

Inkle's Sorcery! Walkthrough

Revision History

Version	Date	Details
1.0.0	13 Apr 2018	Initial document release and probably final version of the walkthrough for all 4 games.
1.1.0	6 May 2018	New details/corrections in Sorcery! 4 about Libra's message, Entering Mampang, Throben encounter, markets' peddler, tavern mercenaries, learning PUR, Valignya's Treasury Room and Battle Arena, Naggamenteh, Cartoum, Throben Doors, Jann, and Archmage's library. Included many other trivial changes as well.

Content Page

Inkle's Sorcery! Walkthrough	1
Revision History	1
Content Page	1
Introduction	3
How to use	3
Sorcery! 1 - The Shamutanti Hills	3
Objective	3
Assumption	3
Walkthrough	3
Results	7
Reflection	7
Sorcery! 2 - Khare: The Cityport of Traps	8
Objective	8
Assumption	8
New Mechanics	8
Walkthrough	8
Results	17
Reflection	17
Sorcery! 3 - The Seven Serpents	18
Objective	18
Assumption	18

New Mechanics	18
Walkthrough	18
Lower Ishtara	19
Upper Ishtara	21
Forest of Snatta / Klatta-Bak Steppes	26
Tinpang	31
Lake Ilklala	32
Results	34
Reflection	34
Sorcery! 4 - The Crown of Kings	35
Objective	35
Assumption	35
New Mechanics	35
Throben's Curse	35
Walkthrough	36
Travelling to Mampang	36
Mampang Outer Yards	41
Mampang Inner City	44
Western College of Magic	56
Eastern College of Magic	62
Mampang Inner Fortress	66
Results	75
Reflection	76
Credits	76

Introduction

This document contained walkthroughs of Inkle's video game adaptations of Steve Jackson's Sorcery! Series. It does not cover the original gamebooks, which are a 1980s spin-off of the Fighting Fantasy gamebooks.

How to use

The Sorcery! universe that Inkle had re-created is far too big to document fully. There will never be a guide that can cover all the possibilities in all events. A player is still encouraged to explore the different actions he/she can take and rewind where desired. The walkthrough for Sorcery! 1 and 2 provide a recommended path from start to end, while Sorcery! 3 and 4 are more of an events guide since a fixed path will not do their coverage justice.

Other points you may want to take note:

- Spoilers to be expected in the walkthroughs.
- Bugs will be exploited, but not game-breaking ones the likes of "Infinite Attack"
- Items lost or spent will be in **red**.
- Items obtained will be in **green**.
- Important clues or milestones reached will be in **blue**.

Sorcery! 1 - The Shamutanti Hills

Objective

The player aims to maximize scores (Stamina and Attack Strength) and items (treasure, magical artefacts, other useful equipment) gained through optimal choice of actions and encounters. The player also takes into account the later games when optimizing the path.

Assumption

Chosen male player character at the start of the game. It is reported that there are little differences between male and female player characters in terms of the overall plot. Most of the differences lie in the dialogue and narration.

Walkthrough

Day 1

- Get **24 gold** from Sightmaster
- Go to food tent, spend **10 gold** to obtain **6 rations**
 - Rationale: Cheapest bulk purchase of rations out of all 4 games
- Go to Chief Mage's hut, obtain the **spellbook**
- Go to Training Grounds, train with Sightmaster
- Go through gate by casting DOP
- Cut through the fields

- Encounter, kill and search serpent
- Take skeletal hand, get 3 gold
- Attempt to go through the long grass but turn back
- Follow the rising ground to return back to dead serpent
- Avoid the Elvins and head back to Cantopani
- Inform the man stopping you that you want to buy equipment
- Go to warehouse to encounter the merchant
- When merchant leaves to get his wares, search shelves to steal 1 Blimberry juice
- Spend 3 gold to obtain Bamboo Flute
- Spend 3 gold to obtain 3 Ape, 4 Goblin, 2 Snattacat, and 1 Giant's Teeth
- Spend 5 gold (After haggling) to obtain Glandragor's Axe
 - Rationale: All other items are useful except for Jewel. As for the sword, a much better one can be obtained in the future.
- Leave Cantopani
- Encounter Bandits
 - Note: Easiest way is to cast JIG and send Bandits back to the village. The traditional hero way is to fight, kill one and force the other to retreat.
- Travel to tree at the junction, rescue old man, and obtain page from a spellbook
- Climb up the tree where the beehive is, and cast DOZ
- Obtain 1 ration and 2 quantities of beeswax
- Take the high path and continue walking
- Sleep, encounter and kill a random beast

Day 2

- Take the right path to the Schanker Mines
- Enter the mines
- Take the left passage, kill and search Goblin
- Obtain Silver Key
- Leave the place to go to the right fork
 - Note: Continuing this path allows you to get the Locket instead of the Borrinskin Boots. Both items have their uses in Sorcery! 4. The Locket gives you a chance of getting into Cartoum's good graces, while Borrinskin Boots is first on the priority list of items you can lose in Mampang. However, Borrinskin Boots can still be found in Sorcery! 3 and Sorcery! 4.
- Open the door with the silver key
- Approach Ogre and cast DIM
- Kill Ogre, try the machinery, search table and corners of the room to obtain 2 Emeralds
- Leave the mines
- Go to bridge, find another way, cross the stones
- Obtain Locket
- Travel to Tauser Ridge, encounter Skunkbear
- Either kill the Skunkbear, or avoid it by edging around to the left
- Travel to Kristatanti
- Go to Ale House
- Interact with the owner, sit and interact with the old man

- Tell the old man you are from Analand and when he mentions about a war coming, respond with "Not if I can help it"
- Old man will offer to pay for your drink, respond that you appreciate it (So that later on you don't need to pay 1 gold)
- Continue to be civil with the old man, receive 1 ration (Bomba fruit, it restores stamina better than a standard ration does) from him after the end of the drink
- Sleep outside Kristatanti

Day 3

- Travel to outskirts of Kristatanti
- Go between the buildings to encounter a beggar
- Give the beggar 1 gold
- Get Copper Key from beggar
- Do not go through the gates to Lia-Ki, but return to the junction to either Dhumpus or to Alianna
- Choose the Alianna path
- Enter the house, interact with and be nice to Alianna
- Free her with Glandragor's Axe
- Choose to be rewarded with aid in combat and obtain Armband (+1 attack)
 - Rationale: The magical items can still be obtained later
- Leave, but as additional reward, you will also receive 7 gold from her
 - Note: If you are nice enough to her earlier on, you should be able to avoid combat with her golem
- Return back to the path to Dhumpus
- Encounter and kill Ratbear
- Enter Dhumpus
- Talk to the villagers
- Join villagers in their conversation by leaving your weapon at the table (You get invited to eat their food)
- Explore the town, found merchant's hut
- Spend 4 gold to obtain Cloth Skullcap
- Spend 6 gold to obtain 3 rations
 - Rationale: Buy rations when you can afford it, they will be more expensive in later games. As for the sword, a much better one can be obtained in the future.
- Ask merchant for work and follow him
- Cast BIG to get the work done quickly with sufficient time for sleep

Day 4

- Travel uphill to visit Urrustanti
- Observe once or twice, turn back but choose to look back to be notified that its a Plague village
 - Rationale: Avoid the unnecessary encounter with the residents but still obtain the necessary knowledge to deal with the Minimite encounter later
- Join the lower path, and into the valley
- Look around the river bed and obtain 3 pebbles

- Investigate the mines (A monster hiding within)
- Cast HOT to throw at the monster (You will learn its the Manticore later on)
- Climb the valley to the hut
- Encounter a Troll.
 - Note: Either act like a traditional hero where you kill the Troll and take 3 gold from the hut, or you can just sneak into the hut, search the blankets to steal 3 gold, and slip away.
- Approach Birritanti
- Encounter Jann the Minimite
- Enter the Tavern but avoid rescuing the old woman
- Encounter Glandragor
- Give Glandragor the Glandragor's Axe
- Glandragor should tell you about the Crystal Waterfall
- Obtain Glandragor's note
- Next, tell Glandragor that you're heading to Khare
- Glandragor should tell you about Vik of Khare
- Travel to the Crystal Waterfall
- Get Jann to scout ahead
- Cast DUD to get entry to the Waterfall without using Glandragor's Note
 - Rationale: Glandragor's note may be useful in specific encounters in future games.
- Remind yourself about the Plague village
- Try to send Jann to do it, he will refuse
- Go to inform the Plague village yourself
- Jann will eventually agree to do it for you before you even leave Birritanti, therefore leaving you alone again
- Sleep outside Birritanti, encounter and kill a random beast

Day 5

- Beyond Birritanti, chose to go right
- Encounter and fight Flanker the Assassin
- Chose to spare him
- Help him and bind his wounds before leaving
 - Rationale: Sparing Flanker will activate additional encounters with him in later games. He can be either useful in your quest, or provide plot relevant information.
- Encounter Gaza Moon
- Go into her house
- Drink her tea
- Gaza Moon will ask you whether you seen an old man with a page from a spellbook
- You may choose to avoid mentioning you have that page and leave in peace
 - Rationale: The page was useful in getting rid of Jann the Minimite, but it can still be used as burning material in future games.
- Travel to Torrepani
- Talk to the Svinn villagers and offer to help them save their chief's daughter
- Get captured

- Sleep

Day 6

- Get sent to the chief's hut
- Accept the mission to save his daughter (Not that you have a choice anyway)
- Enter the caves
- Keep turning left
 - Note: Other guides indicate that sometimes the safe path to the chief's daughter might require you to keep turning right instead.
- Encounter chief's daughter
- Encounter Manticore
- Cast the spells in this order: DOZ, HOT, and ZAP. Or you can just fight.
- Kill the Manticore
- Accept the chief's offer to celebrate with him in Torrepani
- Obtain **Khare gate key and 10 gold**
- Sell the **2 Emeralds** to obtain **24 gold**
- Leave for Khare

Results

My own playthrough ended with the following:

- **Stamina:** 20
- **Treasures:** 42 gold
- **Weapons:** Sword, Armband (+1 attack)
- **Rations:** 9 meals, honeycomb, Bomba fruit
- **Magical items:** Spellbook page, 2 quantities of beeswax, Cloth Skullcap, 3 pebbles, Blimberry juice, Bamboo Flute, 4 Goblins' Teeth, 1 Giant's Tooth
- **Keys:** Khare gate key, Silver key, Copper key, Glandragor's note
- **Other items:** Locket, 3 Apes' Teeth, 2 Snattacats' Teeth
- **Spirit Animal:** Dolphin/Lion

Reflection

Sorcery! 1 is the shortest of all the four parts of the Sorcery! epic. It is also the most faithful and straightforward adaptation of the original gamebook, with few original NPCs and events added. As a result, players who are familiar with the original gamebook may have a slight advantage. However, one should not mistake its faithfulness for laziness - The video game adaptation is more complex and replayable even when compared to the original Sorcery! 4, given its addition of the Spirit Guide mechanic which can affect the narration and your dialogue. It's not a fair comparison, but the key message is that Inkle made good use of modern technology in order for the interactive fiction genre to remain relevant. Overall, it's a good start to the series.

Sorcery! 2 - Khare: The Cityport of Traps

Objective

The player aims to maximize scores (Stamina and Attack Strength) and items (treasure, magical artefacts, other useful equipment) gained through optimal choice of actions and encounters. The player also takes into account the later games when optimizing the path.

Additionally, complete the game without relying on Lorag's time rewinding spell, since it will reduce your maximum stamina by 1 point permanently.

Assumption

Continuing from the saved game of a playthrough as recapped in Sorcery! 1 Walkthrough.

New Mechanics

This is regarding the frequency of divine intervention you can call upon. I am not sure of exactly how often you can pray to your god back in Sorcery! 1, but it is clear how this works from Sorcery! 2 onwards.

Simply put, after you prayed to your god (Be it a healing prayer or divine intervention to save your life), the player avatar need to move **15 times** to be able to make another prayer. You can determine that by tracking and counting your actions in the rewind bar.

Walkthrough

Day 6

- Encounter and defeat the old man Tomas in a fist fight
- Help him up
 - Additional options: Offer Tomas **1 ration** if you feel kind enough.
- Offer to help each other get into Khare
- Talk to him to learn that Goblins are trying to get into Khare - An important side-plot in this game!
- Say the password that Tomas gave you so that the guard will let you reach the gate.
- Use the **Khare gate key** the Svinn chief gave you, or cast DOP to open the gate.
- Go through the gate
- Approach the low stone building and get yourself locked inside with an old man.
- Talk to the old man and defeat him in 5 games of Swindlestones to get **8 gold** (Stake of 2 gold per round, with the 1st round having no stakes).
- Cast DOP to open the door and leave the building
- Reach a junction
- Go right
- Enter The Crooked Finger inn
- Talk to the innkeeper and defeat him in 2 games of Swindlestones to get **14 gold**

(Stake of room-stay cost per round).

- Choose to sleep outside
- Encounter and kill Werewolf
- Examine dead Werewolf, prise its armor open, and examine the tattoo
 - Additional options: Bury the dead body if you feel kind enough.
- Sleep

Day 7

- Reach a junction, look around in all directions
- Obtain 4 Blimberry juice
- Turn right
- Enter the Chainmaker's Hut
- Search the room in this order: Left wall, under the table, right wall, near the door to the shop.
- You will be able to steal 3 gold, 1 Blimberry juice, 1 vial of glue
 - Note: This is the beginning of a stealing spree in this walkthrough, which will continually reduce the Honour score hidden in the game. Feel free to deviate from the stealing spree if you don't like it.
- Stop searching and call out for the Chainmaker
- Spend 5 gold to obtain Silver Chain
- Walk on
- Stop to eat 1 ration
- Find one half of a paper note under the rock you are sitting on, read to obtain Moulas' 1st half of a North Gate spell-line
- Approach the crowd and start exploring the fair
- Skip the end and middle of the midway attractions since they are not particularly worthwhile encounters.
 - Alternative actions: If you are curious...
 - The end of the midway attractions feature apple-throwing and a green-haired comedian. Both events cost 1 gold each. Reportedly, if you participated in enough fights you will succeed in hitting the target with an apple and obtain 1 ration. If you cast SAP on the green-haired comedian, he will throw away the Green-Haired Wig for your taking.
 - The middle of the midway attractions feature a Beer Tent and Dancing Bear, and both events should be avoided. The beer is literally toxic that can kill you, while watching the Dwarf with the Dancing Bear will make you a victim of pickpockets.
- Go to the top of the midway attractions
- Go to the musicians, cast JIG or join the dancers to enhance the event
- Encounter Jeera, one of the musicians and talk to him
- Go to the Bare-knuckle fighting event
- Bet maximum stake (3 gold) on the Barbarian, cast SAP twice on the Ogre to ensure the Barbarian wins, and obtain 9 gold
- Take up the challenge yourself and defeat the Barbarian to obtain 10 gold
- Leave the fair
- Enter the hut, do knock and take care if you want to avoid going bald

- Look under the table
- Encounter the Flayer, talk to him and also tell him you want the box, denying that you are one of Theetah's men
- Cast DIM, steal 2 gold, Gold-backed Mirror, and a scroll
- Head downhill
- Go to the narrow track, ask a farmer some questions, saying that you are a traveller, and help him in return by cutting up hay for him
- Tell him that it's hard work, accept the food & drink from him, and obtain 6 gold
- Return back to the road and continue downhill
- Encounter a fortune teller in a building, talk to her to gain some hint about the Crown of Kings, and leave
- Find a corpse, encounter and kill the Living Corpse
- Search the corpse's throat to find one half of a paper note, read to obtain Moulas' 2nd half of a North Gate spell-line
- Go to a house doorway and talk to the gnome
- Obtain 5 gold and 3 pebbles
- Return to the junction
- Turn left
- Enter the burnt-down hut, search mattresses to obtain a Burnt Wooden Mask (Charcoal)
- Leave the hut, talk to the man outside
- Continue moving along the street, drink from the fountain
- Enter the abandoned house
- Look in the trees, fight and kill a Giant Bat
- Approach the door of the house, cast DOP To open it
- Avoid the metal coal-scuttle and climb upstairs
- Obtain a Walking Cane in the Bedroom
- Stare at the painting in the Library
- Try to take it down, keep your balance, step backwards and to the left
- Examine the painting again
- Go downstairs and into the study room
- Go to the secret room through the study room's fireplace
- Search around and obtain Badge of the Seventh Noble
- Leave the house, drink from the fountain
- Continue on the main road to enter Dwarfstown
- Enter a store
- Spend 12 gold to obtain Chainmail Gauntlet (+1 attack), Potion of Mystery, 3 quantities of beeswax, 1 quantity of sand
 - Rationale: Cheaper rations can be purchased in bulk later on. Chainmail Gauntlet is reportedly the only one that provides a positive boost to your attack strength. The Potion of Mystery can be used to boost your attack strength at the expense of making you bald.
- Leave the store
- Enter the Artist's Quarter
- Visit the Carpet Shop and the merchant will stealthily block your exit entrance by piling up carpets

- At some point in time, something will drop, look under the carpets to get **Nose Plugs**
- Cast YOB to move the carpets away (Using up a **Giant's tooth**)
- Obtain **6 gold** and leave
- Visit the Artist
- Enter the Artist's Hut to learn that a magic paintbrush is painting an image of you
- Try to stop the paintbrush from fully completing the painting, and stab the canvas
- Your duplicate shows up, cast DOZ for an easier fight
- Search the hut and obtain **Sketches of the First, Fifth, and Seventh Noble**
- Visit the Firemaster
- Enter the Firemaster's Hut to find a chest in the magical fires
- Cast MAG to cancel any effects of the fires
- Steal **10 gold and 2 quantities of beeswax**
- Talk to the Firemaster and spend **8 gold** to obtain **Fire of Danger**
- Exit the market and plaza by asking for directions
- Drink from a fountain, don't look around, make a move immediately (To avoid pickpockets)
- Go into the slums and follow the road
- Talk to a little girl, cast BIG to help her get back to her house
- Obtain **1 ration** from the girl
- Try to buy a ladder from the girl, haggle the price down to 6 gold
- Throw **3 gold** to the girl
- Obtain a **Rope Ladder** instead of a regular ladder
- Walk away without fully paying the girl (Rope Ladder wasn't the agreement)
- Continue on the path until reaching a junction, drink from a fountain
- Go right and encounter a beggar girl
- Give her **1 gold** and attempt to talk to her
- Defeat the beggar girl in 2 games of Swindlestones to obtain **6 gold** (Stake at 4 gold for 1st round and 2 gold for 2nd round)
 - Note: There may be a bug where for the 2nd round if you initially chose to stake 4 gold the beggar girl will refuse and you will be forced to stake 2 gold instead... but you get 4 bonus gold too. Therefore you can actually obtain 10 gold from beating her twice.
- Proceed further into the slums and look at the well
- Climb down the well with **Rope Ladder**
- End up in the sewer, start exploring
- Search the wreckage to obtain **1 Blimberry juice**
- Explore until you reach a chamber
- Search rags to obtain **3 gold**
- Kill a Ratbear
- Look around the chamber to obtain a clue about the **order of the North Gate spell-lines**
- Stop exploring and return back to where you came from, climbing up the rope ladder
- Retrieve the **Rope Ladder** by cutting the tied knot
- Exit the well and go straight on
- Encounter a resident who wants to know what his friend was up to, and offers you a job as a spy

- Receive 4 gold as upfront payment
- Head downhill and return to the fair
- Visit Hanna's Cabinet of Fortune, cast TEL to learn more about the creature kept by Hanna
- Decline to play initially and talk to Hanna for a bit of backstory
- Decide to play the game after all, spend 2 gold, insult the creature by shouting the names it hates (Hanna & Lorag), and obtain Bracelet of Bone
- Head further down the fair
- Get physically assaulted by some drunk women and obtain 1 quantity of Sand
- Enter a tent, steal 7 gold from a Minimate disguised as a Dwarf
- Exit the tent, attempt to pickpocket some drunk victims, remain hidden from guards, and when they are gone, pickpocket someone else again to get 3 gold
- Exit the fair
- Spend 4 gold to visit the bath-house
- Visit the pool before visiting the sauna
- Remain quiet and secretly listen to the ongoing conversation
- Leave the bath-house (Your possessions should remain intact)
- Head uphill and look for the creature again
- Annoy the creature with a lie such that he demands you to return his partial payment
- Cast KID, create an illusion of a figure of authority and ask him for more money, therefore receiving 12 gold
- Go left, turn left, reach the end of the road, encounter a fish in the pond, observe there's a gold coin in there, try to listen to it, and get 1 gold from the pond
- Go downhill
- Return to plaza, head left and keep walking until you reach a junction, go right into the slums, go straight on, head downhill, go to the cliff road, and obtain 1 gold from the pond again (This full-circle route allows you to re-encounter the fish in the pond).
- Turn uphill
- Encounter Vangorn the Murderer
 - Possible actions: You have two choices (usually) in this encounter:
 - Choice 1: Engage in dialogue with him, drink the beer, get poisoned, tell him that you know Vik and he will rescue you, receive 5 gold and Black Facemask from him, and afterwards leave him.
 - Choice 2: Avoid getting poisoned and kill Vangorn (Or get him to kill himself by casting SAP), search his body to obtain 8 gold and search his cupboards to obtain Poison and Essence of Bark. Recommended choice since you can get the Black Facemask at the end of this game.
 - Note: I had a few playthroughs where I get poisoned and rescued by Vangorn, and still be given the choice of attacking him afterwards - Allowing me to get the Black Facemask, Poison, and Essence of Bark in a single encounter. I suspect the trigger for this event is the Analander's characteristics shaped from his/her decisions made in the game.
- Leave Vangorn's home
- Follow the road to end up by the well
- Take the left road and follow it (Ignore any graffiti) to reach the Metal-Workers' shop.
- Visit the Metal-Workers, ask them about the Pig Statue (Or animatron), say "The Troll

really build that?”, followed by “I haven’t” to obtain a clue about the Metal Statue near the Halls of Vlada.

