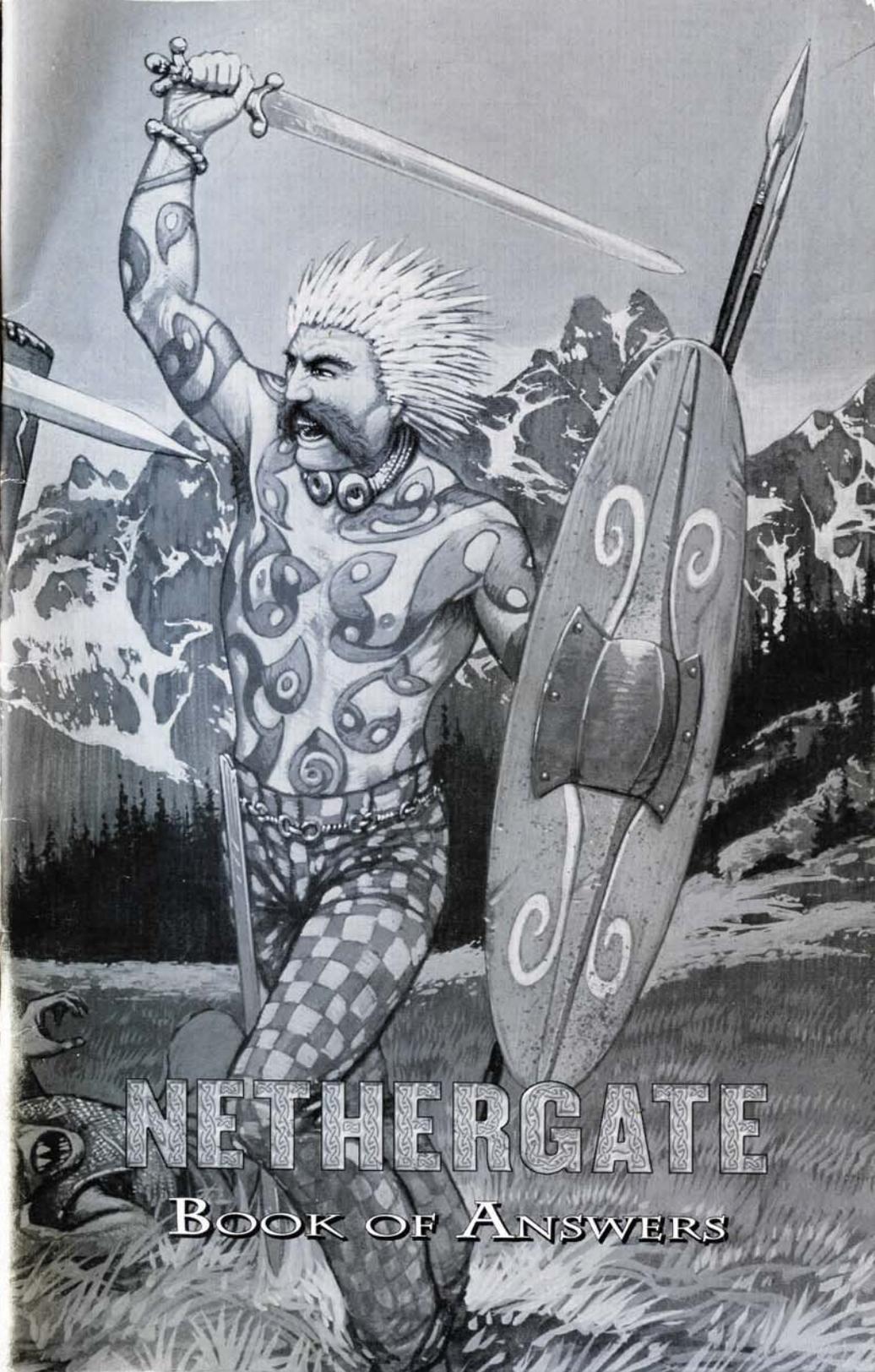


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NETHERGATE

BOOK OF ANSWERS

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Chapter 1: The Mysteries of Nethergate

Who would have thought that such a pleasant little valley could cause so much confusion?

When you arrived at Shadowvale, everything seemed so simple. But then you couldn't find a third opening stone, or, try what you might, you couldn't get at Lord Relatur. You got stuck on one little detail, and your journey to victory came to a screeching, frustrating halt.

It is to prevent such a grim fate that we created this thin tome, filled with powerful knowledge and hints aplenty. By reading these pages, you can find out all of the steps to take to reach your final triumph at the Spire of Ages. You can also discover how to solve most of the minor quests, find a number of marvelous items and spells, and see glorious maps of the most frustrating areas.

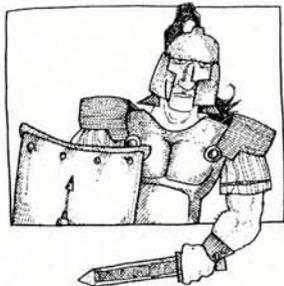
But, you may ask, is this right? Am I truly allowed to use a book like this, filled as it is with all manner of answers? Is it a sign of personal weakness? Does owning this hint book make me a *bad person*?

A confession. I, Jeff Vogel, author of the Exile series and Nethergate, have not completed a game without getting a hint or two since I was in high school. It is sad but true. You see, I've always looked at computer games as a leisure activity. Fun time. Being stuck at a puzzle for a long time just isn't fun for me. If looking at one hint makes my game playing time enjoyable, so be it! Bring on the clues!

So please, enjoy this book. In moderation. If you're worried about reading too many hints, have a spouse or sibling hide it and not give it to you unless you really, really beg for it. And please, enjoy Nethergate as much as possible. If we thought you would do otherwise, we wouldn't have been able to withstand putting years of work into creating it.

Finally, this hint book doesn't contain the answers to every problem in Nethergate. There are just too many little puzzles and hidden areas. Fortunately, all of the major quests and the bulk of the minor missions are described. If it's not in here, it's not important for finishing the game.

- Jeff Vogel
Keeper of Nethergate



Chapter 2: The Roman Walkthrough

Here in lies the complete instructions for finishing the Roman half of Nethergate. From your first arrival at Shadow Valley Fort to the very end, the required steps to complete the game are described here.

The instructions are split into 6 parts, one for each of the six chapters. There are frequent references to the maps, which are all in Chapter 4. The maps for all of the most complicated locations are there. In the maps, the most important areas are marked with letters. For example, the walkthrough might say "Now go to A (on Map 7) in the northwest corner and search the desk." On Map 7, there will be an A in the northwest corner, marking the desk you need to find.

Arrival

You start in your quarters in Shadow Valley Fort. Search the dresser and get some stuff. Leave your quarters and enter the store-room to the east. Help yourself to everything there.

Find the headquarters, just north of the courtyard in the center of the fort. Go inside and find the office of Commander Vibius. When you enter, he will tell you about your first mission. You can now leave Shadow Valley Fort.

Before departing, however, be sure to talk to people a bit more. Decimus (also in the headquarters) gives hints for all of the missions, and Quintus will identify and buy your items. He will also give you a new, useful item whenever you speak with him after starting a new chapter. When you're ready, leave by any exit.

You need to go to the Abandoned Mine, which is to the west (for help finding any outdoor locations, look at the outdoor map, in the center of the hint book). It is populated by goblins, an irritating, but not too powerful, foe. If you have trouble dealing with them, kill a few, then flee the mine to rest. Monsters you killed in towns and dungeons won't reappear when you return later.

Explore the upper level of the mine, fighting goblins as you go, until you find a ramp down to the second level (see Map 1). At A, at the north end of the second level, you'll find the bulk of the goblin tribe. The message you were sent to find is on a body in the room at B. This area contains a lot of goblins. It can be easier to fight them if

you approach through the secret passage at C.

Once you have the message, you can keep exploring. There are a number of treasures and experience building combats in here (though the fights on the third level are a bit harder). When you're ready, return to Commander Vibius in Shadow Valley Fort. He will take the message and tell you to go to the Ruined Hall.

The Gate Contract

Whenever you enter a new chapter, the things people in Shadow Valley Fort say will change. After talking to your fellow soldiers for a while and visiting Quintus to get a new bonus item, leave the fort. You will be able to enter the main area of Shadowvale (to the north) now.

Explore the other towns and dungeons (like the Maze of Webs) for a while to gain experience. In particular, you should visit the Crone Caverns and speak with the three crones. When you're ready, head north to the Ruined Hall.

Once you're inside the Ruined Hall, walk north to the meeting chamber and talk to Dolojan the faery. She will explain that the contract you're after is in the tunnels below your feet. The stairway down is to the southeast. Go downstairs to Under Ruined Hall (Map 4).

Once you walk too far into this level, a wall will appear, blocking your escape, so make sure that you're prepared. To get to the contract, you need to find three of the five opening stones hidden on this level. One is under some webs at A. One is behind a secret door at B. You get one by looking into one of the pools at C. One is hidden on a body in the secret passage at D. One is on the floor in the corridor at E (you have to jump into a pit to get here). When you have three of the stones, go to F, open the gate, and enter the room to the north. The contract is on the pillar at the north end of the room.

Once you have the contract, you can leave, although you'll have to fight Dolojan on the way out. Return to Commander Vibius. After he takes the contract, return to your chambers and rest. Go to the commander's office again, and you'll be sent on the third mission.

Goagh-Nar

You will now be able to cross the glowing bridge to the southwest of the Ruined Hall. Explore the much wider area now open to you for a little while. In particular, go to Vanarium. You can

get lots of useful supplies there, and, if you want, you can add a fifth character to your party. When you're ready, go to Goagh-Nar, at the far northwest corner of Shadowvale.

