They run up to you, snipe at you, and flee when they are wounded. They are not much of a problem if you run through this area quickly, but they are difficult to kill.

The gate into the research halls is at the northeast corner. You must have gotten an entry baton from the Northern Mines or the West Workshop to enter. Use the control panel near the gate to open the doors.

Items of note: Shaped breastplate, reaper baton.

Area 60 - The Vats

This section of the main research halls is full of hostile rogues and poison vats. Unless you get through the front gate, to reach Trajkov and the Geneforge, you must pass through here.

There are two routes through. You can go through the control corridor, which runs along the south and east edges of the area. You need high Mechanics skill to enter this area and deactivate the traps along the way.

You can also walk through the vat area. The pools hurt you if you get too close to them, and there are several groups of roaming glaahk. If you are careful and patient, it is possible to walk through without the glaahk seeing you.

There is a servant mind named Karalfa at the southeast corner of the area. You can tell it to kill itself for a quest in the Central Labs. You can also ask it to turn off the poison gas, making this area easier to cross.

Items of note: Vat chitin, vat boots, shaped boots, mica band.

To Clear: Tell Karalfa to turn off the poison gas in the air.

Area 61 - Central Labs (map in next section)

This is the central area of the main research complex. It is heavily guarded and has all of the Sholai's most valuable research.

If you have Gnorrel's Amulet, you can just speak with people and walk through. You should probably exit to the east. The area to the north is well guarded. To open the door at A, you need to pull one of the levers at B. If you don't have Gnorrel's Amulet, you need to fight or sneak your way through. There are many guards at C, and they send frequent patrols out. The moment a guard sees you, it runs back and alerts the entire complex.

You can sneak through the area without a fight by going through the door at D. You will enter several storerooms full of hostile pylons. You need to run through quickly (shield pods and haste spells help) and leave the area at E.

If you kill the guards, on the other hand, you can leave to the north or east.

You can learn a lot about Shaper research and the Geneforge at F and G.

Quests:

Kill Mind In Vats - If you have Gnorrel's amulet, Serabryakov asks you to kill the servant mind in The Vats. When you reach the mind and speak with it, you can ask it to deactivate itself.

Items of note: Shining shield, girdle of endurance, Shaper's boon.

Area 62 - Research Quarters (map in next section)

This is where the Sholai sleep when they aren't busy perverting Shaper technology. There are a lot of soldiers and drayks here. You can also find

Trajkov's quarters and several useful items.

If you have Gnorrel's amulet, you can just pass through. However, to get through the door at A, you must do a quest for Varya (who is standing next to the door). She wants you to kill Akkat, a drayk at B, although, if your Leadership is high enough, you can convince Akkat to kill Varya, at which point the door opens.

If you don't have Gnorrel's amulet, you have to fight your way through. Akkat will be friendly to you.

Trajkov's lair is at C. If you can get past the turrets, you can find an entry baton (if you don't already have one) and an interesting book at D. Even better, there is a pair of damaged Shaping gloves at E. These can be useful in The Geneforge.

Quests:

Kill Akkat - Described just above.

Items of note: Red spore baton, shaped blade, guardian claymore, girdle of strength.

To Clear: Kill Varya or pass through safely with Gnorrel's amulet.

Area 63 - Holding Cells (map in next section)

If the Sholai are hostile to you, this is probably the easiest route to the Geneforge. It is still very well defended, unfortunately.

If you are skilled at combat, walk down the passage at A. You will have to kill many rogue creations to get through these passages. When the rogues get wounded, they will flee down the corridor to be healed, so you should focus on killing wounded enemies before they escape. They eventually gather for a final battle at B. To get through the doors marked C, you need high Mechanics or the key in the cabinet at D. You will have to kill a pylon to reach the key. Once you're through that door, the path to the Geneforge is clear.

If you prefer to use stealth and Mechanics, go through the door marked E. There are lots of pylons in these vents, but you can turn them off by using the spore boxes at F, G, and H (it's easiest in that order). The dead servile at I has another copy of the key that opens the C doors. Then, in the corridors with the burning floors, walk up the passage marked J and pull the levers at K, L, and M (in that order). Finally, the levers at N and O deactivate the final burning floors, and you can leave to the east.

Whatever route you take, be sure to speak the Danette's Shade at P (for useful information) and use the control panel at Q. The panel can open up the healing pool at R.