- Travel to the docks
- Go to The Meat and Cleaver where Jeera the musician is
- Eat and talk with him and his group
- Leave the inn
- Return to the docks
- Go to the Wayfarer’s Rest
- Go to the table where a sailor is sitting
- Defeat the sailor in 2 games of Swindlestones to get 8 gold (Stake at 4 gold per round)
- Go to the table where Flanker is sitting
- Accept an offer of a drink from Flanker
- Defeat Flanker in a game of Swindlestones to ensure he remains indebted to you
- Follow Flanker to a building where the Council is located, he will enter it and ask you to wait outside
- Enter the building yourself
- Cast TEL spell to read the guards’ minds
- Tell the guards to open the door for you, or open it yourself
- Explore and obtain clues
- Leave the building
- Travel to the docks
- Choose to sleep in an alley
- Cast BIG to frighten away Vik’s men, and obtain 2 gold dropped by them

Day 8

- Head for the bridge
- Wait and let the operator lower the bridge by himself
- Cross the bridge
- Go to a fork in the road and drink from the fountain
- Turn right and ignore the Elvin woman
- Encounter and defeat a Red-Eye in 2 games of Swindlestones to obtain 9 gold (If you lose you get sent to prison)
- Travel to Fireview Square, look through the arch, look at the alleyways, encounter and talk to the herbalist
- Avoid smelling the herbalist’s Mustik and demand that he give you something else
- Obtain 1 Blimberry juice
- Look at the creatures, wave in front of a creature’s face, pickpocket 5 gold from it
- Move away immediately and stop pickpocketing
- Encounter fruit seller
- Look through the fruit and obtain 1 ration. Possible actions:
 - Choice 1: Spend 2 gold to purchase an apple as a ration
 - Choice 2: Steal it. When you leave, the fruit seller will find out and start shouting that a thief had stolen his apple. To avoid getting caught, point at a scapegoat and stay out of the incident.
- Leave the square

- Travel north to an alley (Where a slime-eater had blocked it)
- Take a side-alley
- Cast FAL, climb up the wall, obtain **Sun Jewel**, and drop down into the yard
 - Note: There is a bug here, where if you chose to drop down into the street after obtaining the Sun Jewel, you can cast FAL, re-obtain another Sun Jewel and drop down into the street again. This can be repeated using as much stamina as you can afford when casting FAL.
- Enter the Red-Eyes' jail building
- Cast NIF to make the guard go away
- Use either the Copper Key or cast DOP to open the jail-cell where an Elvin is imprisoned
- Run away with the Elvin, turn right, then turn left
- The Elvin will ask you to leave him, do so immediately (This ensures he survives), and turn left
- You will end up in a street, encountering a group of Orclings begging for alms
- Cast TEL to avoid their prying fingers
- Enter Lorag's house by knocking on his door, asking for his help, and giving him your weapon (Temporarily)
- Tell Lorag that you are just passing through Khare through the North Gate
- Lorag will give you two puzzles, for the first puzzle reply that its a spell of confusion, while for the second puzzle reply that its a spell of mind-reading
- Lorag will then give you the third puzzle, draw the correct symbol in response (An inverted L)
- Obtain **Lorag's North Gate spell-line**
- Obtain **Green-haired wig**, cast RAP to learn that Lorag is trying to perform a mind-control spell on you (So noble indeed), thus making that spell ineffective. He will let you keep the wig.
- Leave Lorag's house
- Follow the road and visit the Blacksmith
- Spend **40 gold** to obtain **Legendary Sword (+4 attack)**
- Continue up the road
- Take the left fork
- Browse provisions, spend **15 gold** to obtain **6 rations**
- Browse weapons, spend **6 gold** to obtain **Bow and Silver Arrows**
- Browse useful gear, spend **5 gold** to obtain **Snake-bite Antidote and Tinderbox**
- Go to the statue
- Steal the offerings and obtain **18 gold**, look up, leap back to avoid the metal statue's attack, and destroy it with the Legendary Sword
- Enter the Halls of Vlada
- Go to the booth, exchange **all the gold** for chips, and go to the gaming floor
- Defeat all the players and attempt to maximize your winnings as much as your patience allows, and then **cash out**.
 - Note: A rule of thumb to maximize winnings is to prioritize defeating higher-stake opponents while preventing other opponents from dropping out of the games by themselves. After defeating a higher-stake opponent, you may want to stay at the table to expect any new challenger. If there isn't any,

rewind and then move to other tables, which means you have to fight that same opponent again... This will be time-consuming. The best I ever performed is gaining 86 gold in the Halls of Vlada.

- Leave the Halls of Vlada
- Return back to the Square
- Encounter a man trying to use his grappling hook to reach his home.
- Go down the alley, cast DOP to open the door to Shinva's house, talk to servant inside to learn about Shinva's fate and tomb, and leave the house
 - Additional options: There is a creature shuffling outside of the house. It is actually a young woman suffering from the plague you last saw in Sorcery! 1. If you feel kind enough, cast DOC and pour the enchanted **Blimberry juice** over her to heal her (It won't make a difference to the overall plot).
- Follow the road into the wasteland
- Look at the broken house and climb it, climb down the other side of the fence
- Go right
- Ignore the door to a building (Apparently, this building will only be relevant after you completed the entire Sorcery! Epic and restarted as a New Game+)
- Continue through the wasteland
- Drop **1 gold** into the well, climb into it
- Obtain the same **1 gold** back
- Climb further down the well with **Rope Ladder**
- Feel the walls, then cast SUN
- Enter the tunnel and climb down the ladder
- End up in the sewer (again)
- Encounter an army of goblins, either hide and avoid them, or confront and kill them one by one until the leader gives up and retreat.
- Follow the Goblins
- Keep up with them, in order to hear **Theetah's 2nd half of a North Gate spell-line**.
- Find and obtain **1 Blimberry juice** at the corner of the tunnel
- Continue following until you see a huge chamber filled with Goblins
- Slip inside
- Look at the Goblin King's face, and learn that he is Sansas
- Look at his circlet, wait and listen to the Goblins to learn that what he is wearing probably isn't the Crown of Kings
- Return to the sewer and climb up the rope ladder. For some reason you will abandon the Rope Ladder, you don't have an option to retrieve it.
- Travel to the edge of the wasteland
 - Additional options: Besides the Steeple, there is a Low Hovel where a gnome allows you to trade. For every item you take he will **randomly take another** from your bag. He only offers **4 Goblin teeth, 3 quantities of Beeswax, and a Compass**. By now you should already possess the first two items, while the Compass can be obtained in the next game.
- Travel to the Steeple
- Encounter a sleeping beggar, check the sketches of the Nobles of Khare to identify him as Theetah, the Seventh Noble of Khare
- Wake Theetah up, give him the **Walking Cane** if you feel kind enough, talk to him

- A pair of Harpies will arrive to torment him, choose to defend him
- Kill the 2 Harpies
- Continue to talk to him, obtain [Theetah's 1st half of a North Gate spell-line](#)
- Give him **1 ration**, obtain **Serpent Ring**
- Return to the edge of the wasteland
- Go to the fence
- Climb the ivy and jump down to reveal a fox-hole
- Climb into the fox-hole and into the graveyard
- Go through the fence and into the graveyard
- Explore the older tombs, find the oldest tomb for some mystery about Lorag
- Explore the newer tombs
- Explore the tombs of Oxil to Tamarin, chose Shinva's mausoleum
- Avoid stepping onto the ring in front of the door to Shinva's mausoleum
- Cast BIG and obtain **Silver Sword**
- Step over the ring and enter Shinva's tomb
- The door will start closing
- Stay in the tomb and cast SUN
- Go down the stairs to encounter the Deathwraith
- Defeat the Deathwraith by either using silver weapons or casting WAL
- Encounter Lord Shinva
- Talk to Shinva and ask about the North Gate spell-line
- Obtain [Shinva's North Gate spell-line](#)
- Leave the tomb, leave the graveyard and follow the road until a fork
- Travel to the Ziggurat
- Climb all the way to the top of Ziggurat
- Look at the stars
- Cast TAK, close fist and wait for the black sparks to obtain **Black Facemask**
 - Note: The black sparks will only show up as an option if you don't have the Black Facemask. Same for the green (Green-haired Wig) and white (Bracelet of Bone) sparks. The gold sparks will always be there, giving you either the Gold-backed Mirror if you don't have it already, or a Sun Jewel.
- Climb down the Ziggurat to the opening of Courga's temple
- Encounter and kill the Temple Snake
- Approach the altar, avoid stepping onto the circles on the way
- Kiss the idol in the following order: Left eye, right eye, forehead, and lips
- Courga will talk to you and should allow you to ask him 3 questions - Assuming you did not kill any innocent or defenseless characters during your adventures in Khare
 - Note: If you had followed the entire walkthrough faithfully up till now, there is no necessary information you need to seek from Courga. If you had skipped the 2nd sewers event, then you will need to ask him about the [order of the spell lines and/or Theetah's 2nd half of a North Gate spell-line](#).
- You have a choice whether to worship Courga or not
 - Note: If you worship Courga, he replaces the spirit animal. The spirit animal restores 5 stamina per healing prayer while Courga restores 6 stamina. Courga disapproves of evil-doing, and will abandon you permanently if you murder. Courga's moral stance is inconsistent to say the least. A safe bet is to

avoid tormenting or killing innocent/defenseless characters.

- Leave the Temple of Courga and the Ziggurat
- Continue on the road to the North Gate
- Proceed to the gate, recite the North Gate spell in the correct order to open it
 - Alternative actions: When you reached the North gate, avoid opening it yourself, allowing Sansas to open the gate for the Goblins. Refuse Lorag's request to go back in time to correct this mess, let the Goblins overrun Khare, and Lorag will curse you and become your god instead.
 - Note: Lorag's sarcastic or scornful remarks throughout Sorcery! 3 are initially entertaining, but it gets old when you realize he hinders the HOW/SUS spells, and at random times refused to answer your prayers.
- The Goblin army led by Sansas will start to invade Khare
- Go through the gate and escape Khare
- Close the gate
- Lorag will appear and ask you to use the power of the gate to destroy the Goblins
- Chose to destroy the Goblins
- Leave Khare for the Baklands

Results

My own playthrough ended with the following:

- **Stamina:** 20
- **Treasures:** 190 gold, Badge of the Seventh Noble, Serpent Ring
- **Weapons:** Sword, Armband (+1 attack), Legendary Sword (+4 attack), Bow and Silver Arrows, Silver Sword, Silver Chain, Chainmail Gauntlet (+1 attack)
- **Rations:** 14 meals, Bomba fruit, 2 apples
- **Magical items:** Spellbook page, 7 quantities of beeswax, Cloth Skullcap, 2 quantities of sand, Vial of Glue, Nose Plugs, 6 pebbles, 9 doses of Blimberry juice, Bamboo Flute, 4 Goblins' Teeth, Black Facemask, Green-haired Wig, Bracelet of Bone, 3 Sun Jewels, Gold-backed Mirror
- **Keys:** Khare gate key, Copper key, Silver key, Glandragor's note
- **Other items:** Locket, Snake-bite Antidote, Burnt Wooden Mask (Charcoal), Tinderbox, Fire of Danger, Two Halves of a Note, Scroll, Sketch of the First Noble, Sketch of the Fifth Noble, Potion of Mystery, Sketch of the Seventh Noble, Essence of Bark, Poison, 3 Apes' Teeth, 2 Snattacats' Teeth
- **God:** Courga/Lorag

Reflection

After the relatively faithful adaptation of Sorcery! 1, the game developers decided to take one step further and greatly expand on the original source material with the subsequent games. Sorcery! 2 reflects the beginning of that step, which is evident with the large increase in number of NPCs and events you can meet or stumble upon, along with an additional but important side-plot that further enhances the story. In retrospect after playing through the entire Sorcery! epic, the 2nd part had the best writing and story exploration experience out of the four games, in part due to the Goblin invasion side-plot. This side-plot is great because it

is optional yet compelling for an interested reader to understand the overall picture and find out who the mastermind is. Sorcery! 2 also provided the most fun experience in terms of the interactivity. Although the game mechanics are simpler compared to the sequels, they largely avoid the annoying aspects as well. If I need to choose one of the Sorcery! games as an example of how modern interactive fiction should be like, this would be the one.

Sorcery! 3 - The Seven Serpents

Objective

The player aims to maximize scores (Stamina and Attack Strength) and items (treasure, magical artefacts, other useful equipment) gained through optimal choice of actions and encounters. The player also takes into account the next game when optimizing the path.

Maximum stamina of 28 is optimal for the final game. All magical artefacts with the exception of Potion of Firewater should be obtained. Defeat all serpents. Note: This walkthrough will **not** be a speedrun. The number of days you took to kill all the serpents will not matter when you play Sorcery! 4 - The Archmage will not be aware of your arrival.

Assumption

Continuing from the saved game of a playthrough as recapped in Sorcery! 2 Walkthrough.

New Mechanics

Sorcery! 3 onwards introduced travelling time, day and night events:

- Certain events are only available during the day/night.
- Travelling time is generally a function of the distance between the player avatar's current location and target destination.
- During each day, if you had eaten at least once, sleeping will restore a bit of health. If you did not eat at all and you go to sleep, you will neither lose nor restore health. If you did not sleep at all, you will lose health.
- To better control the day and night events, you may want to exploit the fast-travel glitch, which is what this walkthrough did.

Note: The number of "coins" shown in a travel path indicates the time it takes to reach the target destination. The fast-travel glitch can reduce the traveling time to 1 coin's worth. Just tap the avatar's current position and the target destination at the same time. It can fail, so be prepared to rewind and try again. This glitch is only useful in Sorcery! 3 and Sorcery! 4.

Walkthrough

This walkthrough will involve liberal usage of the beacons by the Analander, including using them to shine on the populated Tinpang and Kariamman. There exists walkthroughs for the NBAS (No Beacons, Kill All Serpents) challenge which this walkthrough does not cover. Compared to Khare, Baklands exploration is much more complex and non-linear. It is more

rewarding for the player to explore instead of sticking to a detailed list of steps.

Lower Ishtara

Nighthawks:

- Encounter and fight off a Nighthawk. A Goldcrest Eagle will chase off the remaining Nighthawks. Obtain **King's Message** from Goldcrest Eagle, read and keep it.

Lynch Bug:

- Climb down the cliff, travel to the fissure with the broken bridge, look around to encounter Lynch Bug. Run south with Lynch Bug chasing you, cast LAW and ride on it into the fissure.
- Encounter Lynch Bug Queen, greet her and obtain **Monarch Oil**. Ride on Lynchbug to climb up the fissure again.
 - Alternative actions: Instead of taking on the Lynch Bug Queen encounter, you may choose to kill the Lynch Bug by either luring it into the punctured ground or casting HOT. Eat its meat and also cut out **2 cooked rations** for your taking.

Rock Demon encounter (Present, anytime):

- Travel to south-east where the mountains are, observe a rock slide. Obtain **1 pebble**.
- Retreat just before the Rock Demon rises.
 - Alternative actions: Defeating the Rock Demon will grant you the **Crystal Tooth**, which you may choose to carry it at the expense of decreasing your **maximum stamina by 2**. If you chose to use the beacons liberally, you may want to avoid this area in the present time completely until you reach Tinpang and sold off the first Crystal Tooth you found in the Kariammas tunnels. You can return here to kill the Rock Demon and collect another free Crystal Tooth.

Shadrack encounter:

- Retreat back to Fishtail Rock, obtain **3 pebbles**. Sleep, wake up to read Shadrack's message, and call out for him.
 - Recommended actions: Right before reading Shadrack's message, you can travel to the dead tree just west of Fishtail Rock to untie and take a **Rope Ladder** for yourself. Shadrack's spirit will possess the dead tree and redirect you back to Fishtail Rock, where you can call out for him.
- After calling out for Shadrack, the winds of time will bring that region into the past.
- Talk to Shadrack, ask about serpents and the beacons, he will eventually tire out and disappear. Obtain **Galehorn** in the cave.

First encounter with Elthera (Past):

- Travel to the tree, west of Fishtail Rock. Encounter Elthera, talk to her, defeat her in at least 1 game of Swindlestones to obtain **dice**.

Uncooked rations (Past):

- Travel to the Southern Plains (West of Road Junction, where east is towards Bria the Sorceress) and obtain **2 uncooked fish**.

Coins at base of the cliff (Past, daytime):

- Travel to the base of the cliff, observe a woman carving icon of her child, and obtain **3 gold** from the offerings.
 - Note: After this event is triggered, you can go back to the present time at anytime and dig the base of the cliff to get **12 gold and assorted ancient coins**. If you had already called on Shadrack, you can still return to the present time by simply using a beacon to shine on the base of the cliff, which reverts the constant winds of time in that area.

Woodsman encounter (Past, anytime):

- Travel to the Southern Mountains, which is east of Road Junction.
- Forage and eat some berries, get **1 ration**.
 - Additional options: Before going to the top of the pass, you may investigate the sounds, only to encounter a woodsman. You may receive an **empty water gourd** from him by either stealing or asking nicely. You will also have the option of casting ZAP to kill this woodsman and get his **Hewing Axe**.

Bria the Sorceress (Past, anytime):

- Travel to the top of the pass, which is east of the Road Junction, after the foraging and Woodsman encounter.
- Enter the hut to encounter Bria the Sorceress. Talk to her, ask questions or take actions in this general order: Ask about Archmage, ask about Seven Serpents, obtain knowledge of the **SSS spell**, accept her tea, ask about herself, obtain the **pot of glue**, ask about counterspells, use **glue** to cast **GUM to counter ZIP**, cast **FAL to counter ROK**, obtain **Ring of Green Metal**, leave the hut.
 - Note: The SSS spell is one of the 5 “secret spells” you can learn in this game. Sorcery! 4’s ending should register that you have learnt this spell as long as you cast it at least once.

First beacon activation:

- Travel to reach the tower just north of Fishtail Rock.
 - Alternative actions: You may take on the Whirlpool encounter while on the way to the tower, which is to rescue the boy messenger from it and get some clues. However, for now it is advised to move on and not follow the noise - A 2nd Whirlpool encounter will ensure you bump into a hooded figure who **steals from you**. You will have another opportunity to take on the 1st Whirlpool encounter if you are still travelling around this area.
- Go up the tower, activate the beacon, adjust beam to South-west at Elthera's Cave.

Punctured Ground (Present, daytime):

- Cast SUS/GOB with **Goblin's tooth**/FOF to get a **Giant's Tooth** without injuring yourself. If you don't have a Sun Jewel you will get that instead of a Giant's Tooth.

Second encounter with Elthera (Past, anytime):

- Take on a path that avoids the boy thief.

- Travel South-west to Elthera's Cave, encounter and talk to an aged version of Elthera, learn that **DOC is a counterspell for HOT**, obtain Stone Dust.
 - Note: If you enter the cave without meeting Elthera at the tree, she will claim she knew who you are but on closer look she would said she was mistaken.
- Go to the back of Elthera's Cave, cast SUN to read the glyphs and obtain some clues for the next game. Leave her cave completely.
 - Note: If you have yet to possess a Rope Ladder, there is one at the back of Elthera's Cave, but in my own gameplay there is some bug preventing me from actually getting it.
 - Additional options: You can also cast ROK spell to prevent Elthera's Cave from collapsing in the future. When you return to the present time and re-visit her cave, you would be able to re-enter the back of the cave without problem. However, even if you don't cast ROK spell earlier on, you can still cast BIG to remove the rocks that covered the entrance to the back of her cave.

Readjust the first beacon:

- Travel back to the tower north of Fishtail Rock.
 - Note: You can just go by foot, or teleport. To get a teleport option, climb up further to the edge of cliff. Look across the plain to notice a blue crystal. Touch it to teleport. You can refrain from touching the blue crystal for a while to continue to look around to find and eat yellow moss.
- Re-adjust the beam to shine north to reveal a 2nd beacon, ensure that the edges of the beam barely touch the Snake Charmer's pit, Black Elves' Caravan, and Centaurs encounter (Left path after crossing the bridge). This gives you a chance of visiting both events from past and present without re-adjusting the beacons.

Elthera's Cave (Present, anytime):

- Travel South-west to re-visit Elthera's Cave
 - Note: As before, take on a path that avoids the boy thief. This is where you may want to do the 1st Whirlpool encounter.
- Cast ZIP to enter Elthera's Cave. Try to move the rocks blocking the back of Elthera's Cave but fail. You may **obtain an item**. Cast BIG to clear the rocks, wait to shrink back to normal size, enter the back of Elthera's Cave.
- You will find a shattered Crystal Orb (If you had cast ROK spell back when Elthera was still alive, it will be intact for your taking). Cast SUN twice to finish reading all the glyphs and symbols. Leave the back of the cave.
- Cast FAL for a safe jump out of the cave.

Upper Ishtara

Despair Snake (Present, night-time):

- If you sleep in exposed areas in this region, a Despair Snake will attack you. Kill it to get a **Snake-belly Key**, which unlocks the door to the 2nd beacon. Optional since you can open that door by magical means.

Activate and adjust the 2nd beacon (Past, anytime):

- Travel to the fissure with the broken bridge, cast ZIP to cross it.
- Travel to the tower, search bottom of the tower to get 1 dose of Blimberry juice and 1 Bottle of Bark of Essence, move up to the top of the tower and activate the beacon.
- Adjust beam to focus on the Reclining Statue (Ca-oth) at the far end.

Ca-oth (Past, daytime):

- Travel to the reclining statue, located north
- Look around, look at the statue, encounter a pregnant woman and talk to her
 - IMPORTANT NOTE: Ca-oth will be aware of any rewinding. Meaning if you rewind the Ca-oth encounter or make any mistake, you will permanently lose his blessing as described below. This is a deliberate game design foreshadowing the in-story explanation of the rewinding function.
- Ask about the statue to learn that is Ca-oth, God of the Peace
- Join her to make prayers to Ca-oth, God of the Peace
- Wait and close your eyes
- Talk to Ca-oth, he will tell you to kill the pregnant woman
- Draw your sword, sheath the blade, tell the woman that Ca-oth asks you to kill her, then tell Ca-oth that he's a lying God.
- Ca-oth will bless you, increasing maximum stamina by 1.

Svinn workers (Past, daytime):

- Go to the pit to find Svinn workmen building another Beacon.
- Talk to the Svinn and do not intervene in their work.
- Look around, steal Gourd of water, avoid the blue crystal, steal Hewing Axe.

Manata the Snake Charmer (Present, anytime):

- Go to the pit to encounter Manata the Snake Charmer
- Cast JIG spell and let Manata play his pipe
- Cast DUM spell to learn it counters JIG as a counterspell - The game will only register that you learnt the counterspell if you have previously heard of the concept of counterspells elsewhere.
- Talk to Manata and get him to attack you.
- Kill all his snakes, kill Manata, search his body to get 1 bottle of Holy Water

Buried Thief (Past, anytime):

- Go to the fields, north of the hut/Black Elves' Caravan
- Encounter a talking head on the ground. That's intended to be the skull you can pick up in the present. The skull had not much use beyond a completionist play.
- Talk to him, give him water/Blimberry juice.
 - Alternative actions: How about sadistic options?
 - Kill him with ZAP
 - Cast BIG and stomp on his head
 - Force him to drink poison and cut off his head after he's dead
 - Cast POP and put an explosive pebble into his mouth, and watch him shed a tear as his head gets blown off

- Offer to free him, cast BIG/SIX to either dig or pull him out. There do exist a sequence of actions where you can free him without giving him water/Blimberry juice.
- Search him to get **Pearl Ring**.
 - Alternative actions: If you are playing as a female Analander, the thief may offer to marry you. If you accept, he begins the ceremony by slipping the **Pearl Ring** on your finger... And then runs off. Uh, what?

