

Quest for Glory V: Dragon Fire - Point List/Walkthrough

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”.

All characters start with 150 Experience Points. Unfortunately, you cannot start with more than 400 points in one skill, and you get points for learning Swimming, so imported characters may be out of luck. All characters also start with **200 Drachmas** on your person and **500 Drachmas** more in the bank. You don't have to exchange any money in Silmaria because Erasmus and Rakeesh had done that for you (or perhaps he stole all of your money and treasure from Mordavia and gave you 200 Drachmas out of guilt?). All characters also start with a **Tinderbox** and 5 pieces of **Fruit** (where did the Tinderbox come from and what happened to the Flint? Did you get the Tinderbox back from Tarna?). Fighters start with a **Sword**, a **Shield**, and a suit of **Chain Mail**. Paladins start with a **Paladin Sword** (Piotry's Sword from Mordavia), a **Magic Shield** (Piotry's Shield), and a suit of **Chain Mail** (Chain or Plate? Make up your mind!). Magic Users start with no armor (what's up with that!) and a **Dagger**. Thieves start with **Leather Armor** (good ol' Leather Jerkin!), an **Acme Tool Kit** (remember that the Mark II kit was made by Acme?) and a **Dagger** (yeah... just one). Unfortunately, imported characters do not get to keep their previous cash or weapons. Also, what happened to all that jewelry from Mordavia? You couldn't sell it there and you don't get to keep it here? And the Glide spell? The Communication skill? The separate Dodge and Parry skills that take so long to increase in Mordavia? Oh well, such is the life of a hero.

Since the happenings in Silmaria are complicated and varied, there can be no set progression of events on discrete days. However, there are actions that are triggered by certain larger events and so this list is set up in such a way that those events are highlighted. In general, the events listed under each Rite of Rulership may only occur within the timeframe of that Rite (i.e. after it has begun but before it has ended). There are some exceptions, but it is best to follow this course of actions all the same. Take your time starting. There is a lot of room to improve your skills and gain money and equipment in this game. Also, you'll want to be in top shape for the Rites so you can complete them quickly and efficiently.

F	P	M	T	Action and Notes
<u>In the Beginning...</u>				
				Enter the Hall of Kings and talk to Logos and Rakeesh
10				Talk to Rakeesh, get your Katta Pin (Sapphire Pin in previous games), and Paladins learn about the Ring of Truth
10				Visit Logos in the Hall of Kings and get the King's Ring
		o		Talk to Rakeesh and get your Magic Grapnel
	20			Visit Erasmus for the first time
	20			Talk to Erasmus and learn the Whirlwind spell
				Take your money (500 Drachmas) out of the Bank
5	5	5	5	Buy a Map from Wolfie
10	10	10	10	Buy the Balloon Painting from Wolfie
				Buy an Amphora from Wolfie
				Buy Hera's Ring from Sarra
				Buy an Artichoke Pizza , 2 Pepperoni Pizzas , a Gyro , and a box of Sokolatak-ya from Marrak
5	5	5	5	Show the <i>Balloon Painting</i> to Marrak and buy his spare Brazier
5	5	5	5	Buy Mystic Magnets from Shakra sah Tarna
	10			Buy the Fascination spell from Shakra
	10			Buy the RIP spell from Shakra
	10			Buy the Boom spell from Shakra
	10			Buy a Mana Potion from Shakra
		5		Buy a Magic Dagger from Shakra
5	5	5	5	Buy Poison Cure Pills from Salim Nafs
5	5	5	5	Buy Healing Pills from Salim

