Vampyr

The Talisman of Invocation

Book of Hints

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Chapter 1
A Conversation Between gods

Vic : *"Brian, we've got problems."*

Brian : *"What is it? Not another bug, I hope."*

Vic : *"No! We've zapped all of them already."*

Brian : *"Oh. Then what's the problem?"*

Vic : *"It's our player. I think he/she is having some trouble. Oh, by the way, remind me to create a new third person pronoun that is non-sexist."*

Brian : *"Okay. Solving the game, you mean?"*

Vic : *"Yeah. At this rate, he/she will never save Quilinor!"*

Brian : *"Geez... that's too bad. I guess we'll just have to create a new world then."*

Vic : *"I like Quilinor! I think we should try to save it."*

Brian : *"But how?"*

Vic : *"How about if we give this person some clues?"*

Brian : *"You mean like writing a letter to him/her telling him/her what to do?"*

Vic : *"Yeah! Something like that."*

Brian : *"But that's too much work!"*

Vic : *"I think it'd be easier than creating a new world, Brian."*

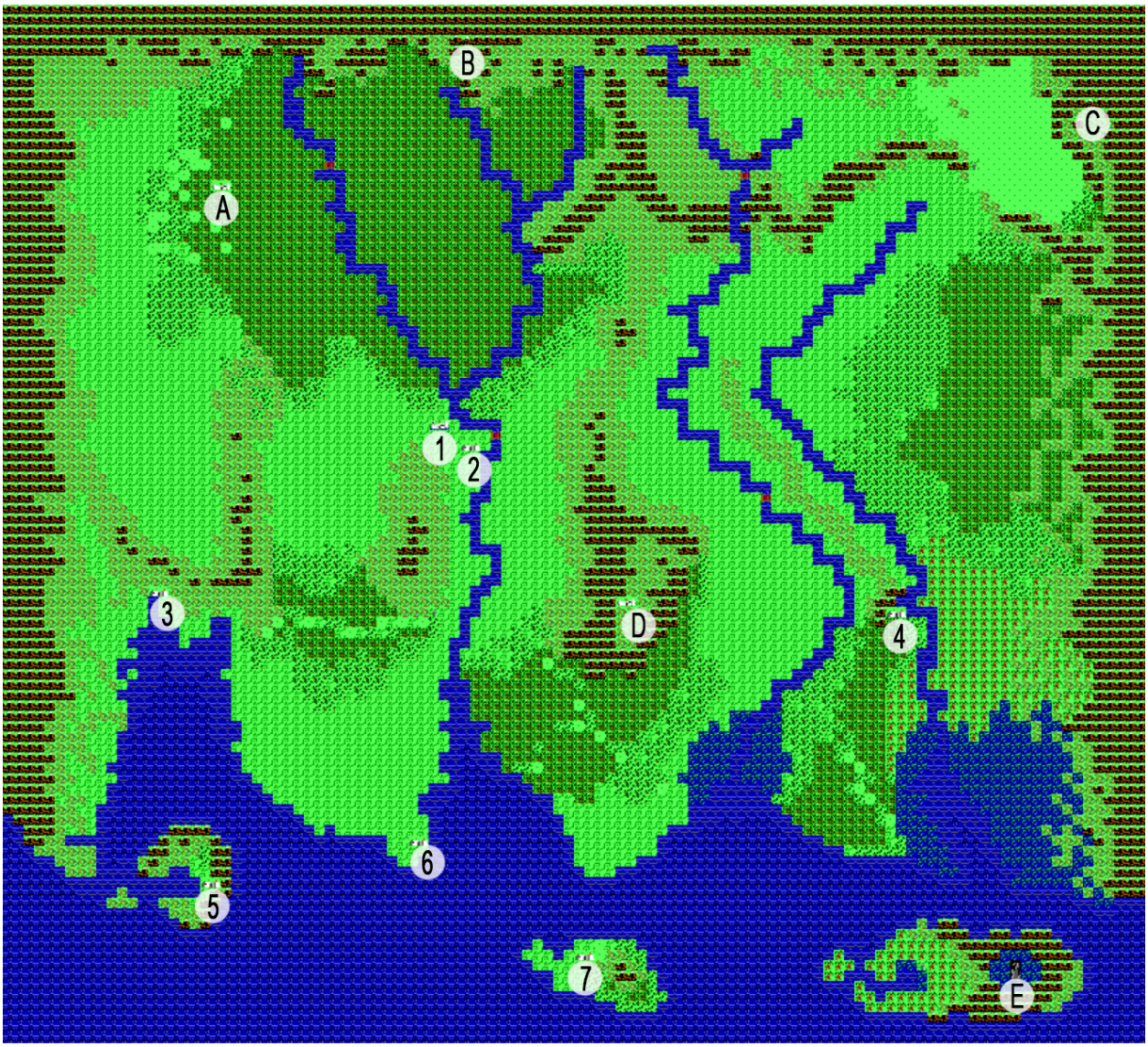
Brian : *"Oh, alright...I'm still going to design another world."*

The World of Quilinor

Quilinor is a vast and varied land, shaped by grasslands, forests, mountains, swamps, rivers, and scattered islands across the surrounding seas. At its heart lie **seven safe havens**: King Tevon's Castle and six towns where travelers may rest, trade with merchants, and gather information from local inhabitants. Transportation merchants offer passage to the distant islands, opening access to regions otherwise unreachable.

Beyond these sanctuaries are **five hostile locations**—two ancient ruins, two dungeons, and the forbidding Castle of Vampyr. These places offer no safety, only danger, secrets, and relentless foes.

From King Tevon's Castle, the player is entrusted with **six missions**, each leading deeper into Quilinor and closer to the final confrontation with Vampyr. This hint book follows those missions in order, providing maps, guidance, and commentary to aid those who seek to see the journey through to its end.



Friendly Locations	Hostile Locations
1 – King Tevon's Castle (Optional Quest #2)	A – Ruin #1 (Mission 1)
2 – Balinar	B – Dungeon #1 (Mission 4)
3 – Rendyr	C – Dungeon #2 (Optional Quest #1)
4 – Maninox	D – Ruin #2 (Mission 5)
5 – Zachul (Mission 2)	E – Vampyr's Castle (Final Mission)
6 – Trocines	
7 – Myron (Mission 3)	

Transport Merchant (Town Location)	Transportation Destination
Rendyr	Zachul
Zachul	Rendyr
Trocines	Myron
Myron	Balinar and Rendyr
Maninox	Balinar and Vampyr's Castle*
**Marsus will transport the player to the isle where Vampyr's Castle is at once Mission 5 is completed.*	

Chapter 2
The First Mission

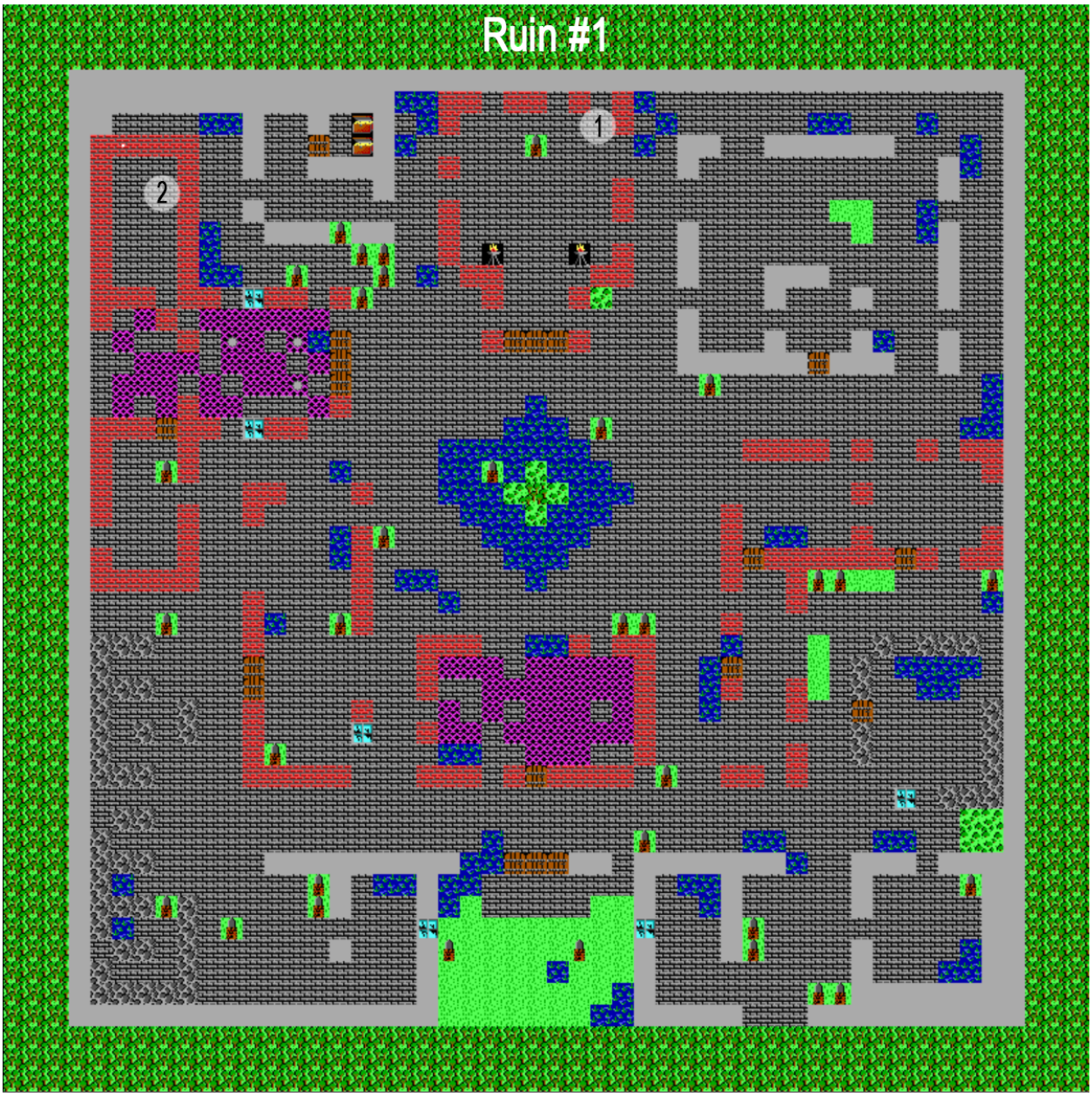
King Tevon, *"Welcome, adventurer! I need you to perform a duty for me. Some of my clerics went to the forest in the northwest to investigate a gathering of monsters. However, they never came back. Go seek them. Bring back evidence of their whereabouts. You will be rewarded."*

Dear Player,

So... you are having a hard time solving the first mission. Well, no problem. First of all, you have to get some experience points (XPs) so that you can advance a couple of levels. Once you are strong enough to fend off common monsters like wolves and goblins, go to the northwestern portion of the world and locate a R**uin #1**. The basic story plot here is this: a bunch of clerics royal to the King have been "converted" by a powerful mage named Dalagash and are now serving the mage. However, one of these guys had a strong will, so part of him resisted the brainwash. He (indicated by a 1 on the ruin map) tells you that the leader of this band of clerics has an "office" in a secret room in the very northwestern part of the ruin. Go there and talk to the leader (indicated by a 2 on the ruin map). After snatching the parchment and everyone starts chasing you, either kill them all off or pull a swift getaway. The easiest way is to climb the ruin wall (the one keeping you in the ruin). That should be it. Go report to King Tevin and get your next assignment.