Black Elves Caravan (Present, daytime):

- Approach the Caravan.
- Interact with the Black Elf leader, make yourself sound like you are no pauper.
- Talk to the Black Elves at the campfire and defeat one of them in 2 games of Swindlestones and win **16 gold**.
 - Note 1: Depending on your interactions with the Black Elves, if you make yourself look like you can afford it, the Black Elf's stake will be in the order of 10 gold on the 1st round, 6 gold on the 2nd round, and 4 gold on the 3rd round. However, you won't be able to collect the 4 gold if you defeat him on the 3rd round because he is a sore loser. So just 2 rounds is enough.
 - Note 2: These Black Elves are supporters of the Archmage. Avoid revealing the true purpose of your travels, including any queries about the Seven Serpents. If they know who you are, they will capture you when you try to leave. I suspect this capturing event will also be triggered if you reveal your true purpose during the Swindlestones game dialogue.
- Go to the Trader's Hut, tell Oolooh you are a traveller.
- Browse for books and scrolls.
- Spend **2 gold** to obtain the **scroll "Secrets of the Baklands: A Diary"**.
- Read it to learn about Dintainta of the Slopes, return the **scroll** to Oolooh so he will read it for you, ask what information is there other than what you already learned.
- Reply "That was not worth two Gold Pieces" (Prices should be lowered).
- Look at the Leather Tome to find out that it is a spellbook from Analand, don't ask about its price yet, open the Leather Tome to come across a page with ZOB spell, close the book without reading it (Price for the spellbook will not be jacked up).
- Spend **12 gold** to obtain **Spellbook** and thus knowledge of the **ZOB spell**. The ZOB spell is one of the 5 "secret spells". Buying this spellbook should be sufficient for Sorcery! 4's ending to register that you have learnt it.
- Browse for magical artefacts.
- Examine and look into the Crystal Orb, but do not buy it, so Oolooh will take out the Brass Pendulum.
- Get the **Pearl Ring** by either buying or causing a distraction and pocketing it.
 - Alternative actions: If you caused a distraction but chose to help stop his shelf from falling, the Pearl Ring's price falls from 15 gold to 10 gold instead.
- For weapons and armor, the chainmail shirt can't be bought if you use a saved game.
 - Additional options: If you can't/chosen not to worship Courga and had stolen a fistful of gems from his Temple, you can **sell the gems** here for **25 gold**. You can get another fistful of gems elsewhere in the Baklands.
- Cast YAZ and steal 2 items of your choice. I chose to steal the **Brass Pendulum** and the **Chainmail Shirt** (+2 attack).

- Note: If you pocketed the Pearl Ring, Ooloooh will realize it just before you leave the Trader's Hut - So the above step is necessary to prevent him from doing so. You can also cast GOD or NAP with similar effect.
- Slip out of the Trader's Hut immediately.
- Attempt to leave the Black Elves' Caravan only to be intercepted by Black Elves wanting to rob you. If you are not intercepted by robbers then it means you have either stayed away from the campfire, told the Black Elves a Goblin joke about the Skunkbear dung, or finished a meal including the gloister in their kitchen.
- Defeat 2 Black Elves and search their bodies to obtain 10 gold.
- Cast ZIP to escape, or cast ZAP to start a fire and escape during the chaos.

Butcher (Past, daytime):

- Encounter the butcher at east of the tower, south of the Black Elves' Caravan
- Talk to her and tell her that her meat in the cart is too expensive, cast YAZ, climb into her cart, steal 4 joints of raw meat and jump down.
 - Alternative actions: Or you can just buy from her, but its pretty expensive.
 - If you are roleplaying a complete dick, kill her and take 3 joints of raw meat.

Centaur (Present, daytime):

- Encounter 3 Baklands Horsemen on the path, west of the tower.
- Talk to the Baklands Horsemen and offer to cast a Luck spell on them, this ensures they will fight you even if they are patient enough for you to end all your enquiries. Ask about the Seven Serpents.
 - Note: If they are patient enough, they will demand you cast the Luck spell as agreed. You can actually cast a spell called LUK here. However, since they are going to fight you after the spellcast, you may as well cast DIM instead to make the 1st fight easier.
- Kill 2 of them. If you try to attack the last Horseman he will escape but drop 3 gold.
- Obtain Hefty Arrow.
- Search the bodies, obtain 4 gold, 1 quantity of sand, and 1 Sun Jewel.

Sorceress Dintainta (Present, anytime):

- Travel east and encounter a gnome-like creature, verbally identify her as the Sorceress Dintainta.
- Ask her questions about the Sleepless Ram and the Seven Serpents' weaknesses.
- She will eventually leave, but will stop momentarily to recall about giving you something, and you should be able to receive the Staff of Oak Sapling.

Mist the Dwarf (Present, daytime):

- Travel to the Rocky Foothills (West of the Moon Serpent's location) to encounter Mist the Dwarf.
- Talk to Mist and accept his food.
- Defeat Mist in 1 game of Swindlestones staking on rations, and obtain 1 ration.
 - Alternative actions: Reward his generosity by beating him into submission in a fist-fight and robbing him of his remaining 3 rations. This is one of the biggest dick moves you can make without murdering anyone.

Re-adjust the 2nd beacon (Past, anytime):

- Travel to the beacon.
- Adjust the beam to focus on Kariamamma, barely avoiding the stone bridge before it so that the beam switches between the Moon Serpent and Vancass encounters.

Renfren the Illusionist (Present):

- After the 2nd beacon, travel east to the Northern Slopes.
- Stop and listen to a screeching sound, and encounter what seems to be a Deathwraith. Cast **DIM spell to learn it counters KID**.
- Encounter Renfren the Illusionist, talk to Renfren and threaten him, take his **Chakram and Yellow Powder**.

Moon Serpent and Vancass:

- After Renfren, travel north to the Mountain Top twice for 2 different events:
 - When not under the beacon's light, encounter the Moon Serpent, cast SSS spell to get information from it, cast HOT spell and throw a fireball at the serpent, attack and kill it (**1st serpent**). Obtain **Crystal Orb**.
 - When under the beacon's light, encounter Vancass and approach the bridge. Cast various spells of your choice at him to learn their counters.
 - Note: I cast **TEL to learn YAZ as a counter**, used a **pebble** to cast **POP to learn WAL as a counter**, and cast **ZAP to learn ZEN as a counter**.

Kariamamma (Past, daytime):

- Walk down the mountain steps towards the village Kariamamma.
- During daytime, go to the fire and talk to the villagers, accept their food and pass it on, cook the **raw fish and meat** to obtain **6 rations**, look at the fire, obtain **2 quantities of sand** and avoid touching the pebbles.
 - Additional options: During daytime, you can visit the cook in Kariamamma. Give her the **Flayer's Scroll** so that she can make Nightshade soup. When you return to Kariamamma during night-time she will be giving Nightshade soup to the villagers, and will offer you some as well. Drink the Nightshade soup and you will be forced to sleep, which will **increase your maximum stamina by 1**.
- The villagers will ask you about a fight between a wolf and a goblin. Ask them about the tunnels and their location.
- Leave for the tunnels, you won't need to strike a light for what comes next.
- At the chamber deep within the tunnels, get closer to a glowing artefact and look at the ground.
- Obtain **1 quantity of sand**.
- Obtain what seems to be a galehorn
- Encounter some unidentified creature and retreat, you will be forced to drop the galehorn, attempt to reach out for it, which you will lose it and get trapped in the dark
- Strike a light, pick any **burning material**.
- Obtain **Yellow Feather**.
- Move onwards and obtain **Crystal Tooth**, **decrease maximum stamina by 2**.
- Exit the tunnels and into the forests.

Forest of Snatta / Klatta-Bak Steppes

Snattacats in Forest of Snatta #1 (Present):

- While moving around in the Forest of Snatta, check the surroundings cautiously so as to encounter Snattacats, kill one and force the rest to retreat, search the dead Snattacat to get **2 Snattacats' Teeth**.

Fight in the Klattaman Village (Present, night-time):

- Enter the village, get past the guards by casting KID and use the illusion of invisibility
- Go to the fire, greet the Klattamen and eat the roast meat they offered
- Talk to them further, a Klattaman champion will challenge you to a fight
- Win the fight and follow the painted Klattaman
- Greet him, **increase maximum stamina by 1**, thank him.
- Ask other Klattamen about the serpents to obtain clues.

Prisoner at Temple of Throff (Present, anytime):

- Go to behind the fallen temple, find a trapdoor, open the trapdoor and climb down through it to encounter the imprisoned priest.
- Search the space, if your stamina is 8 or below, you get **1 dose of Blimberry juice**, otherwise you get **1 pebble**.
- Cast FOF, smash his chains, when he rushes out for freedom, shout after him and follow, he should ask how he could repay you, reply that you don't need repayment to get a bit of healing. Ask a few questions.
 - Additional options: You can ask to convert into a follower of Throff. The goddess Throff makes it easier to navigate the swamps after making just a single prayer to her, but it would also mean missing out on the items you can get when sinking into the swamp. Courga on overall is still better.
- Go into the temple, push down a pillar to see the temple crumble down, trust your forcefield and work your way out of the rubble. The priest will be free of his duties and ran off to drink and gamble.
- Search the rubble to obtain **2 pebbles**.

Trio of Klattamen Raiders (Present, night-time):

- Sleep in any unsecured area in the Klatta-Bak Steppes
- Encounter 3 Klattamen, cast KID to create the illusion of a Rock Demon, they will give you everything they own and creep away.
- Obtain **2 gold, 1 quantity of sand, and Jewel of Gold**. There is a bug where the narrative assumed you killed them, but whatever.

Well next to Temple of Throff (Present, daytime):

- Go to the well next to the temple, lower the bucket all the way to the end of rope.
- Climb down the well, but change your mind, and use the Rope Ladder instead.
- Dig out the gems using the Analand Sword, which blunts it.
- Raise up the bucket and obtain a **Fistful of Gems**.
 - Rationale: This Fistful of Gems can act as a substitute for 600 gold to

purchase a specific item in the final game.

- Alternative option: You can also cast SUN, put the **Sun Jewel** into the bucket, lower the bucket all the way to the bottom, cast POP and use an exploding **pebble** on the crystals, bring up the bucket to get back your **Sun Jewel** along with a **Fistful of Gems**. You don't have to blunt any weapon for this option.

The Priest's Pole (Present, daytime):

- Before visiting the priest, fill up your water gourd at the forest pool.
- Travel to the pole, hear singing at the top of the pole, talk to the priest and tell him you want to learn more from him.
- Obtain **Jewel-Studded Medallion**.
- **Cast HUF to learn that NIF counters it.**
- Cast ZEN and float up to the top of the pole.
- Return the **Jewel-Studded Medallion** and offer the priest some **water**, where he will change it into **1 measure of Holy Water** for you.
- Talk to the priest. A gigantic bird will arrive and kill the priest.
- Obtain **Jewel-studded Medallion**.
- Cast ZEN and return to the ground.
 - Alternative actions: Or attempt to jump off pole only to have the gigantic bird return to take you away - Directly dropping you for the Fire Serpent encounter.

Fire Serpent (Present):

- The Fire Serpent is definitely located at north of the Priest's Pole, between the Stranglebush and the foraging spot south of the broken bridge.
- If you walked here from the south, you may have to get past the Stranglebush encounter with a Hewing Axe.
- See a red snake slide across your path.
- Follow, watch it crawl up a tree, hang back and wait until it becomes the Fire Serpent.
- Cast SSS spell and get information from it.
- Climb the tree to attack, drop **sand** on the serpent, drop down the tree, attack and kill it (**2nd serpent**).
- Move on, **completely avoid** the foraging spot on the north if you still have a Yellow Feather - Meaning if you see any option to forage, rewind to previous place to go elsewhere. If you head south, you may have to get past the Stranglebush encounter with a Hewing Axe if you have not done so already.

Craftsman in the Klattaman Village (Present, anytime):

- Enter the village, enter the large hut where the Klattaman Craftsman is working.
- Greet him, examine his workbench, let him look through your pack, and wait for him to offer you either a **Long Sword** (If you only have your original sword) or a **compass**.
- Continue to observe his work and snatch one of the pieces, he will attack you. Ask him to release you, then cast GAK/NAP/GOD to get him to do so.
- Get either a **Jewel-Studded Medallion** or a **Whistle** if the Jewel-Studded Medallion is already in your possession.

Activating Forest Pool beacon (Present, anytime):

- Travel to the forest pool, cast ZIP/ZEN to reach the tower, activate the beacon.
 - Note: You can officially learn about the [SSS spell](#) here.
- Adjust beam to focus on the tower at the Klatta-Bak Steppes, with the edge of the light switching between the past and present of the Stone Circles so you can tackle both the Time Serpent and the TUF spell events without additional beam adjustment.
- Go down the tower, cast ZEN to return back to the forest.
 - Additional options: You have the option of filling up an empty water gourd and foraging. For the foraging itself, take the nuts to serve as [1 ration](#) and avoid the mushrooms. Alternatively, you can skip this option for now, later on you can bring Aliizi with you to this spot where she can help you with the foraging and also tell you the same thing about the mushrooms.

Flanker (Present, daytime):

- Go to the broken bridge, climb up the pillar (Putting down the [old sword and the Legendary Sword](#)).
- Encounter Flanker, talk to him, climb down the pillar, notice that only your [old sword](#) is around. You did not know this at that point in time, but Aliizi stole your Legendary Sword.

Marsh Goblins in the swamp (Past, anytime):

- NOTE: This event can only occur if you did **not** kill the Serpent of Time yet.
- This would be the first event in the swamp area. You need to move the Anlander avatar twice to a swamp area to trigger this encounter.
- You have two options: Either cast RAP and convince the Marsh Goblins to hand over the [Goblin message](#), or attack and kill 2 of them, search their bodies to get [Goblin Message, 2 Goblins' teeth, and 7 gold](#).

Unbury and resurrecting a corpse (Present, daytime):

- Go to south of the Forest of Snatta, near the Klatta-Bak Steppes beacon and Stone Circle.
- You will notice something white on the ground, keep digging to reveal a corpse. Costly in terms of in-game time and stamina.
- The corpse will have a [Whistle](#).
- Keep digging to reveal a pool of [Holy Water](#) which you can collect if you have an empty water gourd. The Holy Water will automatically resurrect the corpse who will walk off - No, you do not need to cast RES for that to occur.

Serpent of Time (Present, anytime):

- NOTE: If you want to take on the Marsh Goblin encounter and you intend to kill the Serpent of Time on spot, avoid this event completely until you finish the Marsh Goblin encounter.
- Go to the Stone Circle in the Klatta-Bak Steppes.
- Encounter the Seven Spirits, talk to them and cast MAG.
- Repeat the chant they gave you and they will eventually disappear.

- Look up to the sky to encounter the Serpent of Time.
- Cast FIX to stop it, kill it with your sword (3rd serpent), and leave.
 - Note: If it is night-time, you may chose to return to the Stone Circle of the past to trigger the event necessary for casting the TUF spell.

Activating Klatta-Bak Steppes beacon (Past, anytime):

- Enter the tower at the Klatta-Bak Steppes, search the bottom to get 3 gold.
- Activate the beacon, adjust the beam to barely cover the left-part of Tinpang's shore, such that it allows you to switch between past and present events at the shore.
 - Note: For the convenience of travelling, you can now touch the blue crystal to teleport between this beacon and the beacon next to the Forest Pool.

Fenestra's Hut (Present, daytime):

- Open the door in the hut, try to announce yourself, cast NAP to learn GOD as a counter, encounter Fenestra.
- Either tell her you seek the Crown of Kings, or that you want to destroy the Seven Serpents.
- Tell her that you would help kill the Water Serpent for her to receive a flask of oil.
- Ask about the Serpents' weaknesses, followed by asking about counterspells, cast FOF to learn MUD as a counter, stay put, cast NIF to learn HUF as a counter.
- Stay on to learn that Fenestra has trapped the Sun Serpent inside an orb, cast SSS to get information from it, take the Sun Serpent Orb with you and promise Fenestra to destroy it (4th serpent).
 - Alternative actions: Destroy the Sun Serpent Orb in her hut to release the Sun Serpent. It will kill Fenestra before turning its attention on you. There are better, smarter ways to get rid of the Sun Serpent Orb unless you are roleplaying a sociopathic completionist bent on adding Fenestra's remaining possessions to your own.

Find Aliizi's Hut (Present, daytime):

- Aliizi's hut is located south-east of Fenestra's hut.
- Clear the branches to discover a hut, enter the hut to regain the Legendary Sword, search to obtain 1 measure of Holy Water.

Snattacats in Forest of Snatta #2 (Present):

- Another Snattacat encounter just south of Aliizi's Hut.
- Find a fallen ancient tree across the path, investigate a sound, do not act but watch (Invisible creature moving).
- Cast HUF to reveal its outline, kill it and search the body to get 2 Snattacats' Teeth.
 - Note: If Aliizi is with you, this encounter might play out somewhat differently. She would help you to avoid the Snattacat, and would be upset if you chose to kill it anyway.

Learning and casting TUF spell twice (Past):

- Go to the Stone Circle during night-time, stand at the center, look up to learn the TUF spell.

- Go to the Stone Circle during daytime and cast TUF, hold on to the **Yellow Feather**, it will burn off and your **maximum stamina will be increased by 4**.
- At the south of the broken bridge, on the left path you are given the option to forage. Note that you have **only one** opportunity to forage on the same spot so make sure you do not have the Yellow Feather with you.
- Chose the trees and search the nest to obtain **Yellow Feather** and **1 ration**.
- An invisible Snattacat will drag you through the forest, cast NIF to force it away.
- You can return to the Stone Circle during daytime to cast TUF again to **increase your maximum stamina by another 4 points**. The **Yellow Feather** will disappear again.
 - Note: In my own gameplay, the two-time casting of TUF was done concurrently with sinking in the swamp and meeting Aliizi encounters (Described below).

Sinking in the swamp #1 (Past, anytime):

- After the encounter with the Marsh Goblins, you will face trouble navigating. Each time you navigate in the swamp, you need to cast BIG/HOW to avoid sinking too deep in and losing your items.
- 1st time after you cast BIG/HOW will not yield anything.
- 2nd time after you cast BIG/HOW, you will come across a hand sticking upwards from the mud.
 - Option 1: You can open its hand to obtain **8 gold**.
 - Option 2: If you chose not to open its hand and you had cast BIG prior, you can pull the corpse out of the mud and search its body to obtain something else. I got either a **Jewel of Gold** or **Borrinskin Boots** in my playthroughs.

Sinking in the swamp #2 (Past, anytime):

- After you have triggered the swamp event where you encountered the corpse in the mud, you can continue to navigate in the swamp, just continue to cast BIG/HOW to avoid sinking further.
- 1st time after you cast BIG/HOW will not yield anything.
- 2nd time after you cast BIG/HOW, you will stumble across some item lying around. I obtained either a **Jewel of Gold** or **Broadsword** in my playthroughs.

Meet Aliizi (Present, night-time):

- Sleep in Aliizi's hut, wake up to encounter Aliizi for the first time, eat the food she offered, talk to her, ask her to accompany you on your journey. Be friendly and talk to her during your journey. When travelling together, **avoid** the beacons' light and winds of time.
- Travel south (Avoiding Fenestra's Hut), Aliizi will eventually disappear.
 - Rationale: Aliizi could re-appear in the final game. She provides another way to finish the game, therefore giving you more ending possibilities.
 - Note: I am not sure of the exact events to trigger Aliizi's re-appearance in the final game. But the above-mentioned actions consistently triggered that.

Use the Forest Pool beacon to reveal the bridge for crossing (Present and Past, anytime):

- Go to the beacon next to the forest pool, precisely adjust the beam to the north-west

such that the entire bridge appears.

- Travel north-west to the foot of the bridge where you had previously climbed up and met Flanker.
- Climb up and start crossing the bridge to Tinpang.
- You don't need to give the beggar any gold since he won't give you anything for it and he will just throw the gold away. Not giving him any gold will make him rush you, so just step aside and let him fall off the bridge. Not your fault!

Tinpang

Earth Serpent (Present, anytime):

- After crossing the bridge and past the ferryman's hut, search the fissure for the Earth Serpent. If no such option is available, rest near the fissure to trigger the encounter.
- The hidden Earth Serpent starts attacking, you will fall into a pit, cast ZEN to escape.
- You will eventually find a snake wrapped around your leg, try to get kill it but it will reveal itself to be the Earth Serpent.
- Cast SSS to get information from it, cast HUF to lift the Earth Serpent into the air, kill it ([5th serpent](#)), gather 2 handfuls of [Stone Dust](#).
 - Additional options: Return to this spot in the past, an elvin named Kasheesh can be found sleeping under a pile of rocks. You can try to steal his purse before he wakes up. This encounter is discouraged since it displeased Courga and reportedly Kasheesh is a spy for the Archmage.

Roachpig encounter (Present, night-time):

- Continue up the ancient road, encounter a Roach Pig at **night-time in the present**, cast ZAP to kill it, cut away some of the meat to obtain [2 rations](#).
 - Alternative actions: If you are bored cast YAP to communicate with it.

Ruins of Tinpang (Present, anytime):

- Enter the ruined city, avoid the green moss (It doesn't heal you)
- Explore the lower ruins, keep looking around, and eventually get the opportunity to cast a spell, so cast HOT to reveal something shiny in the crack of a stone. Dig out to obtain [Jewel of Gold](#).
- Explore and search the upper ruins, obtain [3 Snattacats' Teeth](#).
- Continue searching to find a sleeping giant buried underneath rubble
- Draw your sword, continue watching it, observe more closely to realize the giant is actually just a man casting BIG, stop his arms from doing that, and wake him up.
- Talk to him, eventually he will time-travel back to Tinpang of the past, if you step into the light with him you will briefly be in the past as well.

Activating Tinpang beacon (Present, anytime):

- Enter the tower near the ruins, activate the beacon.
- Re-adjust the beam to focus on either the ancient road to Tinpang or the ruins of Tinpang, depending on where you want to explore.
 - Note: Travelling on the past's ancient road to Tinpang will have an encounter with a little girl. That could be Aliizi's younger self.

- Leave the tower.

Shores of Ilklala (Past and Present):

- Go to the shore **in the present**, walk around, collect **1 quantity of sand**.
- Leave and return to the shore during the **night-time in the past**, look through the rubbish piles to obtain **1 gold**, look across the water, look at the stars, learn that **LAW and MAG counter each other**, **FIX and HOW counter each other**, and **SUS and GAK counter each other**.
- A fish monster will burst out of the water, cast ZAP to kill it, cut away some of the fish meat to get **2 rations**.