When you enter Upper Goagh-Nar (Map 5) walk through the front gate at A. When you meet Kinah and you're asked what you do, select Approach. You will be invited to come speak with Queen Rit. She and Kinah are at B. Talk to them and find out what they want you to do (ask Kinah about 'mission'). Go down the stairs at C. You'll be in a mushroom farm. Go north until you find the lizard pen (you'll find a piece of paper with instructions on the way). There's a secret door at the north end of the lizard pen. Beyond it is a stairway down to the Bottom of Goagh-Nar (Map 6).

You will arrive at A. To the south is a horde of dangerous fomorians. If you go too far in that direction, you'll alert them, and they will swarm all over you. Instead, go east to B, the entrance to the Ordeal. That's where tablets you were told to destroy are.

Actually, you don't need to destroy the tablets (at H). Instead, be sure to look inside the box at C. Take the Skull of Stone and kill the zombies which appear. Don't take any of the items in the other boxes in the Ordeal. You will lose them later. Instead, leave the Ordeal and go east to the forest (at D) and then south to the Hall of Self-Denial. There's a secret passage in the cubicle at E which makes it very easy to reach the stairway out (at F).

You're back in the middle level of Goagh-Nar. There is a stairway up to the north, but, to reach it, you'll need to find a way to pass Bendbones. Fortunately, you can get the 100 coins he demands by finding the body in a secret passage in the rat cave to the south-east. Once you pass Bendbones, climb the stairway to the north and you'll be back in Upper Goagh-Nar (Map 5) at E. Go ahead and leave Goagh-Nar. You have what you came for.

Unfortunately, once you leave and try to return to Shadow Valley Fort, sprites will attack you and take the Skull (when you play the Celts, you convince the sprites to do this). Return empty handed to speak with Commander Vibius. He will send you to Castle Aethdoc.

Cathrac's Eye

Castle Aethdoc is at the far southwest corner of Shadowvale. It's invisible, but if you wander around long enough you'll stumble into it (just walk along the walls). The castle has two main sections: the north and the south. Once you walk inside, go down the stairs to

the north and you will be in Northern Castle Aethdoc (Map 7).

You need to enter the feasting hall (at A) to speak with Lord Relatur. Before you can enter, though, Kendra will stop you. Go sit in one of the chairs in the waiting room (at B) and then go back to the feast hall. Lord Relatur is sitting on the platform at the north end. Ask him about 'mission'. He will send you to assassinate Lord Borak, in the south half of the castle.

By the way, if you're very strong and have very high Tool Use or Faerie Lore skill, you can steal the Eye of Cathrac right now. It's through the portal at H. However, you'll probably end up having to fight Lord Borak. You can get there by going up the stairway at C.

Follow the long passage south and enter Southern Castle Aethdoc (Map 8) at A. Enter the cell at B and let Boutell join your party. He can give you lots of useful information. Make your way south to the stairway at C, killing the guards you meet on the way. From there, go to the stairway at D and ascend (there isn't much of value in the rooms you'll pass along the way). Take Boutell's advice and walk through the secret door at E.

To get through this room, you need to push all of the stone blocks into the pit. This isn't difficult, though it may take a few tries to figure out the right sequence of pushes. If you get stuck, step on the section of tile floor at the east end of the room and the blocks will reset. When they are all gone, walk up to the gate in the east wall and it will open.

Once you enter the pillar room to the east, walk straight to the north wall. Walk east until you're right in front of the pair of crossed swords to the right, and then walk straight south to reach the exit. Go through the doors to the west and enter the room with the two statues. Circle the edge of this room (always staying right next to the wall) and go through the door to the west. Borak is hiding in there. Kill him, and then return the way you came.

Once you're back in Northern Castle Aethdoc, ask Lord Relatur about 'mission' again. He will give you a crystal charm which will enable you to reach the portal at H. Step through, and you'll be right by the Eye of Cathrac. Take it, kill any monsters that appear, and pass through the portal to the north. Leave the castle.

Once outside, Decimus will relieve you of the Eye, which will be carried to Shadow Valley Fort (and soon stolen by enterprising Celts). Go back and speak with Commander Vibius. Go to your chambers and rest (having a disturbing dream) and return to the commander's office again.

He will tell you that the Eye of Cathrac was stolen by a band

of natives who entered through a tunnel, and that you need to go into the tunnel and make sure that there is nobody hostile down there. The tunnel entrance is in the storeroom next to your quarters. Go to the northeast corner of the storeroom, and you will be in the tunnel.

Walk to the end of the tunnel, killing rats as you go. At the very southwestern extent, you will fight a large group of nasty, undead creatures. Once you've slain the undead, return to Vibius and he will send you to Annwn to retrieve the Crown of the Lost Warriors.

Land of the Dead

The entrance to Annwn, the Land of the Dead, is due north, halfway between Shadow Valley Fort and Nethergate. It's at the top of a hill at the east end of a swamp. Go there and step between the two stone pillars. Make sure your party is at full strength ... this part is tough.

You will be in the Valleys of Annwn (Map 9). You will immediately lose all of your food, which will make things more difficult. You can pass through the portal at B to reach the battlefield, but it can be easier to pass the riddle statue at C (the answer to the riddle is Skeleton). Fight the spectral warriors at G and receive a Shadow Key. Then step through the portal at D to get to Annwn Spirit Homes.

If you go to Annwn Battlefield (Map 10), you can find a Shadow Key on the body at B. Go through the portal at C to reach the spirit homes.

Once you're at Annwn Spirit Homes (Map 11), talk to Cadmus (at B) and Kevin (at F, he gives the hints about where to find a Shadow Key). Then fight your way to the portal at C. You'll be back at the Valleys of Annwn, but now you can reach the previously unattainable portal at H (you'll have to pay some money or win a fight to get there).

This portal takes you to the Halls of the Dead (Map 12). This is the palace of Bel, lord of the dead. The crown you seek is here. You will arrive at A. The easiest way to reach the crown is to walk north to the secret passage at B (there is another secret passage into here from the punishment caves to the east), go through, and then go through the secret door at C. You will be in Bel's private chambers. Don't leave to the south. Instead, take the crown out of the box at D.

Once you have the crown, return the way you came. The portal at E will take you back to the Valleys of Annwn (resist the temptation to try to enter Bel's halls) and, from there, you can leave

Annwn through the portal you used to enter (at A).

Once you've left, your hard-earned artifact will once again be taken from you, and, once again, the Celts will steal it. Return to Commander Vibius. Go to your chambers to rest, and return to Commander Vibius again. He will tell you that you have no choice but to go to the Spire of Ages, in the very center of Shadowvale, and try to prevent Sylak from opening the Nether Gate.

Beyond the Gate

Up until now, you haven't been able to penetrate the enchanted woods surrounding the Spire of Ages. Now, at last, you will be able to approach it by walking down the road through the east end of the woods. After the two crones appear and give you a scroll telling you what to do inside, make sure you're at full strength, and enter the Spire of Ages (Map 13).

Thanks to the intervention of the crones, the guards on this level won't be able to see you. Find your way to one of the wheels at A or B, turn one of them, and climb the stairs at C or D. At some point, you may meet a goblin who wants to join you. Don't let him. Also, if you search this level carefully, you will find hints to the password for the locked cabinet at E. You'll go there later.

You are now on Spire of Ages, Second Floor (Map 14). The first thing you will need to do is pass the Nether Gate Test. Only beings who have passed this ordeal are able to reach the stairs to the Nether Gate. There are thirteen tests, and you only need to pass three of them. If you have trouble passing them, try doing the two combat tests. They are tricky fights, but far from impossible. Then enter the hidden library and walk up to the bookshelves at L or M. You will be asked a question about Nethergate. The answers to the two questions are Raven and Velanna.

Once you've passed three of the tests, you need to destroy the crystal wands described by the letter the crones gave you. To get to them, you need to fight your way through the workshops on this level. You can enter the workshops through B, but you will have a much easier fight if you enter through the back entrance (at C). Once you've battled the faery guards, go down the stairway at D.

Now you're next to the cabinet containing the crystal wands Sylak wants to give to the local Celts. The combination to the cabinet is ALEAT. Open the cabinet and choose to destroy the wands. Climb back up to the second floor, and head up the stairway to the portal at E.

Sylak will appear and force you to enter a nasty place called the Hedge Prison. It's a maze filled with highly dangerous alien beasts and little which can help you. The maze is fairly simple, but it's divided into four sections, and when you enter a new section, a wall will appear behind you, making it difficult to retrace your steps.

When you appear in the Hedge Prison, it will be very dark. Fortunately, you can turn the lights back on. Leave the square area you're in (to the west), walk south five spaces, and then head roughly west. You can eventually find a room where you're asked if you want to light a fire. If you do, the level will become lit.

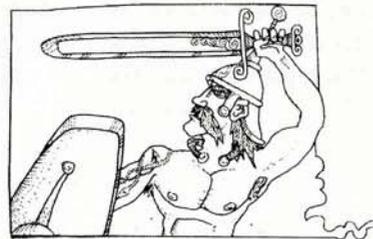
Work your way north. Find Crumb's hut, at the northeast corner of the maze, and talk to him. He will tell you to find a shade named Vlado. Go to the west side of the maze and then turn south. Vlado's hut is in the southwest corner of the maze. Ask him about 'escape.' Find your way back to Crumb's hut (you'll pass through the section you arrived in) and ask him about 'palace.' Go to Vlado's hut and ask him about 'patrol.' Finally, return to Crumb and ask him about 'passage.' A hole will now have opened up in the hedge wall in the northwest corner of the maze. Find it and enter the small palace on the other side. One of the rooms inside takes you back to the Spire of Ages.

You will reappear in the spire next to the portal which sent you to the hedge maze. Continue to climb the stairs. You will finally reach the top of the spire, where the Nether Gate is.

Most of this level is just one big, open room containing the Nether Gate. Circle the level to the west, staying as close to the outer wall as possible (so that Sylak doesn't see you). Keep circling until you reach the storeroom at the southeast corner of the level. Walk inside, search the dressers, and, when you're asked, put on the robes you find. Walk out again and climb to the platform containing the Nether Gate.

