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About This Content

Stuck on a puzzle? Need a few more powerful artifacts? Want to explore all of the enormous world of Valorum? Get the Avernum 3 Hintbook and extras!

The Avernum 3 Hintbook contains a full walkthrough for the main storyline and all side quests! It's full of maps, tips, tricks, and other help to get you unstuck. The Hintbook also contains a full list of cheat codes to heal your characters, boost their power, and cheat in a variety of amusing ways.

This deluxe kit also contains the full documentation and exclusive desktop art and wallpapers.

Directions to use the DLC:

1. Right click (Control-click on Mac) "Avernum 3: Ruined World" in the games list in your Steam library.
2. Select "Properties."
3. In the "Local Files" tab, select "Browse Local Files."
4. All your goodies are in the "Deluxe Edition" folder. You can drag them to your desktop for easy access.

Title: Avernum 3 Hintbook and Bonuses
Genre: Adventure, Indie, RPG, Strategy
Developer:
Spiderweb Software
Release Date: 31 Jan, 2018

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English

What do I do about the golems? How do I enter the northern golem spire? 24
The drake Dalakros wants me to eliminate the golems. 96

Blackrag Fortress, Footracer Province, the Keep of Tinraya, and Beyond.

Bremerton - How do I eliminate the unicorns? 95
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Everything else here is answered in Chapter 5.



Chapter 8: The Five Artifact Quests

In addition to all the other adventures in Avernum 3, the land of Valorum contains five powerful artifacts. All of them are very useful, all of them are tricky to find, and none of them are necessary to win the game. They are, however, powerful and interesting, and seeking them out can provide fun (or frustration). Each of Valorum's five settled provinces contains the clues to finding one of the artifacts.

They are ...

The Wand of Endless Magery

This is the hardest artifact quest, only to be attempted by those strong of spirit. This wand will recharge your spell points and provide a powerful shield once a day. To find it, first find the Mage With No Name. He alternates between being in Krizsan (in one of the homes against the east wall) and Delan (in one of the rooms at the inn). When you find him, he will tell you where to find the wand if you pay him.

Go up to Gale and buy the skiff from Merrur. Walk up to the boat (at the end of one of the docks), and use it to cross to Maddok Isle. Go to the south end of the isle and enter the Tower of Zkal (marked on the map of Valorum).

You will be at A on the Tower of Zkal map. Pull the lever in the secret room at B and go west through the gate at C. Go west, passing through several secret doors, and use the portal at D. You will arrive at E. Go east, passing

through two more secret doors, and use the portal at F. You will arrive at G. Go through the secret door and down the stairs at H.

You will be at A on the Under Tower of Zkal map. Use the portal at B (in a secret passage). You will arrive at C. Now step into the northeast portal, then the northeast portal again, then the southeast portal, then the northeast portal. (Note the changing bone patches on the floor. This is your clue to where in the teleporter sequence you are.) You will be at D.

The beams in the corridor turn on and off. Wait until a pause and run north to E. Use the Move Mountains spell to destroy the wall there and reveal the mirrors. When you step on the runes to the east, all of the beams will turn on. Position the mirrors to protect you from the beams. They will turn off eventually. Go north to F. Again, when you step on the runes, the beams will turn on. Position the mirrors so that they deflect the beams away and leave a path. Pull the lever at G.

Go to H and kill Zkal. Pull the lever behind it. The wand is in the box at I. Use the portals to escape.

Pachtar's Plate Mail

This is the most powerful suit of armor in Avernum 3. You can find out where to get it in the library in Gale. To get into the library, talk to Nantier. He tells you that the herb seller has a key. The herb house is beyond a secret passage in the northwest corner of town. Find the herb seller and pay for the key. You get to the door the key unlocks through a secret door by walking down the guard passage around the southwest corner of town (not through City Hall). Search all of the bookshelves to learn where the Lair of Drakos is.