Firefox encounter (Present, night-time):

- Sleep in an exposed area, wake up to encounter a Firefox
- Kill the Firefox, search its body, attempt to extract its fangs, the first tooth will crack and burst into fire while the remaining **3 Firefox fangs** can be extracted successfully.

Tinpang's factory and dentist (Past, daytime):

- Approach the smoking building (factory), listen or attempt to go in, only to be intercepted by a boy, tell him truthfully that you are not supposed to be inside
- Attempt to get past him a couple of times, but the boy will evade/overpower you each time with super-speed.
- Specifically ask him how does he do that, he will give you **2 vials of Yellow Powder**.
 - Alternative actions: You can lie from the start that you are a sorcerer and he will let you enter the building. You can explore the factory but at best you may only obtain **1 vial of Yellow Powder**.
- Travel to the high city, enter the Dentist's building
- Talk to the Dentist and sell him **3 Apes' Teeth** for **60 gold**. You can also choose to sell the **Crystal Tooth**, remember to haggle for a higher price until you can sell him for **25 gold**. You can use the beacons to teleport you back to Lower Ishtara to encounter the Rock Demon at the mountains to get another Crystal Tooth.

Preparing to cross the lake (Present, daytime):

- Go to the shores.
- Blow the whistle and wait.
- Ferryman will show up, tell him you want to cross the lake, and he will ask you for 4 gold. Tell him that it is too much, cast GOD to get him to row you across for free.

Lake Ilklala

First Island in Lake Ilklala (Present):

- Go to the first island.
- Explore the island, hear a voice and approach it.
- Encounter the Sightmaster Sergeant, talk to him to find out what happened to him.
- Return back to the shore and call for the ferryman.

Serpents of Air and Water (Present):

- As you travel, the ferryman will eventually reveal himself to be the Serpent of Air. Cast SSS to get information from it, cast HUF to kill it (6th serpent).
- Move around the lake, keep avoiding those bubbles (Except for the first encounter of the bubbles where you can sniff the bubbles just once to regain some stamina) until the Water Serpent shows up.
- Cast SSS to get information from it, throw either the Monarch Oil or flask of oil into its mouth to kill it (7th and last serpent)
 - Additional options: Throw the Sun Serpent Orb to kill the Water Serpent, and fight a weakened Sun Serpent in its place. This is the best option if you don't want to carry the Sun Serpent Orb over to the next game.
 - Other options include throwing an apple into its mouth... Really?

Flying Fish (Present):

- Keep moving around the lake to activate the Flying Fish encounter, cast FIX to weaken them, defeat them and obtain 2 raw fish.

Second Island in Lake Ilklala (Present, daytime):

- Go to the second island (middle of the lake).
- Explore the island, find an idol of Yb'ran.
 - Option 1: Leave it alone.
 - Option 2: Clean the idol and pray to it, reply "I do" to all questions that Yb'ran asked. Convert to worshipping Yb'ran.
 - Note 1: By using the beacons, you will receive the ZED curse in the final game. Yb'ran is the only god that offer to remove the curse at the end of the game. There is another way to remove the curse and a couple more ways to avoid the curse altogether, but with Yb'ran you get more freedom to explore Mampang.
 - Note 2: Yb'ran as your god will have its downsides too. He only heals for 2 stamina per healing prayer.
 - Additional options: After converting to Yb'ran, you might want to shine a beacon's light using the tower from the third island onto the second island. There will be a witch-doctor from the past making some potions. Help her choose the right ingredients (Beetles) and drink the potion for some healing.

Third Island in Lake Ilklala (Present, daytime):

- Go to the third island (With a beacon).
- Explore the island to find a tree, get 1 quantity of beewax, avoid taking the honeycomb (In my version of the game, there is a bug where the honeycomb doesn't add to my overall ration count).

Towards High Xamen:

- Go to the shore, if the boat is unable to, cast ZEN to do so.
- Walk on the road to High Xamen.
- Obtain Assassin's Sword as a gift from Flanker.
- Encounter a man revealing the twist ending to you: The beacons are harming the lands, making you partly responsible for this mess.

- Note 1: If you completed the NBAS challenge, the man will walk past and ignore you instead.
- Note 2: The time when the game ends will carry over to the next game. Try to ensure that this game ends in a morning or afternoon, because at the start of the next game, an option to forage will only occur during the day. Not necessary, but it helps.

Results

My own playthrough ended with the following:

- **Stamina:** 28
- **Treasures:** 297 Gold Pieces, Badge of the Seventh Noble, Serpent Ring, Fistful of Gems, Assorted Ancient Coins.
- **Weapons:** Sword, Armband (+1 attack), Chainmail Shirt (+2 attack), Legendary Sword, Assassin's Sword (+4 attack), Bow and Silver Arrows, Silver Sword, Hefty Arrow, Hewing Axe, Chakram, Silver Chain, Chainmail Gauntlet (+1 attack).
- **Rations:** 17 meals, 8 joints of meat, 2 cooked fish, 2 raw fish, Bomba fruit, Handful of berries, 2 apples, Water Gourd
- **Magical items:** A duplicate spellbook, Crystal Tooth, 8 quantities of beeswax, Cloth Skullcap, 6 quantities of sand, Vial of Glue, Nose Plugs, 13 pebbles, 11 doses of Blimberry juice, Bamboo Flute, 6 Goblins' Teeth, 1 Giant's Tooth, Black Facemask, Green-haired Wig, Bracelet of Bone, 4 Sun Jewels, Gold-backed Mirror, Orb of Crystal, 3 measures of Holy Water, Ring of Green Metal, Pearl Ring, Jewel-Studded Medallion, Brass Pendulum, Staff of Oak Sapling, Galehorn, 3 vials of Yellow Powder, 3 handfuls of Stone Dust, 4 Jewels of Gold.
- **Keys:** Khare gate key, Copper key, Silver key, Glandragor's note
- **Other items:** The Sun Serpent Orb, Message from Analand, Whistle, Monarch Oil, Goblin Message, A Set of Dice, Locket, Compass, Snake-bite Antidote, Burnt Wooden Mask (Charcoal), Tinderbox, Fire of Danger, Two Halves of a Note, Scroll, Sketch of the First Noble, Sketch of the Fifth Noble, Potion of Mystery, Sketch of the Seventh Noble, Rope Ladder, 3 Firefox Fangs, 2 Bottles of Bark Essence, Poison, 9 Snattacats' Teeth.
- **God:** Yb'ran

Reflection

All the original Sorcery! gamebooks lacked plot, particularly so for Sorcery! 3 such that Inkle had to come up with many original events to accompany a significantly revised story. Inkle also introduced the game mechanics of time travel, day and night events to the series. Although the game is almost infinitely replayable, the interactive fiction aspect suffered as a result. The Baklands offered a huge area for exploration in terms of events and characters, but provided little incentive beyond collecting items. Repeatedly travelling back and forth, manipulating the present, past, day and night events only to get the same essential clue (most of the time you will learn that the Baklands were populated with people 1000 years ago before they start disappearing mysteriously) gets tiresome quickly and reduces this into

an item-hunting quest not unlike old Fighting Fantasy gamebooks. Compare this to the Sorcery! 2, where you take a more linear approach in picking up clues and piecing them together to understand the full story. At many times simplicity can be good. However, Sorcery! 3 had a great twist ending which makes it the most impactful out of the 4 games. In conclusion, Sorcery! 3 greatly improves the gameplay and ending as compared to the other Sorcery! Games, but sacrificed the overall story exploration aspect.

Sorcery! 4 - The Crown of Kings

Objective

Cover a list of key events available in the game and the recommended actions to take. A true step-by-step walkthrough will not be provided.

Assumption

Continuing from the saved game of a playthrough as recapped in Sorcery! 3 Walkthrough.

New Mechanics

In the Crown of Kings, once you entered the Mampang Outer Yards and beyond, you will no longer be allowed to rewind your actions, unless you rewind back to outside of Mampang. However there is still some mercy...

Throben's Curse

- The Throben's Curse replaces the rewind functionality. Story-wise, Throben gave his life to seal the final Throben door, and is cursed with a groundhog day form of immortality. He will pass this curse onto you, which enables you to cast ZED.
- The main differences from the old rewinding mechanics are as follows:

Throben's Curse	Plain Old Rewinding
Cast ZED spell only when you die.	Rewind your entire progress anytime.
ZED spell brings you back to the exact time/place where you received the curse.	Rewind your entire progress back to any time/place of your choice.
You retain all the possessions, clues, and knowledge you had at the point of your death, with the exception of your physical status which will return to that of the exact time when you received the curse.	Your entire progress will be reset back to that time/place you rewinded back to.
You lose 1 point of maximum stamina each time you cast ZED.	No penalty for rewinding.

- After casting ZED, when you re-attempt a previous event the narration and choice of

actions given to you may not be the same, due to your character having registered his/her past experience.

- There are numerous events dependent on another's completion to occur. If you were to receive the Throben's Curse, complete the 1st event, get killed and cast ZED before attempting the dependent 2nd event, you will fail in triggering that 2nd event.
- **Advice 1:** Examples of dependent events which you should not cast ZED in-between their multiple encounters are:
 - Ranni's multiple encounters
 - Aliizi's multiple encounters
- **Advice 2:** For beneficial events you do not mind repeating (e.g.: getting treasure from the vaults, bulk purchase of dried meat rations from the tavern, etc etc), only attempt these events **after** you receive the Throben's curse. Read the walkthrough to know which events can be repeated.
- Refer to "Throben encounter" for details on encountering/avoiding Throben. Also refer to "Showdown at Archmage's Room" for a glitch that re-enables rewinding.

Walkthrough

For this game, I will **NOT** do a step-by-step guide where I aim to maximize the items and event encounters you can get. I cannot and will not document every single possibility. Main reason being that Mampang is so huge that even a 40 page walkthrough can't cover it all. What I can do is list down the dangerous, useful or interesting events and the key steps you need to take for a desirable outcome. I will not cover events which are useless or trivial, such as that of Farren Whyde.

Travelling to Mampang

Spikehawk:

- Walk up the hill, encounter a Spikehawk which you can choose to kill. If it is daytime and you have killed the Spikehawk, you can forage and take **2 eggs** as rations.

Dead Hoofborn:

- There are a total of 3 caves after travelling up the hill. One of them had a Skunkbear, another had a Jib-Jib. Both encounters are apparently pointless and can be skipped. The third cave which had hoofprints leading into it is more important.
- Go into the cave to see a still figure - It's a dead Hoofborn that died of the contagious disease Trembling Sickness, which you will catch if you chose to sleep in that cave.
- Cast HOT to burn the corpse (It is the Hoofborn's preferred way of dealing with diseased corpses) and move on.

Rocky Plateau:

- Sleep here and wake up. You will see a message about [Colletus and the Whispering Bridge](#). This event can be skipped if you already had that clue in the previous game.

Hoofborn encounter:

- A pair of Hoofborn people will intercept and question your purpose in their territory. A hint that you may want to consider - The Hoofborn hates the Archmage.

- Option 1: You can chase them away by talking like a jerk and responding to their attacks with some destructive magic.
- Option 2: Tell them you are just another normal person going to Mampang and you meant them no harm, and they will leave you alone.
- Option 3: Tell them about the dead Hoofborn you saw in that cave, and freely reveal your true purpose of coming to Mampang. They will welcome you to their secret village. Accept their invitation.
- Option 3 details and recommended actions:
 - Meet Sh'hourri the leader of the Hoofborn, do not cast any spells since they find that offensive. Do mimic their way of greeting if the option is available to you. Tell Sh'hourri that you burned the dead Hoofborn. If you didn't do that and spent a night in that cave, Sh'hourri will instead reveal that you had the Trembling Sickness disease and force you to leave.
 - Go to the fire at the center of their village and accept the meal they share with you, and you can also roast any uncooked rations you still have with you. You can talk to the Hoofborn and tell them about your adventures so far.
 - Go to the Lookout Point to talk to the Hoofborn for some background story.
 - Go to Sh'hourri's hut and talk to her, be polite and be sensitive to her feelings. At the end of the conversation she will tell you to kill the Archmage.
 - Go to the Trading Post **after** visiting Sh'hourri's hut, spend **8 gold** to get **Potion of Firewater**. Take a look at the Blessed Hardwood Spear and ask for its price. Do not buy it.
 - Leave their village, if you are in Sh'hourri's good graces she will give you the **Blessed Hardwood Spear** for free, requesting you to kill the Archmage.

Colletus and the Whispering Bridge:

- Go to the bridge, you will start hearing voices demoralizing you, call out for Colletus immediately, wait for him to appear.
- Talk to Colletus and offer to either help him or cleanse Mampang of evil, he will eventually ask you what makes you so confident.
- If you worship Yb'ran, reply to Colletus that you rely on your god. Otherwise, reply him that you rely on yourself. In these two cases, he will stop demoralizing you and give you one dose of **Blimberry juice**.
- Cross the bridge.

Go to the bottom of the ravine:

- If you overcome the Colletus encounter and crossed the bridge, you can still retrace your step to the side of the ravine where you came from, and go to the bottom.
 - Option 1: Use your **rope ladder** to go down to the bottom of the ravine, but while you are climbing down you will encounter a Goblin wearing a blonde wig who will take your rope ladder. There is no way to prevent the Goblin from taking it away.
 - Option 2: Use the apparently tight rope that was connected to the other side of the ravine to swing across to the other side. It will reveal itself to be some snake that can hurt you, let go before it does and cast FAL to land safely on the bottom of the ravine.

Narrow Ravine under the Whispering Bridge:

- At the bottom of the ravine, travel east to the narrow ravine.
- Look around and explore, you will learn about the **SOB spell**, which requires you to use a Snattacat's tooth. The SOB spell doesn't see much practical use, just that it is one of the 5 "secret spells" you can learn by casting it at least once.
- Cast SOB, using up a **Snattacat's tooth** if you want to further learn that **SOB is the counterspell for ZOB**.

Libra encounter:

- NOTE: This encounter is somewhat like the Ca-oth encounter. After the encounter, do **NOT** rewind past it because it will not happen again. As long as this event still "exists" in your timeline, you can get a single rewind point somewhere in Mampang.
- At some point in time you will suddenly feel dizzy or nauseous (Do **NOT** rewind on the spot immediately), and you will immediately teleport back to the Kakhabad sea, faraway from your quest.
- Libra will appear and reveal she was the one behind your rewinding ability. Seems like a fun way of putting across a fourth-wall reference... Until you realize that Libra had no power in Mampang.
- You will teleport back to where you last left off.

Flanker encounter:

- NOTE: This will trigger the subsequent romance events if the player chooses so.
- Flanker should appear on your 1st sleep attempt while on your way to Mampang.
 - Specific steps to trigger romance event: Make space for him, tell him that you are glad of his company, ask him about whether is there anyone waiting for him back home. You will know the romance event is triggered when the only option "Sleep, together" appears.
 - If you do not want to romance Flanker: You will know the romance event is not triggered when the final and only option "Sleep" appears. Or simply just skip this event.

Ruined Tower:

- On the right of the first bridge connecting the chasm lies a ruined tower.
- Encounter a troll, kill it, search it to obtain **1 goblin's tooth**.
- Explore the ruined tower, walk up the stairs to the top to find that it is intact...?
- You will find someone at the top, talk to him to learn that the Archmage is channeling time from the Baklands to his room to keep himself immortal.
- Destroy the beacon upon which you will return back to the ruined tower.
- You may search the bottom of the ruined tower and choose to wear a **Monk's habit as a disguise**, which you will later realize that it is infested with fleas (Doesn't seem to affect gameplay in the least).
 - NOTE: You can only hold on to one disguise at a time. If you find and change to another disguise, you need to discard the previous.

Ruined Tavern:

- Cast SIX and together with all of your clones, pull the door open.
- Enter the cellar, find a tree with apples growing. Pick one to obtain 1 ration. Leave the cellar by casting ZIP or ZEN.
- Enter the large room and search under the beds to find a **Potion of Firewater**.
- Enter the private room to find out there are ghosts haunting this ruined tavern.
- Talk to the ghost girl and Fildrick, another ghost, you will learn that the ghost girl wants to be freed but Fildrick doesn't allow that and seems to be unable to explain why. The ghost girl will direct you to a scroll that contains a spell that can free her.
 - Option 1: Cast the spell. The ghost girl will be freed and leave the Ruined Tavern as a Deathwraith which you may encounter later on if you sleep near the fissure at Argbad Crater.
 - Option 2: Refuse to cast the spell. She will become a Deathwraith and attack you on the spot. You should be able to kill her with a silver weapon without an actual fight. Regardless of which silver weapon you choose, the game appeared to have a bug where it will always remove the **silver arrows** from your inventory.
- The ghost girl will leave a **Blonde Wig** behind - It will be needed to cast TOP spell.
- You can talk to Fildrick afterwards. You may not be able to talk to him if this happens during the night - Most likely a bug.
- Leave the ruined tavern.

Nest on the Rocky Ledge:

- Just north of the first bridge connecting the chasm, there is a nest-like structure.
- Clamber inside the nest, search the nest to **get an item**. It will trigger an attack from a Birdman immediately.
- Cast KIN, stay and watch the fight. Turns out that they will not fight and the magical duplicate will depart with the words "Peace be with your mother". Speak the same words to the Birdman and he will identify you as the Analander. He is one of the Samaritans of Schinn, a birdman faction opposing the Archmage, and **asking after their mothers is a way to identify them**.
 - Alternative actions: For violent or destructive options, you can fight and kill the Birdman or set fire to the nest.

Guards' Hut at Argbad Crater:

- If the Archmage remained unaware of your arrival you will find two guards drunk and sleeping inside, where one of them is holding onto a cloth bundle.
 - Option 1: Murder one of the sleeping guards. Courga will immediately abandon you for this act. Attack and kill the remaining guard.
 - Option 2: Take the bundle away from one of the guards and check out what's inside (Turned out to be nothing worthwhile), this action will accidentally wake them up, forcing you to kill them to prevent them from alerting the other guards. Courga will not fault you for this act. This is indeed a smarter way to commit murder!
- Search their dead bodies to obtain 4 gold, and search the hut to obtain 2 doses of **Blimberry juice**.
- Alternatively, you can choose to slip away or completely avoid this encounter.

Fissure at Argbad Crater:

- Approach the fissure, you will hear voices in the vent.
- Cast RAP to listen to these ghosts.
- Talk to the ghosts. They are suffering under the Archmage's rule. They will ask whether you are the Analander, admit you are and that you wish to help them. They will give you 1 dose of Holy Water and a hint about entering the Archmage's tower.
 - Alternative actions: You can sleep next to the fissure, a Deathwraith will attack you. If you freed the ghost girl at the ruined tavern, she would be that Deathwraith. Avoid triggering the Deathwraith encounter if you want the Holy Water from the ghosts.

Old Building next to fissure at Argbad Crater:

- Enter the building, search the room, if its during the daytime you will find a hint about the Throben Doors, otherwise you need to strike a light to read it.
- You may choose to pray. It uses your prayer option to heal 5 stamina regardless of which god/spirit you worship.
- Mampang guards might approach the building when you exit. To avoid trouble, either hide where you will end up in the scrub, or cast YAZ where you are free to move on.

Scrub with Giant Bat in the tree:

- The scrub in the Argbad Crater lies south of the Old Building, and there is a tree with a Giant Bat in it. Back away to avoid trouble. Waking the Giant Bat up will alert the Archmage of your presence, and two Birdmen will immediately be sent after you.

Path from Argbad Crater to Mampang:

- If the Archmage is still not aware of your presence, the alertness of the guards in this area will be low and you should be able to reach Mampang without ambush - As long as you don't make any stupid moves while you are on your way.
- For your own amusement, you can alert the guards to your presence by casting ZAP and destroy some rockface. This will let the Archmage hear rumors of your presence. When you proceed nonchalantly, you will get shot by arrows.

Entering Mampang:

- Too many ways. I will just list the better options. This assumes the Archmage is not aware of your presence. Otherwise, you need to sneak in undetected. Note that after you entered Mampang, your rewind function will be disabled.
- Getting merchant disguise options:
 - Option 1: Hide in one of the merchant's carts, cast YOB with a Giant's Tooth, kill the merchant, get his clothes and 6 gold.
 - Option 2: Pick a fight with one of the merchants, rob him of his clothes.
 - Option 3: Threaten the guard at the main gate after you are denied entry. Look around, scare the horses, step back. If you are not in any disguise, you should find a merchant's cloak. However, you may no longer be allowed to enter through the main gate.
- Enter via Main Gate (Daytime only):

- Option 1: If you are not in disguise or give the wrong reason for entering Mampang, the guard will deny you entry unless you cast GOD.
- Option 2: If the guard believes you are a merchant, he may ask what are you selling, show him your collection of teeth and he will allow you to enter.
- Option 3: Hide in one of the merchant's carts, cast YAZ or NIF and therefore enter Mampang undetected.
- Option 4: If you have glue/beeswax as well as a beard collected from Sorcery! 3, wear the beard, pretend to be a merchant, praise your beard's style, and take off the beard when he exposed it as fake.
- Enter via Side Entrance (Anytime):
 - Option 1: Knock on the door and tell them you are a spy for the Archmage, answer their "test questions" correctly and enter.
 - Option 2: Knock on the door and threaten the guards with doom. They will capture you and bring you inside Mampang. Refer to "Captured by guards" event in the "Mampang Outer Yards" section.

Mampang Outer Yards

When you entered the Outer Yards, the next step is to enter the Inner City. There are a total of 3 ways to enter the Inner City: Through the old door in the guards' side-yard, the secret tunnel under Throg's Larder, or in a crate belonging to the tavern of the Inner City.

Captured by guards:

- NOTE: This event will ensure that you learn TOP, one of the 5 "secret spells".
- If you get captured by the guards for the first time, they will discuss what to do with you, and eventually decide to throw you over the wall. Be warned that if you get captured by them again, they will take no chances and kill you instantly.
- You can ask them to untie your hands - they will only do so if they don't know you are a sorcerer. Don't cast any spells while falling (You won't die).
- Search your surroundings for a [Blonde Wig](#). [Cast TOP](#) to return back to Mampang.

Encountering Majid (Daytime):

- During daytime, try to climb the crates at the guards' side-yard, a guard will stop you. Do not try to climb up further when he stops you, climb down. He will talk to you briefly before leaving you.
- Return at night, go to the fire set up at the guards' side-yard, talk to one of the guards who should introduce himself to you as Majid. He might secretly identify you as the Analander but he won't trigger the Archmage's awareness of your presence.

Dormitory in the Barracks:

- Daytime option: Search and notice a bundle of cloth. Check it out to find out that it is actually a guard sleeping, so knock him unconscious. Continue your search to find [5 gold and a guards' disguise](#).
- Night-time option: You cannot search the guards' dormitory during night-time. You can pick an empty bed and sleep in it. The next morning when you wake up, a captain will send you out, thinking you are just a lazy guard. You can try telling her

you are the Analander but the captain will dismiss this as a joke.