Ignore the faeries around the gate. Instead, walk up to the pedestal to the southeast of the gate. You will see the Crown of the Lost Warriors. Don't do anything with it. Instead, walk to the north pedestal. The Eye of Cathrac is sitting on it. Take it.

Congratulations! You finally reached the end! Enjoy your hard-earned (if bittersweet) epilogue.



Chapter 3: The Celt Walkthrough

This chapter contains the complete instructions for finishing the Celtic half of Nethergate. From your first arrival at Shadow Valley Fort to the very end, the required

steps to complete the game as a Brigantes warrior are described here.

As in the previous chapter, the instructions are split into 6 parts, one for each of the six chapters. There are frequent references to the maps, which are all in Chapter 4. You can find out how to use the maps at the beginning of Chapter 2.

Arrival

You start out in your hut in the village of Nethergate. First, get all of the supplies that have been conveniently left here for you. Then go speak with Cormac, who is standing on the hill at the northeast corner of town. Ask him about the 'mission,' and then about the bronze 'token'. You will have your mission, and the guards will let you leave town. Before you go, walk around town and talk to people for a while. In particular, find the hut of Bituitus, where you can do training, and Morgan's smithy, where you can buy and sell items and get them identified.

When you're ready, leave Nethergate and head to the Goblin Pits, in the middle of the swamp to the west of Nethergate. When you're ready to fight some goblins, walk inside. The front gate of the goblin's fort is to the northwest, but it's closed. Instead, walk southwest. There's a passage there which leads into a series of caves filled with garbage. Work your way through the garbage pits, killing the rats as you go, until you climb a ramp and enter a room with a stone floor and several barrels and crates. Try to walk into the room to the east. You will hear a goblin patrol and be asked what you do. Select Wait, and they will walk by. Enter the room to the east, and walk down the stairs. You will now be in Under Goblin Pits (Map 2).

There are lots of goblins down here, and other nasties too, but the object of your quest is in a box at A. You will have to fight a fomorian to get to it. Once you have the bronze token, you can return to Nethergate, or you can continue to explore and get treasure and experience.

When you're ready, return to Nethergate and walk up to

Cormac. He will tell you to go see Cartumnus. Cartumnus is in one of the huts in the stockade at the southeast corner of town, drinking with his warriors. When you enter, he will tell you to go to the Ruined Hall and meet with some faeries.

The Gate Contract

When you're ready for your second mission, leave Nethergate and go to the Ruined Hall (consult the map of Shadowvale to find out exactly where it is). When you reach the Ruined Hall, a shade will appear and tell you that you have been summoned by the three crones of Shadowvale (who will be tormenting you for a while). Instead of entering the Ruined Hall, walk south to the Crone Caverns. Enter their hut, walk through the curtain in the north hall, and head north until the crones take away your supplies and imprison you. You will now be in Under Crone Caverns (Map 3).

You will appear at A, in a room with Donal. Talk to him and get an idea of the situation you're in. Search the nearby caves and find a few crude weapons. Then begin your escape down the passage at B. You won't ever be able to go down the passage at C (because you're not Roman), so instead fight your way to the cliff at D. You'll be given a chance to climb down. All of your equipment will be in the boxes in the room marked E. Turn the wheel at F, and you will be able to escape up the stairway at the southwest corner of the level.

Once you're at the top of the stairway, find your way out of the Crone Caverns (staying well away from the large room at the center) and head back north to the Ruined Hall.

Enter the Ruined Hall and walk north to the meeting hall. Dolojan the faery warrior will greet you and attempt to give you a contract. When it is stolen, she will send you into the caves under the hall to recover it. The stairway down is to the southeast. Go downstairs to Under Ruined Hall (Map 4).

You won't be able to recover the contract (the Romans will find it later), but you have to prove that to Dolojan. Fight your way to F on the map, and then go back upstairs and return to the hall where Dolojan is waiting for you. She will give you a new copy of the contract. Walk back to Nethergate and enter the hut where you met Cartumnus earlier.

Now, at last, you can begin the main part of your quest, but first the druids wish to perform a grisly ritual to bring you luck. Go back to your hut and rest, and then walk to the hill at the northeast corner of town. Watch the ritual and then get your nasty curse from

those three pesky crones. Go back to Cartumnus's hut and then find Cerridwen (she's in the southeasternmost hut) and talk with her about the curse. You will eventually need to get it removed. No time like the present.

Goagh-Nar

Before going to Goagh-Nar, you might as well have your curse removed. Go to the Faerie Bazaar (marked on the map of the outdoors). Find Drotha and ask her about 'curse' and then 'elixir.' You need to find a dragon scale. The only place where you can find one is at the Pit of Reprakos, to the west.

Go to the Pit of Reprakos and walk inside. After you see the dragon, walk through the secret door to the west (just south of the tall cliff). Search the tunnels until you find your way to Reprakos's keep (in the northeast corner). Talk to Reprakos and ask him about 'scale.' Walk around in the small room at the far southwest corner of the dragon's mansion, and you will get your scale. Go back to Drotha at the Faerie Bazaar and ask her about 'elixir' again, and your curse will be lifted.

Now, when you're ready, go to Goagh-Nar, at the far northwest corner of Shadowvale. When you enter, you'll be in Upper Goagh-Nar (Map 5). You won't be able to enter through the main gate, but the lower fomorians have opened a path for you. Go west, and walk down the corridor at D. Go down the stairs, and you'll be in Bottom of Goagh-Nar (Map 6).

Walk east, and you will enter the throne room at G. Talk to Roava, the chief standing in front of the throne. Ask him about 'envoy' and then about 'purpose.' He will tell you that he will help you if you pass the Ordeal. Walk north and enter the Ordeal at B. Gagg, the master of the Ordeal, is just inside. Talk to him and ask him about 'ordeal.'

Walk down the stairs and go to the pedestal at H. On the way, you will be tempted to take the items in the chests. Unless you're forced to, don't ... the items will be taken from you when you try to leave. When you reach the pedestal, read the tablets, return to Gagg, and ask him about 'ordeal' again. He will send you back to Roava.

Return to Roava and ask him about 'purpose' again. You will be told to go upstairs and kill Queen Rit. Before you leave, you may want to talk to Juniper and Trak, who are in in the forest area (at D). Walk to the stairway to the east (at F) and ascend.

To return to Upper Goagh-Nar, you will need to pass

Bendbones, who insists on a payment of 100 coins before he will let you pass. Fortunately, there are 100 coins hidden on a body behind a secret door nearby. A sword called the Fomor blade is also hidden past this secret door, although you will need to fight a number of sprites to get to it. The sword does extra damage against fomorians, although you don't absolutely need it. Climb the stairs to the north of Bendbones to return to Upper Goagh-Nar (Map 5).

You will be at E on the map. There is a huge gathering of fomorians in this area, all of them crowded at L. You will have to stay out of view from this area, or you will become embroiled in a very difficult battle.

If you don't know the spell Sever Seal, go south and enter the cell at F. You will learn how to pass one of the gates. Walk back north to the barracks at G and go through the secret door. Go west and enter the ruined area. Fight the zombies and pass through the gate at H (if you didn't go south to the cell, stand by the gate and cast Sever Seal). Go west to the storerooms and walk through the secret door at I. If you must enter the throne room to get to this secret door, don't go too far south or the fomorians will see you.

Walk south and leave the barracks at J. Go west, enter Queen Rit's chambers to the north, and enter her private chambers at K. She will enter with her bodyguards. Kill her and run south to the stairway at C, killing any fomorians you find along the way.

On the level below, fight your way north to the fenced in lizard pen. While searching the north end of the pen, you will be told that you see bloody footprints, ending at the wall. Search for secret doors there, go through, and climb down the stairway. You will be back at Bottom of Goagh-Nar, at location A.

Go to the throne room and speak with Roava again. Ask him about 'reward'. Climb the stairway to the west (the same one you descended to get here originally) and leave Goagh-Nar the way you came. On the way out, Juniper will give you the Skull of Stone. Take it back to Cartumnus. He will thank you and send you to Castle Aethdoc to recover the Eye of Cathrac.

Cathrac's Eye

Castle Aethdoc is at the far southwest corner of Shadowvale. It's invisible, but if you wander around long enough you'll stumble into it (just walk along the walls). The castle has two main sections: the north and the south. Once you walk inside, go down the stairs to the south and you will be in Southern Castle Aethdoc (Map 8).

Go to the throne room and speak with Lord Indigo (at I). He will tell you about the general situation in the castle. Ask him about 'revenge,' and he will send you to kill the treacherous Lord Relatur. If you go up to H, you can speak with Pelanth, who can teach you several valuable spells. To get to Pelanth, you need a pass, which is in a desk in an office in the northwest corner of the area (you need 3 levels of Faerie Lore in your party to find the pass). She can teach you the spell Break Barrier.

When you're ready, climb the stairs at A and follow the long, straight passage north to Northern Castle Aethdoc (Map 7). You will need to destroy a magical barrier to get there, either by casting the spell Break Barrier or by using a piercing crystal (there is one hidden in Southern Castle Aethdoc). Fortunately, the magical barriers will be gone when you return later. You will arrive in the northern section in a storeroom (at C).

All of the faeries here are celebrating the recent murder of Lord Borak, so they will be distracted and won't notice you. However, Lord Relatur is under heavy guard, so it will take trickery to get at him. There are three ways to do this (which you can learn about if you visit the dying faery at D).

The first way is with poison. Go to E and talk to Iltanor. Ask him about 'poison' and 'stored.' Note that he keeps saying Gryphon. Go north, find his quarters, and search his desk (at F). The password is 'gryphon'. Walk up to the krater in the kitchen (at G), poison it, and walk straight back to the storeroom you entered through, avoiding the banquet hall as you go. Return to Lord Indigo.