F	P	M	T	Action and Notes
				Take some Jalapenos from the Apothecary shop
				Talk to Andre and get some Anchovies
				Borrow the Swimming Handbook from the Famous Adventurer
			o	Steal the Swimming Handbook from the Famous Adventurer
10	10	10	10	Read the <i>Swimming Handbook</i>
				Buy a Spear and a Magic Spear from Pholus (Fighters should wait and buy the Wurmbane Spear)
o	o		o	Pick up some Rocks
				Go to the Dead Parrot Inn after 5 PM and talk to Ferrari and Ugarte
				Go back to the Dead Parrot Inn on Day 2 and speak with Ugarte alone
				Pull the lever on the left side of the gondola controls
				Break the lever on the gondola brake, replace it with the <i>Spear</i> , and start the gondola
				Stop the gondola, jump on, and either throw a <i>Rock</i> at the brake or cast <i>Force Bolt</i> at the brake
5	5	5	5	Make it to Science Island
20	20	20	20	Pass the Science Island Entry Exam and enter the Science Lab
10	10	10	10	Pass the Science Aptitude Test
10	10	10	10	Give the <i>Anchovy and Artichoke Pizza</i> to Dr. Pretorius
10	10	10	10	Give the <i>Pepperoni and Jalapeno Pizza</i> to Dr. Mobius
5	5	5	5	Sign the logbook in the Adventurer's Guild
				Attempt to go to your room in Gnome Ann's Land Inn and get the Key to your room and the Inn
10	10	10	10	Get a Bedsheet from your room
				Put one of the <i>Mystic Magnets</i> in the chest in your room at the Inn
				Show the <i>Balloon Painting</i> to Ann and ask her to sew the sheet for you
10	10	10	10	Come back the next day and get a Sewn Sheet from Ann
10	10	10	10	Get 2 bottles Hippocrene Water at the Pegasus Peaks
				Reach the top of Pegasus Peaks (Fighters and Paladins use the see-saw, Wizards Levitate, Thieves use your Rope)
10	10	10	10	Get Pegasus Feathers at the Pegasus Peaks
10	10	10	10	Visit the Dragon Pillar north of Silmaria and get some Beeswax
10	10	10	10	Use the <i>Mystic Magnets</i> for the first time
				Sell some <i>Pegasus Feathers</i> to Salim
5	5	5	5	Buy Stamina Pills from Salim
20	20	20	20	Give a bottle of <i>Hippocrene Water</i> to the Famous Adventurer
10	o			Get a Magic Helm from the Famous Adventurer
	10			Get the Thermonuclear Blast spell from the Famous Adventurer
		o		Get a Stealth Charm from the Famous Adventurer
				Find Sarra's Lost Basket somewhere south of Silmaria

F	P	M	T	Action and Notes
5	5	5	5	Return <i>Sarra's Lost Basket</i>
	10	10		Find the Interesting Toolkit after the bank robbery
	15	15		Show the <i>Interesting Toolkit</i> to Erasmus
	20	20		Apprehend Arestes for the bank robbery
	o			Talk to Arestes about his missing arm
	10			Tell Julianar about Arestes

Let the Fighting Begin!

5				Kill a Battie/Winged Homonculi
5				Kill a Bearman/Grizzlyman
5				Kill a Boarman/Goreman
5				Kill a Cougarman
5				Kill a Dragonling
5				Kill a Goon
5				Kill a Grangler
5				Kill a Weirding (Winner)
5				Kill a Ghostie
5				Fight Elsa von Spielburg in the Arena
5				Fight Gort in the Arena
5				Fight Magnum Opus in the Arena
5				Fight Toro in the Arena
5				Gamble on yourself at the Dead Parrot Inn

Opportunity Makes a Thief

			5	Make the Thief Sign to Ferrari
			5	Make the Thief Sign to Ugarte
			5	Make the Thief Sign to Arestes
			5	Play Wheel of Fortune in the Dead Parrot Inn
			10	Win at Wheel of Fortune three times
			5	Make the Thief Sign to the Cloaked Man upstairs
			5	Disarm the Trap to the Thieves' Guild below the bridge
			5	Enter the Thieves' Guild
			5	Buy a Rope from Arestes
			5	Make a Rope and Grapnel
			5	Buy a Pickpocket Knife from Arestes
			5	Buy a Blackjack from Arestes
			20	Enter the Chief Thief contest

F	P	M	T	Action and Notes
			5	Successfully pickpocket the dummy for the first time
			5	Successfully pickpocket a townsperson for the first time
			5	Successfully blackjack an enemy for the first time
			20	Break into the Breakin House to the right of Ferrari's house
			o	Use your dagger on the cabinet and find a Dagger
			o	Take the Alabaster Vase on the table
			o	Search the chest on the right and find 20 D
			o	Move the painting on the right and find a safe
			o	Disarm the trap, crack the safe, and find 300 D and some Jewelry
			o	Search the couch and find a Gold Ring
			20	Rob the bank for the first time and get 5000 D
			10	Rob the bank a second time and get 100 D for each day after the first time
10	10	10	10	Enter the Rites of Rulership

