

Avencast: Rise of the Mage Walkthrough

by Maximus
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Avencast Riddles Forum

<http://www.avencast.com/forum/viewforum.php?f=5>

Compiled and Edited
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Note on Edited Compilation

First and foremost full credit for the chapter walkthrough that follows must go to Maximus. The majority of the text is directly from his posts on the forum. My hat's off to Maximus.

This is a compilation of a series of Maximus posts in one document, that has been reformatted to (hopefully) make it easier to follow. I've also added a few screenshots for code-puzzles. I did edit some text for clarity.

I've also added two sections at the end; [Note on Hot-Key Mapping](#) and [Avencast Cheats](#)

Document created with OpenOffice Writer

Walkthrough Starts Here

Chapter-1: Seals and Crystal Cave Trials

Class Awakening

AVENCAST starts with a story in Layered Water Pastel. After a short 'embarrassing' dialog, Xivarious send you to your mentor Malvaren. Pick up the manual from the table next to you and your Staff before leaving the room. Malvaren requires you to collect 3 seals. (Received Parchment of 3 seals, Map of Seminar Rooms)

Horatio's Seal Quest

Killing the 1st and 2nd sets of mob gains you (100 experience). You will have to kill the 3rd and 4th sets of monsters gains you (120 experience) and Horatio's Seal. The 5th set will gain you (100 exp and Horatio's Bracers → D+4, MA+4, BM+2, HP+4)

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Subquest – Beating up the bully

Rufus who stands near Horatio at the Arena will challenge you to duel for 5 guilders given to the winner. Winning 1st round earns you 5 exp and a Bread Roll (restores 400 HP). You will get 5 guilders if you accept a rematch. Winning again earns you 5 exp and 5 more guilders. If you extort him for 10 guilders, he will call Horatio and get away with it.

Subquest – Severin's Imp Outbreak

Kill all the imps in the library and clear the rats and spiders in the corridors and rooms. You will receive 20 Guilders for the quest.

Subquest – Georgius gone Invisible

His room is located opposite Della Gusta's History Lecture Hall. Go to the Spinning Globe to get the quest. Go to Xivarious to get the Visibility Potion in the Alchemy Hall. Making Georgius visible again earns you 40 Guilders and 80 Exp.

Subquest – Dolcina's Pink Imp Ran Away.

She stand near some Red Sofas at the left side of the Center Courtyard. Go to South Eastern wing of the School Near Kelios's Lab. In the room left of this block you will see a room with 2 smaller rooms with many tables in them. Pulling all the levers in all 3 rooms, once each, will open the route for the imp to the cage. Then you may start chasing the imp to Its cage. Shut the gate after the imp returns to Its cage. Return to Dolcina for your reward. (150 exp, Dolcina Cord of Quick Wit – MA+1, SM+5, Max Mana+10, MR+1)

Subquest – Steal a book for Gorlin the Merchant

Gorlin is located north section of the Center Courtyard. He wants you to get a book The Black Sparkling Tiger for him from the library. Go to the Library at the south west Wing of the Great Halls. Avoid the librarian while searching to the book in all the shelves. The book is located randomly. Return to Gorlin after locating the book. You will gain 100 experience, Gordian's Magic Trading Scroll and Gorlin Rainbow Ring.

Subquest – Hubertus Lost his Bag of Crystals

Hubertus is one of the student in Archibald's Class. Find his Crystals in the Garden. The bag is near the entrance to Crystal Cave. Return to Hubertus and he will give you a piece of Sparkling Crystal and 50 experience.

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Subquest – Swiftlina's Big Boast

You will meet Swiftlina near a Lily Pond in the Garden. She will challenge you to speed ranged targeting. Shoot all the moving target within 10 seconds will earn you 10 guilders. She then challenges you to do it in 5 seconds for another 10 guilders.