Items of note: Agent's shelter.

To clear: Deactivate all of the defenses in the vents or kill most of the rogues.

Area 64 - The Geneforge (map in next section)

At last, you are at the Geneforge, the most powerful and dangerous Shaper invention on Sucia Island (if not anywhere). However, before you can do anything with it, you must deal with Trajkov. He is at A.

Trajkov speaks with you when you approach. He will tell you his story and try to get you to join him. If you do, he gives you a copy of the amulet that gives you safe passage through Sholai lands and asks you to recover the Shaping gloves from Goettsch. He asks the same thing of you if you are already a Taker.

The rest of what you need to know for this path is in chapter 3.

If you, on the other hand, want to do something with the Geneforge, you need to get through the door at B, but it only opens if Trajkov is dead. Killing Trajkov is difficult, but some things will help:

- i. There is a powerful rogue creation at C. If you let it out and run away from it, it will attack Trajkov's forces.
- ii. If your Leadership is high enough, you can convince Trajkov to send his bodyguards away.
- iii. If you have the damaged Shaping gloves from Trajkov's quarters (in area 62) and your Leadership and Mechanics are high enough, you can convince him to use them. Follow him to the Geneforge and watch him kill himself.
- iv. If you find Goettsch, he gives you a pair of fake Shaping gloves. If your Leadership is high enough, you can convince Trajkov to use them. Follow him to the Geneforge and watch him kill himself.
- v. Just use brute force. Powerful creations. Pods, spores, rods. And a bit of luck.

Once you have killed Trajkov, the Geneforge is at D. You can destroy it or use it. The power spirals that fuel it are marked as E on the map. The rest of what you need to know is in chapter 3.

Items of note: Shaped blade, red spore baton, shaped shield.

To Clear: Use the Geneforge, destroy it, or help Trajkov use it.

Area 65 - Dry Wastes

The combat-heavy path to Goettsch's temple begins here.

This area is mostly populated with nasty clawbugs. There are three hunter clawbugs that like to track you down. When they are wounded, they flee to a healing pylon in the caves in the northeast corner. The pylon can be killed, which makes it much easier to destroy the hunters.

Items of note: Shining shield, shaped gauntlets.

To clear: Kill three hunter clawbugs.

Area 66 - The Junkyard

This relatively tranquil zone contains several vlish, which aren't difficult to evade.

There is also a servile shop called The Junkyard. The serviles here, named Shock and Proof, have some goods for sale and several quests.

Quests:

Find Shaper Equipment - Shock will give you money and experience for shaper equipment.

Clear Ghost Gate - Proof asks you to kill all the ghosts at the gate into the ancient ruins. The gate is at the north end of Warriors of the Wind. There are lots of ghosts there. It may take a few trips.

Items of note: Fibrous breastplate, shielding knife, leaded shield, tinker's gloves.

Area 67 - Diarazad

This barren valley conceals the entrance to a very large and dangerous dungeon. The door in is at the west end. The lever is a little bit to the south, concealed behind a tree.

There are several stealth Sholai patrolling this area. If you damage them

a bit, they run away. They are very hard to kill, but if you keep moving quickly, they are not a great threat.

Items of note: Shielding band.

To Clear: Kill the stealth Sholai.

Area 68 - Western Wastes

This area has multiple spawners, each of which creates high level clawbugs. The exit is a narrow pathway out at the northwest corner.

There is a book in a ruin at the south edge of the area that provides interesting information about the ruins ahead.

Items of note: Jeweled wand.

To Clear: Kill all of the spawners.

Area 69 - Warriors of the Wind

This combat heavy zone has two regions. The south half is full of wind walkers. These creatures move very fast and are hard to kill. However, they frequently have a hard time seeing you. If you get out of the way when they run past and avoid ones that are standing still, you can often avoid fights with them.

The north gate, on the other hand, is full of hostile ghosts. There are only a few at the entrance, but the ghosts inside pour out when the guards are attacked. Fortunately, they are only replaced slowly. You can kill a few of them, flee the area to heal up, and return to kill the rest.

Items of note: Living knife, arcane band.

To Clear: Kill the ghosts at the gate.

Area 70 - Ancient Crypt (map in next section)

This is the beginning of the route to Goettsch's temple that depends on stealth, Mechanics, and Leadership skill.