The gods

Ruin #1



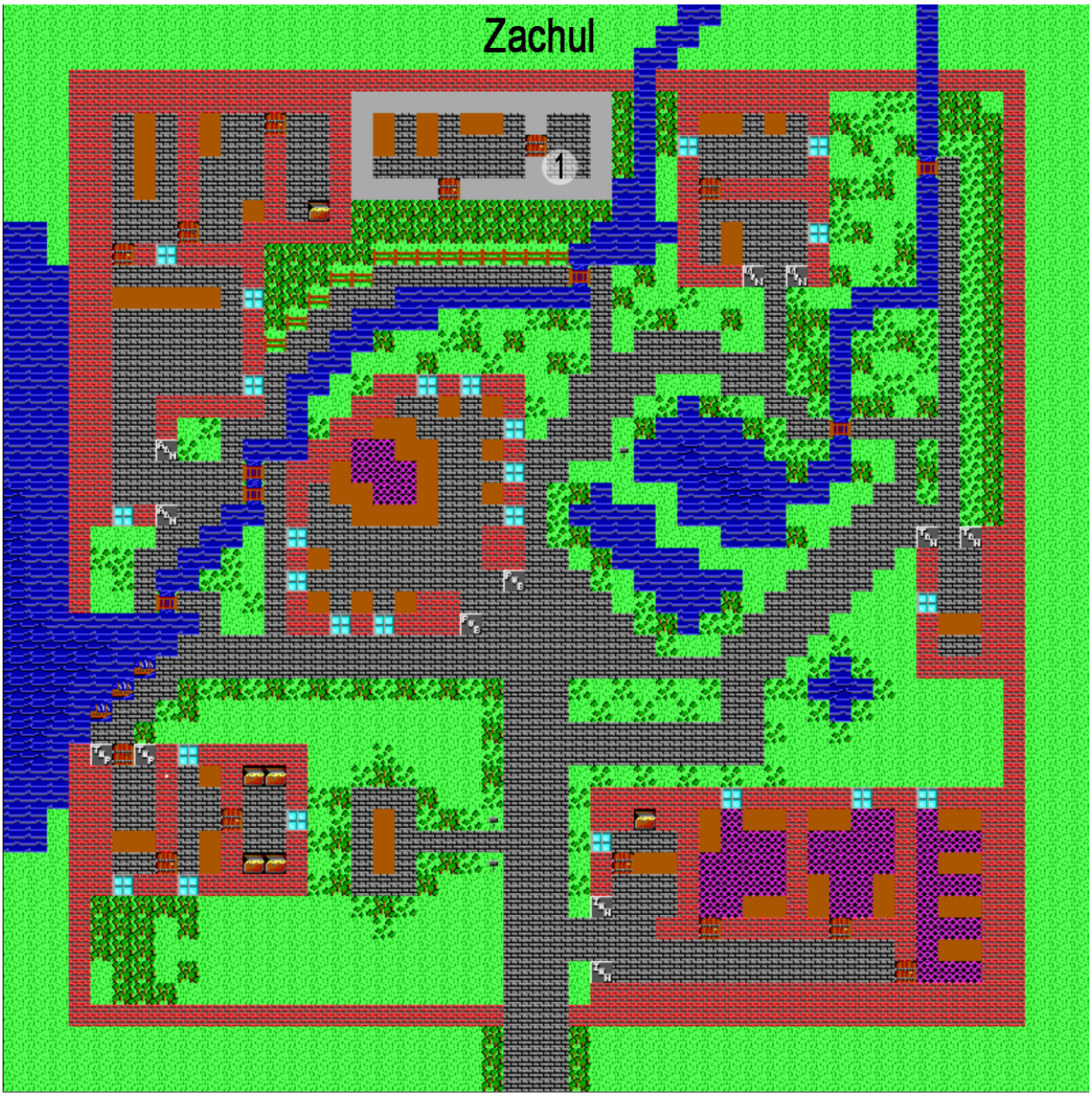
Chapter 3
The Second Mission

King Tevon, *"You mentioned someone named Dalagash. He seems to be the one who enslaved my clerics. Go find out who he is."*

Dear Player,

Stuck again? Well, alright, one more time. The King asks you to find out who Dalagash is. Basically, you do this by going to all the towns and talking to people. You find out that a bard named Tulik might know something. You also discover that Tulik is being locked up in the northern part in the town of **Zachul**. Go there. There is a door in the northern portion of the city that is guarded by an evil cleric. Kill him. Go inside the room and find Tulik [1]. He will give you the information you need. Afterwards, get out of the city. All the guards will be chasing you. Again, climbing the city wall is the best way out. Now, report to the King and receive the third mission.

The gods


Zachul
1

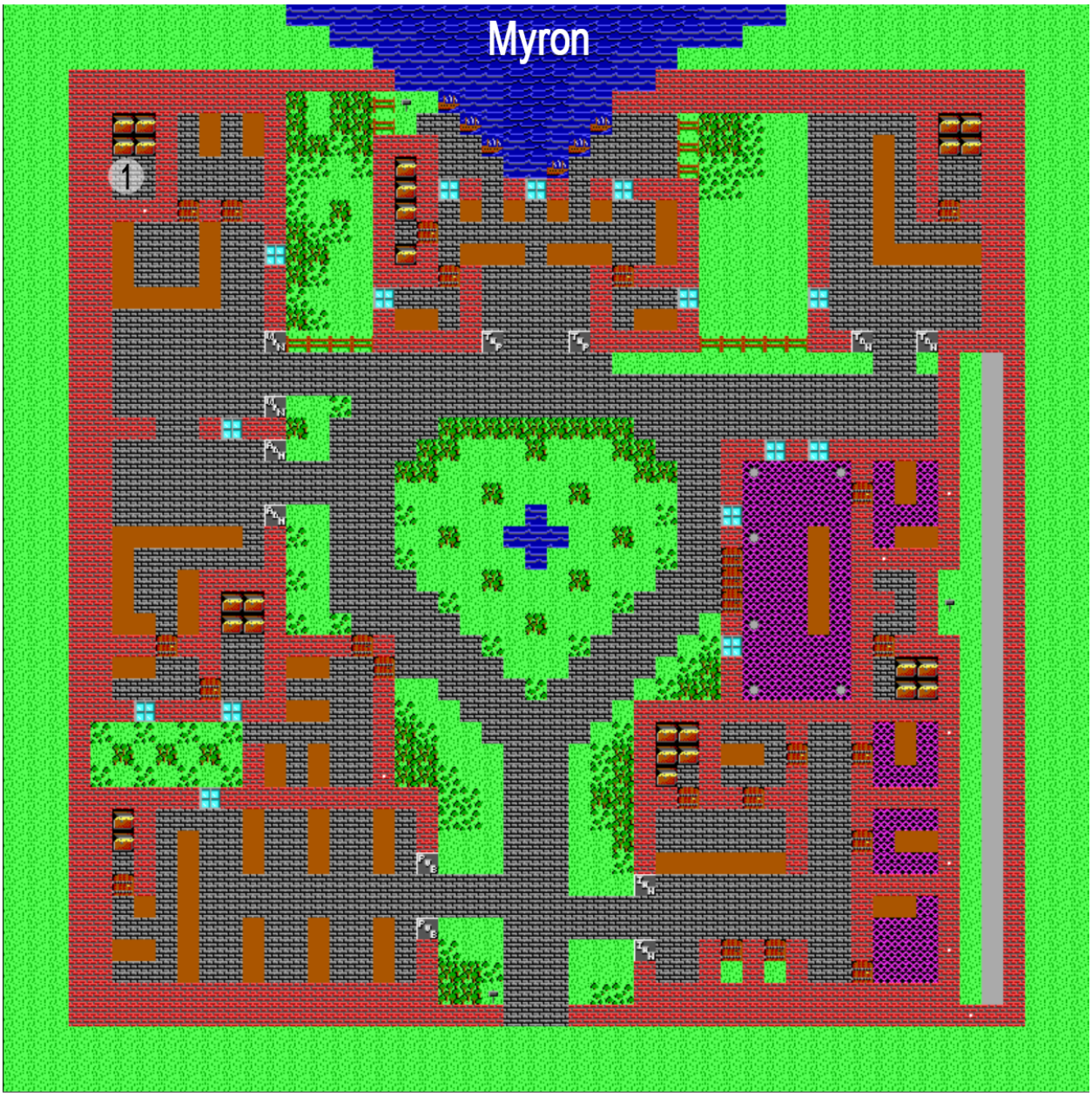
Chapter 4
The Third Mission

King Tevon, *"The town of Myron was invaded by a band of evil clerics. Go kill their leader, and stop this invasion."*

Dear Player,

Geez... do we have to tell you EVERYTHING? Oh well, guess so. Anyways... this time, His Majesty tells you to help out the town of **Myron**, which has recently been invaded by a band of evil clerics. Upon entering the city, you'll notice that you are under attacked. Well, fight back. While talking to a couple of survivors, (armor shop, inn, etc...), you find out that the leader, a vampire (not to be confused with Vampyr), is in the northwestern part of the city (indicated as a 1 on the map). Upon closer investigation, you see that he is in a secret room behind the counter in the weapon shop. Attack him and chop him to pieces. That should take care of this mission. Go back to the King's Castle for your next assignment.