The Rite of Freedom

	o			Talk to Andre and ask him about himself
	10			Tell Julianar about Andre wanting to be a healer
10				Buy Magic Chainmail
20	20	20	20	Free Naxos
		10		Solve Naxos without raising the alarm (glitched to the Wizard, just ignore it)
10	20	10	10	Get the Sigil of Naxos
10	10	10	10	Free Paros
	20			Get the Sigil of Paros
10	10	10	10	Free Tinos
	20			Get the Sigil of Tinos
10	10	10	10	Free Ios
10	10	10	10	Free Keros
				Visit the Dragon Pillar west of Silmaria and find Kokeeno's body
10	10	10	10	Knock on the Guards' door outside of the Inn and report Kokeeno's death to them
20				Win the Rite of Freedom

The Rite of Conquest

	10			Give some <i>Poison Cure Pills</i> to Ugarte after the Assassin's attack
20	20	20	20	Find the fortress on the Isle of Sifnos
			10	Enter the fortress without raising the alarm
5				Kill a Centaur Wizard
		10		Get the Augmentation spell scroll from the Centaur Wizard

F	P	M	T	Action and Notes
20	10			Defeat General Claudius
20	20	20	20	Take the General's Shield
10				Win the Rite of Conquest

The Rite of Valor

	10			Give some <i>Poison Cure Pills</i> to Rakeesh after the Assassin's attack
				Talk to Ann about her debt to Ferrari
10				Buy a Dragonslayer Sword
			5	Talk to Ferrari about the Blackbird
10	10	10	10	Put the <i>Beeswax</i> on the wings in the Science Lab
5	5	5	5	Put some <i>Pegasus Feathers</i> on the wings with wax in the Science Lab and create Icarus Wings
20	20	20	20	Use the <i>Icarus Wings</i> to fly to Hydra Island
10	10	10	10	Reach Hydra Island
10	10	10	10	Get some Goo from the tree on Hydra Island
40				Defeat the Hydra
30	30	30	30	Take the Hydra Teeth and Hydra Scales
	0			Give the <i>Hydra Teeth</i> to Elsa
				Get the Magic Helm and 1000 Drachmas from inside the Hydra's cave
		10		Open the chest in the Hydra's cave and find 2000 Drachmas , a suit of Magic Chainmail , a Rope , and a Shrink spell scroll
				Sell Salim the <i>Hydra Scales</i> and buy some Fireproofing Oil
	0			Talk to Julianar and learn about Erasmus being drugged
				Get Magic Seeds from Julianar
		10		Visit Erasmus and get the drugged Chocolate Box from Fenris
10	10	10	10	Give the <i>Magic Seeds</i> to Ann
10	10	10	10	Use <i>Fireproofing Oil</i> at the Dragon Blood Pool
	10			Dip the <i>King's Ring</i> in the Dragon Blood Pool
	10			Bathe the <i>King's Ring</i> in Paladin's blood
10				Win the Rite of Valor

The Rite of Destiny

10	10	10	10	Retrieve the winged gondola with the crane on Science Island
20	20	20	20	Attach the <i>Rope</i> , <i>Sewn Sheet</i> , <i>Goo</i> , and <i>Brazier</i> to the winged gondola and light it with your <i>Tinderbox</i> .
10	10	10	10	Tell Wolfie about the balloon
10	10	10	10	Reach Delos Island
10	10	10	10	Pour <i>Hippocrene Water</i> in front of all six Dryads and dance with the Dryads
		20		Get Magic Wood from the Dryads
10	10	10	10	Pick up the Black Lotus from the fountain next to the Sybil

F	P	M	T	Action and Notes
30	30	30	30	Drop a <i>Drachma</i> in the fountain, learn about your future, and get the Proof of Destiny
	10	10		Give the <i>Black Lotus</i> to Salim or Julianar
				Come back the next day and get the improved Poison Cure Pills
		20		Visit Shakra and use the <i>Magic Wood</i> to make a Magic Staff
10				Win the Rite of Destiny