The crypt is heavily trapped and, without strong Mechanics, it is difficult to get through it. The caves at A, B, C, and D are filled with crystals. If you get close to a crystal and don't disarm it (by using it) within a second, all of the mines and turrets in the area become active. It is possible to disarm all of the crystals, but you have to be quick (going into combat mode and hasting yourself can help with this).

The tunnels at E have several ghost patrols. If you are careful, you can evade them. The ruins at F have several ghosts, but the only attack if you get close to them. If you are quick and careful, you can get through without a fight.

Items of note: Quicksilver plate, girdle of leadership, arcane band.

Area 71 - Drayk's Vale

When you enter this area, multiple drayks start to hunt you. A drayk called Rhakkus also approaches you. If your Leadership is adequate and you pay it a large fee, it will keep its drayks from attacking you.

There is a servile named Halm hiding in the southeast corner. For a fee, he will increase your Leadership.

Several pylons in this area have large gems attached. If you steal a gem, all of the ghosts in the area will attack you.

Items of note: Ring of the Eye, Gloves of Hammer.

To Clear: Pay off Rhakkus or kill all of the hostile drayks.

Area 72 - Spirit City

You can pass through this area easily if you don't steal anything from the ruins or try to enter the large temple to the west. There is a large pack of creations at the north exit to fight, however.

If you want to enter the western temple, however, you need to perform a difficult task. In many areas of the Dry Wastes, you can find pylons which you have the option of touching. You need to go to the pylon in the Drayk's Vale, touch it, and then proceed clockwise through all of the Dry Wastes zones, finding and touching the pylons in each (through areas 71, 70, 67, 66, 65, 68, and 69, in that order). Enter the temple and touch the final pylon just inside, and you can enter freely. If you talk to the shade at the altar and explore the room to the northeast, you will learn valuable bits of Shaper history. If you explore the other rooms, you will find good items and a big fight.

Items of note: Fibrous shield, stabilizing boots.

Area 73 - The Sentinels

If you enter from the east and go south, you will find a pack of rogue ornks. If you take the gloves from their altar, you will get into a big fight. The main path through this area is blocked by four sentinel shades. If your Leadership is high enough, you will be able to convince them to let you pass. Otherwise, you must either fight each shade or allow it to drain some of one of your abilities.

Leadership alone won't allow you to pass the final shade, Heustess. It insists that you kill Goettsch. Accepting this quest makes it more difficult to deal with Goettsch when you reach him.

If your Mechanics is high enough, you can get through this area by disarming the traps in the corridor around the edge of the area.

Quests:

Slay Goettsch - Heustess asks you to slay Goettsch and gives you a magic marking. If you accept this quest, unless your Leadership is extremely high, you won't be able to convince Goettsch to speak with you.

Items of note: Crystalline plate, ornkskin gauntlets.

To Clear: Pass all four sentinels or safely get through the trapped corridor.

Area 74 - The Great Temple (map in next section)

When you enter this area, a battle gamma approaches you and offers to lead you to Goettsch. If you accept and follow it, it goes through the safe rooms (marked A, B, and C) to Goettsch (at D). Goettsch will try to get you to help him kill Trajkov and give you a very useful item (the fake Shaping gloves). If your Leadership is high enough, you can convince Goettsch to let you roam the complex freely.

If you want to use the Geneforge, you will need the real Shaping gloves, which are in a box at E. You can get to them by either killing the guardians at F or disarming the traps at G. If you take the gloves, the entire complex becomes hostile.

Quests:

Slay Trajkov - Goettsch wants you to kill Trajkov. He promises you great power if you help him, but he is lying.

Items of note: Red spore baton, charmed falchion, Shaper's belt.
To Clear: Kill Goettsch.

Area 75 - Shaper Crypt

This area and the next area are extra bonus dungeons, full of extremely dangerous monsters and very good treasures. If you have a really good character, you can bring it here to get high level experience.

There is a servant mind near the entrance. If you feed it, it can turn off the hostile pylons for you.

To pass through the door to the Inner Crypt, you need a crescent stone. This can be obtained by killing the crescent shades that occasionally appear in either the Western Wastes or the Drayk's Vale. If you can't find the shade, leave and return later.

Items of note: Guardian cloak, green boots, numerous other items dropped by wandering monsters.

Area 76 - Inner Crypt

This area is like the Shaper Crypt, but harder.

Items of note: Quicksilver plate, stasis shield, Danette's girdle, numerous other items dropped by wandering monsters.