Guards' Latrine:

- Another ridiculous event. The latrine is located inside the barracks.
- To personally reach into the latrine and do a search, you need to wear Nose Plugs, otherwise you will not do it. Alternatively, a less disgusting option is to cast GOB using a **goblin's tooth**, order the goblin to search the latrine and clean the findings.
- The results of your search will be a **grimy key**, which is needed to open the old door in the Guards' side-yard, and that leads into the Inner City.

Sightmaster in the Barracks:

- Encounter a singing Sightmaster in his room. He is one of the rogue Sightmasters, but is filled with guilt for betraying his Sergeant, another Sightmaster whom you encountered at Lake Ilklala.
 - Option 1: Cast GOD. He will "happily admit" that he betrayed his Sergeant and asks for your forgiveness, answer either yes or no. The Sightmaster may also tell you about [a secret tunnel to the Inner City via Throg's Larder](#).
 - Option 2: Cast GAK, he will believe you are the Sightmaster Sergeant he betrayed, and will be too scared to help you out.
 - Option 3: Just talk to him. He will neither help nor hinder you.
- He is harmless and his knowledge of your presence will not alert the Archmage. Killing him will make Courga abandon you immediately.
- If you cast a spell over him, you may put him to go to sleep, search his surroundings to obtain a **Jewel of Gold**.

Throg (Daytime):

- NOTE: This encounter must be completed in order to enter Throg's Larder.
- Enter Throg's Kitchen.
- Option 1 - The violent approach:
 - Approach Throg, tell him you want food. Speak in a nonchalant manner that make him furious. If you walk away, he will call his goblin servants to attack you. Defend yourself instead of running away, only one goblin will fight you. You can also attack Throg immediately after his rant. After you killed either Throg or a goblin, the rest will leave you alone. There might be an option to take **2 rations** from their kitchen.
- Option 2 - The merchant approach:
 - Be in Merchant disguise.
 - Approach Throg, tell him you need food. Speak in a nonchalant manner that make him furious, excuse yourself, tell him you are just a merchant.
- Option 3 - The chef approach:
 - Instead of forcing quick bloodshed, you may choose to become his new chef. You will get an option to flirt with the female Goblin Filk (The original Throg's illustration is used for her, yucks), avoid letting her touch you and she will lose interest in you. Otherwise when your business is concluded in the kitchens she will be hovering around you lovestruck. During your stint as a chef, you get to sharpen a **knife**. In any case, if you succeeded pleasing Throg with your

cooking, he will praise you and give you free access to his larder.

- After following one of 3 options described above, no one will stop you from entering Throg's Larder.

Throg's Larder:

- To reach Throg's Larder, you must complete the Throg encounter.
- Don't worry about what the original book say. For the video game adaptation, food in Throg's Larder will not harm you. Search around and obtain 4 rations, 3 Giant's Teeth. If you heard from the Sightmaster in the barracks about a secret tunnel to the Inner City in the larder, you will be able to find a trapdoor to that tunnel. Refer to "Entering Mampang Inner City".
- If you had flirted with Filk, she may be hanging around talking to you until you leave.
- You may choose to enter the Inner City via this tunnel.

Damaged statues at the main courtyard (Daytime):

- The first area when you entered Mampang through the main gate.
- Check out the statues to get some clues about entering the Archmage's tower.
 - Touching DOC statue heals you, avoid touching HOT statue, and also check out the rest of the other statues (FAL, ROK, ZED).

Drinking Ale (Night-time):

- Find and open a crate of ale in the center of the main courtyard.
 - Option 1: To get drunk, drink from the crate three times, and the guards will believe you to be another drunkard. You will fall asleep afterwards.
 - Option 2: Avoid getting drunk by drinking less than three times. This crate is also a way to enter the Mampang Inner City...

Entering Mampang Inner City:

- As mentioned earlier, the three general ways to enter the Inner City are as listed.
- Old door in the guards' side-yard - three different options in itself:
 - Cast HOT twice/ZEN/ZOB with Crystal Tooth: The Archmage will gain some awareness of your presence.
 - Climb up the crates at night. Guards may not stop you, but you may get some sort of illness that reduces your attack strength by 2.
 - Use the key from guards' latrine to unlock the door. The guards will rush over... Look at them, they are not here to stop you but want to leave for the Inner City themselves. Let them go through the door, and join them.
- Secret tunnel in Throg's Larder:
 - Travel into the tunnels, see a grilled grate above with guards standing on top.
 - Chase the guards away with a KID spell, cast DOP to open the grate, cast ZEN to get out.
- Crate belonging to the tavern in Inner City:
 - During night-time, empty one of the crates at the center of the main courtyard. Remain hidden inside the crate, someone will come to seal the crate. Sleep and wake up to find yourself taken to the tavern.
 - Someone will unseal the crate and this is where you get out. You may take a

dropped **knife** for yourself.

Mampang Inner City

The Inner City allow you access to the Mampang residents' dwellings, shops, the College of Magic, and the Fortress itself.

Fields:

- The fields will be the first area of Mampang Inner City if you get past the old door at the guards' sideyard in the Mampang Outer Yards.

Fields - Beehive:

- Further away from the old door, on the right of the fields there will be a tree stump with a beehive hidden inside. If you break it open, oversized bees will attack you.
 - Note: To avoid meeting Throben immediately after exiting the fields, you need to break the stump open, continue moving within the fields and let the bees attack you until your stamina is reduced to 0. You will be rescued and brought into the dormitories of Temple of Effe to heal.

Fields - Farmer:

- Note: This event can be re-attempted after casting ZED.
- A sleeping farmer or at least his outline may be found in the fields near the ruins.
 - If you are chased by bees: The bees will move on from attacking you to attacking him instead. If you worship Courga, he will disapprove of this act. Avoid this area completely if you want to talk to the farmer later.
 - Otherwise: Wake the farmer up, talk to him. He may ask to play Swindlestones. Beat him in at least 1 round and he will give you **an apple**.

Fields - Spire:

- Note 1: This event can be re-attempted after casting ZED.
- Note 2: If you received the Throben curse before attempting this event, you can **increase your maximum stamina indefinitely**. Just pray at the shrine, get yourself killed, cast ZED, and return back to the shrine.
- Further west after the mutant farmer, there is a Spire. Two things can you do inside:
 - If it's night-time you can choose to sleep inside the spire and you will start dreaming. Focus your attention on some mysterious figure, approach and talk to it and it will give you some warning.
 - Pray at the shrine inside the spire. It will remove any god/spirit guide you worship, and **increase your maximum stamina by 4**. To keep your god/spirit guide, either ignore the shrine or destroy it.

Fields - Hidden chamber:

- Note: This event can be re-attempted after casting ZED.
- South of the mutant farmer encounter, nearer to the crumbled wall, are the ruins with useless weapons lying around. Search the grass to find a trapdoor that leads you to an underground chamber. Search the table to get **5 gold**. You will also notice some

papers scattered around, read them. Use the papers to strike a light in the darkness and gain a clue about the [Archmage's library](#). In retrospect, this is most likely Valiquesh's hideout.

Fields - Falling down from the ruins:

- At the other end of the crumbled wall, opposite where you found the underground chamber, you can explore the ruins, and feel a compulsion to climb down the cliff face and drop down. If you choose to drop down, a Goldcrest eagle will rescue you and bring you to the Western College of Magic, just outside of the DIM tower.

Throben encounter:

- Throben will catch you:
 - Outside of the entrance to the fields
 - Exiting the secret tunnel from Throg's Larder, or exiting Valignya's Treasury Room after wrecking the battle arena with the ZOB spell.
 - Exiting the Tavern
 - At the Western College of Magic, just outside of the DIM tower
 - At the statue, middle of the Inner City (Either linger there or 2nd visit)
- If he catches you, he will teleport you to Khare and give you some background about the ZED spell before bringing you back to where he caught you. He will pass the Throben curse to you. Two ways to remove the curse.
 - Empty the hourglass in the ZED tower of the Western College of Magic.
 - Your god is Yb'ran: Defeat the Archmage, climb up to the top of the fortress. Yb'ran will offer to remove the curse for you. However, Yb'ran will not act if you go down to meet Cartoum from there.
- 2 other ways to avoid the Throben curse altogether:
 - You used a saved game without usage of beacons in Sorcery! 3 (e.g.: NBAS). Throben will give you an option of whether to accept the curse or not.
 - Avoid getting caught by Throben in the first place. Enter the Mampang Inner City via the Temple of Effe (By getting stung to near-death by bees), and avoid all the above listed spots where Throben can catch you. This means there will be areas which you cannot visit without getting caught by him.

Entrance to the Western College of Magic:

- Climb over, you can gather [enough sand for 2 uses](#) at the entrance.

Trio of guards and the Warehouse (Daytime):

- Note: This event can be re-attempted after casting ZED.
- Two guards and a captain can be seen patrolling on the Alleys of West Mampang, between the Western College of Magic and the marketplace. Their reaction to your presence depends on your actions and your disguise.
 - Wearing a guard's or captain's disguise: They won't bother you.
 - Wearing any other disguise: They will chase after you if you turn back after encountering them. They will ignore you if you walk as per normal.
 - Not wearing a disguise at all: They will chase after you.
- If the trio chase after you: The Captain may initially cast ZAP if you did not hide

quickly enough. [Cast ZEN to counter that spell](#). Hide inside the warehouse. Try to slip past the guards, cause a distraction, run out to fight and kill the Captain (Optional: You can [cast LAW to counter her MAG](#)). You can obtain a [Long Sword \(+2 attack\)](#), a dose of [Blimberry juice](#) and the [Captain's disguise](#) after killing her.

- Later on, you may return to the warehouse and search to [get an item](#). One-time only, where casting ZED does not reset this.

First encounter with Ranni:

- Note: This event can be re-attempted after casting ZED.
- The pirate Ranni is first encountered in the alleys between the warehouse and the Western College of Magic. She had plans to enter the Vaults of Mampang.
- Look at the buildings, see Ranni running out of a building.
 - If you are in guard's or captain's disguise: She will talk to you briefly and run away without giving you any clues. She won't appear in the Vaults.
 - Otherwise: Steer your conversation to find out about what Ranni is actually trying to do. To enable the second encounter with Ranni at the Inner Vaults you need to get her to reveal to you that she wants to steal the Crown of Kings. Goblins will show up. Cast TEL on Ranni to find out the [Vaults' password is "Alaralamalatana"](#). Fight the goblins and after that, both Ranni and the goblins will run away.

Temple of Effe (Daytime):

- It is a casino with a worship hall and dormitories. If you get stung to near-death by bees in the fields, you will be brought here to their dormitories.
- At the back of their temple during the daytime, there will be a worship service. Either watch or snooze through the entire service. If you continue to watch, you can cast NAP which counters the GOD spell placed on the worshippers surrounding you, and one of them will discard the [monk's habit](#) for your taking. After the worship service has ended, you can approach the Abbot:
 - If you are in Monk's disguise, the Abbot will just assume you are a new follower and nothing interesting will happen.
 - Otherwise when talking do not reveal you are from outside of Mampang, and you should be given an option to convert to Effe as your goddess.
- In their dormitories, you can find [monk robes](#). You need to disguise yourself as a monk to sleep here. There might get an option to slash the beds to steal [5 gold](#).
- You will be able to cast a spell in their courtyards. Notably, you can [cast both YAP and RAP on the same spot to learn their counterspell](#).
- Otherwise you can gamble in their courtyards. In one gambling spot is a place to play Swindlestones with a monk. In another gambling spot are the rat races where you can easily [win as much gold as you want](#), making the goal of maximizing gold pointless. There are 5 rounds each game and you will **always win the 2nd and 5th round**. Leave the spot and return for the next game, repeat the same betting pattern. You can always return to their Temple during the daytime of anyday to gamble.

Markets (Daytime):

- Note: These events can be re-attempted after casting ZED.

- The markets are located north-west of the statue. Only four places of interest. The tents will bring you to the hawker and fortune teller, while the stalls will bring you to the peddler and weapons-dealer.

Markets - Stalls:

- Peddler: You can offer to sell him gems but he will refuse. Ask him who can buy the gems, and he will refer you to the weapons-dealer. To prevent him quoting higher prices, do not wear the Merchant's disguise and also avoid asking why he regards his items as junk. Some magical items such as [Giant's Tooth and/or vial of glue](#) might be available for sale, where the price varies.
- Weapons-dealer: Sells an expensive Cutlass. Either pay **600 gold** or **exchange your fistful of gems** for it. The [Cutlass \(+6 attack\)](#) is better than either the Legendary Sword or Assassin's Blade. The option to sell the fistful of gems is only available if you had earlier asked the Peddler who can buy these gems.

Markets - Tents:

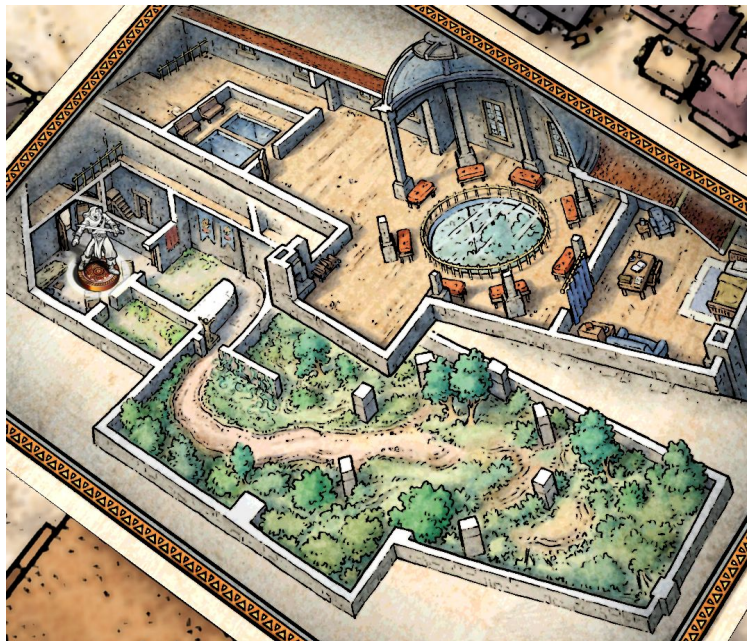
- Fortune Teller: A long queue which you need to cut in order to reach the fortune teller. His name is Farren Whyde. In the original book, Farren Whyde is the Archmage, but in this video game adaptation he is just a victim and a largely useless encounter.
- Hawker: **Do not** approach the Hawker when you are in Merchant's disguise - she will turn you away. Otherwise, the hawker will offer you a chance to talk to a magical stone in exchange for 2 gold. Pay her **2 gold** to do so.
 - If you search the tent for something to steal, the stone will warn you. If you persist, he will alert the hawker who will call for guards to arrest you.
 - Talk to the stone - It is Shadrack of the Baklands who bound his spirit to a stone after the Archmage's assassins staked him on a cross to die. Ask Shadrack [about secrets of Mampang, how to reach the Archmage and/or the Throben doors](#). He will eventually die for real.

Javinne the Beggar encounter (Daytime):

- Note: This event can be re-attempted after casting ZED. The maximum stamina gain is a one-time bonus and casting ZED will not reset it. The Potion of Magical Dissolution is a key item, so you can only get it again if the item no longer shows up in your Magical Items inventory.
- A blind female beggar will be located near the well, south of the statue. She is Javinne, and she holds the Potion of Magical Dissolution which is a key item and one of the ways to defeat the Archmage.
- Approach her, give her **1 gold**. Talk to her, ask her anything **except** for how she lost her eyesight - Sometimes she may not mention the Sightmasters if that was asked.
- After some questions, she will mention the Sightmasters tormenting her, so when the option arrives tell her that you killed a Sightmaster. She will be happy and heal you, [increasing your maximum stamina by 1](#).
- Talk to her further and ask her whether the Archmage had any enemies, she will mention the [Samaritans of Schinn and that one can identify them by asking about their mothers](#). She should also give you the [Potion of Magical Dissolution](#).

- Note 1: Javinne can tell whether or not you killed any Sightmaster. You cannot get the maximum stamina gain and Potion of Magical Dissolution by lying. You need to kill a Sightmaster - Refer to the "Sightmaster Trio encounter".
- Note 2: The Potion of Magical Dissolution can be drunk to counter the effects of the Crown of Kings, but for this to work it needs to be exposed to magic aura from 3 specific towers in the College of Magic. If you had accidentally exposed the potion to the wrong magic, go to the Magical Items inventory to shake the potion again to reset the magic aura exposure.

Valignya's Treasury Room and Battle Arena:

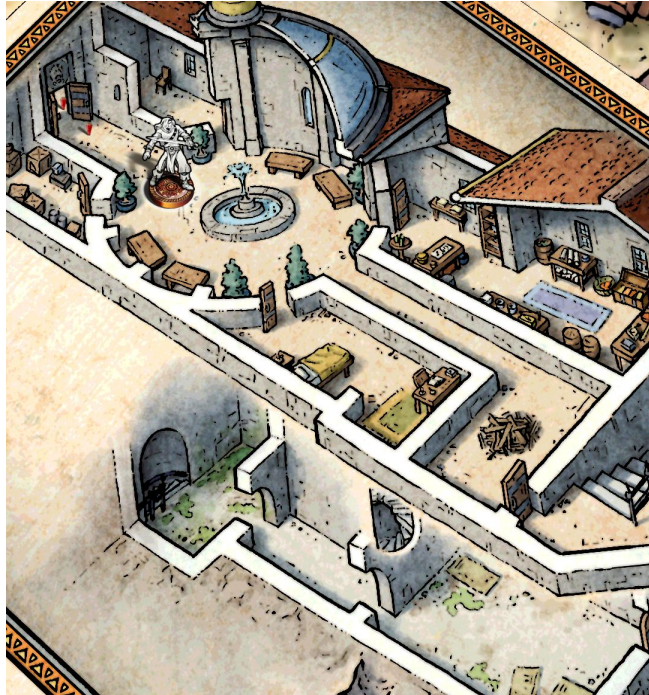


- Note: This event can be re-attempted after casting ZED, but the maximum stamina gain is only a one-time boost.
- Go to the large building south of the statue, enter by tugging open the Treasury Door.
- This is where Master of Taxes Valignya and her guests watch fights for their entertainment. You can receive maximum stamina increase if you win.
- Enter the Slime Room. Look around the room, search the junk piles and ignore the Mucalytic. You should **get an item**. Back away from the Mucalytic. Look up at the glass and get the attention of two old men. They will bet on whether you survive.
- Another room will be revealed. Enter the room, avoid the Mucalytic that had been forced to join you. Go for the far door, leaving the Mucalytic behind.
- There will be a SUN Grimalkin ahead. **Cast FOG to learn its counterspell**, or hold up a gold-backed mirror to reflect the magical light back until the Grimalkin is destroyed. Approach the Grimalkin to pick up the **Sun Jewel**.
- Follow the path, you will encounter a Jaguar. Wait and watch for a 2nd one to show up. Kill them yourself or cast YOB with a **Giant's Tooth**.
 - Alternative action: Cast ZOB with your **Crystal Tooth**. The Rock Demon will destroy the battle arena and Valignya will get killed by Jaguars. Very

satisfying. Search the wreckage to find **15 gold**. You only regain maximum stamina losing the Crystal Tooth. You will exit the Treasury Room differently, where Throben will catch you if he had not done so already.

- You will be teleported to the spectator room. Take some food which will **increase your maximum stamina by 3** and look around. Valignya will introduce herself.
- Talk to the guests and talk to Valignya. If you had earlier gotten the attention of two old men who bet on your survival, one of them will be waving for your attention. Approach him and he will further **increase your maximum stamina by 2**.

Building east of the statue:



- Note: These events can be re-attempted after casting ZED.
- During daytime, you will not be allowed entry without wearing a disguise.
 - Alternative actions: At night, you may return to the building and find the guard sleeping in her room. You can murder her. However, another guard will eventually take over the dead guard's job.
- Notably, this building is:
 - Where Nylock is working.
 - Has a Woodpile Store, the entry point for the Vaults.
 - Contains a room where you can stash and swap your disguises.
 - Contains a living quarters with a table and bed, which is actually a trap.
- You cannot sleep in the courtyard of this building. The guards will wake you up and question your purpose here. Refrain from doing that unless you want to get arrested.

Disguises-swapping area:

- Enter the large building east of the statue. Go to the room containing crates of werewolf armor. There is an empty crate that allows you to put your disguises (Monk, Merchant, Guard, Captain) in it, so you can swap between your disguises.

Living Quarters:

- This room had a table and bed. It is a trap. The game's graphical display showed a rug where underneath appeared to be some path to the vaults, but it's a decoy. When you enter, a portcullis will block your exit and poison gas will start emitting from the ceiling. Either cast HUF to get rid of the poison gas, or get killed.

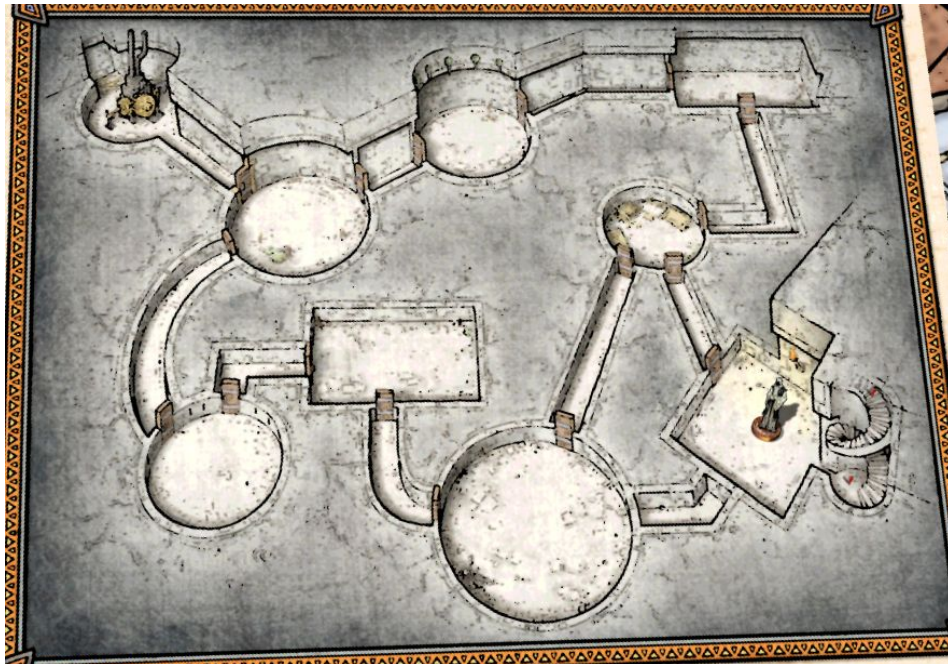
Nylock and Vik (Daytime):

- Nylock is in the large building east of the statue. Nylock helps coordinate trade for the Archmage. On your first visit, Vik will be there talking to her. How Vik reacts to you depends on what you did at the end of Sorcery! 2 and your current state.
 - You changed your gender: Vik won't recognize you.
 - You left Khare to be destroyed by Goblins: Vik is a struggling trader and complains about you to an apathetic Nylock.
 - You destroyed the Goblins with the North Gate spell: Vik is the First Noble of Khare, and is somewhat grateful. Two general ways you can respond.
 - Act antagonistic which won't help you much.
 - Act more cordial in your entire conversation, and you can choose a reward. 1) Ask for money and he gives you 15 gold, 2) Ask for his aid you can ask him a question, 3) Ask for information and he tells you about a weakness in his werewolves' armor. The weakness clue is the best help Vik can give, since it gives you an option of sparing the vaults' male werewolf who will in turn owe you a favour.
- Nylock is indifferent as far as your quest is concerned. She will not alert the Archmage of your presence... unless you act like an idiot.
 - You can buy something. Golden egg is useless, blood candles are harmful in the FOG tower and her rations cost 8 gold per meal.
 - You can tell Nylock you want to rob her. She won't bother until you act. Steal right in front of Nylock's eyes and she will activate a trap and guards will arrest you. To rob her successfully, strike her, grab something and run.
 - While Vik and Nylock are talking, you may get an option to shoplift. She won't (bother to) interfere if you are discreet, allowing you to steal something.

