REVOLUTION

WALKTHROUGH

a map by Miloš Gajić

1. Introduction

This walkthough will cover quests in the ‘Revolution’ map that have been scripted, and will explain in detail the best way to finish them, possible options and alignment impact of the player choices.

I will black out the text of some major spoilers in the game (you should see that text only as the last resort).

1.1 Main Quest - Reclaim the Throne

The main goal of the map is to reclaim the throne taken from you by your brother who poisoned your father - the king, and then exiled you from the castle.

You start with one unit and on a remote island where you successfully shipwrecked ☺ so this quest isn’t going to be completed soon, also this quest can’t be completed at all at this point because the map is still in the making.

1.2 Secondary Quest No1. - Lumber

  
 You start at the island shown above and seemingly there is no way off of it. There are several things you can do here:

-Capture the lighthouse (highly recommended)

-Loot the body of your navigator (you get the Sextant of Sea Elves)

-Visit the Sawmill (quest activation)

-Gather the wood around the island (any single piece of wood)

After visiting the sawmill first quest will be activated. You will have to collect 20 units of lumber by cutting down trees on the island and bringing them back to the sawmill. The sawmill will take 10 units of lumber to build you a shipyard and the boat itself costs 10 wood.

You can visit the sawmill after each cut down tree or after several of them (it doesn’t matter). After gathering all 20 units of wood you must visit the sawmill once again and the Shipyard will be built (the camera will move to the place the shipyard is located).

Alignment change: For each cut down tree you get one EVIL point. You can avoid getting much EVIL points by collecting the scattered wood around the island.

Experience gained: 250

1.3 Secondary Quest No2 - Dying Archer

After boarding the ship you should go east and then north. There are some soldiers floating in the water - the surviving members of your crew. Help them and they will join your army.

Alignment change: Each soldier saved gives you GOOD points.

There is a small island to the north from the last two soldiers, there you will find an archer lying on the ground. The archer is dying and as a last wish he wants you to build a fire nearby so he could feel the warmth once again. (Quest activated).

If you have spare wood you should visit the archer again and the fire will be built (you get -2 wood).

Alignment change: Completing the quest gives you +8 GOOD points.

Experience gained: 350

After the archer dies you can loot his body, you receive Treeborn Quiver.

Alignment change: Looting archers dead body gives you +80 EVIL points.

1.4 Secondary Quest No3 and No4 - Peasant Uprising/Clear the Prison

After completing this quest you should go east, south east. There will be an island with Lizard Riders guarding experience chests and gold, a stack of hay and a mage guarding a building called sanctuary. You can’t win any of these battles. But you can visit the island and collect some gold hidden under the haystack. The Sanctuary is a place where you can leave your unwanted army (you will need this later on).



You should proceed east until you reach the island on the lower picture on the page above.

Here you can do several things:

-Visit the farms (quest activation - Peasant Uprising)

-Lord Aars’ house (Quest activation - Clear the Prison)

-Capture the Lighthouses (recommended)

-Windmills can’t be visited yet.

-You can find 5 gems under the haystack

Here you have a choice, do one quest or another, completing one means the other is failed.

Completing the Peasant Quest is a GOOD thing to do and completing the Lord Aars’ quest is EVIL but it will have its perks.

Both quests require visiting Prison next. There you will have a conversation with the guards, answering OK means you fight the guards, CANCEL means fighting peasants.

By choosing to fight guards you are immediately attacked by 3 lvl3 orcs.

Alignment change: After defeating the guards 30 imprisoned peasants join your army. You get +3 GOOD points.

To complete the quest you must kill Lord Aars. This means fighting one lvl 5 orc.

Alignment Change: +5 GOOD points.

Experience Gained: 1000

After completing this quest you will be able to recruit peasants from farms and visit windmills.

By choosing to fight peasants you fight 30 peasants.

Alignment Change: EVIL +30

Experience Gained: 750

Gold Received: 5000 + 500 each week (currently isn’t limited to number of weeks but will be).

You will be able to visit windmills, and you will have some monsters removed or their number reduced at the Orc area.

After recruiting peasants you should sail north east to the small island with Hill fort. It is guarded by one Paladin. There you should upgrade your peasants and other army.

