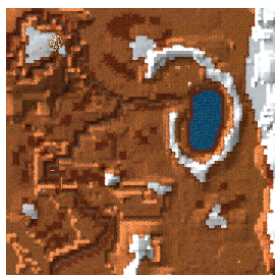




From New Sorpigal to the Hive 2013
in the order, and with party as I played it



Sweet Water



Kriegspire



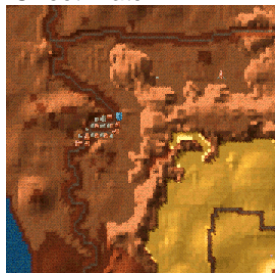
Frozen Highlands



Silver Cove



Eel Infested Waters



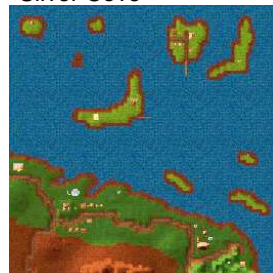
Paradise Valley



Blackshire



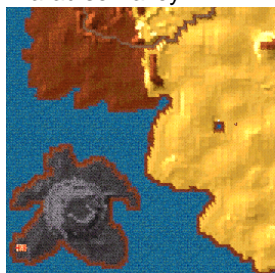
Free Haven



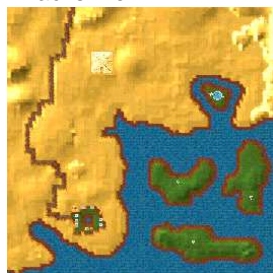
Bootleg Bay



Misty Isles



Hermit's Isle



Dragonsands



Mire of the Damned



Castle Ironfist



New Sorpical

Guilds:

Berserker's Fury (B.F.)	Castle Ironfist	Silver Cove
Blade's End (B.E.)	New Sorpigal	Frozen Highlands
Duelist's Edge (D.E.)	Misty Islands	Free Haven
Buccaneer's Lair (B.L.)	New Sorpigal	Misty Islands
Protection Services (P.S.)	Frozen Highlands	Silver Cove
Smuggler's Guild (S.G.)	Free Haven	Blackshire
Elements Guild	New Sorpigal	Frozen Highlands
Air Guild	Misty Islands	Free Haven
Earth Guild	Silver Cove	Free Haven
Fire Guild	Misty Islands	Free Haven
Water Guild	Misty Islands	Free Haven
Self Guild	New Sorpigal	Silver Cove
Body Guild	Castle Ironfist	Free Haven
Mind Guild	Castle Ironfist	Free Haven
Spirit Guild	Castle Ironfist	Free Haven
Light Guild	Silver Cove	Blackshire
Dark Guild	Frozen Highlands	Blackshire

Reputation

Value	Rank	Value	Rank
0 to 199:	Average		
200 to 399	Respectable	-1 to -299	Bad
400 to 599	Honorable	-300 to -599	Vile
600 to 799	Glorious	-600 to -799	Despicable
800 to 999	Angelic	-800 to -999	Monstrous
> 999	Saintly	< -999	Notorious

Drinking from barrels increases one stats:

Red:	Might
Yellow:	Accuracy
Green:	Endurance
Purple:	Speed
Orange:	Intelligence
Blue:	Personality
White:	Luck
Black:	Random effect, most often negative (poison, disease,...)

Classification of difficulty:

Based on the party's experience and stats (+spells, equipment,...) *at the time of the encounters**:

Medium:	All or most battles are won without too much difficulty, occasional restores due to death or ill conditions
Hard:	Battles mostly won, but party may be down to minimum HPs and SPs after each battle, frequent restores
Very hard:	Each battle is a challenge, often requiring many restores. Typically party must rest after each encounter.
Easy:	Few challenges, party may get hurt, but not seriously, SP pool never alarmingly low
Very easy:	Monsters only a nuisance, no threat at all.

Ideally, if game is played in the "right" order, all or most encounters should be medium.

Very hard means party should have done this later, easy means it could have been done earlier.

*: First time encounter. When party returns after a monster reset, difficulty is obviously easier than the initial one...

Skill	Classes						Guild	Expert Trainer	Cost	Master Trainer	Req.	Cost
	Kn	Pa	Ar	Cl	So	Dr						
Axe	X	X	X				B.E.	Castle Ironfist	2000	Mire of the Damned	Q 26	0
Blaster	X	X	X	X	X	X	Control Center (Free Haven)	New Sorphigal Eel Infested Waters	2000	Paradise Valley	Have blaster	5000
Bow	X	X	X	X	X	X	B.F. D.E.	Castle Ironfist Frozen Highl.	2000	Kriegspire	Rank 8 B-Mage	0
Dagger	X	X	X		X		B.L. P.S.	Castle Ironfist Free Haven	2000	Frozen Highlands	Rank 8 Spd 40	5000
Mace	X	X	X	X		X	D.E.	Mire of the Damned Frozen Highlands	2000	Blackshire	Rank 8 Mgt 40	5000
Spear	X	X	X				B.E.	Misty Islands Silver Cove	2000	Mire of the Damned	Rank 8 Cavalier	5000
Staff	X	X	X	X	X	X	B.E.	New Sorphigal Misty Islands	2000	Silver Cove	Rank 8	5000
Sword	X	X	X				B.E.	Castle Ironfist Free Haven	2000	Blackshire	Rank 8 Cavalier	0
Leather	X	X	X	X	X	X	B.L. / S.G. P.S. / B.E.	Castle Ironfist Misty Islands	1000	Frozen Highlands	Rank 10	3000
Chain	X	X	X	X			B.F. D.E.	Castle Ironfist Bootleg Bay	1000	Mire of the Damned	Rank 10 Crusader	0
Plate	X	X					B.F.	Castle Ironfist Free Haven	1000	Free Haven	Hero	0
Shield	X	X		X			B.F. D.E.	Castle Ironfist Free Haven	2000	Blackshire	Rank 10	5000
Air			X		X	X	Elements Guild Air Guild	New Sorphigal Free Haven	1000	Misty Islands	Archm.	4000
Earth			X		X	X	Elements Guild Earth Guild	New Sorphigal Free Haven	1000	Silver Cove	Rank 12	4000
Fire			X		X	X	Elements Guild Fire Guild	New Sorphigal Free Haven	1000	Misty Islands	Rank 12	4000
Water			X		X	X	Elements Guild Water Guild	New Sorphigal Free Haven	1000	Misty Islands	Rank 12	4000
Body		X		X		X	Self Guild Body Guild	New Sorphigal Free Haven	1000	Silver Cove	Rank 12	4000
Mind		X		X		X	Self Guild Mind Guild	New Sorphigal Free Haven	1000	Silver Cove	Rank 12	4000
Spirit		X		X		X	Self Guild Spirit Guild	New Sorphigal Free Haven	1000	Castle Ironfist	High Pr.	0
Dark				X	X		Dark Guild	Frozen Highlands Blackshire	2000	Paradise Valley	Notorious rep.	0
Light				X	X		Light Guild	Silver Cove Kriegspire	2000	Eel Infested Waters	Saintly rep.	0
Bodybuild	X	X	X	X	X	X	D.E.	New Sorphigal Castle Ironfist	500	Free Haven	Rank 7 End. 30	2500
Diplomacy	X	X	X	X	X	X	B.L. / S.G. P.S.	Castle Ironfist Free Haven	500	Frozen Highlands	Fame 200	2500
Disarm tr.	X	X	X	X	X	X	B.L. / S.G. P.S.	Castle Ironfist Free Haven	500	Frozen Highlands	Rank 7 Acc. 30	2500
Identify	X	X	X	X	X	X	B.L. / S.G. P.S.	New Sorphigal Castle Ironfist	500	Free Haven	Rank 7 Int. 30	2500
Learning	X	X	X	X	X	X	Air / Fire / Water Earth Guilds	New Sorphigal Castle Ironfist	2000	Silver Cove	Rank 7 Int. 30	5000
Meditation		X	X	X	X	X	Body / Mind / Spirit Guilds	New Sorphigal Silver Cove	500	Misty Islands	Rank 7 Pers 30	2500
Merchant	X	X	X	X	X	X	B.L. P.S.	Free Haven Mire of the Damned	2000	Silver Cove	Rank 7 Pers 30	4000
Perception	X	X	X	X	X	X	B.L. / S.G. P.S.	New Sorphigal Bootleg Bay	500	Mire of the Damned	Rank 7 Lck 30	2500
Repair	X	X	X	X	X	X	B.F. B.E.	Misty Islands Silver Cove	500	Frozen Highlands	Rank 7 Acc 30	2500

Light yellow fill: 1. promotion. Light red fill: 2. promotion
Basic, **Expert**, Master

Galahad, Paladin – Crusader – Hero

[illegible]

Light yellow fill: 1. promotion. Light red fill: 2. promotion
Basic, **Expert**, Master

Robin EagleEye, Archer – Battle Mage – Warrior Mage

[illegible]

Light yellow fill: 1. promotion. Light red fill: 2. promotion
Basic, **Expert**, Master

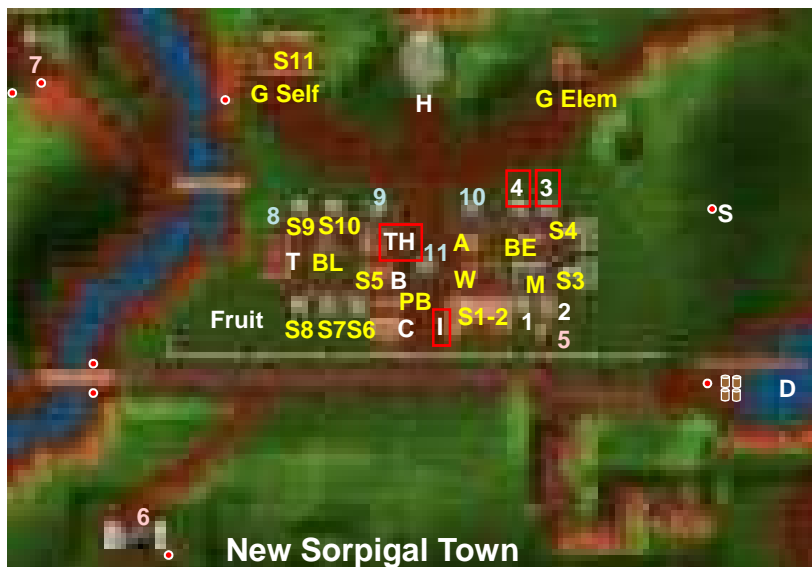
Tuniviel, Cleric – Priest – High Priest

[illegible]

Light yellow fill: 1. promotion. Light red fill: 2. promotion
Basic, **Expert**, Master

Pug, Sorcerer – Wizard – ArchMage

[illegible]



- BE** Blade's End
Axe, Spear, Staff, Sword, Leather (375)
- BL** Buccaneer's Lair (Open at night):
Merchant, ID Item, Perception,
Disarm Trap, Dagger (150)
Invis. teleporter to **Dragonsands** above the lair
- PB:** Pawnbroker (General Store)
- TH:** Town Hall
Frank Fairchild, quest 6, 7
Janice, quest 8, 9
- I** Inn, **Andover Potbello**, quest 1, 2, 3
- S** "Sword in stone" – req. high might to pull out
- C:** **Castle Ironfist** (Mo, We, Fr, 2 days)
- D:** **Misty Island** (Tu, Th, Sa, 3 days)
- Training:** max lv. 15

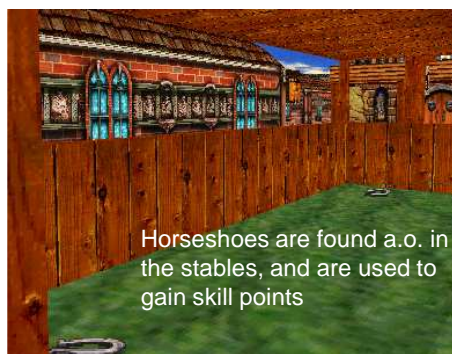
Apprentice Mage (Lv 2, 24 XP)
Journeyman Mage (Lv 6, 96 XP)
Mage (Lv 10, 200 XP)
Goblin (Lv 4, 56 XP)
Goblin Shaman (Lv 6, 96 XP)
Goblin King (Lv 10, 200 XP, *Break item*)
Difficulty: medium

- S1 Tara D'Cathay, **Expert Perception** (500)
- S2 Sheila Loompus, **Expert ID Item** (500)
(S1-2: Inn, upper level, entrance from back)
- S3 Erik Salzburg, **Expert Bodybuilding** (500)
- S4 Victor Hosen, **Expert Meditation** (500)
- S5 Cheryl Duncan, **Expert Air Magic** (1000)
(Bank, upper level)
{Note: Must fly up to her, but there's a fly scroll
hidden in the south wall of the building.}
- S6 Abdulai Mahgreb, **Expert Body Magic** (1000)
- S7 Virgil Holiday, **Expert Mind Magic** (1000)
- S8 Enoch Highridge, **Expert Spirit Magic** (1000)
- S9 Taro, **Expert Earth Magic** (1000)
- S10 Isao Magistrus, **Expert Fire Magic** (1000)
- S11 Donald Retzer, **Expert Learning** (2000)
(Self guild, upper level)

Game starts by the south city
gates to New Sorphigal,
party has found a letter:



- Hejaz Mawsil,
Membership Buccaneer's Lair
Buys Cobra Eggs (1000g)
- Harold Hess, Membership Blade's End
- Violet Dawson**, quest 5
Membership Self Guild
- Buford T. Allman**, quest 4
Membership Elements Guild
- Dragon Tower (PQ)**
- Goblinwatch**
- Abandoned Temple**
- Well, +2 Luck perm (if low)
- Fountain, +5 SP
- Fountain, +10 Might temp
- Town Fountain, +5 HP



Horseshoes are found a.o. in
the stables, and are used to
gain skill points

The Letter

Sep 17, 1152

My Dear Sulman,

You have done well, and I hereby promote you to High Priest of the Second Circle. There is a sum of gold waiting for you in the hands of Andover Potbello in New Sorphigal that he will turn over to you if you tell him the Sandman sent you and show him the Seal on this letter. Sandman...I like that.

The handling of the Roland affair was masterful, and I especially liked the snowstorm touch—it really put the Fear in him, didn't it? Superstitious fool! His removal has moved our timetable ahead by at least two years and has spared us the trouble of assassinating him at a more delicate time. All arrangements are in place.

My minions have engineered the recall of Queen Catherine to her homeland in Erathia to attend the funeral of her father. She will not return this year, and that only leaves her worthless brat Nicolai and that idiot Regent Wilbur Humphrey running things at the palace.

The people have begun to sense that something is wrong, that perhaps the gods are angry. That perhaps...the Ironfists have lost the Mandate of Heaven. Just a few more disasters and there may well be a full-scale rebellion!

And we will be waiting at the breach, ready to step in and tell the sheep what to do and when to do it. Already our temples spread across the land, offering aid to those displaced by disasters, and comfort to the bereaved...

Yes. Remain in New Sorphigal and stay out of sight. When the time is right you will be contacted and given further instructions. So take heart, and know that our plan proceeds smoothly and we will be ruling this world soon. Your position in our hierarchy will be very high!

--Zenofex

First task:

Go to the inn, talk to **Andover Potbello**, and give him the letter.

"Oh! The Seal. Here, I'm supposed to give you this money. Now, go away before we're seen together! Someone will get suspicious.

(q1, 1000 gold, 3000 XP)

(Bring the letter to **Regent Wilbur Humphrey** in Castle Ironfist.)
(quest 2)

Could you do the Temple of Baa a favor? It appears that my brethren left the old temple to the northwest of here in a little too much of a hurry, and a candelabra necessary for some of our rituals was left behind. None of the Baa priests want to go back because they're afraid of whatever curse has been placed on the temple. If you were to **bring back the candelabra** to me, however, I could reward you in their place.

(quest 3)

Went to **Hejaz Mawsil** (1):

"I am a collector of rare and exotic creatures, and I make a living by selling some of these creatures as pets. Currently, cobras are in great demand, and I don't have many cobras left to sell. Therefore I'm willing to pay handsomely for any cobra eggs you might have. Remember, if you find any cobra eggs, I'll give you the best prices.

Also bought Buccaneer's Lair Membership.

Next to (2), joined Blades' End, and then to B.E. and learned Staff, Leather, and Spear skills (end of money...) Sold our rings and bought leather armor and helmets.

Then to the chests SW of the fruit trees, fought some goblins and found gold and a spear in the

chests. Next to the docks, fought more goblins, got chest, drank from the barrels.

Used the fountains when necessary to regain HP and SP, also drank from the well to increase luck. (All this while waiting for the Town Hall to open at 10 AM).

Buford T. Allman (4)

Our town is periodically plagued by giant spiders. I'm pretty sure that if the spider queen were killed, the rest of the spiders would go away. Currently, I'm offering a reward to the person that can **kill the spider queen**.

(quest 4)



Violet Dawson (3)

Oh dear, can you help me? My daughter Angela is missing! I think she may have wandered into the abandoned temple near town, and if she did she could be in terrible danger – who knows what kind of horrible things are lurking in that cursed place! **Please find her and bring her back to me.**

(quest 5)



Town Hall

Town Hall (open 10 AM – 2 PM)

Frank Fairchild

Members of the Shadow Guild have moved down south recently, and have been trying to exert their influence over merchants in the area. I refused them access to our town, so they kidnapped Sharry Carnegie, an old healer loved by the townspeople, in an attempt to 'convince' me to let them operate here. I can't believe that their extortion has moved so far south, I thought I was safe from that down here. Please **rescue Sharry** – I can offer you some money as a reward, and I'm sure the townsfolk would appreciate her return.

(quest 6)

I'm so tired of the Shadow Guild, but I don't have any substantial proof of their activities. I'd love to have **something I could show** to Anthony Stone proving the Shadow Guild is up to no good down here.

(quest 7)

Janice the Clerk

Just south of town is an old keep called **Goblinwatch**. It was originally built to keep the town safe from goblin raids, but times have been so peaceful recently that we haven't been taking care of it. You can imagine our embarrassment when we realized that the very monsters we were guarding against have moved into the keep! They also changed the lock on a very important door leading to the caves below the dungeon level. We have a standing reward of 2000 gold pieces to the ones who can **figure out the combination and tell us what it is**. (Got **Goblinwatch key**)

(quest 8)



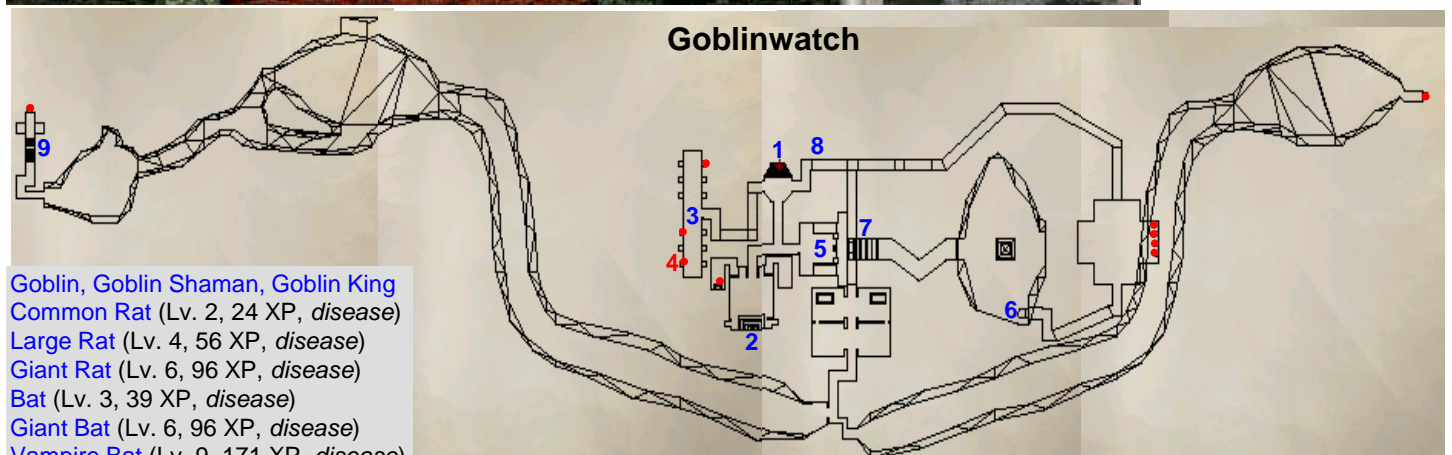
Frank Fairchild



Janice the Clerk



Goblinwatch



Goblin, Goblin Shaman, Goblin King
Common Rat (Lv. 2, 24 XP, *disease*)
Large Rat (Lv. 4, 56 XP, *disease*)
Giant Rat (Lv. 6, 96 XP, *disease*)
Bat (Lv. 3, 39 XP, *disease*)
Giant Bat (Lv. 6, 96 XP, *disease*)
Vampire Bat (Lv. 9, 171 XP, *disease*)
Blood Sucker (Lv. 2, 24 XP, *disease*)
Brain Sucker (Lv. 4, 56 XP, *disease*)
Soul Sucker (Lv. 8, 144 XP, *disease*)
Lv. 1-3,
Difficulty: medium

- | | |
|---|---|
| 1. Entrance | 5. Switches to open doors to caves |
| 2. Switch for secret doors NE & NW in room | 6. Hole in floor. Jump down to proceed, no turning back |
| 3. Room with many closets, some containing chests, some trapped | 7. Hall above, no connection E-W |
| 4. Chest with Goblinwatch code scroll | 8. Door opens from east side only |
| | 9. Rats hidden in both alcoves |



(Essence of scroll found at (4)):

Entry code: 6 doors behind each other. O=open, C=close

A: Trap	B: O4 – C5	C: O5 – C4	D: O1 – C5
E: O5 – C1	F: O2 – C4	G: O6	H: O3 – C2
I: O2 – C3	J: O2 – C1	K: O6 – C5	L: O3 – C4
M: Maintenance	N: O1 – C2	O: O5 – C6	P: Reset

=>

Correct combination:
NILBOG

(GOBLIN backwards...)

After clearing the entrance area and room (2) was ready to level up, and returned to town for training and buying more equipment. Returned and cleared room (3), and found **Goblinwatch code scroll**. With this, returned to Janice in Town Hall.

Janice the Clerk

Ah, thank you for taking care of that little detail for us. Here's your gold! Feel free to return to Goblinwatch any time to finish clearing out the rest of the monsters. We can't pay you, but you can have anything you find there.

(q 8 OK, 2000 g, 2000 XP, +50 karma)

Evil Cults:

You did such a fine job with the Goblinwatch assignment that we would like to employ you again. A cult has moved into an old abandoned temple a few day's journey west of here. To pay for their blasphemous activities, they've been robbing travelers using the road that leads to Castle Ironfist. We've appealed to the regent to do something about these horrible cultists, but he says all his forces are occupied in the west, or some such nonsense. We want it done now, so we're willing to pay you 5000 gold pieces to get rid of them and **bring us back the Chime of Harmony** as proof you've done the deed.

(quest 9)

Trained for level 3, bought more skills and equipment, and returned to Goblinwatch to clear out rest of area.

After Goblinwatch cleared:

Level 3, Rep.: Respectable, Fame 20

Then headed for the Abandoned Temple.

Note: High risk for getting poisoned in the Temple. This was a *big* problem the first times I played this game, but then discovered we could mix our own antidotes:

Red flower + empty bottle = Red potion (cure wounds)

Blue flower: Blue potion (restore SP)

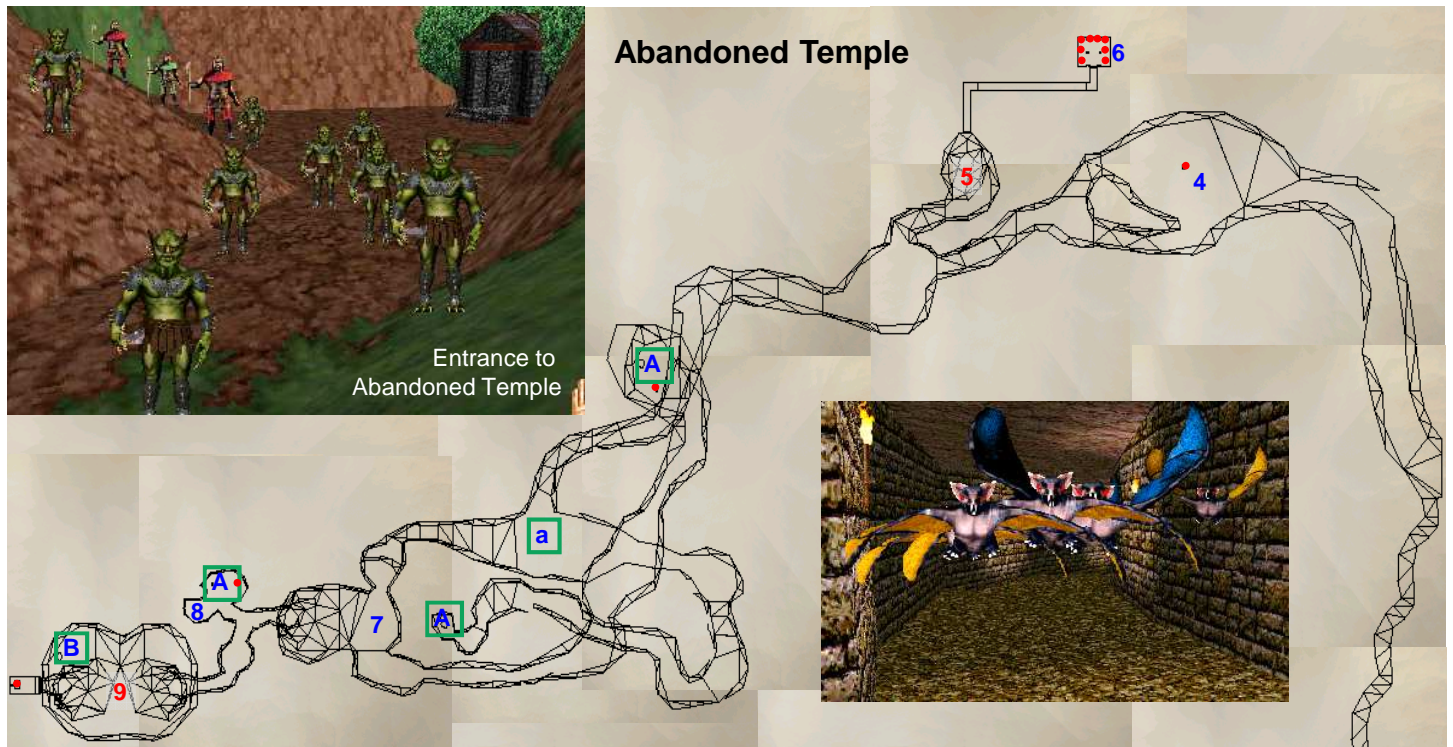
Red + Blue potion = Purple potion (cure poison) – Eureka!





Entrance to Abandoned Temple

Abandoned Temple



Bat, Giant Bat, Vampire Bat

Spider (Lv. 5, 75 XP, *poison*; Imm: poison)

Giant Spider (Lv. 8, 144 XP, *poison*; Imm: poison)

Huge Spider (Lv. 12, 264 XP, *poison*; Imm: poison)

Queen Spider (Lv. 12, 0 XP, *poison*; Imm: poison)

Cobra (Lv. 5, 75 XP, *poison*; Imm: poison)

King Cobra (Lv. 10, 200 XP, *poison*; Imm: poison)

Queen Cobra (Lv. 14, 336 XP, *poison*; Imm: poison)

Difficulty rating: medium (lv 3 – 5)

1. Entrance
2. Cobras in rooms on both sides
3. Chest with Candelabra (q3)
4. Sparks trap
5. Angela Dawson (q5)
6. Skeleton cages (search → good items or death)
7. Lots of cobras, cobra queen
8. Cobra eggs (for Hejaz Mawsil)
9. Spider Queen (Heart for q4)

- A** Teleport to **a**
- B** Teleport to entrance (1)



After initial rooms and chest (3), were ready for training. So went back to town with the Candelabra and gave it to Potbello.

(q 3 OK, 1000 g, 2000 XP, -200 karma)

We now had about 2500 gold, so after training took a coach to [Castle Ironfist](#) to learn Bow skill and buy bows – a great advantage to learn as quickly as possible.

At Castle Ironfist (see map later), joined Berserkers Fury, and bought Bow and Shield skills, but were then out of gold, and couldn't afford the much desired bows. So explored a little and fought [Followers of Baa](#) and [Lizardmen](#) until we'd built up enough gold to buy three bows.

At Berserkers Fury, also received a new quest:

Andrew Besper (IFC)

The Dragoons that have been plaguing the roads around here recently stole a harp of mine from one of my caravans. I'm not strong enough to get it back from them, but I'm willing to pay someone capable to do it for me. Find the harp and return it, and I'll reward you.

(quest 10)



Then back to New Sorpigal and continue exploration of Abandoned Temple.

Area with dangerous cages – which just *might* contain something very valuable.

Note at this time Angela Dawson has “joined” party.
Returned to Violet Dawson with her.
(q 5 OK, 500 g, 1000 XP).

Then returned for rest of temple, ending with the teleporter all the way out.

Sold the eggs:

Hejaz Mawsil: Excellent specimen! I should be able to hatch this in no time and help my flagging business. Here is my payment for this wonderful egg. I'll buy any more cobra eggs you have as long as they are in demand.

And the spider queen heart to Buford Allman:

Buford T. Allman

What a gruesome trophy! This heart proves you've defeated the wicked spider queen. Hopefully now the spiders won't plague New Sorphigal anymore. Here is the reward I promised.

(q 4 OK, 1000 g, 3000 XP)



Explored rest of mainland before leaving New Sorphigal for this time. (Lots of [Mages](#) on SE peninsula, [Goblins](#) on NE peninsula.)

Castle Ironfist 5d



Reset time: 6 months

- S1 Dorf, [Expert Staff](#) (2000)
- S2 Douglas Hill, [Expert Water Magic](#) (1000)
- S3 Igor, [Expert Ancient Weapon](#) (2000)

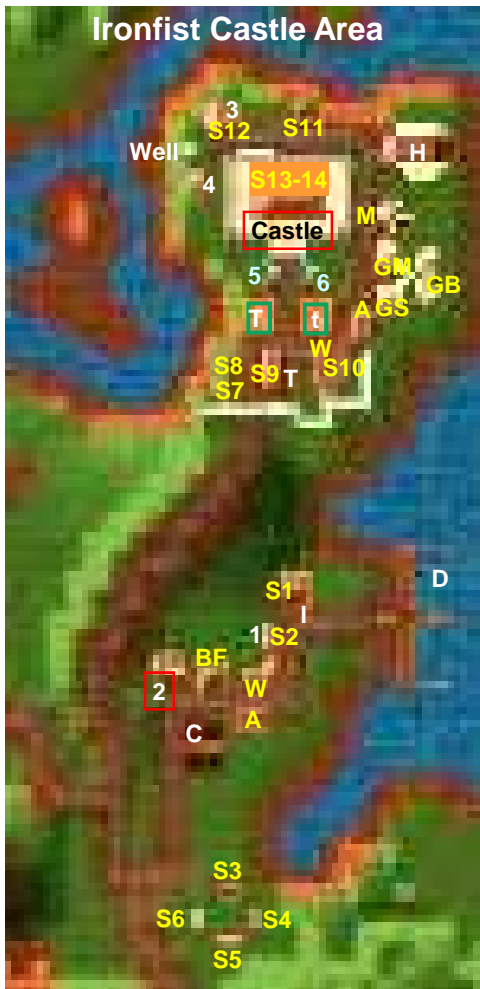
- 1. [Gharik's Forge](#)
- 2. Cauldron, releases monsters (mages)

By Obelisk: Horseshoes



Trained (cheapest training here) and shopped around before leaving for Castle Ironfist

On a later return, after we'd learned Meteor Shower



- S1 Terrance Smith, [Expert Dagger](#) (2000)
- S2 Helen Teal, [Expert Bow](#) (2000)
- S3 Edgar Carpenter, [Expert Shield](#) (2000)
- S4 Benito Tellman, [Expert Plate](#) (1000)
- S5 Rich Hamburg, [Expert Chain](#) (1000)
- S6 Newt Headrow, [Expert Leather](#) (1000)
- S7 Leon Lazaru, [Expert ID Item](#) (500)
- S8 Tyler Tailor, [Expert Disarm Trap](#) (500)
- S9 Stephen Biggs, [Expert Axe](#) (2000)
- S10 Aaron Strongmun, [Expert Sword](#) (2000)
- S11 Olaf Berring, [Expert Bodybldg.](#) (500)
- S12 Bishop Iquisitorio, [Master Spirit Magic](#) (0)
- S13 Elton Astrogate, [Expert Learning](#) (2000)
- S14 Walter Hargreaves, [Expert Diplomacy](#) (500)
- (S13-14: Castle, upper level, entrance from north)

1. Tracy Flauta, Membership Mind Guild
2. [Andrew Besper](#), [quest 10](#), Membership Berserker's Fury
3. Bishop Iquisitorio, Membership Spirit Guild
4. Bernice Weaver, Membership Body Guild
5. Fountain, +10 Spd temp
6. Fountain, +10 Acc temp

Castle:

[Regent Wilbur Humphrey](#)
[q 2](#), [Crusader PQ](#), [Hero PQ](#), [Council Quest](#)
[Nicolai](#), [quest 11](#)
 Upper level: Library w. [Archibald](#)

Training: max lv. 200

BF Berserker's Fury
 Bow, Shield, Chain, Plate, Repair (500)

T,t: Teleporters, see main map.
 Not wise to try early in game

Well: Needed only near end of game (3. eye)

- C:** [Arena](#) (Su, 1 day)
[New Sorpigal](#) (Mo, We, Fr, 2 days)
[Free Haven](#) (Tu, Sa, 4 days)
 {Only after been there first time}
- D:** [Misty Island](#) (Mo, We, Fr, 2 days)
[New Sorpigal](#) (Tu, Th, Sa, 2 days)
[Bootleg Bay East](#) (Tu, Fr, 3 days)
 Volcano: [New Sorpigal south](#) (Su, 2 days)
 Volcano: [Dragonsands](#) (Su, 14 days))
 Later in game, after admitted to Oracle:
 Royal Yacht: [Hermit's Isle](#) (21 days)



Learned Plate skill, but couldn't afford plate yet.