The gods


Myron
1

Chapter 5
The Fourth Mission

King Tevon, *"Go to the dragon's lair up north and bring back the talisman."*

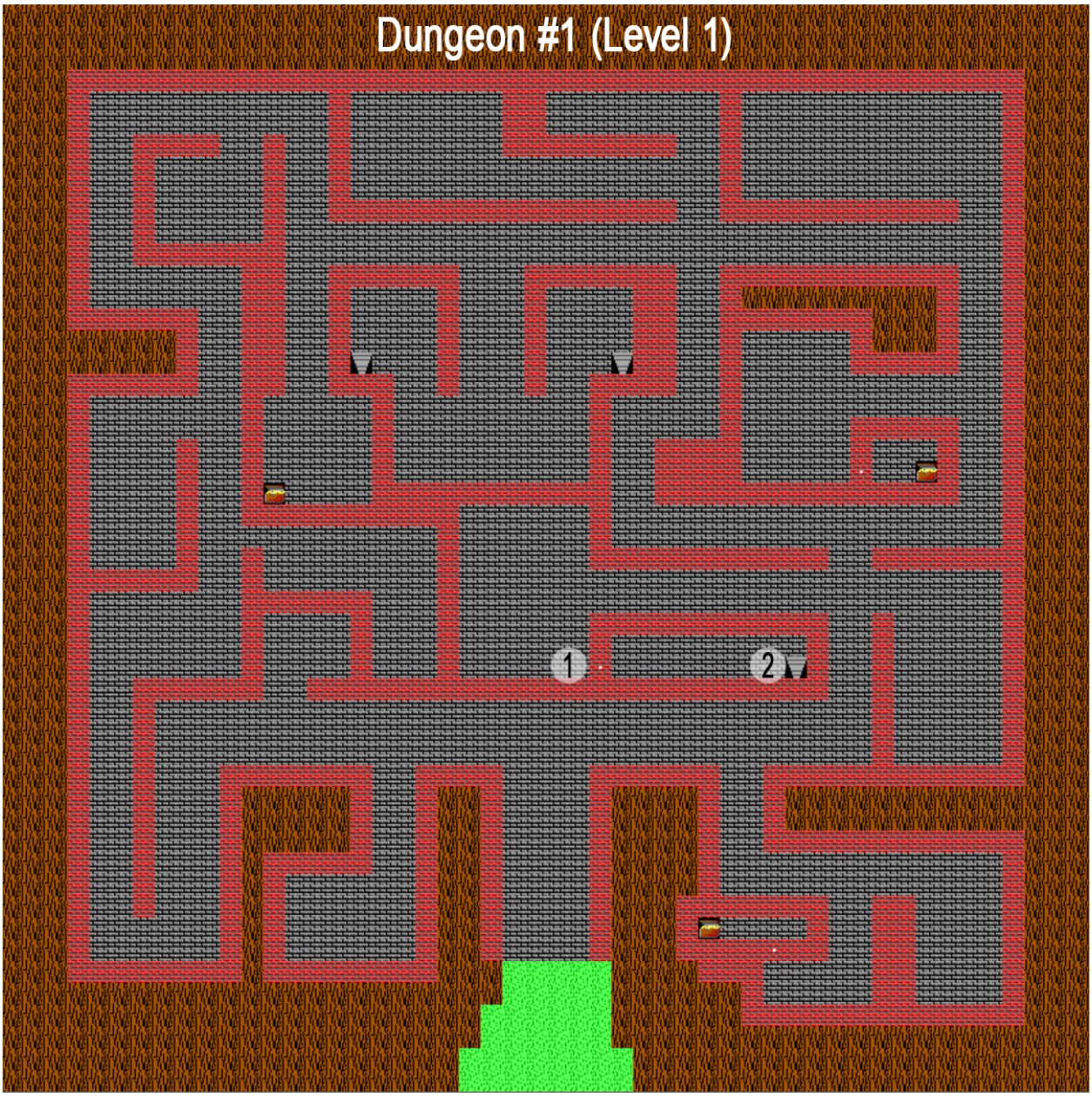
Dear Player,

Can't handle it, can you? Well, here we go again. Before going on, however, it is advisable that you have a pretty strong character. This mission is pretty tough. Anyhow, the decoding of the parchment from the first mission indicates that Dalagash wanted the King's clerics to go retrieve a talisman from a D**ungeon #1** up north. The relic, called the Talisman of Invocation, is needed by Dalagash to summon Vampyr. Upon arriving at the dungeon, you'll find that this place is pretty rough-going. There are monsters practically everywhere. Find the secret wall (1) and stairs going down to the second level (2). On the second level, find the next series of secret walls (3) that lead to the dragon's lair (4). Go through these, and you'll be face-to-face with the full-grown dragon. I guess the easy part now is to kill it. Watch out for those fireballs! Afterwards, you'll find the talisman among other treasures. As usual, go back to the King and earn your reward.

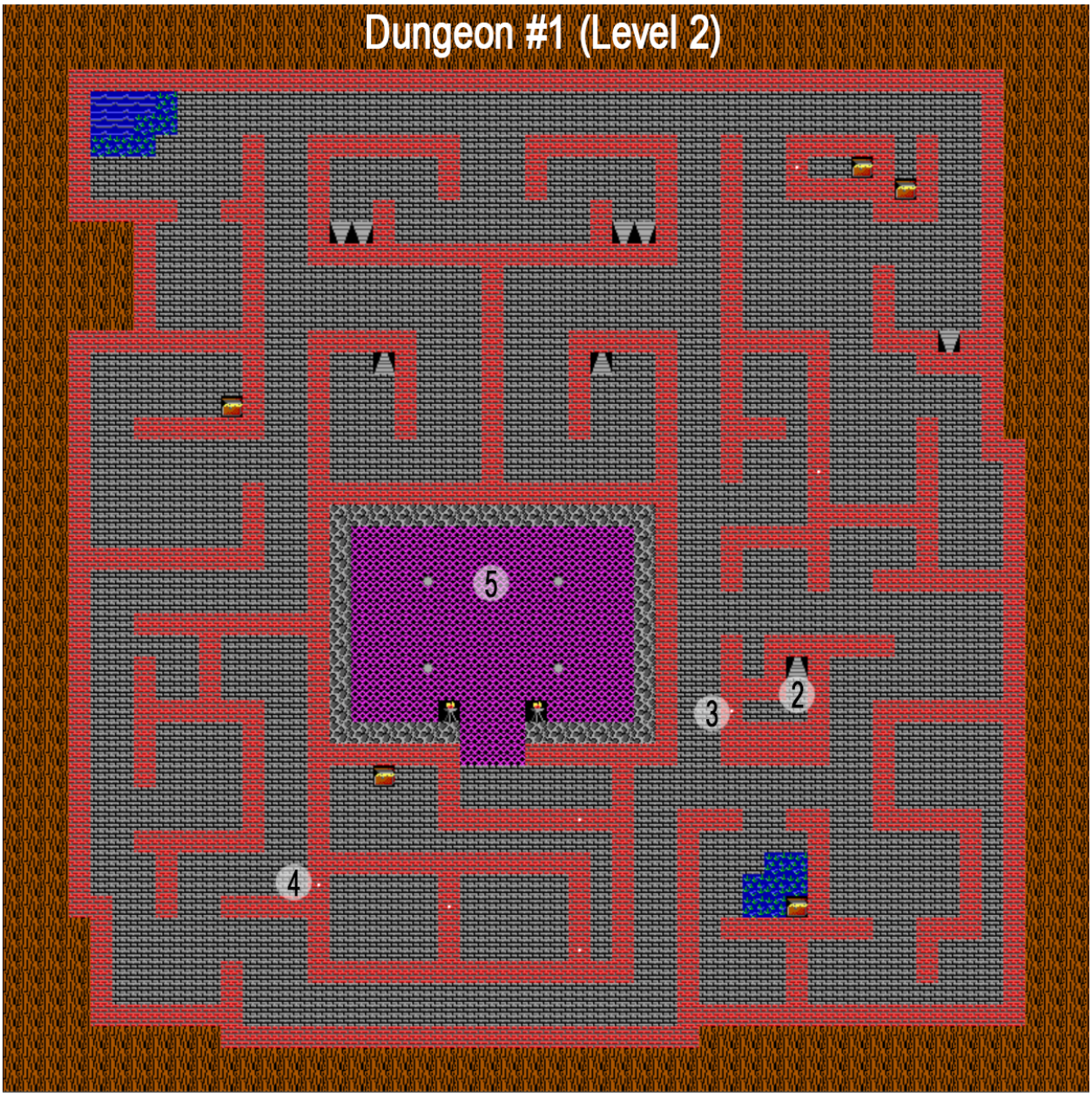
By the way, the entire third level of this dungeon is built as a deception. This looks like a real dragon's lair until you read the sign (7). There is a hidden robber (6) that will tell you that the dragon's lair is on the second level.

The gods

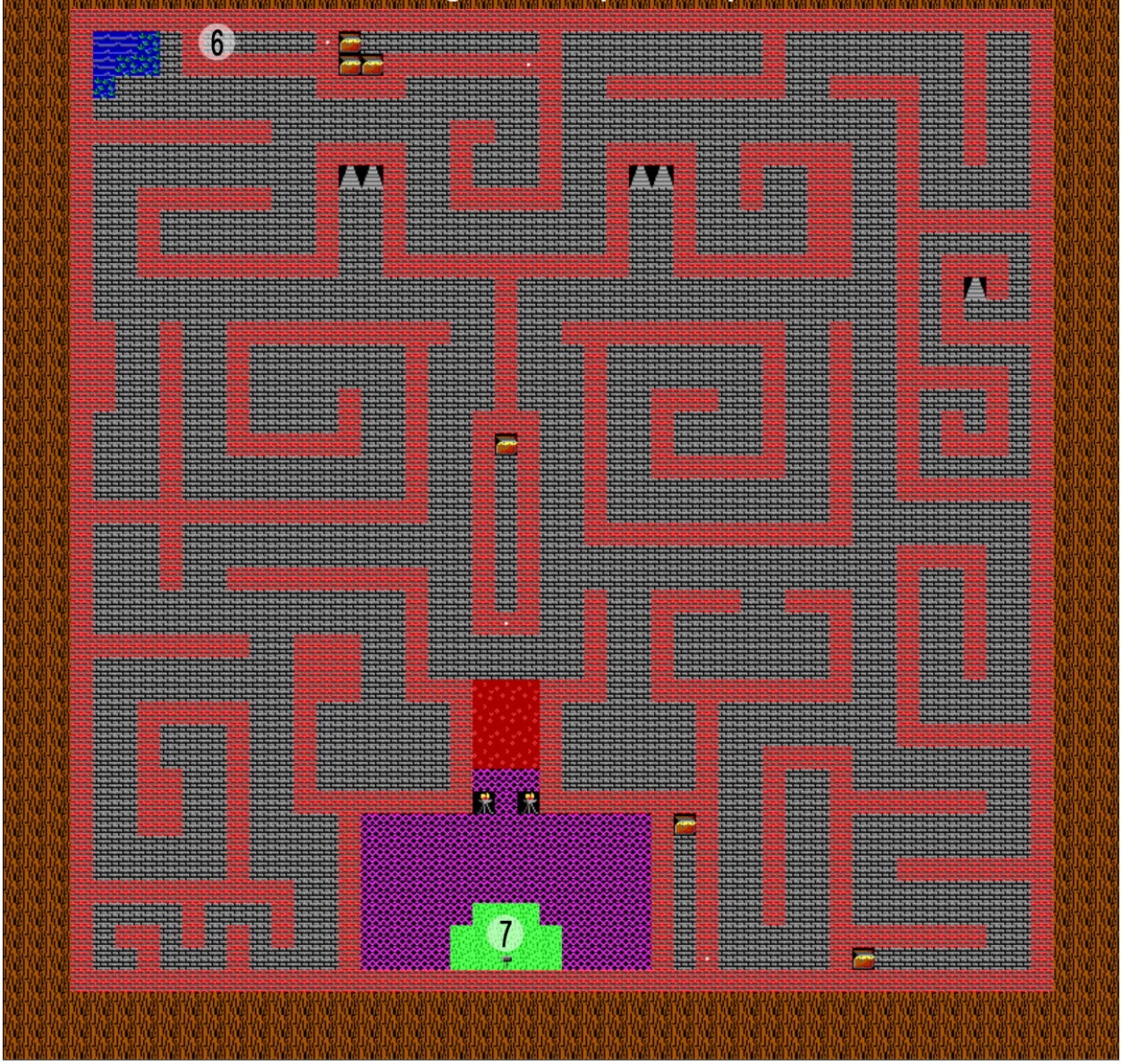
Dungeon #1 (Level 1)



Dungeon #1 (Level 2)



Dungeon #1 (Level 3)