Vaults:

- Note: These events can be re-attempted after casting ZED.
- The entry point is in the building east of the statue. Walk to the far end where the Woodpile Store is. Searching the woodpile gives you an ailment preventing you from casting spells, so avoid that. Get past the door, descend the stairways.
- Open the low door to enter the room of Goblin mutants, defeat their Mutant Champion to get past them. Or cast NIP using Yellow Powder.
- Enter an oily dark room guarded by a Mucalytic. Move around, and you will hit something that sounds like glass. Continue moving around the dark room, only to accidentally break the glass, search to find a small oily key. Keep your distance from the approaching Mucalytic - Its toxic breath will kill you. You should be able to leave after the Mucalytic gives up on approaching you.
- Enter a chamber with torches and a wooden door. It has a bottle of Blimberry juice.

Search around to get 1 gold. Look at the walls and search for a secret door, or cast DOP to reveal it. The secret door lead you to a room with a skeleton in it. Wooden door lead you to a room with a Roachpig guard. Start searching for the Inner Vaults.



Vaults - Room With skeleton:

- The skeleton wears **Borrinskin boots** and has 5 gold in its pouch, you can take them. Right-hand door of the room leads you to the room with a Roachpig guard. The far door leads you to a room with an armored werewolf. Borrinskin boots' main purpose in Sorcery! 4 is to be the 1st item you can lose in many events, therefore protecting your other more important items.

Vaults - Room with Roachpig guard:

- A Roachpig guards this room. If you entered from the room with skeleton, your entry will be unexpected. Kill it, cut 2 joints of raw meat from it. 3 paths you can take - east leads to the Mushroom corridor, south leads back to the very first chamber with torches, south-west leads to the room with skeleton.

Vaults - Mushroom corridor:

- East of the room with the Roachpig guard is a corridor leading upwards onto the path of a Poison Gas chamber. Bright yellow mushrooms are found on the corner. Since this is a video game and random stupidity is rewarded, eat one to regain health.

Vaults - Poison Gas chamber:

- When you stepped into this chamber, poison gas will start flowing in, cast HUF to get rid of it and leave safely.
 - Note: If you had earlier went into the 2nd room with the armored werewolf and spared it, it turns back to a woman who will run away into this chamber and get killed. You can cast RES, **pour the Holy Water** on and comfort the woman

in her last moments. If she asks whether her children are safe and got away, tell her that they did, and she will give you [the password to the Inner Vaults](#).

Vaults - 1st room with armored werewolf:

- Passing through the far door of the room with the skeleton will lead you to an armored werewolf.
 - Option 1: If you know the armor's weakness, exploit it and the werewolf will revert back into a man. Talk to him and let him leave.
 - If you spare the man: The next time when you are sent off to be executed, the werewolf may repay you the favour by helping you escape the executioner.
 - Option 2: Kill it and examine the armor afterwards to [know its weakness](#). The door on the left leads to the room with arrows trap. The door on the bottom retraces back to the room with skeleton.

Vaults - Room with arrows trap:

- When you enter this room, you will have broken a tripwire. Cast ZEN/HUF to avoid the arrows. The north door retraces back to the 1st room with the armored werewolf. The north-west door leads into the 2nd room with armored werewolf.

Vaults - 2nd room with armored werewolf:

- This is a large room ringed with torches, with a huge door covered in gilded patterns. That is the door to the **Inner Vaults**. Another werewolf guards this room.
- Either kill it or exploit the armor's weakness. There is no way to save its life. If you exploit the armor's weakness, the werewolf will revert back to a woman, who will run away into the Poison Gas Chamber and get herself killed anyway.
 - Note: That woman knows the password to the Inner Vaults. Refer to the "Vaults - Poison Gas chamber" event.
- Say the correct password to gain access to the Inner Vaults safely.

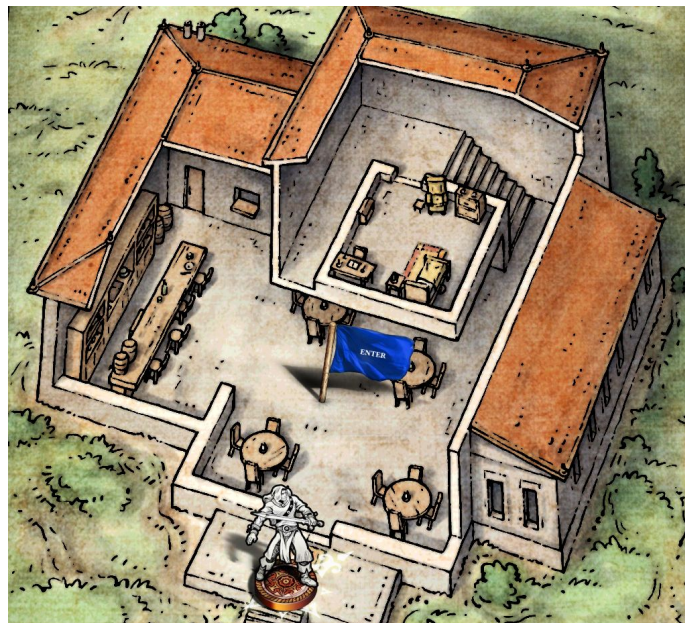
Inner Vaults and 2nd encounter with Ranni:

- A machine sits at the end of the room. Bash the machine a couple of times and it will move to one side, push the machine, revealing a latch, lift the latch to reveal a hole in the ground - Underneath lies the Archmage's treasure hoard.
- Look inside the hole, reach out for [treasure twice \(I got 58 gold, 4 blimberry potions and a jewel of gold\)](#), do **not** reach out a third time. If you still do not have the [clue about accessing the Archmage's Library](#), you will get it here.
- Press a wall switch to reveal a hidden tiny chamber. Enter the chamber which will teleport you away to a jail cell in the Mampang Inner Fortress...
 - Note: If you completed the 1st encounter with Ranni, you will find her in the Inner Vaults too. After you grab for treasure twice, she will push you aside to take a look for herself, pull her out before she gets killed by a monster. To continue, refer to "Jail Cell" in the section "Mampang Inner Fortress".
 - Alternative action: You can let the monster kill Ranni, then search her body to obtain a [Cutlass \(+6 attack\) and 122 gold](#).

Red-Eyes encounter:

- Note: This event can be re-attempted after casting ZED.
- You might bump into a trio of Red-Eyes, in between Nylock's building and the Tavern.
- If you are in Monk's disguise: They will be easier to get past since they respect the monks. Just avoid attacking them and you should be safe.
- Otherwise: Not a major problem either. Greet them, tell them you are from Khare, they will talk about the Holy Priest of Slangg, acknowledge it, and tell them that you don't know his name. They will believe you and let you pass.
 - Alternative option 1: You can fight and kill them but you will not gain anything.
 - Alternative option 2: Tell them you are from Analand. They will notify the Archmage of your arrival, and proceed to fight you. A stupid choice, really.

Tavern:



- Note: These events can be re-attempted after casting ZED.
- The tavern is just north of Nylock's building, and only seems accessible from afternoon till early night. The tavern has a few events:
 - Innkeeper: He does not serve monks, so if you're in a monk's habit, **take them off** when the option is given to you. After business is concluded, you can **put on the monk's habit again**.
 - Buy food: Meat costs 6 gold per meal, stew costs 4 gold per meal. Ask for meat and request 4 strips. You get **7 strips of meat** for just **18 gold**.
 - Buy drinks: Useless and avoidable event. The ale doesn't restore stamina and if you are not careful you can lose gold or items.
 - Bed: If its night-time, you can ask for a room. He doesn't charge a price. He will tell you the bed is subject to availability. Sometimes the bed might be occupied by Black Elves. I am not sure what triggers it.
 - Table of Black Elves:
 - If you are in Merchant's disguise: They may ask you to buy drinks for

them. Whether or not you do, you may continue to talk to them.

- Otherwise: One of them will make fun of you. Insult him to begin hostilities. You can either get killed by passing him a knife, or knock him out in a fist-fight. You may search his pockets to **get an item**.
- If you are in Monk's disguise: One of them will still make fun of you and you could still insult him accordingly, but you have additional dialogue options similar to that of the Merchant's disguise option.
- Dice Table: You may play Swindlestones twice with a merchant at a maximum stake of 100 gold each. Win twice to get **200 gold**. This particular tavern event cannot be re-attempted after casting ZED.
- Empty table: Rest a while for a bit of healing and some optional dialogue.

Fireplace at Alleys of East Mampang:

- There will be treasure hunters sitting by a fireplace located in the alleys, between the Red-Eyes and Sightmasters encounter. For a quick death, attack these people.
- Go up to the fire. If you are in guard's or captain's disguise, they will ignore you. Otherwise they will invite you to sit down with them to talk. After the talk, you can **cook your raw food** at the fire so that it becomes **consumable rations**.
- You can cast PUR which summon numerous cats. Try to get away, cancel the spell, and wait. The cats will get bored and leave you. However, this option will **NOT** get the game to register that you learnt PUR (One of the 5 "secret spells" in the ending summary). This is possibly a bug.

Molka and 2nd encounter with Aliizi (Daytime):

- NOTE 1: This event only happens once. You cannot repeat it using ZED.
- NOTE 2: To encounter Aliizi a 2nd time, you must have your 1st encounter in the DOP Tower, **and** if you received the Throben curse before that event, do **not** cast ZED after that event.
- At the fireplace near the Alleys of East Mampang, explore the alleys. The 1st exploration brings you back to the fireplace. The 2nd exploration reveals a house.
- In this house's kitchen there is a paper with **instructions to reach the Bronze Dome** which you can take. You can also steal **2 rations**.
- In the bedroom upstairs, you will find a locked box, cast DOP to steal **13 gold**.
- The house-owner returns. No need for hostility/panic. Talk to her. She will question your accent and your origin. She will throw you out if she thinks you are a native of Mampang or if you claimed you had a cold. Be honest, tell her you are not from Mampang, and she will invite you to the kitchen, introducing herself as Molka.
- In the kitchen, you can ask questions, play no-stakes Swindlestones, and ask for a meal. She may offer you a **guard's disguise** if you ask her how you can get into the Archmage's Tower, followed by asking how to get past the guards.
- If earlier on you had asked about her being a widow, there might be an option to give her the **Bronze Ring**. It belonged to her ex-husband. When she gets the ring she will no longer be in the mood to play Swindlestones.
- When you are done talking to Molka, you can take your leave.
 - NOTE: If you have earlier encountered Aliizi in the DOP Tower, Molka will call out for someone named "Briarpatch" just when you are leaving her house.

That is Aliizi in her teens. This enables the 3rd encounter with Aliizi.

Bronze Dome (Daytime, save point):

- NOTE 1: You can only find the Bronze Dome after finding Molka's house.
- NOTE 2: The save point will be lost if you cast ZED, assuming you found the Bronze Dome after receiving the Throben curse. However you can still return to make another save point.
- Explore the Alleys of East Mampang again. Cast HOW and walk sideways twice. Or use the instructions on the paper from Molka's house.
- Enter the Bronze Dome by casting RAZ, using **beeswax** to sharpen your blade, and plunge it all the way into the dome. Explore the room.
- If your rewind history shows that you have encountered the goddess Libra, she will inform you that this secret place is where you can rewind back to. A save point.

Sightmaster Trio encounter:

- Note: This event can be re-attempted after casting ZED.
- A trio of rogue Sightmasters will appear on the 2nd time you arrived at the middle of the square, just west of the entrance to the Eastern College of Magic.
 - If you are in guard's or captain's disguise: They will not notice you.
 - Otherwise: They will approach you. Do not avoid them. They will ask you to put on some coat. **Do not** accept their coat, after which they will attack you.
 - Option 1: Cast NAP/SAP/ZAP to get rid of one immediately, fight and kill one more, and the third will run away. Search their bodies to get **5 gold, 1 ration, and a sketch of Analand**.
 - Option 2: Cast ROK and use **one handful of Stone Dust** to turn two of them into stone. Let the third one run away. Smash the petrified Sightmasters to get **4 handfuls of Stone Dust**.
 - When you successfully killed them, Javinne the Beggar will acknowledge your deed the next time you visit her.

Entrance to the Eastern College of Magic:

- Note: This event can be re-attempted after casting ZED.
- Approach the entrance. Two possibilities.
 - In any disguise or its night-time: The guards will not stop you from entering.
 - Not in disguise: The guards will stop you from entering. You will need to walk around (Do **NOT** cross) the square, and approach the entrance a second time. You should be able to enter this time without interference.
 - If you attempt a future re-entry without a disguise again, the guards will attempt to arrest you. The Archmage will gain some awareness of your presence. Best advice is to always be in disguise.

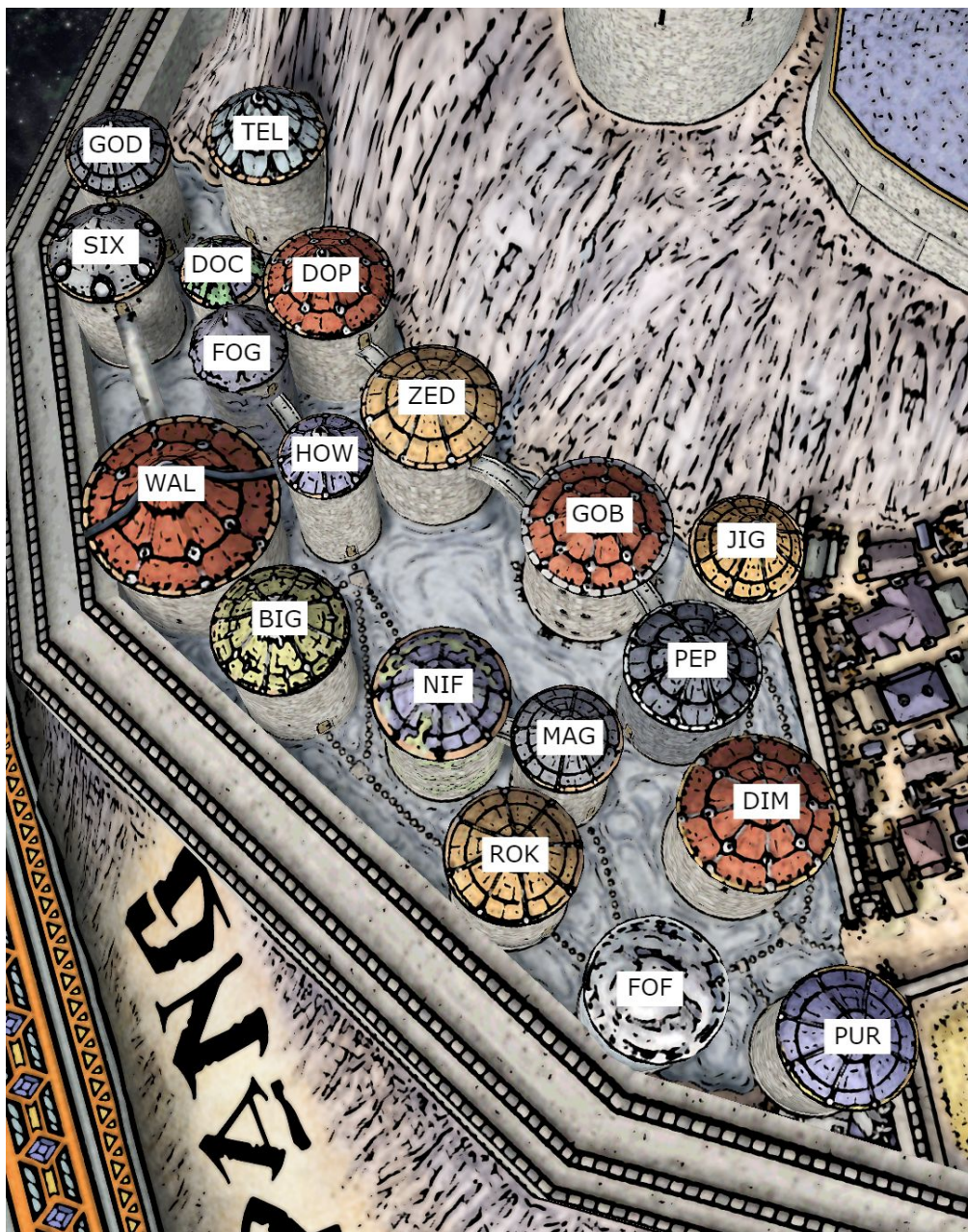
Dreaming about Flanker - Romance progression:

- NOTE: You need to trigger the romance event before this particular event can even happen. See "Flanker encounter" in "Travelling to Mampang" section.
- Sleep. There will be a dream where you will be given an option to shout out something. Pick the word "Flanker" in order to continue the romance.

Aliizi - 3rd encounter:

- NOTE: You must first complete “Molka and 2nd encounter with Aliizi” event, **and** if you received the Throben curse before that event, do **not** cast ZED after that event.
- Aliizi may re-appear the next time you sleep in exposed areas (i.e.: Not in shelters like warehouses and taverns) such as the College of Magic. Aliizi is still aging fast from your perspective because Mampang East Alleys are screwing up time too.
- This event is apparently only meant for story flavor. If you skip this encounter, Aliizi should still reappear when you get past the Throben doors.

Western College of Magic



Located on the western and eastern sides of the Inner City, the College of Magic contained clues about the Throben doors, allow you to learn about counterspells and gather essential or useful items. In retrospect, the positioning of the towers in the Eastern and Western College of Magic largely mirrors each other, which is a subtle hint for the player in identifying each tower's magic and its counterspell.

PUR Tower:

- NOTE 1: This event can be re-attempted after casting ZED.
- NOTE 2: This is one of the places to cast PUR, one of the 5 "secret spells".
- [Cast PUR](#) or ZIP to enter the tower of cats.
 - Option 1: Playing with and petting a cat a 2nd time will give you a bit of healing but avoid picking one of them up because they may hurt you with their claws. To leave the tower, you need to cast ZIP
 - Option 2: Avoid the cats from the start, look at the wall for an exit.
 - Option 3: To kill yourself, cast TOP.

DIM Tower:

- Note: This event can be re-attempted after casting ZED.
- Advice and spoiler alert: The DIM spell is one of the 3 counters against the magic of the Crown of Kings. Upon reaching the tower, [expose the Potion of Magical Dissolution to DIM's magical essence](#).
- There is no way to counter this. You will be left in a diminished mental state in the tower for a while, where you need to "Leave" several times in order to leave successfully. On subsequent visits, crossing this tower will be faster.

FOF Tower:

- Note: This event can be re-attempted after casting ZED.
- To cross the tower, cast MUD and use **1 quantity of sand**.
- Inside the tower, there's a message about counterspells which you can read.

JIG Tower:

- Note: This event can be re-attempted after casting ZED.
- Dancing corpses in the tower. You will feel somewhat compelled to join them. Take one of the corpses as your dance partner. After dancing for a while you will gain **1 point to your maximum stamina**, after which you must free yourself from JIG's influence (Or die) by choosing to break free from your partner on each action. Since this event resets after ZED, you can return here to regain the lost maximum stamina.
- You can also [cast DUM to learn its counter](#).

PEP Tower:

- Note: This event can be re-attempted after casting ZED.
- This is where the Sleepless Ram is located, and is arguably one of the more dangerous encounters. You will **not** survive an initial encounter unscathed.
- Cross the room, the Ram will charge at you, try to dodge, stand, and either:
 - Sing to it. This requires the right song, learnt from a singing guard next to the fire in the Guards' Mess Hall.

- Cast SAP.
- This isn't over yet. Look around, find an old pack on the shoulders of a skeleton. It contains **1 Blimberry Potion and an Inner College Tower Key**. The Ram will wake up and charge at you again. Try to dodge, try to unlock the door but you will be too slow. Pray or leap away. The Ram should break the door, allowing you to exit. The Inner College Tower Key can be useful in the future since it unlocks this door.
 - Alternatively, if you already have the Inner College Tower Key, you can waste no time unlocking the door on the other side of the tower and exit.

MAG Tower:

- Harmless event. You cannot cast any spells here, not even LAW.

ROK Tower:

- Note: This event can be re-attempted after casting ZED.
- Make your way across the room. A statue blocks the doorway. Look at the statue and look above the door to find a symbol "II", which is a hint for the **2nd Throben door**. Try to shift the statue, it won't move. The advice was to avoid lingering in the room for too long, although I've tried staying as long as I could and I have yet to turn to stone. Cast FAL - The statue will turn back into a corpse, allowing you to shift it aside for you to exit from the door.

GOB Tower:

- Note: This event can be re-attempted after casting ZED.
- If you are entering from the path after exiting the PEP tower:
 - Break open an entry into the tower.
 - Look inside the room to find it crowded with Goblins. Recommended actions:
 - Back away, move away elsewhere. Return to the same path to see goblins running out of the tower en masse. If you worship Courga he will be pleased. Do not draw your weapon, they won't attack.
 - Enter the room and **cast DUD as a counter**.
 - Enter the room and get eaten alive by the Goblins.
 - If you freed the Goblins or made them disappear, and you want to cross the tower, you need a Silver Key to unlock the door on the other side. The **Silver Key** can also be found by searching the tower.
- If you are entering from the path after exiting the ZED tower:
 - You can enter the tower but you cannot leave through the other side unless you have earlier broke into the tower from the other path.
 - After you opened the door to the tower, you can perform any of the recommended actions as mentioned in the other path's options.

