

## Quest for Glory II: Trial By Fire (VGA) - Walkthrough/Point List

Items in **bold** are acquired by the action listed. Items in *italics* are required to perform the action listed. Actions that give a notable bonus to Honor have a "+" on the Paladin category. Actions that decrease Honor have a "-". Actions that only effect one class but that do not give Puzzle Points are marked with an "o".

New characters start with 50 Experience Points. Imported characters start with 25. All characters start with **Gold** (however much you had in Spielburg plus 140g; new characters start with 150g), 5 **Rations**, 1 **Waterskin**; Fighters start with a **Broadsword**, **Shield**, and **Chainmail Armor** (regardless of whether you bought it in Spielburg or not; also, any class who bought this in Spielburg will start with it); Magic Users start with all spells from Spielburg (except **Dazzle**, unless you got it while in Spielburg, but you can buy it in Shapeir); Magic Users and Thieves start with a **Dagger** and a **Leather Jerkin**; Thieves start with a **Thieves' Tool Kit** and a **Thieves' Guild License**. If you give a Fighter or Magic User Lockpicking, they will start with a **Lock Pick** and the Thieves' Sign. If you give a Fighter or Thief Magic, they will start with **Open**, **Zap**, **Calm**, **Flame Dart**, and **Fetch** at the skill-level you gave to Magic. Imported characters start with the same spells and skills as you left Spielburg with. Fill any extra time (on any day) with training and exploring. It is possible to get 200 in every skill you possess, so go for it!

P	F	M	T	Action and Notes
<b>Day 1</b>				
-			3	Make Thieves' Sign to Moneychanger, agree to meet again on Night 2
	7	7	7	Exchange <b>Gold</b> for <b>Dinars</b> (Heretofore referred to by \$, and best to exchange in units of 50 gold) Note: You can bargain the prices of most items down according to your Communication skill. Depending on how high this skill is, you may be able to get quite a deal on most of these items. Only the listed price is given here.
			3	Buy <b>Oil</b> (\$0.20) from Harik
	3			Buy <b>Poison Cure Pills</b> (x3 for \$12) from Harik
				Buy <b>Healing Pills</b> (x3 for \$10) from Harik
		o		Buy <b>Mana Pills</b> (x3 for \$15) from Harik
				Buy <b>Vigor Pills</b> (x3 for \$5) from Harik
				Buy <b>Food Rations</b> aka Jerky (as needed, \$1 for 5) from Corey and Lori... I mean Scoree and Sloree
				Buy a <b>Waterskin</b> from Mirak (x2-3, \$1 each; You'll want some extra.)
7	7	7		Buy a <b>Compass</b> (\$1) from Alichica
7	7	7		Buy a <b>Map</b> (\$1) from Alichica
				Buy <b>Flowers</b> (\$0.10) from Lisha
+				Give \$0.01 to Sitar (repeatable)
5	5	5		Enter the Astrologer's room
				Tell the Astrologer about yourself
+				Give the Astrologer \$1 (repeatable)
7	7	7		Enter Aziza's room (You must first ask either Keapon Laffin, Rakeesh, Omar, or Harik about Aziza)
3				Be polite to Aziza (Actions with a number in the Paladin category give both honor <i>and</i> Paladin Points needed to become a Paladin at the end of the game.)
o				Buy a <b>Fine Sword</b> (\$100) from Issur
3	3	3		Sign the Adventurer's Guild logbook
+	3			Ask Rakeesh about Paladin

P	F	M	T	Action and Notes
+	5			Fight Uhura (General note about the Guild, you should train there until they kick you out if you plan on staying all day.)
	3			Ask Uhura about Monsters (These monsters can be defeated at any time during the game.)
	3			Kill a Brigand, (worth \$2 - \$9)
	3			Kill a Ghoul (worth \$0, though you can take its head; night only)
	5			Get <b>Ghoul Claws</b> (worth \$15 each, max 10)
	3			Kill a Jackalman Pack (1-5, worth \$2 - \$5 each; night only)
	3			Kill a Scorpion (worth \$0)
	5			Get a <b>Scorpion Tail</b> (worth \$20 each, max 5)
	3			Kill a Terrorsaurus (worth \$0)
		5		Buy a <b>Magic Rope</b> (\$125) from Keapon Laffin
	5	5	5	Cut a <b>Whirl of Dervish</b> (worth \$15; You must ask Keapon about it first.)
				Buy <b>X-Ray Goggles</b> (\$15) from Keapon
		o		Buy <b>Force Bolt</b> (\$20) from Keapon
		o		Buy <b>Levitate</b> (\$30) from Keapon
		7		Cast <i>Detect Magic</i> anywhere in the streets of Shapeir (This test may be completed at any time during the game.)
		11		Enter W.I.T.
		7		Pass Erasmus' Test
		7		Pass the Air Challenge
		7		Pass the Earth Challenge
		7		Pass the Water Challenge
		15		Pass the Fire Challenge
+		7		Refuse the Wizard's Oath and learn <b>Reversal</b>

