

## How to Solve the Riddle of the Land King in Ambrosia's





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# Chapter One

## The History Of Cythera

by Master Anisa

### 910 A T

#### Introduction

This work serves as both a brief history of Cythera as well as a guidepost to future generations to my greater collections of works on Cythera and its history. May it serve both the student and the casual reader well.

#### Pre-Cytheric Times

Before the arrival of our peoples on these shores, we lived on an island called Thera in the Inner Seas. Much of this part of history is better suited to myth and legend than historical account, but I shall try to detail what is known.

Of the night of the Exodus and destruction of Thera there can be no doubt, but the legend of the White Bull appearing before the Priests is certainly no more than that - a legend. Nonetheless, our people fled from the island, escaping its destruction. What exactly happened that night, during the storms that followed the destruction, we can never know for sure. Cast ashore on an unknown land, we soon discovered that we were somewhere else (for a lack of a better term). None of the stars we knew appeared in the night sky, and even the Moon had changed, smaller, and was joined by a second, even smaller body in the sky. (As it would turn out, even the length of a year was changed, though how much shorter we have never been able to work out exactly)

Even worse, however, was the loss of our gods. Our priests soon discovered that they, like the rest of us, were cut off from the world we knew. Still, life must go on, and so it went with us, and we began exploring and building a small village at the spot of our landing.

#### 5 A.T. - Founding of Cademia

In our fifth year of exile, we finally had built enough of a city to give it a name - Cademia. Though the world was alien, we were still able to flourish, still lead, by tradition alone, by the farmer priests. This also begins our first great age, the Age of Tyrants.

## **Age of Tyrants**

With a new land and no divine basis for leadership, a young member of the small priest class rose to power, rallying and inspiring our people. Thus, upon the founding of Cademia, the first Tyrant was granted absolute power. In the next years, peace ruled and people continued on living, a new life, but one still much like our original.

### **79 A.T. - Death of First Tyrant**

Between the shorter year, and something in the land that caused greater longevity, in 79 AT the First Tyrant, at an age of approximately 100 years, finally passed away. This much beloved leader was replaced by his regent, who became the Second Tyrant of Cademia.

### **113 A.T. - Founding of Catamarca**

Our second city started as a vacation palace for the Second Tyrant, but soon became a fortified stronghold. It was in this timeframe that the Castle of the Tyrant was built in Cademia, for the Second Tyrant was not quite the benevolent leader that the First Tyrant was, for suspicion and paranoia soon grew. Some have postulated that this was not entirely unexpected, for it was in this time frame that Magic as we now know it was being discovered. What was once the realm of priests (long since forgotten), soon the ability to perform acts of power were being discovered among commoners. None knew exactly why some had the ability and others were passed over, but stories of miracles became more common, and some of the gifted began to meet and explore their powers in an organized fashion.

### **134 A.T. - Fortification of Odemia**

Odemia was originally a small hunting colony, founded at the edge of the northern forests, around the time of the founding of Cademia. In the years that followed, it became a major source of supplies for Cademia, so in 134 A.T., the Second Tyrant built walls around the city, the fortified it against possible enemies.

### **152 A.T. - Exile of Mages**

It was this attempt to organize the gifted power workers that became the final straw for the Second Tyrant, and in 152, fearing being overthrown by these people (and feeding on the insecurities of the common person), the Second Tyrant exiled all possessing magical powers. If any such persons were found east of the Titan's Spine Mountains, they would be put to death. Though some sought hiding in Odemia or Catamarca, most fled over the mountains, beyond the powers of the Tyrant.

### **153 A.T. - Founding of Pnyx**

The exiles passed beyond the mountains, eventually settling where the River Tirynt met the Sea in the west, and formed the town of Pnyx. Pnyx would soon be the location of the Magesterium, a place of learning and study of the powers of Magic. It's existence soon became known in the East, and any remaining people with the powers of Magic soon joined their fellows in exile in Pnyx.

### **160 A.T. - Death of Second Tyrant**

In 160, the Second Tyrant passed away, and was immediately replaced by his regent, who was even more ruthless than his predecessor, and the reign of terror continued.

### **184 A.T. - Founding of Abydos**

While the Second Tyrant oppressed peoples east of the Mountains, in the West, settlers from Pnyx formed an ill-fated second colony, south along the coast from Pnyx. This town was to be know as Abydos.

### **192 A.T. - Destruction of Abydos**

After a number of years, Abydos began to flourish, but suddenly one day communication was lost with the town. After a few weeks, an expedition sent from Pnyx arrived at Abydos, only to discover the town destroyed, as if a giant wave had swept in from the Sea, destroying the town, and erasing all traces of life. What exactly happened to the town lead by the Mage Tavara is still a mystery to this day, and none willing seek out the accursed town.

### **194-204 A.T. - Cult of Scylla**

Meanwhile, back in Cademia, oppressed people turned to any source of hope, and in 194, found one. A mysterious priest began to preach about the powers of Scylla, those hideous sea monsters that plague the coast, preventing any forms of maritime travel. However, the Cult was destroyed by the Tyrant in 204, fearing any form of insurrection (though rumors of its continued existence for some years after that have been heard, but we can place no truth on these).

## **Age of the Land King**

### **216 A.T. - Alaric Appears**

It was in 216 that everything changed in Cythera, with the appearance of the mysterious Alaric. His origins are still unknown (though this author is beginning an in depth search into this, and one day hopes to write a discourse on this matter). Alaric walked into the court of the Third Tyrant, though none of the guards remembered seeing him come in. The Tyrant immediately called for his guards, but none were forthcoming. The stranger simply said "The rule of Tyrants is over" and in a blinding flash of light, the Tyrant and all his family and supporters collapsed dead. He then called all the pages in the palace to spread the word through out the city and dispatched runner to spread the word that a new age of freedom and democracy would begin. He told them that his job was done and that they must choose a form of government that was fair to rich and poor alike, and once that it was determined, he would return.

### **219 A.T. - Return of the Mages**

The next three years brought chaos, suddenly being bereft of government. There were

conflicts with remaining troops loyal to those minor warlords that tried to take over in the power vacuum, but eventually six individuals would arise and gain the support of people and work out the form of government that exists to this date. These six became the founders of the six major house (Nicander, Strymon, Comana, Attis, Dodona, and Atussa).

Alaric reappeared before these six, and agreed that their solution was fair and workable, and furthermore he would ensure it would not be subverted. To make sure that this government would survive and flourish, Alaric brought the Mages from Pnyx back, charging them with the duty to ensure it would survive.

### **303 A.T. - Founding of Kosha**

In 303, members of House Comana established a new colony south of Cademia called Kosha. This colony was unique in that it was established solely by supporters of House Comana, and the position of Judge of Kosha was one more of tradition only.

### **Afterward**

While it may seem to the reader that there are gaps missing between 303 and 910 (the date of this writing), in fact, as much as a historian would hate to admit, not much has happened. Life under Alaric has been peaceful and rich. The system of government based on popular support of Houses, with magical support to enforce the will of the people and solve disputes has worked amazingly well. However, were something to happen to Alaric, one can only speculate on the chaos that would ensue. Though few have ever seen Alaric, ruling mysteriously from Land King Hall (it is said that if one seeks out Land King Hall, one will be unable to find it unless Alaric wishes), just his continued existence keeps the populace happy and content. Many believe him to be more than man, for surely no mortal man can live for over 700 years!

Hopefully this state can continue for long into the future - while it makes the job of a historian boring, we will gladly accept that to avoid the chaos of our early years. The basic political structure in Cythera is based on major families. There are six major families:

- House Nicander
- House Strymon
- House Comana
- House Attis
- House Dodona
- House Atussa

See the individual sections for these families for more details on them.

In general, cities are ruled by whatever family has the most support of the populace. All of this is overseen by the Land king (because of his powers, political subterfuge is

fairly tame, since he would discover any major plots), as well as representatives of the Magesterium. Because of this oversight, any given political family can not abuse their powers to destroy other families or abuse the "commoners". Most importantly, determination of the support of the various families is done via yearly elections, which are overseen by judges from the Magesterium who use their mystic powers to ensure a valid election (who also provide judicial services during the rest at the year). The penalty for abuse of political power is usually death (and since Alaric has the power to determine truthfulness, there is no trial).

During an election, every person can vote for any of the major (or minor) families, as opposed to voting for any specific person. Making any new law then requires a simple majority of the popular support (so if anyone family has 51 % or more of the popular support, they can make any rules as they see fit). However, laws are reviewed by members of the Magesterium, who can strike them down if they feel they are unfair. Here is a chart of the families and what their support is in the four major cities of Cythera (note that Pnyx is ruled by the Magesterium):

	Nicander	Strymon	Comana	Attis	Dodana	Atussa
Odemia	40	-	-	-	15	35
Catamarca	-	40	-	-	35	15
Kosha	10	10	70	-	-	-
Cademia	10	15	35	30	-	-

Nicander, Strymon and Comana are the most powerful. Dodona is allied with Nicander to provide a majority in Odemia, while a similar relationship exists between Atussa and Strymon in Catamarca. Comana holds Kosha firmly. Cademia is the big problem, with Comana holding the most support, but an alliance between Attis and Nicander having about as much support. An alliance between Strymon and either of these other two would swing the balance. Since Attis and Nicander are long time rivals (as are Dodona and Atussa), Attis is currently providing support to Comana, but there is no great love between Strymon and Comana, so the alliance is weak at best.

## **A breakdown of the houses is as follows:**

### **House Nicander**

One of the six major ruling families in Cythera. They are the ruling house of Odemia.

House Nicander is allied with House Dodona and Attis, and feuding with House Strymon

Members: Philinus (Elder of family, Odemia), Himation (Older son, Cademia), Ascalon (Younger son, Odemia)

### **House Strymon**

One of the major ruling families. Strymon is the ruling house of Catamarca.

House Strymon is allied with Atussa, and feuding with Nicander.

Members Propontis (Elder Member, Catamarca) Mantinea (Wife of Propontis, Catamarca) Halos (Propontis' younger brother, Cademia)

### **House Comana**

One of the major ruling families of Cythera, Comana is the ruling house of Kosha.

They are currently ruling Cademia, feuding with Attis.

House Comana has a secret alliance with the Seldine, which has allowed them to rise to power in Kosha and now is behind their increase in Cademia

Members: Myus (Elder of Family, Kosha) Naxos (younger Brother of Myus, Cademia) Darius (youngest Brother of Myus, Catamarca)

### **House Attis**

One of the major ruling families of Cythera, though they only have representatives in Cademia.

Former ruling house of Cademia, allied with Nicander, feuding with Comana.

Family: Thuria (family Elder, Cademia) Malis (Cademia, son of Thuria) Cybele (Cademia, daughter of Thuria)

### **House Dodona**

One of the ruling families of Cythera, house Dodona is a minor power in Catamarca.

They are allied with Nicander, and feuding with Atussa.

Members: Parium Crito Apis

### **House Atussa**

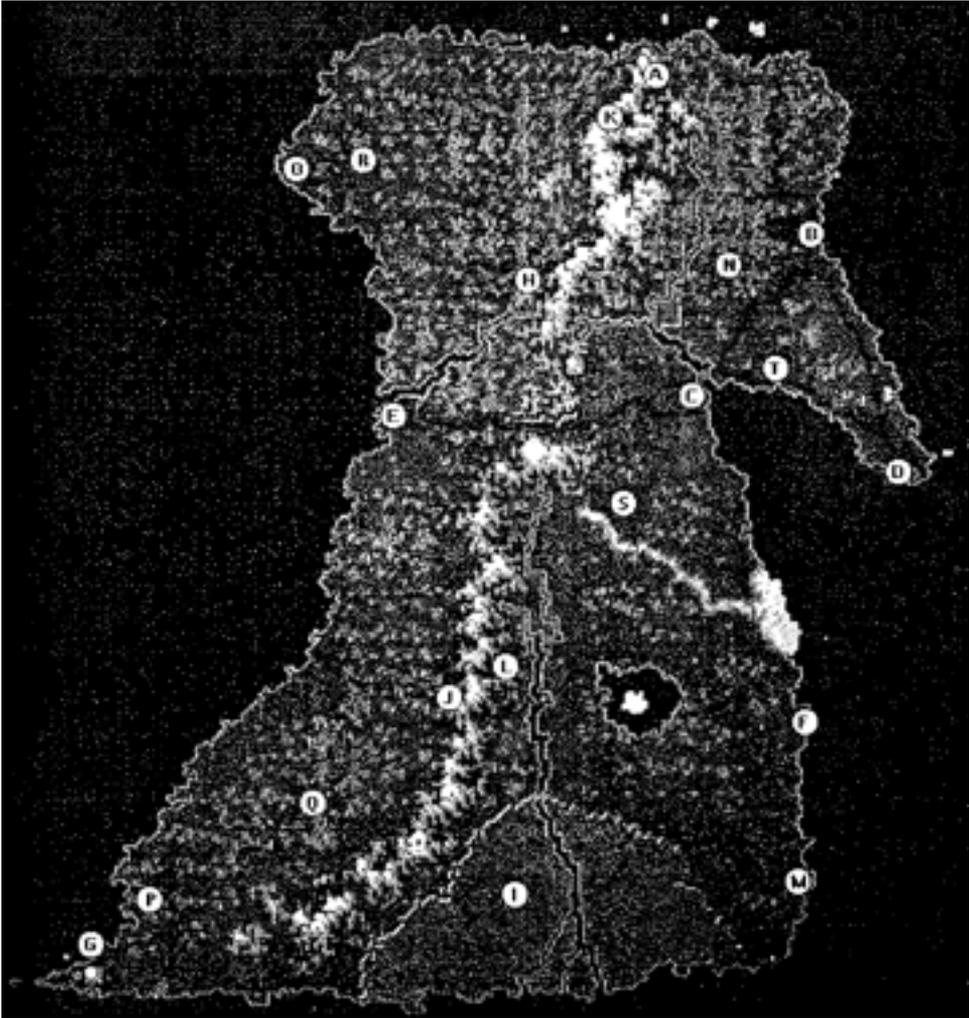
One of the major families of Cythera.

House Atussa is a minor power in Odemia.

They are allied with Strymon, feuding with Dodona.