Then first went to the castle





Delivered letter from Sulman to Wilbur Humphrey:

Wilbur Humphrey

Thank you so much for bringing me these letters! <Wilbur begins reading the letters> I've been so worried...I see... This is not good news... Oh, no. Traitors! Traitors and conspirators everywhere! I must organize an expedition at once! <Wilbur lowers his voice> I trust you will not speak to the prince about these letters – he is already too depressed and unhappy to hear more bad news. And now I must see to the organization of the expedition. Here is a bag of gold as a reward – you've earned it and my gratitude. Now, if only I could find someone to finish looking for Lord Kilburn...
(q 2 OK, 5000 g, 3000 XP)

Wilbur Humphrey's Council Quest

<Wilbur snaps his fingers> Say, you wouldn't happen to be interested in taking care of a little detail for me, would you? Lord Kilburn disappeared near Blackshire. Find out what you can and return to me with the information. If it is true that he has been slain by devils, **return his shield to me** if at all possible. I will grant you my favor with the High Council, should you require it, and you can rest assured your compensation will be generous.

Wilbur Humphrey's PQ: Paladin → Crusader

I am the Foremost Paladin, and as such, I am the one charged with the promotion and keeping of the titles and responsibilities of paladinhood. Those paladins who wish to perform a quest for the official promotion to Crusader must **rescue a damsel in distress**. Those of you who are not paladins will be awarded the title of honorary crusader, and all will be given a sizeable gold reward. Return to me with said damsel and I will promote any paladins aiding in her rescue to the status of crusader.

**

I know there is a shortage of damsels in distress, but this quest is the traditional test. I really can't bend the rules here. Keep looking – I'm sure you'll find someone. If it helps, I hear **Melody Silver**, daughter of the noble John Silver, is being held captive by **ruffians on the Island of Mist**.

Nicolai Ironfist

The palace is deadly dull, and everyone tells me what to do. Being royalty isn't really worth much and no one will let me go outside the walls while my father is gone. I haven't left the castle for months! Anyway, you people look pretty important. What if you helped me sneak out and stay with you for a couple of days? I can't give you much in return yet, but I'll owe you a favor. Someday I'll be able to repay you. I am the prince, after all! I'll go out the secret door and meet you outside.

Uncle Archibald:

Everyone says that my Uncle Archibald wasn't a very nice person, and that he almost usurped the throne from my father, but we defeated him- Father had Tanir turn him to stone, and then locked him in the library. Nobody's been in there for years.

Circus: This place is only boredom – Let's go see the circus!

When leaving castle, Nicolai has joined the party...

Now started exploring of the IFC map.

Bootleg Bay 5d



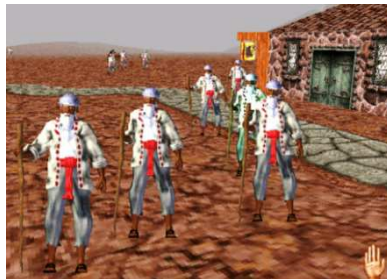
1. Dragoon's Caverns
 2. Temple of Baa
 3. Shadow Guild Hideout
 4. Snergle's Caverns
 5. Corlagon's Estate
 6. Fountain, +10 HP
- A → a, B → b: Teleporters



New Sorpigal 5d

Blood Sucker, Brain Sucker, Soul Sucker
 Follower of Baa (Lv. 3, 39 XP)
 Mystic of Baa (Lv. 5, 75 XP)
 Fanatic of Baa (Lv. 7, 119 XP)
 Lizard Man (Lv. 4, 56 XP)
 Lizard Archer (Lv. 7, 119 XP)
 Lizard Wizard (Lv. 11, 231 XP)
 Difficulty: Easy (lv 5 – 6)

Reset time: 24 months



Visited [Seer](#):

"I would advise that you perform the promotion quests for the six lords of Enroth until you have advanced a little further."

Seer also gives us *Pilgrimage Quests*: For each month, visit the corresponding shrine. First time, praying at shrine gives party a +10 boost in some stats or resistance, later visits gives a +3 boost. (Note: Must have received the pilgrimage quest first, not enough to pray at "correct time")

Pilgrimages:

January	Might	Bootleg Bay
February	Intellect	Misty Islands
March	Personality	Silver Cove
April	Endurance	Frozen Highlands
May	Accuracy	Free Haven
June	Speed	Mire of the Damned
July	Luck	New Sorpigal
August	Fire	Kriegspire Castle
September	Electricity	Castle Ironfist
October	Cold	Kriegspire north
November	Poison	Eel Infested Waters
December	Magic	Blackshire



After exploring part of the area was ready for training to level 7, and after that was completed, Nicolai was no longer with us – “It seems that Prince Nicolai disappeared while you were resting.”
(Note: This is unavoidable and part of the game progress.)

On return to Castle:

The prince has been kidnapped! No visitors will be admitted until this crisis has been resolved!
(quest 11)

Which means we have to find and return the prince before Humphrey will acknowledge any of his quests...

Anyway, first completed the IFC map.

Note on obelisk area: Using the teleporter from the castle puts you in the middle of a big fight; moreover new monsters are respawned every time you step on some unidentified places in the area, so the strategy of going to the fountain to replenish HPs ended up from bad to worse... Better strategy the one party used: Don't use teleporters but climb over edge and clear out area from above.



Next went to the **Shadow Guild Hideout**.



Letter from the Prince of Thieves

Continue with your work in Castle Ironfist and New Sorpigal. The buffoons in the south are unprepared for us, so you should be able to reap a wonderful harvest from them. Remember to make your examples sharp and clear, and the sheep will follow you anywhere.

Thief (Lv. 8, 144 XP, *steal*)
Burglar (Lv. 12, 264 XP, *steal*)
Rogue (Lv. 18, 504 XP, *steal*)
Thug (Lv. 8, 144 XP)
Ruffian (Lv. 14, 336 XP)
Brigand (Lv. 22, 704 XP)
Difficulty: Very hard (lv 7)



A and B are removable walls, initially closed

1. Switch toggles wall A
2. Chest contains letter
3. Switch opens wall B and closes A
Repeat opens A, closes B permanently
4. Switch toggles wall B
5. Switch opens wall B
6. Chest with **Guild Key**
7. Door can be opened from W only
8. Locked door, need **Guild Key**
9. **Sharry Carnegie** (q 6)

A little too early – had a hard time staying alive, probably our AC was way too low for these fights. Winning (or not-so-losing) tactics: Open door, step aside, run for corridor and fight ranged. Hence all rooms north of B must be cleared before toggling switch (3), or there's no escape route.

And these guys even had time to *steal* from us during the fights!



Sharry Carnegie

Thank you for rescuing me from these horrible ruffians! I'd like to go back to New Sorphigal now.

Took first coach back to New Sorphigal and to Frank Fairchild with Sharry.
(q 6 OK, 2000 g, 10000 XP)



While in New Sorphigal trained to lv. 9 (Training in NS half price of IFC).

Back to Castle Ironfist and next mission; the Temple of Baa.

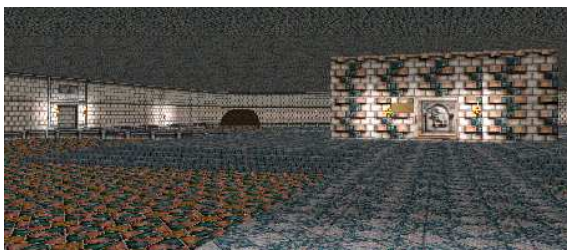


Started by clearing the caves (north-east, north-west, south-east and south-west).

The white dots here are skull piles (pile of insanity, pile of death,...). Our perception skill was too low for searching the piles, and no attempts succeeded. The "barrels" are cauldrons, boost of some resistance (Steaming brew = +1 fire resistance,...)

Clearing the caves is not necessary, but gives some XP, and an advantage in the end of the dungeon.

Common rat, Large rat, Giant rat
Spider, Giant spider, Huge spider
Acolyte of Baa (Lv. 8, 144 XP)
Cleric of Baa (Lv. 15, 375 XP)
Priest of Baa (Lv. 25, 875 XP)
Skeleton (Lv. 6, 96 XP; Imm: Pois., Mag.)
Skeleton Knight (Lv. 10, 200 XP, *afraid*; Imm: Pois., Mag.)
Skeleton Lord (Lv. 14, 336 XP, *curse*; Imm: Pois., Mag.)
Difficulty: Hard (Caves medium – hard) (lv 9)



Entry room (above) – Caves (right)

Temple of Baa

1. Plaque at center room:
As the winds blow the seasons change, and only at the end of all can the doors be opened.

Signs by the doors:

- N: Wood
W: Lapis
S: Copper
E: Silver
2. Statue: **Store Room 1 Key**
 3. **Store Room 1.**
Chest: **Bathhouse 1 Key**
 4. **Bathhouse 1**
Chest: **Store Room 2 Key**
 5. **Store Room 2**
Chest: **Secret Door Key**
 6. Beware of fireball-trap.
Cling to walls

Entrance →

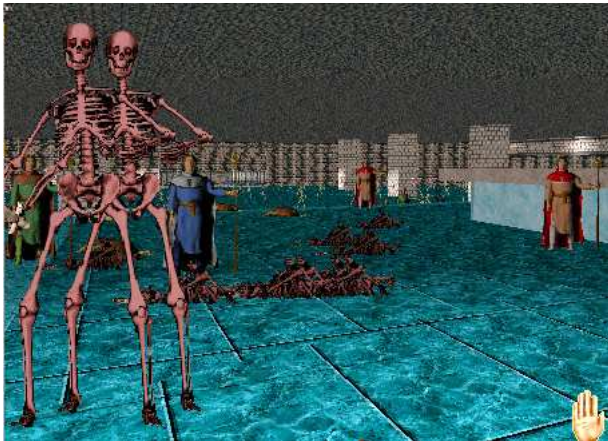
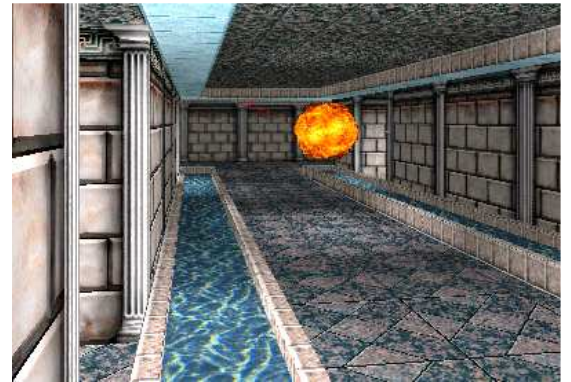
7. Secret Door (need key)
8. Podium with Temple Gong (sell in FH)
Note: Stepping on stairs to podium releases a zillion monsters (skeletons, clerics).
9. Balconies above main room – good place to fight them!
10. Open doors in order N E W S (Careful with fireballs!) Chest: **Bathhouse 2 Key**
11. **Bathhouse 2.** Chest: **Treasure room 1 Key**
12. Secret door
13. Chest: **Treasure room 2 Key, Chime of Harmony**
14. Door to Treasure room 2 (~7000 gold)

When doing 2 – 5, note that every time a chest or door is opened new monsters are released in the corridors to the main room.

Opening door (6) also opens up the fireball trap. To pass, stick to the walls, but also note that now the door is open the fireballs reach out in the main room – and after the doors (1) have been opened, all the way to the entrance.

Main room upstairs (w. 7-8) is initially filled with clerics – must be taken in several go's, with rest in between. Then when approaching podium; run for the Secret Door and unlock it, then go into the corridors and up to the balconies and fight there (takes time – some two days of game time). Survival odds are very small in the main room.

Then when you think it's all over – on opening chest (10) new hordes are released, and (11) even more. In these fights it's nice to retreat to the caves and fight from there (which is why it's nice they're now free for monsters...)



A little impression of state after stepped on podium.



New fights in entry room (begins to get a little tiring by now...)

After finished here, took first coach back to New Sorpigal, went to Town Hall and delivered **Chime of Harmony** to Janice.

(q 9 OK, 5000 g, 10000 XP, +50 karma)

Then trained to level 11, and learned new skills

(Expert Air requires a visit to upper floor of bank – only way up there is by flying. Fortunately there's a Fly scroll hidden in the wall. The Fly spell was active long enough that we could also fly out to the island and learn Expert water (tried to fight first, but was too tough, so landed outside house, learned skill, and fled back to mainland as quick as possible)

Status:

Level 11, Rep.: Respectable, Fame 259

It was a Tuesday, so a boat to Mist was ready for us – perfect.



- S1 Norio Ariganaka, [Master Meditation](#) (2500)
- S2 Harper Collins, [Master Water Magic](#) (4000)
- S3 Caa Salem, [Master Air Magic](#) (4000)
- S4 Jezebel, [Master Fire Magic](#) (4000)
- S5 Calvin Black, [Expert Staff](#) (2000)
- S6 Gonzalo Ramirez, [Expert Spear](#) (2000)
- S7 Bernard Jacobs, [Expert Repair](#) (500)
- S8 Arthur O'Leery, [Expert Leather Armor](#) (1000)

1. [Kathleen Mester](#), [quest 12](#)
2. Membership Water Guild
3. Membership Air Guild
4. Membership Fire Guild
5. Membership Duelist's Edge
6. Membership Buccaneer's Lair
7. [Dragon Tower \(PQ\)](#)
8. [Silver Helm Outpost \(q13, Crusader PQ\)](#)
9. Town Fountain, +10 SP
10. Well, +20 Luck temp
11. Fountain, +10 Pers. & Int. temp
12. Fountain, +5 Elem. res. temp

Training: max lv. 30

Castle:

[Lord Albert Newton](#)
[Wizard PQ](#), [Archmage PQ](#), [Council Quest](#)

Town Hall:

[Charles D'Sorpigal](#)
[quest 13](#)

- BL** Buccaneer's Lair
Diplomacy, Leather, ID item, Perception, Disarm (200)
- DE** Duelist's Edge
Bodybuilding, Mace, Chain, Bow, Shield (500)
- D:** [Castle Ironfist](#) (Mo, We, Fr, 2 days)
[Silver Cove](#) (Mo, Th, 3 days)
[Bootleg Bay East](#) (Tu, Th, Sa, 2 days)

[Follower of Baa](#), [Mystic of Baa](#), [Fanatic of Baa](#)
[Cutpurse](#), [Bounty Hunter](#), [Assassin](#)
also encountered in Town.
Difficulty: (Very) Easy (lv 11)



[Kathleen Mester](#)

Followers of Baa and a band of cutpurses have been raiding Mist from the islands to the north. They come to Mist through a teleporter on the northwest of the island. I'll activate the teleporter so that you can get to their islands and **get rid of them**. I'm sure they have all the things they've stolen on those islands, and you can get back from their teleporter ([quest 12](#))





Next went to the castle:



Albert Newton's PQ: Sorcerer → Wizard

I am the magus in charge of training and promoting sorcerers. Though powerful, sorcerer is not the pinnacle of the elemental magician. Wizards take the knowledge and ability of a sorcerer, and hone those abilities to a sharper level. They have greater magical potential than the sorcerer, and demand greater respect. The way to earn this training, however, is not easy. **Find the Fountain of Magic, drink from its waters**, and return here. If you are able to do this, I will train you in the ways of the wizard.



Albert Newton's Council Quest

I sometimes have the worst trouble trying to remember things I've learned. I'm not sure why this is, but I've discovered a way around the problem. I am going to create a mirror that will allow me to look back in time, so that I can remember what it is I've forgotten. To do this, **I need the Hourglass of Time**, but my duties and research prevent me from searching for the hourglass on my own. The hourglass is said to be in a dark cavern up near area... <pauses a moment>. No, that was the Spear of Darkness... where is the hourglass? <pauses again> I should be able to remember this. <snaps his fingers> Of course! It's buried in an old fort to the south of here. I can offer you my support in the council if you will help me in creating my mirror.

Town Hall

Charles D'Sorpigal

The Mayor here in Mist is considering allowing the Fraternal Order of Silver to police the town in their battle against evil. I know the Silver Helm Persecution Squads have murdered innocents in their misguided crusade against 'evil', but there are no living witnesses to their atrocities. I need you to storm their outpost to the south of here to find proof so that I can convince the mayor to ban them from Mist.

(quest 13)



Took the teleporter A to a, and cleared the northern islands – easy enough.



A Teleporter to a.

Chest on eastern island contained really good items.

No reward for **quest 12**, except the items we found.

Follower of Baa, Mystic of Baa, Fanatic of Baa
 Cutpurse (Lv. 3, 39 XP, *steal*)
 Bounty Hunter (Lv. 5, 75 XP, *steal*)
 Assassin (Lv. 7, 119 XP, *kill*)

Difficulty: (Very) Easy (lv 11)

Reset time: 24 months



Bought as many spell books as we could afford, trained to level 12.

In hindsight, Mist should have been taken earlier – [quest 12](#) was easy, and we found much money and good items. In addition we could have learned Bow skill here. So, as there's a boat to Mist from New Sorpigal, the intention of the game design is probably that we should do Misty Islands before attempting the IFC dungeons.

Didn't try the Silver Helm Outpost this time, and as the time was right we took a boat to Bootleg Bay.



S1 Shoshi Pertoniki, [Expert Perception](#) (500)
 S2 Preston Harper, [Expert Chain](#) (1000)

1. [Temple of Tsantsa](#) (q15)
2. Cody Ripper
3. [Winston Schezar](#), [quest 14](#)
4. [Temple of the Fist](#)
5. [Fountain of Magic](#) (+20 SP, [Wizard PQ](#))
6. [Hall of the Fire Lord](#) (q21)
7. [Temple of the Sun](#) (High Priest PQ)
8. Temple of Baa
9. [Pedestal](#) (q20)
10. Fountain, +10 Might temp
11. Fountain, +2 Pers perm (if low)
12. Fountain, +2 Int perm (if low)
13. Well – poison!

Circus

is here December – March (q11)

Training: max lv. 20

D east:

[West Dock](#) (Mo, We, 1 day)

D west:

[Castle Ironfist](#) (Tu, Th, 4 days)



[Lizard Man](#), [Lizard Archer](#), [Lizard Wizard](#)
[Cannibal](#) (Lv. 6, 96 XP)
[Head Hunter](#) (Lv. 8, 144 XP, *weak*)
[Witch Doctor](#) (Lv. 10, 200 XP)

Difficulty: Medium (lv 12)



Arrived at east dock.

Cody Ripper

Long abandoned by the Church of the Sun, their temple still stands on a large island east of Free Haven. A small order of confused monks, misapprehending the true nature of the temple, have somehow made peace with the islanders and moved into the temple – bringing a stolen holy artifact with them. Now the old temple's insidious magic has affected their minds, making them believe they must defend the temple to the death. The monks are very unfriendly these days, and attack all who trespass.

Drank from fountains (12) and (11) en route to the mainland (some chars got pers. or int. boost). Trained (relatively expensive), bought some armor, explored and cleared area, and visited Fountain of Magic (5) – [Wizard PQ](#).

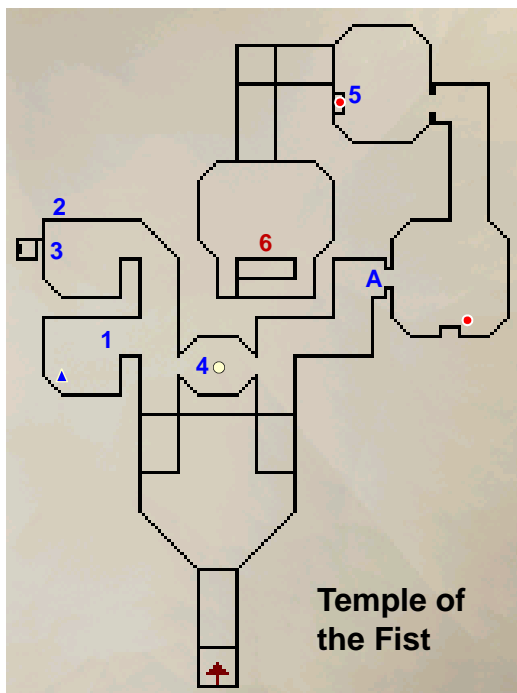


In Temple-house, [Svetlana Irkutsk](#): "Corlagon took Terrax's Crystal to his estate for studying when he began learning the Necromantic arts. I imagine the crystal is still there."

Winston Schezar

Near here is a temple dedicated to the Order of the Fist. I once belonged to that order, but recently they uncovered a powerful evil crystal. They hope to use the crystal as a bargaining chip to be accepted into the Temple of Baa. I don't want to see the crystal fall into Baa's hands – it must be destroyed. Please **infiltrate the temple and destroy the crystal**.

(quest 14)



1. Room full of rats – must (should) be cleared before encountering monks in the eastern corridor
2. Pull torch to open panel revealing (3)
3. Switch opens door (A)
4. Skull pile zaps your might (i.e. don't touch)
5. Letter from Temple of Baa
6. **Evil Crystal** – touch for **quest 14**



Letter from the Temple of Baa

It appears that the crystal you have uncovered is not quite what we had anticipated, but we do acknowledge its use. We will send a few Clerics to examine this crystal and then decide what to do. Prepare for them in a few weeks.

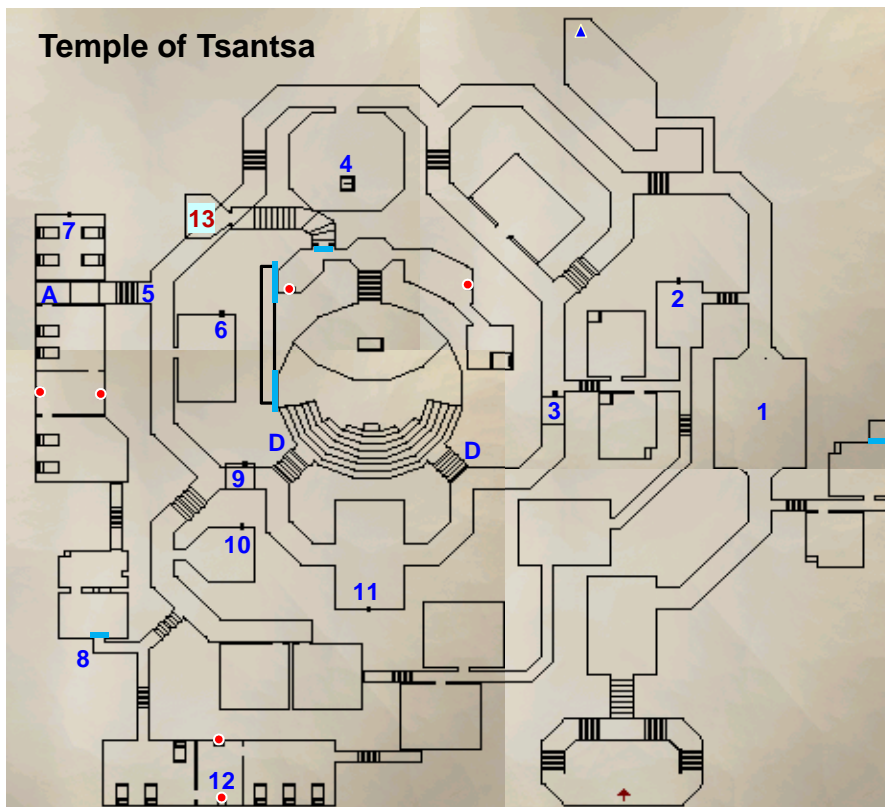
Common Rat, Large Rat, Giant Rat
Novice Monk (Lv. 8, 144 XP)
Initiate Monk (Lv. 16, 416 XP)
Master Monk (Lv. 27, 999 XP, *weak*)

Difficulty: Very hard (due to Master Monks)
(lv 12)

The Master monks appeared close to invulnerable, and did a lot of harm. Tried to lure them out alone, and fight them in the corridors. But still then had to go to Fountain of Magic to replenish HPs and SPs after every fight.

On completion went back to Schezar and collected reward for **quest 14**.
(3000 g, 10000 XP, +50 karma)

Even though we don't have a quest there, we went back to north-east island to explore Temple Tsantsa before leaving Bootleg Bay, "because it's there..."



1. Trapped room – some tiles are trapped
2. Switch to close chute (3)
3. Chute before opened (2)
4. Switch opens panels (7) & (11)
5. Chute before closed
6. Switch to close chute (5)
7. Switch to open door A
8. Shut wall (never opened it)
9. Chute before closed
10. Switch to close chute (9)
11. Switch for opening doors D
12. Chest w. **Cell Key**
13. **Sherell Ivaneh** is here (q 15)
– need Cell Key

Cannibal, Head Hunter, Witch Doctor
Cobra, King Cobra, Queen Cobra

Difficulty: Medium (lv 12)

Reasonably tough fight in center circular room, mostly easy enough but took some time because of many and large fights.

Found many bones for selling.



Sherell Ivaneh

The western province of Pleasant Valley has undergone a shocking transformation in the last few years. Once it was a rich, fertile farming region. Now all the plants have died from a terrible blight, and the water has dried up. All the animals sickened or died, and all the people had to move away to find food to eat.



After finished here walked to Free Haven.



Free Haven – the cultural center of MM6.
Good guilds – you get most all spell books here.

- S1 Tim O'Hoolihan, [Expert Body magic](#) (1000)
- Michele Blackshire, [Expert Spirit magic](#) (1000)
- S2 Mynasia, [Expert Mind Magic](#) (1000)
- S3 Logan Dasher, [Expert Dagger](#) (2000)
- S4 Michael Ogilvy, [Expert Sword](#) (2000)
- S5 Livia Farrel, [Expert Merchant](#) (2000)
- S6 Sylvester Moor, [Expert Diplomacy](#) (500)
- S7 Hans Gifford, [Master ID item](#) (2500)
- S8 Ivan Magyar, [Expert Disarm Traps](#) (500)
- S9 Takao, [Expert Shield](#) (2000)
- S10 Woodrow Albright, [Expert Plate Armor](#) (1000)
- S11 Li Tizare, [Expert Earth Magic](#) (1000)
- Zodahn Delphi, [Expert Air Magic](#) (1000)
- S12 Jack van Imp, [Expert Fire Magic](#) (1000)
- S13 Hitomi Mirumoto, [Expert Water Magic](#) (1000)

Training: max lv. 60
TF: Town Fountain, +25 HP

- SA** Entrance to sewers (A-F, 5 entrances)
- H:** Ruined temple at first; will be fixed by us...
- DE** Duelist's Edge
Bodybuilding, Mace, Chain, Bow, Shield (625)
- C(S):** [Blackshire](#) (Mo, Th, 3 days)
[Kriegspire](#) (Tu, Fr, 3 days)
[White Cap](#) (We, Sa, 3 days)
- C(N):** [Silver Cove](#) (Mo, Th, 4 days)
[Castle Ironfist](#) (Tu, Fr, 4 days)
[Darkmoor](#) (We, Sa, 5 days)
- D:** [Misty Island](#) (Mo, Th, 4 days)
[Silver Cove](#) (Tu, Th, 3 days)
[Castle Ironfist](#) (We, 5 days)

[Archer, Fire Archer, Master Archer](#)
encountered near Shrine



1. Membership Body Guild
2. Membership Spirit Guild
3. Membership Mind Guild
4. Geoff Southy, [buys 4-leaf clovers](#) (25g) (from circus)
5. Dillian Robinson, [buys Amber](#) (500g)
6. Lawrence Aleman, [buys Temple Gongs](#) (2000g)
7. [Zoltan Phelps](#) (q17)
8. Membership Air Guild
9. Membership Water Guild
10. Bonnie Rotterdam, [buys Harpy feathers](#) (10g)
11. Membership Fire Guild
12. Membership Earth Guild
13. Sy Roth, [buys Teeth](#) (500g)
14. Nick Fenster, [buys Kegs of Wine](#) (300g) (from circus)
15. Membership Duelist's Edge
16. [Carlo Tormini](#) (q15)
17. Membership Smuggler's Guild
18. [Dragon Tower](#) (PQ)
19. [Ral](#) (Carpenter for High Priest PQ)
20. [George Almond](#) (Stone Cutter for High Priest PQ)
21. [Gabriel Cartman](#) (q16)
22. Fountain, +2 might perm (if low)

Carlo Tormini (16)

A good friend of mine, [Sherell](#), went with a group of friends to the islands in Bootleg Bay to explore an old temple rumored to be there. Her friends returned and said she was captured by cannibals on the island and taken to some ancient temple. I'm sure she doesn't have much time before they do something dreadful to her, [please rescue her!](#) (quest 15)

...
already done, so returned immediately with Sherrell to collect
(q 15 OK, 1500 g, 10000 XP)



Lawrence Aleman (6)

As part of the effort to rebuild the Temple here in Free Haven, I'm collecting temple gongs. If you have any gongs, I'll pay you 2000 gold for each of them.

-- Sold gong we found in Temple of Baa.

Gabriel Cartman (21)

I have a few theories about the undead that I would very much like to prove. What I really need is the remains of an undead creature, preferably a powerful one. Actually, what I really need is **the remains of the first lich, Etrich the Mad**. I am a scholar, however, and don't have the means to gain such a specimen. I do have some money saved up, and I'd be willing to pay you well for Ethric's remains. (quest 16)

Zoltan Phelps (7)

An explorer friend of mine recently uncovered a powerful artifact, Mordred, in his travels. He wanted to sell it to me, and shipped it here for me to decide if I wanted it. Unfortunately, raiders attacked the caravan it was on and stole the artifact. They were last seen headed to an area west of Castle Temper; I'm sure they must have some sort of base there. If you **bring back Mordred for me**, I'll give you a cut of what I'm paying my friend for it. (quest 17)

Then started exploring main map.



- S1 Forest Suthers, **Master Plate** (500) (Must fly up)
- S2 Jason Traveller, **Master Body build** (1000)
- 1. Davis Carp, **buys Lodestones** (5g)
- 2. Lon Miller, **buys Bones** (1000g)
- 3. Renee Blackburn, **buys Golden Pyramids** (1000g)
- 4. **Temple of the Moon (PQ)**
- 5. **Tomb of Ethric the Mad (q16)**
- 6. Temple of Baa
- 7. **Dragon's Keep (q17)**
- 8. Well, releases monsters

I (Rockham):

Chadwick Blackpool (PQ)

Castle:

Lord Osric Temper
Cavalier PQ, Champion PQ,
Council Quest

Apprentice Mage, Journeyman Mage,
Mage
Archer (Lv. 9, 171 XP)
Master Archer (Lv. 19, 551 XP)
Fire Archer (Lv. 29, 1131 XP)

Difficulty: Medium (lv 12)

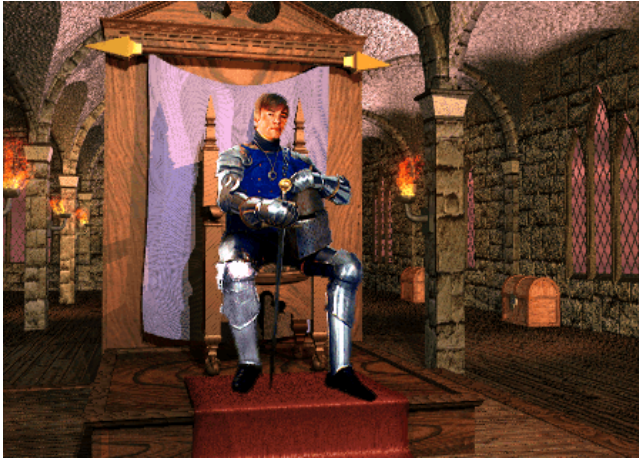
Lon Miller (2)

I'm looking for bones to use in my rituals. I prefer bones from humans or humanoids, but I suppose I can make do with whatever you find. I'm willing to pay up to 1000 gold for bones that I can use.

-- Sold the bones we found at Bootleg Bay.

Then to castle.





Osric Temper's Council Quest

I don't have much time to talk right now – I have a lot to do. I'm in the process of organizing a few campaigns to attack the devils along the western coast. You must realize, as I do, that nothing in all of Enroth poses as much of a threat to our safety as they do. I only wish the other Lords would assist me by contributing supplies and troops, or just helping me in the planning of these attacks. They spend more time bickering amongst themselves over borders and laws and trade than in helping me deal with the *real* threat. The devils have an **advance post in Kriegspire** near the Sentinels. From here, they are able to base small raids and gather intelligence on our forces. I need you to **sneak in and attack it, find what information you can on the location of any devil strongholds and patrol patterns, and destroy the place.** Do not let any of the devils escape! Surprise and secrecy are our greatest weapons.