The second way is to ambush Lord Relatur. Find and enter his quarters, in the northeast corner of the castle. Stand next to the door at I and cast Sever Seal. Walk inside and enter his closet (at J). When you're asked what to do, select Wait, and keep selecting Wait until Lord Relatur arrives. Kill him. Afterwards, as you leave, an alarm will be raised. At this point, the easiest way to escape the castle is sneak through the storage tunnels at the far west side of this section of the castle.

The third way is a frontal assault. Simply attempt to enter the feasting hall (the room marked A), select Attack, and kill everything you see.

Once Lord Relatur is dead, leave this section of the castle through the stairway at C, return to Lord Indigo, and ask him about 'revenge.' He will tell you where the Eye of Cathrac is: in a storeroom in Shadow Valley Fort.

Return to Nethergate and approach Cartumnus. He will send

you to the Roman fortress to slip inside and recover the Eye. In Nethergate, talk to Vaughn (by the front gate) and ask him about 'Roman' and 'secret'. You will learn about the secret passage into Shadow Valley Fort.

Leave Nethergate and march south. Walk along the valley walls to the northwest of Shadow Valley Fort, and you will eventually find the passage through (it's northeast of the Abandoned Mine, on the Shadowvale map, by 3 stone pillars). Walk to the stone pillar surrounded by brush 5-6 spaces south of the Roman fort. Walk through the brush to the south of the pillar and you'll enter the hidden tunnel.

Fight your way through the tunnel to the far northeast corner and climb the stairway. You will be in a storeroom in Shadow Valley Fort. The Eye of Cathrac is hidden inside the barracks just to the south of the storeroom. Enter, kill the guards, and search the dresser at the southwest corner of the barracks. Then go back to the stairway in the storeroom and return the way you came. Take the Eye back to Cartumnus, and he will send you to get the final artifact. It is in Annwn, the Land of the Dead.

Land of the Dead

The entrance to Annwn, the Land of the Dead, is due south, halfway between Shadow Valley Fort and Nethergate. It's at the top of a hill at the east end of a swamp. Go there and step between the two stone pillars. Make sure your party is at full strength ... this part is difficult.

You will be in the Valleys of Annwn (Map 9). You will immediately lose all your food, which will make things more difficult. Walk to the portal at B, and you will end up outside the Hall of the Dead (Map 12). Attempt to enter the halls and get stopped by Rhys (at F). Talk with him and ask about 'first', 'second', and 'third'. He will describe three jobs, two of which you must complete to be able to enter the hall and see Bel.

The first job is to recover a Shadow Key. If you leave the Hall of the Dead and enter the portal at J, you will be on the Annwn Battlefield (Map 10). On the battlefield, go to D, speak with the spectral warrior, attack and kill him, and then kill the other warriors who appear. It's a difficult fight, but, when you've won, you will have the Shadow Key.

The second job is to find Irnan and take her to the gate through which you entered Annwn. Go to the Annwn Battlefield and

enter the portal at C. You will be in Annwn Spirit Homes (Map 11). You'll arrive at A. There are a lot of monsters gathered at the center of this level, but you can avoid them by walking down the side passages (each marked as D on the map). To walk down one of these passages, though, you need to cast Sever Seal while standing by the rune blocking the corridor. Irnan is in the hut at E. She is not strong, though, so you may wish to armor her to keep her alive. Use portals to return to the place where you entered Annwn, and Irnan will step through.

The third job is to slay one of the drakes in the Valleys of Annwn. The drakes are at E and F on Map 9, but reaching them is difficult. You can reach one by entering the portal at D on Map 9, and the other by entering the portal at C on Map 11. To get to the former portal, it helps to know the answer to the riddle (at C on Map 9): smile. Once you get up there, enter the drake's lair and select Attack.

Once you've completed two of these tasks, return to the Halls of the Dead (Map 12). Walk through the gate at F, find out what happened to Rhys, and speak to Bel (who is standing at H). Ask him about 'boon.' You must complete one more test. Leave the halls and go stand on the small platform at I. You will be transported to the Annwn Battlefield (Map 10), on the platform at E, and there will be a horde of wolves chasing you.

It's not hard to escape the Wind Hunt. Run to the north. It can help to enter combat mode and haste your entire party. Use the portal at C to escape the hunt, and find your way back to Bel's palace. Ask him for a 'boon' again, and he will discover that Romans have stolen the Crown of the Lost Warriors out from under him. Return to the Valleys of Annwn, use the portal you entered through, kill the Romans on the other side, and get the Crown. Return this final artifact to Cartumnus, and you will be sent to the Spire of Ages for your final mission.

Beyond the Gate

Up until now, you haven't been able to penetrate the enchanted woods surrounding the Spire of Ages. Now, at last, you will be able to get through by walking down the road at the east end of the woods. A crone will appear and attack you. At last, you can take your revenge on one of your tormentors. Kill her, and, when you're at full strength, enter the Spire of Ages (Map 13). Later on, you're going to need an amphora of wine. If you don't have one, you can find one in a barrel at G.

Once you have some wine, immediately climb one of the stairways at C or D. You will be in the Spire of Ages, Second Floor (Map 14). Speak with Sylak (who is standing at I). Ask him about 'gate' and then about 'placement.' Talk with him a bit more to find out what is going on. Then climb the stairway at E to reach the Nether Gate.

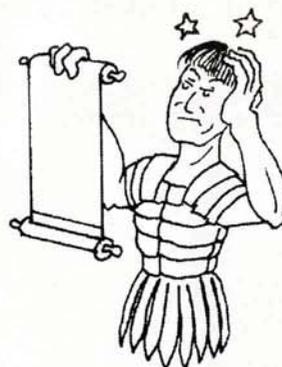
Approach the gate, at the center of the top level of the spire. There are three pedestals surrounding it. When you stand next to each pedestal, you can try to put the correct artifact onto it. The crown won't be a problem. If you have wine, the Skull of Stone isn't a problem either. The Eye of Cathrac, however, will roll away to the north when you try to place it. Walk straight north until you see the Eye and it rolls away again. It is hiding behind a stone by the wall directly to the east. Walk along the wall there until you see it again and it rolls away to the south. Walk to the south corner and walk along the wall until you catch the Eye. Return to the pedestal and place the Eye upon it.

When all three artifacts are in position, Sylak enters and begins to open the gate. Unfortunately, Romans attack the Spire, and it's your job to hold them off while Sylak finishes the job. Talk to Shra, who is standing near Sylak, to find out more about the assault.

Walk downstairs to the Spire of Ages, Second Floor (Map 14). Go to J and get several crystal scepters. Search the desk at K to gain several levels of Crystal Wand skill. These are very effective weapons against the Romans.

Descend to the Spire of Ages, First Floor (Map 13). Decimus and several soldiers are waiting at F. Kill them and climb back up to the second floor. You need to hunt down Commander Vibius of Shadow Valley Fort before he finds a way to prevent Sylak from opening the gate. First walk northwest to F and fight the Romans there. Then walk south to G and fight another group of Romans. Finally, go to the garden at H for the climactic battle with Vibius and his men.

Once victory is yours, climb back up to the floor with the Nether Gate. Walk onto the Nether Gate platform. Congratulations! You finally reached the end! Enjoy finding out the final fate of your people!



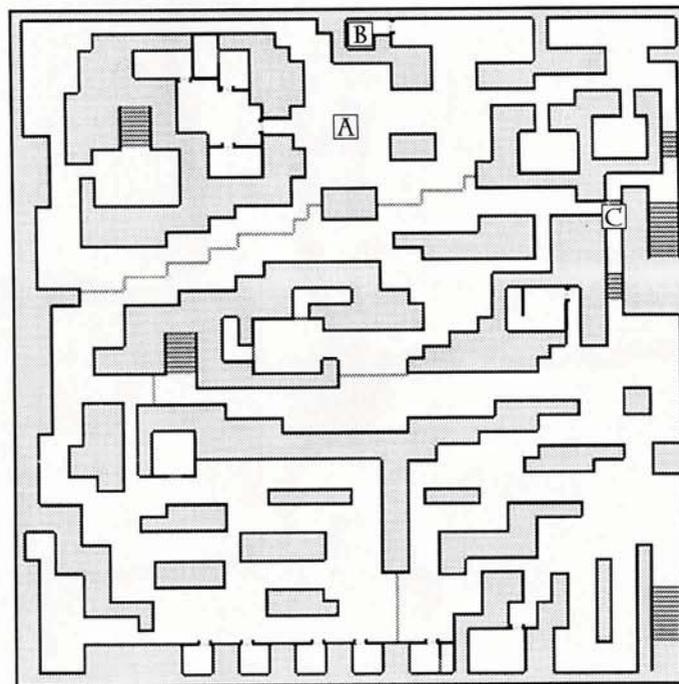
Chapter 4: Nethergate Maps

Here are the maps for 14 of the most challenging levels in Nethergate. Each map is marked with letters which are references to locations mentioned in the previous two chapters. For each map, north is up, east is right, and so on. In the Nethergate terrain view (in the game), north is to the upper right, and east is to the lower right.

These maps aren't very detailed, mainly showing walls, stairways and doors.

Practically all of the rooms contain special encounters, monsters, and loot. Looking at these maps will give you a general overview of the terrain, but they won't spoil the surprises.