Family: Milcom (Elder of Atussa, Odemia) Sardis (Son of Milcom & Ake, representative in Catamarca) Ake (wife of Milcom)

**Chapter Two**  
**The World of Cythera**



- A - Land King Hall** - The home of Alaric the Land King
- B - Odemia** - The home of Lady Ariadne, kidnapped by bandits.
- C - Cademia** - Cythera's largest metropolis.
- D - Catamarca** - A resort city on the coast.
- E - Pnyx** - The location of the Magesterium, school of Magic.
- F - Kosha** - The stronghold of House Comana.
- G - Land's End Volcano** - The home of Jinrai.
- H - Seldane Ruins** - Timon the Freemage is studying these ruins.
- I - Maayti Ruins** - Timon's sister, Larissa is studying these ruins.
- J - Iron Mines** - A ghost has been seen inside the maze of the iron mine.
- K - Stronghold of the Brotherhood and the Tavara Fortress** - Both have treasures guarded by magic.
- L - Eioneus Cave** - The home of the magical weapon smith
- M - Crab Cove** - Where the student Idomineus has brought the Book of Timeflux.
- N - Farmhouse** - Where the villain Eudoxus is holding the kidnapped Ariadne.
- O - The Lost Cult of Scylla** - The myths say the Cult had magical weapons and treasures.
- P - The Ruins of Abydos** - A colony whose inhabitants disappeared long ago.
- Q - The Harpy Cave** - Where the Harpy lives and breeds.
- R - Charax House** - Charax is an expert in Alchemy and wine making.
- S - The Southland Vineyard** - Run by Borus and his wife Briseis.
- T - The North Shore Vineyard** - Run by Glaucus.

## The Land King Hall

The home of Alaric the Land King is where you'll begin the game of Cythera.



### Some places in the LKH are:

**A -Your quarters** - These quarters can be used to sleep in and store the booty you collect as you travel through Cythera.

**B - Guest Rooms** - Quarters for the workers in LKH, and any guests that visit.

**C - Armory** - Located near the guest quarters, this room contains weapons and armor for you to use.

**D - The Nexus Portal** - This is where you are transported into Cythera, and where you'll be transported if Alaric ever has to magically resurrect you.

**E - The Library** - Here you'll find lots of information on the background and history of Cythera.

**F - Throne Room** - This is where you'll find Alaric, Magpie and Hadrian during most of the day.

**G - Dining Hall** - This is the dining hall of the Land King Hall. This is the site of many sumptuous feasts.

**H - Alaric' Quarters** - Alaric's private chambers. If you don't find Alaric in the Throne

Room, chances are, this is where he'll be.

**I - Alaric's Study** - North of Alaric's private chambers, this is where Alaric does his deep thinking.

**J - Kitchen** - The kitchen for the entire LKH and work place of Emesa the cook.

**K - Guard's Barracks** - This is where the guards sleep when off duty.

**L - The Reflecting Pool** - A large room dominated by a large reflecting pool.

**M - Northern Caves** - Located to the northeast, the cave is similar to many found throughout Cythera. There is a secret passage to the north of this cave that will lead to more caves under Cythera.

**N - Southern Caves** - Located to the southeast, this cave has a training ground to practice combat. It opens only after The Earthquake happens when you enter the Fountain Room.

**O - Ethereal Void** - This is the exit from the LKH, it's a hall through a vast void that ends at the mountain entrance to LKH.

### **The characters in LKH are:**

**Alaric**, the Land King - The Land King can heal you when sick or injured; if you're registered just ask for help and he'll heal you. He can even bring you back to life, provided you wear the amulet he gave you when you first came to Cythera.

**Magpie**, the king's fool - Magpie is more than just a jester, he's Alaric's closest advisor.

**Hadrian**, the Captain of the Guard, father of Hector, husband of Emesa - Hadrian can train you in combat arts, and he will also give you permission to let his son, Hector accompany you on your quest. He will also ask a favor of you when you first arrive. He would like you to place flowers on his mother's grave.

**Emesa**, the Cook, Mother of Hector, wife of Hadrian - Emesa will give you food for your travels, just keep asking, and she'll keep giving. She can also teach you to bake bread. Emesa is also a good source of general info when you first arrive in Cythera.

**Hector**, son of Hadrian and Emesa, and novice warrior - Hector is a young warrior eager to prove his metal. Once you get permission from Hadrian, he will accompany you on your journey. He is an invaluable ally.

**Demodocus**, the bard - When you first arrive in Cythera, Demodocus will be in the LKH. He's a good source of general info on Cythera, and an important part of the musical key needed later in the game.

### **Objects and Items in LKH:**

When Magpie takes you to your quarters in LKH, you'll find a leather helm, a leather breast plate, a small buckler, a small brass sword, a map of Cythera, 10 torches, 40 oboloi and six magical scrolls:

Death Strike, which will kill anyone/thing it's used on.

Minor Embrightenment, which will lightly illuminate a small area.

Vision of Night, which will make it as bright as day.

Detect Traps, which enables the user to do just that.

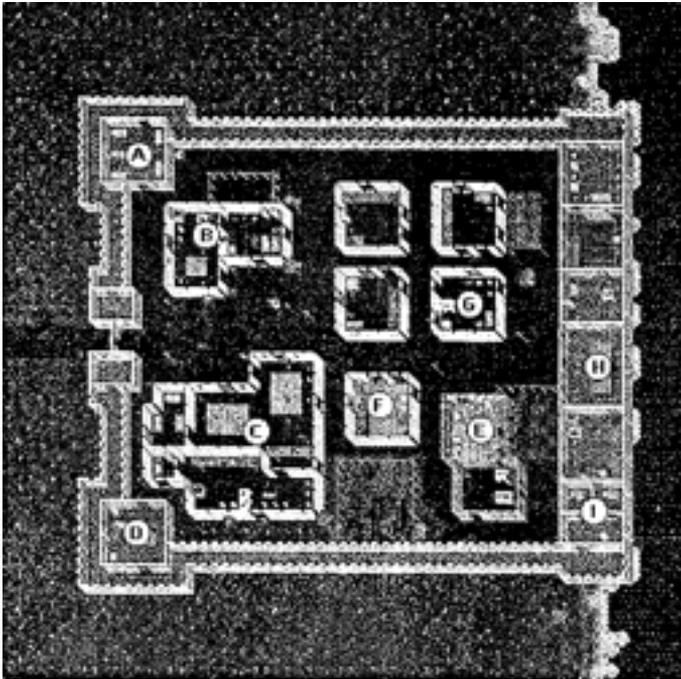
Detect Concealment, which allows you to find concealed objects and doors.

Directed Nexus, which will transport the user to the Nexus Portal in LKH from wherever they are.

In the armory you'll find: 40 arrows, three spears, two bows, two crates. One of which is magically locked, and the other, which can be broken open, or you can get the key from Hector. This chest contains magical arrows. In Alaric's study you'll find one of the Books of Wisdom, The Sapphire Book of the Crown. This book will allow you access to higher levels of learning in the Magesterium. In the Southern Cave, once you've gone through the secret entrance in Alaric's quarters, you'll find a corpse. This is the body of a ruffian. On his corpse, you'll find a vial of the illicit drug, Kesh.

### **Odemia**

Odemia is a small city on the western coast of Cythera. It's the home of Lady Ariadne, victim of a kidnapping by ruthless bandits.



#### **Some places in Odemia are:**

**A - The guard's quarters** - Where the gatekeepers and guards of Odemia sleep.

**B - The house of Philnius and Ariadne** - The home of the family... .

**C - Titan's Head** - A tavern and inn.

**D - Thersites Quarters** - The home of the captain of the guard of Odemia.

**E - The Home of Ake the weaver and Milcom the blacksmith.** It's also Milcom's Smithy. He can be found there most of the day.

**F - Ake's Shop.** Where Ake the Weaver can be found during the day.

**G - Home and Shop of Hebe the Threadmaker.**

**H - Sacas' Quarters** - Home and work place of Sacas, the judge in Odemia.

**I - The Jail** - The town jail and temporary home of a captured bandit.

### **The characters in Odemia are:**

**Ake**, the Weaver, and wife of Milcom - Ake follows politics, which her husband doesn't approve of. When you get a chance, ask her about the kidnapping She'll ask you to meet her in her garden after dark. She won't talk to you until her husband, Milcom, is out of earshot.

**Antiphus**, one of the kidnapers of Ariadne - If you talk to Sacas about the kidnapping, she will give you a chance to interrogate this bandit.

**Crito**, owner of the Titan's Head

**Hebe**, the threadmaker.

**Milcom**, the blacksmith, and husband of Ake - Milcom is the head of the house Attusa. He dislikes politics and will not allow his wife to discuss them in his presence. He can sell you Smithy's friend potion which you'll need when you go to the Land's End Volcano.

**Philinus**, Elder, House Nicander, husband of Ariadne - When you rescue Ariadne, he will be forever in your debt. Which is good as he has some rare pan pipes which you will need.

**Ariadne**, wife of Philinus, mother of Ascalon - When you first get to Odemia, Ariadne will be held captive by Eudoxus and his band of ruffians in a farmhouse to the southwest of Odemia.

**Sacas**, Judge in Odemia - She'll give you background information on Judges and Cythera. She will also give you permission to interrogate the captured bandit, and to get the key to the jail from Thersites.

**Thersites**, Captain of the Guard - He has the key to the jail, if you talk to Sacas and get her permission he'll give it to you.

**Peirithous**, servant

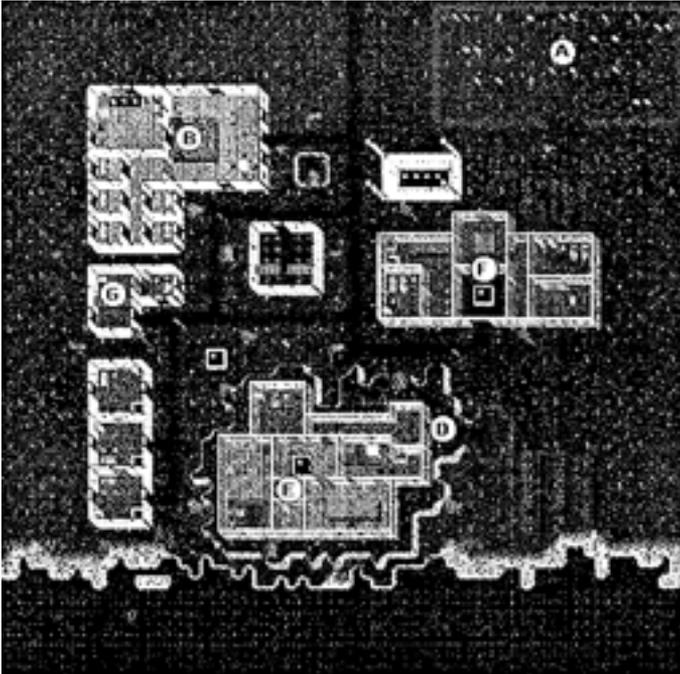
### **Objects and Items in Odemia:**

Thersites, the Captain of the Guard has the key to the jail. You'll need the key to interrogate Antiphus, captured kidnapper of Ariadne.

Thersites will ask you to find a ring for him. The ring is in the desk in the jail.

## Catamarca

Catamarca is a small resort city south of Odemia. It's people are suffering from a mysterious plague.



### Some places in Catamarca are:

**A - The cemetery** - This is where you'll find Hadrian's mother's grave. This is also the burial place of Alaric's mother.

**B - The Green Goat Inn** - This is where you'll find the drunk Eumelus. If you give him some spare change, he'll give you some vital clues to the plague's cause.

**C - The Springs of Catamarca** - Unseen on this map, the springs are located beneath the Citadel. These ancient springs are the source of Catamarca's water supply. It's where you will find the first part of the Crolna, the very presence of which poisons the waters of the spring.

**D - Citadel** - The citadel is an ancient fortress, built above the spring that supplies the water for Catamarca and home of Judge Metopes.

**E - Secret Room** - Located in the middle of the Citadel, the secret room contains a trapdoor to the ancient Springs of Catamarca.

**F - House Strymon** - Home of Propontis and Mantinea.

## G - The Home of Darius

### The characters in Catamarca are:

**Darius**, youngest son of House Comana - Darius is in Catamarca representing the interests of House Comana, he is intimately involved with the kidnapping of Ariadne.

**Sardis**, son of Milcom and Ake

**Parium**, owner of the Green Goat tavern

**Propontis**, Elder House Strymon, brother of Halos - He'll tell you of his suspicions about house Comana after you cure the city of the plague. You will need his personal recommendation to talk to Halos.

**Mantineia**, wife of Propontis - She too is suspicious of House Comana, Darius in particular.

**Metopes**, judge - He has the key to the trap door in the secret room in the Citadel.

**Eumelus**, drunk - If you give him spare change he'll give you vital clues to the source of the plague.

**Polydamas**, Majordomo, he will give you clues regarding the plague, and the source of Catamarca's water. He also has the Sapphire Book of Splendor.

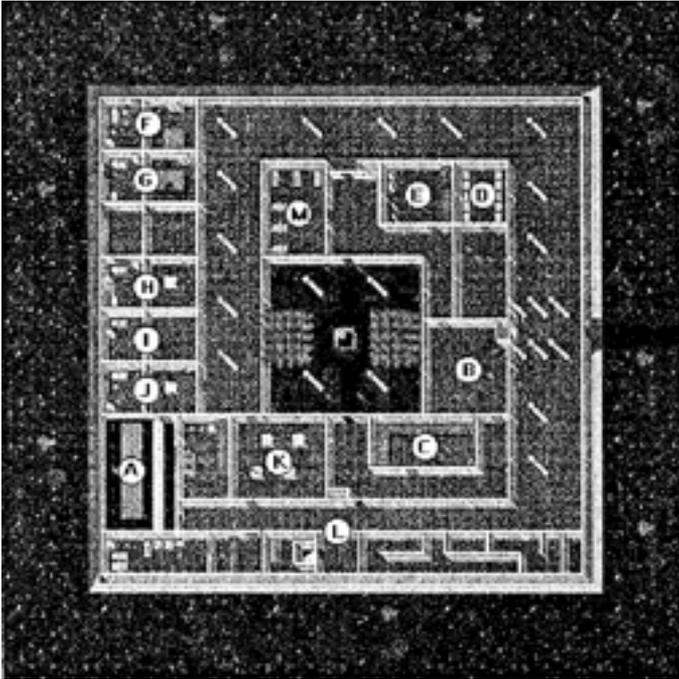
### Objects and Items in Catamarca:

The key to the locked secret door is in the desk in Metopes room. If you ask him about the lock on the secret door, he'll offer you the key.

The Sapphire Book of Splendor is under Polydamas' bed. If you ask him about the Sapphire Books, he'll confess to having the Book of Splendor and offer it to you.

## **Pnyx**

Pnyx is the home of the Magesterium, Cythera's school of magic.



### **Some places in Pnyx are:**

**A - Lindus' Hall** - This is where Lindus spends his time during the day.

**B - The classrooms** - These rooms are where the students of the Magesterium learn their trade.

**C - The Laboratory** - Where the students practice the skills they have learned.

**D - The store room** - Where all of the supplies are kept.

**E - Armory** - Even mages must practice the arts of war.

**F - Palaestra's Quarters** - Where Palaestra, teacher of Alchemy lives.

**G - Tros' quarters** - Where Tros, teacher of Runic magic lives.

**H - Pheres Quarters** - Where Pheres, teacher of Healing magic lives.

**I - Selinus' Quarters** - Where Selinus the librarian lives.

**J - Lindus' Quarters** - Where Lindus the Headmaster lives.

**K - The Inn** - You can get meals and gossip here.

**L - Secret Passage** - This magically locked door leads to the tunnels in the walls of the Magesterium. Follow the passages and secret doors until you get to a switch and it

will open the portcullis blocking the way to the secret passages.