Archibald's Seal

Talk to Archibald in his Class room South West of the Academy. He instructs you to get a potion for Kalios to tame the 2 trees. Go to Kelios's Lab and he will ask you to pick up the Ice Spray in the storage room. Return the lab after getting the spray. Use the Spray on the Fire Dwarfs. Killing all the Dwarfs Gain you 50 exp and the Fertilizer. Taking on the 2nd quest (Pot Cooling quest) which requires you to use the Ice Spray on the pots to prevent them from eruption. Its possible, just takes lots of patience and calm. You'll just need to keep cooling the pots with the ice spray for approximately 2-3 minutes. After lots of cursing and swearing, you gain an additional 100 exp for the trouble. (the game's most annoying mini-quest)

Take the Fertilizer and go to the Garden. Avoid killing the Killer Branches and use the Fertilizer on both Trees by Pressing 'E' near them. Then kill all the remaining Killer Branches. Return to Archibald to get the seal. You will gain 150 experience.

Della Gustera's Seal (THE CRYPT)

He can be found in his Class Room, North West of the Academy. He wants you to Restore Peace in the academy's Crypt. Proceed to the Garden and Enter the Crypt at the right side of the garden.

Upon entering the Crypt, you will find a Stone Platform and a lever. Pull the Lever to move the Platform. Proceed to the next room. Kill every monster you find in the Crypt. Talk to Istaros to get Clues on his 'Treasure'. Clear all the rooms of Monsters then pull the northern Lever to move the Platform forward. Kill all the Monsters here. Then proceed to the left room. At the south of this room you will find a Wall plate that says 'Here Lies Dagrius. He died trying to walk through a wall.' Walk into the wall and you will come to a room where you will find the FIRE RESIST potion. Go back to the Center Courtyard and enter the North West Gate.

Walk along the outer side of the bridge to get across the ILLUSION BRIDGE. Here you will find the History Book of Uldret and Pagain. (Clues for the Candle Stand) Use the FIRE RESIST potion to pass the Fire Wall. Rush in, Grab all the things in the Grave and Run out. Use the ICE SPRAY to freeze the water blocking the path to a room. Return to Center Courtyard after killing everything and scavenging. You gain 100 exp for crossing each hurdle.

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Clear the mobs and scavenge everything in the room on the right. Then proceed through the north east Gate. Here u will find a Candle stand. Enter the **2nd Code** you see in the History Book of Uldret and Pagain. (kinda looked like P^b^J/) You gain 100 exp for breaking the code.



In the room where there are alphabet on the floor. Step on the tiles in this order ' M A R U G A R M A G I C U S ' and you get a free 100 exp. Walk the reverse way when leaving the room to avoid being hit by the Lightning trap. In one of the rooms you'll see a Wall Plate saying 'Here Lies Marcus, the Hidden One'. Walk through the wall here and you will find 1 Minor Healing Potion and one Minor Mana Potion.

One of the Skeleton has the Missing Lever here. At the end of the corridor is a lock gate. Use the lever nearby to Open this gate. Then return to the center courtyard, where a bulk of newly spawned Skeletons awaits to plummet you. Don't let them. After clearing this infestation. Use the Missing Lever at the Lever Switch. (160 exp) Then Pull it to move the Platform to the last room.

Here you will find Tertius – Your First Boss Mob. Kill him first. (80 exp) Then clear all the other monsters. Pick up his Dead Carcass and place it on the Stone Platform. Then move to platform by pulling the respective Levers to the place where you see 2 Dragon Statue. When the platform arrive, Pull the lever behind the Dragon Statue to Cremate Tertius. (500 exp) Upon his death, You can access his Coffin for some goodies. Take everything in Tertius chambers and then return to Della Gusta in the Academy Seminar Rooms to get your final Seal.

Return to your Mentor Malvaren for the Final Trial in the Crystal Cave.

Crystal Cave

You will be brought to the Cave entrance. Inside the Cave you will see a Lightning Barrier. It will Kill everything that passes through it, you included. If you find killing the monsters too tedious, you can always lure them to the lightning barrier.

At the left of the cave you will find a green area with dead bandits around it. Pick up the Old Wooden Planks (Quest Item) and the Crystal (Quest Item) from the Dead Bandit.