Map 1: Abandoned Mine, Level 2



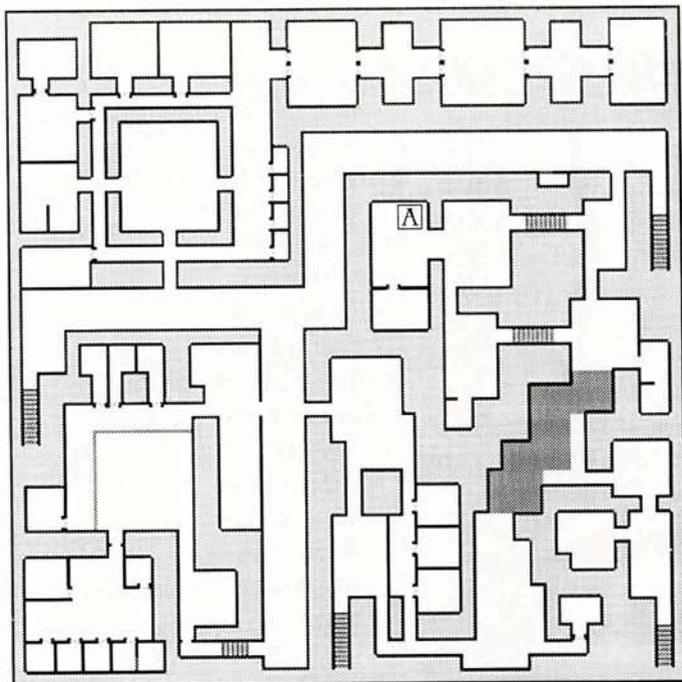
Map of Shadowvale



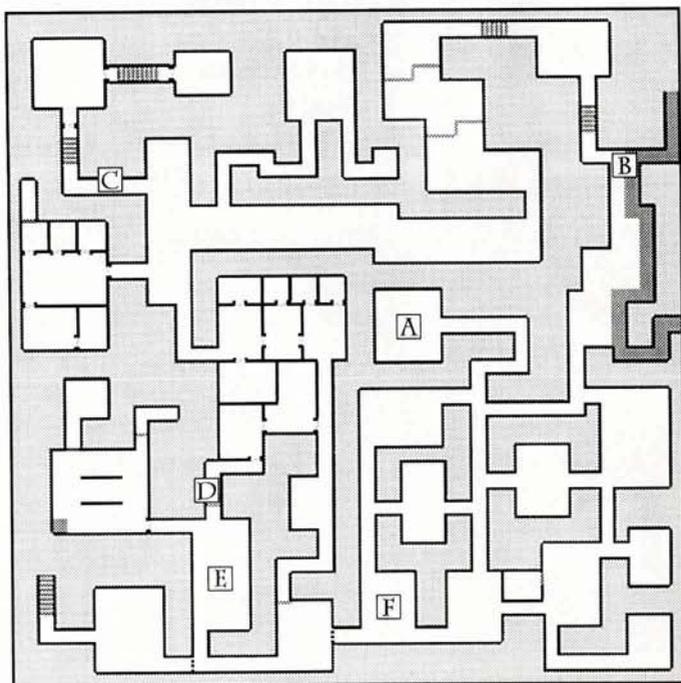
Towns and Dungeons

- A - Goagh-Nar
- B - Jagged Aerie
- C - Vale of the Sould
- D - Goblin Pits
- E - Nethergate
- F - Pit of Reprakos
- G - Faerie Bazaar
- H - Temple of Brigantia
- I - Galag-Trav
- J - Vanarium
- K - Stone Circle
- L - Spire of Ages
- M - Ruined Hall
- N - Stone Gate (to Annwn)
- O - Maze of Thorns
- P - Selkiehome
- Q - Crone Caverns
- R - Burial Glen
- S - Maze of Webs
- T - Castle Aethdoc
- U - Hollow Hills
- V - Hagfen
- W - Abandoned Mine
- X - Shadow Valley Fort

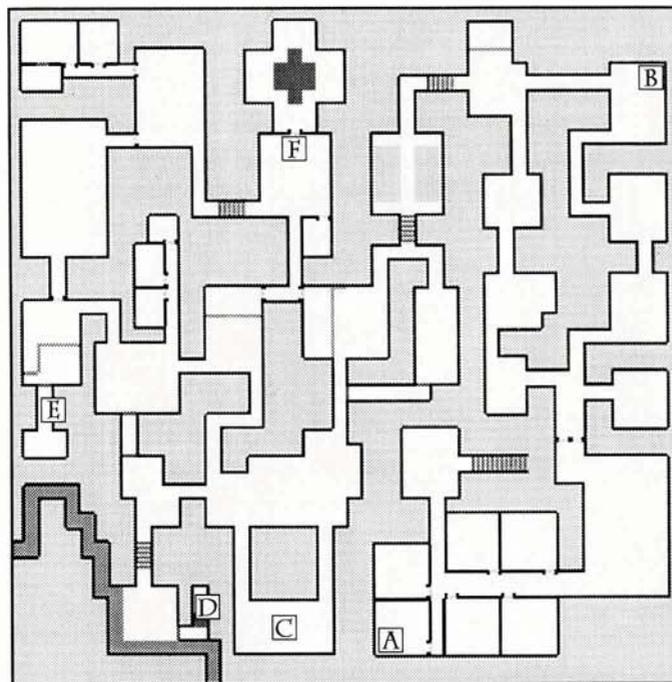
Map 2: Under Goblin Pits



Map 3: Under Crone Caverns

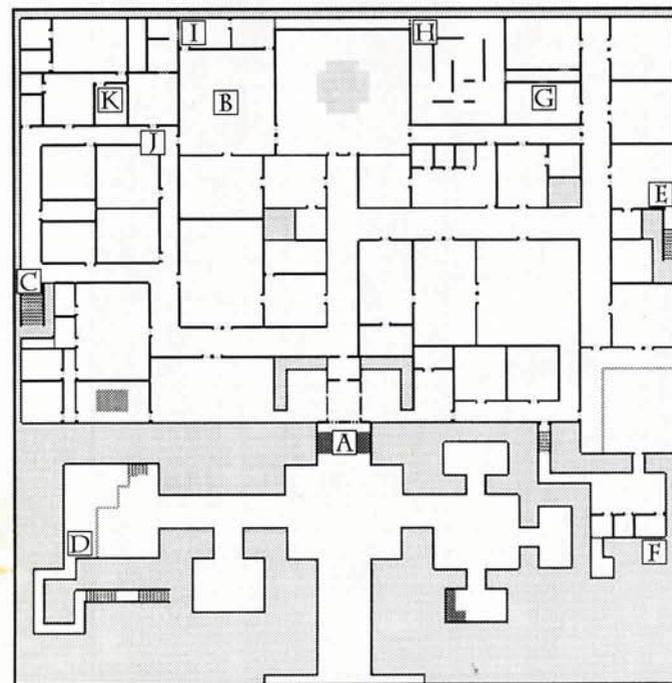


Map 4: Under Ruined Hall



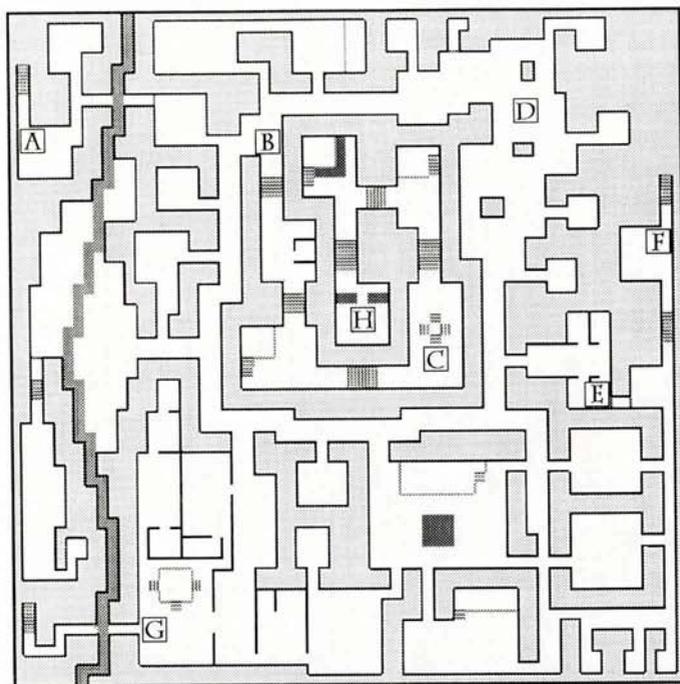
(This map is for the Celtic adventure. Some details may be different for the Romans)

Map 5: Upper Goag-Nar

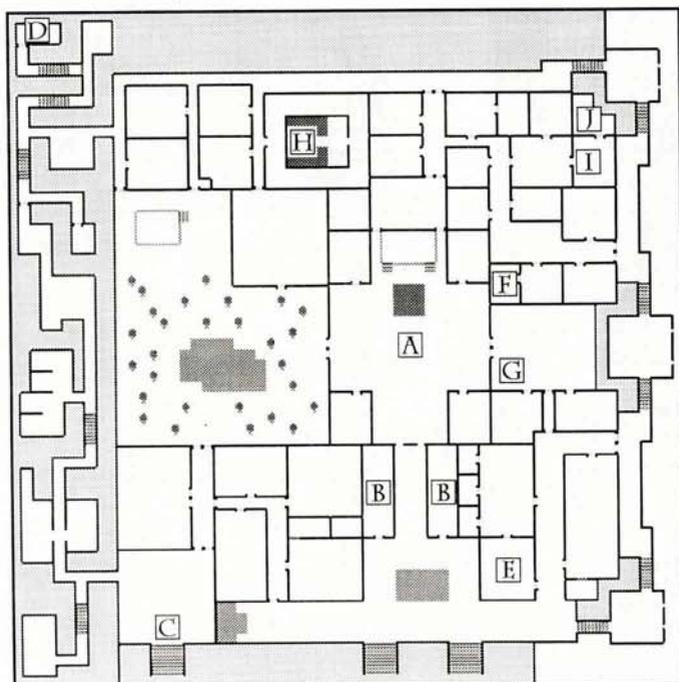


(This map is for the Celtic adventure. Some details may be different for the Romans)