Chapter 6
The Fifth Mission

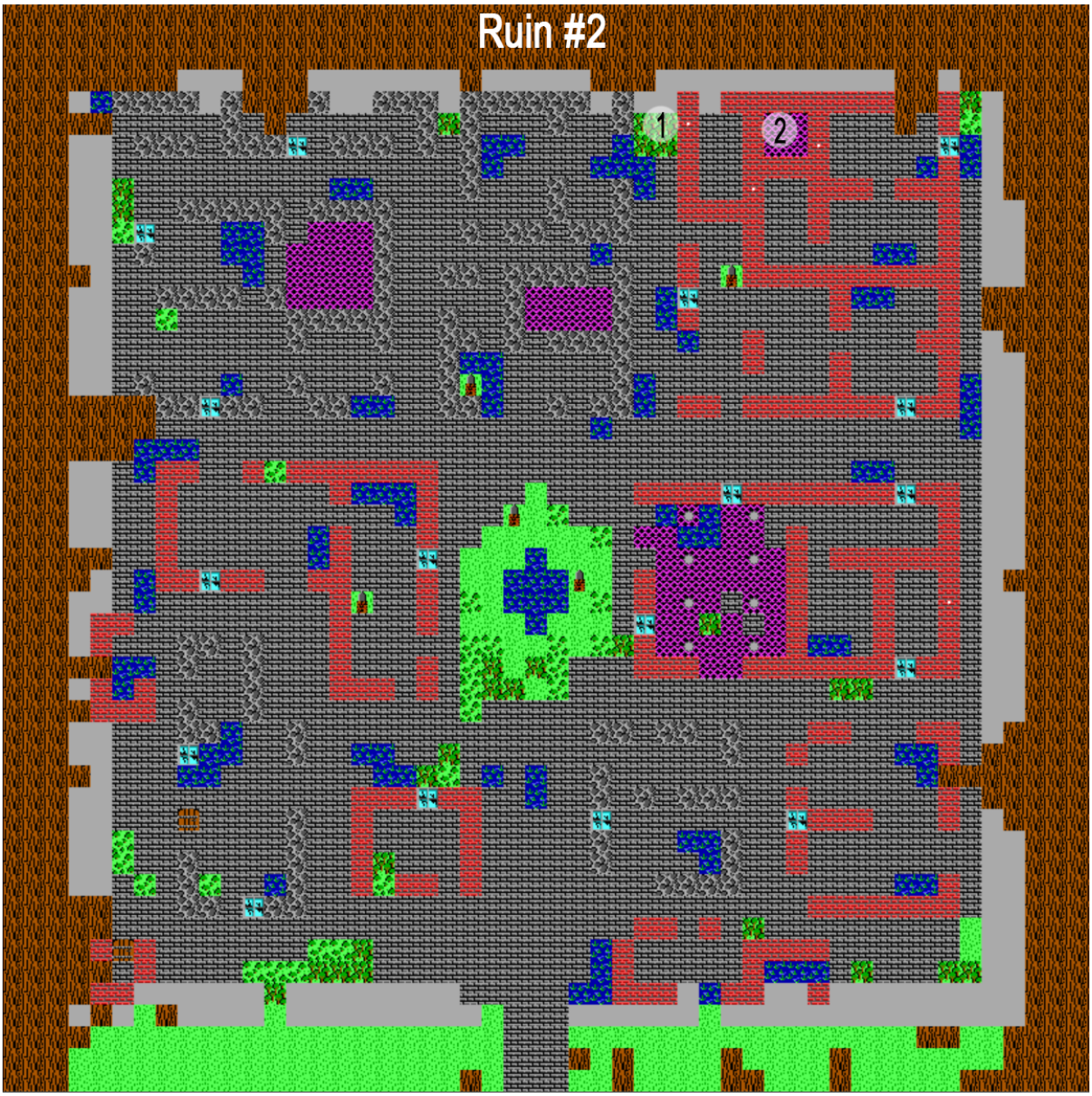
King Tevon, *"A great sage has been missing ever since this Dalagash appeared. Go look for him. He might have the knowledge that could stop Dalagash once and for all."*

Dear Player,

I guess reading these letters is becoming a habit, huh? Anyways, the fifth mission is very hard. Be sure that you have a good and solid character before continuing. King Tevin tells you to look for an old sage who might know something about Vampyr. By going around towns and talking to people, you find out that the sage is in **Ruin #2** heavily guarded by giants. Upon entering, you will find tons of pea-brained giants walking around. Be careful with these guys! They might be dumb, but they are mean. Now, go through the series of secret doors in the north-center part of the ruin (1). Find the sage (2). Talk to him. This should be it for mission five. All you have to do now is get out in one piece.

The gods

Ruin #2



Chapter 7
The Last Mission

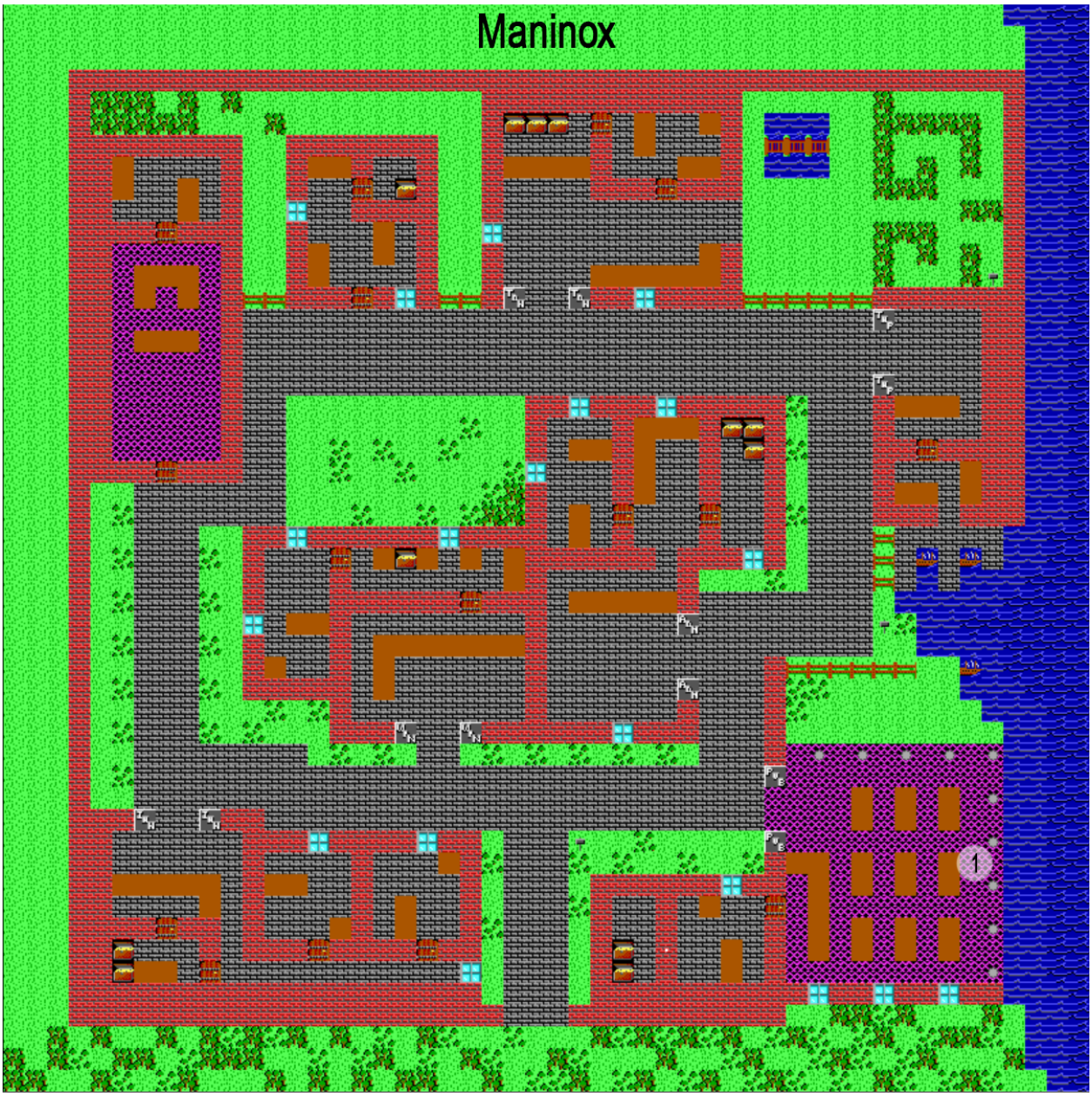
King Tevon, *"Go to Vampyr's Castle and stop Dalagash!!"*

Dear Player,

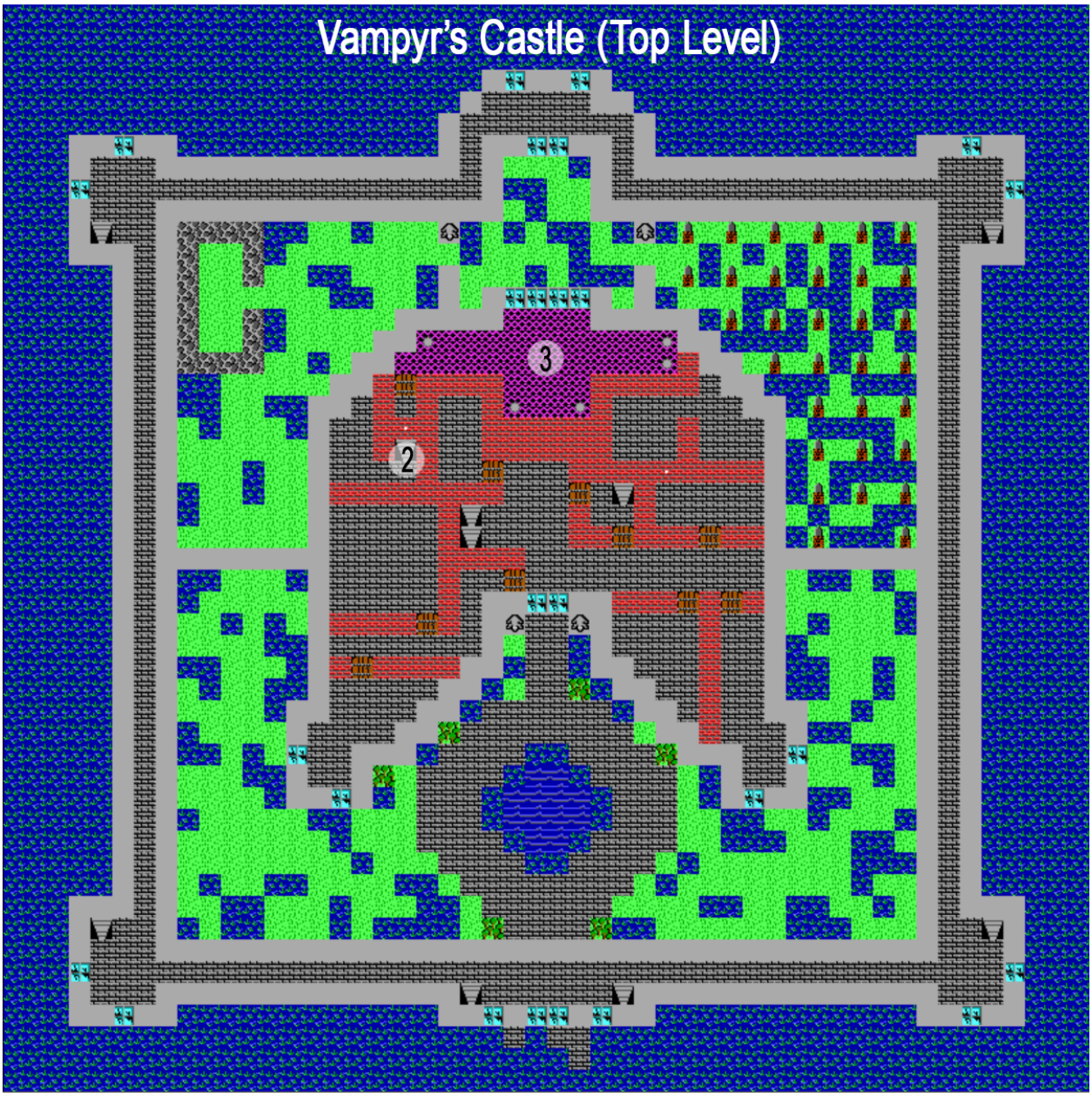
The last mission is probably the most interesting, and of course, the hardest. To solve this mission, get yourself a 15th level character with a couple of +3 swords handy. You also have to complete the five previous missions before continuing. Now, find a pirate named Marsus (1) in **Maninox**. He is in the pub area. Talk to him, and when he asks you if you'd like to take a trip with him, say yes. You'll find yourself walking on the island of Calatik, where Vampyr resides. Go into the castle. Now comes the tricky part. You have to find Dalagash first before you can get to Vampyr because Dalagash has the keystone that opens the passage to Vampyr's tomb. Climb the staircase (2). Dalagash's laboratory is just located beyond a secret door behind the staircase (2). Talk to him (3), and he will faze out in a rush to get to Vampyr. Climb back downstairs. Go to the stairs that lead down (4). Notice that these staircases weren't accessible before. Now, all you have to do is make your way to where Vampyr's tomb is located including crossing some lava pits (5). You'll find Dalagash (6) there, summoning. Kill him! But alas, Vampyr is awaken already. Kill him, also! By the way, just in case you are wondering, the blue rose that you should have purchased in Heaven is used to ward off Vampyr so he can't use his deadly bite against you. Anyway, that's it. You have saved the world if you followed these steps!