Area 77 - Guarded Docks

This area contains an extremely valuable treasure: the boat off of the island. It is, unfortunately, guarded by both Sholai and large minefields.

All of the mines near the entrance to the area can be disarmed with brown or green spore batons (both can be found in the Icy Tunnels just to the west). The boat is inside the well-guarded fort to the east. You can reach the boat by:

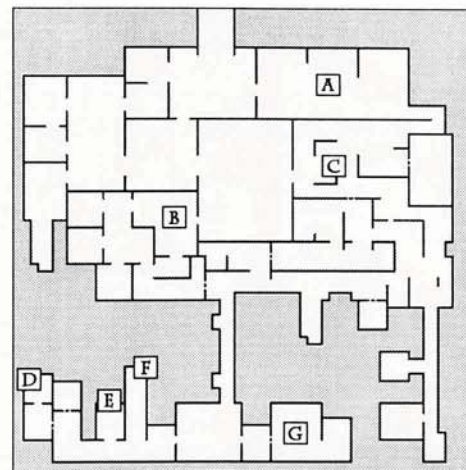
- i. Killing the guards.
- ii. Using a red spore baton to disarm the mines in the woods to the southeast and entering the fort through the back.
- iii. Feeding the servant mind in the ruins to the northwest and asking it to distract the Sholai guards. It can, one time, get them to leave the fort and run to the ruins. You can take advantage of this opportunity to reach the boat.

Once you are on the boat, you can depart Sucia Island and receive your final reward.