NIF Tower:

- On your first entry into the tower you will fall into a pit. Look around, investigate the bundle in the center of the pit. Three hostile Skunkbears will surround you. Grab the bundle and look through it to find a **white-wax candle and a scrap of paper**. Read that paper to get a **hint about the Throben doors**. If there is no scrap of paper, you may **get another item** instead.

- Some recommended options for escaping the pit:
 - Option 1: **Cast HUF to counter NIF**, find a ladder and climb up.
 - Option 2: Put on nose plugs, attack the Skunkbears. You will suffer significant damage before facing the last one. Before attacking, you can also cast SIX to avoid those prior damage.
 - Option 3: Cast ZEN.
- If you safely escaped the Skunkbears, you still have an option to get yourself killed by hurling yourself back into the pit. There seems to be a bug where even if you heed your god's last minute warning you will still get killed!
- If you return to this tower on a subsequent time, you will avoid entering the pit unless it is a suicide option as mentioned in the previous point.

ZED Tower:

- Note: This tower gives the option of **removing the Throben curse**. It is a one-time action, which **CANNOT** be repeated even when you rewind back to outside of Mampang and return with the Throben curse again. You need to reset back to prologue (Complete restart) to use the hourglass again.
- How to enter the tower:
 - Cast RES and pour **Holy Water** on the door handle.
 - Cast ZIP to teleport inside the tower.
- Inside the tower there will be an hourglass. To get rid of the Throben curse, unscrew the hourglass and empty its contents. A single rewind point will also be generated on this spot. If you rewind to this spot or before that, you will or can be afflicted with the Throben curse again.
- On the floor of the room there are four large grooves lying side-by-side, it is clearly the symbol "IIII", **a hint for the 4th Throben door**.

HOW Tower:

- Note: This event can be re-attempted after casting ZED.
- Enter the tower to find a two-headed creature sitting on a chair.
 - Option 1: If you choose to or is forced to stay in the room, the exits will disappear. You can get a **blood candle** on the table. To get the exits to reappear you need to engage the creature in a conversation about doors or simply cast FIX to counter the magic.
 - Option 2: You can leave without delay if you head for the exit immediately.

BIG Tower:

- Note: This event can be re-attempted after casting ZED.
- If you are entering from the path after exiting the ROK Tower:
 - Cast MAG before entering. It prevents the BIG magic from working.
- If you are entering from the other side of the tower instead:
 - No option to cast a spell, whether you are entering or have entered the tower. To escape, you need to use the Blessed Hardwood Spear. The other alternative is to exhaust all other actions and punch your way out. Both options will destroy the tower.

WAL Tower:

- Note: This event can be re-attempted after casting ZED.
- You can only cross the tower by **casting POP as a counter**, using **1 pebble**.

DOP Tower:

- NOTE: This will be your **1st encounter with Aliizi in Mampang** if you encountered her back in Sorcery! 3 and fulfilled the conditions for her to re-appear in this game. Read the “Meet Aliizi” event in the Sorcery! 3 walkthrough to know how to do that.
- To exit the tower safely:
 - Option 1: **Cast FAR to learn its counter**.
 - Option 2: Cast HOW.
 - Option 3: Cast ZIP to teleport into another tower.
 - Option 4: Search your pack and use your compass. The next time you return to this tower your first action will be using the compass and therefore you may not open a random door again!
- Other options:
 - There is a skeleton in the tower. Examine it to find a **Bronze Ring**. Cast RES, pouring **Holy Water** on the skeleton, and cast RAP to talk to it. This skeleton was Molka’s husband. Molka lives in the alleys of East Mampang.
 - To encounter Aliizi: Open a random door one by one, **avoid** stepping through the portals. Continue until you see a hut and heard a girl singing. Attempt to step through the portal but you will hesitate. Aliizi will appear. She will pass through another portal and disappear again. This enables the 2nd encounter with Aliizi, **assuming you had not visited Molka yet**.
 - If you failed to or after you encountered Aliizi: You can continue opening random doors until the last one forcibly teleports you to the Inner Fortress. You may also be forcibly teleported to the Inner Fortress if you follow Aliizi. The teleportation is one-time, you can’t repeat it by returning here.
- Even more options:
 - If you step through one of the portals (Except for Aliizi’s), you will teleport out of Mampang and will eventually be forced to cast ZED to return back. These “fatal” portals will bring you to any of the following:
 - Analand where the Archmage’s invasion forces will kill you
 - Manticore’s lair where you will fall into a death trap
 - A tomb in Khare where you can talk to a non-hostile Deathwraith and steal **hundreds of gold**. If you ask, the Deathwraith might tell you about the **YAZ-TEL counter**. You have no other way of escaping the tomb and you will eventually be forced to kill yourself.

FOG Tower:

- Note: This event can be re-attempted after casting ZED.
- When you enter the tower, you will enter total darkness and will not be able to re-open the door behind you. The following 3 options are the best:
 - Option 1: Light the blood candle and move around to get yourself killed.
 - Option 2: Cast DOP to re-open and retreat from the door you came from.
 - Option 3: **Cast SUN to counter FOG**, you will see a room laid out with spike

and blades meant to hurt you. A Grimalkin is in the center of the room. You may choose to destroy it before leaving the room.

DOC Tower:

- Note: This event can be re-attempted after casting ZED.
- Cross the tower. At the middle of the tower is where the purple fog is at its thickest. You can search the bushes and the floor to find a [glyph "I"](#), which is a hint for the [1st Throben door](#). Smell the fog at the middle of the tower to regain 7 stamina, and move on to the other side of the tower. You can repeat the healing experience anytime by returning to and crossing the tower again.

TEL Tower:

- Note: This event can be re-attempted after casting ZED.
- A harmless event. The tower had a rotating brass sphere capped with black cloth. When you leave the tower, you should receive a one-time telepathic message "Three". You can stop the sphere from rotating by casting YAZ but you won't receive that message when you leave.

GOD Tower:

- Note 1: This event can be re-attempted after casting ZED.
- When you enter the tower and look around, the Goddess Libra would show up. Yb'ran will warn you that this is not the real Libra.
 - Option 1: [Cast NAP to counter GOD](#). This breaks the illusion.
 - Option 2: Cast SAP, then console the goddess. This breaks the illusion.
 - Option 3: Ask Libra how she managed to enter Mampang, since she is the one who told you that she cannot reach you here. This breaks the illusion.
 - Option 4: Ask Libra for aid/advice. She will claim to be able to transform something you own into a powerful magical item. Refuse the request to avoid losing anything. If you accept her offer, you [lose an item](#) to get a [Blonde Wig](#).
 - Option 5: Draw your weapon and attack. This breaks the illusion and kills the goblin who is behind it.
- If you break the illusion, Libra will turn out to be a goblin wearing a Blonde Wig. If your rope ladder was stolen by a goblin when you were travelling to Mampang, you may recognize him to be that culprit. You can either kill him or leave him alone. To get him to offer you the [Blonde Wig](#), first threaten him before sparing him.

SIX Tower:

- Note: This event can be re-attempted after casting ZED.
- Five clones of you will show up when you entered the tower.
- Recommended options:
 - Option 1: Cross the room immediately.
 - Option 2: [Cast KIN to learn its counter](#). The clones will disappear.
 - Option 3: Cast ZIP to teleport to the other side of the tower.

Eastern College of Magic



Located on the western and eastern sides of the Inner City, the College of Magic contained clues about the Throben doors, allow you to learn about counterspells and gather essential or useful items. In retrospect, the positioning of the towers in the Eastern and Western College of Magic largely mirrors each other, which is a subtle hint for the player in identifying each tower's magic and its counterspell.

TAR Tower:

- NOTE 1: This is one of the places to cast PUR, one of the 5 “secret spells”.
- NOTE 2: This tower gives a one-time attack strength and maximum stamina boost. How much you gain depends on your actions in the tower and how much maximum stamina you had when you first entered the tower.
- [Cast PUR](#) to enter the Tower.

- Touch the Black Goo flowing out, it will trap you and start boosting your stats.
- You have up to 6 actions available during the boosting - Close eyes, wait, or tug free in any sequence. Any additional actions may kill you.
- Each action alternates between **+2 maximum stamina** or **+1 attack strength**. The maximum possible stat boost is +3 attack strength and either +6 maximum stamina or upon reaching 34 maximum stamina. After the final stamina boost, you only have one more free action before making the 3rd “tug free” action. Any other action will kill you. The 3rd “tug free” action will free you, it does not need to be consecutive.

KID Tower:

- Note: This event can be re-attempted after casting ZED.
- The Tower appears to contain a huge inferno. It is an illusion. However, this illusion can actually hurt or even kill you if you hesitated when crossing the tower.
- Cast **DIM to safely counter it**.
- A KID Grimalkin is found at the other end of the tower. It has a **Bracelet of Bone**.

MUD Tower:

- Note: This event can be re-attempted after casting ZED.
- There is a swamp in the center of the tower.
- You can **cast FOF to learn its counter**, but it is not over yet - The water is still around.
- Attempt to go down the water and you should notice the water is bubbling, move back to reveal that a Slime Eater is dwelling this place.
- Fight and kill it, or cast YOB with a **Giant tooth** to get rid of it without a fight.
- Cast either ZAP or POP with a **pebble** - The water will drain from the swamp.
- Get **2 quantities of sand**, explore the dried swamp and gather **3 raw fish**.
- Climb into the hut to read some backstory about this place.
- Avoid stepping on the boardwalk, it can break if you stay on it for too long, and you will end up in the water even if you got rid of it earlier (Another bug in the game).

DUM Tower:

- Note: This event can be re-attempted after casting ZED.
- There are junk lying around. In my gameplay it includes a Broadsword (+1 attack).
- Cast JIG. If the Broadsword is there, **pick it up to learn the JIG/DUM counter**.

SAP Tower:

- There is no way to counter this on your initial entry. You will be in a depressed mood for a while, and you need to inch for the door several times to leave successfully.
- On subsequent visits your character will refuse to enter without preparation:
 - Wear a blonde wig or cast SUN before crossing the tower
 - Cast ZIP to bypass the tower completely
 - Cast GOB with a **goblin tooth**. Hold the Goblin’s hand and cross the tower
 - Cast PEP and **using a Potion of Firewater**.

LAW Tower:

- Note: This event can be re-attempted after casting ZED.
- Bugs are all over the floor in an orderly manner, not moving.

- Before you cross the tower, you can [cast the counterspell MAG](#), but that only means the bugs will start moving and force you to retreat. If you cast MAG during the middle of crossing the tower, the re-animated bugs will eat you alive.
- To cross the tower, do not cast the counterspell and just move forward.

FAL Tower:

- Note: This event can be re-attempted after casting ZED.
- Move out onto the platform, you will start floating to the top of the tower.
- Float to the center of the ceiling and cast FIX. Your hand will get stuck on the ceiling, but you will be able to see the [glyph "II" which is a hint for the 2nd Throben door](#). Cast HOW to free your hand - You will learn that [HOW is the counter for FIX](#).
- FAL's counterspell is ROK with [Rock Dust](#). However, casting that will kill you here.
- To leave safely, just float down to the other door.

DUD Tower:

- Note: This event can be re-attempted after casting ZED.
- The tower seems filled with treasure. Clearly an illusion, but a harmless one.
- [Cast GOB to learn its counter](#). You need a [Goblin tooth](#) for that. There will be [1 gold piece](#) lying around.

HUF Tower:

- Note: This event can be re-attempted after casting ZED.
- Attempting to enter this tower will just send you to the other side of the tower.
- Cast NIF before entering the tower, you will be able to enter as per normal.
- There will be a [Galehorn](#) in the tower.

YOB Tower:

- Note: This event can be re-attempted after casting ZED.
- In this tower, Giants are in a constant cycle of being re-created and destroyed. A giant's skull hangs from the ceiling from which a Giant's Tooth will periodically drop to create a giant. Grab a [Giant's Tooth](#) if you are fast enough, or if you want more, cast ZEN, float up to the skull, grab [6 Giant's teeth](#).
 - Alternative action: If you break the skull, it will release all the Giant's Teeth, creating more giants than the room can hold. Staying in the tower will kill you.
- You can also [cast BIG to learn its counterspell](#).

RES Tower:

- Note: This event can be re-attempted after casting ZED.
- The tower had numerous skeletons lying around. Holy Water is constantly dripping down from a dead Whale head and resurrecting these skeletons momentarily. One of the skeletons will stop you from approaching the prayer altar.
 - Option 1: Fight to get past him.
 - Option 2: Wait for the resurrection spell to fade and rush over to the altar.
 - If you worship Eilmon: Tell the skeleton so and he will let you pass.
- The prayer altar allows you a few options:
 - Look at the altar to find a [glyph "IIII", which is a hint for the 4th Throben door](#).

- If you are short on Holy Water supplies, you can collect **3 measures of Holy Water** and also drink some Holy Water (Not from your supplies) for healing.
- Pray and convert to Eilmon. If Lorag is your god, he will grumble about being replaced, and you can get the Analander call him out for being useless. Eilmon doesn't seem to exhibit any notable quirks.
- If you are already a follower of Eilmon, you can pray at the altar for healing. Interestingly, this prayer is not counted as part of your regular prayer option **and** you can leave the tower and return again for another healing prayer.
- If you are not worshipping Eilmon, you can climb up to the altar and strike down the whale head. This stops the flowing of holy water and stop the skeletons' constant resurrections.

FIX Tower:

- A hostile Hydra monster will be trapped inside the tower by its FIX magic, immobile. It will instantly kill you if its freed. You on the other hand can freely move around.
- HOW counters FIX, but do consider whether you want to cast it in this situation.
- You can kill the Hydra monster while it is immobile, but there is nothing it has to offer and strangely ZED does not reset this event.

POP Tower:

- Note: This event can be re-attempted after casting ZED.
- A chest lies in the tower, to reach it will mean you need to step on the dirt-covered floor. Poke the floor to find out that it is an enchanted minefield.
- Cast **WAL to counter the magic**.
- Look at the dirt-covered floor to gather **3 pebbles** from the floor.
- Check out the chest, it may have a message **about the Throben doors**.

FAR Tower:

- A harmless place. On each visit, touch the dome to give yourself some visions of the future. Or **cast DOP to learn its counter**.

SUN Tower:

- Note: This event can be re-attempted after casting ZED.
- Enter the tower, the light from the room is so powerful that it will hurt you. When you get the option to cast a spell, either cast FOG, ZIP, or SIX to get past.

KIN Tower:

- Note: This event can be re-attempted after casting ZED.
- A dangerous tower. When you enter the tower, a duplicate of you will be created. It will initially mirror your actions, and when you talk to it, it will give a reply that had a "reverse" meaning of your words.
- If you do not want to fight this duplicate:
 - Avoid hostile actions, avoid reaching around the mirror to physically touch it.
 - **Cast SIX to learn its counterspell**. However, you are not out of danger yet. The duplicate will now be free to act on its own.
 - Talk to the duplicate in a non-confrontational way if the dialogue options

allowed, and when the option “Let us work together” shows up, choose that. You should be able to leave the tower unscathed.

HOT Tower:

- Note: This event can be re-attempted after casting ZED.
- Find “the smoking, blackened ruins of a tower”. It has heated stones where you can cook your raw food, and you can kill yourself by throwing yourself onto the stones.
- You should be able to find a [glyph “I”, which is a hint for the 1st Throben door](#).
- Cast DOC and pour the [blimberry potion](#) on the stones to [learn HOT’s counter](#).

YAZ Tower:

- Note: This event can be re-attempted after casting ZED.
- Advice and spoiler alert: The YAZ spell is one of the 3 counters against the magic of the Crown of Kings. Upon reaching the tower, [expose the Potion of Magical Dissolution to YAZ’s magical essence](#).
- Cast TEL to counter the tower’s invisibility magic. It will reveal the tower. Enter.
 - Alternative action: Cast TOP to bring you to just outside of the Archmage’s room, skipping the Throben doors. Refer to “Outside Archmage’s Room” event of the “Mampang Inner Fortress” section.
- You can take the [Pearl Ring](#) from the Grimalkin, which will disable the tower’s magic.
- Search the room to find a [glyph “III”, which is a hint for the 3rd Throben door](#).

NAP Tower:

- Note: This event can be re-attempted after casting ZED.
- When you enter the tower, you will feel sleepy. Every action you take will make you feel sleepier, so be quick about what you want to do here.
- Advice and spoiler alert: The NAP spell is one of the 3 counters against the magic of the Crown of Kings. Upon reaching the tower, [expose the Potion of Magical Dissolution to NAP’s magical essence](#).
- [Cast GOD to counter the tower’s magic](#), and you can leave without falling asleep.

Mampang Inner Fortress

The most heavily guarded part of Mampang, the final goal awaits at the top of the tower.

Guards at the Northern Road:

- Note: This event can be re-attempted after casting ZED.
- If you try to enter the Inner Fortress from outside, guards will intercept you. If you try to slip past their guardpost, they will find out and shout after you. You need to turn back otherwise they will chase after and arrest you.
- If you are in guard’s or captain’s disguise:
 - A beggar will venture near and the guard you are talking to will attack him. Either let her torment the beggar, or physically restrain her.
 - If you physically restrain her, she will become suspicious. Distract her with a flirting line such as “Any excuse to grab you”. She will let you pass.
- Otherwise: They won’t let you enter the fortress unless you show the Summons from

the Commander letter or resort to magic. You can cast GOD/KID to create an illusion of the Archmage, or cast DIM and tell them you are a guard. They will let you pass.

Palisade:

- Note: This event can be re-attempted after casting ZED.
- The entry and exit point for the Inner Fortress. The Small Oily Key, taken from the Mucalytics' room near the vaults will unlock the palisade.
- If you are outside of the Inner Fortress: Enter by either climbing the palisade or using the key. If you are chased by the guards at the Northern Road for trespassing, you must use the key otherwise you will be arrested.
- If you are inside of the Inner Fortress: You can only leave by using the key.

Naggamenteh encounter:

- At the far end of the corridor where the palisade is (The entry and exit for the Inner Fortress), there will be a low door. Approach it and most gods will warn you about the evil within. It is a torture chamber.
- Cast DOP or request to enter the room, walk along the left side to avoid a trap.
- Encounter Naggamenteh, talk to him, try to leave and get captured.
 - Note: Naggamenteh will only throw you out if you are in guard's or captain's disguise and is convinced you are a guard. If you want to get the loot from his torture chamber, do **not** pretend to be a guard in this event.
- You will start dreaming, shake yourself awake to find yourself chained up.
- Talk to Naggamenteh, tell him he can't break you and you've been through worse. He should give you a chance to tell him your story, so do just that. How he reacts depends on your past experience and what you told him of it.
 - You told him about the Inner College: He will decide you are not to be trifled with and therefore introduce you to the Pleasher.
 - Otherwise: Avoid his first-stage torture by praising his work, saying he deserves better treatment, referring to his workshop/craftsmanship. If he believes you, he will release you and show you around. You can either leave or kill him (Courga is okay with you murdering Naggamenteh). If he doesn't believe you, he will introduce you to the Pleasher.
 - The Pleasher is a torture machine which Naggamenteh intends to subject you to. Ask him what it does, then struggle. One of your hands should slip free. Cast a spell when the option shows up.
 - Option 1: Cast ZIP. Give him a taste of his own medicine.
 - Option 2: Cast ZAP/ROK with **stone dust**/POP with **pebble**/YOB with **Giant's tooth**/ZOB with **crystal tooth**, targeting the machine. Or cast FOF and wait. Naggamenteh will be killed.
- Search Naggamenteh's torture chamber. You should find **5 gold**, **5 Blimberry potions**, and a Sycroflax herb. Eat the herb to **increase your maximum stamina by 5**.

Samaritans of Schinn:

- Note: This event can be re-attempted after casting ZED.
- At the far end of the corridor there is a room facing the Birdmen guardpost.
- Enter the room to encounter more birdmen. These are potential allies, but they don't

know who you are. They will arrest you if you try to run away.

- Be cordial and ask them about their mothers (The keyword to identify them as Samaritans of Schinn), and you may identify yourself as the Analander.
 - Option 1: They will offer to help by bringing you just outside of the Archmage's room. This skips the Birdmen guardpost and Throben Doors. Refer to "Outside Archmage's Room" event of the "Mampang Inner Fortress" section.
 - Option 2: Ask them to take you to the Throben Doors. This will just skip the Birdmen guardpost.
 - Option 3: If you do not want to skip the above-mentioned encounters then you can just reject their offer of help.

Birdmen guardpost:

- Note: This event can be re-attempted after casting ZED.
- To reach the Guards' Mess Hall, Cartoum's office, or the Throben Doors, you need to get past the Birdmen guardpost, which is just facing the room where the Samaritans of Schinn are located. If you are going in the opposite direction (i.e.: exiting the fortress), you must be in disguise.
 - Option 1: You are in guard's disguise. Try to walk past them. Choose a rude dialogue "Get out of my way", then reply "Let me pass" and tell them you are a guard. They should let you pass.
 - Option 2: You are **not** in guard's disguise. Try to walk past them. Choose a rude dialogue "Get out of my way", then insult the Birdmaid. The Birdman will be amused, provoking a fight. Push the Birdman back, and the Birdmaid will accidentally kill him. Talk to the Birdmaid using neutral to positive dialogue and she should let you pass.
 - Option 3: Use the Badge of the Seventh Noble to claim to be an Ambassador from Khare. The Birdman will demand a bribe. Side with an unhappy Birdmaid, and the two will fight. The Birdman will win and still demand **40 gold**. Attack and kill him if you do not want to pay.
 - Option 4: Offer a bribe to the Birdman, saying you can make it worth his while. He will **take an item** from your pack. Tell the unhappy Birdmaid to "shut it for him". Both of them will fight, and the Birdman will emerge victorious. Attack and kill him to **get your item back**.

Jail Cell:

- Note: This event can be re-attempted after casting ZED.
- There are different ways to end up here.
 - You teleported here from the Inner Vaults. If Ranni is with you, she unlocks the cell door and you can leave with her. If you are alone, open it yourself. To continue the 2nd encounter with Ranni, read "Cartoum" in this same section.
 - You were sent here tied up:
 - Your **possessions** will be locked away. You **lose any disguise** you had.
 - You need to free yourself and unlock the cell door. If you and some Outer Yard guards had earlier entered Mampang Inner City by using the key from the guards' latrine, Majid would be there in the same cell with you, allowing you to help each other get out of the cell. Turn left to

Volkim's room to recover your **possessions**.