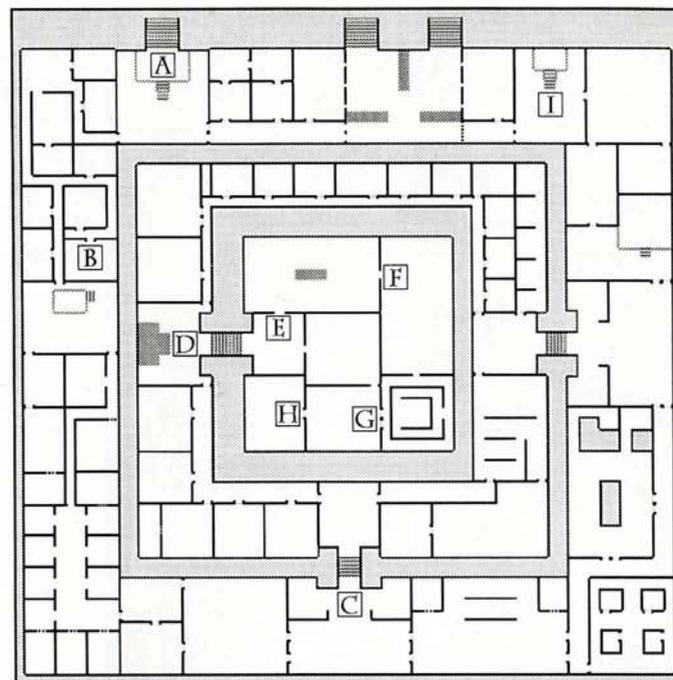
Map 6: Bottom of Goagh-Nar



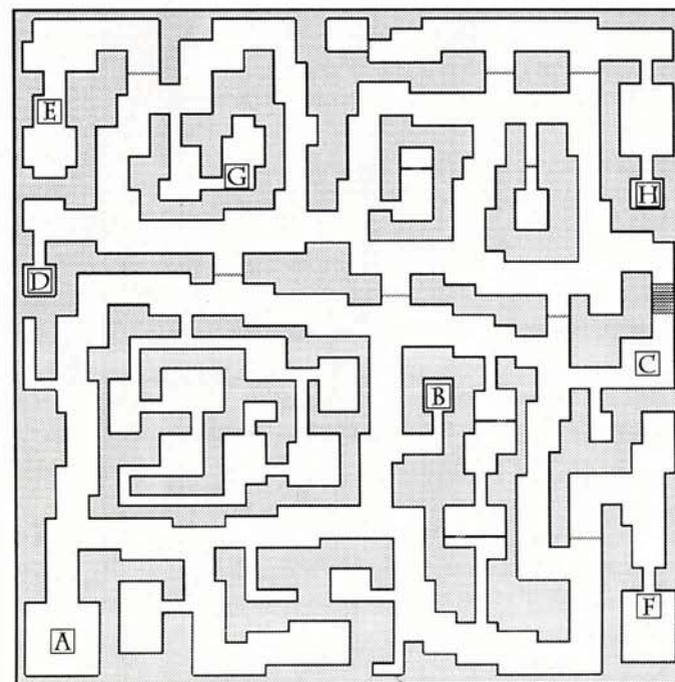
Map 7: Northern Castle Aethdoc



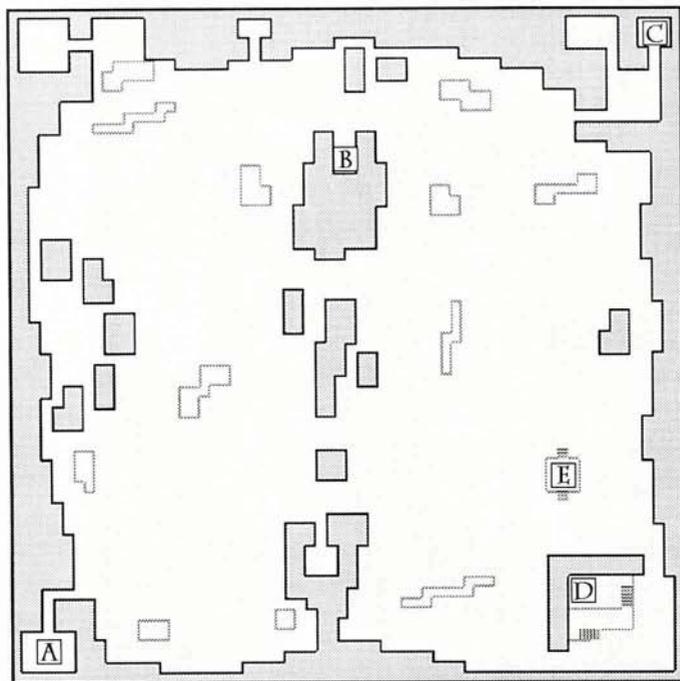
Map 8: Southern Castle Aethdoc



Map 9: Valleys of Annwn

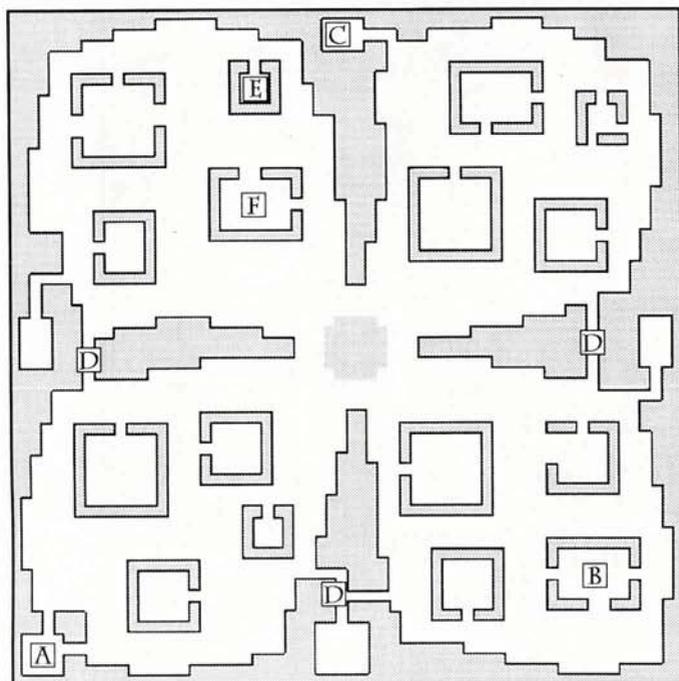


Map 10: Annwn Battlefield



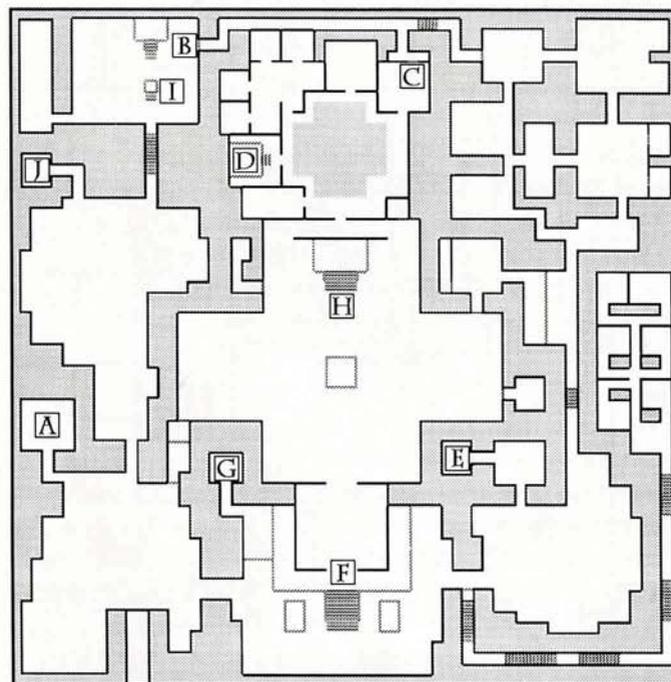
(This map is for the Celtic adventure. Some details may be different for the Romans)

Map 11: Annwn Spirit Homes

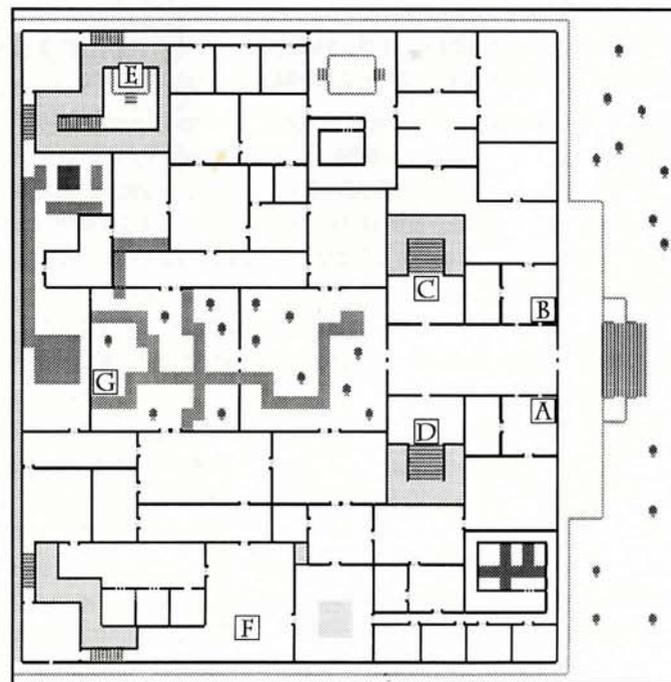


(This map is for the Celtic adventure. Some details may be different for the Romans)

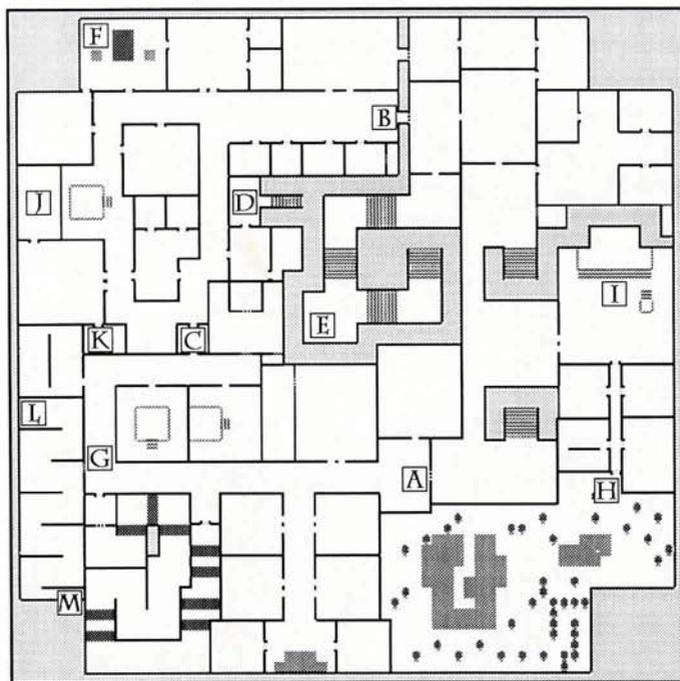
Map 12: Halls of the Dead



Map 13: Spire of Ages, Level 1



Map 14: Spire of Ages, Level 2



In the center page of this hint book, you will find a map of the valley of Shadowvale, with all the towns and dungeons marked.