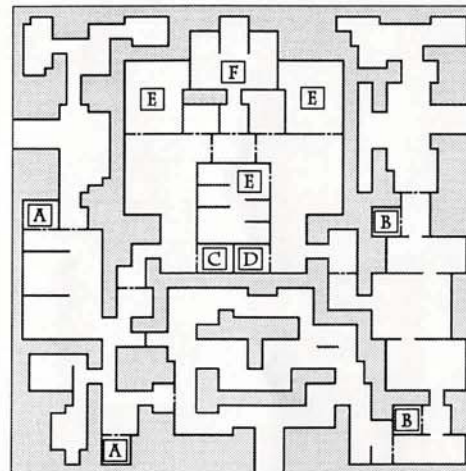


Chapter 5 - Area Maps

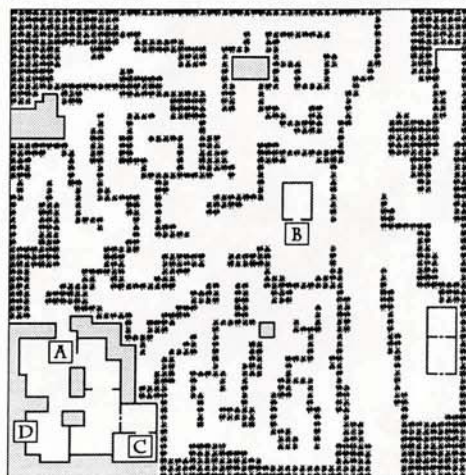
Area 8 - Ellhrah's Keep



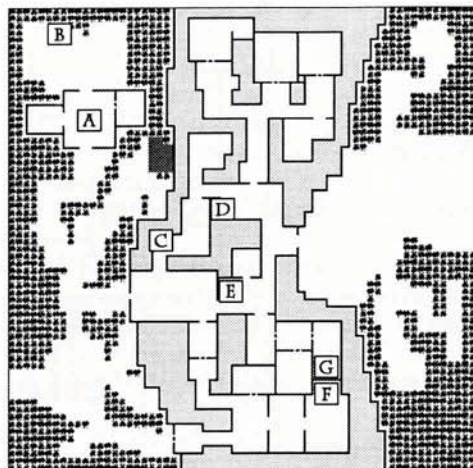
Area 10 - Hills of Jars



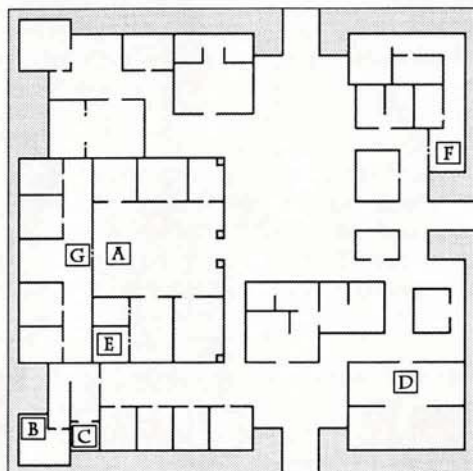
Area 16 - Thorny Wood



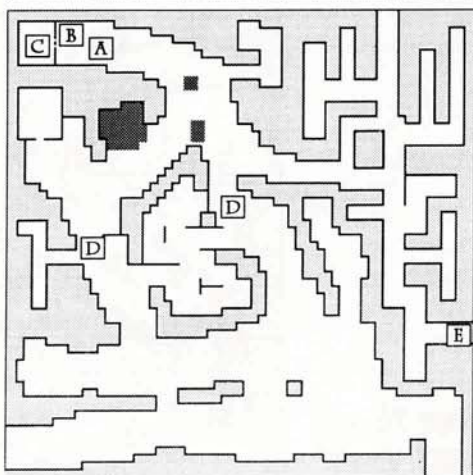
**Area 20 -
Buried Cells**



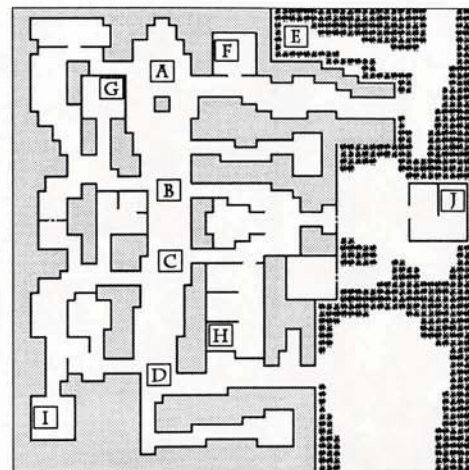
**Area 27 -
Kazg**



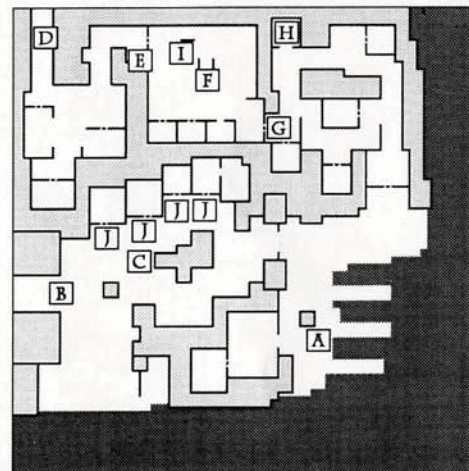
**Area 33 -
Refugee Cave**



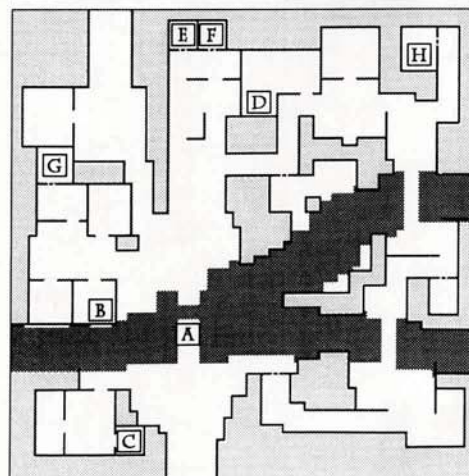
**Area 32 -
Holding Two**



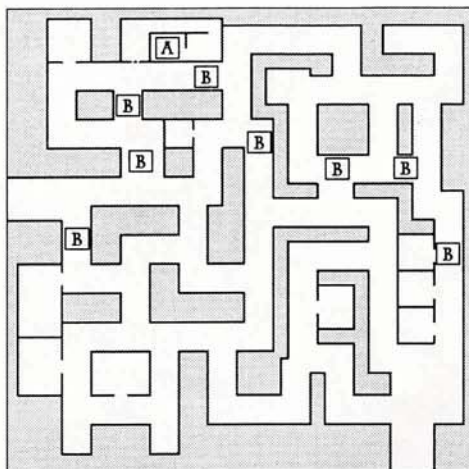
**Area 35 -
Eastern Docks**