The gods

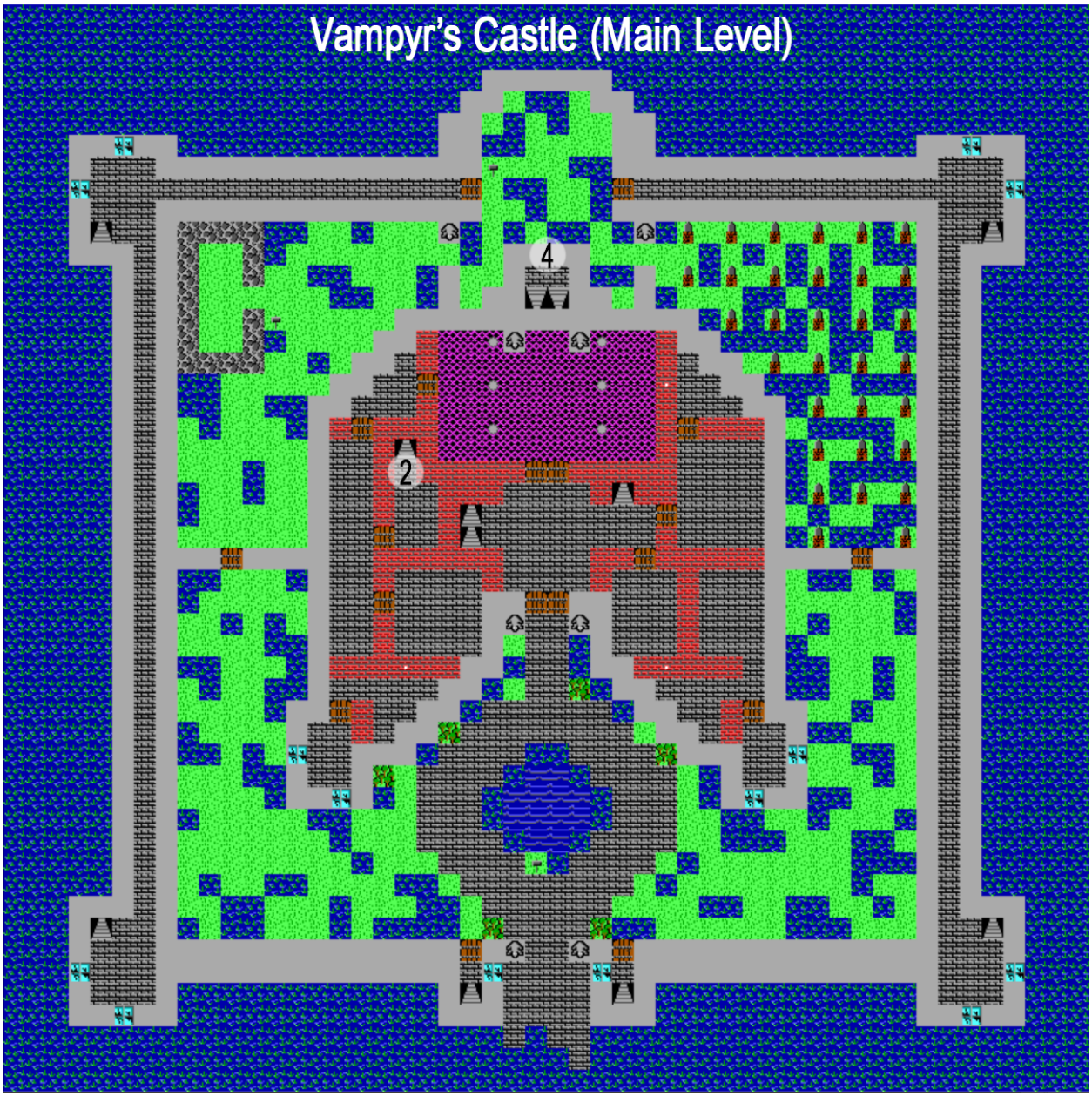
Maninox



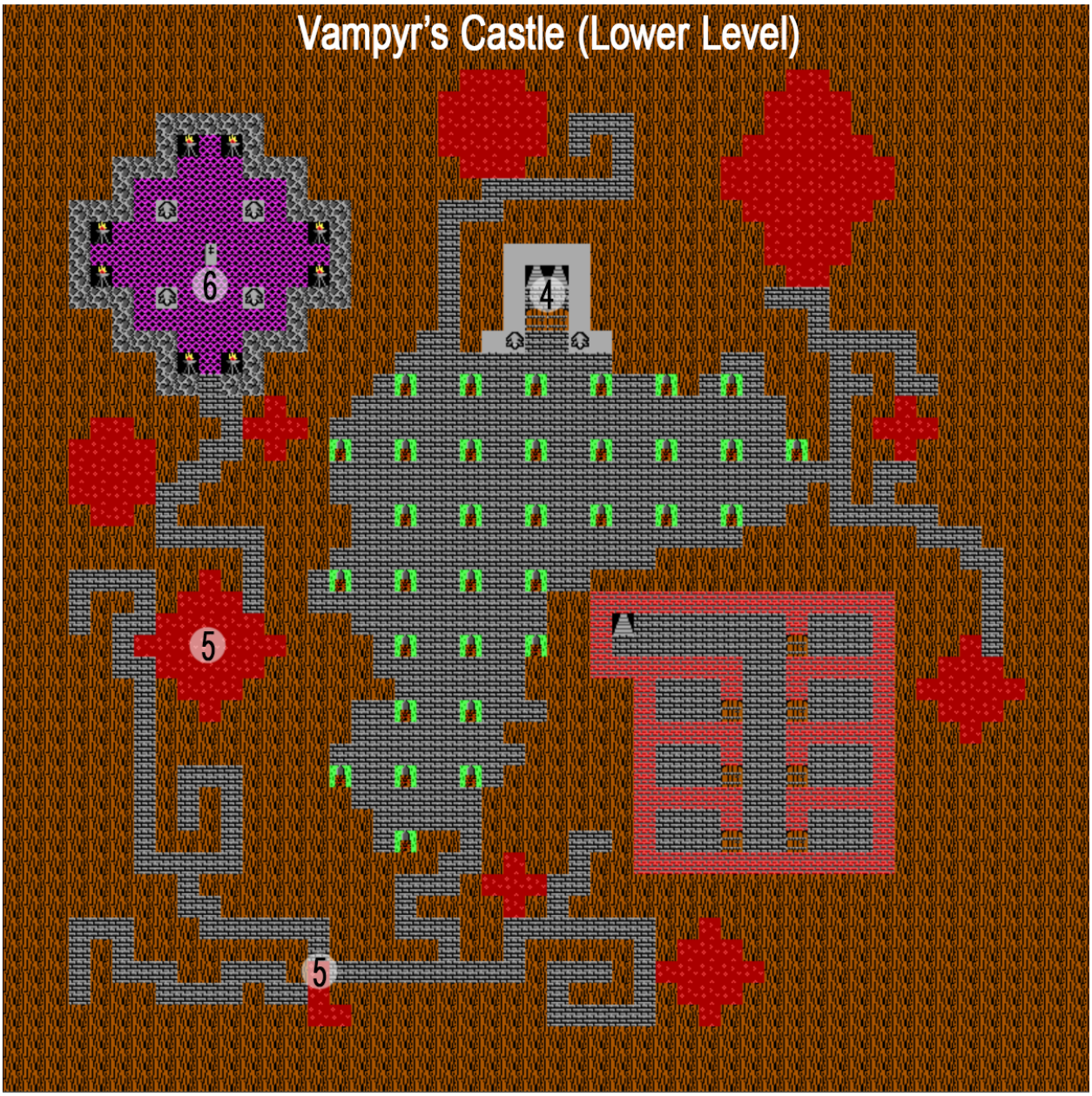
Vampyr's Castle (Top Level)



Vampyr's Castle (Main Level)



Vampyr's Castle (Lower Level)