- You approached the jail of your own accord: Volkim will block you from entering. You need to murder her to proceed further.
- You can leave the jail cell by either:
 - Casting ZEN and jump off into the Eastern Inner College.
 - Unlocking/opening the cell door and passing through Volkim's room.
- If you leave the jail cell by passing through Volkim's room, you have a few choices:
 - Get **Volkim's Keys** - You need to either knock her out or kill her. If Majid is with you, he will kill Volkim. Search Volkim's room to get **5 gold**.
 - Free the prisoners with Volkim's Keys. When you enter the courtyard, a riot will be in progress. Join in the riot and a Birdman belonging to the Samaritans' faction will bring you to the top of the fortress where the Archmage is located, skipping the Throben doors. If you did not join in the riot, you will get killed.
 - Leave without freeing the prisoners. There will not be a riot and you can progress as per normal. You will reach Cartoum's office. You must take this option if you want to complete the 2nd encounter with Ranni.

Cartoum:

- Note: This event can be re-attempted after casting ZED.
- Cartoum is the Commander of the guards who is in love with someone named Celestine. He seeks the Crown of Kings but during gameplay you will not know that his end-goal is to end the Archmage's tyranny.
- If you are arrested by the Inner City/Fortress guards, the Archmage will gain some awareness of your presence and you will be brought to Cartoum's office:
 - If it is daytime, Cartoum will interrogate you. Depending on the dialogue, he may identify you as the Analander, you can declare it yourself, or you can wait for his judgment. If it is night-time, Cartoum will not be around.
 - If Cartoum had seen you for the first time **and** it is your first arrest:
 - If Cartoum is not around, or if you had waited for Cartoum's judgment, you will be sent to a jail cell immediately.
 - If during the interrogation you had antagonized/angered him enough, he is ready to send you to the execution area to be killed. You will know that is the case when you are given options to cast a spell, attack or run away.
 - If Cartoum had seen you before, **or** it is not your first arrest:
 - The choice of events is the same as the previous case, but instead of the possibility of prison you will always be sent away to be executed.
- During daytime, if you request to meet the Commander of your own accord, you will be forcibly brought before him:
 - Wait. If Cartoum had seen you for the first time **and** you had not been arrested yet, you will be sent to prison. If not, it is the execution area instead.
- If you arrived at the office from the jail cell, you could:
 - Greet him. If Cartoum had not seen you before, you can leave peacefully. Otherwise he will call for guards. You are also given other options to cast a spell, attack or run away.
 - If Ranni is with you, she will talk to Cartoum before dragging you out of the

office. She and Cartoum were planning to steal the Crown of Kings. This will complete the 2nd encounter with Ranni.

- Other available options when you encounter Cartoum:
 - If you have the locket, look around the room and consider the picture of the woman in the room. Show Cartoum the locket. **Give him the locket** and **be honest** about its origins (Shamutanti Hills). Lying is risky and depending on your dialogue, he may be 1) just as grateful as if you were honest, or 2) still send you to a jail cell, or 3) send you off to be executed, or 4) even attack you personally. If he is grateful for the locket, you may ask him some questions before leaving peacefully.
 - Mention Ranni's name and he will make an excuse to the guards and have them throw you out of his office.
 - Cast a spell:
 - Cast GOD and send him away, leaving his office empty.
 - Cast YAZ, or cast JIG and play on. If you slip away, the Archmage will be alerted of your presence. To avoid this, kill Cartoum.
 - Cast HOT twice on Cartoum to kill him, or cast HOT and throw the fireball to destroy the portrait of the woman, which will provoke Cartoum to attack you personally.
 - Attack or run away: You will fail and he will send you off to be executed.
 - If you killed Cartoum, you may search his body to get **6 gold**.
- If the office is empty (Either means you killed him, or a riot is in progress, or he was sent away), you may search the office for a **captain's disguise** and **Long Sword**.

Guards' Mess Hall (Daytime):

- Note: These events can be re-attempted after casting ZED.
- Guard's Mess Hall is located on the left side of the fortress, after you passed through the Birdmen sentries. Best ways of entry:
 - You are in guard's disguise: No one will stop you.
 - You are in captain's disguise: A Captain will see through your disguise and order the guards to arrest you. Cast GAK/SAP/SIX/ZAP to get them to start a brawl amongst themselves. Alternatively, cast JIG to make them dance until they are too tired to go after anyone.
 - Otherwise: A guard will prevent you from entering, and you will need to strike him down. Guards will come after you. Cast GAK/SAP/SIX/ZAP to slip inside. If you are not in disguise, you may get an option to steal **3 rations**, and you must get a **guard's disguise** to move around in the mess hall.
- Besides the other events listed below, you can order for food to eat, it is free.

Guards' Mess Hall - Ranni:

- Your 3rd encounter with Ranni. Nothing interesting of note. Usually.
 - If you are worshipping Yb'ran: You will eventually try to bid farewell to Ranni but Yb'ran will take control of your voice and body... and change your gender. Say what? You will move on from the Alleys of West Mampang. The Archmage will be left unaware of your presence (Again). **The gender change can only be reversed by actual rewinding.**

Guards' Mess Hall - Fire:

- A short, dark-haired guard will be singing by the fire. Listen to him sing and talk to the guard afterwards. The game will not register this as a clue but his [song will be an available option against the Sleepless Ram](#) in the Western College of Magic.

Guards' Mess Hall - Goblins:

- You may find a goblin servant acting suspiciously. Follow him to find out that a few goblins are planning to poison a particularly cruel Captain. Your options:
 - Help them pick the right poison (Without the strong smell) to kill the captain
 - Pick the wrong poison (The strong-smelling one) to sabotage their attempt
 - Do not help them and walk away
 - Fight them (Either make hostile moves or insist on stopping them)

Guards' Mess Hall - Captain:

- You may approach and talk to the Captain, but he's unfriendly. If you have learnt of the Goblins' plot to poison him, you can warn him but he had a dismissive attitude.
- If you helped the Goblins pick the right poison, did **not** approach the Captain, leave the tables (While still in the Mess Hall) and return, you should see the goblins poisoning the Captain successfully. His corpse will be dumped outside of the Mess Hall. When you leave the Mess Hall you can search his body to get [a Summons from the Commander letter and a Captain's disguise](#).

Guards' Mess Hall - Betting and Fighting:

- You may participate in a fight yourself, winning the first fight earns you [20 gold](#) while winning the second fight earns you [30 gold](#).
- There will also be a bookie allowing you to bet on the outcome of a fight. The first fight will be between a human and a birdmaid, where **the human will always win**. The outcome of the second fight and beyond seems to differ from game to game.

Execution area:

- Note: This event can be re-attempted after casting ZED.
- If the guards escort you here, it means you will be executed. Usually.
- However, if you spared the male werewolf back in the vaults, he may re-appear to free you. Having repaid a favour, he disappears again.

Throben Doors:

- Note: This event can be re-attempted after casting ZED except for the maximum stamina boost which can only occur the first time.
- Walk up to the doors. After reaching the doors, do **not** ever turn back.
- Sometimes you may find a pack near the doors, containing [Blimberry juice, Holy Water, and Potion of Firewater](#). I am not sure what makes this pack show up.
- To successfully get past the 4 Throben Doors, cast their respective counterspells:
 - 1st Door: Cast DOC, pour [Blimberry juice](#) on the door handle. Open the door.
 - 2nd Door: Cast FAL. Open the door only for it to disappear.
 - 3rd Door: Cast TEL. The door should re-appear.

- 4th Door: Cast RES and either pour the **Holy Water** on the door or drink it. Open the door. Your **maximum stamina should also increase by 4**.
- Start climbing up.
 - Alternative action: If you try to get past any of the 1st three doors without casting their respective counterspell, they will not kill you but teleport you to their respective towers in the College of Magic. The final door will however kill you if you fail to cast its counterspell.
 - Notably, the 1st failed attempt to open the HOT Throben Door will teleport you to the HOT Tower. The 2nd failed attempt to open it will teleport you to the DOC Tower instead. Together with the DOP Tower's one-time teleportation to the fortress, you can use this method to make a one-time exploration of the Western College of Magic without getting caught by Throben.

Aliizi - 4th encounter:

- NOTE: You must complete either "Molka and 2nd encounter with Aliizi" or "Aliizi - 3rd encounter" event, **and** if you received the Throben curse before that event, do **not** cast ZED after that event.
- If you get past the Throben Doors, Aliizi in her early 20s will re-appear. She will turn invisible while accompanying you to the top of the tower.

Jann:

- NOTE 1: This event can be re-attempted after casting ZED
- NOTE 2: If you failed "Showdown at Archmage's Room", the Archmage will send you to a prison. This prison holds the now wing-less Jann the Minimite.
- If you get past the Throben Doors, you will come across a door which you cannot open with magic. At this point you may or may not know that Jann is trapped inside and you can only climb upwards to the Archmage's Library.
- If you ended up in the prison with Jann, you will be **stripped of all your weapons** and you will not be able to cast any spells.
 - Option 1: You will be forced to kill him by throwing him out of the prison, which will enable you to cast spells again. Cast ZIP or DOP to open the prison cell door. You will only get back your **main weapon**, along with the **Cell Key** to this prison. Climb upwards to the Archmage's Library to get yourself killed.
 - Option 2: If you worship Yb'ran, you can pray to him and he will unlock the prison cell door. Do **NOT** thank Yb'ran - He will abandon you. You will only get back your **main weapon**, along with the **Cell Key** to this prison. Climb upwards to the Archmage's Library to get yourself killed.
 - Option 3: This is the only way to complete the game with Jann. Complete either option 1 or option 2, cast ZED and return here via the Throben doors. Unlock the prison cell door and Jann will be freed.
 - If Aliizi is accompanying you, her invisibility magic will fail in Jann's presence. You will need to choose either Jann or Aliizi to help you.
 - Option 4: If you refuse to kill him, you will starve to death (Cast ZED to restart). You should **NOT** make this choice since you won't get the Cell Key and you will restart with **no weapons** at all!

Flanker - 2nd encounter:

- Note: This event can be re-attempted after casting ZED
- The Archmage had used the power of the Crown of Kings on Flanker and sent him to kill you. If Jann is with you, send him away for a while so you can use your magic.
 - Option 1: Kill him in a fight. It won't be a cakewalk.
 - Option 2: If you still have the Sun Serpent Orb, release the Sun Serpent and let it attack Flanker until he breaks free from the Crown of Kings' control. Attack the Sun Serpent before it kills Flanker.
 - Option 3: Give him the **Potion of Dissolution** (With DIM, NAP, and YAZ aura infused within), where he will just drink it for no logical reason. I believe this option is only available on a re-attempt of this event.
 - Option 4: The easiest option. Cast the following 3 spells in any order - DIM, NAP, YAZ. This counters the magic of the Crown of Kings.
- If you spare Flanker, he will accompany you.
 - Note: Refer to "Dreaming about Flanker - Romance progression" event. If you are aiming for a romance with Flanker, choose dialogue that are romance-related, such as "I thought we meant something to each other".

Archmage's Library:

- Note 1: This event can be re-attempted after casting ZED
- Note 2: You will return to this place if you are freed from the jail cell where Jann the Minimite was locked in. If Jann is not with you, you can read a book "Undoing of the Done" where you [learn about a counterspell-pair](#) not yet recorded in your spellbook. The Archmage-Demon will appear. Avoid praying to your god and avoid attacking with a weapon because he will make you lose them. You will be killed.
- To gain access, knock twice and position your hands on the wall like if you're in prayer. If Aliizi is with you, she will do that for you instead.
- To reach the Archmage's Room, you need to peruse the right book in the library. Read "The Perceptions of Perception" in order to reveal the path to that room.
- Other books to peruse:
 - Consider "Magical Prisons". It has trapped Valiquesh, the previous Archmage. Valiquesh will attempt to trick you to read a rhyme in the book to take her place. If Flanker is around he will prevent it. Otherwise, you have a choice. If you read the rhyme, you will be trapped and eventually the Archmage will kill you. If not, you may **take the book** with you, where given certain circumstances you can get an ending where you freed Valiquesh.
 - Avoid "Artifacts of Teleportation". If you read it you will **lose an item**. You need to risk reading more books to **recover the lost item**.
- Additional actions: Cast JIG. If Flanker is around he starts dancing. If you began a romance with him, you have an option to join him. Otherwise you can only watch. If you try to cast JIG a 2nd time, Flanker will break the **bamboo flute**.

Outside Archmage's Room:

- Note: This event can be re-attempted after casting ZED
- After getting past the Archmage's library you will arrive here. If you're alone, drink the

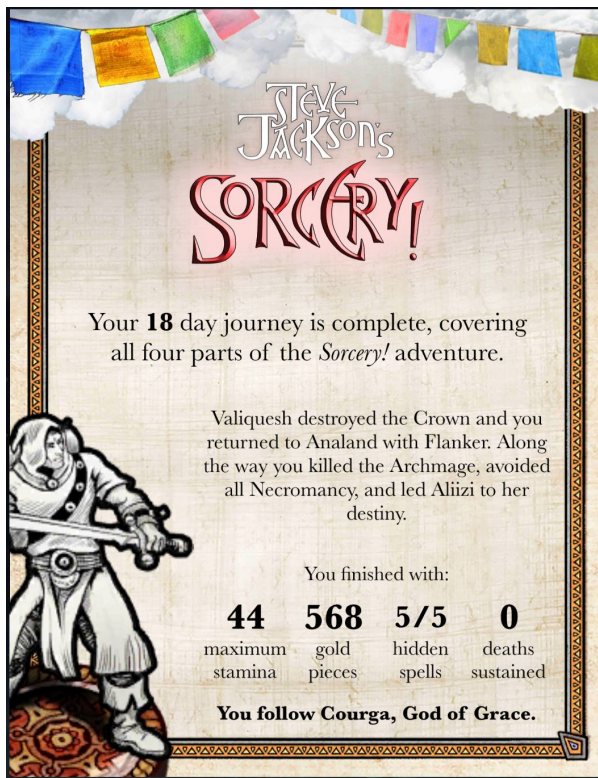
Potion of Magical Dissolution before entering. If you bothered talking to Farren Whyde back at the Fortune Teller stall, his corpse will be here.

- If you used the TOP spell to skip the Throben doors and bring you here, you need to get past the window. Cast ZAP/ZIP/ZEN or use a Chakram. If this is a mistake, the only other option is to jump and kill yourself.
- If you arrive here with the Samaritans' help, you can kick the window's glass and enter.

Showdown at Archmage's Room:

- Note: This event can be re-attempted after casting ZED
- You need to fulfil at least one of the following conditions to defeat the Archmage:
 - Flanker's presence
 - Jann's presence
 - Aliizi's presence
 - Drank the Potion of Magical Dissolution that contained the magical essence of DIM, YAZ, and NAP, right before entering the room.
 - As noted previously, you cannot have both Jann and Aliizi to accompany you in defeating the Archmage.
- You will fail if you can't fulfil a single condition listed above. The Archmage will send you to prison (Where Jann is). When you are freed and return for a 2nd confrontation, the Archmage will transform into a demon and kill you. To re-attempt, cast ZED or rewind until you are outside of Mampang.
- To achieve an ending, the Archmage must be defeated. Some notes:
 - Practically speaking, you have already completed the game on your first step into the Archmage's Room if you fulfilled any condition required for his defeat. It is your actions that determine how the ending will be like.
 - One exception where you can avoid an ending after defeating the Archmage:
 - You still had the Throben curse, yet to break it at the ZED tower, and you casted ZED before. You can either commit suicide or ask Flanker to kill you. You will be able to cast ZED to re-attempt.
 - NOTE: There appears to be a glitch where if you still had the Throben curse, returned to Analand, and killed yourself to cast ZED again, **you will be allowed to freely rewind upon returning to Mampang**. This is a significant but beneficial glitch.
 - After the story ending comes the scrolling end-credits, which will be followed by the game allowing you a single rewind to any spot you wish.
- There are many different endings. Work out your own desired ending.

Results



STEVE JACKSON'S
SORCERY!

Your **18** day journey is complete, covering all four parts of the *Sorcery!* adventure.

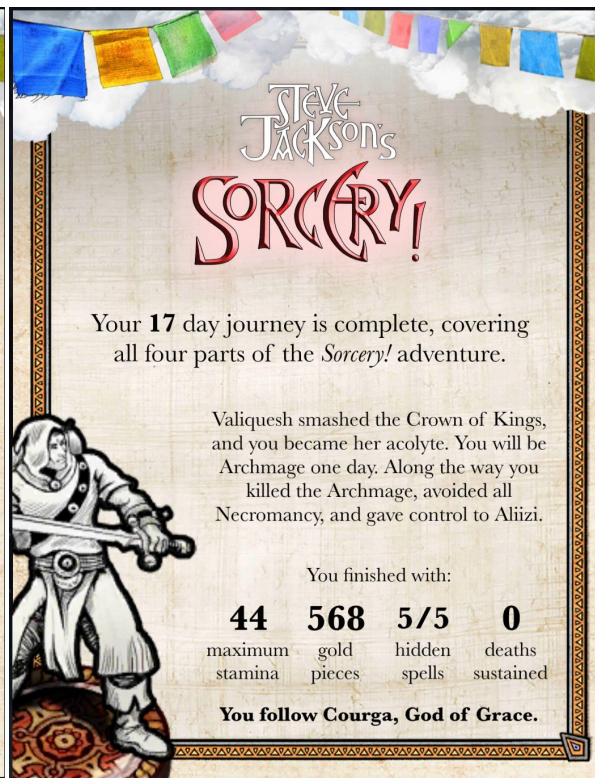
Valiqesh destroyed the Crown and you returned to Analand with Flanker. Along the way you killed the Archmage, avoided all Necromancy, and led Aliizi to her destiny.

You finished with:

44	568	5/5	0
maximum stamina	gold pieces	hidden spells	deaths sustained

You follow Courga, God of Grace.

“Best Ending”, returned to Analand



STEVE JACKSON'S
SORCERY!

Your **17** day journey is complete, covering all four parts of the *Sorcery!* adventure.

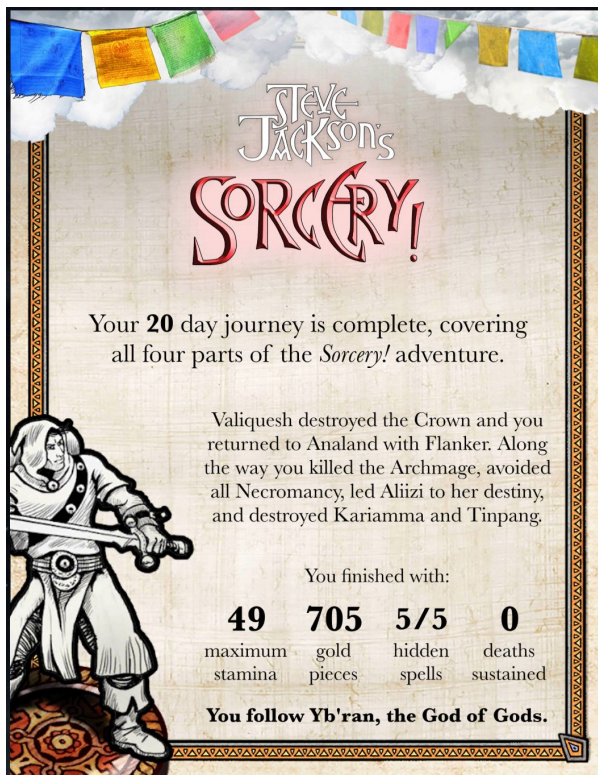
Valiqesh smashed the Crown of Kings, and you became her acolyte. You will be Archmage one day. Along the way you killed the Archmage, avoided all Necromancy, and gave control to Aliizi.

You finished with:

44	568	5/5	0
maximum stamina	gold pieces	hidden spells	deaths sustained

You follow Courga, God of Grace.

“Best Ending”, as Valiqesh’s Acolyte



STEVE JACKSON'S
SORCERY!

Your **20** day journey is complete, covering all four parts of the *Sorcery!* adventure.

Valiqesh destroyed the Crown and you returned to Analand with Flanker. Along the way you killed the Archmage, avoided all Necromancy, led Aliizi to her destiny, and destroyed Kariamma and Tinpang.

You finished with:

49	705	5/5	0
maximum stamina	gold pieces	hidden spells	deaths sustained

You follow Yb'ran, the God of Gods.

“Best Ending”, non-NBAS, no Throben



STEVE JACKSON'S
SORCERY!

Your **19** day journey is complete, covering all four parts of the *Sorcery!* adventure.

You wore the Crown and became the new Archmage of Mampang. Along the way you killed the previous Archmage, Valiqesh, Commander Cartoum, were cursed to eternal death by Throben, gave control to Aliizi, and destroyed Kharé, Kariamma and Tinpang.

You finished with:

50	2091	5/5	26
maximum stamina	gold pieces	hidden spells	deaths sustained

Your spirit is the Jackal.

“Bad End”, as new Archmage

- Above images showed the ending summaries I achieved.
- The first 3 ending summaries are of the supposed “best ending”: Defeating the Archmage with the help of Flanker and Aliizi, followed by restoring Valiquesh as the Archmage. In particular, the 3rd ending proved it is possible to avoid Throben and still achieve the “best ending” using a non-NBAS saved game.
- In light of this, unless you are a hard-core completionist, NBAS is overrated.

Reflection

As someone who played the original gamebooks, I had the sense of familiarity when playing the Inkle versions of Sorcery! 1 and 2. Sorcery! 3 arguably as well. Sorcery! 4 is a different beast though. Inkle had greatly expanded on the Mampang encounters, both new and old. Any knowledge you have of the original gamebook offers little advantage in terms of game completion. In terms of game design, Inkle decided to strike a balance between the linear design of the 1st two Sorcery games and the non-linear design of Sorcery! 3. The world of Mampang is massive - The variety of events and choices you get made it even more replayable compared to Sorcery! 3. Almost as smooth a gameplay too - If it had not replaced the rewinding function with a groundhog day style of exploring Mampang. On paper it sounds like an entertaining way to explore, but in practice it gets tiresome - There are one-time events which sometimes you find out too late, or events where you made a mistake and therefore you are forced to start all over again. There are players who defended this game mechanic as better than the plain old rewinding feature which they find it to be “cheating”. I beg to differ because if people wanted more restrictive exploration, they should look elsewhere - This is an exploration game. At least it should offer more save points than the measly single save point we got - Even the relatively small Khare offers numerous save points using ZED! Not only that, the overall story in Mampang was underwhelming despite the plot similarity with Sorcery! 2. Important clues show up arbitrarily which is an unfortunate consequence of non-linear game design, but the bigger disappointment was the lack of a mystery to solve. Khare offers the mystery of the goblin invasion, Mampang had nothing. The ending? Barely an improvement from the original book’s anticlimax. These criticism might make the game look bad, but they are just annoyances due to high expectations for a grand finale - It could have been better. Despite all these shortcomings, Inkle’s Sorcery! 4 shows an ambitious effort and offers a satisfying experience of modern interactive fiction.

Credits

Document created by Neurotic Nihilistic, mainly for own reference. If this does benefit other players, I’m glad. Additional thanks to the many players sharing their experience on the TouchArcade forums, Steam community and Reddit discussions.