**M - Student's Quarters** - Where the students live.

**The characters in Pnyx are:**

**Pheres**, Master Healer, Teacher- Pheres can teach you the skill of Healing Magic. He will also ask you to find him a harpy egg.

**Lindus**, headmaster of the Magesterium - Lindus will be in charge of your training as a magician.

**Selinus**, Master, Librarian - Selinus keeps track of all the books in the Library. He is in charge of giving out passwords to the levels of higher magic.

**Palaestra**, Master - Palaestra is the Magesterium's master of Alchemy. If you ask her, she'll teach you this ancient and powerful art. You'll need a reference from her to talk to Charax. Charax is ultimately responsible for purifying the corrupted Croina.

**Tros**, Master Teacher- Tros can teach you the skill of Runic Magic.

**Paris**, husband, provisioner

**Helen**, waitress, cook

**Niobe**, daughter of Helen

**Thrasymedes**, male student

**Protesilaus**, male student

**Menelaus**, male student

**Lycaon**, male student

**Peleus**, male student

**Peisander**, male junior student

**Danae**, Female student

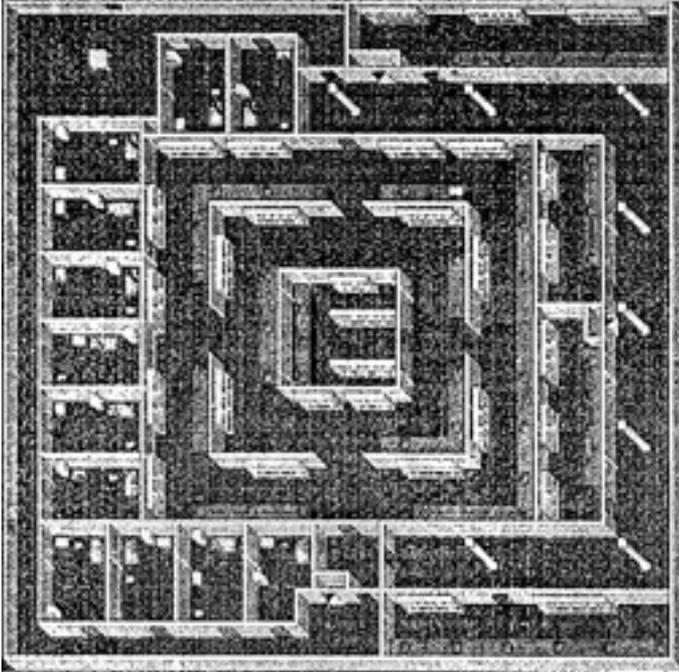
**Semele**, Female student

**Alcyone**, Female student

**Clytemnestra**, Female senior student

## **Pnyx Upstairs**

The upstairs of Pnyx is the library, overseen by Selinus.



### **Some places in the Pnyx Upstairs are:**

The first four levels of magic are open to learn. The higher levels are protected by passwords. To get the passwords, you must obtain the Sapphire Books of Wisdom.

**A - The Fourth Degree Hall** - The password to the Fourth Degree Hall is pakana, but it won't open until you have earned the password.

**B - The Fifth Degree Hall** - The password is torake.

**C - The Sixth Degree Hall** - The password is tiripo.

**D - The Seventh Degree Hall** - The password is karuke.

**E - The Eighth Degree Hall** - The password is koruto.

**F - Student's Quarters** - More dorm space for students.

**G - Secret Grotto** - The secret passages eventually lead to this grotto.

**H - Passage entrance** - The secret entrance near the entrance of the inn leads here.

### **Objects and Items in Pnyx:**

Magic Potions are in the laboratory.

The Sapphire Book of Understanding is lying long forgotten, in a student's desk in the quarters southwest of the Library upstairs.

In the **Fourth Degree Hall** are the spells:

Remote Manipulation, Open, Rune of Pain, Resist Fire, Cure, and Lightning.

In the **Fifth Degree Hall** are the spells:

Death Strike, Fireball, Paralyze, Shake Down, and Daylight.

In the **Sixth Degree Hall** are the spells:

Mass Cure, Fetch, Charm, and Mass Terrorization.

In the **Seventh Degree Hall** are the spells:

Mass Confusion, Replicate, and Farsight.

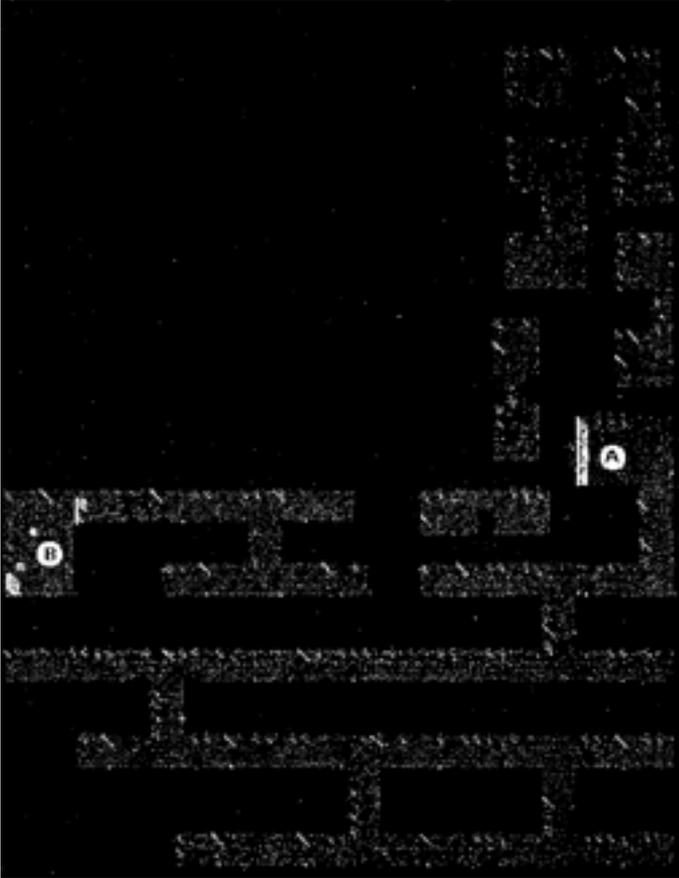
In the **Eighth Degree Hall** are the spells:

Tremor, Restoration - you need to know "Cure" before you can learn this spell, Resurrect

For an explanation of these spells, go to Appendix C - Magic and Spells.

## The Pnyx Underground

The entrance to the underground is downstairs, next to the entrance to the inn.



The entrance next to the Inn on the ground floor of the Magesterium leads to **A**. Following the maze and the transports will lead to **B**, where you'll find a magically locked trunk. Inside the trunk are a green crystal ball, a pair of steel gauntlets and a strange device that can be used to open three magically locked doors protecting the Mystical Weapons of the Seldane.

## Cademia

Cademia is the largest city in Cythera, it's also the oldest.



### Some places in Cadium are:

**A - The Tyrant's Castle** - Berossus the Judge can be found in the Tyrant's Castle. The Sapphire Book of the Kingdom is in the locked room just north of the throne room. In the courtyard north of the sundial is a secret passage to the Tomb of the Second Tyrant.

**B - The home of Halos of Strymon** - Halos has some clues to the culprits behind many of the mysteries you investigate. He can be found hard at work at his home most of the time. He's most approachable when he is eating at Dares Eatery.

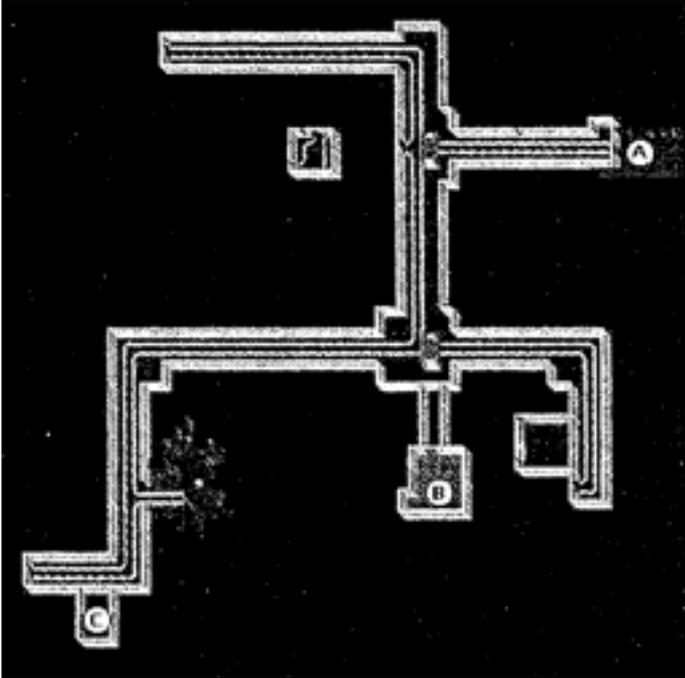
**C - The Ratcatcher's Guild, and home of Etiocles** - Once you've joined the Guild you can be trained in nefarious skills like lock picking and thievery. You can also purchase tools and supplies, like shovels and torches.

**D - The home of Anisa the Historian** - Anisa knows much of the History of Cythera. She can be found at home throughout most of the day.

**E - The home of Bryaxis the Mage** - Bryaxis has made a magical lock that uses music as the key.

- F - House Comana's stronghold in Cademia** - House Comana is headquartered in Kosha, but they have a strong presence in Cademia. They store many weapons and even a little treasure here.
- G - Secret passage** - This leads to the sewers of Cademia.
- H - Secret passage** - This leads to an underground maze. In the maze is a Golem guarding the Sapphire Book of Power.
- I - Secret passage** - This leads to Omen's Test.
- J - House Attis** - This is where Matron Thuria lives. She is the owner of the iron mine.
- K - Sewer House** - This gives access to the sewers of Cademia.
- L - Secret passage** - This leads to the sewers of Cademia.
- M - The Jail** - This is where you'll find Halos after he has been accused of murder.
- O - The Mint** - This is where the city of Cademia mints it's Oboloi
- P - The Two Tailed Rat** - This tavern is where Halos eats most of his meals.
- 1 - Secret Lever** - This lever opens the secret door to passage I.
  - 2 - Secret Lever** - This lever opens the secret door to passage L.
  - 3 - Secret Lever** - This lever opens the secret door to passage G

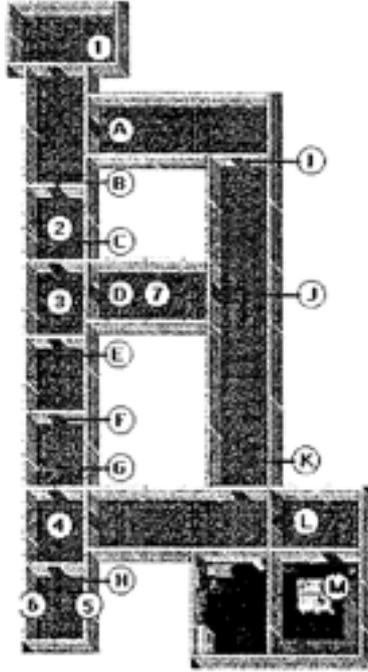
Cademia Sewer Passages G, K, and L lead to the sewers beneath Cademia.



Passage G leads to Point C.  
Passage K leads to Point A.  
Passage L leads to Point B.

## Under Cademia

Passage H leads to this maze.



- Lever 1 will open or close doors A, B, and G.
- Lever 2 will open or close doors D and J.
- Lever 3 will open or close door L.
- Lever 4 will open or close doors C, E, H.
- Lever 5 will open or close door M.
- Lever 6 will open or close doors B and G.
- Lever 7 will open or close doors I and K.

### The characters in Cademia are:

**Naxos**, middle brother

**Deiphobus**, Guard of warehouse

**Thuria**, elder

**Malis**, son

**Cybele**, daughter

**Atymnius**, Miner

**Antenor**, fiance of Hebe

**Alastor**, leather worker - Alastor will ask you to kill a gator from the southern swamps. If you do, he'll make you a pair of boots from the skin that will protect you from getting poisoned by snakes.

**Apis**, cousin, runs Two Taled Rat

**Dares**, runs Dares Eatery

**Diomede**, wife of Dares, helps out at Dares Eatery

**Thetis**, maid/cook of House Attis

**Bias**, butler/servant of House Attis

**Opheltius**, older son

**Eteocles**, Head of the Ratcatcher's Guild - Once you've joined the Guild, Eteocles will sell you supplies and teach you skills you can't learn elsewhere. You can buy torches, tools, and even bombs from Eteocles.

**Laomedon**, Meat-seller

**Ilus**, Fruit-seller

**Autonomous**, Official minter

**Halos**, of House Strymon - If you've gotten a reference from his brother Propontis in Catamarca, Halos will tell you of his suspicions regarding the kidnapping of Ariadne. He will also refer you to Aethon of the Ratcatcher's Guild. Later, you will investigate Halos' involvement in a horrible crime.

**Oeneus**, bowyer

**Periphias**, baker

**Theano**, cheese merchant

**Hypsenor**, tailor

**Thoas**, blacksmith

**Dymas**, son of the blacksmith, Thoas.

**Bryaxis**, Master Magician - Bryaxis has made a magical lock that uses magic as the key. This lock opens the secret passageway in House Comana.

**Berossus**, the Judge of Cademia - Berossus will help you in your investigation of the murder of Opheltius.

**Anisa**, Master Historian - Anisa knows more about the Sapphire Books of Wisdom than everyone but for Selinus himself. If you help her, she will tell you what she knows.

**Alcestris**, cook at Tyrants Castle

**Asius**, majordomo at Tyrants Castle

**Aethon**, The Sly - Halos will send you to get Aethon's assistance. You'll need Aethon in your party to join the Ratcatcher's Guild.

**Dryas**, sewer rat - Dryas has vital clues in the slaying of Opheltius.

**Stentor**, Former majordomo of Itanos, Judge of Kosha - Stentor can be found to the north near the river's edge. His mind has been ruined by the things he has seen. He witnessed his close friend Pelagon of Kosha killed by a Scylla. When Stentor returned to Kosha, he saw an impostor in Pelagon's form. He hasn't returned to Kosha since.

### **Objects and Items in Cademia:**

In House Comana's stronghold in Cademia, you'll find a room with two locked trunks.

In the one to the right is a small fortune in Oboloi. The trunk to the left is empty. Be careful, both trunks are booby trapped with explosives.

The room to the west is filled with crates. The crates contain arms and armor.

In a shanty just north west of the Two Tailed Rat (B) are two piles of rope. You can use the rope to climb down to the Harpy Cave.