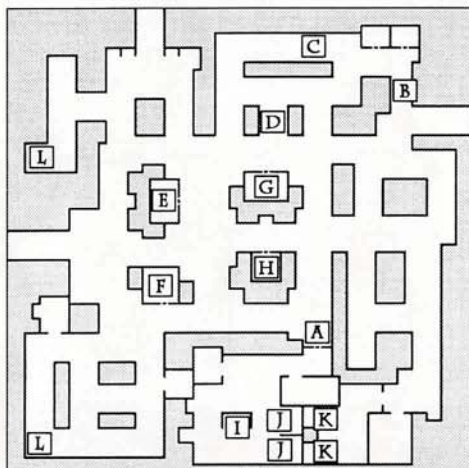
**Area 37 -
Underground
River**



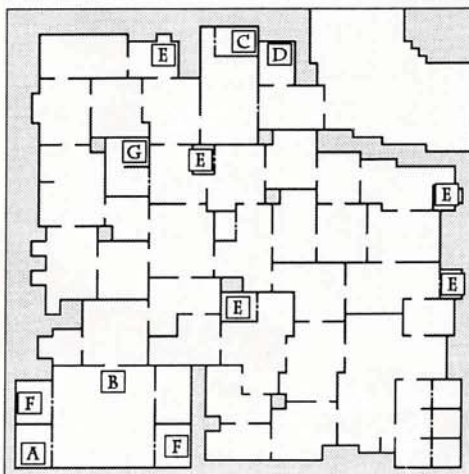
**Area 38 -
Eastern Mines**



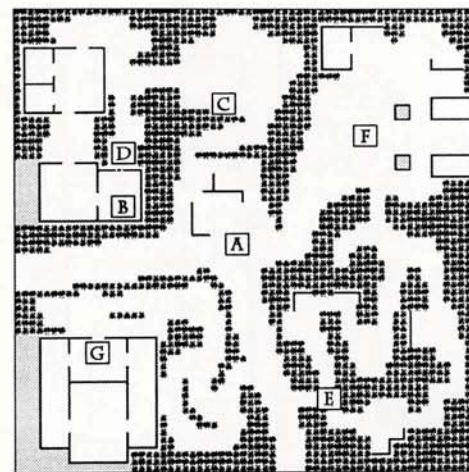
**Area 39 -
Mine Core**



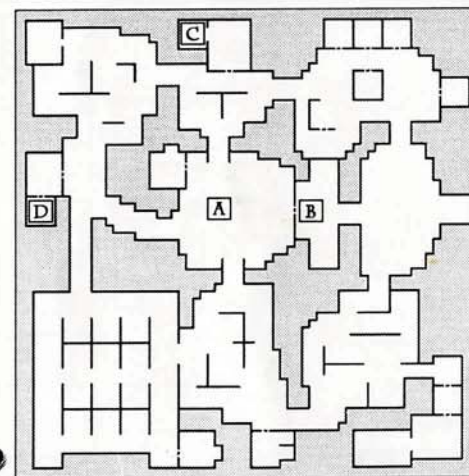
**Area 46 -
South Workshop**



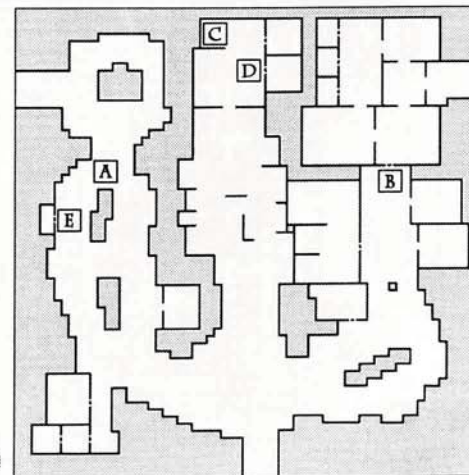
**Area 49 -
Crossroads**



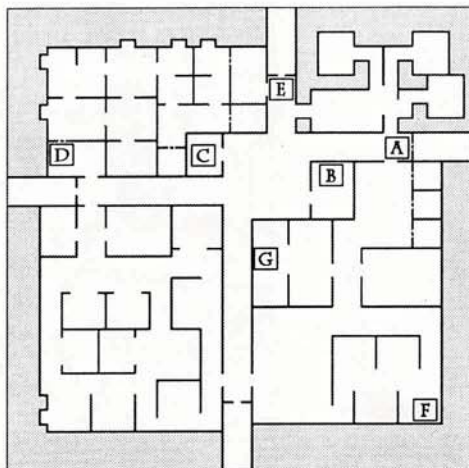
**Area 50 -
West Workshop**



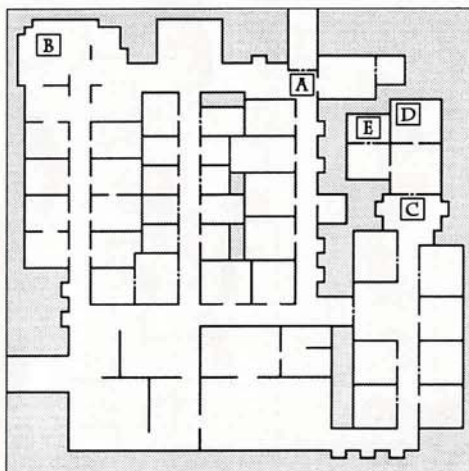
**Area 56 -
Kantre's Realm**



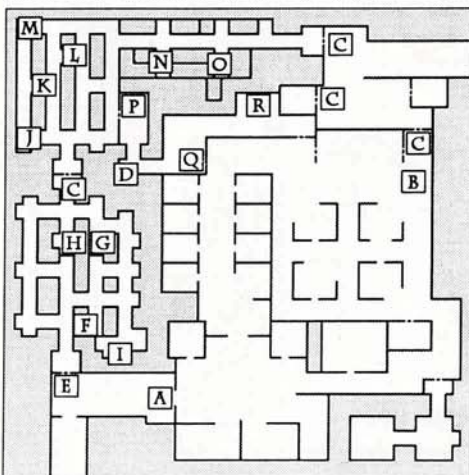
**Area 61 -
Central Labs**



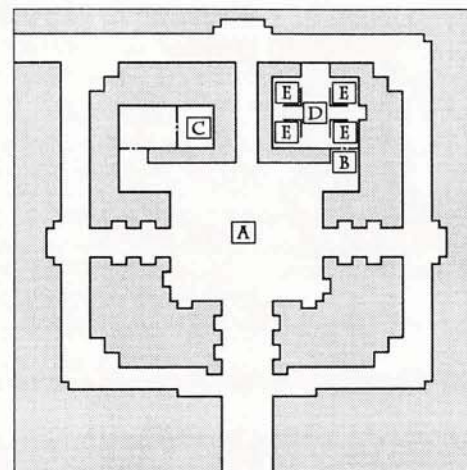
**Area 62 -
Quarters**