WARNING: Peasants can’t be owned in infinite numbers, allowed number of peasants in hero army is HeroLevel\*150. If number of peasants exceeds this number then you get EVIL points DAILY for each 11 peasants owned. If the number of peasants exceeds the double value of allowed number the excess peasant will abandon your cause and you’ll get additional +100 EVIL points.

From this point you can go either north (to the Elven island), east to the Pirate island or northeast to the Undead island (the Necropola). Let’s assume you went north.



I usually go north as there is a Sylana Ancient there that isn’t guarded and will give you a level up.

There are two enemy heroes here, one on the road leading west from the disembark point and one in the town. They don’t move freely but the one in town has wide area covered. So to reach Sylana Ancient you should visit the Stables and then wait one turn a bit east of them. Next turn rush to the Sylana Ancient and then rush back. If you can’t reach (at least) the starting point from this turn you should reload or your hero will be dead. Sylana Ancient might ask for gems, you should therefore first visit the windmills on the Peasant island hoping to get gems.

Next sail to the other point on the Elven island where you can disembark. It’s on the northwest part of the island. There is a Lighthouse there and a Mage Guild which offers random spell (weak one) for 1500gp. The spell changes weekly but is random and it may happen that same spell are offered on consecutive weeks.



Nothing more can be done here as the monsters guarding the roads are too tough.

You should sail around the island to its north side, there you can disembark and visit a Necro Tower (Quest activation).

1.5 Secondary Quests No5 and No6 - Supplies/Necromancer Initiate

Visiting the Necro Tower at the Elven island triggers a quest. A young necromancer has been sent as an ‘emissary’ but has run out of supplies. You have to go to the Necropola island (to the east) and find his master who will provide the supplies.



To complete the quest simply talk to his master the ‘Old Necromancer’ at the Necro Tower back at the Necropola Island. He will provide the supplies. If you haven’t visited him already visiting him will trigger another quest (Necromancer Initiate) which will be automatically completed if you’ve followed this path.

Before set sails to the Necropola Island capture the Lighthouse at the central island (you will have 5 lighthouses in your possession and will not lose move points on embarking/disembarking the ship, even more - you will get additional movement points).

The Necromancer Initiate quest triggers after visiting the Necro Tower at the Necropola Island. There the Old Necromancer asks you to check on his student because he hasn’t received a word from him since his departure for the elven land.

Alignment Effect: +8 GOOD points for each completed quest, total +16

Experience Gained: 500 per quest

Artifact Reward: Staff of the Netherworld (from the Necro Tower at the Necropola Island.)

Other Reward: Necro Tower at the Elven Land offers ZOMBIES for sale.

WARNING: Having zombies in your army means there is a 50% chance that some (5) of your living troops (starting from the weakest) will be killed or fed upon and three of those five will be zombified -> 5 peasants removed from your army + 3 zombies joined. This shifts your alignment to EVIL (+5) every time it happens.

WARNING: Having undead in your army will cause human troops (for now) to refuse to be recruited.

Once that you’re at the Necropola island you may as well defeat some of the neutrals placed on the roads (if you have enough army, that is), capture all the Lighthouses that you can, visit the Crypt for more Zombies.

You can also rob graves - from them you can get either gold, a zombie, a vampire, an artifact or nothing (not equal chances for all of them). Doing this makes you EVIL +2 per grave robbed.

You should visit the Mage Guild where you are offered random Dark Magic spell per week for a cost of 3500 gold (this cost will be much higher in the future as you might get really powerful spells), chances of more powerful spells occurring are much lower than for the level one spells.

You can also visit the Order of Death where you can get Death Knights for free if you are EVIL - GOOD >= GOOD (meaning if your EVIL points are double or more the value of GOOD points).

There is one Crystal of Revelation and one Star Axis you can visit on the Necropola Island for spell power and knowledge boost.

You can visit the Putrid Pool which serves as a Magic Well and restores your mana.

Also, you can activate two quests here (so far) - Skeleton Emissary from the Lich near the Graveyards and Ancient Mausoleum from the Exiled Wizard.





1.6 Secondary Quest No7 and No8 - Skeleton Emissary/Ancient Mausoleum

Skeleton Emissary - a Lich guarding the Graveyards asks you to retrieve the remains of the Skeleton Emissary from the land of the mages.

Skeleton remains can be found at the land of the mages:



Taking him back to the land of the mages you vitness a conversation between him and the Lich where Skeleton says: „They are almost ready.“

Lich dissapears and skeleton becomes the guardian of the cemetary, you are now able to recruit skeletons.