The room in the slums just north west of the Ratcatcher's Guild (C) has become overgrown with mushrooms. If you look carefully, you'll find a skeleton. If you examine the skeleton, you'll find a magical Staff.

The Sapphire Book of the Kingdom is in the locked room just north of the throne room in the Tyrant's Castle.

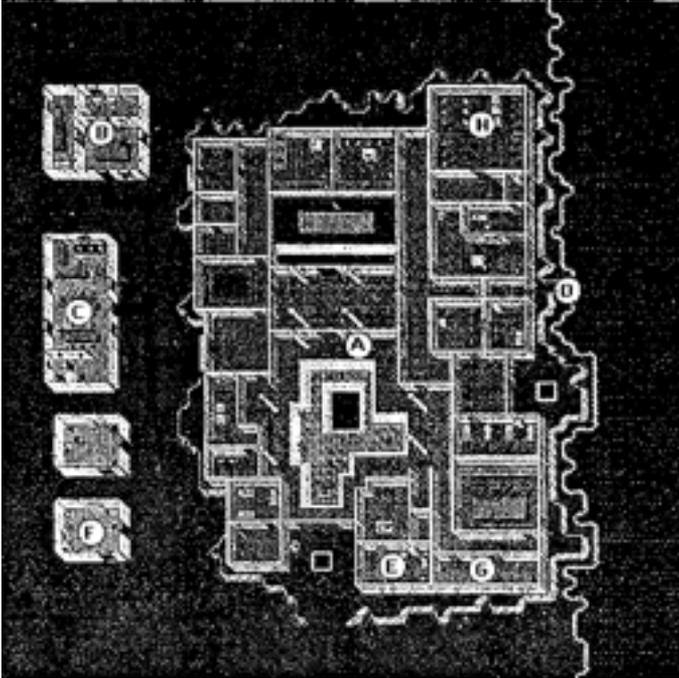
In the northeast of Cademia, there's a hill near the river. If you travel directly southeast and examine the ground closely, you'll find some loose dirt. Dig there, and you'll find a buried treasure.

The Sapphire Book of Power is in the maze under Cademia.

If you activate lever 1 and go through passage I, you'll get to Omen's Chambers. In the room to the south are 7 bombs, which come in handy when opening magically locked doors...

## Kosha

Kosha is a small city on the southeastern coast of Cythera. It's the home of House Comana.



### Some places in Kosha are:

**A - House Comana** - This is the stronghold of House Comana

**B - Home of Itanos the Judge**

**C - The Roasted Haunch** - A tavern and inn.

**D - Secret passage** - This leads to an underground grotto where many of the secrets of Cythera are hidden.

**E - Atreus the Jeweler's shop** - You can buy and sell gems with Atreus.

**F - Larissa's House** - Larisa is investigating the Seldane ruins found throughout Cythera as is her brother, Timon.

**G - Armory** - Where House Comana stores its arms and armor.

**H - Supply Room** - House Comana keeps its stores here, including a trunk containing three bombs.

### The characters in Kosha are:

**Myus**, elder of family Comana.

**Pelagon**, Servant, to house Comana - When you talk to Itanos, Judge in Kosha, who'll send you to talk to his former Majordomo, Stentor. Stentor used to be friends with Pelagon. Stentor will give you the clues to determine that the Pelagon in Kosha is really a Seldane agent in shifted form.

**Atreus**, the gemsmith - You can buy and sell precious gems to Atreus.

**Ennomus**, a bum with a secret.

**Areithous**, Barkeep

**Laodice**, Cook, House Comana

**Itanos**, Judge in Kosha - House Comana rules the city of Kosha. It is the only city so dominated by one ruling House. As such, the role of Judge in Kosha has evolved into a ceremonial one.

Itanos will point you in the right direction to find Idomineus, the student who has borrowed the Book of Time flux that Charax needs.

He'll tell you of the madness of Stentor, his former Majordomo.

He also has the scroll Magic Unlock, that will allow you to open magically locked doors.

### **Objects and Items in Kosha:**

The Judge Itanos has the Sapphire Book of Mercy. If you ask him for it, and then return when he is in his study, he'll give it to you.

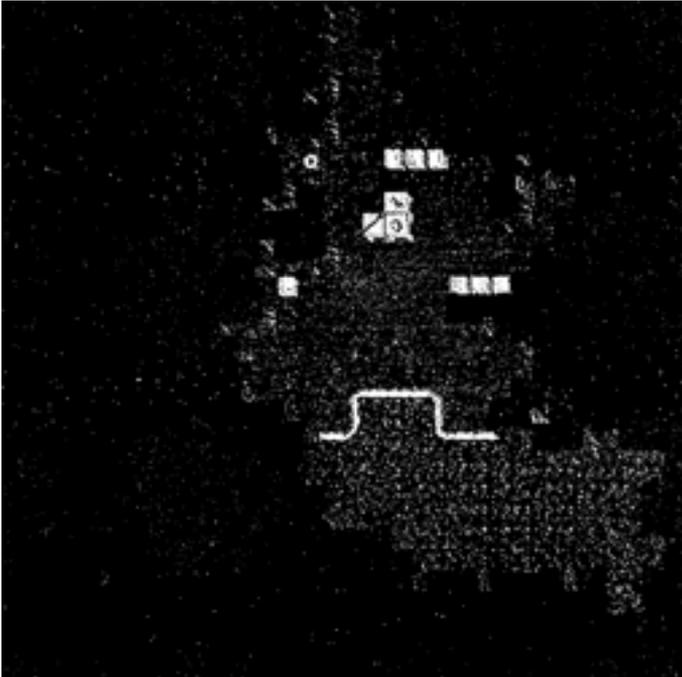
In the locked rooms in the southeast of House Comana is the armory for House Comana.

In the room to the northeast is a trunk that contains three bombs.

The scroll Magic Unlock can be found in Itanos' desk drawer.

**Kosha Grotto**

Investigation of House Comana will lead to the discovery of a secret passage. Once you've unlocked the magical lock, you'll get to the Kosha Grotto.



In the Kosha grotto are Harpy eggs, Kesh, and a Kesh staff.

## The Cytheran Underground

The tunnels and secret passages you find in Cythera will lead to these underground caverns.



### Some places in the Cytheran Underground are:

**A - The Seldane Underground** - The Seldane underground contains:

The main Temple - The main Temple is where you'll meet the Seldane Sabinete.

The eastern Temple - There is a magical transporter on each side of the eastern Temple. They take you to the Seldane ruins throughout Cythera.

The northern Temple - The northern Temple is where the remaining Seldane people live.

**B - Prison Cell** - The prison cell is underneath a lake in the southern part of Cythera. Urslyph was imprisoned there long ago. He is a Sylph, a being of air.

**C - The underground spring** - The spring is accessed from Cademia.

**D - Secret Room** - The secret room is in a cave south west of the exit to Land King Hall.

**E - Tunnels** - The tunnels connect the Seldane ruins near Pnyx to the Seldane underground.

**The characters in the Underground are:**

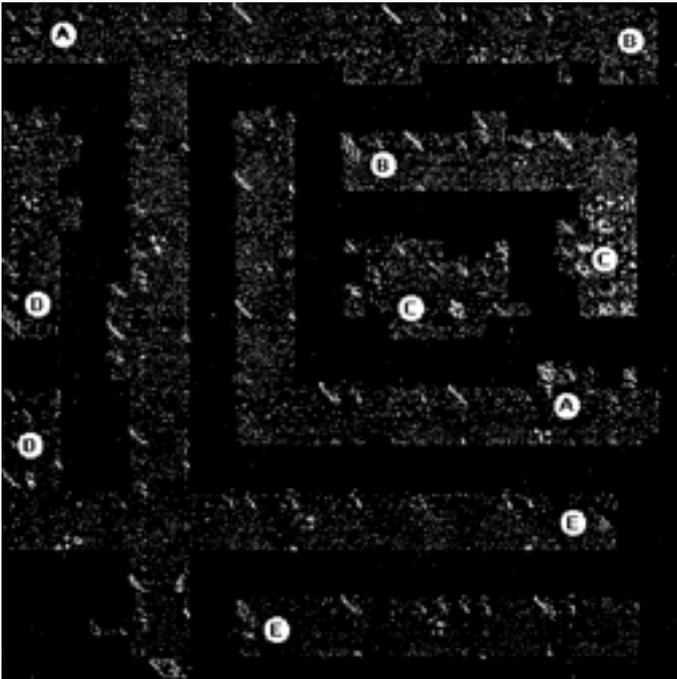
**Sabinate**, the Seldane Elder - Sabinate is key to solving the Riddle of The Land King. Once you've agreed to help him, he will give you one of the keys to the city of Maayti. His son, Jhiaxus, will get you the second.

**Unhayt**, Doorkeeper - Unhayt has the Sapphire Book of Foundation.

**Seqedher**, Watcher

**Uset**, Herald

**Iron Mine**



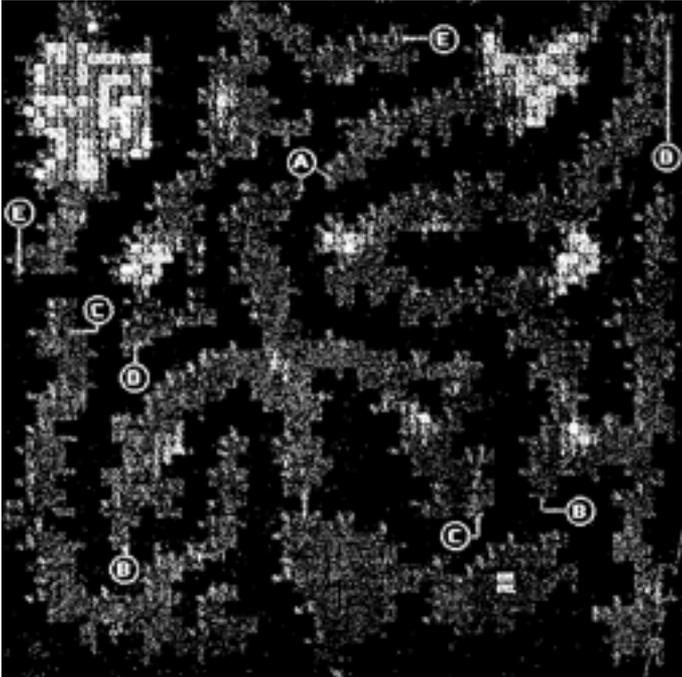
The Iron Mine is located in the mountains south of Pnyx.

The Seldane **Jhiaxus** is in the maze of the iron mine. You'll get the second part of the key to the city of Maayti through Jhiaxus.

The ladders are labeled so that ladder A will take you to ladder A, ladder B will take you to ladder B. and so on.

**Land's End Cave**

The Land's End Cave is a volcanic cave in the southwest of Cythera.

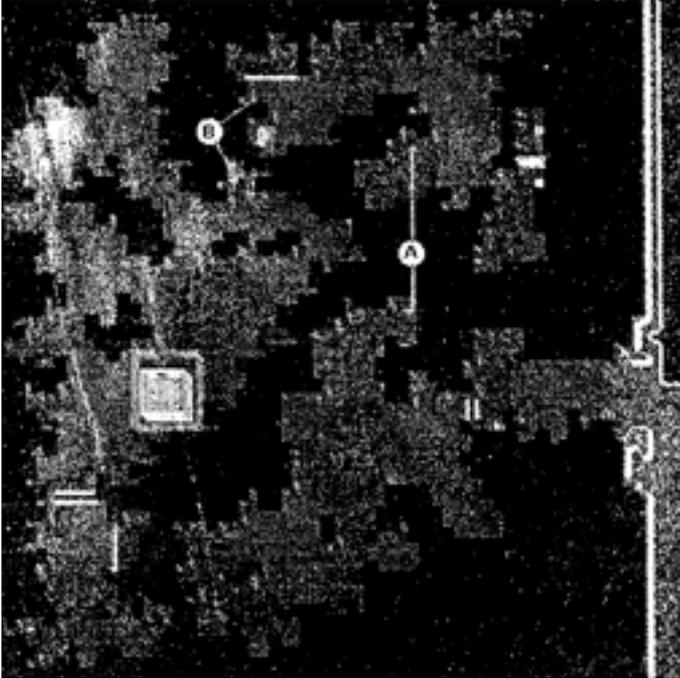


Jhiaxus' lost love, Jinrai, is in the Land's End Cave.

The passages are labeled so that passage A leads to passage A, passage B leads to passage B and so on.

## Crab Cove

The Crab Cove is south of Kosha.

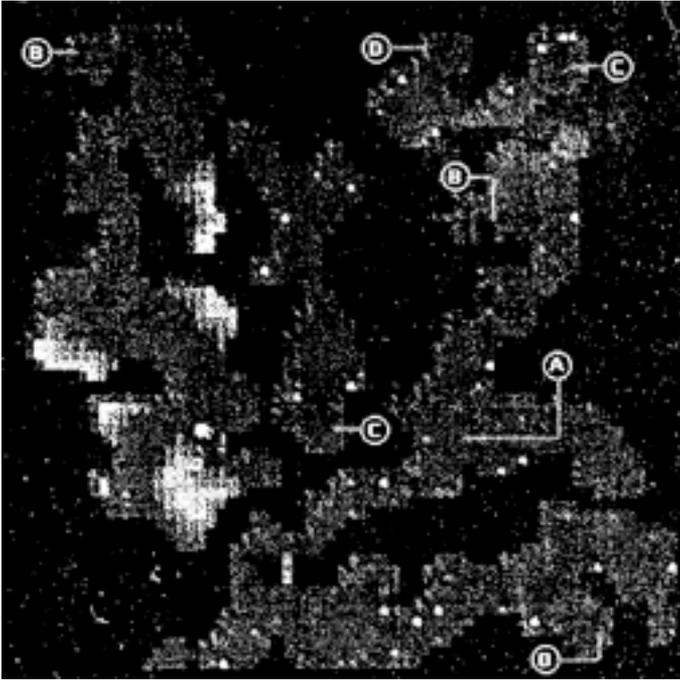


The remains of the student Idomineous are in this cave, along with the book of Timeflux. After Itanos has told you about the Book of Timeflux, the section to the southwest will open. The entrance is blocked by a Hydra. The Mystical Seldane Spear is in the locked room.

The passages are labeled so that passage A leads to passage A, passage B leads to passage B and so on.

## Eioneus' Cave

Eioneus Cave is in the mountains west of the river styx.