### Day 2

The Acrobat is outside the Adventurer's Guild

Ali Fakir is outside the gates of Shapeir

Shema dances at sunset

	7	7	7	Buy a <b>Saurus</b> from Ali Fakir for \$5 (Keep saying No until he drops the price.)
			5	Cross the Acrobat's rope (worth \$5, must wager \$1, max 3 times)
	5	5	5	Ask the Astrologer about Future/Fortune
+				Give <b>Flowers</b> to Shema (repeatable)
			o	Go to Dinarzad at sunset and learn about the Metal Worker's house at midnight on Night 2
-			3	Pick the lock to the Metal Worker's house

P	F	M	T	Action and Notes
-			3	Pick the lock to his Secret Chest and find <b>\$60</b>
-			5	Search the Metal Worker's Secret Chest and find a <b>Silver Dagger</b> (worth \$30)
-			3	<i>Oil</i> the door to the Metal Worker's Cabinet
-			3	Search the Metal Worker's Cabinet and find an <b>Emerald Bowl</b> (worth \$40)
-			3	Take the <b>Silver Tea Service</b> (worth \$20)
			3	Fence your first stolen item with Dinarzad

#### Day 3

The beggar Shih'had is in Fountain Plaza South  
Omar is in the Katta's Tail Inn at sunset

5	3	3	3	Give <i>Money</i> to Shih'ad (Give more than once for Paladin points, and be generous.)
	3	3	3	Ask Harik about Flame, learn about Incense
				Ask Harik about Incense
	7	7	7	Buy Incense for \$0 from Harik
			0	Visit Dinarzad and learn about Issur's Chest on Night 4
	3	3	3	Listen to Omar's Poem

#### Day 4

The Acrobat is outside the Adventurer's Guild  
The Fire Elemental has burned Alichica's stand during the night

-			3	Pick the lock to Issur's Door
-			3	Pick the lock to Issur's Chest and find <b>\$105</b>

#### Day 5

The Fire Elemental is in Gate Plaza

	7	7	7	Tell Tashtari about the Fire Elemental ad receive a <b>Brass Lamp</b>
				Lead the Fire Elemental away with <i>Incense</i>
+	20	20	20	Capture the Fire Elemental in the <i>Brass Lamp</i> and receive a <b>Magic Lamp</b>

#### Day 7

Rakeesh is in the Adventurer's Guild with a reward  
The beggar Shih'had is in Gate Plaza  
Omar is outside the Apothecary

	3	3	3	Rakeesh gives you a <b>\$50</b> reward for defeating the Fire Elemental
+				Return the reward to Rakeesh
				Listen to Omar's poem (all of it), come back and pick up <b>Omar's Purse</b> (worth \$6.25)

#### Day 8

The Air Elemental is in the Palace Plaza  
The Acrobat is outside the Adventurer's Guild  
Shema dances at sunset

P	F	M	T	Action and Notes
	5	5	5	Ask Keapon Laffin about the Air Elemental and get <b>Fooler's Earth</b>
	7			Beat Issur in arm wrestling and get the money you wagered and Issur's respect
	7	7	7	Get the <b>Bellows</b> from Issur
				Stop the Air Elemental with <i>Fooler's Earth</i> (or some kind of dirt)
+	20	20	20	Use the <i>Bellows</i> to capture the Air Elemental

#### Day 10

The beggar Shih'had is in Gate Plaza

Good day to do some side quests, no? Notice the graffiti on the walls? Have you been to the end of Askeri Darb?