Chapter 5: Spells, Recipes, and Secrets

Magic spells. Potion recipes. Hidden skills. Magic items. There are scads of goodies hidden in the nooks and crannies of Shadowvale. On your own, it's almost impossible to find everything. This chapter will tell you which location you should search to find most of the useful items and bits of information.

Spells

There are 45 spells in Nethergate, and many of them are hard to find. Many spells can be bought from Cormac in Nethergate (if you're a Celt), Midori in Vanarium, or Seeker in the Faerie Bazaar. Between these three people, you can find most of the lower level spells in all of the circles.

Here's where to look to find the higher level spells ...

Total Healing: Ruined Hall (Midori also sells this.)

Raise Dead: Vale of the Sould, Castle Aethdoc

Heartshock: Crone Caverns, Temple of Brigantia

Hero of Old: Vale of the Sould

Capture Soul, Simulacrum: Under Temple of Brigantia

Mighty Beast: Pit of Reprakos, Faerie Bazaar

Break Barrier: Stone Circle, Castle Aethdoc

Stone Guardian: Celts can learn this from Galitan (rescue him in the Crone Caverns and meet him in the Hollow Hills), or it can be learned in one of the caves outdoors near the Vale of the Sould.

Control Life: Castle Aethdoc, Annwn

Soul Lance: Castle Aethdoc, or you can learn it from Galitan (see Stone Guardian)

Call Spirit: Pit of Reprakos

Doom: Castle Aethdoc

Nether Arts Spells

The five Nether Arts spells are well hidden and difficult to cast. Each of them requires a skill of 8 in one particular circle to cast

it. Here's where to find them ...

Miraculous Revival: Burial Glen

Wind Warriors: Under Faerie Bazaar (need the Sever Seal spell)

Call Hunt: Maze of Thorns

Create Elixir: Under Temple of Brigantia

Clouds of Night: Vale of the Souls

Potion Recipes

The ten potion recipes are best found by looking at the following locations ...

Healing Draught: Shadow Valley Fort, Nethergate

Curing Draught: Shadow Valley Fort, Nethergate

Hasting Draught: Abandoned Mine (level 2), Goblin Pits

Energy Draught: Under Ruined Hall

Strength Draught: Under Ruined Hall, Vanarium

Woad: Vanarium

Restoring Elixir: Temple of Brigantia, Vanarium

Beast Elixir: Vanarium

In addition, there are two characters outdoors who can teach recipes. First, there's Shaynee the dryad. She is hidden in the south side of the woods surrounding the Spire of Ages. If you walk to the river south of these woods, you will find a tall stone on the shore. Walk next to the stone and you can talk to a sprite, who will tell you exactly where to find her. She can teach you to make Beast Elixir, Power Elixir, and Balm of Life.

Also, there is a druid named Kaja living on the shore of the river a short distance northwest of the Maze of Thorns. She can teach you how to make Power Elixir and Balm of Life.

Keys

There are six special keys in Shadowvale, numbered 'I' to 'VI'. There are doors and chests scattered throughout all of the dungeons which can be opened with these keys.

The first three keys can be found in the Goblin Pits and the Abandoned Mine (each of these two dungeons contains each of the first three keys).

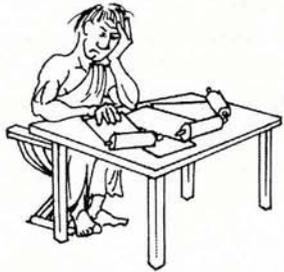
Key IV: Ask Skrog (in the Faerie Bazaar) about 'keys.'

Key V: This is in Selkiehome, hidden on a dead body. You can reach it after completing the mission Sleek gives you.

Key VI: Genevieve, in the Hollow Hills, will give this to you in return for a gryphon feather. To reach her, find Sylak (a faery hidden in Hollow Hills, not the same Sylak as the one in the Spire of Ages) and ask him about 'Genevieve'.

Sylak Items

There are twelve Sylak items hidden in Shadowvale. They look just like normal items (like pants, or garbage), but they do peculiar things, some of them useful. See how many of them you can find!



Chapter 6: Missions and Mysteries

You now know how to solve the major quests, but what of the errands? What of the many minor mysteries in Shadowvale? This chapter sheds some much needed light on these more obscure areas.

This chapter is divided into sections: general questions, outdoor missions, towns, and so on. Look through the questions until you find one which seems to match your situation. The question will be followed with the number of the correct answer. All of the answers are listed in the next chapter.

Some of these questions apply to Romans only. They begin with (R). Others apply to Celts only. These begin with (C).

General Questions

- Why does everyone seem to mistrust me at first? 10
(R) How do I take my adventurers out of the starting valley? Guards northeast of Shadow Valley Fort stop me. 45
(C) Early in the game, how do I cross the guarded bridge southwest of Nethergate? 28
How do I cross the glowing bridge near the Ruined Hall? 38
How do I enter the tangled forest in the middle of Shadowvale? 9
(C) How do I get to Shadow Valley Fort? 19
There's a bridge guarded by fomorians near the Burial Glen (south-east Shadowvale). They demand 5 coins to let me pass. How do I get by them? 37

Outdoor Missions

- I found a flat boulder covered with junk near the Burial Glen. What's it for? 8
There's a ledge near The Stone Gate I can't climb to. How do I get up there? 18
A witch in a swamp in northeast Shadowvale told to find and punish two goblins. Where are they? 27
A hermit living just south of the Stone Gate gave me a message to deliver. Where should I take it? 44
A small child north of Hagfen asked me to find a ball. Where is it? 7

- A sprite village near the Temple of Brigantia asked me to kill a fomorian. Where is he? 36
A guy near the Pit of Reprakos gave me a pair of boots. What do I do with them? 30
An old hunter named Adams wants me to kill a wolf. How do I find it? 17
Kaja the druid requested a copy of some runes. How do I get them? 26
A goblin named Snorble asked me to kill Kharto the fomorian. How do I find him? 35

Quests in the Towns

- In the Maze of Webs, the spiders asked me to get some advice from the Widow Queen. Where do I go? 6
In the Maze of Webs, the spiders asked me to kill a big, nasty spider. Where is it? 25
In the Maze of Webs, the spiders asked me to find a magic stone which attracts bugs. Where is it? 16
(R) How do I recover the temple goblet for the three crones? 42
(R) How do I kill the Rose Lady for the three crones? 34
(R) How do I kill the Widow Queen for the three crones? 5
(R) How do I kill the Bazaar Master for the three crones? 24
(C) In the Temple of Brigantia, Owen wants me to kill a wolf. How? 15
(C) Aidan asked me to free Orim's soul. How? 4
(C) The Bazaar Master wants me to free 10 spirits. How? 41
(C) How do I get spider eggs for the Bazaar Master? 33
(C) Where do I get black wolf fangs for the Bazaar Master? 23
(R) Manius Voltinia, in Vanarium, sent me to find dragon blood. How do I get it? 14
(C) The Rose Lady asked me to recover some glowing stones. How do I get to them? 3
Samael, in the Vale of the Sould, sent me to recover some glowing stones. How do I get to them? 43
I need to get Moonfire, in the Faerie Bazaar, to give me an item which will enable me to fall safely. How do I get it? 40
Genevieve, in the Faerie Bazaar, wants a gryphon feather. Where is it? 32

Problems in the Hostile Places

Something is trapped in a stone inside the Abandoned Mine. How do I free it? 22

I'm in the Burial Glen. How do I reach the body I'm supposed to burn? 13

(C) There is a wolf chained up in the Crone Caverns. How do I rescue it? 2

(C) In Galag-Trav, how do I rescue Hathwisa? 39

In the Jagged Aerie, how do I reach Raven? What do I do for him? 31

(C) Reprakos asked me to find a tablet which was stolen from him. Where is it? 21

In the Maze of Thorns, the Widow Queen asked me to find a magic stone which attracts bugs. Where is it? 12

In Selkiehome, Sleek asked me to recover some pelts. Where are they? 29

In Annwn, a shade named Donovan asked me to destroy his skull. Where is it? 1

How do I get the selkie chief's skin for the hags of Hagfen? 20

(R) How do I get the horned skull for the hags of Hagfen? 11



Chapter 7: The Answers

Each of these answers has a corresponding question in the previous chapter. Don't just read this chapter by itself ... it will cause great confusion. When the solutions refer to a town or dungeon, look at the map of the outdoors in the middle of the hint book to find out where it is.