Alignment Effect: +10 GOOD points

Experience Gained: 1200

Ancient Mausoleum - A mage exiled for alleged practice of necromancy asks you to find the mausoleum with his ancestor’s bones where his family ring can be found. Location of the mausoleum is somewhere on or near the Necropola Island through the Catacombs. (I’ll leave that for you to find).

THE OBJECT IN THE MAUSOLEUM AREN’T FINISHED YET!!!

Upon entering the Mausoleum you will be greeted by a vampire called Kain who wants to give you passage into the Catacombs and towards the Mausoleum if you give him all of your level one monsters, he promises to return them to you on your way back. If you refuse the battle ensues. If you accept he moves away.

After reaching the mausoleum you find the ring for the mage but upon trying to come back to the surface Kain steps before you again now stronger for the amount of creatures you gave him (now turned into vampires). He gives you no choice but to accept a quest (Turel - NOT SCRIPTED).

After accepting that quest you may return the ring to the mage or lie to him and keep the ring:

Lying makes you EVIL +50 but you keep the bonus the ring gives.

Returning the ring makes you GOOD +50.

If you obtained the ring before the quest is activated and then visit the mage, giving the ring makes you GOOD +70.

Experience Gained: 1500 if ring returned, if ring not returned quest is failed.

Other reward: +7 knowledge and spell power if quest already active.

+10 knowledge and spell power if quest wasn’t activated.

The Pirate Island located between the Peasant island and Necropola Island can be visited at any time (and is probably better before attempting to complete some of the fighting quests).

1.7 Secondary Quest No9 - Drowned Abbey

At the Pirate Island you can visit several objects but some (most useful) can be visited only after completing this quest.

Visit the Blackbeard’s home and he will point you to the Monastery.

At the Monastery, monks ask you to ’bless’ the Drowned Abbey, actually kill the undead that are located in it - 80 vampires. After activating the quest 10 monks join you for free.

Visiting the Drowned Abbey triggers the fight with 80 vampires. After wining the fight you should visit both the Monastery and Blackbeard’s house.

Alignment Effect: +20 GOOD

Experience Gained: 1500

Other Reward: Monastery now owned and Monks can be recruited.

WARNING: Having monks in your army together with the undead means there is a 30% chance that 5 undead will be destroyed (so far scripted for zombies and vampires). Also at the start of each week monks bless you with random blessing.

After defeating the vampires at the Drowned Abbey you can visit it again and fing\d the secret entrance underground. If monks present in your army and quest isn’t marked as complete then another quest will trigger after visiting the Monastery.



1.8 Secondary Quest No10 - Generous Donation

This quest can only be activated if the secret entrance under the Drowned Abbey is found with Monks in your army before the Drowned Abbey Quest is marked as complete.

Visiting the Monastery after finding the secret entrance triggers this quest - monks tell on the gold found. Monastery now wants you to retreive this gold and donate it.

Donating the gold means removing 35000 gold you found under the Abbey, if you have less than 35000 it means removing all of the gold you have.

Alignment Effect: +100 GOOD if 35000 donated or +50 GOOD if less then 35000 gold.

Experience Gained: 1000

After visiting the Blackbeard’s home after the Drowned Abbey quest is completed makes merenaries available for hire.

Mercenaries that can be hired are:

Assassins at Assassin’s Guild, 500

Brawlers at Fight Club, 100

Hunters at Poison Arow’s Mercenaries, 200

Centaurs at Nomads, 350

Minotaurs at Rusty Axe Brotherhood, 200

-Assassins require an upkeep paid equal to 5 gold + 1 per unit from oposing factions paid per unit daily. Additionaly having assassins in your army gives you +5 attack bonus (removed when assassins are removed - all bonuses work this way).

-Brawlers require an upkeep paid equal to 32 gold + 1 per unit from opposing factions paid per unit daily. Additionaly having brawlers in your army gives you +10 attack bonus. Having brawlers in your army there is 40% chance that they will start a fight among themselves (daily) resulting in one brawler ending up dead.

-Hunters require 15gp + 1 per unit from oposing factions paid per unit daily.

-Centaurs require 8gp + 1 per unit from oposing factions paid per unit daily.