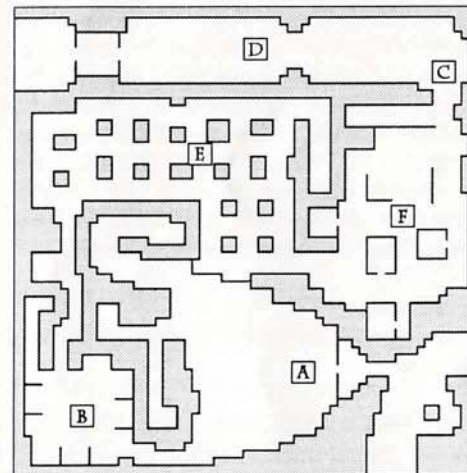
**Area 63 -
Holding Cells**



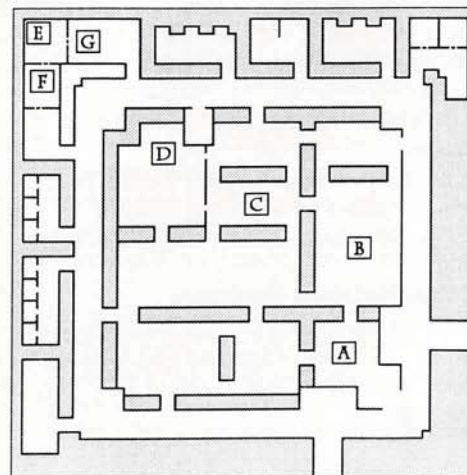
**Area 64 -
The Geneforge**



**Area 70 -
Ancient Crypt**



**Area 74 -
The Great
Temple**





Chapter 6 - Special Staff Location Guide

Ability-giving canisters and other items of value are hidden all throughout Geneforge. This section gives hints for where to look.

Magic Spells:

All of the magical abilities are gained by using the skill canisters scattered throughout the game. They can be found at the following locations ...

Bolt of Fire - Crumbling Docks, Ellhrah's Keep, Thorny Wood, Wooded Valley, Research Quarters.