1. Donovan's skull is hidden inside a box at the far northwest corner of the Halls of the Dead. Search the box, and you will be given the chance to destroy it.
2. To free the wolf in the Crone Caverns, you need the bone key. This is on a pedestal in a room at the north end of the upper level. To get the key, walk to the pedestal without stepping on any of the tiles with a square pattern. Take the key back to the wolf and free him. He will turn into a faery, who will later reward you when you meet him at the Hollow Hills.
3. To get the stones, you need to first get the Rod of Safe Descent from Moonfire in the Faerie Bazaar (see answer 40). Then go to the Abandoned Mine (Celts won't be able to get there until after their adventure in Castle Aethdoc). There is a cliff at the southwest corner of the bottom level. Use the rod to jump down it safely. Below, you will find a crypt. In the northwest mausoleum, walk to the space west or east of the stone slab, and a wall will open up. Behind it is a cabinet containing the stones.
4. You will need the golden pelt to free Orim's spirit. Ask Aidan about the 'pelt.' Go to the chambers underneath the Temple of Brigantia and find the room with six stone coffins. Search the middle coffin by the east wall to get the pelt. Go to Samael at the Vale of the Sould and ask him about 'orim.' Orim will be freed.
5. The Widow Queen is in the middle of the Maze of Thorns, south of Vanarium. To reach her, you have to enter the maze at the east edge. Once you reach her, you simply attack her. Expect a tough fight.
6. The Widow Queen is in the middle of the Maze of Thorns, south of Vanarium. To reach her, you have to enter the maze at the east edge. Once you reach her, talk to her and ask about 'annoying.'
7. The ball is on the other side of the river to the east. Walk on every shore space until you find the ball.
8. It's a sprite's collection of odd items. He will reward you if you complete it by bringing him the bone spiral. It is in a field of skel-

etons on a riverbank north of Selkiehome. You will need several points of luck to see it.

9. You can't enter here until after completing the mission in Annwn. After that, you can enter by approaching on the road to the east.

10. People don't know you yet, and they're in the process of doing something which would get them into great trouble if their superiors found out. They will tell you more as you do more missions and earn their trust. Go back and talk to people again after completing each mission.

11. Before going to get the skull, ask Gwyar about the charmed 'song.' Go to the bottom level of the Goblin Pits. The skull is in a hidden area at the northwest corner of this level, through a secret door. There is a chasm there, but you will play the charmed song and be able to pass it. The skull is in a crypt beyond the chasm.

12. The Source of Many Bugs is in Hagfen. Walk inside Hagfen and you will be in a swampy area. The bug stone is to the southeast. Note that spiders in both the Maze of Webs and the Maze of Thorns covet this item. The chief spider in the Maze of Webs gives a better reward, though.

13. Search the large building at the middle of the north side. Use the portal in the room in the southwest corner. You will arrive in a second building. Kill the wights and step into the second portal. In this next room, push the crates onto the two northern sections of carpet and the barrel onto the southern section of carpet, and step into the third portal. You will be in the final crypt. Walk into the treasure room to the south, and the crypt will shake and guards will appear. You can now open the sarcophagus to the north and burn the body.

14. The dragon blood is underneath the Faerie Bazaar. Walk down the stairs in Moonfire's trading post. There is a secret passage in the wall at the base of the stairs. Beyond it are several caves containing crypts. There is a secret passage in one of them leading to another storeroom. There is a secret door in that storeroom leading to a room with a box. The blood is in the box. Return the way you came to avoid tripping any alarms.

15. First, find a horn (there is one, for example, in the storeroom under Moonfire's trading post in the Faerie Bazaar). Then walk onto the hill in the swamp north of the Temple of Brigantia and you will be asked if you want to summon the wolf.

16. See hint 12.

17. First, you need to have in your group a total Woodcraft skill of at least 8. Go to the wastes east of Nethergate and walk up to all the skeletons. One of them will tell you that you see wolf tracks.

Walk straight east until you see more tracks. Walk straight north from there and you will find the wolf by the river.

18. You can get the items hidden here if you've bought a spirit from Samael in the Vale of the Sould.

19. Vaughn in Nethergate will tell you how to get there after you've completed the mission in Castle Aethdoc.

20. Go to Selkiehome, walk into the center, and attack Sleek. When he dies, he will leave a skin behind. Take this back to Gwyar and ask her about 'skin.' (Yes, this is a pretty evil mission to accept.)

21. Find Gobo at the southwest corner of the Pit of Reprakos and pay him to join you. Go to the room about 10 spaces to the northeast. When you walk along the walls, Gobo will point out a concealed passage. The tablet is on a body at the end of the newly revealed passage.

22. Go to the bottom level of the Abandoned Mine and search for secret doors in the lizard cave just south of the drake's lair. When you find the secret room with the pedestal with the gem on it, choose to destroy the gem. Return to the top level and enter the cave with the anvil stone. Touch the stone, and the spirit inside will be freed. You will find out the results of doing this when you're almost at the end of the game.

23. The black fang is in the wolf woods inbetween the Goblin Pits and the Ruined Hall.

24. To kill the Bazaar Master, all you need to do is walk inside and attack him. You won't ever be able to shop in the Faerie Bazaar again.

25. The huge spider is inside the Maze of Webs, just outside the maze. Enter from the west and walk due north, without actually entering the maze itself, and the nasty spider is in the northwest corner inside a closed loop of web walls. You will be able to find the entrance once you have the mission to kill it.

26. The rock with the runes is due south of the Jagged Aerie. You need to have a piece of papyrus and a pen and ink in your inventory to make a copy. bridge will be clear.

27. One of the goblins is hidden in the trash pit just north of Galag-Trav. The other is hidden in the rubble field just south of Galag-Trav.

28. Complete the mission in the Goblin Pits, and, afterwards, that bridge will be clear.

29. The pelts are located in Under Hagfen. There is a secret passage in the southeast corner which leads to a room filled with Push Blocks. Move the blocks and leave through the passage to the northeast (if you mess up with the blocks, leave the level and reenter). Beyond is a room with tile floors and two braziers. Step on each of the floor

sections with the round pattern exactly once, and then step on the tile floor section in the center. The gate to the south will open. Walk south, step through the portal, and look inside the box next to where you arrive.

30. The boots belong to Julius. He's a merchant. You can find him outdoors east of Shadow Valley Fort.

31. To reach the top of the Jagged Aerie, enter through the passage at the west side. There will be a long corridor with push blocks. To keep going, you need to maneuver a push block onto the section of tile floor with the round pattern. If you ever get stuck, step on a section of tile floor with a square pattern to reset the blocks. Search the aerie until you find the way to the top where Raven is. There are several areas where, if your skills aren't high enough, you will be attacked or take damage. When you reach Raven, ask it about 'mission.' Leave the Jagged Aerie and go to Stone Circle. When you enter, there will be a shade standing next to the altar stone. Talk to it and ask it about 'message.' Return to the Jagged Aerie, climb up to Raven, and ask it about 'mission' again.

32. The gryphons are all in the Jagged Aerie. You can get a feather from the gryphon at the far northwest corner of the area, on the highest ledge. Walk next to it, and when you're told that a feather falls, select Get. If your dexterity is high enough, you will get a gryphon feather.

33. The Widow Queen, in the Maze of Thorns, has spider eggs. Enter the maze from the north and explore. Near the center of the area, you will find a back passage into a small room with several webs just to the west of where the Widow Queen is. Walk south in this room until you're given a chance to take the eggs, get them, and leave the way you came.

34. Go to the Hollow Hills and speak with Toivo. He will sell you advice for how to reach the Rose Lady. Nearby, there is a stairway down to a door where you're asked for a password. It's 'Exile.' Inside, ask Vug the goblin about 'purchase,' and you will receive a summons. You can now reach the Rose Lady in the northwest hill. If you talk with her long enough, she will attack you.

35. After you get the mission from Snorble, find the goblin village northwest of Shadow Valley Fort. Approach them peacefully, and they will tell you where Kharto is. Search to the west, and you will find eight trees arranged in a square pattern. Walk inside the square and you will find Kharto.

36. In the area around the Vale of the Sould are several hills with tunnels in them. The ogre is in the northernmost cave west of the

river to the west of the Vale of the Sould.

37. You can pay them 5 coins or you can attack them. This is a difficult fight, though, and you probably won't be able to defeat them until you've built up your strength.

38. You will be able to cross this bridge after you've completed the Ruined Hall mission in chapter 2 (and register).

39. Hathwisa is in Under Galag-Trav, in a cave in the southeast corner. When you enter the cave, she will ask to join you. Return her to the exit. You may wish to give her some armor to protect her.

40. Ask Moonfire about 'mission.' Go to Galag-Trav and find your way to the lower level. The fomorians are in the northwest corner. You can climb up there by finding a secret passage in an area with lots of trash at the north end of the level. Enter and kill fomorians until you reach the chief.

41. The spirits are in the Vale of the Sould in jars on pedestals. You will have to search thoroughly to find ten of them. When you find one, search it. You will be asked what you would like to do. Select Break. When you've destroyed 10 of them (there are one or two spares), return to the Bazaar Master.

42. Go to the Temple of Brigantia and walk down the stairs at the southeast corner of the area. Find the storeroom and walk through the secret door in the west wall. Search the amphorae. Push the button. A bookshelf in the library to the south will disappear, enabling you to reach a secret door. Walk through it. At the end of the passage on the other side is a portal. Enter it and you will be in an area with goblins. The goblet is on the pedestal at the north end.

43. See hint 3. Both Samael and the Rose Lady want those stones.

44. The first destination for the letter is between Nethergate and the Goblin Pits. Once you get there, you will be sent to another hut between Goagh-Nar and the Pit of Reptrakos. When you get there, if you're playing Romans, you will be attacked, and if you're playing Celts, you will be rewarded.

45. Once you finish the first mission (in the Abandoned Mine) you will be allowed to enter the main part of Shadowvale.