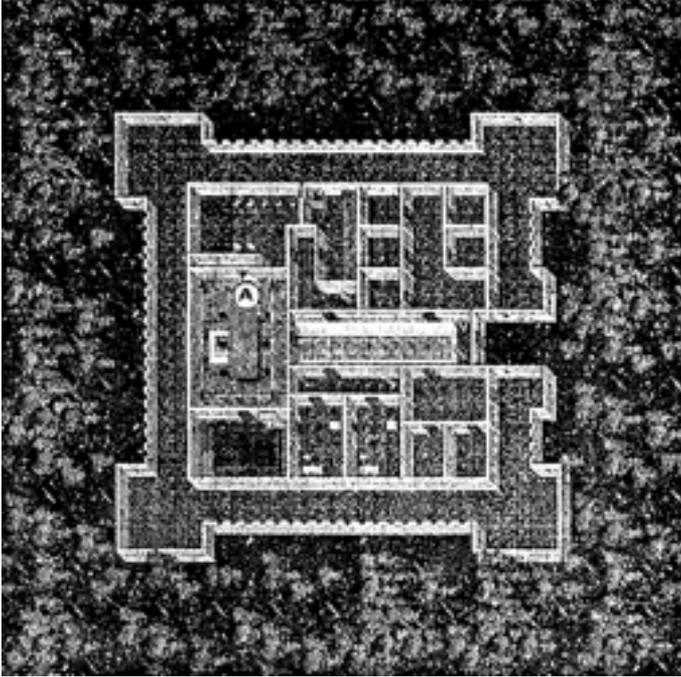
**Eioneus** is a Mage whose specialty is tempering edged weapons with magic. if you have enough obsidian, he'll treat your edged weapons.

**Ignae** is a fire spirit. He call tell you about the history of Cythera and the nature of the world you've found yourself in.

The passages are labeled so that passage A leads to passage A, passage B leads to passage B and so on.

### The Stronghold of the Brotherhood

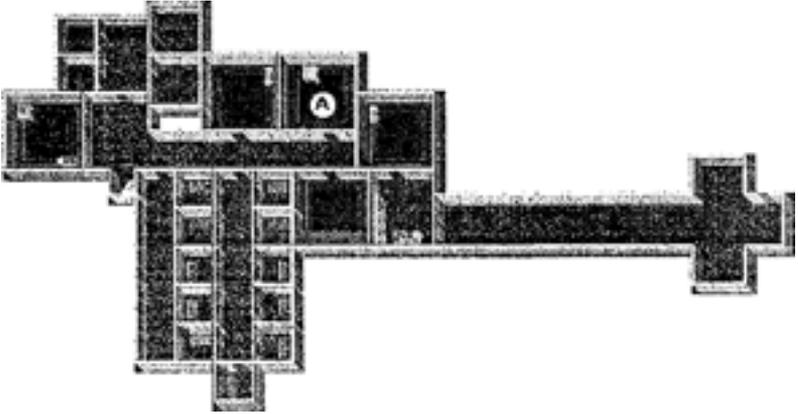
The stronghold is located almost directly west of the entrance to Land King Hall.



**A** leads to the entrance to the Stronghold Dungeon. in the Stronghold dungeon you'll find a ring that will allow you access to the Tavera Fortress.

## The Stronghold Dungeon

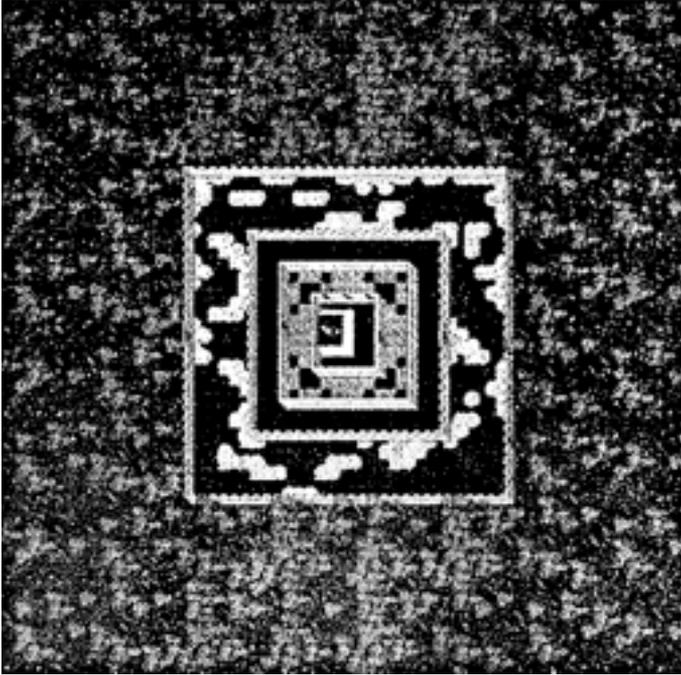
The stairs north of the main hall lead to the dungeon.



The Stronghold is very heavily guarded by the Undead, Lich and Golem. Inside the Stronghold dungeon in room **A**, you'll find a magic ring that will allow you access to the Tavara Fortress.

### **The Tavara Fortress**

Just south of the Stronghold of the Brotherhood is the Tavara Fortress.



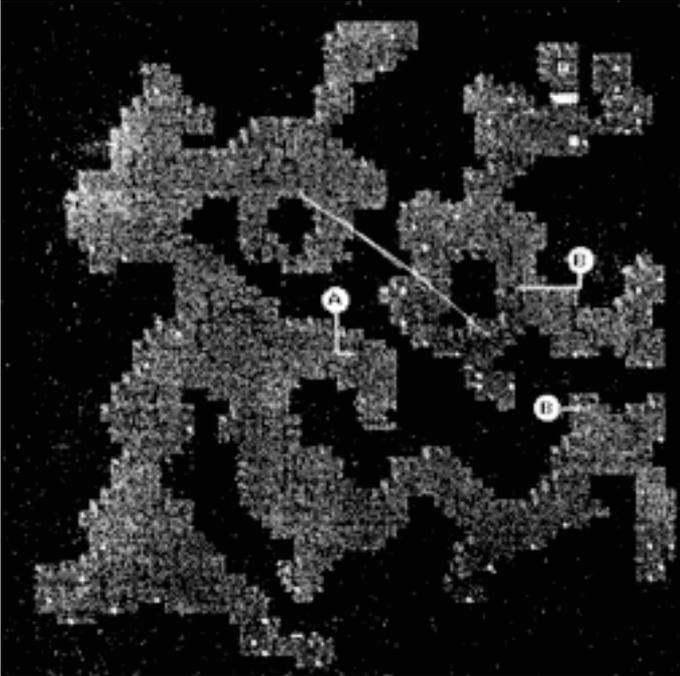
The Tavara Fortress is magically guarded. It's invisible unless you have the ring from the Stronghold of the Brotherhood.

The door to each wall of the fortress is magically locked. Inside the first wall is a moat guarded by a Scylla. The second chamber is guarded by Golem.

The third by Servitor, and the last by a Lich. Inside the innermost chamber you'll find a green Crystal ball.

## Harpy Cave

Pheres the magician will ask you to get him a harpy egg. This is where the creatures breed.



The Mystical Armor is in the locked room to the northeast. The device found in the Pnyx Underground will open it.  
The passages are labeled so that passage A leads to passage A, passage B leads to passage B and so on.

## Chapter Three

### Hints

This chapter will give you hints to all of the tasks you need to perform in Cythera. If you want more explicit instructions, you'll have to check the Spoiler chapter.

#### How do I...?

##### **Cure Alaric?**

Find the four parts of the Crolna. You'll find them as you solve the puzzles you encounter in Cythera.

Then you must purify the completed Crolna.

Then use the Crolna on Alaric.

##### **Find the first part of the Crolna?**

You'll get it by curing the plague in Catamarca.

##### **Cure the plague in Catamarca?**

By purifying the source of water in Catamarca.

Talk to the judge Metopes and be generous to those in need.

##### **Find the second part of the Crolna?**

Find the mage Timon, show him the crystal you have found.

##### **Find Timon?**

Show the green crystal you've found to Lyndus, the Headmaster of the Magesterium.

##### **Find the Sapphire Books of Wisdom?**

Selinus, the librarian at the magesterium, will give you hints to the locations of a few of them, if you ask him about them specifically.

The historian Anisa will give you hints to many more if you discover the identity of Alaric's mother.

##### **Rescue Lady Ariadne?**

Follow the path southwest of Odemia.

Look for a farmhouse off the beaten path. Be ready for combat

##### **Talk to Ake?**

Discuss current events in Odemia, but do it when Milcom is not around.

**Talk to Halos?**

Get a reference from powerful people in Catamarca, and a local craftsman in Odemia.

**Find the third part of the Crolna?**

You'll get it by purifying the Seldane city Maayti of its corruption.

**Purify the Seldane city of Maayti of its corruption?**

The Seldane Sabinat will ask for your help.

The city is freed by removing the third part of the Crolna.

You'll need to find the two parts of the key to the city before you are allowed to enter.

**Find the Seldane Sabinat?**

He's in an underground Temple beneath the Seldane Ruins.

**How do I get into the tunnels beneath the Seldane Ruins?**

By joining the first two parts of the Crolna and using them on the altar or the pylons found nearby.

**Get access to the Seldane Temple?**

Placing the black pearls found outside the entrance on the altars you find there will open a set combination of doors. Placing the pearls on the right series of altars will open the main door of the Temple.

**Get the two parts to the key to the city of Maayti?**

When you meet the Seldane Sabinat, he will give you the half that he has. He'll also tell you who has the second half of the Maayti Disk.

**Get the second half of the Maayti disk?**

Sabinat's son, Jhaixus, will tell you to honor the Ka of Jinrai before he'll help you. After you've done this, he'll tell you who has his part of the disk

**Find Jhaixus?**

Go into the Two Tailed Rat, a tavern in Cademia. You'll find a miner there who will tell you of a haunting experience he has had.

**Honor the Ka of Jinrai?**

By placing hand baked bread on the altar in the Land's End Cave.

**Make hand baked bread?**

Ask Emisa to teach you how.

**Prove Halos' innocence?**

After talking to Halos in jail, and the others involved, you may find that Eteocles can get

you started on your investigation.

**Find the fourth part of the Crolna?**

You'll get it in the Grotto beneath House Comana in Kosha.

**Get into the Grotto beneath House Comana in Kosha?**

Explore until you find a magically locked door.

**Unlock the magical lock?**

Talk to the Mage Bryaxis and he'll tell you of a lock he created that uses a magical tune as a key.

**Learn the magical tune?**

Talk to Demodocus, he'll tell you that you need pan pipes to play the tune he wrote.

**How do I get the Pan Pipes?**

Talk to the leader of a house in your debt.

**Purify the Crolna?**

You'll need to get Charax the mage to help you.

**Get Charax's help?**

Get properly trained in Alchemy.  
Investigate the spoiled wine.

**Get properly trained?**

Learn Alchemy from Palaestra, the Magesterium's expert on Alchemy.

**Discover the spoiled wine?**

Talk to Glaucus in the North Shore Vineyard, and Borus in the Southland Vineyard.

**Find the Book on Timeflux?**

Ask the librarian Selinus about Timeflux, then ask him about the student who has the book.

**Find the student Idomineus?**

Ask the people of Kosha about him.

**Get sea kelp?**

Investigate the cell where the kidnapper was held in Odemia, or closely examine the storage vats in the North Shore Vineyard.

**Get the other special ingredients?**

Once you have all four parts of the Crolna, show them to the Seldane Sabinete.

## Chapter Four Spoilers

This chapter will give you explicit directions to complete every task in Cythera. While it is presented in a linear fashion, the riddle of the Land King does not have to be solved in this order. You could Rescue Ariadne before you cure the plague in Catamarca. If you need to complete one task before you can start another, it's listed in bold in the directions for that task.

How do I...?

Cure Alaric.

Get the first part of the Crolna.  
Cure the Plague in Catamarca.

Get the second part of the Crolna.  
Find Timon.

Learn Magic.  
Learn runic magic from Tros.  
Learn healing magic from Pheres.  
Learn alchemy from Palaestra.  
Find the Sapphire Books of Wisdom.  
Discover the identity of Alaric's mother.

Get the Third part of the Crolna.  
Free the Seldane city of Maayti of it's  
corruption.

Get Maayti Disks.  
Get the first half of the Maayti Disk.  
Get the second half of the Maayti disk.  
Honor Jinrai's Ka.  
Learn to hand bake bread.

Get the fourth part of Crolna.  
Investigate House Comana.  
Rescue Ariadne.

Talk to Ake, the weaver.  
Talk to Halos of House Strymon in Cademia.  
Investigate Halos' murder of Opheltius.  
Get the Pan Pipes.  
Learn the musical key from Demodocus.

Purify the Crolna.  
Find Charax to ask him about spoiled wine.  
Get Timeflux book for Charax.  
Talk to Ilanos, the judge in Kosha.  
Get sea kelp for Charax.

### **Extras:**

Place Flowers on Hadrian's mother's grave.  
Find Thersites ring.  
Get the Sword of Heroes from the Lost Cult of Scylla.  
Get a harpy egg for Pheres.  
Meet Eioneus, the Mage Weaponsmith.  
The Tyrant's Tomb.  
Obtain the Mystical Seldane Weapons.  
The maze under the Magesterium.  
Stronghold of the Brotherhood.  
The Tavera Fortress.

## **Warning: Spoilers Below!!**

### **This is how you...**

#### **Cure Alaric.**

**Get all four parts of the Crolna,**  
**Purify the Crolna** and use it to cure Alaric.

#### **Get the first part of the Crolna.**

When you **Cure the plague in Catamarca**, you'll find a glowing green crystal. This is the first part of the Crolna.

#### **Cure the Plague in Catamarca.**

Go to the Green Goat tavern in the northwest of town.

Talk to the beggar Eumelus. Give him some change when he asks for it. When he brings it up, ask him about the plague and the water.

Find the judge Metopes, in the citadel south of town. Ask him all about the plague and the history of Catamarca.

Find Polydamas, Metopes' majordomo. He's usually in the fields south of town. Ask him about the plague, and the source of the water in Catamarca. Explore the Citadel. You'll notice an area you can't access. If you Examine the wall, you'll find a secret room. In the secret room is a locked trapdoor.

Ask Metopes for the key to the trapdoor.

Go into the trapdoor. There'll be Polyps there, so be cautious and ready for combat.

In the fountain you'll see a green crystal; remove the crystal from the water. Removing the crystal from the source of Catamarca's water will cure the plague.

Return to Metopes and show him the crystal.

### **Get the second part of the Crolna.**

**Find Timon.** Then, when you show him yours, he'll show you his ;-)

Use one piece of the crystal on the other, and they'll join together.

### **Find Timon.**

When in the Magesterium, show Lyndus the Crystal from under Catamarca. He'll tell you about Timon and where to find him.

### **Learn Magic.**

Go to the Magesterium, ask Lyndus, the Headmaster of the Magesterium, to train you.

Go to the main library upstairs. If you Examine the books found on the tables, the spell they contain will be explained to you. If you want to learn that spell, then Use the book.

If you try to open one of the magically locked doors in the Magesterium, you'll be asked for a password. Ask Selinus, the Librarian, about the passwords and he'll tell you that to get passwords to the higher levels of magic you must first **Find the Sapphire Books of Wisdom.**

### **Learn runic magic from Tros.**

Tros' chambers are just south of Palaestra's. Find him, and ask about runic magic, and then ask him to teach you.