-Minotaurs require 15gp + 1 per unit from oposing factions paid per unit daily. Additionaly there is a +8 attack bonus, also having minotaurs together with treants in your army makes minotaurs go frenzy killing 1 treant daily and producing +10 WOOD.

Upkeep is paid until 3 weeks run out from the day the mercenaries are hired or until other non mercenary units of the same kind are joined.

If hero has no gold to pay the mercenaries several mercenaries start leaving hero’s army per day.

1.9 Secondary Quest No11 - Randomaze

This quest can be activated at any time.



Visiting the small isle with the underground entrance and a Minotaur the minotaur gives you a quest to solve the Randomaze, or to reach the core of the maze.

The chambers of the maze are conected randomly (hence the name Random - maze).

There are 10 chambers in the maze:

-Room 01 - there is a cave exit, a minotaur guarding some experience chests and a passage

-Room 02 - there is a Fairy Ring and a Frenzied Rakshasa attacking several peasants. You can attack the Rakshasa (12 of them) and wining the battle 150 peasants join you and you get +20 GOOD points. There are two passages in this room.

-Room 03 - there are two passages and a Mummy guarding the road between them.

-Room 04 - there is a sinkhole in the middle and two passages.

-Room 05 - there are three passages, crystal of revelation, marketplace and an earth elemental guarding the road.



-Room 06 - there are two passages, and three Sylana Ancients guarded by pixies.

-Room 07 - there are two passages, two Fountains of Fortune and three War Academies.

-Room 08 - there are three passages and a Mercenary Camp.

-Room 09 - there are three passages, Assassins and a Manticore guarding the road, a Waterfall and the house of the Maze the true master of the Labyrinth.

-Room 10 - the core of the maze, there is one passage, 10 experience chests, Axe of Mountain Lords and the Runic War Axe all guarded by two stacks of minotaurs.

Visiting Maze the master of Labyrinth gives you a clue about how to find the way to the center of the Labyrinth.

CLUE : NORTH, NORTHWEST, then all the way NORTH until you end up in the chamber with the treeroots, then go SOUTH.

WARNING: This only works when done in this sequence from the house of Maze, entering the wrong chamber resets the clue so nyou have to go back to the Maze the Hermit and then start again.

Maze the Hermit gives you this clue but asks that you give him one of the Axes located in the Core. You can refuse to give it to him +50 EVIL. Or five it to him for +25 GOOD and +500exp.

Back to the surface, talking to the minotur - he asks you to hand over one of the axes too. You can say you don’t have the axes +25 EVIL, quest is failed; or you can give him the axe +25 GOOD, +1000exp.

1.10 Secondary Quest No12 - Haunted Treasure



Back at the Pirate Island there is a hut of the Old Pirate, he claims he has a haunted treasure and he wants it’s contents. There are 100 ghosts haunting the chest.

This quest can be activated at any time.



This quest may influence your alignment greatly depending on you teling liee or truth:

- If you open the chest, defeat the ghosts and then say you didn’t open it you get +50 EVIL, +750exp, -10 LUCK, quest is completed.

-if you say you opened it and ive him the Armor of the Forgoten Hero (from inisde the chest) you get +100 GOOD, +1500exp.

-if you say you opened it but refuse to give him the armor you get +50 EVIL, quest is failed.

- If you say you opened it but you found gold inside you keep the armor but loose 1000gp, you get +25 EVIL, +200 exp, quest is completed.

-if you say you found gold but refuse to give it +50 EVIL, +200 exp, -10 luck, quest is completed.

-if you say the chest was empty you keep the armor but get +100 EVIL, +250 exp, quest is completed.

Additionaly, there are other chests in the basement that can be opened:

-If only one chest opened you get +20 EVIL and nothing else

-If both opened for the first you get +20 EVIL and for second additional +50 EVIL.

Secondary Quest No13 - Dragon Cliffs (GOOD)

On the Elven Island you can talk to the Dragon called Zmaj, he asks you to go through the Dragon Portal to the Dragon Cliffs and defeat the invading Cave Dragons.

NOT FULLY SCRIPTED YET!!!



Secondary Quest No14 - Dragon Cliffs (EVIL)

At the Dragon Cliffs you are met by Grok the leader of the Cave Dragons who asks you to defeat all of the Cliff Dragons.

NOT FULLY SCRIPTED YET!!!



That’s it so far!