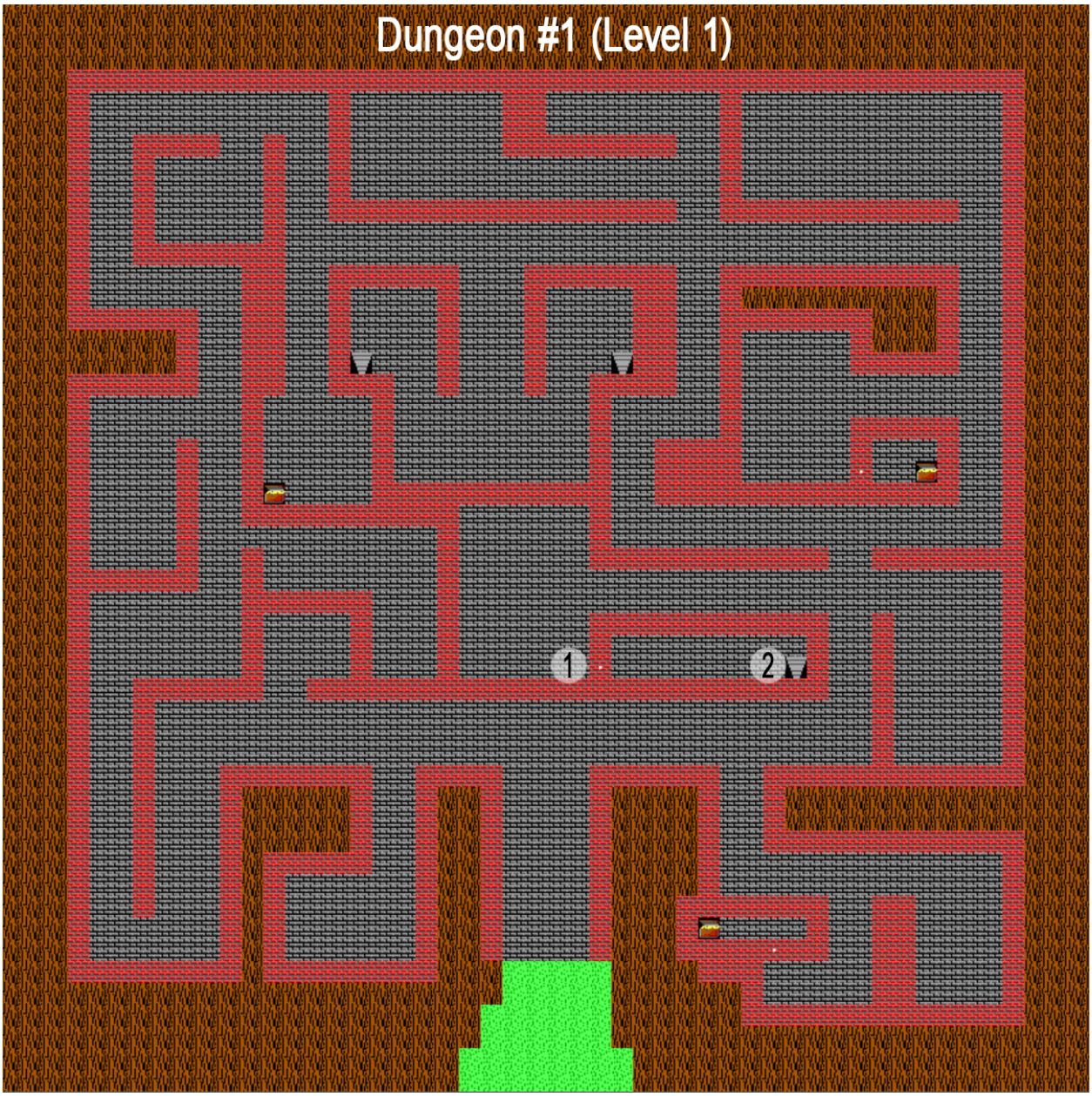
Chapter 8
Optional Quests #1

Dear Player,

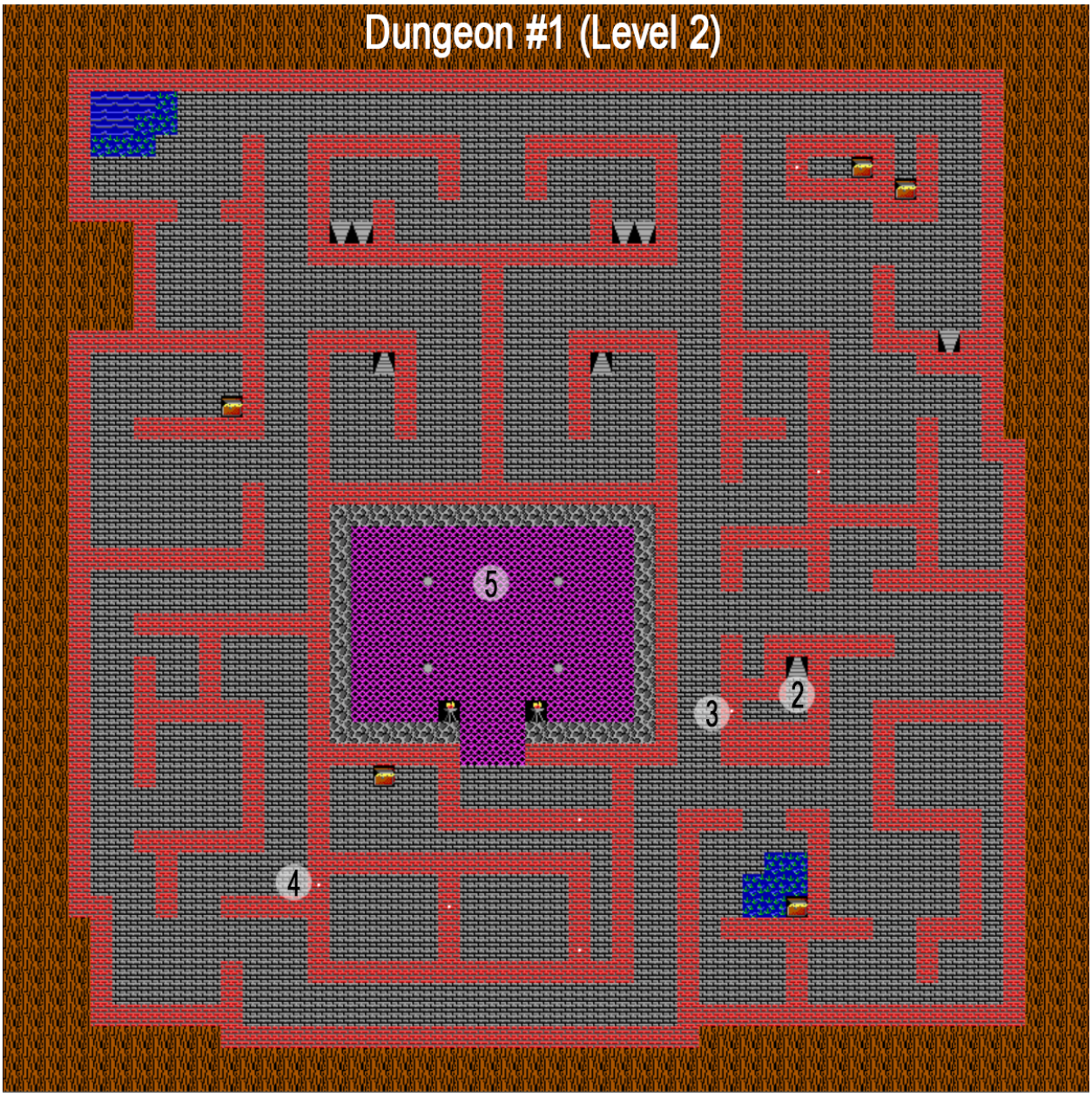
An easy way to get rush is to find Blackeye's treasure. You should have heard of it from the towns people in Balinar and Maninox. It is located in the northeastern part of the world (**Dungeon #2**) This dungeon is essentially a very confusing maze. One word of advice, and the rest is up to you upon entering the dungeon, use the stairs (2) behind a secret door (1) to the left. On the second level, you can exit out the secret wall on the left (3). Then begins the series of going up and down on the first and second levels of the dungeon (4) working your way to a set of stairs (6) at the far north of the second level, hidden behind a secret wall (5). On the third level, you must explore the maze of secret walls to reach Black Eye's Vault #1 (6) and Vault #2 (7). Remember, this mission is in no way crucial to solving the game itself. It's just a way for you to earn some extra money.

The gods

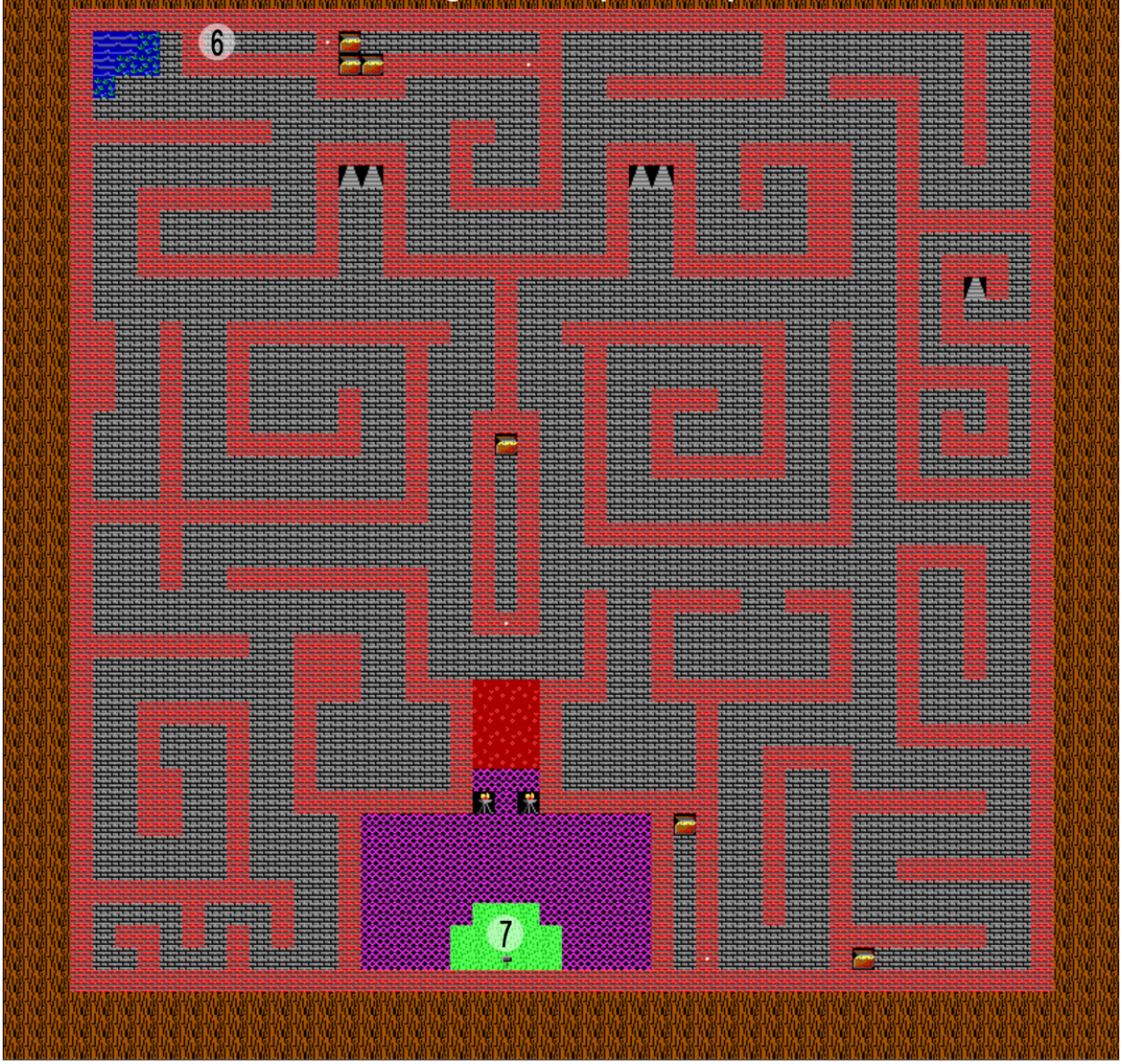
Dungeon #1 (Level 1)



Dungeon #1 (Level 2)



Dungeon #1 (Level 3)