You will come across a round opening on the right side of the map. Here you will fight a Mini Boss The SPIDER QUEEN. Her Poison are very lethal. So keep you distance. Spawn a Minion and only attack her when she is distracted. Then leave the cave area to recharge mana or restore Hit Points. Repeat until she is dead. There is a change she might Heal herself so don't worry. Probably a Bug or not, I take it as one of her skills. She will drop the Spider Queen Staff (Dmg +36, Poison +20 per

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second, Recoil 20) and Spider Gland (Quest item)

At the North West side of the Cave, you will find a LOCKED COFFIN. Ignore it for now. At the Center of the Cave you will come across a Broken Bridge. Use the Spider Gland **and** Old Wooden Planks on it to get across. There you will find Shandra, who will give you a GOLDEN LEVER and 250 exp. Now you can use the GOLDEN LEVER to open the LOCKED COFFIN. There are equipment inside but I think the stats are random.

As you proceed to the Northern part of the Cave, you will come across a pair of Lightning Barriers and a GIANT CRYSTAL CRAB. Firstly, place the missing Crystal in both Barrier Generators. Then go to the place where the Crab Emerges from the fuming ground. Notice on the right side are some POTS, press 'E' at the POTS to spill the OIL onto the Ground, then you could set fire to it by using a ranged soul magic. The Crab will emerge again and will not burrow anymore, and will chase you. Quickly run pass the LIGHTNING BARRIER and turn it ON. The Great Giant Crab will be fried. If only it can be eaten,... Yummy !! Anyway, the consolation is, you get a Crab Mask (Defense+26, MA+12,BM+4, HP+8). Proceed North to next map.

Deep in the Crystal Cave

The left of the cave have many Crystal Golem. These creatures have very high attack power and defense Always sent out a Minion as you proceed. Nuke them as your minion distracts them. At the Top right of this cave you will find Your SOUL STONE. You can access the fenced area at the center left through the North West side of the Cave. Here you will see a Wrecked Gate with a dead Crab under it. Use the Red Crystal to revive the Crab. The gate will crumble to pieces. Kill the Crab and proceed. The Treasure box will give you a Sash and a decent pair of Boots.

Proceed to the center top of the cave. You will meet a scary Golem – He Anrail. Luckily we don't need to fight him. Choose the **Left Exit = pursue Soul Magic**, or **Right Exit = pursue Blood Mage**.

Soul Path

Kill the Scorpions along the way. You will see a Lever behind a Stone Dragon. Pulling it will reveal a hidden Treasure room. Take the Goodies and proceed.

You will soon come across 2 Elemental Lizards locks behind bars. Lure the Ice Element to the Chamber and Lock it in. Go to the set of Pipes Top left of the room. Then turn the Crank Wheel and set the levers to @ / / \ in this manner (@ = the Crank Wheel) The Heat will Kill the Ice Element. Pick up the Ice Flower Crystal.

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Now Lure the Fire Element into the same chamber and Lock it it. Then go to the set of Pipes Top Right of the room and Turn the Crank Wheel and set the levers to \ / / @. This will Kill the Fire Element. Pick up the Fire Pearl.

Now proceed to the Chamber Right of this room. Place the both Elemental Crystals on the Stand. The door will Open. Now Pick up the crystals and and enter this room. At the Center you will see a stand with 3 slots. Place your Soul Stone, the Ice Flower and the Fire Pearl on it. Then Turn on Both Crank Wheel to and set the levers in this order. @ / \ / \ / @ . Return to the chamber and collect your Magic Embedded Soul Stone. – *End of Chapter* –

Blood Path

Kill all the Golems you find in this maze. There are some Poorly Erected Barriers which will crumble with a simple hit. Break all the Barriers. Make your way to the Top of the Maze. There you will have to Defeat the Giant Crystal Golem. The Spider Queens Poison Staff works excellently here. Upon Killing the Golem. – *End of Chapter* –

The New Chapter will begin.

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Chapter-2: The Fall of Avencast

You return to Avencast but the place is no longer the same. Monsters have over-run Avencast. In the magic barricaded room, Theodosius asks you to find an item from a monster for him. Kill the monsters outside and return to Theodosius with the

Theodosius wants to you get an item from a demon outside. Kill the monsters outside and return the Demon Battle Staff to Theodosius. (100 exp). The proceed to the planetarium to send a SOS message.