Osric Temper's PQ: Knight → Cavalier

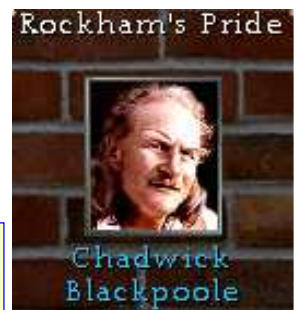
I am the Armsmaster in charge of the promotion of knights. Unfortunately, none of you are knights, and therefore the skills I would teach you would be worthless. However, if you so desire, you can attempt the task of a would-be cavalier. **Seek the nomination of a person of authority, a cavalier, for example, and return to me.**

Come now! A person of your fame and stature should have no problem being nominated. Don't tell me your fame is contrived – are you sure you deserve to be as famous as you are? <laughs> I'm jesting, calm down. Seriously, I'd suggest looking in Free Haven or the village of Rockham. I've heard a few cavaliers frequent the taverns there.

Following advice, went to the inn in Rockham, western part of map.

Chadwick Blackpole

Well there, you're looking for a nomination to become cavaliers? I was once a valiant knight in my day. I fought with Roland in the Succession wars, though now I'm too old to do much good on the battlefield. It's good to see Osric keeping the traditions of the knights alive. Tell him that I proudly nominate you to become cavaliers, and if he gives you any trouble tell him to come see me himself.



Osric Temper

Congratulations! The nomination may not seem important, but we have a tradition that must be followed for this promotion. As a cavalier, you need to understand that the traditions and values of the people need to be defended. **I gladly promote you to the rank of cavalier!**
(15000 XP, +50 karma)

Osric Temper's PQ: Cavalier → Champion

Ah, worthy cavaliers, the final step in your training is to become a champion. A cavalier is a brave and noble warrior, but a champion is a power to behold. No force can stand between the champion and victory. Entire campaigns are decided on the bravery, decisiveness, and powerful example of the champion. The task to complete this promotion, however, is difficult. You must defeat a powerful enemy to prove your ability and determination. The only enemy worthy of this task is a man known only as the **Warlord**, a dangerous and powerful warrior. He commands a legion of evil knights, normally based to the northeast of Icewind Pass. **Defeat him, bring back proof of your victory**, and your promotion to champion is assured.

Status:

Level 12, Rep.: Vile (?), Fame 530

Now found a boat to Mist to report on Fountain of Magic.

Albert Newton

You have done well in finding the Fountain It's location and powers are a secret, do not spread its location around. **Now let me show you the secrets of the wizard.**

(15000 XP, +50 karma)

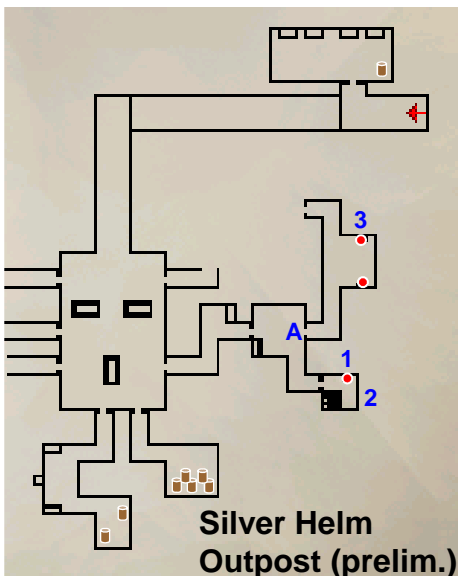
Albert Newton's PQ: Wizard → Arch Mage

Your training does not end with what you have learned as a wizard, one final step remains. Arch mage status completes your mastery of elemental magic. Building on your wizard training, arch mages have vast magical ability – the most efficient and skilled use of magic anywhere. Earning this training requires a powerful artifact, owned by the powerful Arch Mage Drael – ... no, it was Frundir – ... no, that's not right either. Actually, I can't seem to remember what the artifact was or who owned it. I'd remember it if I saw it, though. I know **it can be found in Corlagon's Estate** near the Mire of the Damned. Search for it there and return it; I must have it to train you to become an arch mage.

Time for training.

So far have found that training is cheapest in New Sorpigal, then Mist and Bootleg Bay, and most expensive in IFC and Free Haven. Note that price increases after promotion (2X for first, 3X for second). Note also that training takes about a week, irrespective of how many people train, and how many levels they train. Therefore a waste of time to train before entire party is ready.

Didn't have enough gold to complete the training (can't even afford boat now...), so party is forced to start exploring Silver Helm Outpost just to earn some gold.



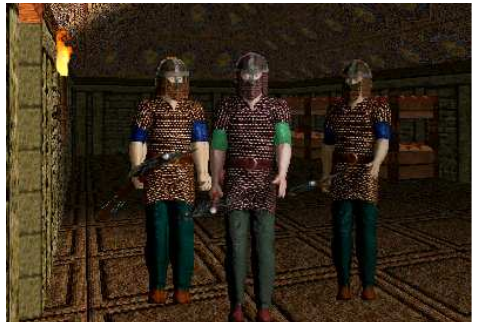
1. Chest w. **Enemies List** (q13)
2. Switch opens secret door A
3. Chest w. **Gharik's Key**

Chests contained gold + items to sell, so could now proceed in our adventures

Novice Monk, Initiate Monk, Master Monk
Swordsman (Lv. 10, 200 XP)
Expert Swordsman (Lv. 17, 459 XP)
Master Swordsman (Lv. 24, 816 XP, *brk wpn*)
Guard (Lv. 11, 231 XP)
Lieutenant (Lv. 19, 551 XP)
Captain (Lv. 33, 1419 XP, *brk armor*)

Difficulty: Medium – Hard (~lv 15)

Returned to Town Hall with Enemies List:



Charles D'Sorpigal

Just as I suspected! I'm surprised the Mayor was number three on their enemies list. I suppose he is a tad incompetent, but he's not a bad person. Thanks again, please accept this gold and my gratitude as your reward.

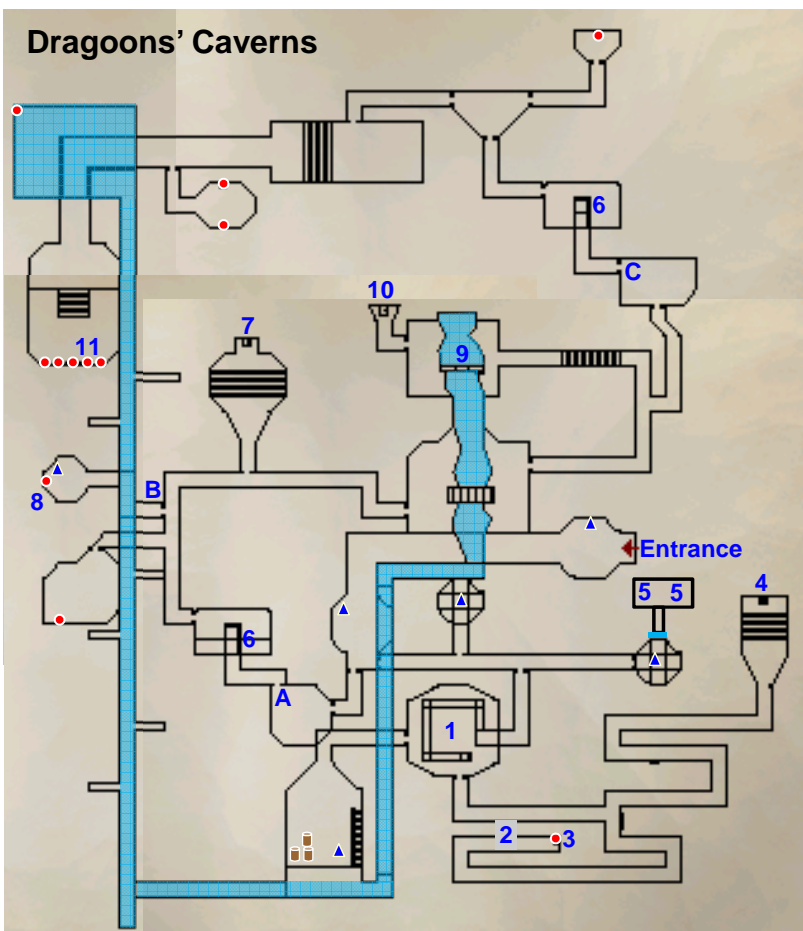
(q 13 OK, 3000 g, 15000 XP, +50 karma)

Now had gold and some more XP to continue training, to level 17

Status: Reputation: Bad, Fame 607

Then back to Castle Ironfist; as it's now July we received pilgrimage to Shrine of Luck (New Sorpigal).

Next mission: Dragons' Cavern, Castle Ironfist.



1. Narrow gangway down, monsters waiting
 2. Picture, +10 luck perm (1 char only)
 3. Chest w. flute (no use (?))
 4. Switch opens door A
 5. Switches, no apparent effect (?)
 6. Lift w. lever; one level down, monsters waiting
 7. Switch opens secret door B
 8. Chest w. **Shadow Guild Scroll (q7)**
 9. Narrow bridge – balancing practice!
 10. Switch opens door C
 11. Second chest from east: **Harp (q10)**
- Other chests: Teleporters to var. places
A,B,C: Stuck doors (or secret) before opened

Thug, Ruffian, Brigand

Fighter (Lv. 14, 336 XP)

Soldier (Lv. 24, 816 XP)

Veteran (Lv. 35, 1575 XP, *brk wpn*)

Ooze (Lv. 12, 264 XP, *Poison*; Imm: Pois, Mag, Phys)

Acidic Ooze (Lv. 18, 504 XP, *Brk item*;
Imm: Pois, Mag, Phys)

Corrosive Ooze (Lv. 25, 875 XP, *Brk item*;
Imm: Pois, Mag, Phys)

Difficulty: Medium (lv 17)

(There was only one Veteran, in the last room, and he just stood there letting us attack him without fighting back...)



By now had learned Cure Wounds, Stone Skin, and Heroism spells. That helped a lot!

Took 1-4 before a time-out. On return door A was stuck anew, so apparently resets on exit.

Also switched (10) before trying door C, but it wouldn't budge – so must first try, then switch, then try again.

The ooze lives in the sewers (blue) and only there. As they can only be hurt by magic, and we don't have enough SP or wands, and this area isn't needed anyway we let it be for now.

Returned later just for completeness.

Many good items / armor found.

Orders from the Shadow Guild

Damian,
Congratulations on your new assignment. The Shadow Guild wants you to ambush caravans passing from New Sompigal to Ironfist or Free Haven. Under no circumstances are you to divulge that you have any connection to us, or the deal is off and you will find out what happens to those who betray us. Do as you are told and there won't be any problems.
Prince of Thieves



Lift (6)



Bridge (9)



Final room

When done here, took first coach to New Sompigal, which had been reset since prev. visit. So spent the day earning easy XPs and gold, items. Then went to Town Hall and delivered the Shadow Guild Letter to Fairchild.

Frank Fairchild

Interesting. The Dragoons were hired by the Shadow Guild. I'm certain Anthony Stone will want to hear about this. I'll present this letter when I see him next. Thank you for this. I'm sure he will want to take action against the Shadow Guild now that we have some proof of their deeds.

(q 7 OK, 5000 g, 5000 XP, +50 karma)

Then went to the Shrine of Luck and prayed, before returning to Castle Ironfist, where we handed over the Harp to Andrew Besper.

Andrew Besper

My gratitude! My wife loves this harp; I'm so glad you were able to recover it! Here, take this as a reward. I've heard some rumors that the Dragoons were working with the Shadow Guild. If that's the case, I'm sure the Mayor of New Sompigal would love to see proof of it. Thank you again for your assistance.

(q 10 OK, 5000 g, 10000 XP, +50 karma)

Party had now gained lots of XP, and trained to level 19.

It's the end of July, and the circus is rumored to come to Mire of the Damned in August.

In previous games, first visit to Darkmoor has always been by coach from Free Haven. But this time we decided to walk from Castle Ironfist (just as fast, and will then arrive at the "correct" end of the map).

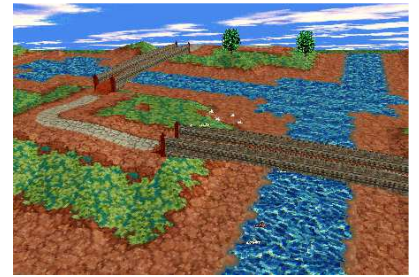
On arrival Mire of the Damned, were immediately surrounded by hordes of undead (remember to check age before each save – some of these inflict unnatural aging!).

Free Haven 5d

Dragonsands 5d



Castle Ironfist 5d



1. Snergle's Iron Mines
2. Fountain (+2 End perm if low)
3. Temple Baa
4. Pedestal (q20)
5. Spawns monsters!
6. Dragon's Lair (Crusader PQ)
7. Darkmoor Castle

Circus

is here August – Nov. (q11)

Arrived (east) close to the coast, 26. July.
Spent the next few days to clear area,
using the Inn as base. Followed a half
circle southwards to end up in Darkmoor
Town.



Mire of the Damned

Reset time: 6 months

Skeleton, Skeleton Knight, Skeleton Lord
Ghost (Lv. 9, 171 XP, *afraid*; Imm: Pois, Mag)
Evil Spirit (Lv. 13, 299 XP, *Age*; Imm: Pois, Mag)
Specter (Lv. 19, 551 XP, *uncon*; Imm: Pois, Mag)
Harpy (Lv. 14, 336 XP, *drunk*)
Harpy Hag (Lv. 17, 459 XP, *curse*)
Harpy Witch (Lv. 19, 551 XP, *Age*)

Difficulty: Medium (lv 19)





Darkmoor Town

C: **Free Haven** (Mo, Fr, 5 days)

- S1 Burton Rutherford, **Master Spear** (5000)
(Inside, by corridor)
- S2 Connie Lettering, **Expert Axe** (2000)
- S3 Casey Ludwig, **Expert Merchant** (2000)
- S4 Jack Crow, **Expert Mace** (2000)
- S5 Macro Caligula, **Master Perception** (2500)
(In corridor)
- S6 David Feather, **Master Chain Armor** (0)
- I: Avinril Smyhters, **Master Axe** (quest 19)

1. **Terry Ros** (q 18)
(Lives two places??)

Town is a little confusing, on two or three levels, and many places can only be reached through the labyrinth of corridors. (Or by flying).

How can people live in this town which is flooded by undead monsters twice a year?

When arriving first time (walking or by coach) the streets are filled with undead. Problem is – you can't use mass damage spells, or some towns people get caught in the action, and everyone becomes hostile. Best advice: Run SW to beach, and fight them from there.

Note the horseshoes are not by the coach station, but west of the Inn.

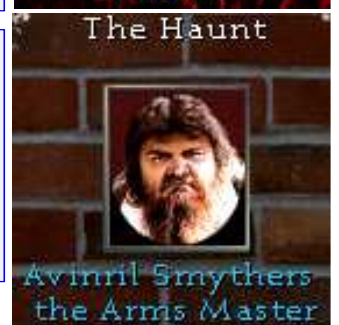
Terry Ros (1)

As you may know, the last members of the Necromancers' Guild in Enroth fled to Castle Darkmoor after their defeat in the Succession War. Who knows what foul magics they're concocting while we wait around. I'm certain that the book containing the Ritual of Endless Night, known as the **Book of Liches**, has been moved into that castle. If the book were to be destroyed, it would deal a severe blow to whatever evil plans they have. I've tried a few times to get the book, but the castle is too well defended. If you are able to **destroy the book**, come back to me and I'll reward you personally.
(quest 18)



Avinril Smythers (Inn)

The King of the Dwarves, Snergle, usurped Rocklin for leadership of the dwarven clans. Now Rocklin is in exile somewhere and Snergle is in charge. Most dwarves don't like Snergle and would like to see Rocklin back in power. Unfortunately, Snergle has claimed both Rocklin's caverns and the largest dwarven Iron Mine. Snergle, fearing treachery near home, has removed me, the Dwarven Weaponmaster, from my position. **We need someone to get Snergle out of power** by any means necessary. I'd even consider training you humans how to use an axe like a true dwarf if you'll help us.
(quest 19)



After exploring town, ventured north towards the dragon cave; chest outside lair contained lots of goodies.
By now it was 1. Aug., so time to head back towards the circus.

How can any sane person put up a circus here – so definitely in the middle of nowhere – with no audience around, except the place is overcrowded with undead. But no matter – the circus was here, and open.



Blaze the Circus Master

Welcome to the Circus of the Sun! We have a variety of games for your amusement. You can take the prizes you win from the various games and trade them in here for either kegs of wine or golden pyramids. You need at least 10 points to get a keg of wine, and 30 or more points will win you a golden pyramid. In case you didn't know, each lodestone is worth 1 point, each harpy feather is worth 3 points, and each four leaf clover is worth 5 points. {The prizes can be sold in Free Haven, or much later traded in Dragonsands. We found neither option was worth the effort.} Then found Nicolai.



Nicolai

Um. Hi. <smiling weakly> Would you believe I got lost and these nice people were taking me home? No? I guess I wouldn't either. I suppose it's time we got back to the castle, then.

Uncle Archibald

Everyone says that my Uncle Archibald wasn't a very nice person, and that he almost usurped the throne from my father, but we defeated him. Father had Tanir turn him to stone and then locked him in the library. Nobody's been in there for years.



Naturally, now took quickest route back to Castle Ironfist.

Nicolai

Well, thanks for sneaking me out of the Castle. Sorry about the circus thing – I hope I wasn't too much trouble to find. I'll go in myself so no one will see that it was you who kidnapped me. Thanks again, and goodbye. I'll remember this, and I owe you a favor!

(q 11 OK, 7500 XP)

Trained to level 20

Status: Reputation: Bad, Fame: 820.

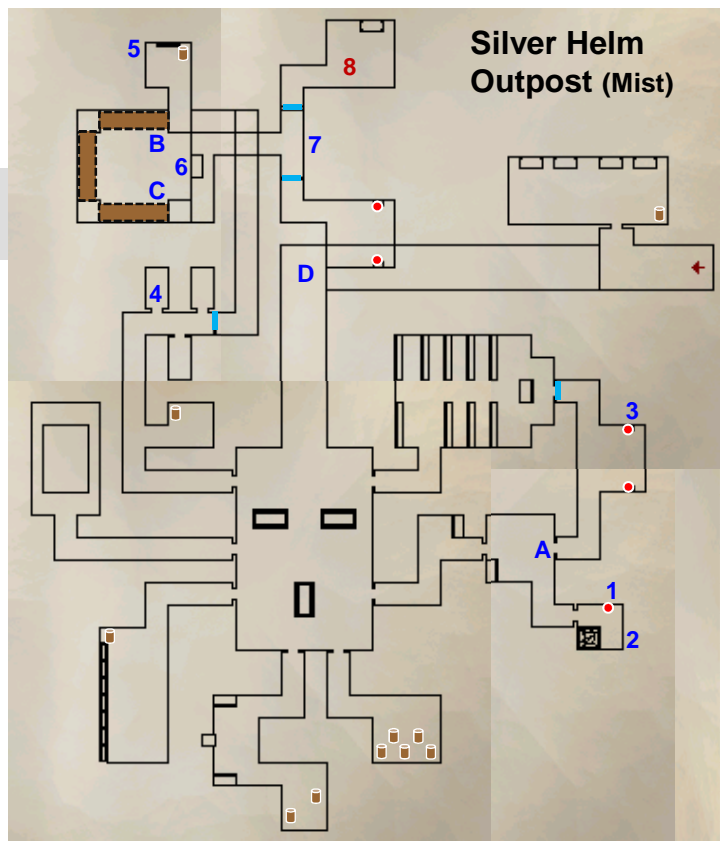
Bought a Ring of HP regeneration, then went to Mist and bought some skill advancements, and new spells.

As Ironfist Castle is now again open to us, it was time to do the Crusader Promotion Quest, i.e. second visit to the Silver Helm Outpost (Mist)

Monsters as prev. visit

Difficulty: Medium (lv 20)

1. Chest w. Enemies List (q13)
2. Switch opens secret door A
3. Chest w. Gharik's Key
4. Oliver Wendell
5. Switch activates ledge generator B – C.
Step on ledge square B, proceed in normal tempo square by square (they come and go in a pulsating manner).
Upwards and upwards to door by C, with entry to uppermost level.
6. Mural, touching it teleports party to (5)
(Use if fall down from ledges B – C. Only exit from room)
7. Another mural, teleport to D. Both murals (6) and (7) also respawns monsters
8. Melody Silver (Crusader PQ)



Oliver Wendell

Thank you for releasing me. The only thing keeping the Silver Helms from killing me was the fact I'm a priest. Frankly, I'm surprised they would show me any mercy at all. Listen, I've heard some strange sounds coming from around here... I think there might be a hidden passage near here. In any event, I should probably be leaving now; I don't want to stay in this cell any longer.



Melody Silver

Thank you for rescuing me from the clutches of those ruffians! Oh, I wish there was some way for me to reward you!

(Crusader PQ)



Naturally enough, after rescuing Melody we took shortest route to Castle Ironfist and Wilburn Humphrey.

Wilbur Humphrey, IFC

I have heard stories of the daring rescue, and I am delighted that you have returned with Miss Silver. I shall arrange to have her returned to her family at once. Exemplary work! I hereby officially **promote all paladins to the status of crusader**, and all non-paladins to honorary crusaders! (15000 XP, +50 karma)

Wilbur Humphrey's PQ: Crusader → Hero

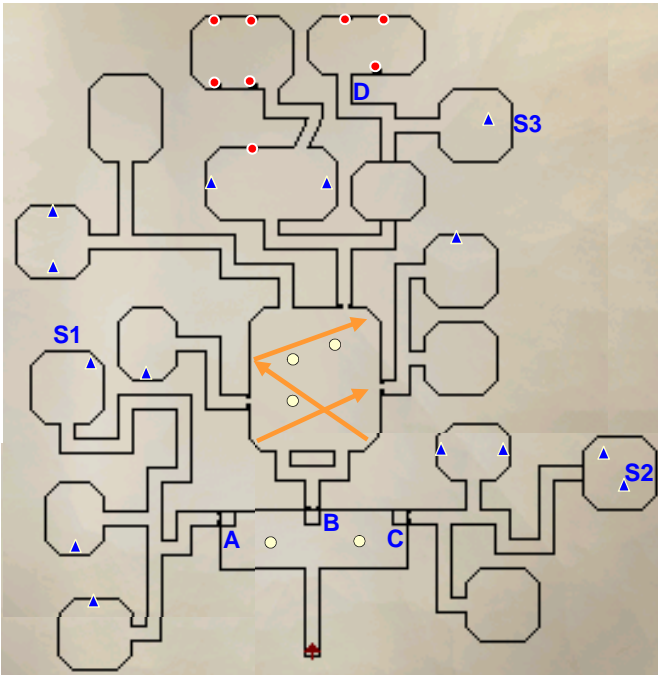
Well, then! It is a fine thing to be promoted to crusader, but even finer a thing to be promoted to hero. As you may have guessed by now, the condition for hero status is to **slay a dragon**. I know this seems difficult, but tradition has its demands. What's worse, you can't slay just any dragon, but must slay a named dragon. Your task is to **slay Longfang Witherhide** and return with a claw or tooth as proof. Fortunately, we know that Longfang lives in a cave in the **mountains behind Castle Darkmoor**. He has slain at least twelve would-be heroes, so be careful!

After training and trading it was September and time to visit Shrine of Electricity (IFC)

Status: Lv. 21, Rep.: Bad, Fame: 902.

Then to Free Haven to explore rest of wilderness map (much goodies in chests south of Obelisk), and after that, made an attempt at Ethric's Tomb.





Tomb of Ethric the Mad (FH)

A, B, and C are lifts up. Door at top of B is closed, and opens by throwing both switches S1 and S2.

Areas behind doors A and C are guarded by skeletons and ghosts, and relatively straightforward.

Note: Treasure in walls are bones, either they "make you sick" (poison, disease), or leave treasure. The marked ones are where we got treasure. Cleared some rooms with Liches, and threw switch S3 which opens door to adjacent room. But that was simply too tough, so retreated.

Skeleton, Skeleton Knight, Skeleton Lord
Ghost, Evil Spirit, Specter

Lich (Lv. 20, 600 XP, *dispell*; Imm: Poison, Magic)

Greater Lich (Lv. 30, 1200 XP, *dispell*; Imm: Poison, Magic)

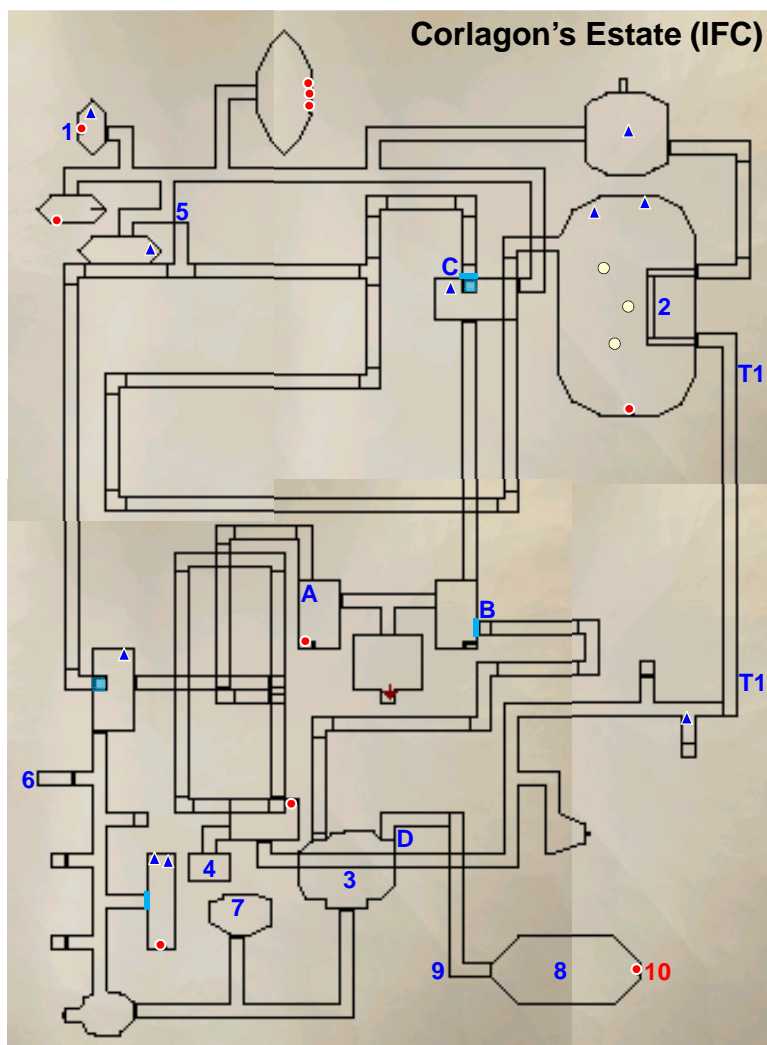
Power Lich (Lv. 40, 2000 XP, Imm: Poison, Magic)

Difficulty: Medium (lv 21), the part we did
Very Hard – Impossible (Liches)



Instead, went to Castle Ironfist and decided it was time to challenge Corlagon's Estate.





1. Chest w. Page from Corlagon's Diary
 2. Bridge high above room below w. lots of undead
 3. Bridge
 4. Switch may open door A.
To proceed from here, had to jump down from (2)
 5. Switch may open door A.
 6. Switch opens door D
 7. Switch opens door B
 8. Power lich is here –hard fight (only one), stood in doorway so his spells hit wall instead of us, but we could still attack.
 9. Teleporter to 8 (Works only once, and only after door has been opened) – nasty trap when we tried to escape!
 10. Chest w. Crystal of Terrax (Archmage PQ)
- A. Stuck door (opened by 4 or 5)
B. Secret wall (opened by 7)
C. Secret wall, only opens from north
D. Stuck door, opens by 6

Skeleton, Skeleton Knight, Skeleton Lord
Ghost, Evil Spirit, Specter
Power Lich

Difficulty: Medium (lv 21-22), beware of unnatural aging!
(final room hard)



Page from Corlagon's Diary

My studies with the Crystal of Terrax have grown tiring. I don't think I grasp enough of the basic magics to fully understand the lessons of the Crystal. My time is growing short here, and I think I will be forced to continue my studies as a lich. I refuse to let go and embrace death, not after my failure in the Succession Wars, and my failures in learning magic. I'll use the time I gain from lichdom to train myself more fully in magic and plot my revenge on the Ironfists for what they've done to Archibald and myself.



So technically Pug is ready to become an archmage. But party voted against ... training becomes much more expensive, and why should he be allowed two promotions when Robin and Tuniviel still had to earn their first?...

At least we had found lots of good rings, and could enchant other, so party is much better protected.

End of discussion – party decided to board a coach to White Cap.



Archer, Master Archer, Fire Archer
at edge of town

S1 Morton Holovin, [Expert Dark Magic](#) (2000)

1. [Dragon Tower](#) (PQ)
2. Warren Holmes, Membership Elements Guild
3. Rachel Herzl, Membership Dark Guild
4. Fredrick Piles, Membership Blades End
5. Fountain, +5 Might perm, kills drinker
6. Fountain, +5 End. perm, kills drinker
7. Well, spawns monsters

Training: max lv. 50

BE Blades End
Staff, Spear, Sword, Axe, Repair (750)

Dark Guild: Open 10 pm – 2 am

C: [Free Haven](#) (Mo, Th, 3 days)



After a quick tour of town including some trading, headed for the castle.
(Map only for west side of ridge, which is where we operate now.)



Free Haven 5d

Reset time: 24 months

Harpy, Harpy Hag, Harpy Witch
Archer, Master Archer, Fire Archer
Magyar (Lv. 14, 336 XP)
Magyar Soldier (Lv. 25, 875 XP)
Magyar Matron (Lv. 37, 1739 XP)

Difficulty: Hard (lv 22)

- S1 Dickson Parks, [Expert Mace](#) (2000)
Jed Morrison, [Expert Bow](#) (2000)
S2 Jacques Kohl, [Master Diplomacy](#) (2500)

1. Fountain, +30 Mgt temp
2. [Icewind Keep](#) (Battle Mage PQ)

Castle:
[Lord Eric von Stromgard](#),
[Marquis of the Northern Marches](#)
[Battle Mage PQ](#), [Warrior Mage PQ](#), [Council Quest](#)





Erik Von Stromgard's Council Quest

I grow tired of winter. In my lands, winter seems to last year round. As a matter of fact, for the last few years, summer didn't arrive at all. I have come to believe that something is wrong with the weather, and I want something done about it. I know your reputation, and I hear you can do anything. I have a deal for you. **End the winter in my land** and I will give you my support in the High Council when it comes time for you to ask for it. If it's any help at all, I hear there is a hermit on a mountaintop somewhere west of here who has studied the weather in detail.



Erik Von Stromgard's PQ: Archer → Battle Mage

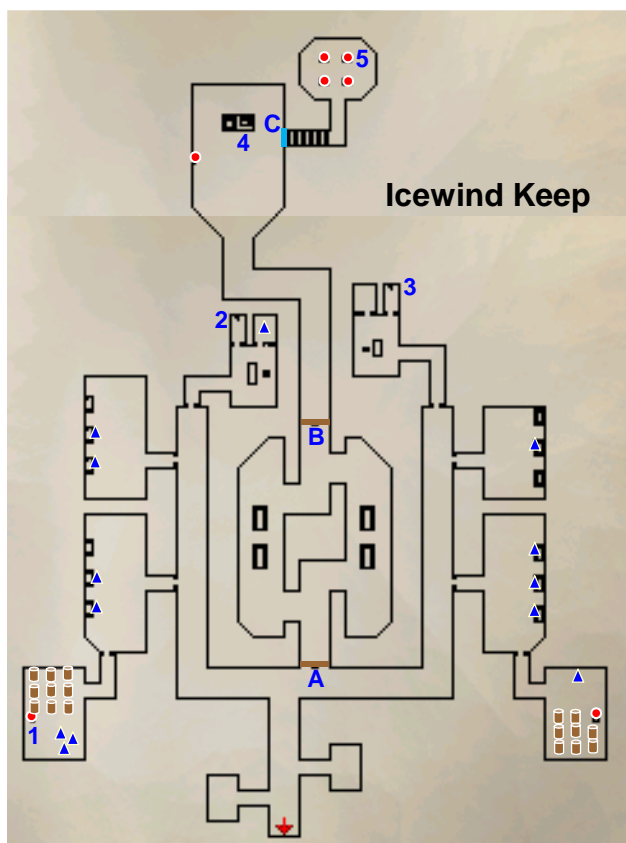
20 years ago, I won the annual archery competition held at Castle Ironfist, and I have held the championship ever since. This gives me the right to promote archers to the title of battle mage and warrior mage as I see fit. I'll grant the title of battle mage to all the archers amongst you if you do me a little favor. I need the key to the old Dragon Towers set up near every major settlement in Enroth to shoot down flying creatures. I think that they can be set to shoot down only monsters, instead of shooting anything flying through the air. Since this is something of a pet project, I will reward honorary battle mage status to the rest of you. The **key is in my old keep near the southern entrances to my lands**. I had to leave it there when the ogres and their companions took it from me a few years ago. **Return with that key** and be rewarded. And I won't crying in my beer if you kill a lot of those monsters while you're at it. They took my keep!