The Rite of Courage

				Get the drugged Chocolate Box from your room at the Inn
5	5	5	5	Give the drugged <i>Chocolate Box</i> to Salim
20	20	20	20	Fill an <i>Amphora</i> with water from the river near the entrance to Hades, pour the water back into the river, and open the entrance to Hades
10				Defeat Cerberus
	20	o	o	Bribe Cerberus with a <i>Gyro</i> , a <i>Pepperoni Pizza</i> , and a box of <i>Sokolatak-ya</i>
10	10	10	10	Fill an <i>Amphora</i> with Lethe Water
10	10	10	10	Fill an <i>Amphora</i> with Styx Water
	10			Bathe the <i>King's Ring</i> in the River Styx
	40			Save Katrina or Erana
	30			Save Erana
		10		Visit Erana and get the Dragon Fire spell or visit Katrina and get the First Aid spell
		10		Visit Erana or Katrina for a second time
	10	10		Give <i>Lethe Water</i> to Salim or Julianar
10				Win the Rite of Courage

The Rite of Peace

10	10	10	10	Dance at Gnome Ann's Land Inn
o				Buy some Magic Leather Armor
10	10	10	10	Discover the Secret Lab on Science Island
20	20	20	20	Visit Erana or Katrina and get the Water Breathing Amulet
5				Kill a Dragonfish
5				Kill a Remora (Razored Remora)
5				Kill a Salamander (Walking Salamander, not actually in Atlantis)
5				Kill a Triton
10				Defeat Hippolyta, Queen of Atlantis
30	30	30	30	Tell Hippolyta about the Prophecy or the Peace Treaty or Being a Paladin and get the Peace Statue (Statue of Poseidon)
10				Win the Rite of Peace
	10	10		Win the Rite of Peace peacefully

Blackbird Singin' in the Dead of Night...

			15	Enter Minos' Palace
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F	P	M	T	Action and Notes
			10	Reach Minos' Treasury without raising the alarm
			10	Break into Minos' Treasury
			o	Take the Winged Lion Statue
			o	Search both the chests and find
			o	Disarm all the traps, search the alcoves, and find
			20	Find the Blackbird in the last alcove
			5	Give the <i>Blackbird</i> to Wolfie and ask him to make an imitation
			5	Buy the Imitation Blackbird from Wolfie
			5	Give the <i>Blackbird</i> to Ferrari and get the Deed to Ann's Inn
			10	Break into Ferrari's house
			o	Take the Alabaster Amphora
			20	Steal the Blackbird and replace it with the <i>Imitation Blackbird</i>
			o	Crack the safe and find 1000 Drachmas

The Rite of Justice (and... Marriage?)

o	o	o		Visit Ferrari and give him the <i>Peace Statue</i> for the Deed to Ann's Inn
10	10	10	10	Give the <i>Deed</i> to Ann
15	15	15	15	Give Elsa Hera's <i>Ring</i> and get engaged
10	10	10	10	Give Nawar Hera's <i>Ring</i> and get engaged
20		20		Give Hera's <i>Ring</i> to Katrina and get engaged
	20	20		Give Hera's <i>Ring</i> to Erana and get engaged
20	20	20	20	Kill the Assassin Bruno
			5	Get the Poisoned Dagger from Bruno
15	15	15		Enter Minos' Palace
35				Kill Minos' Minotaur

Dragon! Dragon! Rock the Dragon!

20	20	20	20	Restore the Dragon Pillar
10	10	10	10	Use Fireproofing Oil at the Dragon Blood Pool
		20		Cast <i>Resistance</i> during the Dragon battle
			20	Use the <i>Poisoned Dagger</i> on the Dragon
	5			Heal Toro during the Dragon battle
10	10	10	10	Heal Gort during the Dragon battle
10	15	10	10	Keep Gort alive during the Dragon battle
10	15	10	10	Keep Toro alive during the Dragon battle
	20			Offer to sacrifice yourself, which will cause Gort/Toro to do it instead or will do nothing OR
50	50	50	50	Sacrifice yourself OR

F	P	M	T	Action and Notes
70	50	50	50	Destroy the Dragon
50	50	50	50	Accept or Decline the Throne of Silmaria OR
	40			Give up the Throne to Elsa
		20		Win the Chief Thief contest
1215	1235	1210	1165	<u>Final Totals</u>