You will need to get the Key to the Planetarium from Stellarius. Proceed to the Blood Mage Wing. At the Center Bottom of the Wing is a room with 5 Statues, 3 of which have missing limbs. Use the Marbles Limbs on them to Open the Lock Chest. Marble hand (Top Left room in the Blood Mage Wing). Marble Leg (Bottom Left Room in the Blood Mage Wing). Marble Head (Center Left Room in the Blood Mage Wing).

At the Top right of the Wing, Murius and his 2 friends are hiding in a room. He would like to go to the Stronghold with you. Tell him that you will take him later. Leave the room and close the door. The open the door again to start a new dialog and agree to take them now. They will follow you. Then run pass the door and close it before they pass it, locking them in. This will protect them from being killed by the Newly Spawned Possessed Mages right outside the corridor. Go to the corridor and clear the infestation. Then return to the room and release Murius and his friend. They will be safe from running into Monsters along the Exodus to safety. Escort them back to the Stronghold through the route you came from. Your will get a total of 300 exp (100 exp for each surviving Adept.). Pick up the Planetarium Key and the Planetarium Instruction Manual in a Wooden Chest in Stellarius' room. (100 exp).

Proceed to the Planetarium Here, there are 4 Mirror rooms and a Telescope on a Turntable in the Center Room. After Killing all the monsters, Go the the Telescope and use it. Press on the switches to move the Telescope in the desired direction. Move it till you see a Bright Blue Star. Center the Crosshair on the Blue Star. A Blue beam of light will appear at the base of the platform. Pull the levers next to the chair to rotate the beam. Pull the lever again to stop the rotation. Point the beam to the South Mirror and keep it there. Then go to the south Mirror Tower and move the Mirror till it points to the Glass Mirror to on the left. Now, go to the Left Mirror Tower and use the mirror to point the Blue Beam to the center of the L shaped Generator. Then go to the Generator and press 'E' to send the message. (200 exp). Now Return to Theodosius in the Stronghold. - *End of Chapter* -

Subquest – Revive Kelios

Pancratius will give you this quest. Go the to Summoning Master's Quarters located North of the Great Halls. At the Northern Right side of this Hall, you will find Kelios Petrified and a Hastily Written Note on the floor next to him. Take the not and return to Pancratius. He will

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give you a scroll with the Unpetrifying Spell and 50 exp. Return to Kelios and use the Counter Spell on him. You will gain 100 exp.

Subquest – Golden Cage for Gorlin

You will have to get the Key from Quallus' Room in the Eastern Guest Wing which is accessed through the South East Exit of the Great Halls. Once you got the Key, return to the Eastern Lounge and Pick up the cage. Return to Gorlin. You get 150 exp and A boots of Equilibrium from Gorlin.

Subquest – Chimakoos for Gorlin

Gorlin want you to Catch some Chimakoo in the Fairy land. If you accept the quest, he will give you the Golden Cage and a Small Fairies Coin. Now proceed to the Western Guest Wing through the South West Exit of the Great Central Halls. Go to the Guest Wing Garden and toll the coin into the Pool to Open the Portal to Fairy Land. In Avoid the Plants and run to pick up a fruit at the North West of the Fairy Field. Then Go to North East and place the Fruit and the Golden Cage on the Floor. Wait for the Chimakoos to enter the cage, then pick up the Cage and Return to the Portal. Return to Gorlin and he will give you Adept's Robe Of Mana and 200 exp.

Subquest – Dolcina's Imp Run Away again

Dolcina will ask you to capture her Imp. You can find it at the same place where the Fairy Land Portal is located at the center of the Garden. Hit it till it Falls down unconscious. Pick up the Imp and return to Dolcina. She will give you Adept's Robe of Mana and 100 exp.

Subquest – Agitatus's Lost Staff

To activate this quest, you need to find a Letter to Agitatus From Scorpius. Open and read that letter. Then talk to Agitatus. He will ask you to look for Icarius in the Library at the Soul Mage Wing. You will find a stone status there. Press 'E' at the statue and a hidden door will open. Talk to Icarius in the Hidden Room and he will return the stolen staff. Return to Agitatus and you will get 250 exp for returning the staff.