Fighting our way from town to castle and back gained the needed XP to train (about same price as IFC), and also learned Dark skill and bought some spells (expensive). Then, the 23. Oct. we started southwards toward the Keep. Pretty tough with lots of Fire Archers, and a crowd in area around keep. Some time during these fights, a Harpy Witch has hit us with an unnatural aging, without me noticing it. (Wasn't aware that they could do *that* to us at the time.) When I did discover it, it was too late to reload and avoid it – so Sir Galahad has to live with being a year older than his birth certificate shows, at least for a while.



On the third day we reached the Keep.





Doors A and B are closed on arrival, and we can hear and glimpse great activity behind door A.

1. Chest w. Remains of a Journal
2. Switch opens door A
3. Switch opens door B
4. Switch (in throne) opens secret door C
5. Chest w. **Dragon Tower Key (PQ)**, Dragon Rider Scroll

Throw switch 2 and clear all monsters before throwing switch 3.
Tough to meet many at once – lure them out in the hallways and fight ranged when possible.
Items (gold): Search beds

Guard, Lieutenant, Captain
Ogre (Lv. 15, 375 XP)
Ogre Raider (Lv. 20, 600 XP)
Ogre Chieftain (Lv. 28, 1064 XP, *poison*)

Difficulty: Hard (lv 23)



Remains of a Journal

...don't know how he does it, but Lord Eustace is able to disappear from the throne room so quickly sometimes. I'm not even sure where he goes, there's only one exit. I thought there might be a secret exit from the room, but that's just plain silly. Besides, I've never found any triggers when I searched the...



Letter from the Dragon Riders

Good work on completing the first part of the plan. With this keep, you'll be able to prevent any interference from the south. Use the Dragon Tower Keys to shut off the Dragon Towers, and we'll be able to raid the towns again. You will be well rewarded for the fine work you have done. Come to our caves to the northwest when you are finished to collect your payment.

Returned to Castle Stromgard with the key

Erik Von Stromgard

Very good! You got the key, and hopefully slew a large number of those loathsome beasts. I hereby **promote all archers to the status of battle mage**, and all non-archers to honorary battle mage.
(15000 XP, +50 karma)

Erik Von Stromgard's PQ: Battle Mage → Warrior Mage

The reason I wanted the key was to open the Dragon Towers and make the adjustments to prevent them from shooting flyers indiscriminately. There is a way to adjust the towers to shoot at only large objects, and I want all of the adjusted for the good of the Kingdom. Magic is becoming more common, as are stories of young Sorcerers getting shot from the sky because they didn't know the function of the towers. You have the key. If you **adjust all of the towers to shoot at only large objects**, I will promote all battle mages amongst you to warrior mages and promote any honorary battle Mages to honorary warrior mages.

Went to White Cap Town, adjusted Dragon Tower, trained, learned Expert Dark Magic. Had found lots of good equipment in Keep, and by now also had four rings of HP regeneration and three of SP regeneration. All this made life much easier.

Status: Lv. 24, Rep.: Average, Fame 1194

As it was Tue, we would have to wait a couple of days for the next coach, so decided to walk. After two days of endless fighting with Harpies and Magyars we reconsidered and found a coach, which by now was due to leave anyway.

Arriving in Free Haven, we first fixed the Dragon Tower, then made a new attempt on Ethric's Tomb.

This time met Ethric in the corridor by D, and as he was alone, could defeat him without too much difficulty. Was content with that – come back for rest when stronger – and brought the skull to Cartman:

Gabriel Cartman (FH)

Good work! Now I can conclude my research. If I can learn how the Ritual of Endless Night works, perhaps I can find a way to reverse the process. Here is the reward I promised you.

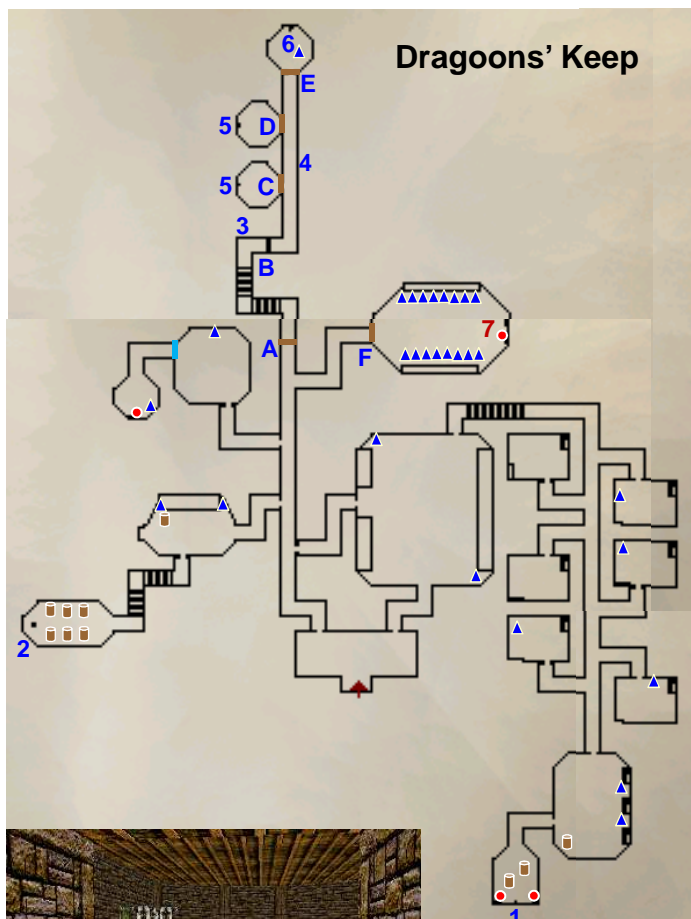
(q 16 OK, 7500 g, 15000 XP)



Went to Dragoon's Keep, and after defeating the mages outside, plus clearing the first (entry) room in the keep, was ready for training.

So the 23. Nov, at level 25, we were ready for the dungeon.





Doors A – F are closed on arrival

1. Switch opens door A
2. Switch, no immediate effect, but may be part of opening door F. Spawns fighters in room atop stairs
3. Switch opens door B
4. Switch opens doors C, D, and E (releasing monsters; retreat south after toggling to avoid being surrounded)
5. Switch spawns fighters in corridor, no immediate effect, but may be needed for door F.
6. On entry room: "Caught!" – Door shuts behind us
Switch spawns rats (may be needed for F).
After a while door opens and a bunch of guards enter.
Door F is now open
7. Chest w. **Mordred** (q 17)

Common Rat, Large Rat, Giant Rat
Fighter, Soldier, Veteran

Difficulty: Medium (lv 24-25)



Zoltan Phelps (FH)

So this is the legendary Mordred, eh? Interesting, I was expecting something much grander. I don't think I want it, actually. Why don't you keep it, and I'll deal with my friend on the cost.

(q 17 OK, 30000 g, 10000 XP, +100 karma)

Relic **Mordred**

Long dagger 2d3+8, Vampiric



After training to lv. 27 it was 5. Dec., and after visiting the seer we "had to" go to Blackshire to pray at the Shrine of Magic.

(Note: Even if we're still not Water masters, the Town Portal can often be used, as on Expert level it moves party to nearest Portal point. So casting TP in IFC transported party to Free Haven in this case.)

In Free Haven, Tue 9. Dec., and next coach to Blackshire is Thursday, so can spend some time in FH first.

Hence tried to complete the Tomb of Ethric the Mad. The two northern rooms were *very hard*, with many Power Liches and Great Liches (casts anti-magic immediately, hence removing all protective spells). But it was well worth the effort, finding **Master Cutlass of Ice** (2d4+11 + 9-12 cold), **Ring of incr. air**, **Ultimate boots** +++
But in the end the area was cleared, so that was that.

And then off to Blackshire. (Status lv 27, Rep. Ave, Fame 1460)



Blackshire (town)

- S1 Bronwyn Meck, [Master Shield](#) (5000)
- S2 Guy Hampton, [Master Sword](#) (0)
- S3 Errol Ostermann, [Master Mace](#) (5000)
- S4 Ambrose Brusse, [Expert Dark Magic](#) (2000)

1. [Dragon Tower](#) (PQ)
2. [Joanne Cravitz](#) (q 24)
3. [Maria Trepan](#) (q 25)
4. [Twillen](#) (q 20)
5. Tess Tucker, Membership Smugglers' Guild
6. Marton Ferris, Membership Light Guild
7. Rebecca Calaway, Membership Dark Guild
8. [Lair of the Wolf](#)
9. [Chest w. Lord Kilburn's shield](#) (Humphrey CQ)
10. Well, +50 Luck temp.
11. Fountain, +30 Mag. res. temp, petrifies drinker
12. Fountain, +5 Mag. res. perm, diseases drinker

SG Smugglers' Guild
Leather, ID item, Disarm, Diplomacy, Perception (250)

Dark Guild: Open 10 pm – 2 am

TF: Restore 50 SP

C: [Free Haven](#) (Tu, Fr, 3 days)

Right outside town:

[Wolfman](#) (Lv. 20, 600 XP, *disease*)
[Werewolf](#) (Lv. 30, 1200 XP, *disease*)
[Greater Werewolf](#) (Lv. 40, 200 XP, *uncon.*)
[Dust devil](#) (Lv. 16, 416 XP; Imm: Elec, Pois, Mag)
[Twister](#) (Lv. 22, 704 XP; Imm: Elec, Pois, Mag)
[Air Elemental](#) (Lv. 33, 1419 XP, *Brk. item*; Imm: Elec, Pois, Mag)

Difficulty: Medium (lv 27)

Planned only a quick visit. Prayed at shrine, adjusted Dragon Tower, Galahad learned Master Sword (and from now on fights with two swords), entered Light Guild and bought some spells, and finally drank from fountain (12)

Twillen

I've discovered a way to reverse the effects of time and make myself young again. This requires a complex magical ritual, which I've worked out. The problem is that I need to [place magical statuettes on various pedestals](#). The [tiger](#) statuette goes on the pedestal near [Sweet Water](#), the [bear](#) statuette in [Kriegspire](#), the [eagle](#) statuette in [Dragonsand](#), the [wolf](#) statuette in the [Mire of the Damned](#), and the [dragon](#) statuette in [Bootleg Bay](#). The distances are too far for me to travel in my old age, and in the meantime I need to prepare the ritual itself. There is no way I can do all of this on my own; I need your help. The statuettes are in the chest outside my house. Place them on the pedestals and return to me. Even if the ritual is a failure, I'll pay you for your efforts. (quest 20)



It won't cost more than some harm to our pride if we fail – so decided to attempt to retrieve [Lord Kilburn's shield](#) while we're here. The chest was (of course) guarded by a horde of Werewolves, and a bunch of twisters and the like en route. Turned out to be easier than we had anticipated, and some time later could claim the prize. (The chest also contained a spell book "Inferno" and a Wand of Distortion.)

Then a coach back to Free Haven, and further on to Castle Ironfist, where we arrived 23. Dec. Suits us well as Bootleg Bay is a good place to go next, and that should be just in time for the shrine. Anyway – first to the Castle to deliver the shield.

Wilbur Humphrey's Council Quest (IFC)

Ah. 'Tis a sad day when so noble a Knight should fall to such foul monsters! You have done a good thing, bringing his shield to me. I shall ensure that he and his men receive all the honors due them. I am in your debt, and you have my favor with the council. Here is your reward.

(1. Council Quest OK, 5000 g, 40000 XP, +50 karma)

The High Council

Well, you have my vote on the High Council. I trust you implicitly. I've sent a messenger instructing [Slicker Silvertongue](#) to vote for you on my behalf. Now, I'm quite busy, and must attend to other duties. I'm sure you can take care of any problems and miscommunications that may arise in this matter. Yes. Quite right.

Time for training, up two levels (now 29); it's 3. Jan., and time to visit seer before departing for Bootleg Bay.

Status: Lv. 29, Rep. Respectable, Fame 1636.

Seer also had this advice:

You must satisfy the six High Council members in Free Haven to visit the Oracle. Each lord will request a task of you to earn their favor. Perform each of these tasks and then talk to the Council member of that Lord to gain their approval. Once all the members of the High Council give their permission, you will be allowed to visit the Oracle.

No boat readily available, so used our (t)rusty feet to travel to Bootleg Bay.

Arrived Bootleg Bay 8. Jan, and started by visiting Shrine of Might and placing the statuette.

Then went to Temple of the Sun. No apparent reason to go there (yet), but as we're in the area anyway...



1. Minotaur King
2. Chest w. **Sacred Chalice** (High Priest PQ)

[Novice Monk](#), [Initiate Monk](#), [Master Monk](#)
[Minotaur King](#) (Lv. 79, 7031 XP, *kill*; Imm: Mag.)

Difficulty: Easy,
except Minotaur King Very Hard (lv 29)

Being at a higher level the Monks didn't present much of a problem this time. However, the Minotaur King appeared impossible, until he for some reason or other decided to "hide" in one of the niches in the entry room. What happened was that we could still shoot at him, but none of his Finger of Death spells reached their aim, stopped by the wall.

Learning: It's still a *long* time till we can go to Minotaur-land...

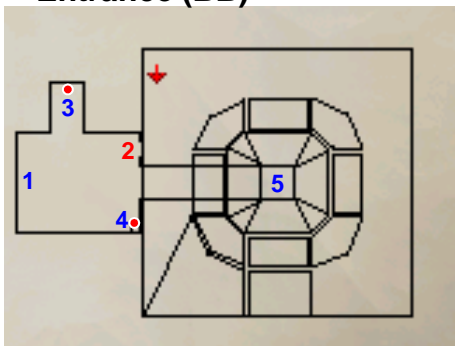


Another "Because it's there" quest:

The Hall of the Fire Lord.

A challenging mission, but not apparent what the point is in doing this....

Hall of the Fire Lord, Entrance (BB)



1. Entrance
2. Fire Lord (q21)
3. Chest w. gold + 2 ambers
4. Chest w. Journal Fragment
5. Hole to jump down, arrive in main starter room:
Many holes, jump down to arrive in different sections of dungeon.

Lord of Fire

I am the Lord of Fire, an immortal earth spirit. My power is drawn from below the earth. The channels that I use have been blocked by doors warded with powerful magic in the north. I need you to unward the doors so that I may awaken again. Though the enchantments on them are powerful, amber will break the ward on the doors. (quest 21)



Servants

If you get lost in the caverns, you may find assistance from my servants. If you have a piece of amber, they will assume you are under my care and will teleport you back to me if you talk to them. If you do not have any amber, they will drain some of your life force as payment for teleporting you back up here. Don't worry, they rarely kill anyone.

{Note: Any PC *not* carrying amber in his/her inventory will be drained. Note 2: There is no way back out than talking to these servants. Note 3: The caverns are isolated from start, so to explore everything it's necessary to return to entry hall some times. Hence we need (at least) four pieces of amber ASAP.}

Creature

The doors became warded when a strange creature came to reside here. I am not familiar with this type of being, and I've seen many types in my long time here in Enroth. I do not know why it chose this place as its home, or why there is only one, but I would like to see it destroyed for the trouble it has caused me. (quest 21A)

Journal Fragment

...tried to locate the warded doors. William refused to take any of the amber we found as he believed it was cursed. After being lost for almost a day, we found a strange creature that teleported us to the entrance. In exchange for this service it drained William's life force, but he managed to recover in a few days. We are halting all further expeditions until we are able to determine...

Jumping down the hole (5) we land at the top of a cone-shaped structure, with lots of Goblins waiting below. Finish off Goblins, and then jump to floor, taking a long jump to avoid falling directly into one of the holes. Each of the holes lead to the end of a corridor leading to the main section of the dungeon. No way to climb back up, and not all the pathways are connected, at least not initially.



Further progress can be confusing, and the more we explore, the more confusing the map gets... Many levels, and access between levels is mostly by jumping into holes in the floor.

Initial part of exploration: Down W hole to (1) and further to (2) where Ogres are waiting. (3): "The door is warded" – **use amber to unward it**, but it's still locked. ("All wards must be destroyed") (h) is a hole in the floor, and takes us to the central room (below the main starter room cone). This is like Rome, "all" routes end up in this room sooner or later.

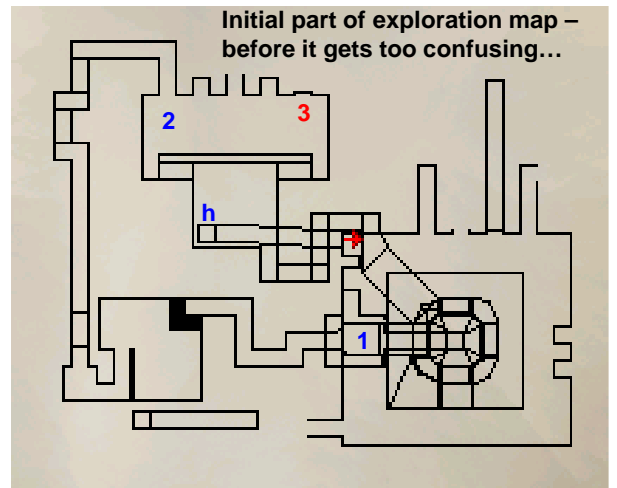
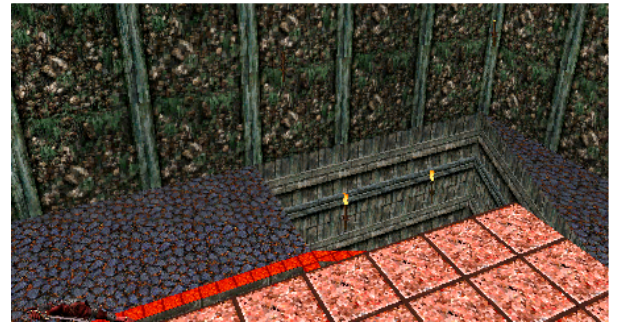


From the central room, many new areas can be reached by jumping down holes in the floor, or by one of many exits.

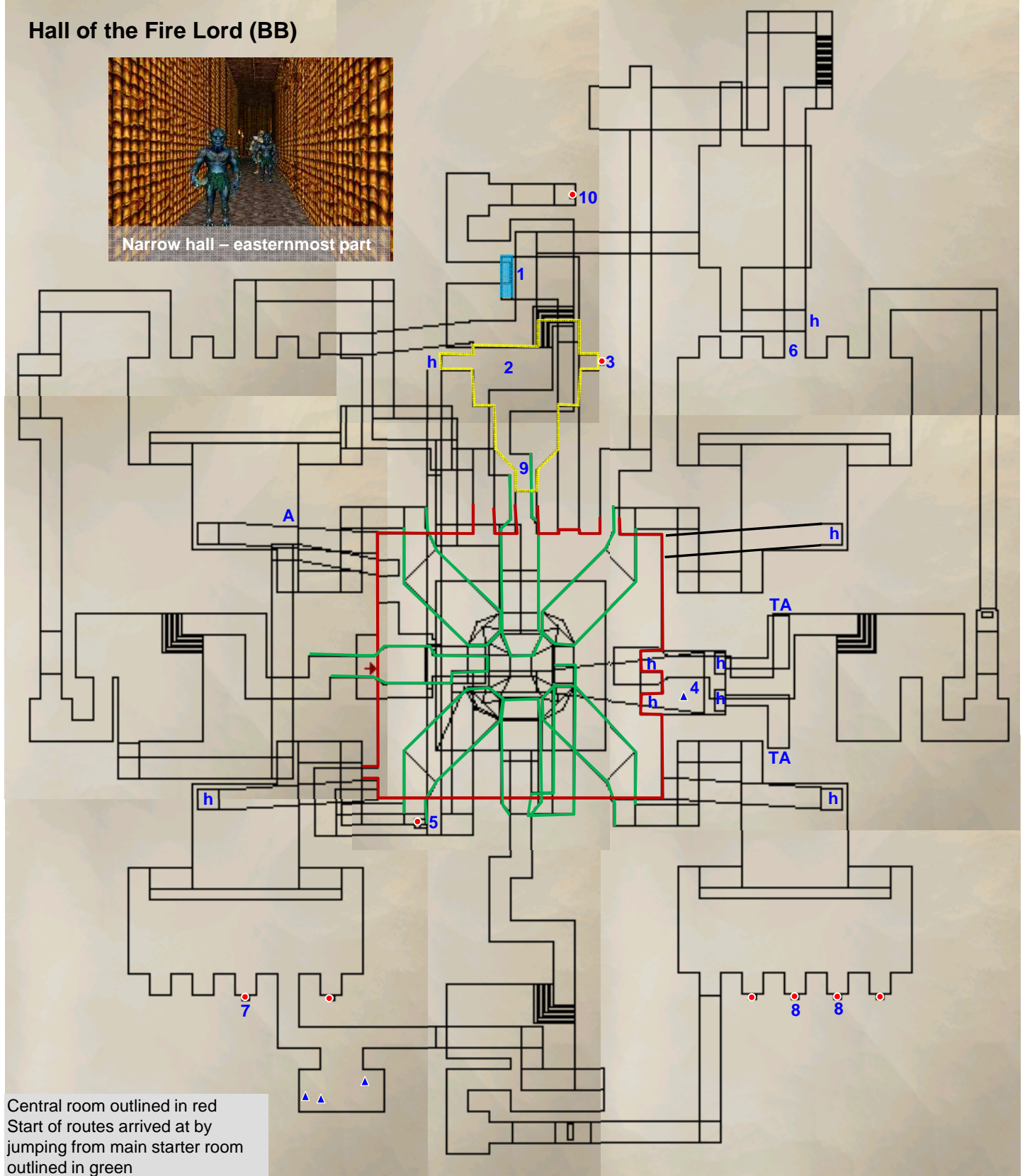
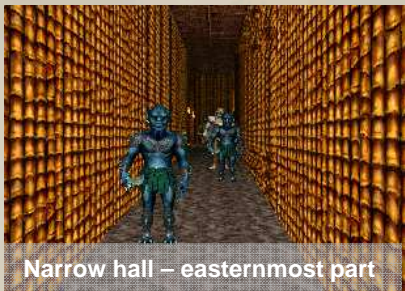
So from here, took it systematically, explored area by area.

Utterly confusing map on next page...

From central room, first tried doors on north wall;
west door: nothing
Next door leads to (1), a trough of water – restores SP (only once)
East door: To narrow winding corridor, ending in a hole in front of a closed door (6) – failed attempt to jump across hole, west – north and further to room outlined in yellow with chest (3) w. **amber**. Hole west in room: To long narrow corridor ending in central room, SW exit. (Some of these exits can't be opened from central room)



Hall of the Fire Lord (BB)



Central room outlined in red
Start of routes arrived at by
jumping from main starter room
outlined in green

Goblin, Goblin Shaman, Goblin King
Ogre, Ogre Raider, Ogre Chieftain
Fallen Defender (Lv. 35, 0 XP, *kill*; Imm: Phys.)

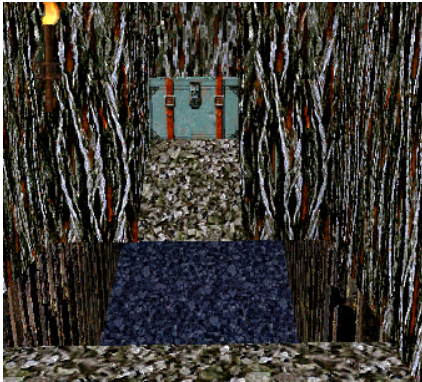
Difficulty: Easy (lv 29)

Jumping down one of the holes in eastern wall of central room and continuing, we arrive at two new holes. Jumping straight in lands us right in front of **fallen defender**. It's also possible to jump across hole into doorway. That way we get to look down at the defender, and can fight him while he can't fight back.

After a while he found out this was a losing strategy, and retreated, so we jumped down hole to (4) and finished him off.

[**Dropped Chest Key**]

Followed corridor west and south, ending up by chest (5) on the other side of a chute. Managed to jump across and open it, but contained nothing special.



Next back to hole by door (6); this time we succeeded in jumping across, and used amber to **unward the door**. (Appears that this also opened the other warded door.)

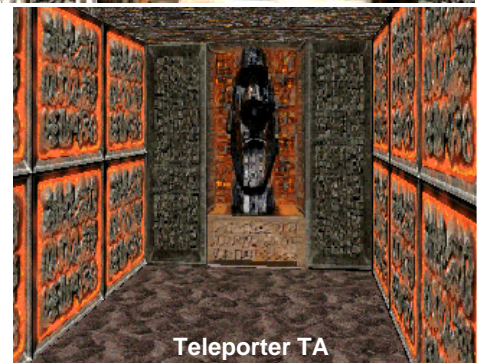
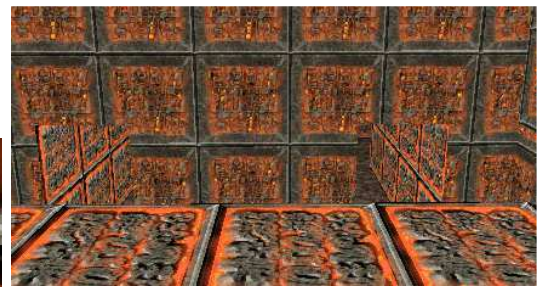
Mission is now complete, but continued exploring without finding much special. To reach unexplored areas, now had to use a servant to return to entrance room (didn't have amber for all, so some minor damage). Used south hole from main starter room to reach room w. chest (7) with two pieces of amber.

Then used a servant again, jumped down SE hole in main starter room to reach room w. chests (8), each with two ambers. (So this is where we should have started if we wanted the amber quickly...) And the eastern starter room hole just for completeness. Finally jumped down northern hole in starter room and route (9) to room with chest (10), which we needed the **Chest Key** to open. This chest contained a **Crystal Skull**. { Useful in Tomb of Varn, a long time and distance from here. The fallen defender looks just like the monsters in the Tomb, so there's a connection – but we need more skulls once we get there, and we find more in the Tomb, so this isn't absolutely necessary. }

Could now return to the Fire Lord

Lord of Fire

Thank you for your assistance. I am grateful to you for returning my source of sustenance to me. I need to recharge what little power I have left now that I am able to again.
(q 21 OK, 10000 XP)



Teleporter TA



Chute by door (6)

That completes our missions in Bootleg Bay, and we left for what is probably a long time. Could use a Town Portal to Free Haven, and first visited Dillian Robinson:

Dillian Robinson

I've heard it's possible to find large chunks of amber in a series of caves north of Castle Ironfist. I never have the time to leave Free Haven, but I'd love to get my hands on some of that amber. I'll pay 500 gold for any piece of amber.

As we don't need the amber any more, we sold it all.

Then trained and traded

Status: Fri. 19. Jan., Lv. 30, Rep.: Average, Fame 1763.

For our next planned expedition the Lloyd's Beacon spell will be useful, so fortunately we found one and bought it.



Dillian Robinson



Left Free Haven on foot, at the northeastern edge of the map, and some days later arrived in the southeastern (and hitherto unexplored) part of Frozen Highlands.

Had to fight Magyars and Archers all the way to town (even followed us into town).

- S1 Dickson Parks, [Expert Mace](#) (2000)
Jed Morrison, [Expert Bow](#) (2000)
- S2 Jacques Kohl, [Master Diplomacy](#) (2500)

1. Fountain, +30 Mgt temp
2. [Icewind Keep](#) ([Battle Mage PQ](#))
3. Fountain, +20 Spd & Acc temp
4. Fountain, +20 AC temp
5. [Shadow Guild](#) ([CQ](#))
6. Fountain, +10 levels temp.

Castle W:

Lord Eric von Stromgard,
Marquis of the Northern Marches
[Battle Mage PQ](#), [Warrior Mage PQ](#),
[Council Quest](#)



Harpy, Harpy Hag, Harpy Witch
Archer, Master Archer, Fire Archer
Magyar, Magyar Soldier, Magyar Matron
Difficulty: Easy - Medium (lv 30)

Free Haven 5d

Reset time: 24 months

- S1 Arlen Sailor, [Master Leather](#) (3000)
- S2 Jules Miles, [Master Dagger](#) (5000)
- S3 Gable Lester, [Master Disarm Traps](#) (2500)
- S4 Ryan Treacle, [Master Repair](#) (2500)

1. Membership Protection Services
2. Well, release monsters

Castle E:

Lord Anthony Stone, High Priest of Free Haven
[Priest PQ](#), [High Priest PQ](#), [Council Quest](#)

- PS** Protection Services
Dagger, Merchant, ID item, Perception, Disarm (250)

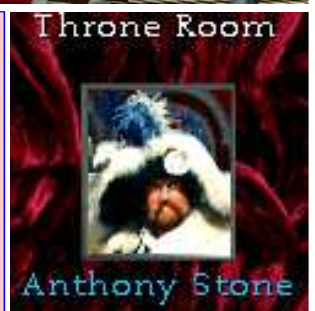




Anthony Stone's Council Quest

Mine is the traditional duty to oversee the, um, less than upright business in the Kingdom. My House has done this for centuries under the philosophy that such business will always exist and is better watched and regulated than not. Recently, a man styling himself the 'Prince of Thieves' has begun to usurp my authority in Free Haven. Not only does he challenge my authority, he cooperates with that loathsome new cult that's sprung up recently...what's it called? Moo, or Yak, or Bark...no...whatever. Some sort of animal sound. Anyway, my sources tell me that this cult plots to overthrow the King and assume power in Enroth. This is a bad business, and needs to be stopped. You can start by **arresting the Prince of Thieves and returning him to me in chains**. I will, of course, reward you richly.

I have no information on his whereabouts, so it will do you no good to talk to me about it. Try going to Free Haven and asking around. He must have a hideout somewhere in or near that town. <Smiling> if you find where he's living, be sure to check under the bed and in the closet – you'll probably find him hiding under a pile of clothes.



Anthony Stone's PQ: Cleric → Priest

In addition to my duties as overseer of unlicensed business, I am the High Priest of Enroth. It is my job to promote clerics to priests, and if warranted, priests to high priests. Right now the rolls are full of priests, and I am unable to promote new ones without creating new positions. To do so would be highly irregular, but if someone were to perform an extraordinary service for the kingdom, the promotion would be acceptable. <Rubbing his temples> Come to think of it, there is a service I need. A temple in Free Haven was destroyed by fire a few months ago. If you could **get it rebuilt**, I would have a reason to promote any clerics among you to priest status. Since I really want this job done, I am even willing to promote non-priests to an honorary priest status, and I will pay you well for your service. You'll need to **hire a stonecutter and a carpenter and show them the temple** you want them to work on.

Learned Master Disarm Trap, and set a Lloyd's Beacon, then cast Town Portal which we thought would bring us back to Free Haven (last visited town), but instead we ended in White Cap (nearest town), but fortunately the time was right for a coach to Free Haven.

First had a look at the Temple, which was in a sad state.

Then hired first **George Almond the Stone Cutter**, and then **Ral the Carpenter**.



With them aboard, went to the temple, where they left, assumedly going to work.

Mission complete, set a Beacon in FH, and returned to Castle Stone by the Beacon we set a few days ago. (They don't last long at expert level, but it suffices for this quest)

Anthony Stone

Excellent work! The temple has been rebuilt and the affront to the gods eased. For this service, I am happy to **promote all clerics to priests**, and I grant honorary priest status to all non-clerics. Congratulations!
(15000 XP, +50 karma)

Anthony Stone's PQ: Priest → High Priest

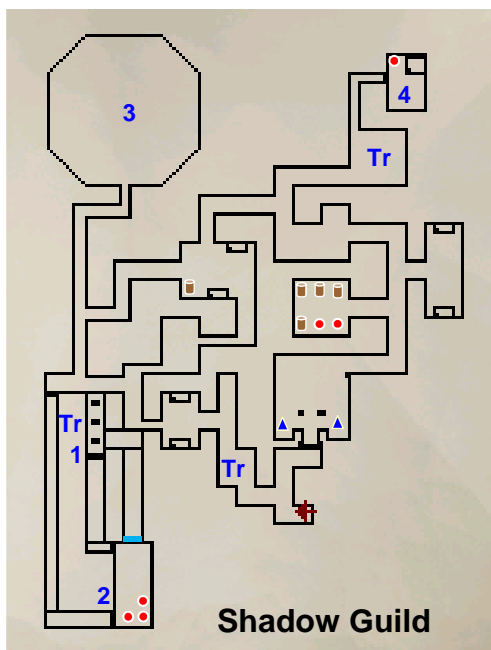
It seems a bit quick to promote anyone to high priest, given that the promotion to priest has been so recent. Why, many wait their entire lives to receive such a promotion, only to be granted it posthumously. However, an extraordinary service could possibly accelerate that promotion to, well, right now for instance... and I do have such a service in mind. The heretical monks that live on the islands east of Free Haven have stolen our **sacred chalice**. **Retrieve it from the monks and put it in the temple you rebuilt**. Then return to me.

As we have already retrieved the Sacred Chalice (Temple of the Sun in Bootleg Bay), it was just a matter of using the Beacon to FH, go to the temple and place the chalice there, then return to Stone by the other Beacon.

Anthony Stone

You are successful! It looks like I will have to keep my promise and make more irregular, early promotions. I do so with pleasure. I hereby **promote all priests to high priests**, and all honorary priests to honorary high priests.
(30000 XP, +100 karma)

As we're in the area our next place to visit should be the Shadow Guild, where the 'Prince of Thieves' is rumored to hide.