### **Learn healing magic from Pheres.**

Find Pheres, and ask about healing magic, and then ask him to teach you.

### **Learn alchemy from Palaestra.**

Find Palaestra in the Magesterium. Her quarters are north of Lyndus' room, all the way to the west, on the first floor of the Magesterium. Ask her about alchemy, and then ask her to teach you.

### **Find the Sapphire Books of Wisdom.**

Selinus will give you a few hints to the location of some of these, but Anisa, the Master Historian in Cademia will give you hints to the locations of the rest. If you mention the Sapphire Books of Wisdom to her, she'll tell you she can do some research for you, but first you'll have to **Discover the identity of Alaric's mother.**

**The Sapphire Book of the Crown** - Located in Alaric's Study

**The Sapphire Book of Wisdom** - Located in Tavera's study under Abydos, protected by a Servitor.

**The Sapphire Book of Understanding** - Located in a desk in a student's quarters, southwest of the library.

**The Sapphire Book of Mercy** - Itanos has it in his study, go there when he is working there late at night, and he'll give it to you.

**The Sapphire Book of Power** - Located in the abandoned secret mage tunnels under Cademia, guarded by a golem.

**The Sapphire Book of Beauty** - The Freemage Seer Prusa has it, you'll need to meet her repeatedly to get here to give you the book.

**The Sapphire Book of Victory** - This book was tossed out to sea off the coast south of Odemia. It has washed ashore north of Catamarca. There is an inlet there with some loose dirt. Dig there and you'll find it.

**The Sapphire Book of Splendor** - Lost long ago in Catamarca, Polydamas, the Majordomo of Catamarca has it under his bed.

**The Sapphire Book of Foundation** - The Seldane Unhayt, living in the underground city has it. Ask him for it, and he'll give it to you.

**The Sapphire Book of the Kingdom** - Located in the Tyrant's castle in Cademia, sitting in the locked room north of the throne room.

### **Discover the identity of Alaric's mother.**

Ask Anisa, the master historian in Cademia about the Sapphire Books of Wisdom. She will tell you she can help you, but first she will ask you to determine the identity of Alaric's mother. She'll give you some clues, including the time frame for when Alaric's mother was alive.

If you check the gravestones in Catamarca, one of them will have the legend, "Chrysothemis - 201", the correct time frame. If you ask Alaric about the number 201 he'll remember that it has some significance. If you mention the name Chrysothemis, he'll remember that she was his mother.

### **Get the Third part of the CroIna.**

You'll get this when you **free the City of Maayti of its corruption.**

### **Free the Seldane city of Maayti of its corruption.**

You'll need to **find Timon** and ask him to join you.

Go to the southern swamp and enter the ruins to the west of the river. Timon's sister, Larisa, is investigating these ruins. When you first get there, the guard won't allow you to enter, but Timon will convince him to let you in.

Use the Croina on the pylon you find there. This will open a door in the ruins.

You'll need to **Get the Maayti disks** in order to enter the city. Place the left disk on the left side, and the right one on the right side. Cross the bridge and go down the stairs.

You'll find a series of Earthen Dams. Destroy them with the crystal as you go until you get to a locked door at the end.

Go back and enter the door all the way to the south east. In this room you'll find two buttons and a door with two strange displays on either side.

If the buttons are labeled A and B, with the northernmost button being the A button, then push the buttons in the following pattern:

Room 1 - B A B A B A A

This will open the next room in a series, all of which have two or more buttons and displays.

Using the same convention of A being the northern most button, activate the buttons in the following patterns:

Room 2 - A B A C A B A

Room 3 - C B C A C A

Room 4 - A C B A C A

Room 5 - A C C A C B A

Activate the button at the end of the hall, and go to the southwest door. In this room is a door locked by a magical riddle. Beyond this door is a series of rooms, each protected by a riddle. The answers to the riddles are:

Room 1 - Fire

Room 2 - Sound

Room 3 - Water

Room 4 - Shadow

Room 5 - Heart

Answering the final riddle will open the locked door all the way to the north. Be careful, this room is full of polyps and giant crabs.

Across a stream in front of you, you'll see another crystal fragment. By heading immediately west and then eventually north east, crossing the stream whenever you can, you'll get to the crystal. Removing this crystal will cleanse Maayti of it's corruption.

### **Get Maayti Disks**

In order to gain access to the Seldane city of Maayti, you'll need to obtain two halves of a disk. The completed disk is the key to the city. To **get the first half of the Maayti disk** you'll have to meet the Seldane Sabinat in the Underground Temple. Sabinat will also tell you that his son has **the second half of the Maayti Disk**.

### **Get the first half of the Maayti Disk.**

If you Use the first two parts of the Crolna on the altar at the ruins where you meet Timon, it will open an entrance to an underground cave. Following the tunnels you find will lead to a cavern with four pylons connected by a magical earthen barrier. Inside the barrier is the entrance to a tunnel.

Use the Crolna on the barriers.

Follow the tunnel to a cavern filled with a huge temple structure. On each side of the main entrance to the Temple, you'll find two black pearls. The rooms to either side each contain an altar. Directly ahead is a hall lined with locked doors. Placing a pearl onto one of the altars will open a set of doors, revealing a similar room, each containing an altar. Removing that pearl will close that set of doors. If the rooms are marked as follows:

D	E
C	F
B	G
A	H

Take pearl one, and place it on the altar in Room A. Then place pearl two on the altar in room B. Then place pearl one on the altar in Room F, then place pearl two on the altar in room D.

This will open the door to the main Temple room. Inside the room is the alien creature, Sabinat. He'll tell you he is a Seldane, and that the problems of Alaric and the Seldane are related. If you ask him to help, he'll ask you to help him first by **freeing the City of Maayti of its corruption**.

### **Get the second half of the Maayti disk.**

When you **get the first half of the Maayti Disk**, the Seldane Sabinat will teach

you to speak Seldane. He will also tell you his son Jhaixus has the second half of the Maayti Disk.

Go to the iron mine south of Phyx, the miners there will tell you they don't want to enter the mine as they've seen a ghost.

At the back of the mine, you'll find Jhaixus, Sabinat's son. He won't help you until you **Honor Jinrai's Ka**. Jinrai is his lost love.

After you've done this, go back and tell Jhaixus. He'll tell you that he gave the second half of the disk to his son, Bahoudin, who you know as....Magpie.

Confront Magpie when Alaric isn't around. Mention his name and Bahoudin He'll confess to his identity, and give you the second half of the disk.

### **Honor Jinrai's Ka.**

First you need to **learn to hand bake bread**. Then go to the volcano at land's end. Before you enter the volcano, you should **learn magic** and know the Spell Heat Resistance. You can also buy Smith's friend potion from Milcom, the blacksmith in Odemia.

Go deep into the cave until you see an altar, place the hand baked bread on it. When you do, Jinrai will appear and give you some lessons in truth and trust.

### **Learn to hand bake bread.**

Ask Emesa, the cook in the Land King Hall, to teach you, and she'll show you how to bake bread.

Use the bag of flour on the counter.

Use the water on the flour.

Use the mixture to make dough.

Use the rolling pin on the dough to kneed it, then Use the dough on the stove to bake it.

### **Get the fourth part of Crolna Investigate House Comana.**

### **Get the pan pipes after learning the musical key from Demodocus.**

Use the pan pipes to open the magical lock on the secret door in House Comana. You'll find Magpie in there with the bodies of the three Comana brothers. He'll tell you he has meted out Alaric's justice.

He'll ask you to give him the three pieces of the Crolna that you have, as he has the final piece and can use it to cure Alaric.

Don't give it to him! Think of the information you learned from Stentor and in **investigating Halos murder of Opheltius**.

When you refuse, he'll give you the fourth and final piece of the Croina.

### **Investigate House Comana.**

After you **rescue Ariadne**, talk to **Ake the weaver**.

Once you have **cured the plague in Catamarca**, go to the large house just north of the Citadel and talk to the Elder Proponentis of House Strymon about the kidnapping of Ariadne. He'll tell you of his suspicions regarding House Comana.

Ask his wife, Mantinea, about her suspicions regarding House Comana. She's usually in the gardens north of her house.

Ake and Proponentis will both send you to **talk to Halos of House Strymon in Cademia**.

He will confirm their suspicion of House Comana of Kosha.

Go to Kosha and **Talk to Itanos, the judge in Kosha**.

Ask him about Kosha and House Comana. He'll tell you about Stentor, the former Majordomo of House Comana.

Find Stentor by the river in the northeast of Cademia. He'll tell you why he left Kosha. While you are in Cademia to talk to Stentor, you'll learn that Halos has been charged with murder. You should **Investigate Halos' murder of Opheltius**.

All of the clues you have uncovered will indicate that House Comana is, at the least, involved with the kidnapping of Ariadne, and at the worst, behind many of the troubles in Cythera.

Exploring House Comana in Kosha will lead to the discovery of a secret door in both Myus and Pelagon's rooms, with no obvious way of opening it.

### **Rescue Ariadne.**

If you head southeast from Land King Hall you'll get to Odemia. When you get there, the guard won't allow you to enter. He'll tell you that Lady Ariadne has been kidnapped by the villain Eudoxus. Ask him about Ariadne, and the kidnapping. He'll tell you that one of the kidnappers has been captured and is in their jail.

Leave Odemia, heading southwest, you'll notice a faint path leading north into the woods. Go there. As you enter the kidnapper's hideout, you'll be attacked by a group

of bandits. Set the members of your party to attack them. Attack Eudoxus, the leader of the kidnapers, yourself. He'll be standing by the farmhouse doorway. Examine his body, and find a key. Enter the farmhouse. Before entering the room to the southwest, Examine the entrance. There'll be a spike trap on the floor in front of the door. Attack and destroy it. Then Use the key on the trapdoor there. Enter the basement. Ariadne will ask you to take her out of there, say yes. Bring her back to Odemia.

If you take the flax you find in the bandit's hideout, you'll be able to sell it to Hebe in Odemia.

Go to the house of Sacas, the judge in Odemia. Listen to all she has to say. Ask her about the kidnapping and the captive. She'll tell you that the kidnapper who was captured is immune to her soothsaying.

She'll ask you to interrogate the captive.

Get the key to the jail from Thersites. His house is all the way to the southeast in Odemia. He can usually be found between his house and Sacas' on patrol.

The jail is all the way to the southwest. Interrogate the bandit. Ask him about the kidnapping, then report back to Sacas.

### **Talk to Ake, the weaver.**

**After you rescue Ariadne,** talk to Ake the weaver. If you ask her about the kidnapping and politics, while her husband, Milcom the blacksmith, isn't around, she'll tell you to meet her after dark in her garden. Wait while she works with her husband. When she gets a chance, she'll talk to you about the kidnapping, and politics. This is important, she'll send you to **talk to Halos of House Strymon in Cademia**, who'll give you vital clues later.

### **Talk to Halos of House Strymon in Cademia.**

**Talk to Ake the Weaver.** Then, when you **cure the plague in Catamarca**, talk to Propontis of House Strymon about the kidnapping of Ariadne

He'll suggest you talk to his brother Halos. Halos' house is near the southwest corner of the slum maze in Cademia. Tell him Elder Propontis and Ake the Weaver sent you. Discuss politics, the plague and the kidnapping with him.

He'll send you to talk to Aethon. He can be found in the maze area in the slum of Cademia. Tell him Halos sent you, and he'll join you.

Then find the Ratcatcher's Guild in the slum maze in Cademia. It's northeast of Halos' shop. The leader, Etiocles will let you join since Aethon is with you.

### **Talk to Itanos, the judge in Kosha**

He'll tell you about his Majordomo, Stentor. Stentor left Kosha years ago under mysterious circumstances.

When you need to **purify the Croina**, Itanos can give you a few clues to find what you need. Ask him about Idomineus. He'll tell you a little about him and his possible location.

He'll also tell you about Prusa, a mage whose specialty was divination and visions. She left Kosha at about the same time as Stentor and lives near the head waters of the river Styx.

### **Investigate Halos' murder of Opheltius**

After you have **talked to Halos of House Strymon**, return to Cademia. You'll discover that a murder has taken place. Halos has been arrested for murdering Opheltius.

Question Halos in jail. Ask him about Opheltius, and Cybele.

Ask Judge Berossus about Halos, Opheltius, murder and Cybele.

Then talk to Eteocles. He'll tell you that the "sewer rat" Dryas may be able to help you with some vital clues

Look for Dryas in the sewers of Cademia. Ask him about the murder, Halos, Cybele, and Opheltius. Bring Dryas to Berossus to tell him what he knows.

### **Get the Pan Pipes**

After you have discovered the secret door in House Comana by **investigating House Comana**, talk to the Mage Bryaxus in Cademia. Ask him about music and magic. He'll tell you of a magical lock he made that uses music as the key.

When you **learn the musical key from Demodocus**, he'll tell you that the tune can only be played on a pan pipe, which hasn't been made in years.

Fortunately, Philinus of House Nicander has pan pipes like you seek. Remind him of his debt to you for **rescuing Ariadne**, and then ask him about pipes.

You can also buy some from Tlepolemus the fisherman.

### **Learn the musical key from Demodocus.**

Find Demodocus. Ask for him in Odemia, Catamarca and Cademia.

After you have **gotten the Pan Pipes**, return to Cademia. Ask Bryaxis about Demodocus.

When you finally find Demodocus, ask him about magic, locks and keys.

The musical key is PHJMD.

**Purify the Crolna**

Go to the Magesterium and **learn Alchemy from Palaestra.**

**Find Charax to ask him about the spoiled wine.**

**Get the Timeflux book for Charax.**

**Get some sea kelp for Charax.**

Take the four joined parts of the Crolna back to Sabinatē.

He'll be upset, saying he senses a corruption in it. Telling you only forces of the earth can cleanse it, he'll give you some rare magical mushroom spores.

Take the spores back to Charax. They'll be the final ingredient that Charax was looking for. Use the spell in the Distiller on the joined Crolna.

**Find Charax to ask him about spoiled wine.**

To the east of Cademia is the North Shore Vineyard. Talk to Glaucus. He'll tell you that all of his wine has spoiled. Ask him about wine, and he'll tell you he suspects magic is the cause.

Go to the southwest of Cademia, and you'll find the Southland Vineyard. Talk to Borus, and you'll find that the Southland Vineyard has had no problems.

Go to Pnyx and ask Palaestra about wine and spoiled wine. She'll send you to a former student named Charax.

His house is north of Pnyx, and just a bit to the west. Tell him Palaestra sent you.

Discuss wine and alchemy. He'll tell you that to investigate the matter further, he needs a book on Timeflux.