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Chapter-3: Source of the Demons

Meganteolis wakes up and Tells a story. After that, he wants you to find an item called Destructuros. Go through the Soul Mage Wing and Locate the Destructorus, which is found in a room South of Soul Mage Wing. Pick up the Powerless Destructorus from the table and return to Meganteolis. You get 200 exp. He ask you to take the Destructorus to recharge at the Planetarium. Go to the Planetarium and adjust the mirror in the Left Mirror room to point the Blue Beam to the North Tower. Go to the North Tower and use to mirror to reflect the Blue Beam to the Generator Core. Then place the Destructorus in the Charge Unit (looks like an Orange with Peeling.) and close it. Pull the lever next to it to initiate the Charging Process.

Half way through the Charging Process, Some Huge Ghoulish monster resets the Telescope. Return to the Telescope Room to Kill this monster. INDRAGUL has a Invincibility Shield which can be removed by with the Blue or the Red Beam. Run to the Telescope and Target either the Blue or the Red Star. Let the Beam Rotate around the room and only start to attack Indargul aggressively once the Shield in removed. After Killing Indragul, take the Key from his ashes. And re-align the Telescope to the Blue Star for the Blue Beam and channel it through the South Mirror. Return to the North Tower to Continue Charging the Destructorus. Take the Charged Destructorus from the Charge Unit and you will gain 200 exp.

Return to Meganteolis and he will give you a Disenchanted Spell Scroll and 100 exp. Go into the Small Meeting Room of the Archmages. Go to the room where there are some Statues in the middle. Stand at Left Wall and Use the Disenchantment Spell Scroll in the Inventory. (Press 'I' then click on the Quest Item Tab. Then Double Click on the Scroll.) The wall will Vanish. Enter the Secret Wing. There you will find a bunch of tough sword wielding monsters. Kill them all. In this area there are a Locked Room, The Sealed Necromantic, A Mushroom Bomb Lab, and KulKurazz Torture Room.

In one of the Rooms, you will find a Restrained KulKurazz. He will ask you to form a Pack. There are no other options. Accept the Pack. He will give you the magic word 'Syrah' to communicated with Mad Anitalis.

There's a Labyrinth to the right of this map. At the end of this Labyrinth, you'll find a secret prison where Mad Anitalis has locked himself in. No use talking to him at this moment. At the bottom of this Labyrinth, is a place where you will find RAGAs. Kill the RAGAs and the Dark Leader. Take the ENERGY CRYSTAL (quest item) from the Dead Dark Leader.

Go to the Secret Prison and talk to Anitalis. This time he will respond when you say 'Syrah' and he'll give you a key to the locked room. Use the Key to open the Locked Door. Inside this Room will find 5 Pictures on the wall depicting the progress of a story. Press 'E' at the pictures to Activate the sequence. Do it in this order (1 – Portrait of a Man, 2 – Man in Court, 3 – Man in Cell, 4 – Man in Chains, 5 – Man Sucked into a Frame.) and you will be teleported to the Avencast Past where you will meet Gyron.

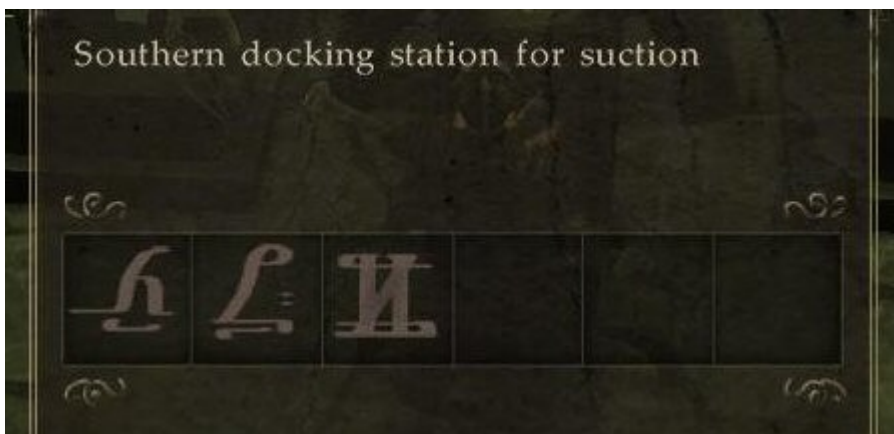
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Here Gyron is to be executed by the Evil Taertius by extracting his mental powers. Talk to Chaired in the next cell to get the Passwords for the Necromantic. 50 exp. Go to the Necromantic Chamber. You will need to pass those Pesky LASAS. You can either dodge them, or Kill them sniping or Sneaking up behind them and Smack it. 30 exp each. Once you reach the Necromantic chamber, go to **Southern Docking Station** for Suction and swap the Codes (h L N -> p ^ @ ^) to:



and Click Activate.