1. Chute trap – corridor floor opens behind us when been down and taken the chest treasures, and no way back.
Behind secret door: Bottom of spike trap. Been there door 2 opens with safe retreat back.
2. Door initially shut
3. Room with floor tiles. Apparently crossing room on “correct” tiles teleports party to rogue leader’s room. Also “official” maps contain some secret rooms SE of his map – part of same puzzle.
4. Rogue leader’s room w. chest w. Letter to Prince of Thieves.

We did some exploring, then went directly to (4) and finished off Rogue Leader. This is what we did – suffices for the quest, but there’s more according to “official” solution.

Thief, Burglar, Rogue
Cutpurse, Bounty Hunter, Assassin
Rogue Leader (Lv. 25, 0 XP, steal)

Difficulty: (Very) Easy (lv 30)



Letter to the Prince of Thieves

Prince,

Anthony Stone has decided to remove you once and for all. I'm sure you will be seeing his men soon. For your safety, I've prepared a place in the sewers underneath Free Haven for you. Leave the Guildhall immediately and come to the sewers. Once the heat has cleared you will be free to return to the Guildhall.

Fetzil.

Beacon to Free Haven, and coach further to Castle Ironfist, where we trained.

By now it was 14. Feb., which means the Mist shrine – suits us perfectly.

Set a Beacon at IFC before departing for Mist.

In Mist, first prayed at the shrine, then adjusted the Dragon Tower, and finally went to the castle.

Albert Newton (Mist)

The hourglass wasn't there? Oh, that's right! I knew I forgot something! The key is in there! You use the key to open the Forge of... <pauses> Well, I can't remember whose forge it is, but that is the resting place of the Hourglass of Time...I think. It can't hurt to look there, especially now that you've found the key. <pauses> At least I *think* that's what the key opens. Anyway, that forge or laboratory or whatever it is can be found on the islands north of New Sorpigal. Good Luck!

Albert Newton

Great news! I remember what you need to find! The Crystal of Terrax! Oh, you seem to have found it already. Well, perfect! I can train you to arch mage then. The first arch mage, Terrax, used this Crystal to master the elements. Fire, earth, water, and air all formed together to make it, and from analyzing it he learned a great deal about elemental magic. In addition, its effect on light led him to his discoveries of light and dark magic. Since that time, the study of this crystal has guided every new arch mage. [Let me show you the secrets of the crystal, arch magi.](#)
(30000 XP, +100 karma)

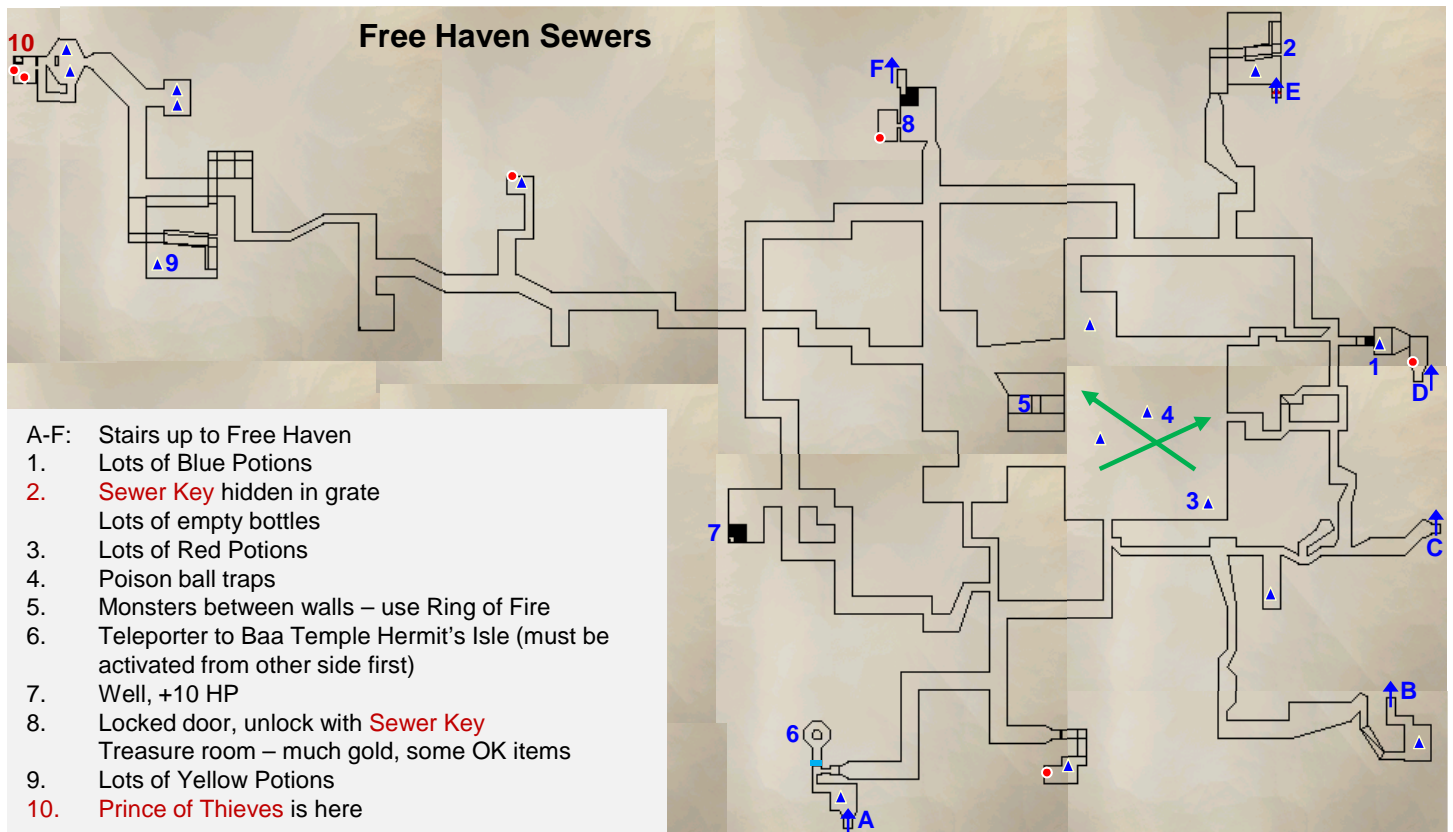
Back to Castle Ironfist and trained. We're now ready for some important advancement, especially Master Water Magic, which allows for free use of Town Portal, extended duration of Lloyd's Beacon (84 days), and can cast Enchant Item on weapons.

Next mission now to find the 'Prince of Thieves'. So used a TP to Free Haven

Status: 25. Feb., Level 32, Rep.: Respectable, Fame 2099.

Entered the Free Haven Sewer and started exploring it.





Just a matter of exploring everything, easily done at current level.
 Prince of Thieves will only be present if Dagoon's Caverns, Shadow Guild Hideout, and Shadow Guild have been completed first. (Not tried, stated in other walkthroughs; Prince must first have fled these places.)

Common Rat, Large Rat, Giant Rat
 Acolyte of Baa, Cleric of Baa, Priest of Baa
 Thief, Burglar, Rogue

Difficulty: (Very) Easy (lv 32)



Prince "joined" party without any objections.
 Used a TP to White Cap, and fled across the mountain range with lots and lots of Harpies.
 Hence could deliver the Prince to Stone.



Anthony Stone (Frozen Highlands East)

Ah! My friends, you have returned with the package! Well done! Here is your reward money. You have my full support at the council. <looking at the Prince> Welcome to my humble home, mighty Prince. I have a room prepared just for you. Guards! Take him away.

(2. Council Quest OK, 10000 g, 30000 XP, +200 karma)

Used the Beacon to return to IFC, and trained.

Status: 6. March, Level 33-34, Rep.: Honorable, Fame 2246

Time for a new pilgrimage; after visiting the seer, used a Town Portal to Silver Cove

{Note: Surprisingly, the TP worked to Silver Cove, even though we haven't been there yet}



S1 Jasper Rice, [Master Staff](#) (5000)

1. [Silver Helm Stronghold](#)
2. Large circles of stone – teleporter to druid area north (near chests)
3. [The Monolith \(q 22\)](#)
4. [Warlord's Fortress \(CQ\)](#)
5. [Circle of Stones \(Druid PQ\)](#)
6. Fountain, insanity.

D(N): [Eel Inf. Waters \(S\)](#) (Th, 2 days)

After arrival, got horseshoes, fled out to Shrine (avoiding teleporters) and prayed without bothering with fighting the druids.

Then started exploring town

Reset time: 24 months

[Stone Gargoyle](#) (Lv. 16, 416 XP, weak; Imm: Pois)
[Marble Gargoyle](#) (Lv. 22, 704 XP, plyze; Imm: Pois)
[Diamond Gargoyle](#) (Lv. 33, 1419 XP, plyze; Imm: Pois, Phys)
[Druid](#) (Lv. 10, 200 XP)
[Great Druid](#) (Lv. 16, 416 XP)
[Grand Druid](#) (Lv. 28, 1064 XP, Drain SP)

Difficulty: Medium (lv 34+)





Stone Gargoyle, Marble Gargoyle, Diamond Gargoyle
also encountered in town outskirts

1. Membership Berserkers' Fury
2. Membership Light Guild
3. Membership Earth Guild
4. Membership Self Guild
5. Membership Protection Services
6. Dragon Tower (Warrior Mage PQ)
7. Eleanor Vanderbilt (q 22)
8. Well, +20 Int. & Pers. temp.
9. Fountain, +2 Acc. perm (if low)
10. Fountain, +2 Speed perm (if low)

Learned Master Merchant, Expert Light and Meditation.
Adjusted the Dragon Tower.

Eleanor Vanderbilt

Cedric Druthers and his Celestial Order have taken over the Monolith, an ancient place sacred to druids. Their dark rituals are corrupting the Monolith and they need to be stopped – whatever altar they use as the center of their ceremonies needs to be defaced. Do this for us and we will compensate you for your time and services.
(quest 22)

Then went to castle, where we had to fight a bunch of Gargoyles before we could enter.



- S1 John Tuck, Master Learning (5000)
- S2 Cyrus Montebieu, Expert Repair (500)
- S3 Thane Roper, Master Mind Magic (4000)
Gilbert Hammer, Master Body Magic (4000)
- S4 Tina Sheltan, Expert Light Magic (2000)
- S5 Sigriv, Expert Spear (2000)
- S6 Will Ottoman, Master Merchant (4000)

Training: max lv. 40 (expensive)

TF: Town Fountain, +25 SP

Castle:

Lady Loretta Fleise,
Chancellor of the Treasury
Great Druid PQ, Arch Druid PQ, Council Quest

BF Berserkers' Fury
Bow, Chain Armor, Plate Armor, Shield, Repair (625)

PS Protection Services (6pm – 6am)
Leather, ID item, Disarm, Diplomacy, Perception (300)

C: Free Haven (Mo, Fr, 4 days)

D(S): Misty Island (Mo, Th, Sa 3 days)
Free Haven (Tu, Fr, 3 days)
Eel Infested Waters, N (We, 1 day)





Loretta Fleise's Council Quest

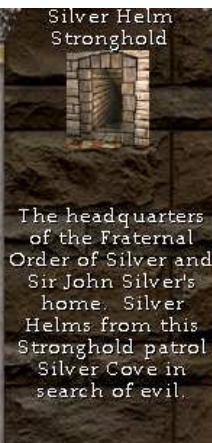
I happen to know that you are amongst a short list of adventurers looking to receive favor from the High Council. What you want it for I don't know, nor do I care. I'll be blunt: I love money, and I want more. Much more. I have a plan to fix the price of shipping in my favor for a time and I need competent agents to carry it out. Perform this task well and I will give you my support, not to mention a lot of money. Here is the plan: **Each of the nine shipping companies in the Kingdom must be convinced to charge at least 48 gold per pound per mile of material they transport.** They are all in competition and they know it, so none will want to make a move before the others. I don't care how you convince them – just get the job done and report back to me.

Loretta Fleise's PQ: Druid → Great Druid

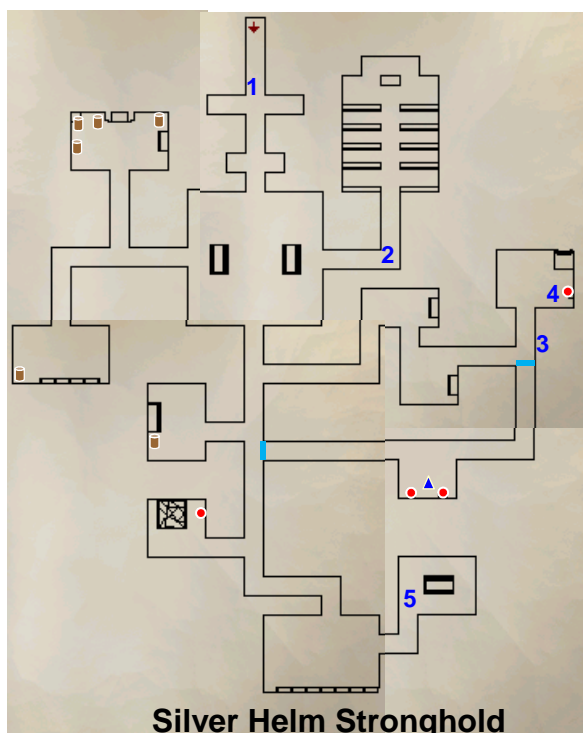
Although it may be hard to believe, I happen to be one of the top druids in the land. As such I am empowered to promote druids to great and arch druid status, provided they prove themselves worthy. To be promoted to great druid status, you must perform the **Ceremony of the Sun. Pray at the center of the Circle of Stone during any equinox or solstice** – March 20th, June 21st, September 23rd, or December 21st. If you are there at the time, I will contact you magically and lead you through the Ceremony, thus promoting you to great druid. Those among you who are not druids will be granted honorary great druid status, and I am sure the experience will be worthwhile.



As the first stable is right here we could agree on price fixing right away. All the other stables (except Kriegspire) can be reached by TP or Beacon, so we could have finished this quest really quick – but we didn't... The next two days were used to clear the area for monsters. Avoided teleporter "trap" by going west of bay and approached the druid family reunion from northwest. Then entered the Silver Helm Stronghold – we have no business there except we've learned by now that the Silver Helm guys have chosen the wrong side in the good-bad decision – good enough reason to interfere...



Welcome committee.
Many encounters of this kind already in the entry hall.



Silver Helm Stronghold

1. All side halls filled with swordsmen (lots and lots...)
2. This is where we discovered the "Ring of Fire-trick"
Used Ring of Fire to fight monsters in hallway, and discovered that after a while we had also finished off a lot of bad guys in the room directly south. So the spell can be used to eliminate or weaken monsters without even having to enter the room!
3. Ghost of John Silver
4. Chest w. Elegant Letter
5. Encounter with Gerrard Blacknames and buddies [dropped Ankh]

Swordsman, Expert Swordsman, Master Swordsman
Fighter, Soldier, Veteran
Sorcerer (Lv. 25, 875 XP; Imm.: Elec)
Magician (Lv. 35, 1575 XP; Imm.: Elec)
Warlock (Lv. 50, 3000 XP, *insane*; Imm.: Elec)

Difficulty: Medium (lv 33-34).

Elegant Letter

Gerrard,
Congratulations on your new promotion. Now, with the Fraternal Order of Silver under your control, you will have greater freedom in seeking out those not hard enough on evil in Enroth. Eventually, we hope to assist you in removing the most lax of all in the fight against evil, the Ironfists. Continue to do your work, and your dreams shall be realized.
Zenofex.



Ghost of John Silver

Fraternal Order of Silver

Who would have thought that the evil I sought to fight all across Enroth would be found so close to my own home? Gerrard Blacknames was once my second in command. Not long before he murdered me he began corresponding with the Temple of Baa, and they began to feed him targets for our Order. I ended up being one of the targets, and Gerrard took control of the Order. Now, the Silver Helms are as evil as the people they hunt. I'm certain the Temple of Baa is responsible for the corruption of our Order. At the same time, Gerrard's brother, Marcus the Sorcerer, has been supplying the Silver Helms with high quality equipment. The last I heard, Marcus was assisting someone in a forge on an island to the southeast.

Melody

Thank you for saving my niece. Behind this wall is a secret area I've kept hidden from even Gerrard all these years. You are welcome to take whatever you want; I'd prefer you have this rather than Gerrard.

Ankh

Gerrard has an ankh inscribed with his name given to him by the priests of Baa. I'm not sure what the ankh is used for, but he may use it to identify himself as a friend of Baa.

(quest 23: Bring Ankh to Loretta)



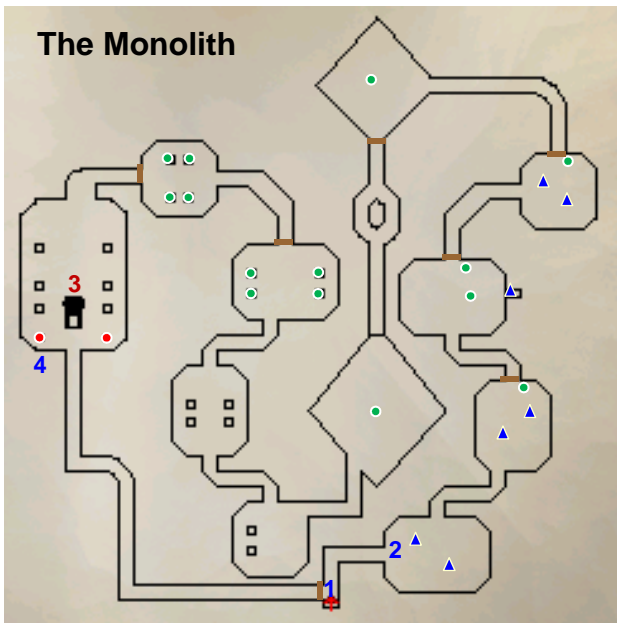
How strange the "Secret Area" was crowded with fighters when nobody was aware of it...
Anyway, the area didn't contain anything *really* good.
Blacknames was the Warlock (only one) in the final fight.

Went to Loretta with the Ankh:

Loretta Fleise

So, Sir John was murdered and the Silver Helms were bought off by the Temple of Baa? That explains a great deal. Good work on bringing this to me, but you'll need to collect your reward from Anthony Stone.
(q 23 OK. 10000 XP)

It's only two days till we should be at the Circle of Stones, so no time for training (even though we're ready).
Hence only sensible next move; to the Monolith.



"Strange tree" or "Strange rock" in many rooms. Touch → find gold (marked by blue triangle) / → opens door (marked by green dot).

1. Door opens by switch on west side
2. Scrap of papers
3. **Evil altar** (touch to deface) (q 22)
Druids & Clerics get +5 Pers. perm.
4. Chest with Cedric Druther scroll,
also: Much gold, **Mace of the Gods** (excellent weapon)

Druid, Great Druid, Grand Druid

Rock Beast (Lv. 25, 875 XP; Imm.: Pois, Mag)

Earth Spirit (Lv. 30, 1200 XP, *Brk armor*; Imm.: Pois, Mag)

Earth Elemental (Lv. 40, 2000 XP, *uncon*; Imm.: Pois, Mag)

Water Beast (Lv. 14, 336 XP, Imm.: Cold, Pois, Mag)

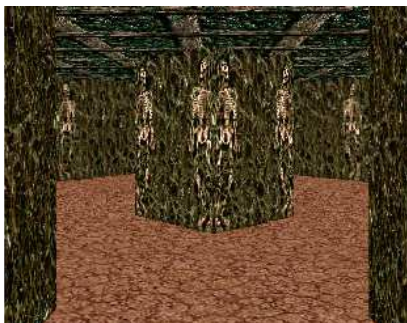
Water Spirit (Lv. 24, 816 XP; Imm.: Cold, Pois, Mag)

Water Elemental (Lv. 35, 1575 XP, *Brk item*; Imm.: Cold, Pois, Mag)

Difficulty: Medium (lv 33-34).

Scrap of Paper

Look to nature where civilization fails – the rocks and trees, the sky and earth all hold power greater than man.



Letter from Cedric Druthers

Continue to work your dark enchantments on the Monolith. If we are able to corrupt the Monolith fully, we will weaken Loretta's druids to a point where we can take over. This task is critical to our future plans, do not fail!

Eleanor Vanderbilt

Thank you for your help! Please allow me to compensate you for your efforts. We can rest more safely knowing that Cedric and his renegade druids are no longer polluting that sacred area.

(q 22 OK, 3000 g, 15000 XP, +50 karma)

Afternoon 19. March – so went out to the Circle of Stones and waited until midnight, then touched the altar.



<Loretta Fleise contacts you via a telepathy spell>

Welcome to the Ceremony of the Sun. Stand ye in the circle of life and face the north while no shadows stretch before thee. Meditate upon this truth: "Money is everything. I have no truer a friend than money..."
<grinning> Just kidding. Now, close your eyes, and meditate as you stand at the center of the world and time for just this one, sublime moment...
<long, silent pause> Open your eyes. **I hereby promote all druids to great druids and all non-druids to honorary great druids.** <Loretta fades away>
(15000 XP, +50 karma)

Loretta Fleise's PQ: Great Druid → Arch Druid

So, you believe you are deserving of the title of arch druid. You must complete the Ceremony of the Moon to achieve arch druid status. This used to be rather easy before the factional split amongst the last generation of druids, but now you must fight your way to the sacred altar. It is in the Temple of the Moon, currently controlled by the evil heretic Cedric Druthers. There is no way they will just let you complete the ceremony peacefully, so you will probably have to fight your way in. Like the Ceremony of the Sun, the Ceremony of the Moon must be performed at a certain place and time. **Pray at the Altar of the Moon in the Temple of the Moon at midnight during any full moon.** If you are there at that time, I will contact you magically and lead you through the Ceremony.

By now we have fixed all the Dragon Towers except the one in New Sorpigal. So a quick TP to NS to get the job done, and then TP to White Cap, and to the castle.

Erik von Stromgard (Frozen Highlands West)

I knew my faith in you was well placed! You have fixed a major problem in our kingdom, not to mention doing yourself a favor – It's now safe to fly above towns. It is my pleasure to **promote all battle mages to warrior mages, and all honorary battle mages to honorary warrior mages.**

(40000 XP, +100 karma)

Then once again fly across the mountain range and those accursed (literally!) harpies, to Anthony Stone. This time we could set a long-lasting Beacon here.

Anthony Stone (Frozen Highlands East)

So Baa was behind the corruption of the Silver Helms and the murder of Sir John Silver? What a tragedy for Sir John, rest his soul. <blink> Loretta told you to collect the reward from me? Greedy witch. Here, your services should not go unrewarded.

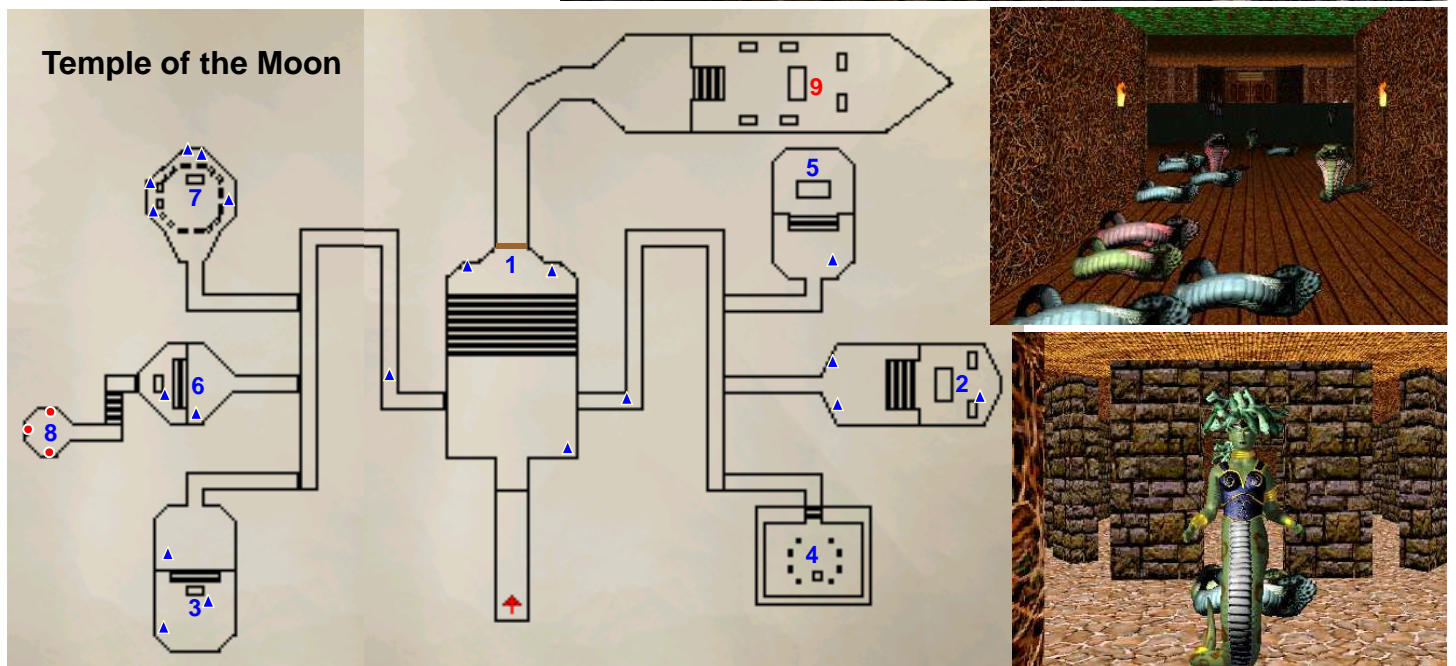
(q 23 once more, 5000 g)

At last, we could Beacon to Castle Ironfist for well deserved training.

Status: 1. April, Level 38, Rep.: Glorious, Fame 2862

Which means it's time for a new pilgrimage, this time to White Cap, and also talked to the Stable owner while there. Thereafter used TP or LB to reach most stables, so now almost complete, only Darkmoor and Kriegspire missing.

It's still a while till full moon, but just as well to clear the temple in advance, so we aren't delayed when preparing for the Ceremony. Hence went to Free Haven and the Temple of the Moon.



1. Sign above closed door:
"Life above all, Accuracy before Might, Endurance before Speed, and finally, Luck"
2. Altar of Life (+5 Pers. perm. all chars)
3. Altar of Accuracy (+5 Acc. perm. all chars)
4. Altar of Might (+5 Might perm. all chars)
5. Altar of Endurance (+5 End. perm. all chars)
6. Altar of Speed (+5 Speed perm. all chars)
7. Switch on W. side of altar opens secret door
8. Altar of Luck (+5 Luck perm. all chars)
9. **Altar of the Moon** (touch at midnight of full moon)
(Arch Druid PQ)

Cobra, King Cobra, Queen Cobra
 Druid, Great Druid, Grand Druid
 Medusa (Lv. 35, 1575 XP; Stone; Imm.: Mag)
 Medusa Enchantress (Lv. 40, 2000 XP, Stone; Imm.: Mag)
 Gorgon (Lv. 45, 2475 XP, Stone; Imm.: Mag)

Difficulty: Medium (lv 38).

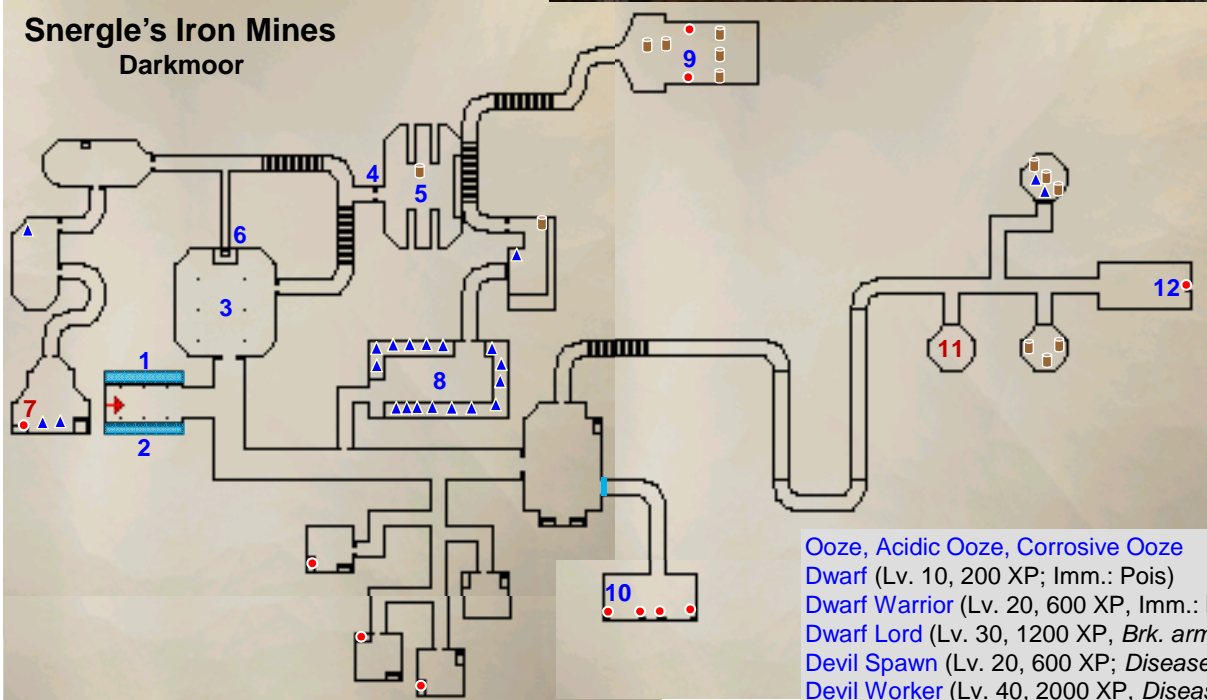
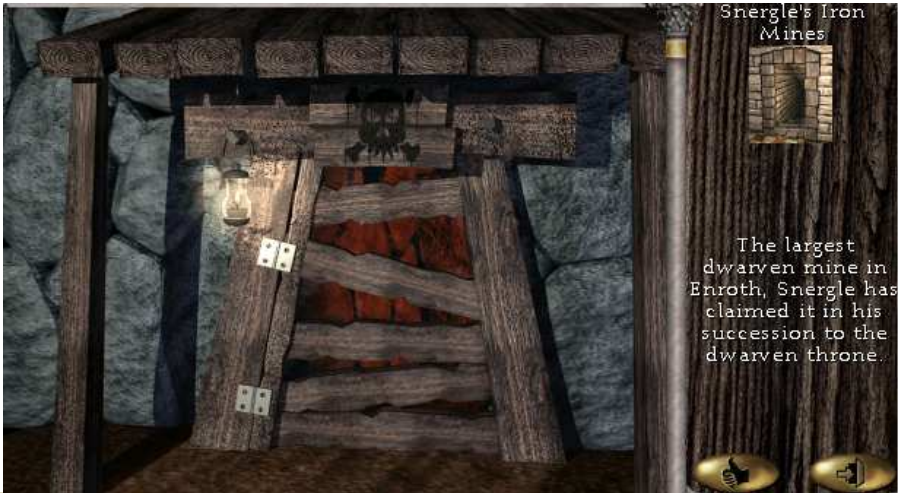
Touch altars in the order given (2-7). All altars touched in correct order opens door (1).
 Items: Mostly gold and Cure stone scrolls
 After cleared temple exited to return at appropriate time



Remnants of a Letter

...remember that our goal is to become the sole druidic order in Enroth. Nothing can stand in our path as we attempt to cleanse our ranks and remove all opposition. To this end we will use both the Monolith and what we can find in this old Temple of the Moon to undermine the power of Loretta and her druids everywhere. We must endure our hardships to grow stronger.
 Cedric Druthers.

Next mission; headed for Darkmoor and Snergle's Iron Mines. With a reset time of six months, all monsters had returned after previous visit.



1. Pool, +10 SP
2. Pool, +10 HP
3. Room was reset with monsters on return after (7)
4. Door – damage (“You are not smart enough”) Char with Int. 41 opened door. (Used on all doors to be safe)
5. Library, search shelves for spell books (none we didn’t know already)
6. High window overlooking room (3)
7. Chest w. **Cell Key**
8. Food storage
9. Cabinets along wall, most empty
10. Chest w. Orders from Snergle
11. **Cell** (open w. **Cell Key**) Ghim Hammond, **Snergle's Chambers Key**. (needed in **Snergle's Caverns**)
12. Cabinet, opens from sides

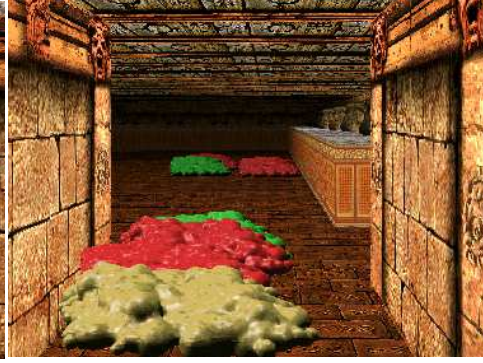
Ooze, Acidic Ooze, Corrosive Ooze
Dwarf (Lv. 10, 200 XP; Imm.: Pois)
Dwarf Warrior (Lv. 20, 600 XP, Imm.: Pois)
Dwarf Lord (Lv. 30, 1200 XP, *Brk. armor*, Imm.: Pois)
Devil Spawn (Lv. 20, 600 XP; *Disease*; Imm.: Fire)
Devil Worker (Lv. 40, 2000 XP, *Disease*; Imm.: Fire)

Difficulty: Medium - easy (lv 38).