#### Day 11

Omar is in the Katta's Tail Inn at sunset

	3	3	3	Ask Harik about Earth, learn about Flame and Powder of Burning
	3	3	3	Omar gives you a <b>\$50</b> reward for defeating the Air Elemental
7				Return <i>Omar's Purse</i> with the money inside

#### Day 12

The Earth Elemental is in the streets of Shapeir

The Beast appears in the desert

			5	Tell Harik about the Earth Elemental and get some <b>Powder of Burning</b> (x6; He will only give it to a Thief.)
	7			Ask Rakeesh about the Earth Elemental and learn about his Sword
	o			Ask Rakeesh about his Sword and get <b>Soulforge</b>
	7	7	7	Buy a <b>Cloth Bag</b> (\$0.50) from Kiram
				Kill the Earth Elemental
+	20	20	20	Put the Earth Elemental in the <i>Cloth Bag</i>
5	o			Return <i>Soulforge</i> (without being reminded)
	5	5	5	Ask the Dervish about the Beast
	5	5	5	Find the Beast
+	5	5	5	Give <i>Food</i> or <i>Water</i> to the Beast
				Tell Harik about the Beast
				Ask Harik about a Dispel Potion
				Tell Aziza about the Beast
	7	7	7	Ask Aziza about Plant/Tree/Fruit of Compassion and learn about Julianar
+	7	7	7	Give <i>Water</i> to Julianar
	5	5	5	Tell Julianar about yourself
+	7	7	7	Give Julianar <i>Elemental Earth</i>
	5	5	5	Tell Julianar about the <i>Earth Elemental</i>

P	F	M	T	Action and Notes
+	5	5	5	Kiss/Hug Julianar
+	5	5	5	Tell Julianar about Julianar
	7	7	7	Julanar gives you a <b>Fruit of Compassion</b>
	3	3	3	Find the Griffin
+	7	7	7	Get a <b>Griffin Feather</b> (Do not disturb the Griffin. If you do, you can't become a Paladin.)
	7	7	7	Give the <i>Fruit of Compassion</i> and <i>Griffin Feather</i> to Harik and get 3 <b>Dispel Potions</b>
+	15	15	15	Give a <i>Dispel Potion</i> to the Beast

### Day 13

				o Learn about the Guards' house on Night 13
-				o Pick the lock to the Guards' door
-				o Search the dresser and find 6 <b>Daggers</b> and a bottle of <b>Healing Pills</b>
-				o Pick the lock to the jewelry box
-				o Search the jewelry box and find a <b>Jade Bracelet</b> (worth \$25)
-				o Search the cabinet and find <b>\$80</b>
-				o Take the <b>Ornate Schimitars</b> (worth \$45)

### Day 14

The Water Elemental appears in Fountain Plaza

				Drop a <i>Waterskin</i> in front of the Water Elemental
+	20	20	20	Use the <i>Bellows</i> to capture the Water Elemental in the <i>Waterskin</i>
	5	5	5	Sashanan gives you a <b>Sapphire Pin</b>

### Day 15

The beggar Shih'had is in Gate Plaza  
 Shameen tells you to meet Aziza on Day 16  
 Shameen tells you to meet Uhura (Fighters only)  
 Eternal Order of Fighters test is tonight (Fighters only)

	o			Meet with Uhura and get a <b>Note</b>
7	o			Spare Walid's life in the EOF test
	7			Become a member of the EOF and get the <b>EOF Secret Membership Badge</b>

### Day 16

You can fight Rakeesh  
 Omar is in the Katta's Tail Inn at sunset

	7	7	7	Meet Aziza and learn about Emir and Ad Avis
	5			Fight Rakeesh
	6	6	6	Omar gives you a <b>\$100</b> reward for defeating the Earth Elemental and Water Elemental