To get to the Lair of Drakos, go to the Isle of Bigail, and take the ferry in Kuper across to Kneecer. Leave Kneecer and walk north. To get into the Lair, enter it from the west. You will be at A on the Lair of Drakos map. Move south and walk through the secret passage at B. Step on the runed circle at C to move a pillar out of your way. At D, circle around the pillars to the north. Pull the lever at E to go west. Step on the runed circle at F to move a pillar. Then use Move Mountains and open secret doors to reach the stairs at G.

The lower level is a straightforward series of tricky combats. Walk all the way south, then all the way west, then all the way north. The plate mail is carried by Drakos.

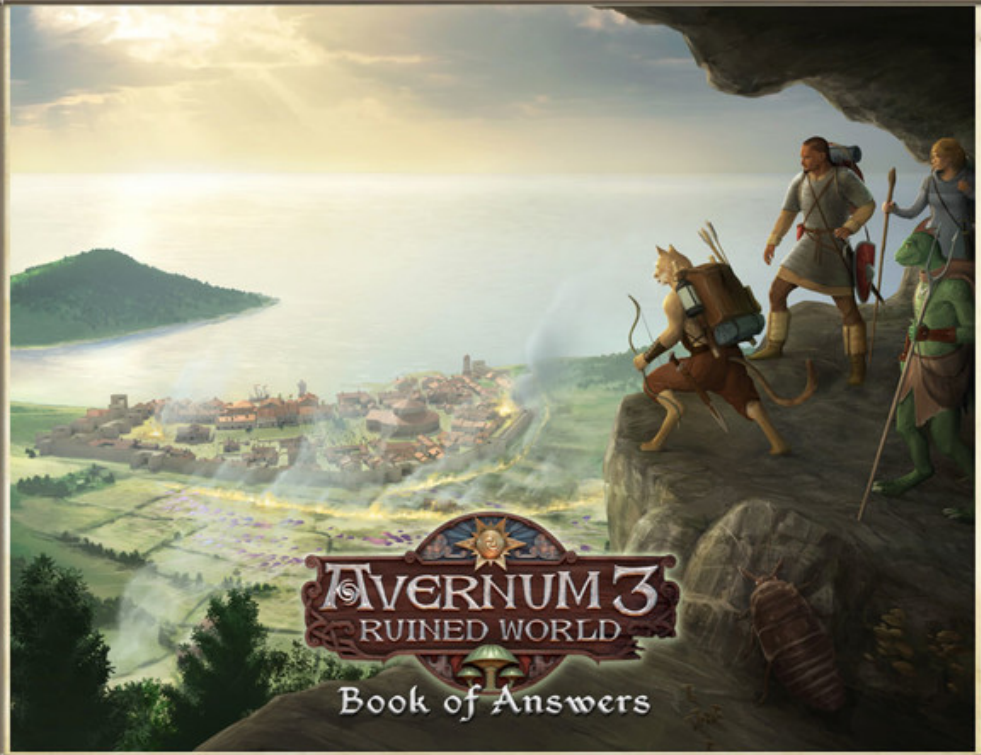
Fury Bow

The Fury Bow is an extremely powerful missile weapon with some nice bonuses. You find out about this on the Isle of Bigail. Talk to Sick Boy, who lives in Shayder. He tells you to speak with Judith. Judith moves between Shayder, Bavner, and Hectar. For a fee, she tells you about the Pit of the Wyrms, due east from Bremerton.

Once inside, circle through the dungeon in a clockwise direction and go down the stairs in the narrow tunnels.

You are now at A on the Lower Pit of the Wyrms map. Circle around

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Fort Emergence



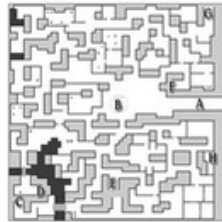
Under Agate Tower



Cult of the Sacred Item



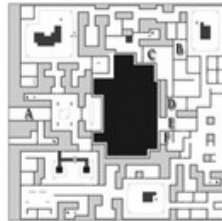
Slime Pit



Slime Pit, Level 2



Filth Factory



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