Orders from Snergle

We need at least 150% production from this mine for the next few weeks. I'm going to need arms and armor for my soldiers to quell any discontent about my rule. Continue to look for any of the more precious metals, like stalt and kergar. Ignore the gold and gems for right now, we have enough money to last quite a while – the lack of weapons and armor will be our undoing.



In cell (11)

Ghim Hammond

Tomb of Varn

The legends say that the great ship used in the Crossing lies buried under a giant stone tomb in the middle of Dragonsand. There must have been a lake or ocean long ago where the desert is now, for the ship to end up in the middle of the desert!

Snergle's Key

You want to defeat Snergle, do you? Well, he knows how he stands among most dwarves. He's holed up in Rocklin's old caverns surrounded by a horde of his loyal dwarves. If anything were to happen in there, he'd just immediately lock himself in his private room and let his followers handle it. You'll need a key to get into his room; there's no way you'll bash down a high quality dwarven door. I was a steward for Rocklin – I know that room well and I happen to still have a key to it hidden on me. Fortunately for you, I'm in this cell because of Snergle, and there's nothing I'd rather see than his reign put to a quick end. **Here's the key** – think of it as payment for letting me out of this cell.



Finished here, we fought our way to Darkmoor town again. Robin learned Master Spear, and then we went for the dragon.



Red Dragon (Lv. 80, 7200 XP; Imm.: Fire)

Difficulty: Medium (easy) (lv 38).

Dragon dropped **claw** (proof) (Hero PQ)
Cave full of human bones (sell in Free Haven),
else no treasure.

Set a Beacon by the shore, and returned to Castle Ironfist.



Wilbur Humphrey (Ironfist Castle)

Well done! One less horrible monster in the world is a good thing. I hereby officially **promote all crusaders to heroes, and all honorary crusaders to the status of honorary hero**. May you long continue to live up to the title!
(30000 XP, +100 karma)

After training (to lv. 40) it was 17. April and full moon, so took a TP to Free Haven; learned Master Plate and bought a lot of missing spells, before entering the Temple of the Moon, and at midnight "clicked on" the altar.

<Loretta Fleise contacts you via a telepathy spell>

Welcome to the Ceremony of the Moon. Stand ye before the altar of the Moon facing south. Close your eyes and meditate upon the Circle of Seasons and the Wheel of Life.
<Long, silent pause> Open your eyes, my friends. **I hereby promote all great druids to arch druids, and all honorary great druids to arch druids**. <Loretta fades away>
(40000 XP, +100 karma)

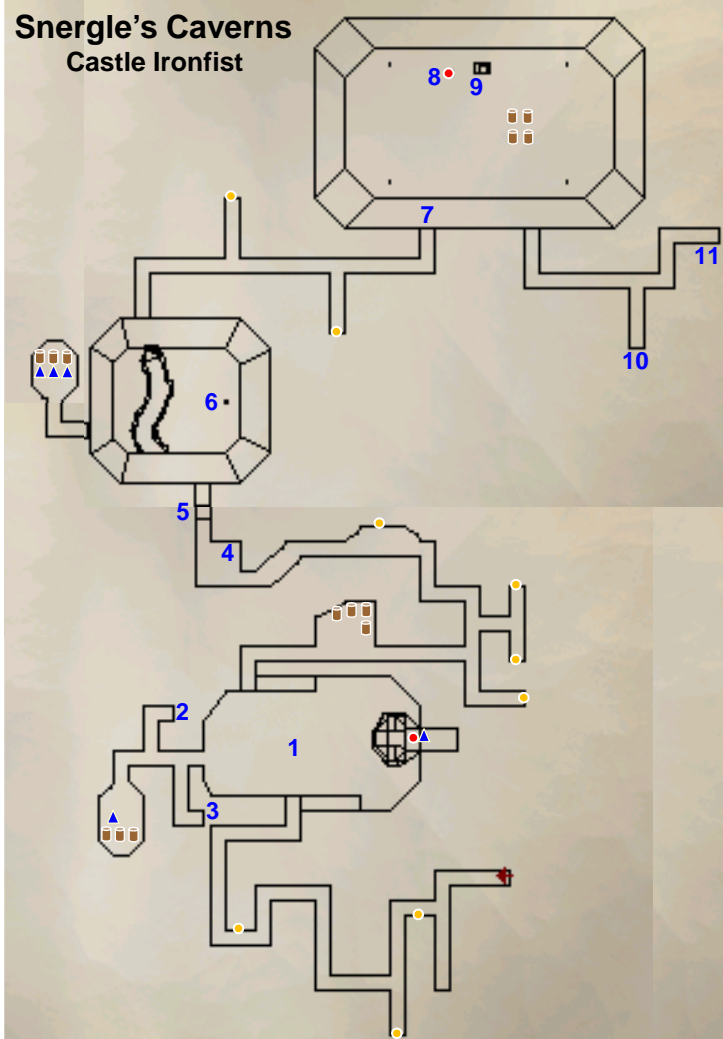


Ready for another training, but out of money, so that must wait.

Instead headed for Snergle Caverns at Castle Ironfist.



Snergle's Caverns Castle Ironfist



1. Dwarf (and bat) family reunion
Chest hidden behind waterfall
2. Touch Skeleton in wall for +5 Mag. res. (1 char)
3. Touch Skeleton in wall for +5 Pois. res. (1 char)
4. Black barrels: Poison
5. Lift down, met by another dwarf clan reunion
6. Switch to open secret passage in west wall
7. Locked door – need **Snergle's Chambers Key**
(from **Snergle's Iron mines**)
Note: When opening door a zillion dwarves wait on the other side. *But*: Also hallway behind us is filled with dwarves. So open door, and run for it if possible. Clear corridor before fighting monsters in the big room.
Encounter Snergle in this battle
[dropped **Snergle's Axe**, q 19]
8. Chest w. Letter to Snergle
9. Switch opens secret door east in south wall
10. Touch Skeleton in wall for +5 Might (1 char)
11. Teleporter to entrance

Orange dots: Gold veins in wall (cave-in or gold)
Also lots of crystals (requires reasonably high perception to get)

Bat, Giant Bat, Vampire Bat
Dwarf, Dwarf Warrior, Dwarf Lord
Snergle (Lv. 27, 0 XP, Brk. armor, Imm.: Pois)

Difficulty: Medium (lv 40).



Letter to Snergle

Snergle,

We have been unable to locate Rocklin anywhere. Whatever hole he crawled into must have swallowed him. I know you require his death to subjugate the rest of the dwarves, but we have searched all over Enroth and have not been able to locate him.
Lunstone.

With mission complete, used the Beacon to Darkmoor and went directly to the inn.

Avinril Smythers (Darkmoor)

Oh, glorious day! With Snergle's passing, we can now search for Rocklin to put him back in power. Eternal thanks to you for this, and dwarves everywhere owe you a debt of gratitude.

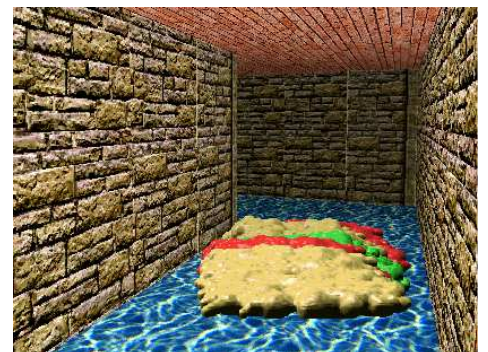
(q 19 OK, 10000 XP, +100 karma)

Can now also learn Master Axe.

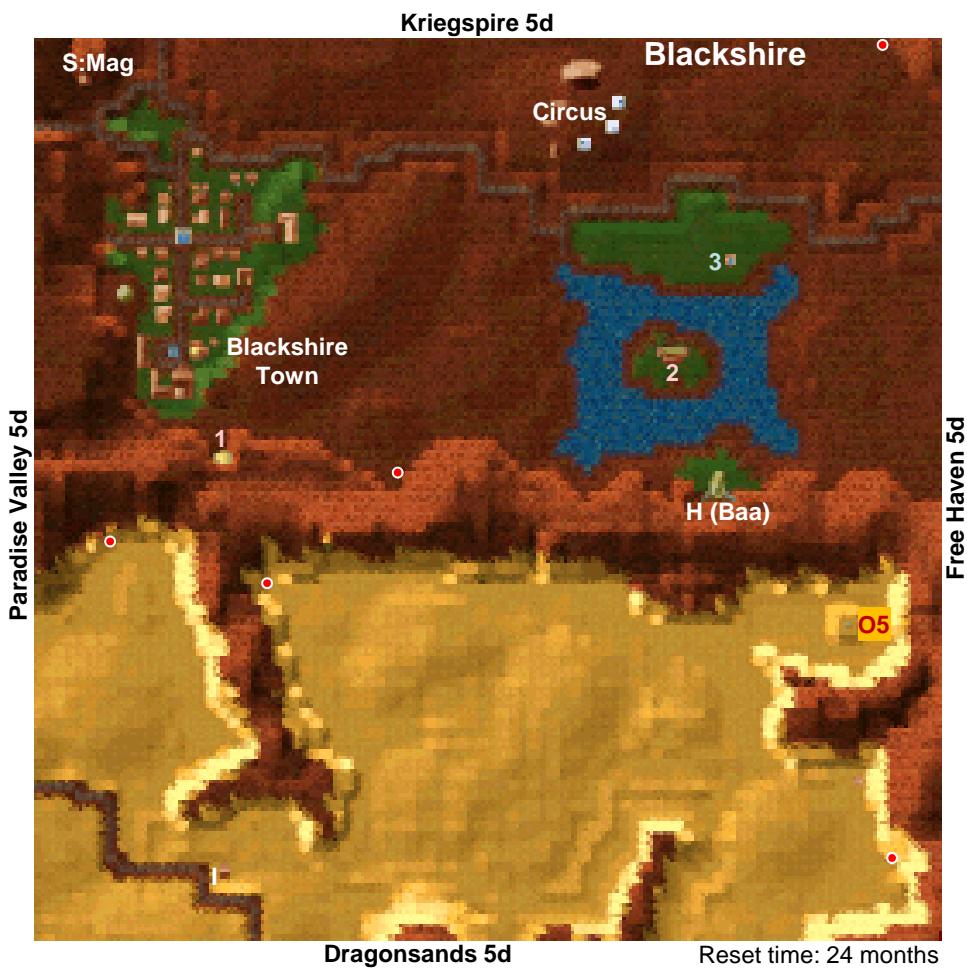
Returned to Castle Ironfist for training.

Status: 27. April, Lv. 42, Rep.: Honorable, Fame 3548

Then went to Free Haven and explored the missing part (sewers) of [Dragoon Caverns](#). Had just enough SP and wands to fight down all the oozes – some nice items found, but mostly we already had better.



By now all that can be done in the “easy” part of Enroth has been done, so time to head for new territory – i.e. Blackshire and new quests.



1. [Lair of the Wolf \(q 25++\)](#)
2. [Temple of the Snake \(q 24\)](#)
3. Fountain, +5 Int. & Pers. perm., diseases drinker

Circus
is here April – July. ([q 11](#))

First explored rest of town, then explored the wilderness (only north of ridge on this occasion).



North of mountain ridge
[Wolfman](#), [Werewolf](#), [Greater Werewolf](#)
[Dust devil](#), [Twister](#), [Air Elemental](#)
Difficulty: Easy - Medium (lv 42)

South of ridge also
[Fire Lizard](#) (Lv. 40, 2000 XP; Imm.: Fire)
[Lightning Lizard](#) (Lv. 50, 3000 XP, *Brk. item*; Imm.: Elec)
[Thunder Lizard](#) (Lv. 60, 4200 XP, *Brk. item*; Imm.: Cold)
Difficulty: Medium - Hard (lv 51)

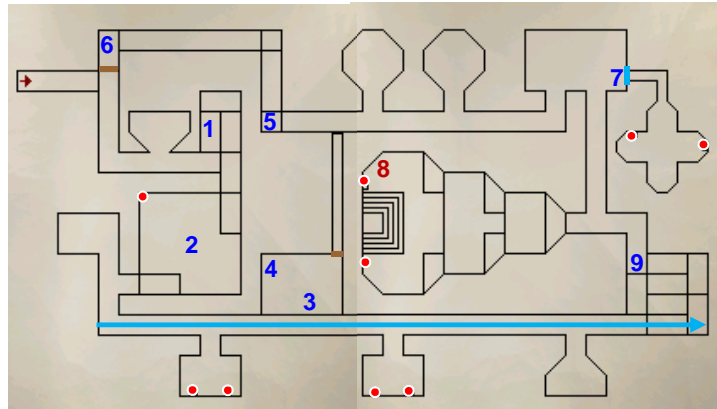
Reset time: 24 months

Joanne Cravitz
My husband, Emmanuel, went to Star Island a few weeks ago with a few friends hoping to find some treasure. I haven't seen him since, and I'm worried about him. I don't dare go to the island; it's rumored to be the home of medusas! If you could find him and bring him home, I would be very grateful.
([quest 24](#))

Maria Trepan
Our town is under a terrible curse, though most people don't believe it. Under a full moon, we all change into werewolves. Although none of us are truly evil, we don't really know what sort of horrible things we do as werewolves. We can't approach our lord, Acton Spindler about the problem because he doesn't realize that we are the werewolves. Please find a way to turn us back to normal!
([quest 25](#))



After the northern area had been cleared, headed for Star Island.



Temple of the Snake

Medusa, Medusa Enchantress, Gorgon
Gold Dragon (Lv. 100, 11000 XP, Brk. item; Imm.: Mag)
Q (Lv. 100, 75 XP, kill)

Difficulty: Medium (lv 42).



1. Stairs down to (2)
2. First Medusa mass encounter
Strangely enough this place is full of human peasants, marked as "friendly". They intermingle with the medusas in all fights, so if we don't want to hurt them we can't use mass damage spells...
3. Ice ball trap in long corridor – pop into small rooms to avoid. Dragon is in room (3), but comes into corridor when we arrive. Theoretically we can jump down to room (3) and escape through narrow corridor (dragon can't enter), but this time the dragon blocked the way, so we *had* to fight. Took stand at edge of western room and cast spells / shot at it. After a long fight we were victorious.
4. Switch to open wall to narrow corridor
5. Lift up with switches at top and bottom
6. Switch for wall directly south.
7. Secret door to room with Q. This guy has a zillion HPs
No chance at this time, but came back for him later. After about a 100 hits each worth about 100 pts damage, his hit point bar had barely moved!
Note: After opening secret wall, Q enters dungeon and wanders about – allows for looting the chests, but also at risk of meeting him anywhere.
[When beaten drops [Horn of Ros](#) – gives enemy HPs]
8. Cage with [Emmanuel Cravitz](#) (q24)
9. Teleporter up to top of stairs. After rescuing Emmanuel the ice ball trap is gone...



Joanne Cravitz

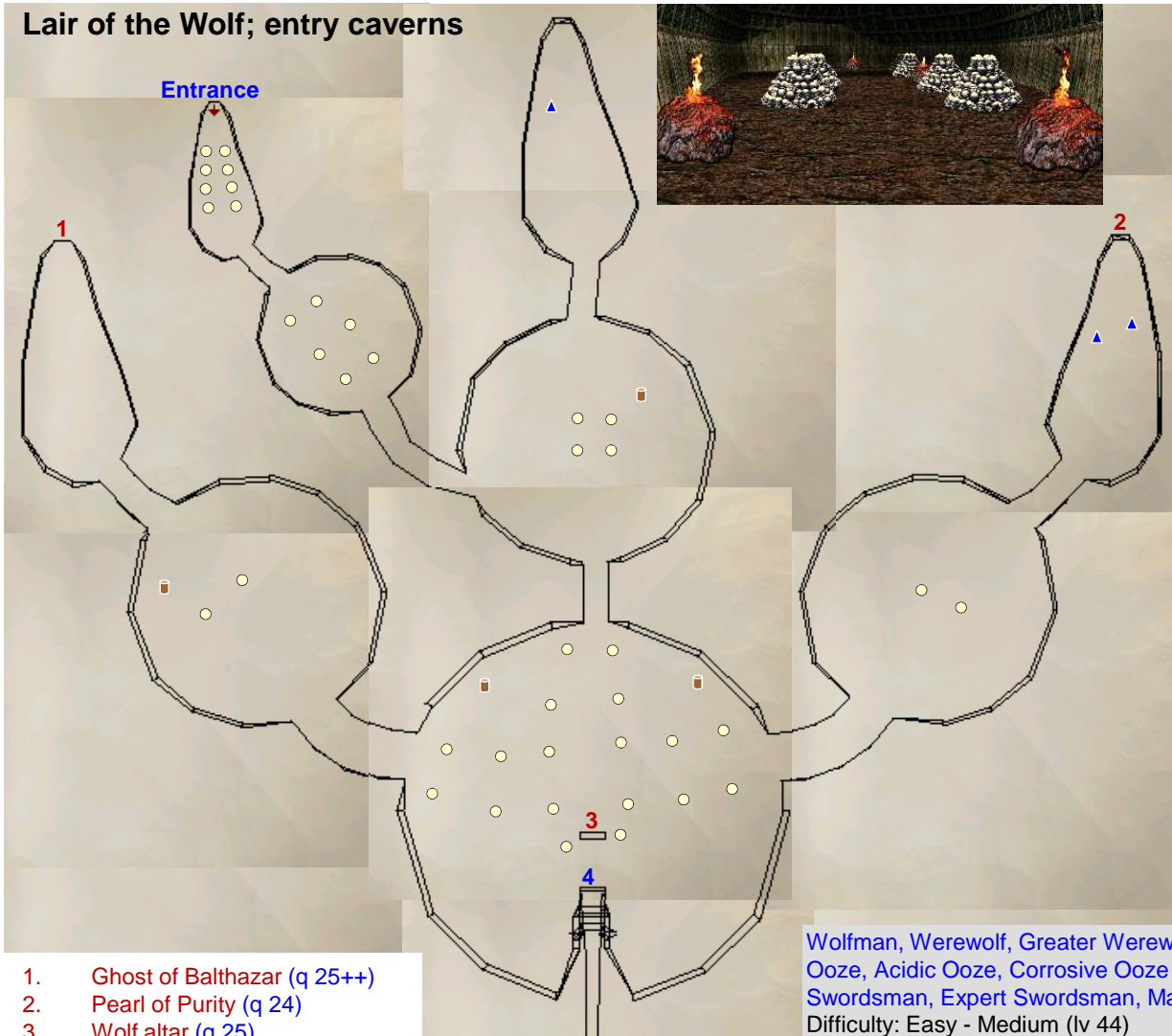
Oh, thank you for bringing Emmanuel back to me! Nothing in this world means as much to me as him! Please take this as a reward. I know it's not much, but you deserve it for bringing him back to me.

(q 24 OK, 500 g, 25000 XP)

Trained before next mission, also learned Master Repair, which by now is essential



Lair of the Wolf; entry caverns



1. Ghost of Balthazar (q 25++)
2. Pearl of Purity (q 24)
3. Wolf altar (q 25)
Touch w. Pearl of Purity to open wall (4)
4. Entrance to Wolf's Lair proper

Wolfman, Werewolf, Greater Werewolf
Ooze, Acidic Ooze, Corrosive Ooze
Swordsman, Expert Swordsman, Master Swordsman
Difficulty: Easy - Medium (lv 44)

With Expert Perception 5, was able to search the skull piles (get spell scrolls)



Ghost of Balthasar (1)

Werewolves

I was a guest at Lord Spindler's manor when it was attacked by a band of werewolves that had tunneled in from the mountains. I fought my way back down the tunnels they had created hoping to escape. Eventually, they cornered me and I was killed at this very spot.

Pearl of Purity

In my flight, I managed to hide the **Pearl of Purity** in these caverns. The pearl will both protect you from the curse of the werewolves, and will also **destroy the Altar of the Wolf if the pearl touches it. That should free everyone afflicted by the curse these werewolves have caused.** The pearl is at the end of the cavern across from this one. Please do me one favor, **return the Pearl to Wilbur Humphrey.** He is the lord in charge of paladins and the pearl belongs to him.

(quest 26)

Quest

The werewolf leader possesses the **Pearl of Putrescence**, the opposite of my Pearl of Purity. With this pearl, he has been able to cause the curse. I was never able to kill him in my retreat. I will be able to rest in peace **knowing that he has been defeated.**

(quest 27)



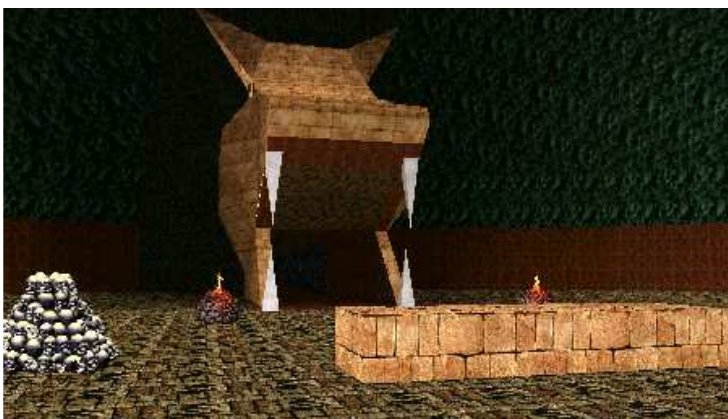
Cleared all the rooms ("barrels" are cauldrons of magic and fire). Found the **Pearl of Purity** at (2), and touched altar (3) with it. Then returned to town.

Maria Trepan

Thank you! We can now sleep at night without worrying about what kind of foul acts we will commit as monsters! It's a tragedy that our lord was a werewolf himself, he'll be sorely missed. Please accept this for your help, and for believing in us.

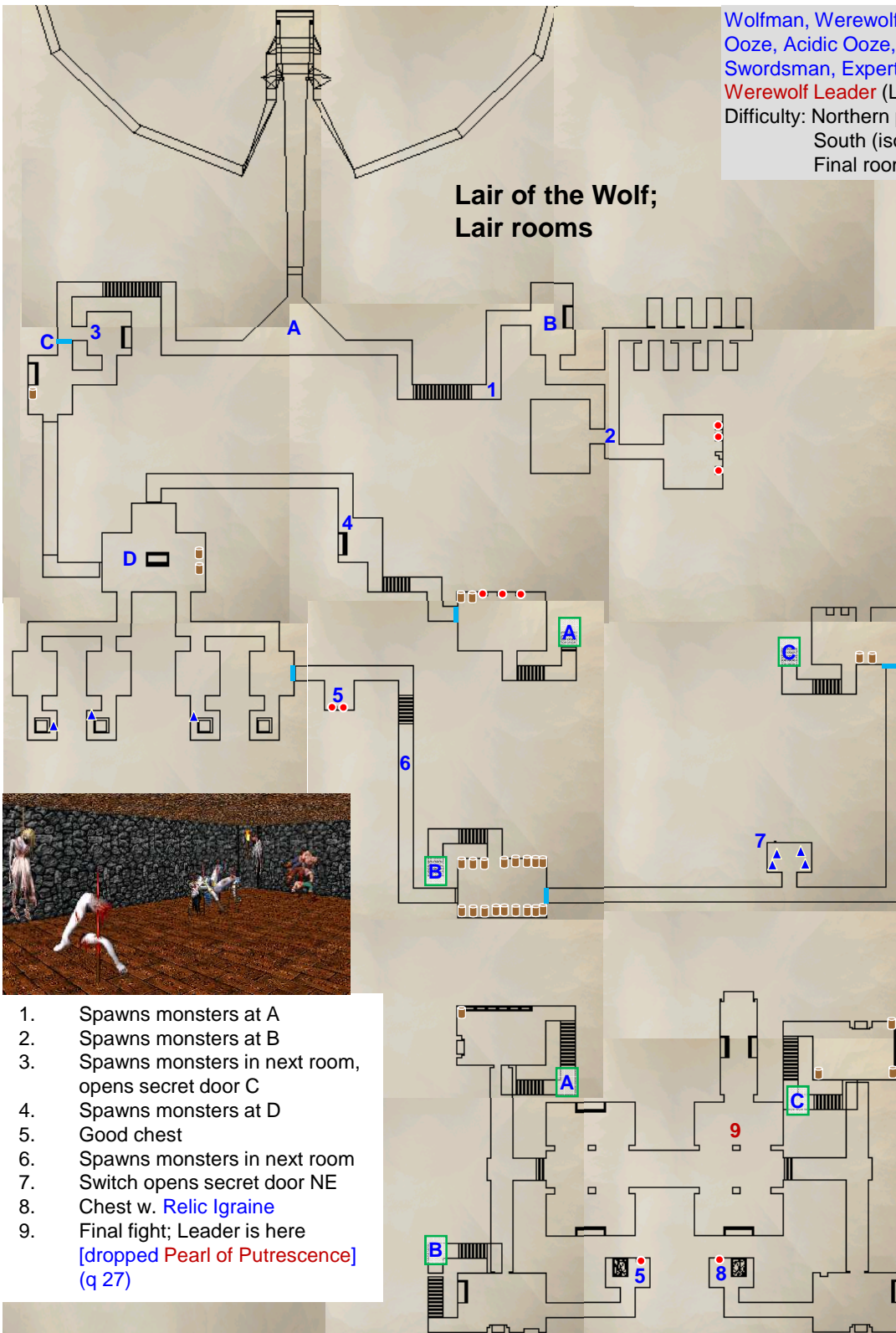
(q 25 OK, 4000 g, 20000 XP, +100 karma)

After a time-out returned to the Wolf Lair to enter area behind altar.



Wolfman, Werewolf, Greater Werewolf
 Ooze, Acidic Ooze, Corrosive Ooze
 Swordsman, Expert Swordsman, Master Swordsman
Werewolf Leader (Lv. 50, 0 XP, *Uncon*)
 Difficulty: Northern part: Medium (lv 44)
 South (isolated) part: Hard
 Final room (w. leader): Very hard

Lair of the Wolf; Lair rooms



1. Spawns monsters at A
2. Spawns monsters at B
3. Spawns monsters in next room, opens secret door C
4. Spawns monsters at D
5. Good chest
6. Spawns monsters in next room
7. Switch opens secret door NE
8. Chest w. **Relic Igraine**
9. Final fight; Leader is here
[dropped **Pearl of Putrescence** (q 27)]

Especially center room fights required several goes, with time-out in town in-between.

At one point many werewolves gathered in northwest corner of western center-room, and could go to stairs by [A] and use "Ring-of-fire-trick" to eliminate most of them.

At the end of it all, took the Pearl of Putrescence to Balthasar's Ghost.

Igraine



Type: Artifact

Lord Solomon Stone had this ring commissioned during his tenure as High Priest of the Path in 1018. It gives a huge boost to a user's ability in clerical magic, as well as access to a good deal of magical energy. (Special Powers: +25 Spell Points and 'of Body, Mind, and Spirit Magic')

Value: 20000

Ghost of Balthasar

Thank you for defeating the werewolf leader. I wish that I had been strong enough to stop this from happening. Please accept my thanks for allowing my spirit to move on. I will take the pearl away so that it may no longer cause any harm to the people of Enroth.

(q 27 OK, 5000 XP)

Then went to Ironfist Castle and delivered the Pearl of Purity to lord Humphrey.

Wilbur Humphrey

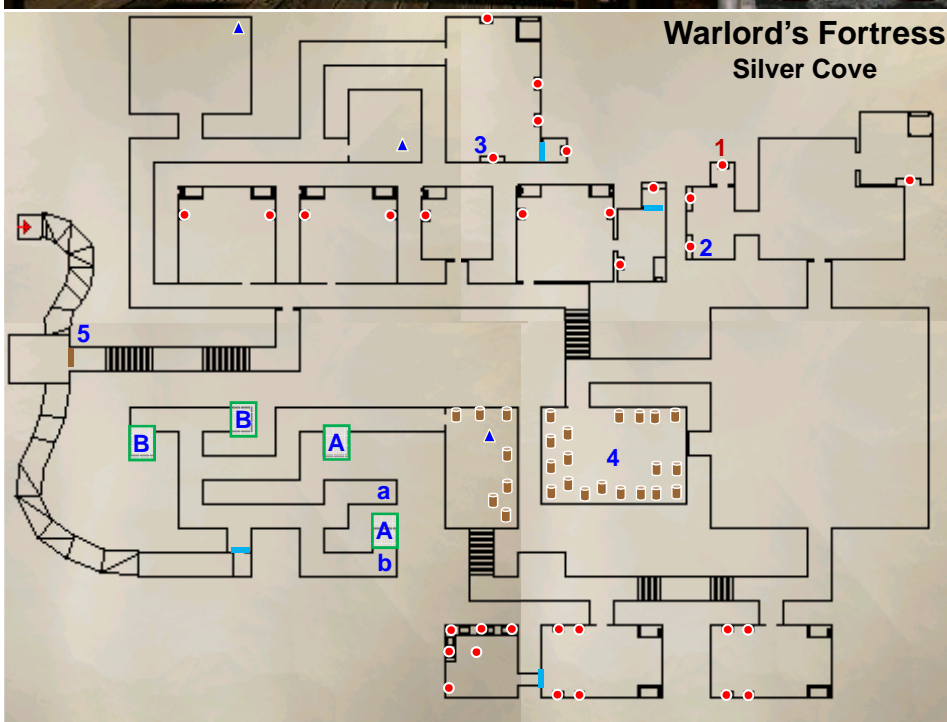
What's this? You have the Pearl of Purity? I thought Balthasar – oh, he's dead is he? I'll keep it for now, then, as per his last wishes. Thank you on behalf of both him and me.

(q 26 OK, 10000 XP)

After training:

Status: 2. June, Lv. 46-47, Rep.: Honorable, Fame 4310

First to Mire of the Damned to check out the Shrine of Speed. After some skill advancements, went to Silver Cove to attempt the Warlord's Fortress.



1. Chest w. **Discharge Paper (PQ)**
2. Chest w. **Warlord's Key & Storage Key**
3. Chest w. **Storage Key**
4. Storage room (need **2 Storage Keys**)
5. Switch to open door

Found much good equipment here, especially Plate armor.

After found Letter (1) was overloaded, and went to FH for quest recognition, trading and training; before returning for the rest.

Thug, Ruffian, Brigand

Fighter, Soldier, Veteran

Death Knight (Lv. 40, 2000 XP, *Afraid*)

Doom Knight (Lv. 60, 4200 XP, *Afraid*)

Cuisinart (Lv. 80, 7200 XP, *Afraid*)

Difficulty: Hard – Very hard (lv 46-48).



Discharge Papers

Kergmond,

You lack the skill in arms, the dedication, and most importantly, the ability to command to succeed as a Knight. Your constant failures leave me no choice but to discharge you from the Knights of Enroth. I would suggest you find a new profession, as you will never master the arts of warfare. Osric Temper.

Osric Temper (Free Haven)

Good job! Excellent! I wasn't sure you'd make it back alive. Kergmond had more potential than I realized, but you're certainly more than a match for an army of Kergmonds. You've proven yourselves worthy of the rank of champion. You must not be afraid to take up arms to defend what is right. May your enemies fear your approach and your allies rally behind your courage. And now, I promote you to the rank of champion!

(40000 XP, +100 karma)

Now time to go to Kriegspire, the only missing stable for price fixing quest. We've delayed this as the opposition in Kriegspire can be pretty tough. We had surplus gold at this time, so could buy all missing spells which we found.

As the next coach didn't leave for several days we decided we might as well walk – and took care to leave Blackshire from the northeastern part of the map. Hence arrived just south of Kriegspire town the 18. of June, and reached town without any encounters.

(So could have done this earlier...)

Now placed a Beacon in town center, talked to the stable owner (no horseshoes here!), and returned to Loretta Fleise.



S1 Nicholas Roth, [Expert Light Magic](#) (2000)

1. [Emil Lime](#) (q 28)
2. Well; teleports party to center room in Castle Kriegspire
3. Well, eradicates drinker
4. Well; Pay 5000 gold for 5000 XP
5. Well, +30 levels temp.

Training: max lv. 80

C: [Free Haven](#) (We, Sa, 3 days)

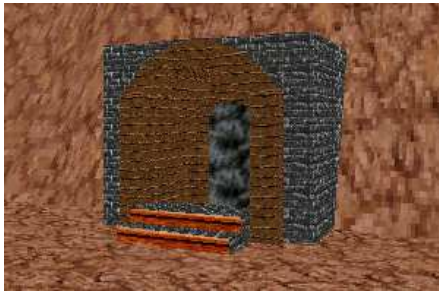


Loretta Fleise (Silver Cove)

At last! Thought you would never finish. Maybe you're good for something after all. You have won my support in the council, and of course, your payment.

(3. Council Quest OK, 5000 g, 25000 XP, -200 karma (! – BUG?))

A Beacon to Castle Ironfist for training to level 49, then returned to the Beacon in Kriegspire, this time to start exploring the area as much as we're able to...



[Devil Spawn](#) (Lv. 20, 600 XP; *Disease*; Imm.: Fire)
[Devil Worker](#) (Lv. 40, 2000 XP, *Disease*; Imm.: Fire)
[Devil Warrior](#) (Lv. 60, 4200 XP, *Drain SP*; Imm.: Fire, Mag.)
[Devil of Baa](#) (Lv. 60, 0 XP, *Drain SP*)

Difficulty: Medium (lv 49)

First encounter went OK, then tried to clear the place, but after a couple of unsuccessful attempts retreated, rested, and returned the next morning with replenished spell points. And then no problems at all.