P	F	M	T	Action and Notes
<b><u>Day 17</u></b>				
<p>Shema gives you a <b>Change of Clothes</b>            Ride the caravan until Day 27</p>				
<b><u>Day 27</u></b>				
-			5	Enter Raseir and get a <b>Visa</b>
<b><u>Day 28</u></b>				
<p>See Ugarte taken prisoner by Khaveen in the Main Plaza            Zayishah's servant invites you to help</p>				
+	5	5	5	Give your <i>Change of Clothes</i> to Zayishah (You can watch Zayishah change with <i>X-ray Glasses</i> , though it may not be a good idea for Paladins.)
+	5	5	5	Give your <i>Visa</i> to Zayishah and get a <b>Mirror</b>
			o	Talk to Ferrari and learn about robbing Khaveen on Night 28
-			3	Use your <i>Rope</i> to enter Khaveen's bedroom
			3	<i>Oil</i> Khaveen's Cabinet
-			5	Take the <b>Black Bird</b> from Khaveen
			3	Give the <i>Black Bird</i> to Ferrari
<b><u>Day 29</u></b>				
<p>Get arrested and thrown in the dungeon with Sharaf</p>				
	7	7	7	Tell Sharaf about Shema or show him the <i>Sapphire Pin</i>
	7	7	7	Escape Raseir's dungeon ("Not without my effects.")
				Run into Ad Avis and get hypnotized
	5	5	5	Use the <i>Mirror</i> to reflect the moonlight and enter Iblis' Tomb
	7	7	7	Block the air draft
	7	7	7	Pass the waterfall room
	7	7	7	Pass the lava room
	7	7	7	Get down from the cliff in lightning room (Fighters must jump, Wizards must <i>Levitate</i> , and Thieves must use <i>Rope</i> )
	7	7	7	Answer "Suleiman" to the lightning door
	5	5	5	Pass the treasure room
	7	7	7	Pick up the <b>Djinni Ring</b> , adjust it, and summon the Djinni
	7	7	7	Ask the Djinni about Wishes
	5			Pass the Gate Guards and enter the Raseir Palace
	o			Fight Khaveen
7	o			Tell Khaveen to retrieve his sword
	15			Kill Khaveen

P	F	M	T	Action and Notes
		o		<i>Levitate</i> to the handkerchief (or <i>Calm</i> the Guards)
+		o		<i>Calm</i> Khaveen (7 Paladin Points for Wizards)
	o	7	o	Reach Ad Avis
		3		Climb your <i>Rope</i> to the handkerchief and enter the harem
			o	Deal with harem and enter the eunuch room
			5	Pass the eunuch room to balcony near Ad Avis
			3	Cross your <i>Rope</i> to the ledge next to Ad Avis
15	25	20		Kill Ad Avis (If you have Reversal, you MUST use it to win.)
6	o			Qualify as a Paladin (Wizards and Thieves get 12 Paladin points)
10	o			Be officially recognized as a Paladin
20	20	20		Become the hero of Shapeir and Raseir
<b>50</b>	<b>500</b>	<b>500</b>	<b>500</b>	<b><u>Final Totals</u></b>

Hint: You start QFG3 with 200 Dinars no matter what. However, you also start with all the Pills you left QFG2 with, except Stamina Pills because they don't exist in Tarna. Use the rest of your money and buy as many Pills as you can carry. You can store them in the Inn when you get to Tarna.

#### **Quest for Glory II: How to Become a Paladin (from Corey Cole)**

Quest for Glory II has three criteria that determine whether your character will become a Paladin at the end of the game. By the way, Paladinhood is recommended primarily for Fighters; becoming a Paladin may hamper the activities of a Thief, in particular. It is also difficult to perform certain types of Magic while carrying the Paladin's traditional sword and shield. To become a Paladin, you must have achieved an Honor score of at least 75. You must also have at least 25 Paladin Points as described below (these and others will be added to your score if/when you become a Paladin).

Finally, you must not have done any of certain dishonorable actions:

1. Killing Khaveen when he's unarmed.
2. Taking money from Omar's purse before returning the purse.
3. Having to be reminded (by Uhura) to return Rakeesh's sword. (You must return it voluntarily.)
4. Entering the "breakin house" in Shapeir.
5. Trying to kill a helpless opponent in your EOF initiation.

Paladin Points are awarded as follows:

1. Return Omar's purse (7 PP).
2. Return Rakeesh's sword (5 PP).
3. Be polite to Aziza (don't get kicked out) (3 PP).
4. Refuse to kill EOF opponent (just say "no") (7 PP).
5. Give money to the beggar more than once (5 PP).
6. Tell Khaveen to retrieve his sword (7 PP).
7. You lose 10 Paladin Points if you disturb the Griffin. (There is a way to get a Griffin feather without bothering the Griffin.)

This was not supposed to have been a total disqualifier, but it effectively is (since you can get at most 34 Paladin Points prior to becoming a Paladin, and losing 10 reduces you to 24 -- below the limit). Sorry! If we ever do a remake, we'll reduce the penalty to -5. That's the definitive word. May you become a true Paladin on your Quest!

-- Corey Cole