Then go to the **Northern Docking Station** for Supply and Swap the codes (p ^ @ ^ -> h L N) to:



and press Activate,

A cut Scene will commence. Tertius will die. Kill the remaining Guards. You will gain 500 exp. Return to the Prison and Kill the TORTURE MASTER. Then follow Gyron to his cell and he will send you back to the Present. (500 exp and Avencast Robe of Honor)

Make the Mushroom Bombs in the Lab with the Explosive Fungus Machine. Place 1 each of Crystalline Dragon Fire, Dried Sulfurous, and Voldarian Morel (ingredients in lab), then Activate to

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Make the Mushroom Bomb. Make 3 Mushroom Bombs in total.

Go to get Anitalis and bring him to the Necromantic Chamber. Use the Mushroom Bombs on the Walls to the North, South and West to Open the way to the Docking Stations. Now enter (p ^ @ ^) for the Northern Docking Station and (h L N) for the Southern Docking Station and (P J N h /) for the Suction Force Control. Active all of them and then active the main control at the center of the Necromantic. If you did everything right, Anitalis will finally regain his sanity and will give you a Demon Liberation Spell and 500 exp.

Now proceed to the Torture Room where KulKurazz is Restrained, replace the Ruined Energy Crystal with the Energy Crystal you found earlier. (200 exp). While at the KulKurazz Restraining Barrier, press 'I' and press the quest item tab and Click on the Demon Liberation Spell Scroll to release KulKurazz KulKurazz will open the Door for you. Kill HARRASSYS. (375 exp, and Ornulf of Elthenor's Staff). Now enter the room of the Portal of Dimensions. Run directly into the Portal. - *End of Chapter* -

Chapter-4: Meganteolis' Betrayal

You return to the Stronghold just in time to battle FRAAZZZ. Killing him will grant you 450 exp. The Protection Sphere failed and Theodosius asks you to recharge it at the Planetarium just like you did for the Destructorus. Return to the Stronghold with the Recharged Protection Artifact and place it back on the stand. Theodosius want to go with you to see the Portal. Return to the Secret Wing (via small Meeting Room). A cut scene will commence. - *End Chapter* -

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Chapter-5: Kyranian Wastelands

Enter the Portal of Dimension and will arrive at a strange floating large piece of Alien Land known as Kyranian Wasteland. Make your way to the End of this Crescent piece of land. There you will meet Gaian in front of the Kyranian Stronghold.

Subquest - Purifying Gaian's Spring

Gaian wants you to purify his Spring. Enter the Kyranian Fortress using your Amulet. And Pick up the Crystal Chalice Inside the Fortress of Dimension – Main Gate, go the the center and pick up the Crystal Chalice from the Small Stone Chest and find it with water from the Magic Spring next to it. There's a lever which will activate a PORTAL. Pull it to activate the Portal. Take the Crystal Chalice of Elemental Water to the Gaian's Corrupted Spring and purify it there with the Elemental Water. Talk to Gaian and he will give you 300 exp and Gaian's Miracle Potion (permanently Increases Max Mana by 20 and Max HP by 25).

Special Area * Gardhun - Vault of Kings

The PORTAL you activated is found near Gaian on a large Stone Column. Enter it and you will reach Gardhun – Vault of Kings. Make your way to the end of the Corridor. Beware of the Super Tough Wolgath. At the end of this Spiral Corridor, you will find a Precious Coffin with some great equipment in them. Enter the Portal Nearby to return to Kyranian Wasteland. Return to the Fortress Main Gate.