**Get Timeflux book for Charax.**

Ask Selinus, the Magesterium librarian, about timeflux, and he'll tell you that he used to have a book on the subject, but a student named Idomineus took it a long time ago. If you ask Selinus about Idomineus, he'll tell you that he heard he was heading for Kosha.

Go south to Kosha. **Talk to the judge Itanos** about Idomineus and he'll say he was exploring a theory about Time and the sea. His investigation led him to where the land meets the sea. South of Kosha is a cave near the sea. Be ready, there are many

Polyps and crabs. Head southwest, defeat a Hydra you encounter. A bow and arrow, or spears work best. Go south west, and you'll find the corpse of the unfortunate Idomineus. Examine the corpse, and you'll find the Timeflux book. Return the book to Charax.

### **Get sea kelp for Charax.**

Return to Charax to see how he's doing on the spell. He'll tell you he needs to balance elements of the earth and sea. If you investigate the wine room at the North Shore Vineyard, you'll find a piece of sea kelp. A similar piece of kelp can be found in the jail cell in Odemia where the captured kidnapper was held. This is just what Charax is looking for.

### **Extras:**

#### **Place Flowers on Hadrian's mother's grave.**

When you ask Hadrian, the Captain at the Guard in Land King Hall, his permission to let his son Hector join you, he'll ask you for a favor.

His mother has recently died and he hasn't had a chance to visit her grave. She's buried in the cemetery in Catamarca. Examine the gravestones, and look for her name.

#### **Find Thersites ring.**

When you get the key to the jail from Thersites, he'll ask you to find a ring he's lost.

When you interrogate the captured kidnapper, you can find it in the desk in the jailer's room.

#### **Get the Sword of Heroes from the Lost Cult of Scylla.**

The Lost Cult of Scylla is near the shore in the northwest of Cythera. It's inside a circular, double ring of cliffs, with a path entering them. Be careful, there are a \*lot\* of Landcrabs and Polyps to kill as soon as you even get near the entrance.

When you enter, there are hallways leading north and south off of the main hall. If you take the first hall to the north, you'll see a skeleton in the hall.

Examine it. You'll find a chest, take the money inside.

The next hall north leads to the quarters of the head priest. Examine his skeleton and you'll find some keys, and a note. There's an empty chest in the northwest corner of the room. Move this chest, and you'll find a lever underneath it. Use this lever.

Now go to the south hallway. In the southwest you'll find a locked metal door. Try all keys, and then open it.

Activating the lever opened a secret door. Inside you'll find many polyps, a full grown

Hydra, and the Sword of Heroes. The Sword of Heroes is light to carry, and does a lot of damage.

If you go back to the main hall and head west, you'll get to a grotto. North of the grotto is a chamber with two locked chests. Use the keys from the priest and take the treasures you find.

### **Get a Harpy egg for Pheres.**

When you **learn healing magic from Pheres**, he'll ask you to help him find a Harpy egg.

The Harpy cave is located southwest of the mines, and just northeast of the waterfall over the river Sitia. It's just a small tunnel, well hidden by brush and trees. Once you've entered the tunnel, you'll find a large crevasse in the ground. You can Use a piece of rope on the rock outcropping on the north edge of the abyss. Then Use the rope the enter the cave.

When you enter the Harpy cave, the members of your party may become overwhelmed with fear. Harpies are magic, and can incite terror in their victims, before poisoning them.

You can also find Harpy eggs in the grotto beneath House Comana. You can find this grotto by **investigating House Comana**.

Once you have a harpy egg, return to Pheres, and show him the egg.

### **Meet Eioneus, the Mage Weaponsmith.**

You'll find a cave just south and west of the fork in the river Styx. Enter the cave. Go north, to the crevasse. Go to the northwest side, and look for a rope hanging from a rock outcropping. Use the rope. Head south, be careful of the lava. You'll find Eioneus working over a forge. If you ask his name and job, he'll tell you of his work. He'll ask you if you want an edged weapon improved using his techniques. The treatment will require ten pieces of obsidian, which you can get in the Land's End Cave.

### **The Tyrant's Tomb.**

In the bar in Kosha talk to the bum, Ennomus. He'll tell you he has a secret. His father told him how to get into the Tomb of the Second Tyrant. He'll tell you the entrance is two past noon. He'll ask you for some change. If you give him more than 40 oboloi, he'll give you a key handed down to him by his ancestors.

Go to the Tyrant's Castle in Cademia. Go to the back courtyard, you may have to break down some doors to get here.

Use a shovel two squares north of the Sundial (two past noon...).

Go into the passage. You'll find yourself in a chamber with a locked portcullis, and a switch just beyond. The switch opens the gate. You'll need to know the spell Remote Manipulation at this point. Use Remote Manipulation on the switch.

Proceed with extreme caution. The area is littered with spike traps.

You'll be confronted by three archways. The middle gate is a trap. If you go to the end of the middle hallway, the ceiling will collapse. You'll need to use the spell Directed Nexus to get out.

The western arch leads to a room with a hall to the west, blocked by a body of water. Go to the gate to the east. Head northward and hit the switch you find there. Each switch you throw will open a secret door, giving you access to another switch.

Eventually the final switch will open a land bridge across the water. Cross it and head south. Use the switch you find there.

In the room all the way to the south are 4 bells. Numbering the bells right to left, ring the bells in the following order: 3-2-4-1.

This will open a gate to the north. Through this gate you'll find a throne room. Sit on the left throne. The final burial vault of the Second Tyrant will open.

There is a small coffer along with the corpse of the Tyrant. If you take the coffer, the gate will close behind you, leaving you trapped. Open the coffer and take the money and belt you find there.

### **Obtain the Mystical Seldane Weapons.**

You can find ancient and powerful Seldane weapons hidden in the caves of Cythera. The Seldane weapons makers were far more sophisticated in their metalworking and magical techniques than even the best human armorer.

The Mystical Spear can be found in a locked room in the Crab Cove south of Kosha. In front of the locked door you'll find an altar with a pattern on it. To open this locked door, you'll need to get the strange device in the trunk in the **maze underneath the Magesterium**. Use the switches on the device to make the buttons on the device match the pattern on the altar. Once you have, the door will open and you can get the Mystical Spear.

The Mystical Armor is in the Harpy Cave. Follow the underground passages northward until you find a locked stone door, with an altar in front of it. The altar has a pattern on it, similar to the device you found under the Magesterium. Use the device to match the pattern to open the door.

The Mystical Helm is in the cave south and west of the entrance to Land King Hall. Go

southwest of LKH to the fork in the river Sitia. Follow the eastern branch of the river northward to just south of the river's source.

There's a cave entrance in the mountain passes to the west. Inside this cave you'll find another locked stone door with an altar in front of it. The altar has a pattern on it, similar to the device you found under the Magesterium. Use the device to match the pattern to open the door.

### **The maze under the Magesterium.**

On the first floor of the Magesterium near the inn, you'll find a magically locked door. You can use the spell Remove Mage Lock to open it, or use a bomb to blow it open. Inside you'll find a locked portcullis. Opposite this portcullis is a secret door. Use it. This will open to a hallway with another secret door, leading to another hallway. Follow the secret passages until you find a switch. Using the switch will open the portcullis. Beyond the portcullis is a transporting maze similar to the one found in Omen's Test. At the end of the maze you'll find a room with a bookshelf and a magically locked trunk. You can use the spell Open to unlock the trunk, or you can use a bomb to blow it open. Inside the trunk is a pair of steel gauntlets and a strange device. The device has three switches and button displays. Hitting a switch will activate or deactivate some of the buttons. Hitting a different switch will activate/deactivate a different group of buttons. This device is a key made by the seldane to gain access to their most powerful weapons.

### **Stronghold of the Brotherhood.**

The Stronghold of the Brotherhood is in a mountain pass almost directly west of the entrance to the Land King Hall. The best way to get there is to head north from the entrance to LKH. Then stay on the coastline till you get past the mountains. Now head south. Use the magical map given to you by Omen to find a path through the woods. When you've gotten to the Stronghold, be very careful. It has been taken over by Lich. Lich are very powerful, magical undead. The only way to kill them is to use magic. You should learn the spell "Death Strike" before you enter.

Mage's Friend potion will replenish your magical energies, but they'll take a toll on your health. You can use healing potion to rejuvenate.

Even with all of your magic, it will be very hard to survive. Go directly west as fast as you can, until you get to a large study. Head north to the stairs.

Go down the stairs and head down the hall to the east. The first room to the north off the hall contains a trunk. Inside the trunk is a magical ring. Take it and leave, use "Directed Nexus" if you have to.

Plan your moves carefully. Every time you leave the stronghold all of the evil there will be resurrected when you return.

The ring you've obtained will allow you access to the **Tavara Fortress**.

### **The Tavara Fortress.**

Just south of the Stronghold of the Brotherhood is a similar building. If you enter it before getting the ring in the Stronghold of the Brotherhood, the fortress will disappear.

If you are wearing the ring, you'll find a walled fortress with a magically locked door. Use the spell Open or a bomb to open this door. Inside is a shallow moat surrounding another walled fortress. The moat is full of Scylla, so be careful and quick. You can navigate your way across the moat until you get to another magically locked door.

Open this door and battle the Golem you find there. Open the next door you find, and battle the Servitors you find. Open the next door and use the spell Death Strike to kill the Lich. You'll find a green crystal ball. Take it.

## Appendix A

### The Cast of Characters in Cythera

This appendix lists all of the people you may encounter in Cythera.

**Aeneas** - spy found in Land King Hall

**Aethon** - The Sly, found in Cademia - He is a member of the Ratcatcher's Guild. If you talk to Halos, he will suggest you get Aethon to join you.

**Ake** - weaver, wife of Milcom, found in Odemia - She can give you vital clues to the kidnapping of Ariadne. Talk to her when Milcom isn't around. She can also teach you the skill of Weaving.

**Alaric** - land king, found in Land King Hall - As Alaric suffers, so does the land of Cythera. It is up to you to unravel the mystery behind this mysterious link, and to cure Alaric if you can.

**Alastor** - leather worker, found in Cademia. He'll ask you to kill an alligator from the southern swamps. If you do, he'll make you a pair of alligator skin boots. These boots will keep you from getting poisoned by snakes and ratlizards, and help keep your feet from getting burned.

**Alcestris** - cook at Tyrants Castle, found in Cademia

**Alcmena** - Flax farmer's wife

**Alcyone** - Female student, found in Pnyx

**Amphidamas** - Foreman, found in Mine

**Anisa** - master historian, found in Cademia - She lives in Cademia to the west of the common area. If you determine the identity of Alaric's mother, she will give you clues to the locations of the Sapphire Books of Wisdom.

**Antenor** - fiance of Hebe, found in Cademia

**Antiphus** - member of Eudoxus' gang captured during kidnapping

**Apis** - cousin, runs Two Tailed Rat, found in Cademia. She will ask you to get her some flour from Periphias. If you do, she'll then ask you to get her some wine from one of the vineyards. Unfortunately, you won't be able to do so.

**Areithous** - Barkeep, found in Kosha

**Ariadne** - wife of Philinus (kidnapped by Eudoxus), found In Odemia

**Ascalon** - younger son, found in Odemia

**Asius** - majordomo at Tyrants Castle, found in Cademia

**Asteropaeus** - Flax farmer's son

**Atreus** - gemsmith, found in Kosha

**Atymnius** - Miner -found in Cademia

**Autonous** - Official minter found in Cademia

**Berossus** - judge, found in Cademia . He'll help you in the investigation of the the murder of Opheltius.

**Bias** - butler/servant of House Attis found in Cademia

**Borus** - Southland vineyard owner

**Briseis** - Wife of Borus

**Bryaxis** - Master, found in Cademia - He lives in the northeast of Cademia. He'll teach you about a magical lock he created.

**Charax** - Hermit Freemage - He will be vital in helping you purify the Crolna.

**Clytemnestra** - Female senior student, found in Pnyx

**Crito** - cousin, Owner of Titan's Head. found in Odemia

**Cybele** - daughter, found in Cademia

**Danae** - Female student, found in Pnyx

**Dares** - runs Dares Eatery, found in Cademia

**Darius** - youngest brother, found in Catamarca - He represents the interests of House Comana in Catamarca. He may be involved with the kidnapping of Ariadne.

**Deiphobus** - Guard of warehouse found in Cademia

**Demodocus** - famous traveling bard, initially found in Land King Hall, later can sometimes be found on the bridge to Cademia. He will teach you a magical key necessary to purify the Crolna.

**Diomede** - wife of Dares, helps out al Dares Eatery, found in Cademia

**Dryas** - sewer rat, found in Cademia - He can be found In the sewers of Cademia. He has vital clues the murder of Opheltius.

**Dymas** - son of blacksmith, found in Cademia

**Eioneus** - Mage Weaponsmith, in lava cave - with the proper ingredients, he will magically treat your edged weapons.

**Emesa** - cook, found in Land King Hall - Mother of Hector, she'll feed you and your party. She can also teach you the skill of Cooking.

**Ennomus** - bum with a secret, found in Kosha

**Erechtheus** - Miner, found in Mine

**Eteocles** - Head of Ratcatchers Guild, found in Cademia - the Head of the Ratcatchers Guild. Eteocles lives in Cademia. You can purchase tools and torches from him, and if you join the Guild, he'll teach you the skill of Lock Picking. He'll also give you vital clues to the murder of Opheltius of House Nicander.

**Eudoxus** - bandit who kidnapped Ariadne.

**Eumelus** - drunk, found in Catamarca - He can be found in the in Catamarca. If you are generous to him, he will give you vital clues to the source of the Plague in Catamarca

**Eurybates** - cook/hunter, found in Mine

**Glaucus** - North Shore vineyard owner

**Hadrian** - captain of kings guard, found in Land King Hall - Father of the hero Hector, he can train you in the skills of Attack, Defense, Sword and Shield.

**Halos** - Lives and works in the Maze area of Cademia. He'll give you information regarding House Comana. It will take his recommendation to get into the Ratcatcher's guild. Investigation of his crime will give you clues to the identities and abilities of your opponents.

**Hebe** - threadmaker, found in Odemia

**Hector** - hadrian & emesa's son, found in Land King Hall - A young and eager warrior. With the permission of his father, he'll join you on your quest.

**Helen** - waitress, cook, found in Pnyx

**Hypsenor** - tailor, found in Cademia

**Ignae** - Fire spirit

**Illus** - Fruit-seller found in Cademia

**Itanos** - judge, found in Kosha - He will tell you about Stentor and the problems he had. He can give you clues to the location of Idomeneus. Itanos has the Sapphire Book of Mercy.

**Jhiaxus** - son of Sabinat, father of Magpie, found in the iron mines south of Pnyx. He will give you access to the city of Maayti, once you have honored his lost love, Jjinrai.

**Joppa** - assistant to Larisa

**Laodice** - Cook, House Comana, found in Kosha

**Laomedon** - Meat-seller found in Cademia

**Larisa** - explorer, sister of Timon, found in Seldane ruins in the Southern Swamp.

**Lindus** - headmaster, found in Pnyx - He will train you in both Casting and Mana. He will also tell you where to find the Mage Timon.