Devil of Baa dropped [Devil Plans Scroll](#) (CQ)

Devil Plans

The contents of this scroll are difficult to understand, mostly because they are in a strange language. A few of the diagrams, however, show the locations and patrol patterns for the devils.



Flied up to the Hermit's Hut (4) when we were so nearby anyway.

The Hermit on the Mountain

So, Stromgard needs a miracle with the weather, eh? All this time I thought he was the one responsible for making it snow continually. I can break the enchantment on the weather easily, and if you hurry back to him, I'm sure you can claim responsibility.

([Stromgard's Council Quest](#))



Now to White Cap and Free Haven to report on the council quests.

Erik Von Stromgard (Frozen Highlands west)

I was looking out my window when the weather broke and the snow vanished! A miracle! A genuine miracle! You have done my people and me a great service. <Slapping his chest> Count Erik Von Stromgard as your friend forever!

(4. Council Quest OK, 50000 XP, +200 karma)



White Cap after the snowfall has ended.

Osric Temper (Free Haven)

Good job! With the information you've brought back, we now have the intelligence we need to stage an attack on the devils, and with that post out of the way, we can hit them when they won't expect it. I give you my full support in the council – hopefully the council will actually *do* something for once.

(5. Council Quest OK, 40000 XP, +200 karma)

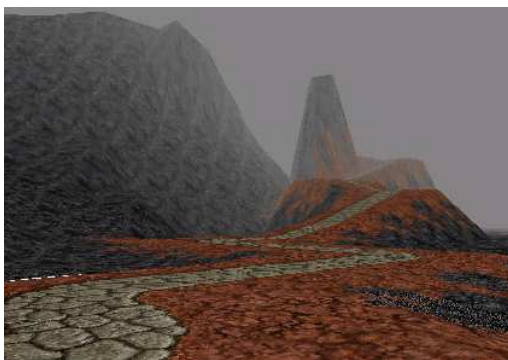
Ready for training, but can't afford it. Moreover it was 8. July, the next shrine is in New Sompigal, which also should have a new supply of monsters by now. So travelled to NS, visited shrine and obelisk, and eliminated the monsters another time, bringing up more than enough gold for training.

After training,

Status: 17. July, Level 51, Rep.: Glorious, Fame 5191

Then a little detour to Mire of the Damned to place the statuette and visit the Obelisk.

Thereafter back to Kriegspire, this time to go to the castle, primarily to learn Master Bow. Wandered and fought the route to the castle without too much problems. (Minotaurs and Earth beasts)



At castle, upper level met Desmond Weller

[Desmond Weller](#)

Many years ago, I discovered a technique for firing twice as many arrows as the conventionally trained archer can in the same amount of time. Since all battle mages receive their titles from Lord Stromgard and I know he's a good man, I can rest assured you'll measure up to my standards. My teaching is free, but you must already be highly skilled (Rank 8) in the bow and, of course, a battle mage.



Didn't feel ready for anything more in Kriegspire, so in stead went back to Blackshire to have a look at the area south of the mountain ridge.



The Fire Lizards weren't that hard, but the Lightning and Thunder Lizards ability to break items was very frustrating and time consuming. The area near the Obelisk was crowded with Lizards, and hence became hard due to the sheer numbers. So looted the chests (found a Majestic Chain mail of cold), checked the Obelisk and was content with that. After that another training, so now level 52.

28. July we were back in Kriegspire, now to attempt to explore the northern part – luckily we had no idea what was waiting for us...

Cleared the northeastern part without too much trouble, and as we're there we might as well enter Agar's Lab, even though we technically don't have any business there.



1. Chandelier w. Diamond
2. Lift behind closed doors
Goes only down, can't exit this way.
3. Switch to open lift door, and also opens center trap releasing monsters
4. As (3) (Must throw both switches)
5. Switch opens trap door releasing monsters
6. Lift w. switch
7. Room full of Agar-birds
8. Trap: Approaching chest (which is empty) opens door releasing eyes. Ice ball trap in north hallway
9. **Agar**. Journal scroll. Skull piles & cauldron → death.

Many of the Eyes dropped rings, partly very good. After room (7) needed a time-out, so TP'ed back to civilization before coming back for the rest.
The eyes were absolutely no fun at all!



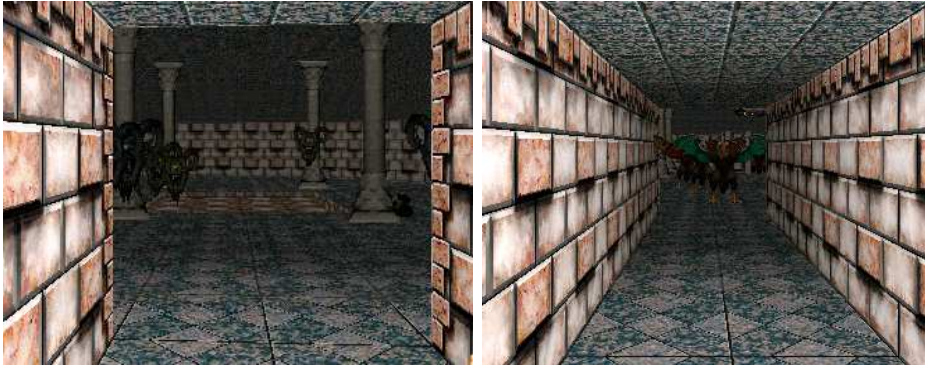
Agar's Pet (Lv. 13, 299 XP; *Plyze*; Imm.: Mag)
Agar's Monster (Lv. 15, 375 XP, *Plyze*; Imm.: Mag)
Agar's Abomination (Lv. 17, 459 XP, *Stone*; Imm.: Mag.)
Flying Eye (Lv. 30, 1200 XP; *Sleep*; Imm.: Cold, Mag)
Terrible Eye (Lv. 40, 2000 XP, *Afraid*; Imm.: Fire, Mag)
Maddening Eye (Lv. 50, 3000 XP, *Insane*; Imm.: Elec, Mag.)
Agar (Lv. 50, 11000 XP; Imm.: Phys)

Difficulty: Hard (lv 52)

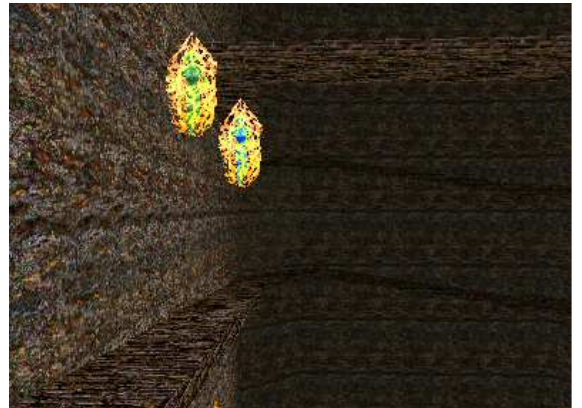
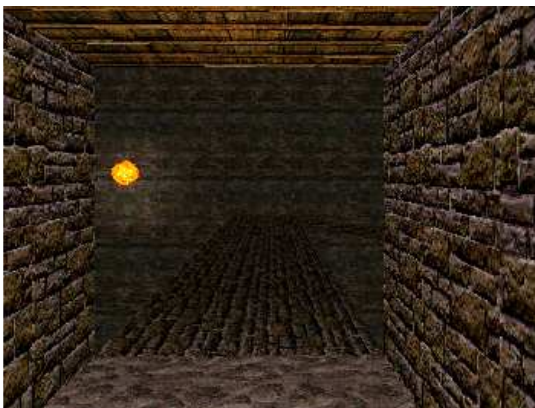
Agar's Laboratory Kriegspire

Page from Agar's Journal

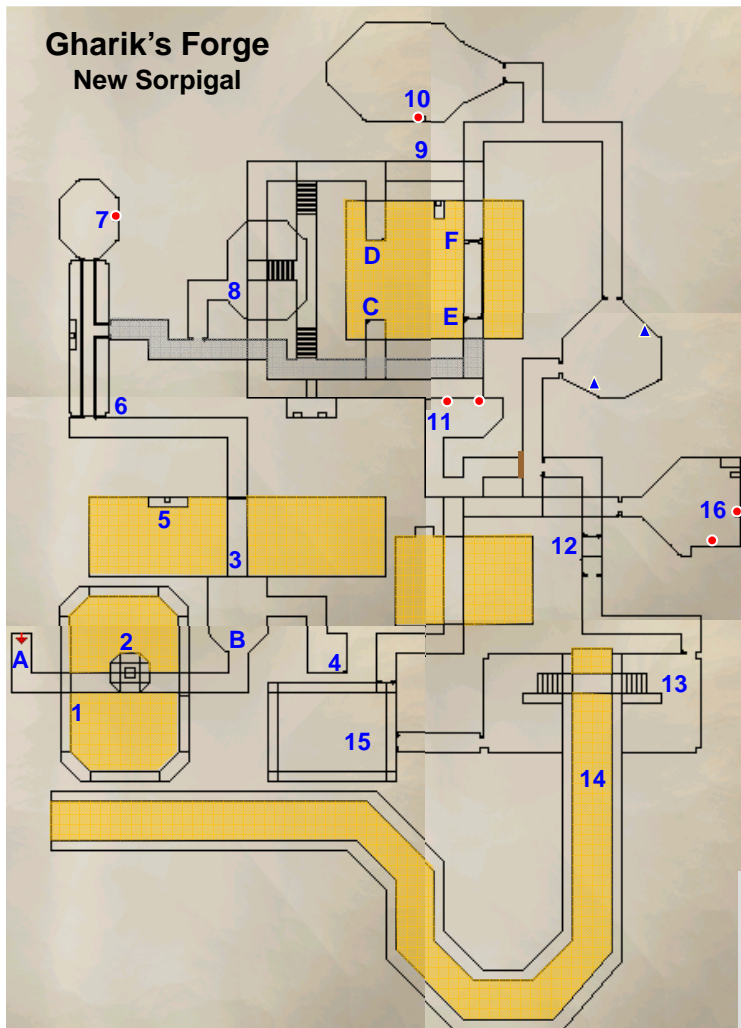
Damn! It appears that I left the Memory Crystal in Kriegspire when we fled from my minotaurs. Never cross a bull with anything! I should have known the emotional instability of humans and the bad temper of bulls would have resulted in a complete disaster. I'll have to make a trip to the castle to get the Crystal, but first I'll need some creatures to help me get past the minotaurs. Maybe if I were to create some sort of flying, magical, eye...



After Agar's lab it was 1. Aug., so after resting, back to Kriegspire Castle and pray at the Shrine of Fire. Now the only (manageable) ongoing quest is Gharik's Forge, so although we know it's tough – very tough, there's really no other place to go.



Gharik's Forge New Sorpigal



1. Follow ledge around and around downwards to exit at lower level
2. Teleporter to (A) (entrance)
3. No bridge her on arrival
4. Switch to build bridge (3)
5. Teleporter to (B)
6. Switch to open door (many more similar)
7. Fight lots of magicians for chest w. worthless items
8. Many magicians, only XP and gold
- C, D, E, F: This room has 8 exits (upper and lower). Some are closed by movable walls. 2 bridges (one up, one down, which can be moved from right to left by throwing the correct switches at CU, CL,... , which open / closes walls and / or move the bridges. Walk between upper / lower levels, throw switches, observe what happens. Final goal is to get upper bridge between E and F, and the walls E, F open. Switch lower E (EL) moves bridge as the final move. Rest of sequence confusing (not same action – response always...)
9. No pathway here on upper level
10. Chest w. letter to Marcus
11. Chest w. Gharik's journal
12. Lift down. Door at base needs **Gharik's Key** (from Silver Helm Outpost, Mist)
13. Big fight
14. Lava channel full of fire elementals, and some gold – not worth all the fighting.
15. Warlocks. Follow ledge up around room to reach exit at top, hallway to (16)
16. Chest w. **Hourglass of Time** (CQ)

Sorcerer, Magician, Warlock

Fire Beast (Lv. 13, 299 XP; Imm.: Fire, Pois, Mag)

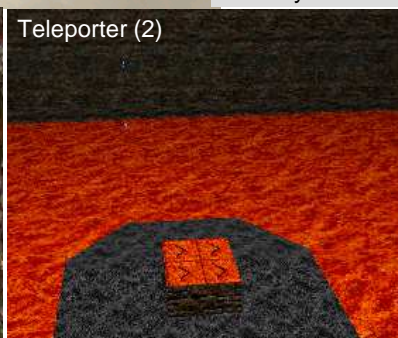
Fire Spirit (Lv. 26, 936 XP ; Imm.: Fire, Pois, Mag)

Fire Elemental (Lv. 39, 1911 XP, *Brk item*; Imm.: Fire, Pois, Mag)

Difficulty: Medium – Hard (lv 52)



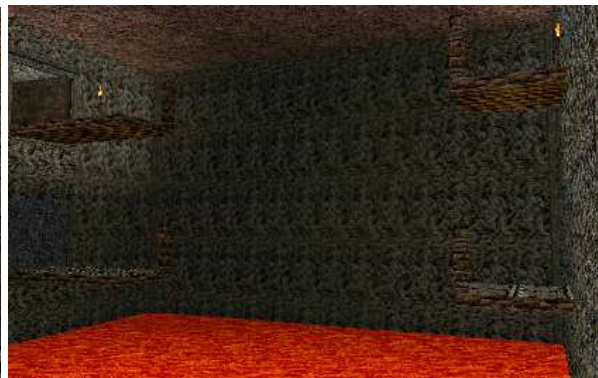
Teleporter (2)



(3) before bridge arrives



Room w. bridges C,D,E,F





Letter to Marcus

Brother, we soon will need whatever you can provide us in the way of weapons. With Gharik gone, you have full control over the facilities of the Forge. I need you to leverage that control into aid for us. Soon, we will be able to strike at the heart of our enemies, and you will have a place with me as a ruler of Enroth.
Gerrard Blacknames

Scrap from Gharik's Journal

If it's not one thing, it's another. Now Archibald wants me to work on equipping his army with the best items I can create. I've been forced to move here from Alamos so that I can work as quickly as possible in completing that request. I've left the damned Crystal he was so concerned about with my colleagues in Alamos. Hopefully, they'll be able to reach some conclusion about it soon, though I wish Archibald would make up his mind on what he wants done.



After first round of fighting in room (13), was pretty low on both SP and HP, so called for a time-out (TP to town), and returned the day after.

Lots of gems from crystals, here room (15).
After finding the hourglass, wasn't tempted to retrace back out, so took a Town Portal to Mist.



Albert Newton (Mist)

Now all I have to do is remember how to create the mirror. I wrote down all the important part so I wouldn't forget how to do it. <stops> Where did I put those notes? <ponders for a minute> I must have left them somewhere obvious, maybe in the laboratory. Anyway, your part in this is done, and again I thank you. You will have my complete support in the council for this. What were your names again?
(6. Council Quest OK, 50000 XP, +200 karma)

With all the council quests OK, we could go to the High Council in Free Haven and request admission to the oracle:



Slicker Silvertongue

As long as I am a member of this council, you will not be permitted to visit the Oracle. I am not convinced of your sincerity and will not grant your request.



So had to go to Ironfist and ask Humphrey what to do now...

Wilbur Humphrey (Ironfist Castle)

Slicker Silvertongue refused my order? This must be treason! Still, I've known him so long, and he's never disobeyed an order before... perhaps he is suffering from delusions. Yes, that's it. He's been spending so much time investigating that horrible Baa cult that it's affected his mind – I even found one of their cloaks in his room. Perhaps you can find a cure for him. They must surely know what they've done to him! I would start at their headquarters east of Castle Kriegspire. Here, take the cloak – perhaps you can find some use for it.

(Extra Council Quest)



Seer:

"It appears that Slicker Silvertongue is a traitor on the Council. You will need proof to convince Regent Humphrey and have Slicker removed from the Council. Go to the Superior Temple of Baa in Kriegspire and return with proof associating Slicker with the Temple of Baa."

Before going to the Superior Temple of Baa party decided to clear the northern part of Kriegspire. We were surprised by a forest of Drakes – surprised because I can't recall *that* many from previous games (changed in this version?) And I mean *many*! An estimate based on the amount of gold we got is a couple of hundred. Strategy: Approached slowly – when a few were within attack range cast a few Dragon Breaths and retreated – healed and saved (or restored if appropriate...), and thus went the days. When low on SP / HP TP'ed to Blackshire or Silver Cove, replenished SPs and continued.

Took quite a few days, and pushed in a training sequence during the mission. 28. Aug. the last drake was eliminated. And now came the time for looting – had to TP to some town several times to bring it all home



A little impression of the battle field map near the end (Most yellow dots are lots of dots stacked on top of each other...)

With the area cleared checked out the chest (a ring of Int+24), the Obelisk, and placed the statuette on the pedestal.

Then returned to IFC for another training.

Status: 8. Sept., Level 57-58, Rep. Glorious, Fame 6658

That means a new pilgrimage, easy one as the Shrine of Electricity is right here in IFC.

Then headed for the Superior Temple of Baa.

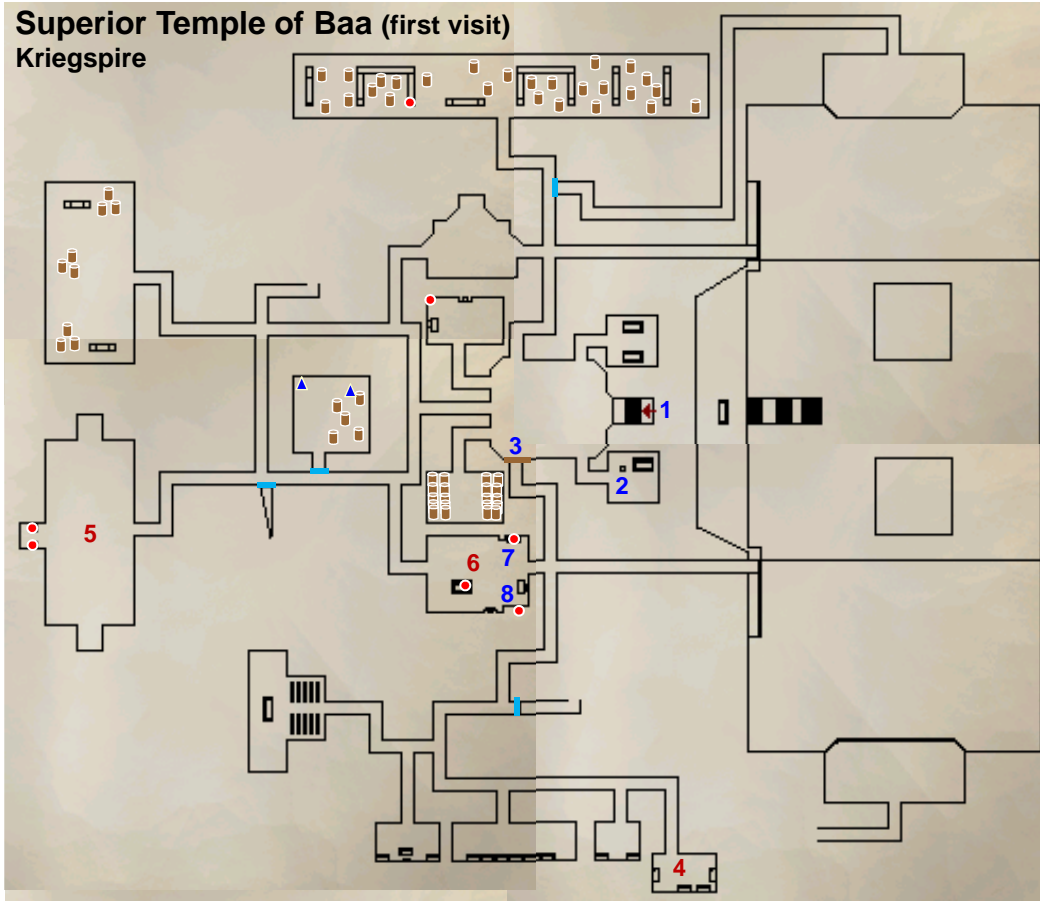




Have to be careful now – we already have a Glorious reputation, and revealing Slicker as a traitor will raise it to Saintly++, which means after we've done this quest we're prepared for learning [Master Light magic](#).

But... there's also a "Follow Baa" quest in there. Doing that one means losing almost 1000 karma points, which are not easily re-won. So at this visit we do what we must to expose Slicker Silvertongue – and nothing more!

Superior Temple of Baa (first visit) Kriegspire



Podium (2):
Expert Perception is the key and the doors of Baa will let you be.

The Spiral then each head, talk to Baa or you'll be dead.

(quest 29)

→ At least Expert Perception is needed to open doors (else harm instead)

1. Entrance, need Baa cloak
2. Podium (see pict)
3. Closed door, never managed to open it
4. Priest of Baa dropped **High Sorcerer's Key**
5. Priest of Baa dropped **High Cleric's Key**
6. Chest needs both keys (4) and (5)
(No key releases monsters)
Letter from Zenofex (Extra CQ)
7. Chest w. lots of **Temple Gongs** (sell in FH)
8. Book case w. **Reanimate spell**

Acolyte of Baa, Cleric of Baa, Priest of Baa
Druid, Great Druid, Grand Druid
Sorcerer, Magician, Warlock

Difficulty: Easy – medium (lv 57-58)



Letter from Zenofex

Silvertongue,

My spies report there is a small group of would-be heroes traveling about the land trying to put an end to our little Plan for a New World. They are reportedly seeking permission to visit the Oracle in Free Haven. You must not permit this to happen – If the Guardian awakens before our plan has matured it will spell the end for both of us. Deny them permission to visit the Oracle, even if it reveals you to be a traitor. We need the time your delay will buy us. Oh yeah...

Praise Baa.

Zenofex.

Back to Ironfist Castle:

Wilbur Humphrey (Ironfist Castle)

Oh, my! It appears that Slicker Silvertongue really is a traitor! Who ever would have guessed it? You've done a good thing, bringing this letter to me. Take it to High Council immediately so we can be rid of this wicked traitor for once and for all!

(Extra Council Quest)

High Council, Slicker Silvertongue

Do not believe you have won! Soon the Iron Fist will lose its grip, and I will be your king! And you can be sure I won't forget you...

(Extra Council Quest OK.

Silvertongue expelled from High Council

Admitted to Oracle

Admitted to use Royal Yacht (from IFC)

+800 karma)



Status: Rep. Sainly, Fame 6787

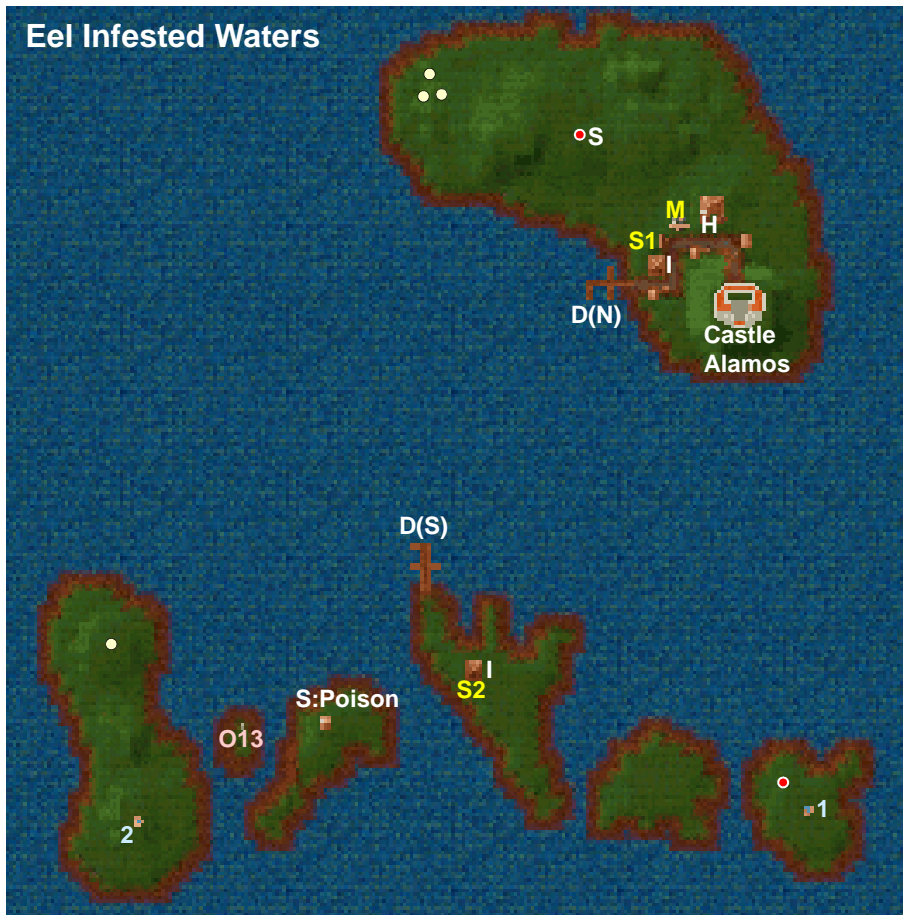
That means we should go to Eel Infested Islands and learn [Master Light Magic](#) ASAP, before our reputation decreases again.

Wilbur Humphrey, Ironfist Castle

Service to the Crown

I cannot thank you enough for uncovering that horrible traitor and his crimes against the throne. I understand you are on a mission of some importance, so for Services Rendered to the Crown, it behooves me to offer you free use of the Royal Yacht for your travels. It will take you as far as Hermit's Isle, if you need it to. Once again, thank you!

Eel Infested Waters



S1 Pat Skylark, [Expert Blaster](#) (2000)
S2 Ki Lo Nee, [Master Light Magic](#) (0)

1. Fountain, +20 Magic res. temp.
2. Fountain, +20 Elem. res. temp.

D (N): [Silver Cove](#) (Mo, 2 days)

D (S): [D \(N\)](#) (Sa, 1 day)



[Agar's Pet](#), [Agar's Monster](#), [Agar's Abomination](#)
[Water Beast](#), [Water Spirit](#), [Water Elemental](#)
[Sea Serpent](#) (Lv. 28, 1064 XP; Imm.: Cold)
[Sea Monster](#) (Lv. 36, 1656 XP; Imm.: Cold)
[Sea Terror](#) (Lv. 39, 1911 XP, *Afraid*; Imm.: Cold)

Difficulty: Easy – Medium (lv 57-58)

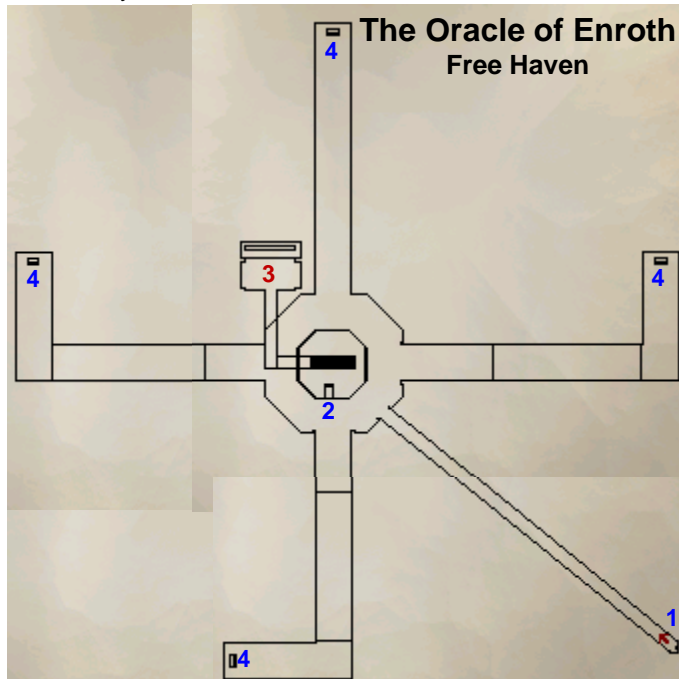
Reset time: 8 months

Explored all the islands, but avoided the Sea Monsters if possible (Agar birds easy by now)

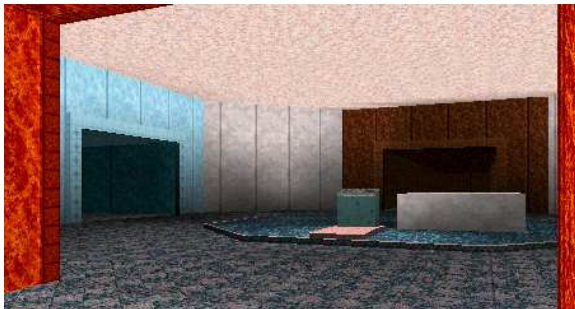
Visited the fountains and the Obelisk, learned Master Light Magic. Then returned to Free Haven, after setting a Beacon by (1), and one by north docks.



Now, finally, could enter the Oracle.



1. Power Panel (system on/off)
2. Panel opens door to Oracle (stairs down)
3. Oracle (Oracle quests)
4. Pedestals for memory crystals (order doesn't matter)



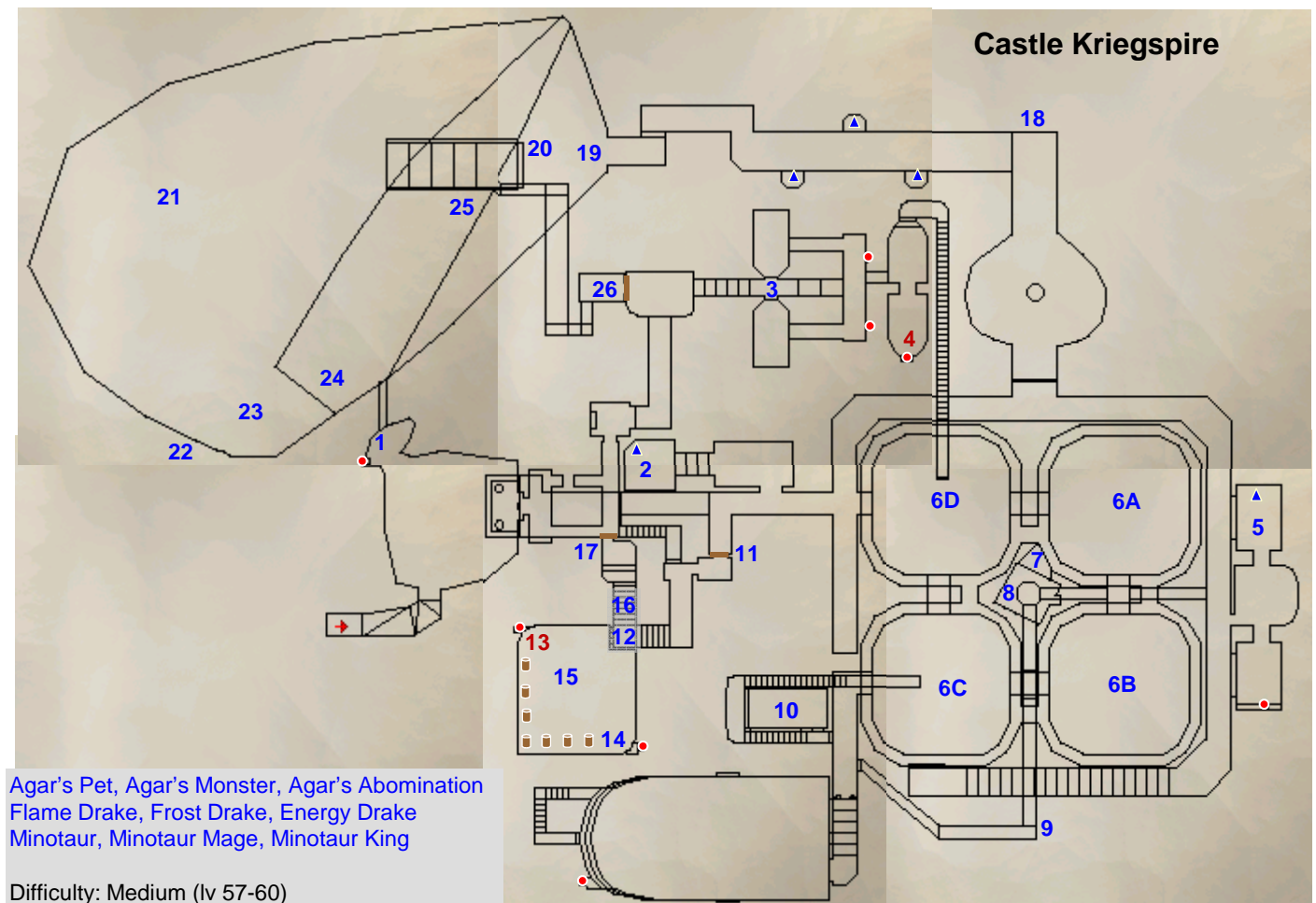
The Oracle

Place the memory Crystals into the modules above. All four Crystals are necessary to activate the Oracle.

- Memory Crystal Alpha – Hermit's Isle (1. Oracle Quest)
- Memory Crystal Beta – Alamos (2. Oracle Quest)
- Memory Crystal Delta – Darkmoor (3. Oracle Quest)
- Memory Crystal Epsilon – Kriegspire (4. Oracle Quest)



First travelled (beaconed) to Kriegspire Castle



1. Tunnel north too high up to enter
2. **Minotaurs**. Can look in and fight from corridor south (no/limited retaliation)
3. Windows north and south reveal minotaurs. Can use "Ring of fire"-trick
Some of the chests contained horseshoes
4. Chest w. **Jeweled Egg** (q 28)
After finding this took a Beacon to Kriegspire Town to return the egg.