Fight you way through to the North and around South. You will soon come to a Kyranian Teleport Machine to the Gardhun Vault of Kings (*see Subquest & Special Area above*) and the entrance to the Kyranian Fortress. Use the front entrance to Gardhun Vault of Kings (after activation) to enter Interior Fortification of the Main Gate. Again Fight you way through while avoiding those traps. At the Northern West side, you will come across a PSION who will help you to activate the portal. He will give you the Key to the Generator Rooms. Proceed to Generator Room Portal which is located behind the Locked Door on the Northern East side to retrieve the Energy Cells. Use the Key to open the door and use the Portal inside to get to the Generator Rooms. Run pass the Gatling Energy Traps, and pass the Laser Grid when they turns of intermittently till you get to the other side. There's a Lever there, and pulling it turns-off the Laser Barriers. As for the Fire Wall Waves, well, its just like crossing a busy Highway. Have Fun !!! Once you get to the last room, Kill the defending Evil Poisons and retrieve the Kyranian Energy Cell. And Return to PSION. Give PSION the Energy cell and he will active the Teleport unit. (800 exp) Proceed into the Teleport to reach the Kyranian Quarters.

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Upon Arriving at Kyranian Quarters, you will see Gorlin who will tell you a family story and leaves.

In one of the rooms at the Right side of the Kyranian Quarters you will find a room with 2 COGWHEELS on, or near, a table (you may have to use [F] key to see them). Take these COGWHEELS, and the Key in a Small Stone Chest nearby. Then use the key to open the locked door there. Inside this room you will see a White Sphinx Statue holding 2 cups, and a White Chest nearby. Place the Cogwheels and the pins correctly and click on the Crank to open the Chest. Inside you will find 2 Eye of Sphinx. Place the Eyes on the Sphinx's cups. You will have to battle Continues Spawns of Killer Flies for 1 minute. You will need to Spawn a Crystal Golem as a Tank, and you will need at least 10 – 20 mana potion to keep spamming your Area of Effect magic to Kill the Flies. You will need to respawn your Crystal Golem every 10 seconds. After this Test of Endurance, the Sphinx will Self Destruct and you can take the Tar El Ak's Sash (the Best Sash so far) from the Rubble. Proceed to explore the Quarters. Eventually you will come across Meganteolis. - *End of Chapter* -

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Chapter-6: The Last Kyranian's Legacy

Fight POSSESSED MEGANTEOLIS and defeat him. (900exp , Meganteolis Staff) Soon you will come across your Late Parent's Chambers. Pick up the Kyranian Key and the Elixir of Transcendence from the Small Stone Chest next to the Holographic Unit. And use the key to the next room. Proceed with caution. Kill all the Monsters and go to the room on the right and you will see a Teleport Unit. Use it to get to the Defensive Fortification Side Gate. You will be rudely greeted upon arrive but you're no Jelly, so kill them all and proceed. Make your way to the South of the Fortress and you will eventually reach a small part of the Kyranian Wastelands. There you will find Pajaou and this 3 other Madavas companions.

Sub-quest - Remedy to the Black Scourge

Pajaou will ask you to find the remedy for Anjaou's BLACK SCOURGE Curse. Search the Map for the Kyranian Crystals which is located in a small stone chest on the left side of this land. Enter the Fortress again and go to the Lab which is located on the North East side. Use the Crystal Chalice you still have with you and scoop up some Elemental water from the Fountain in the Concourse south of this fortress. When you find the Lab, get the instructions from the Manual on the stand and then use the Mixer. (300 exp , Kyranian Remedy) Return to Pajaou and give him the remedy. Anjaou will recover and will give you Anjaou's Ring and 400 exp.

Now return to the Kyranian Quarters and make your way to the North. The last room here you will find a Teleport Unit. Use it to move to the Kyranian Security Gate. Upon Arrival, you will find that KULKURAZZZ arrived and sealed both Teleport Units, and leaves you stranded. Have no fear, Gorlin to the rescue. Simply summon his Doppelganger and shout his name for help. Then step away for the Doppelganger to leave. Gorlin will arrive in a short while to unlock the Teleport for you and wants you to bring him to the Kyranian Museum. You'll have to agree.

At the Museum, you will come across Enrael.