**Lycaon** - male student, found in Pnyx

**Lycurgus** - Miner, found in Mine

Magesterium. He has a few clues as to the location of some of them. He also can tell you about the Book of Timeflux.

**Magpie** - king's fool. found in Land King Hall - Magpie will help you and give you clues on the way.

**Malis** - son, found in Cademia

**Mantinea** - Wife of Propontis, found in Catamarca - She also is suspicious of House Comaan, Darius in particular.

**Meleager** - mercenary, found on bridge to Cademia - for a fee, he will join you in your quest. He can also teach you the skills of Awareness, and Barehand combat.

**Menelaus** - male student, found in Pnyx

**Metopes** - judge, found in Catamarca - He will give you clues to source of the Plague in Catamarca.

**Milcom** - Elder, blacksmith in Odemia, husband of Ake - He doesn't like her involvement in politics. You will have to avoid him as you discuss politics with his wife.

**Myus** - elder of family, found in Kosha

**Naxos** - middle brother, found in Cademia

**Neoptolemus** - retired merchant, found in Cademia. Neoptolemus is a cranky older man. Once you've gotten past his gruff exterior, he'll teach you the skill of Persuasion.

**Niobe** - daughter of Helen & found in Pnyx

**Oeneus** - bowyer, found in Cademia

**Omen** - aka. Pelagon

**Opheltius** - older son, found in Cademia

**Palaestra** - Master, Teacher of Alchemy at the Magesterium. You will need her to teach you the skill of Alchemy and to recommend you to get Charax.

**Paris** - husband, provisioner, found in Pnyx

**Parium** - elder, runs Green Goat tavern/inn, found in Catamarca

**Peirithous** - servant, found in Odemia

**Peisander** - male junior student, found in Pnyx

**Pelagon** - Servant, really Seldine agent., found in Kosha

**Peleus** - male student, found in Pnyx

**Pelops** - Flax Farmer

**Periphias** - baker. found in Cademia

**Pheres** - Master Healer, Teacher, found in Pnyx. He can teach you the skill of Healing.

**Philinus** - elder, found in Odemia

**Polydamas** - servant in citadel, found in Catamarca - He will give you clues to the source of the water in Catamarca. He also has the Sapphire Book at Splendor.

Propontis, elder of House Strymon - found in Catamarca - He will voice suspicion of House Comana in the kidnapping of Ariadne.

**Protesilaus** - male student, found in Pnyx

**Prusa** - Freemage, in wilds - She has gone mad, but she can give you some background on what is happening. She also has the Sapphire Book of Beauty.

**Rhesus** - Miner, found in Mine

**Sabinate** - the Seldane Elder, found in the Seldane underground. He will ask your help in purifying the Seldane City of Maayti.

**Sacas** - judge, found in Odemia - She will help you investigate the kidnapping of Ariadne.

**Sardis** - son of Milcom and Ake, found in Catamarca

**Selinus** - Master, and Librarian at the Magesterium - When you have found the Sapphire Books of Wisdom, he will give you the passwords to higher learning in the

**Semele** - Female student, found in Pnyx

**Seqedher** - Watcher (second Ayrit)

**Stentor** - Former majordomo of Itanos, found in Cademia - He can be found wandering near the river in Cademia. He will give you clues about the nature of your adversaries.

**Thamyris** - Miner, found in Mine

**Theano** - cheese merchant, found in Cademia

**Thersites** - Captain of guard, found in Odemia - He has the key to the jail in Odemia. Once you've agreed to help Sacas interrogate the bandit, you'll need to get the key from him. He'll also ask you to find a ring that he has lost.

**Thetis** - maid/cook of House Attis, found in Cademia

**Thoas** - blacksmith, found in Cademia

**Thrasymedes** - male student, found in Pnyx

**Thuria** - elder, found in Cademia

**Timon** - Krolna researcher, brother of Larisa, found in Ruins - Timon is an expert on the race of Metics, or Seldane. His expertise, and his abilities in magic will be a great help on your journey.

**Tlepolemus** - Hunter/Fisherman, found in Odemia. He can teach you the skill of Fishing.

**Tros** - Master, Teacher, found in Pnyx. He can teach you the skill of Runic magic.

**Unhayt** - Doorkeeper (second Ayrit)

**Uset** - Herald (second Ayrit)

## Appendix B

### Objects and Items in Cythera

This appendix lists all of the objects in Cythera

**Omen's ring** - When you get to Omen's Test, double clicking on the southernmost wall in the second room will open a secret door. then double click on the western most wall in this room. In the second secret room that opens, the ring is hidden on the western wall, under a wall torch.

**Thersites Ring** - After you've rescued Ariadne from her kidnappers, you will get a chance to interrogate the captured kidnapper. When you do, Thersites, the captain of the guard will ask you to find a ring he has lost. It's in the drawer of the desk in the jail.

#### Keys

The key to the chest in the armory in Land King Hall - Hector has this key, just ask him for it.

The key to the trapdoor in the kidnapper's hideout - Eudoxus has this key. You'll have to slay him to get it.

The key to the jail in Odemia - Thersites has it. Once Sacas has asked you to interrogate the prisoner, he'll give it to you.

The key to the hidden trapdoor in the Citadel in Catamarca - Metopes will tell you it's in the drawer of his desk if you ask him about the locked door.

The key to the trapdoor in Omen's Test - It's in the trunk behind the secret door in the wall to the south.

Keys to the chests in the Cult of Scylla - They can be found on the corpse in the last room to the north in the main hall.

#### Crystal Balls

**Blue Crystal Ball** - Is found in the Tavera Fortress. The Blue Crystal Ball acts as a magic map, letting you see all around.

**Green Crystal Ball** - Is found in the magically locked chest in the Pnyx Underground. The Green Crystal Ball will let you see anything forward of you, through walls and caves...

**Purple Crystal Ball** - Is found in the Brotherhood dungeon. The Purple Crystal Ball will let you see hidden objects.

**Harpy Staff** - In the Kosha Grotto under the House Comana in Kosha. The Harpy

Staff will turn Harpy Eggs into Kesh.

**Harpy Eggs** - In the Harpy cave south of Pnyx, or in the Kosha Grotto

**The Sapphire Book of the Crown** - Located in Alaric's Study

**The Sapphire Book of Wisdom** - Located in Tavera's study under Abydos, protected by a Servitor.

**The Sapphire Book of Understanding** - Located in a student's desk in the southwest corner of the library.

**The Sapphire Book of Mercy** - Itanos has it in his study, go there when he is working there late at night, and he'll give it to you.

**The Sapphire Book of Power** - Located in the abandoned secret mage tunnels under Cademia, guarded by a golem.

**The Sapphire Book of Beauty** - The Freemage Seer Prusa has it, you'll need to meet her repeatedly to get here to give you the book.

**The Sapphire Book of Victory** - This book was tossed out to sea off the coast by Odemia. It has washed ashore north of Catamarca. There is an inlet there with some loose dirt. Dig there and you'll find it.

**The Sapphire Book of Splendor** - Lost long ago in Catamarca, Polydamas, the Majordomo of Catamarca has it under his bed.

**The Sapphire Book of Foundation** - The Seldane Unhayt, living in the underground city has it. Ask him for it, and he'll give it to you.

**The Sapphire Book of the Kingdom** - Located in the Tyrant's castle in Cademia, sitting in the locked room north of the throne room.

**Pan pipes** - You can get some from Philinus of house Nicander to honor his debt to you, or some can be bought from Tlepolemus the fisherman.

## **Crolna**

Part One - Located in the springs under Catamarca.

Part Two - Timon the Mage has it. He can be found in the ruins northeast of Pnyx.

Part Three - You'll get this in the ruins of the ancient city of Maayti.

Part Four - You'll get this from Pelagon, but beware his deception.

**Sword of Heroes** - Guarded by many foes inside a cave in a double ring of cliffs in the northwest region of Cythera.

**Maayti Disks** - These are the keys to the ancient city of Maayti. You'll get the first half from Jhaixus and the second from Magpie/Bahoudin.

## **Appendix C**

### **Spells and Magic in Cythera**

This appendix lists all of the spells and potions in Cythera.

#### **Spells**

##### **Directed Nexus**

This spell creates opens a portal to a specified location, which will instantly transport you and your party to its nexus point in Land King Hall. Directed Nexus takes 1 magic point.

##### **Vision of the Night**

This spell gives the caster the ability to see things in the dark as plainly as during the day. Vision of the Night takes 8 magic points.

##### **Minor Embrightenment**

This spell causes the area to be lit up as if by a candle. Minor Embrightenment takes 2 magic points.

##### **Embrightenment**

This spell causes the area to be lit up as if by a torch. Embrightenment takes 4 magic points.

##### **Major Embrightenment**

This spell causes the area to be lit up as if by a bonfire. Major Embrightenment takes 6 magic points.

##### **Removing the Veil**

This spell will undo 'Closing the Veil', causing objects to no longer be invisible. Removing the Veil takes 10 magic points.

##### **Closing the Veil**

This spell will cause an item to no longer be visible, hidden from the world behind the Veil. Closing the Veil takes 10 magic points.

##### **Detect Concealment**

This spell will determine if there are any concealed items. Detect Concealment takes

10 magic points.

### **Detect Traps**

This spell will determine if there are any hidden dangers. Detect Traps takes 10 magic points.

### **Remote Manipulation**

This spell harnesses mystic forces to cause a remote object to be used. Remote Manipulation takes 16 magic points.

### **Death Strike**

This spell nukes the hell out of whatever you touch. Death Strike takes 15 magic points.

### **Ascertainment**

This spell allows the detection of lies during conversations. Ascertainment takes 4 magic points.

### **Alleviation**

This spell neutralizes various toxins. Alleviation takes 6 magic points.

### **Lesser Healing**

This spell heals minor wounds. Lesser Healing takes 2 magic points.

### **Healing**

This spell heals various wounds. Healing takes 4 magic points.

### **Greater Healing**

This spell heals major wounds. Greater Healing takes 6 magic points.

### **Clairvoyance**

This spell allows the caster to see partially through walls. Clairvoyance takes 12 magic points.

### **Soporiferousness**

This spell puts the target into a deep sleep. Soporiferousness takes 4 magic points.

### **Terrorization**

This spell causes instant fear in the target. Terrorization takes 6 magic points.

### **Derangement**

This spell causes the target to be confused and deranged. Derangement takes 6 magic points.

### **Nutrient**

This spell provides nutrients for the target, as if they had eaten recently. Nutrient takes 4 magic points.

### **Mystic Arrow**

This spell causes a small bolt of mystic power to shoot from the caster to the target. Mystic Arrow takes 4 magic points.

### **Awaken**

This spell will rouse the target from a slumber. Awaken takes 1 magic point.

### **Detect Rune**

This spell finds hidden runes. Detect Rune takes 2 magic points.

### **Resist Blows**

This spell causes the target to partially resist blows aimed at them. Resist Blows takes 6 magic points.

### **Rune of Warding**

This spell will inscribe a Rune which signals the caster when something steps on it. Rune of Warning takes 8 magic points

### **Rune of Flame**

This spell inscribes a Rune that causes a burst of flame to engulf the first thing that steps on it. Rune of Flame takes 8 magic points.

### **Dispel Rune**

This spell erases a given Rune. Dispel Rune takes 6 magic points.

### **Rally**

This spell breaks the effect of fear on anybody in the party Rally takes 4 magic points.

### **Rune of Blocking**

This spell inscribes a Rune which prevents things from passing. Rune of Blocking takes 12 magic points.

### **Mage Lock**

This spell magically locks a door or chest. Mage Lock takes 12 magic points.

### **Mage Unlock**

This spell will open anything locked with the Mage Lock spell.

### **Awaken All**

This spell causes everybody in the party to be roused from a slumber. Awaken All takes 9 magic points.

**Lightning**

This spell causes a large bolt of lightning to strike the target. Lightning takes 16 magic points.

**Cure**

This spell removes the effects of various toxins and spells on the target. Cure takes 8 magic points.

**Resist Fire**

This spell causes the target to be temporarily immune to heat. Resist Fire takes 12 magic points.

**Open**

This spell causes locked objects to become unlocked. Open takes 12 magic points.

**Rune of Pain**

This spell inscribes a rune that causes severe pain to the first thing to step on it. Rune of Pain takes 20 magic points.

**Fireball**

This spell causes a burst of flame to engulf a large area, effecting all within it. Fireball takes 20 magic points.

**Paralyze**

This spell prevents the target from being able to move for a duration. Paralyze takes 15 magic points.

**Shake Down**

This spell causes other people to drop things they currently have. Shake Down takes 10 magic points.

**Daylight**

This spell creates a long last light, bright as day. Daylight takes 10 magic points.

**Mass Terrorization**

This spell strikes terror in all opponents. Mass Terrorization takes 12 magic points.

**Charm**

This spell will cause another person to consider you a friend and ally. Charm takes 18 magic points.

**Fetch**

This spell brings a small distant object to the caster. Fetch takes 24 magic points.

**Mass Cure**

This spell cures the ails of everybody in your party. Mass Cure takes 18 magic points.

**Farsight**

This spell allows one to see all the surrounding area at once. Farsight takes 14 magic points.

**Replicate**

This spell creates a duplicate of a small item. Replicate takes 21 magic points.

**Mass Confusion**

This spell causes confusion to among all opponents. Mass Confusion takes 28 magic points.

**Tremor**

This spell shakes the ground, causing damage to all opponents. Tremor takes 16 magic points.

**Restoration**

This spell cures and heals a person of all their ailments. Restoration takes 24 magic points.

**Resurrection**

This spell brings a person back from the brink of death. Resurrection takes 16 magic points.

**POTIONS**

Potions are to be drunk for the effects to be felt.

**Food Potion**

This potion will fill your nutritional needs.

**Healing Potion**

White, made from sulfur - This potion heals minor wounds and ailments.

**Mages Friend Potion**

Black - This potion converts health to mana.

**Free Motion Potion**

This potion makes you wide awake, every nerve aware.

**Antidote Potion**

Magenta, made from small cobwebs - This potion will cure poison.

**Cure Confusion Potion**

Green, made from peppermint - This potion will clear your head of any confusion.

**Anti Heat Potion**

Red, made from ruby - This potion will enable a character to withstand intense heat.

**Far Sight Potion**

Blue - This potion will enable a character to see great distances.

**Hurting Potion**

Black - This potion will cause a character internal injuries.

**Poison Potion**

Green, made from snake fangs - This potion is poisonous to the drinker.

**Confusion Potion**

Yellow (gray), made from grapes - This potion will confuse a character.

**Awaken**

Red, made from taconite pellets - This will awaken a character.

**Sleep**

Cyan (brown) - This will make a character sleepy.