Chapter 9

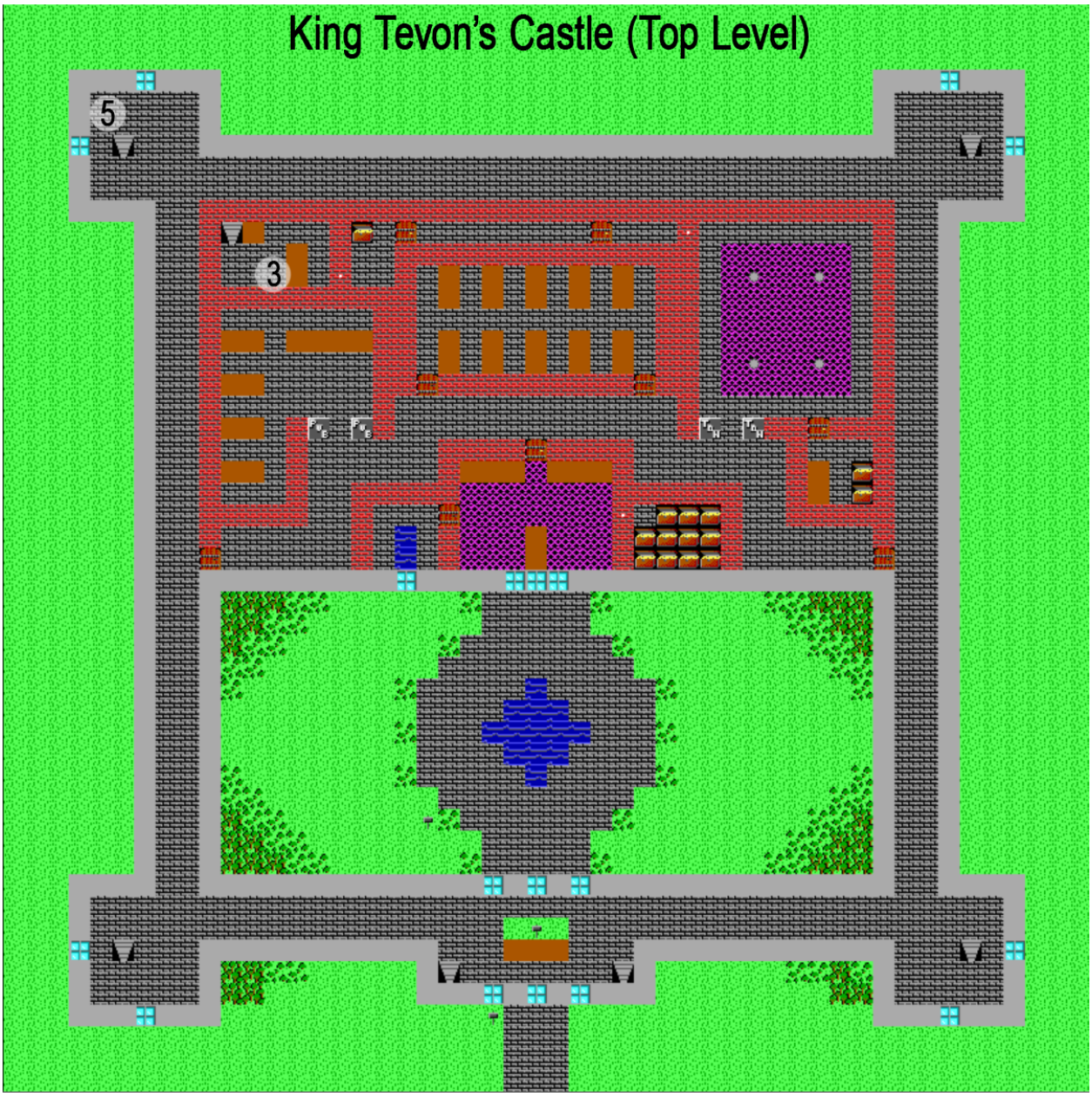
Optional Quest #2

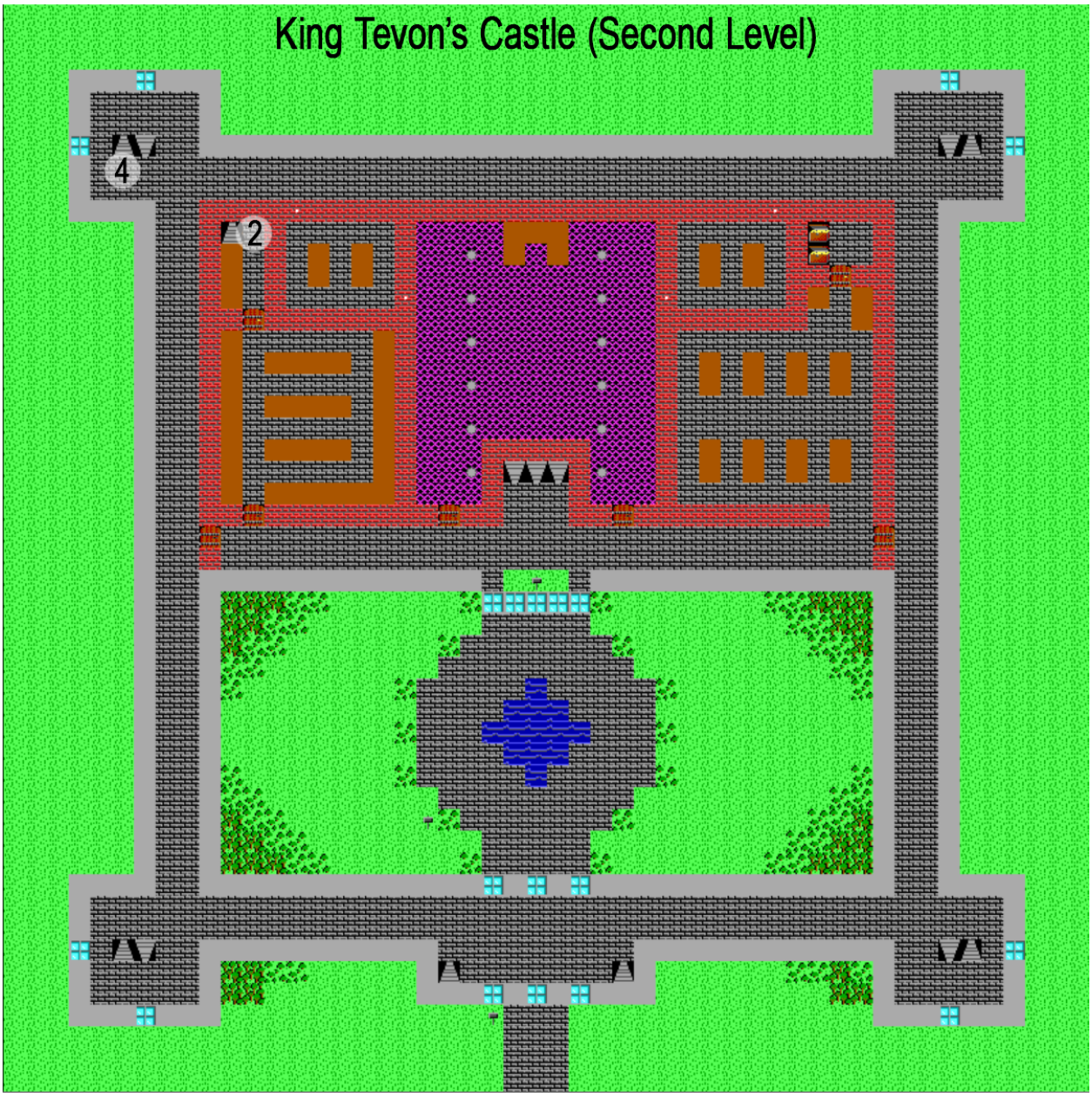
Dear Player,

You can learn a spell called "Rust Armor" from the King's wizard. This spell can help you a lot if you're fighting abilities or stats are not that great for hand-to-hand combat. To obtain this spell, go to the second level (1) of the **King Tevon's Castle**. To the left of the throne room is the library. There is a locked door at the very back of it. Open it, and you'll see a group of guards (2) watching over the staircase going up. Kill them (not a normal procedure when there are typically 12 guards in a group, by the way)., and climb the stairs. You'll be in the wizard's room. Talk to the wizard (3) and pay him for the spell. Now comes the interesting part; the escape. Guards have been alerted and the fastest way out is to go back down the same stairs and fight your way to the top left tower. Climb up to the top level and attempt to climb over the tower walls to escape out of the castle.

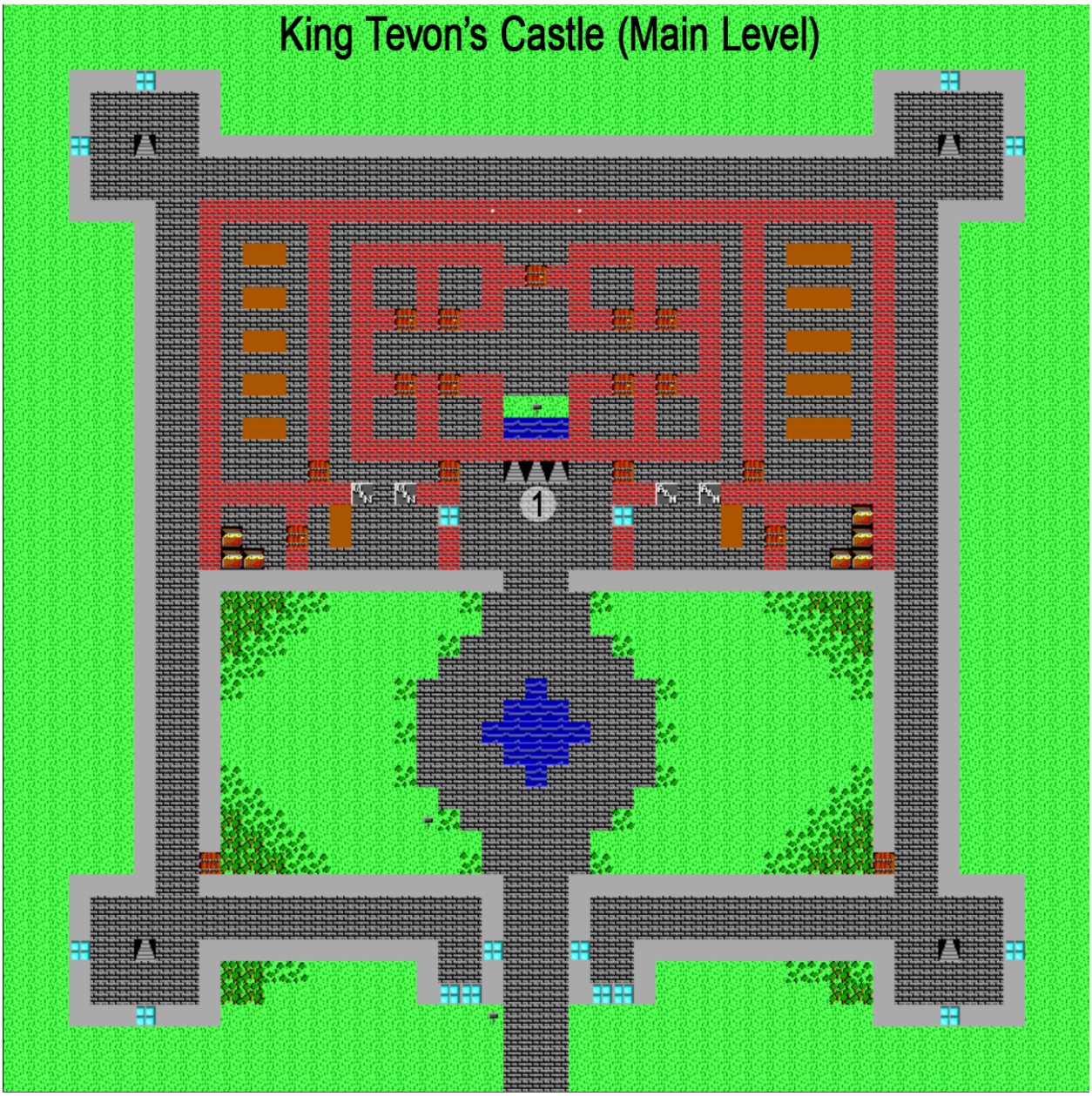
The gods

King Tevon's Castle (Top Level)