Sub-quest - Redemption of a Thief

Enrael wants you to help liberate him from his Punishment. Take the Royal Diamond from him and place it back on the Display Case in the Museum just south of the Museum Door. (250 exp)

Proceed into the Museum pass Gorlin. Kill all the monsters along the way till you've gone a circle, you will then find that Gorlin is in a room being chase by Mutated Chimakoos. Kill the Chimakoos. Gorlin will tell you his sad story . - *End of Chapter*-

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Chapter-7 – Finale: Destruction of the Crystalline Heart

Gorlin will Open the locked Door and leaves. (600 exp) Proceed North to enter the Kyranian Palace and Sanctuary.

On the left side of the Sanctuary you will come across a room that requires you to recognize a Piece of Art in order to Open the door. Arrange the Art in the order from Left to right starting with the Snake head pointing to the left.



When you have completed the Jigsaw Puzzle and press activate, the door will open. Kill all the PSIONS in here and take the Key to the Chamber of Sphere Horns and the Sphere Horn Stone Tablets. Return to the center hall of the Palace. Gorlin will bid you farewell. You the key to open the Locked Doors and enter both the Sphere Horn Chambers and enter the respective codes to activate the Ky'Ral (Bird, Snake, Labyrinth, Mushroom) and Erend'Ur (Bag, Mushroom, Butterfly, Man) Horns. The codes are found on the Stone Tablets. (100 exp + 600 exp).

Avencast: Rise of the Mage Walkthrough



The Way to the north will Open leading to the Large Meeting Halls of the Kyranians. Proceed North.

Along the way at the Large Meeting Halls, you will come across Symbolic Platforms much like the ones you saw at the Academy's Crypt leading to Marugar's Coffin. Step on the symbols according to the Symbols on the elevated sides in the order starting Left and then right and left and right from bottom up. I'll list the order here. (Butterfly, Man, FloppyDisc, Labyrinth, Snake, Mushroom, Snail, SquareHead, Bird, FloppyDisc, Witch, EagleLabyrinth, Bag, Bird). Do it slowly, as just a single miss will kill you.

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Upon successfully crossing the platform, you will enter the Great Meeting Hall. Now is the time to use up every unused Skill Points and Stock up on Health and Mana Potions. You should be Level 38 by now if you did every quest and killed all the monsters there are to kill. You will get non-stop action till the End of the Game.

Go down into the arena, summon your Crystal Golem, and Kill all the Tentacles. Then Kill MORGATH. Then Destroy the Crystal Heart.

The strategic use of potion will help you Defeat the Morgath.

Good Luck and Play the game again even if you completed it. Then tell all your friends to play it too. Cheers to Clockstone for wonderful piece of work and we look forward to more game titles coming our way !!! **ENDGAME**

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Note on Hot-Key Mapping

The default Hot-Key Mapping

The Inventory Hot-Keys = [1], [2], [3]

The Spell Hot-Keys = [F1] thru [F4] only; but the Options, Keyboard, has 8 total mappings for spells

[F5] = Save menu, [F8] = Load menu

My suggested Hot-Key Mapping

Change the Hot-Key mapping via the Options menu, Keyboard

Inventory Hot-Keys = [F1], [F2], [F3]

Spell Hot-Keys = [1] thru [8]

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Avencast Cheats

[;] opens Console

Everything is case sensitive.

You can use [PgUp] or [PgDown] keys to scroll back/forth in commands history.

CHEAT CODE	RESULT
cheat("health")	full health, also revives if dead
cheat("mana")	full mana
cheat ("strength", <i>amount</i>)	add Blood Magic points
cheat ("spell", <i>amount</i>)	add Soul Magic points
cheat("experience", <i>amount</i>)	gives specified amount of experience
cheat("advance", <i>amount</i>)	gives specified amount of advancement points
AddGold(mc_ID, <i>amount</i>)	gives specified amount of Guilders \$
SetMoveSpd(mc_ID, <i>amount</i>)	lets you tweak your movement speed
SetImmortal(mc_ID,1)	God-Mode ON (0 = off) <i>setting saved with save-game</i>
UncoverfMap() / CoverMap()	effects Mini Map
ExportHero("name")	<i>self explanatory</i>
ImportHero("name")	<i>self explanatory</i>
LoadLevel(unesaped path to level config file here, consider install folder as root) EXAMPLE: LoadLevel("levels\\crystal_cave\\crystal_cave.cfg")	loads specified game level