Searer - Ruined School, Spiral Burrow, Eastern Kazg, Refugee Cave.

Essence Orbs - Buried Cells, Kazg Ruins, Peaceful Vale, Western Wastes.

Unlock - Crag Valley, Thorny Fen, Kazg Ruins, South Workshop.

Terror - Northbridge, Servile Outpost, Eastern Kazg, Patrol Bridge.

Dominate - Servile Warren, Eastern Docks, Sealed Lab, Warriors of the Wind.

War Blessing - Vakkiri, Crag Valley, Kazg, Wooded Valley.

Speed - Buried Cells, Crystal Burrow, Holding Two, Peaceful Vale.

Mass Energize - Tribal Woods, Winding Road, Power Station.

Heal - Abandoned Vale, Spiral Burrow.

Cure Effects - Ellhrah's Keep, Pentil Plains, Dock Ruins, Kantre's Realm.

Mass Restore - Servile Warrens, Western Mines, The Vats.

Shaper Creations

Here are the locations of the canisters that teach how to make all of the Shaper creations ...

Create Fyora - Abandoned Vale, Ellhrah's Keep, Thorny Wood, Central Labs.

Create Roamer - Spiral Burrow, Pentil, Eastern Kazg, The Hill.

Create Drayk - Patrolled Dell, Sealed Lab, The West Gate, The Great Temple.

Create Thahd - Watchhill, Hills of Jars, Kazg, West Workshop.

Create Clawbug - Southbridge, Kazg Ruins, Underground River, Guarded Docks.

Create Battle Alpha - Eastern Docks, South Workshop, Power Station, Western Wastes.

Create Artila - Ruined School, Pentil Woods, Tribal Woods, Peaceful Vale.

Create Vlish - Crystal Burrow, Kazg, Holding Two, Arena.

Create Glaahk - Northern Mines, Crossroads, Power Core, Central Labs.

Servant Mind Nutrient Canisters

There are numerous servant minds on Sucia Island which can help you if you feed them canisters of nutrient goo. You can find these canisters in Ellhrah's Keep, the Hills of Jars, Holding Two, Kazg, the Holding Cells, and the South Workshop.

The Sholai Tongue

To communicate with the more important Sholai, you need to learn their language. Some people are easier to talk to than others. You may need multiple lessons to, say, speak with Astrof or Trajkov. Here are the places where you can:

Pentil - If you are an Obeyer, Jaffee can teach you.

Pentil East - If you are Awakened, Sorkin can teach you.

Kazg - If you are a Taker, Toivo can teach you, or read the book in Toivo's tower.

Refugee Caves - Help Masha, or read the book in her chambers.

Patrolled Dell - The book in the Sholai quarters.

Winding Road - Znaf can teach you if you pay him.

Crossroads - Gavrila can teach you.

Research Quarters - A book in the quarters.



Chapter 7 - Cheat Code Guide

Like most games these days, Geneforge has a series of cheat codes. If you're really stuck or overmatched, these codes can help.

Be very careful using these. First, they can make the game too easy. Second, if you overuse some of them (like "exitzone"), you might mess up the game's plot. Try to only use them if you're completely stuck. And, if you find that you can't resist the temptation, you can disable them.

If you hold the shift key down and type 'd', the cheat box comes up. Enter the phrases below and hit return to get the given effect.

nomorecheats - Turns off cheats permanently. None of these codes will work anymore. If you ever want to turn them on again, go to the Geneforge tech support page on the Spiderweb web site.

healmenow - Heal your group.

rechargeme - Recharge your essence and energy.

exitzone - Takes you out of the zone you are in and sends you to the world map.

pleaselikeme - Makes all of the areas in the game forget your crimes. If you were hated there, you won't be anymore. Note that certain crimes (stealing artifacts, killing major characters) won't be forgotten.

iwanttobstronger - Gives you some experience.

clearthisarea - Turns the current area green on the world map.

igotarock - Gives your main character a rock.

forgiveme - Some serviles will hate you if you commit too many crimes. This resets your crimes.

iloveserviles - Makes the serviles think you told all of them that they should have rights. Makes it possible to join the Awakened or the Takers.

ihateserviles - Makes the serviles think you told all of them that they shouldn't have rights. Makes it possible to join the Obeyers.

clearallsects - Removes your membership to the Awakened, Takers, and Obeyers. You will become able to join any of them.