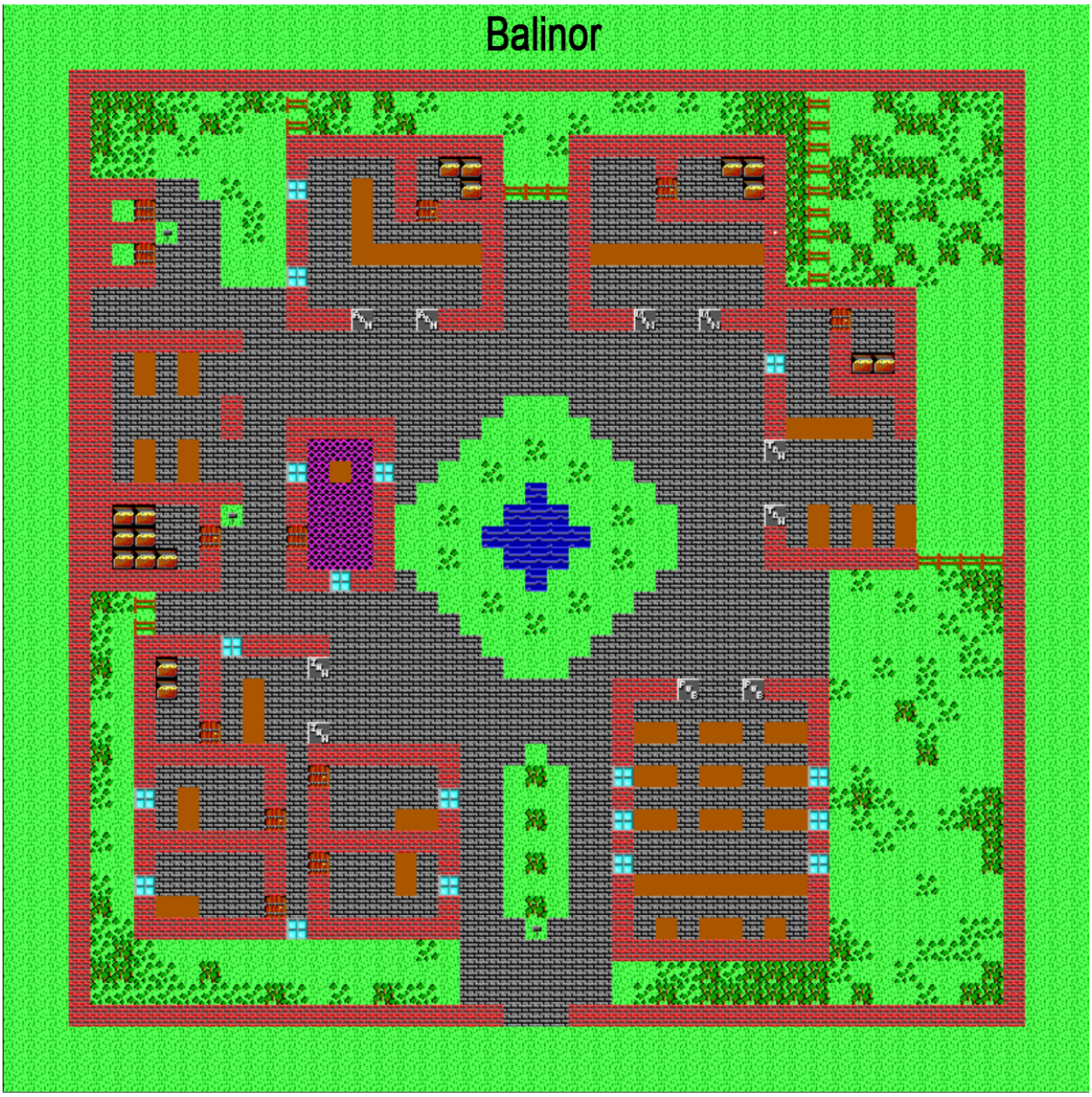

King Tevon's Castle (Second Level)
4
2

King Tevon's Castle (Main Level)

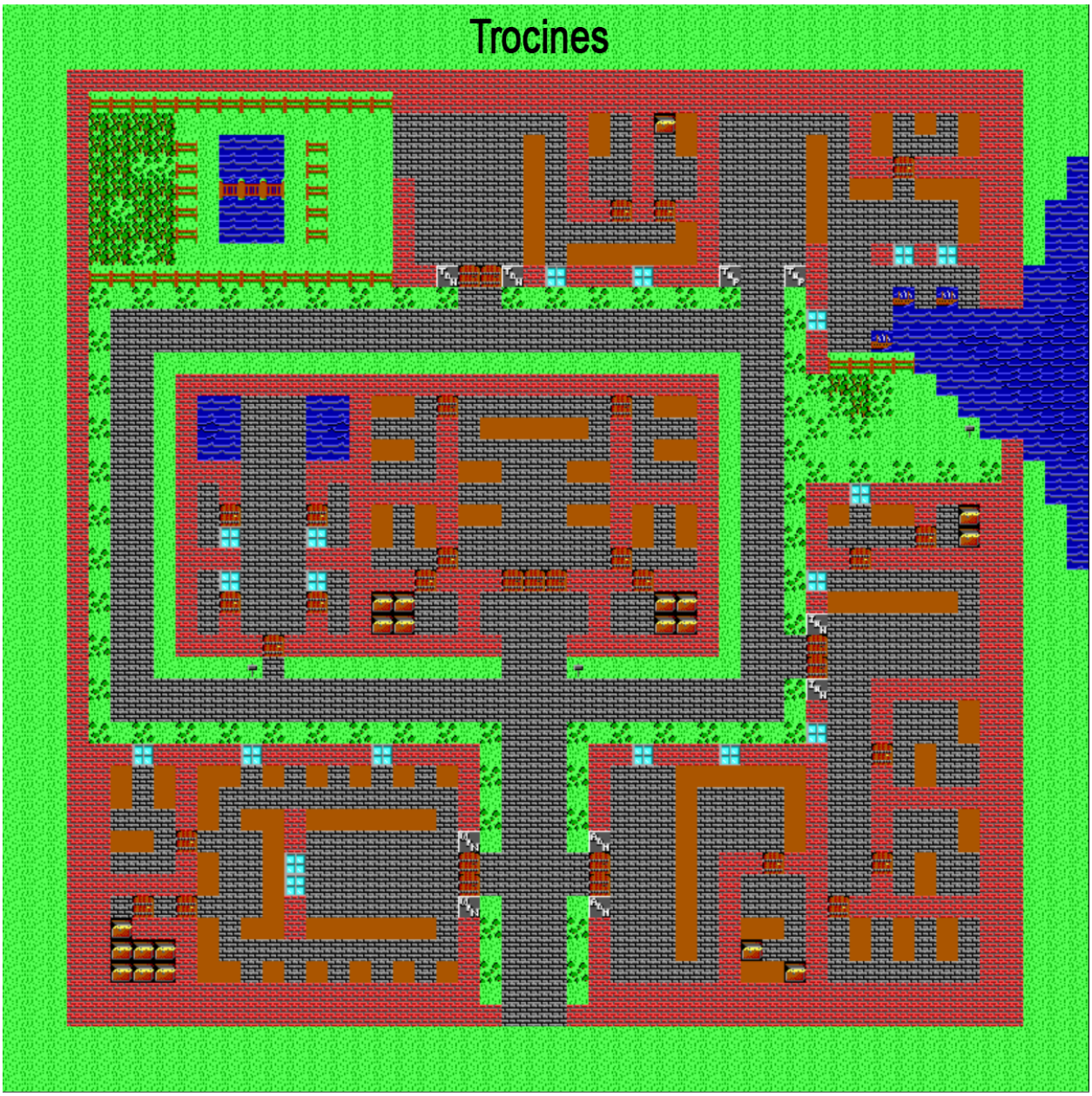
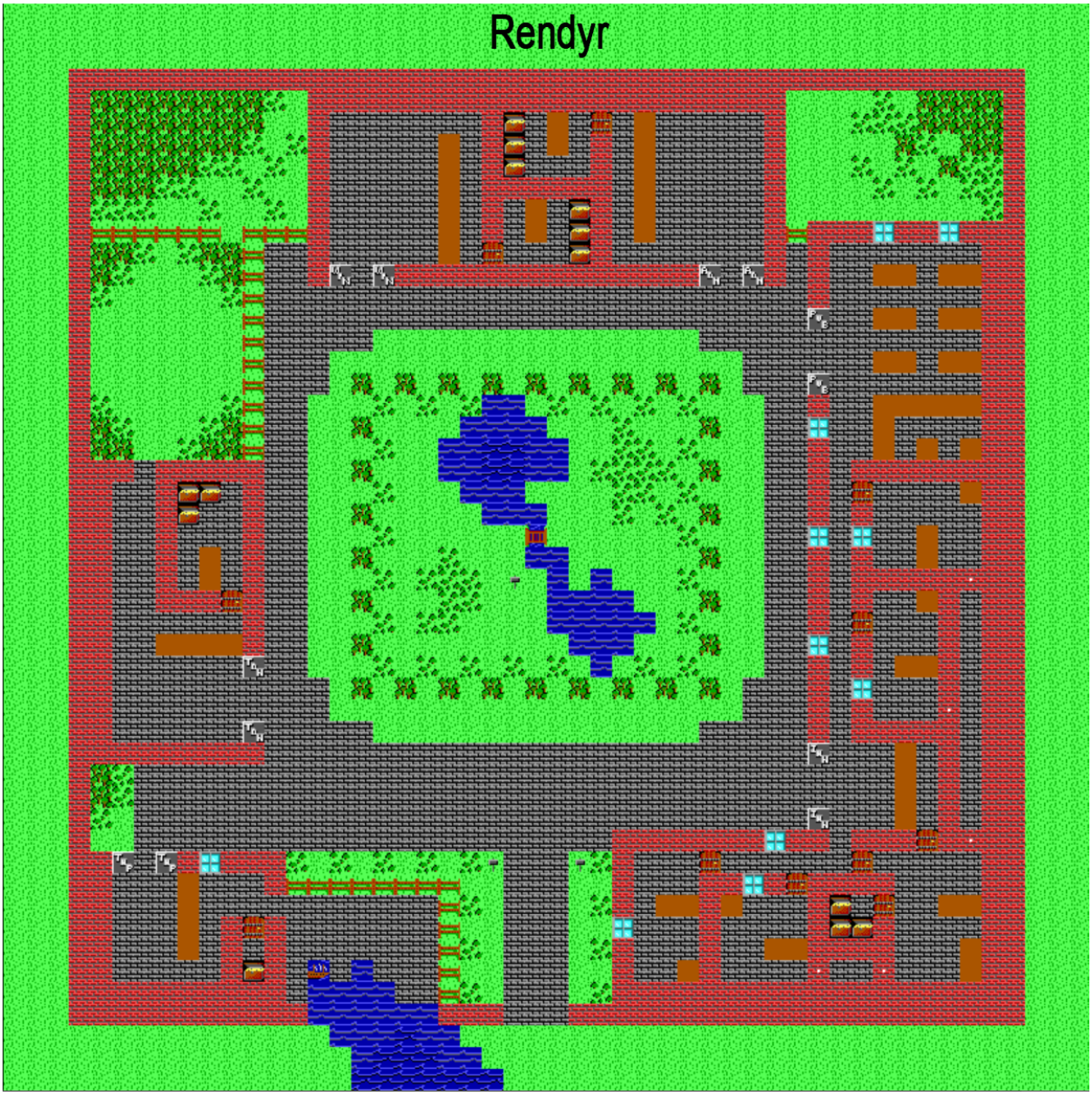


Chapter 10
Extra Maps

Here are the non-mission town maps



Trocines



Rendyr