Emil Lime (Kriegspire Town)

Thank you for returning this egg to me; it's the most precious thing I have.

(q 28 OK, 5000 g, 50000 XP, +100 karma)



Trained to level 59-60 before returning to Castle Kriegspire 9. Sept.

5. Cleared these rooms before entering center rooms [5 horseshoes](#) here
6. Four central rooms. Apparently empty, but on entry a horde of monsters drop down from ledges atop. Strategy: Show yourselves, retreat to nearby hall and fight from there. "Ring of fire" trick also useful 6A-B: Agar birds and Drakes. 6C-D: Minotaurs After clearing 6A-B, went up stairs to south, ending on upper level of 6C, and fought monsters there. Ledges are connected, and from ledge in 6A can enter small central room at (7)
7. From (4) can go to high ledge above 6D. Can see monsters in upper part, but found no way up there.
8. Entrance to small chamber
9. Switch on western wall opens door (11)
10. Underground hallway leading up to room (10) and further up to ledge overlooking 6C
11. Teleporter to (1)
12. Door initially closed. Opens by (8) Can follow hall west/north to window overlooking entry room.
13. Windows overlooking room SW. Apparently no entrance, but managed to jump through window down to room
14. Chest w. [Memory Crystal Epsilon](#) (4. [Oracle Quest](#))
15. Chest w. [Ring of Increased Dark Spell efficiency](#) and good [Chain Mail](#)
16. Teleporter to (16)
17. Supposed to be a [Lurch](#) here, but didn't meet it. (Special for this version of game?)
18. Initially shut door – some action in here has opened it. At this time the quest is completed, and could as well leave. But want to explore it all.
19. [Curator of Kriegspire](#) (Heals HP and SP to full for 10000 gold, but -976 karma)
20. Meet a horde of Agar Birds and Drakes
21. Switch to open bridge.
22. Lots of Agar Birds and Drakes. Lots and lots of gold and items spread around this area
23. [Guardian of Kriegspire](#) (offers to teleport party to (24) for 50000 gold – *that* would be wasted...)
24. Teleporter to (24)
25. Arrival point from (23), down one level
26. Exit from lower level (fight minotaurs on way up)
27. Door opens only from this side.

.... And TP back to Free Haven and the Oracle.



Central rooms



Switch (8)



Southern room



Curator of Kriegspire



By (20)



By (20)

The Oracle

Placed [Memory Crystal Epsilon](#) on one of the pedestals (4).
(4. [Oracle Quest OK](#), 100000 XP)

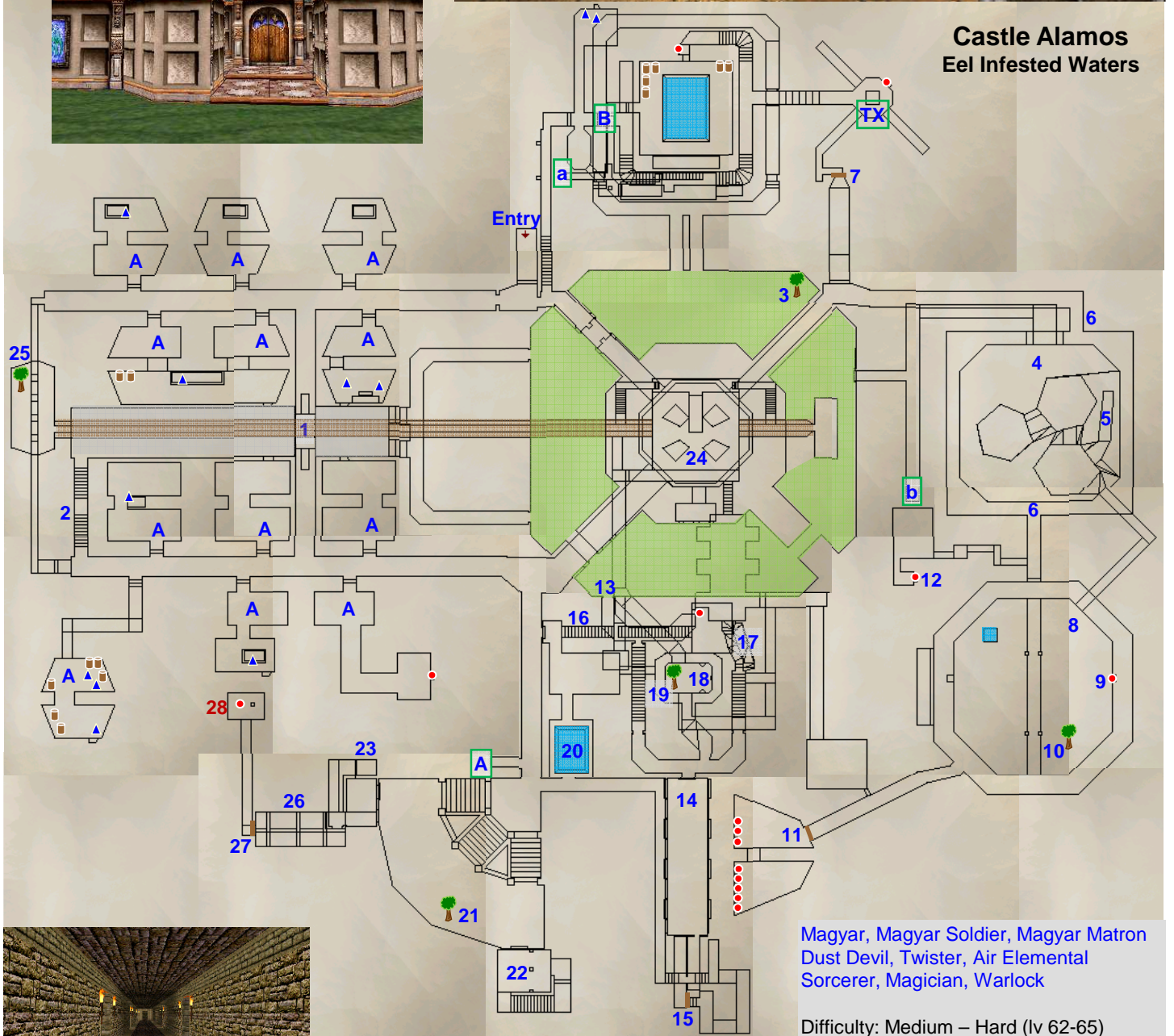
Then to Castle Ironfist for training

Status: 1. Oct., Level 62, Rep.: Saintly, Fame 7690

Discovered that we had "forgot" to Master in Air Magic, which only requires Arch mage. So went to Mist to fix that; then to Kriegspire and Shrine of Cold.

Next headed for Castle Alamos.





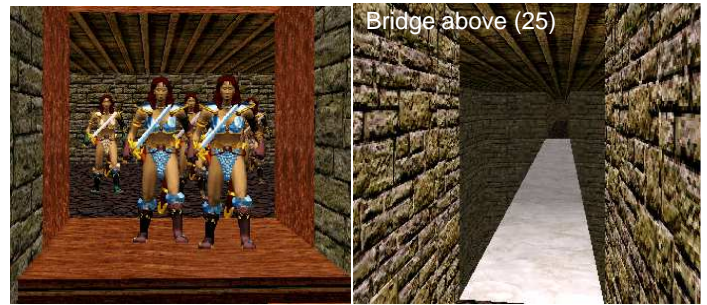
Started by clearing all the rooms near and on the same level as the entrance (marked **A**)

1. Bridge overlooking room below – can eliminate quite a few monsters from here.
2. Stairs down to gray room. Follow room eastward to large green central room.
Big fight here, with new enforcements of Magyars and Magicians arriving from neighbor rooms all the time. Halfway through this encounter was overloaded and low on HP/SP, so took a time-out in IFC, training to [level 63-64](#). Returned to continue fighting and finally had cleared the room(s)
3. Etched into tree a message: “The third is first of twenty-six, A through Z you’ll have to mix” (**A**)
Exited room through door on eastern wall and arrived at
4. Room with three holes, and a ledge around. Lots of magicians.
5. Can jump down hole to lower level and return by ramp
Ledge can be reached by jumping or spell
6. Upper exits from ledge level
7. Locked door (Teleporter door).
8. Arrive from hallway from lower level of room (4)
Major encounter – hordes of magicians – count on being insane most of the time! Many of the magicians fight from ledge around room or bridge across room.
9. Chest w. **Treasure room Key**
10. Etched into tree a message : “The fourth is eight from the end, Archibald really is your friend” (**R**)
Back to room (4) and used the southern upper level door (6) to reach the ledge in room (8) and the exits to (11) and (12)
11. **Treasure room** – need key.
Some very good rings & items. Gems and Spell Books (no new)
12. Chest w. **Teleporter door Key**
13. Exit from green room to hallway south – southeast.
Arrive at
14. Room with high ledges full of magicians. From south exit to
15. Locked door (open with switch, but area on other side can also be reached from (21), so not needed.
After this encounter time for another time-out and training in IFC, to [level 64-65](#).
16. Stairs up to room w. chest
17. Steep stairs down and down to cellar
18. Switch for opening door (15) (at lowest level)
19. Etched into tree a message : “The second is next to the third, ho so pretty like a bird!” (**B**) (lowest level)
20. Touching pool releases monsters
21. Etched into tree a message : “The fifth is twice the second, five letters in all I reckon!” (**D**)
22. (Up stairs) Letter to Gharik
23. Lift up
24. Now went to upper center room, open in the middle, with ledges around, holes in floor, exits at several levels and a ramp up. Use ramp to reach hallways that lead to the tunnel (brown) – careful with trap – fireballs down the tunnel all the time!
Following tunnel west ends up in a major Magyar encounter, after which
25. Etched into tree a message : “The first into the half the fourth plus one, better hurry or you’ll be done!” (**J**)
26. Balancing exercise – must cross on the braces to reach (27)
27. “Restricted area” – password: **[JBARD]**
28. Chest w. **Memory Crystal Beta** ([2. Oracle Quest](#))

Explored rest of area to north before TP'ing to Free Haven

A → **a** Teleporters

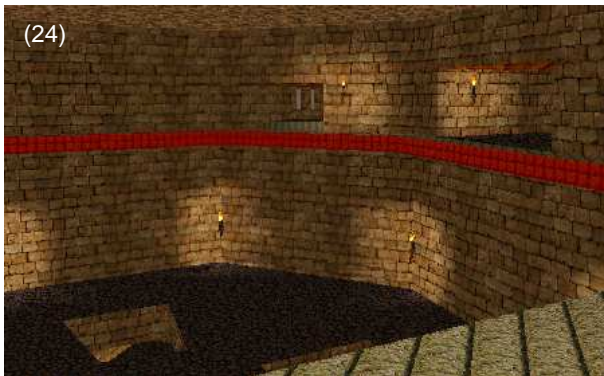
TX: Teleporter to Silver Cove(!)



Letter to Gharik

Please use your knowledge of arcane items and materials to divest this Crystal of the information it contains. Use the full resources of Alamos if you have to, but do not fail me. It is imperative that I know whatever information it is the Oracle is attempting to deny me.

Archibald



The Oracle

Placed **Memory Crystal Beta** on one of the pedestals (4).
(2. Oracle Quest OK, 100000 XP)

Then to Castle Ironfist for training

Status: 2. Nov., Level 66-67, Rep.: Saintly, Fame 8845

Got a new pilgrimage from seer, then back to Eel Infested Waters and Shrine of Poison.

Next headed for Darkmoor.

Found another **Mordred** in the chest near the Dragon Cave (!)

Flied up to castle (rumors of an invisible bridge, but that didn't work for us.)

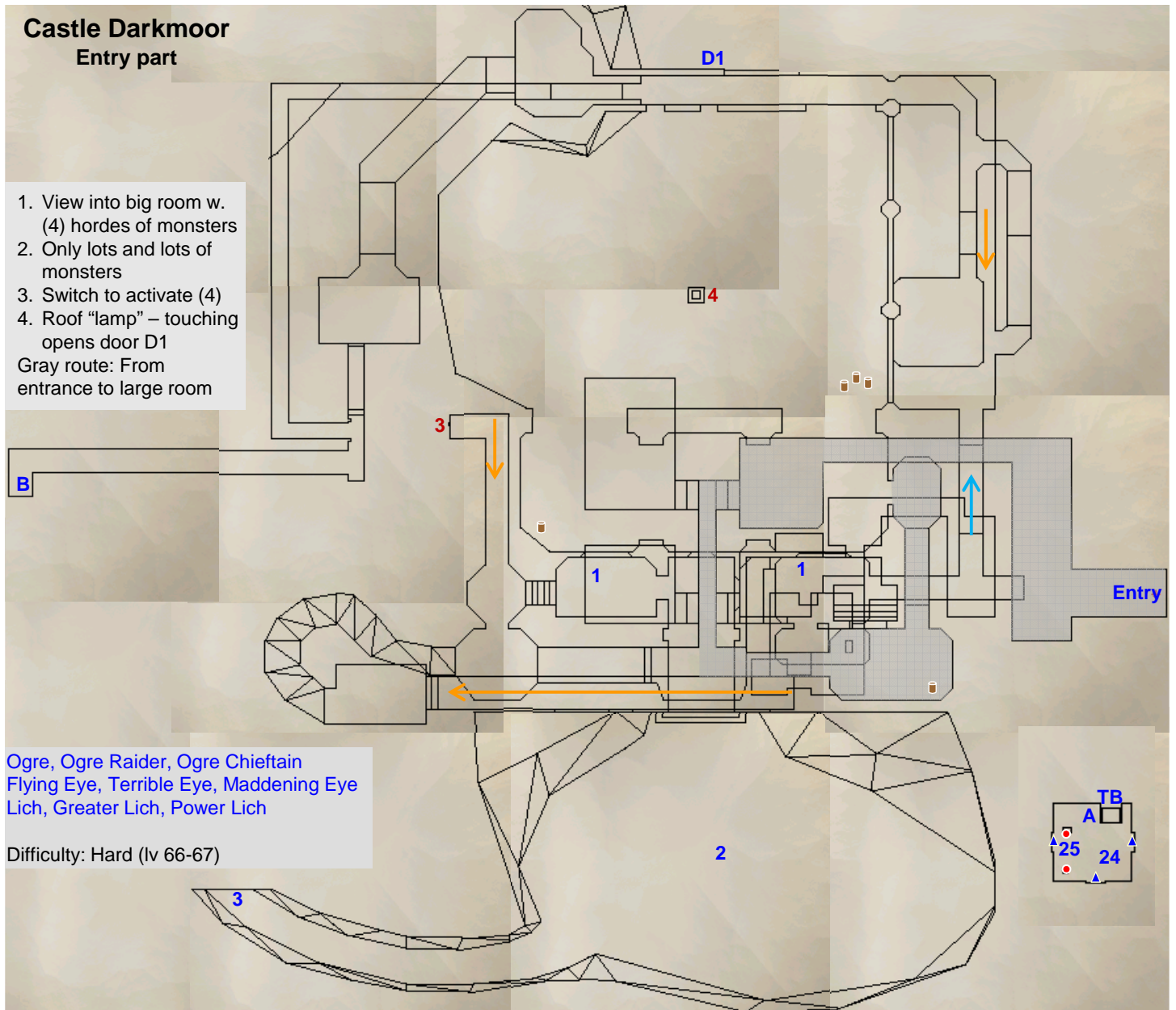




Castle Darkmoor Entry part

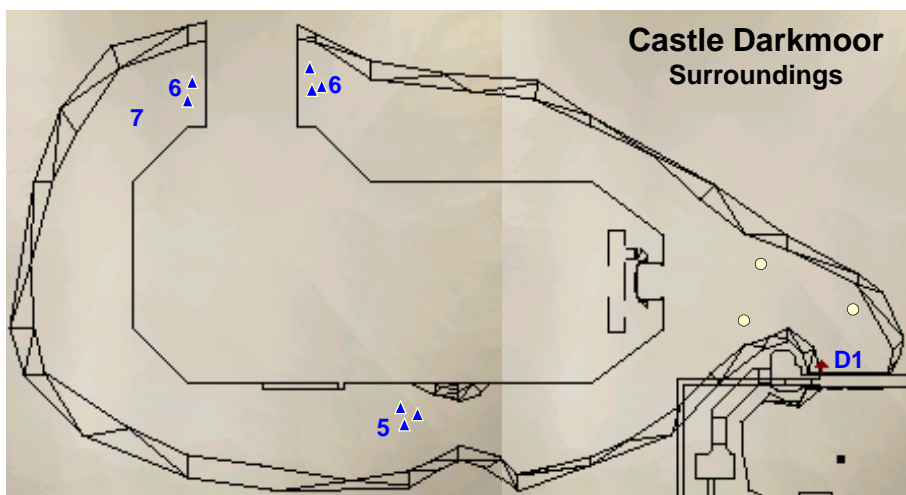
1. View into big room w. (4) hordes of monsters
2. Only lots and lots of monsters
3. Switch to activate (4)
4. Roof "lamp" – touching opens door D1

Gray route: From entrance to large room

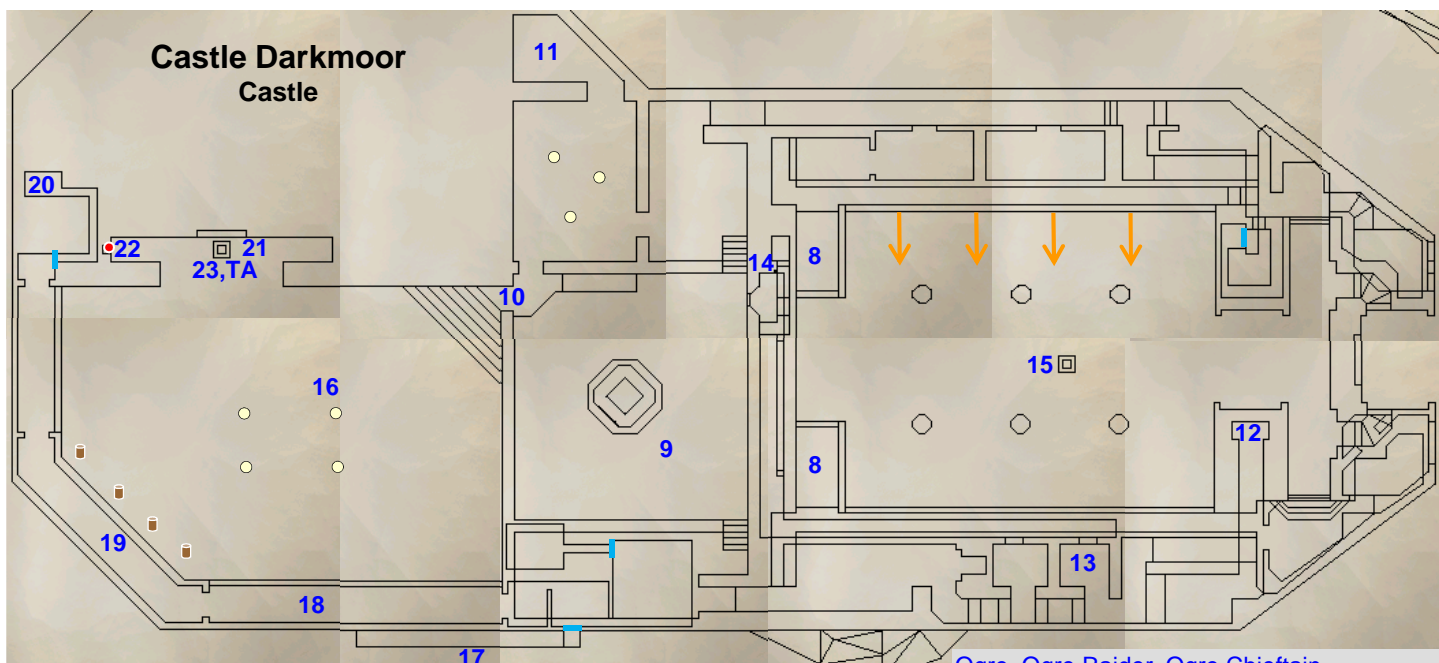


Ogre, Ogre Raider, Ogre Chieftain
Flying Eye, Terrible Eye, Maddening Eye
Lich, Greater Lich, Power Lich

Difficulty: Hard (lv 66-67)



Nobody has anything but bad memories from Castle Darkmoor. Eyes and Liches everywhere – in uncountable amounts. Each time party makes a move they're hit by anti-magic and insanity spells – so no use in "Day of the Gods", "Day of protection" or any other goodie-spells (but fortunately the effects from fountains aren't lost). At any time some party members are asleep, afraid or insane – gets very, very annoying... Definitely the toughest and most frustrating place we've been so far.



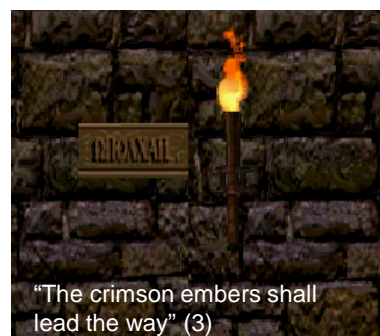
5. Trash piles (some items, not that good)
6. Gems from crystals
7. Hordes of eyes
(Eyes are everywhere on this map, but even so this place is exceptional...)
** Time-out – training.
** Enter castle – first room Lich reunion
8. Ramps up to upper level
9. Tiles on floor may spawn liches (?)
10. Glass wall – can see lots and lots of liches and eyes. Inferno and Ring of fire worked through wall – got rid of some of them.
11. Floor is covered with empty bottles
12. 8 x Rejuvenation potion
13. Entrance to narrow corridor and ledge leading up to (14)
14. Switch to activate (15)
15. Roof lamp, touch to open glass wall (10)
16. 1 ½ zillion liches and eyes. Very tough (don't survive a round)
Alternative strategy:
17. Ramp up to secret door, and around to
18. Upper hallway, look down on room (16)
Can use inferno from here

19. Good place to use "Ring of fire"-trick.
(Hidden from liches)
20. 4 x Armageddon books
After clearing most of room (16) from up here, went back down and completed the job.
Lich King was here, but not extraordinary hard.
21. Sign. Reading it activates (23)
22. **Memory Crystal Delta** (Oracle Quest)
23. Touching roof lamp teleports party to A in secret room on entry map.
24. 3 x Sarcophagi. Looting costs 200 karma for each (but that's OK, we soon want to "go bad" anyway). A couple of good items
25. Podium w. **Book of Liches**. Touch for q 18

Beacon out to Darkmoor town.

Ogre, Ogre Raider, Ogre Chieftain
Flying Eye, Terrible Eye, Maddening Eye
Lich, Greater Lich, Power Lich
Lich King (Lv. 60, 2000 XP; Imm.: Pois, Phys)

Difficulty: Hard (lv 68)





Eye reunion at (7)



First large room. Roof lamp (4) is active (red)



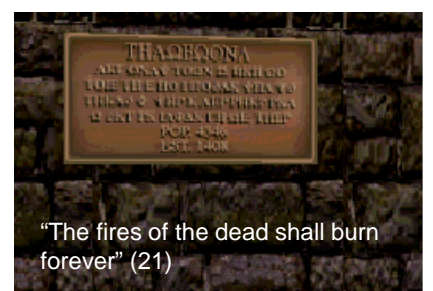
Castle entry room. Roof lamp (15) still inactive (blue)



Narrow ledge up to (14)



Lich King room



"The fires of the dead shall burn forever" (21)



Terry Ros (Darkmoor Town)

Incredible! I didn't expect you'd be able to do it. Now that the Book of Liches is gone, the Necromancers' Guild here in Enroth will slowly fade away. This is all thanks to you! Here, take this as a reward and accept my gratitude as well.

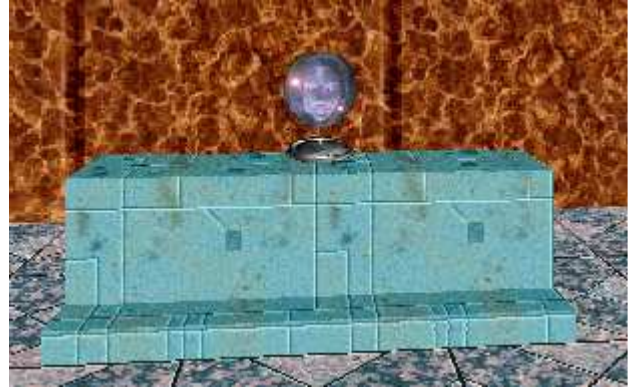
(q 18 OK, 5000 g, 50000 XP, +100 karma)

Then TP to Free Haven to place the Crystal in its proper place in the Oracle:

The Oracle

Placed **Memory Crystal Delta** on one of the pedestals (4).

(3. Oracle Quest OK, 100000 XP)



Now we had lots of XPs to trade into training, so went to IFC:

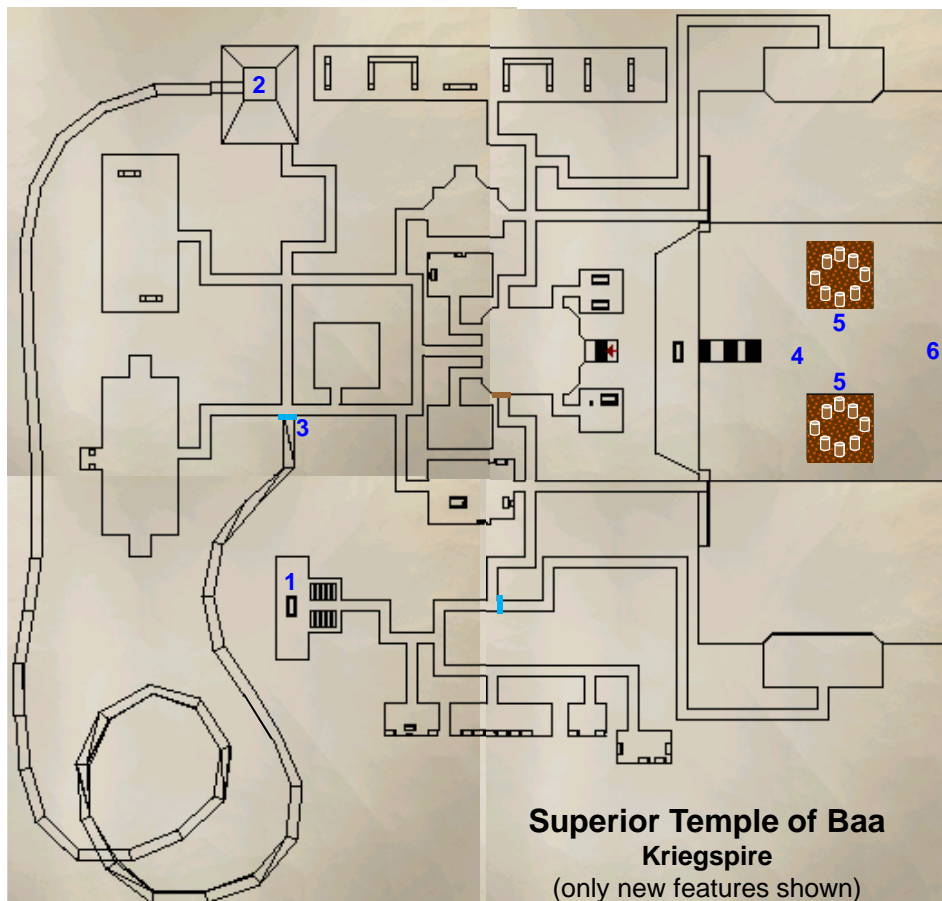
Status after training:

5. Dec., Lv. 71, Rep. Glorious, Fame 10089.

→ Blackshire shrine of Magic.

Time for the uncivilized areas, but before that, complete all undone tasks in the civilized territory.

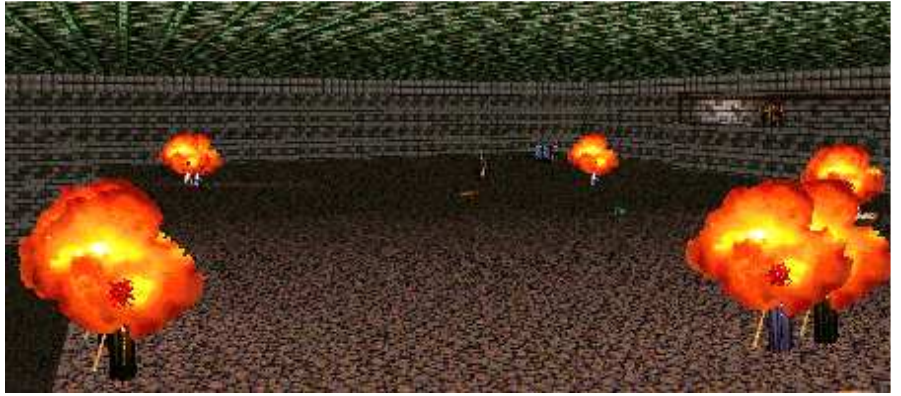
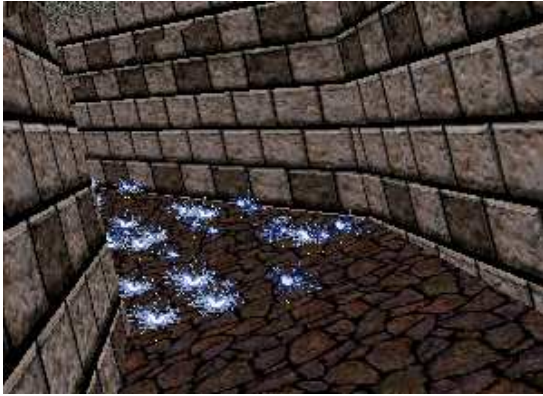
First back to complete the Superior Temple of Baa



**Superior Temple of Baa
Kriegspire**
(only new features shown)

1. Four Baa heads – “talk to” heads in correct order.
2. Jump down hole in floor for access to spiral corridor (with sparks traps)
3. Secret door opens (only) automatically from south.
4. Major battle – room is crowded with Druids, Priests and Magicians (Start w. Balconies N. and S.
5. Cauldrons in lava – can be reached.
6. Almighty head of Baa





Almighty Head of Baa

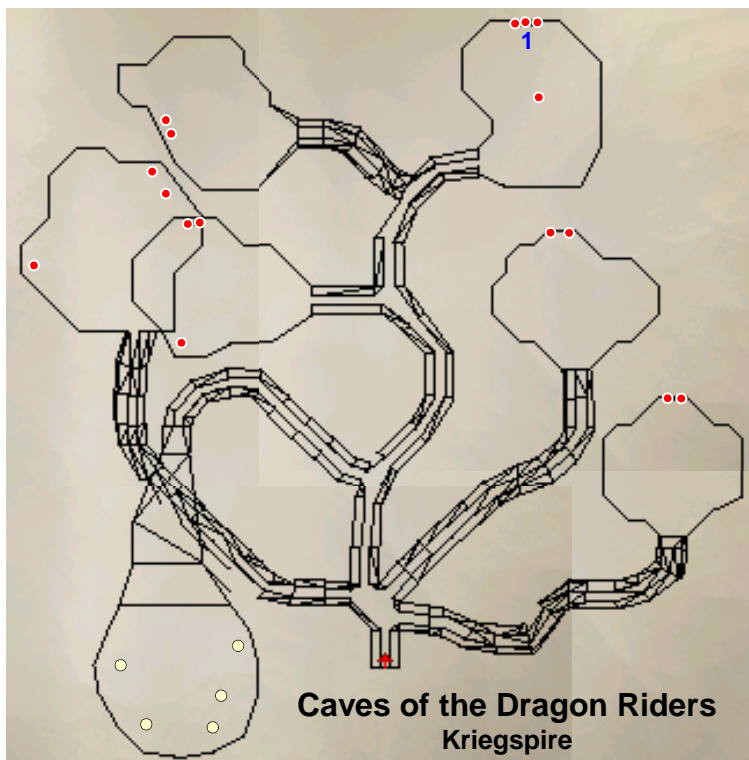
Follow Baa!

(q 29 OK, 50000 XP, -976 karma)



Only remaining discovered dungeon by now is the Caves of the Dragon Riders in Kriegspire. So although no-one has asked us to explore them, we now head for these caves.





Lots of good stuff in here; dropped by the monsters or found in chests. (Dragon breath doesn't bother the Wyrms)
1. Chest w. Diary Page



Death Knight, Doom Knight, Cuisinart
Wyrm (Lv. 50, 3000 XP, *Pois*; Imm.: *Pois*)
Giant Wyrm (Lv. 60, 4200 XP, *Pois*; Imm.: *Pois*)
Great Wyrm (Lv. 70, 5600 XP, *Pois*; Imm.: *Pois*)

Difficulty: Hard (Lv 71 - 73)

Diary Page

Attempting to use force on the Dragon Towers was a mistake, as the lesson at Kriegspire taught us. We lost nearly a score of our mounts in the attack, and barely managed to deactivate the Tower. Fortunately, our allies in Icewind Pass have located the Keys needed to turn off the Towers completely. Soon we will be able to fly again, the peasants scattering before us as the hares scatter before the wolves. I have been trapped in these caves for too long – even Goliath, my mount, is becoming restless. With the Dragon Towers shut off, and the armies to the south delayed from reaching us, we will be able to ride free once more.



Found in this dungeon:

Shield AC+18, +30 fire res., regen HP

Relic *Excalibur* (sword); 3D4+2, +30 Might

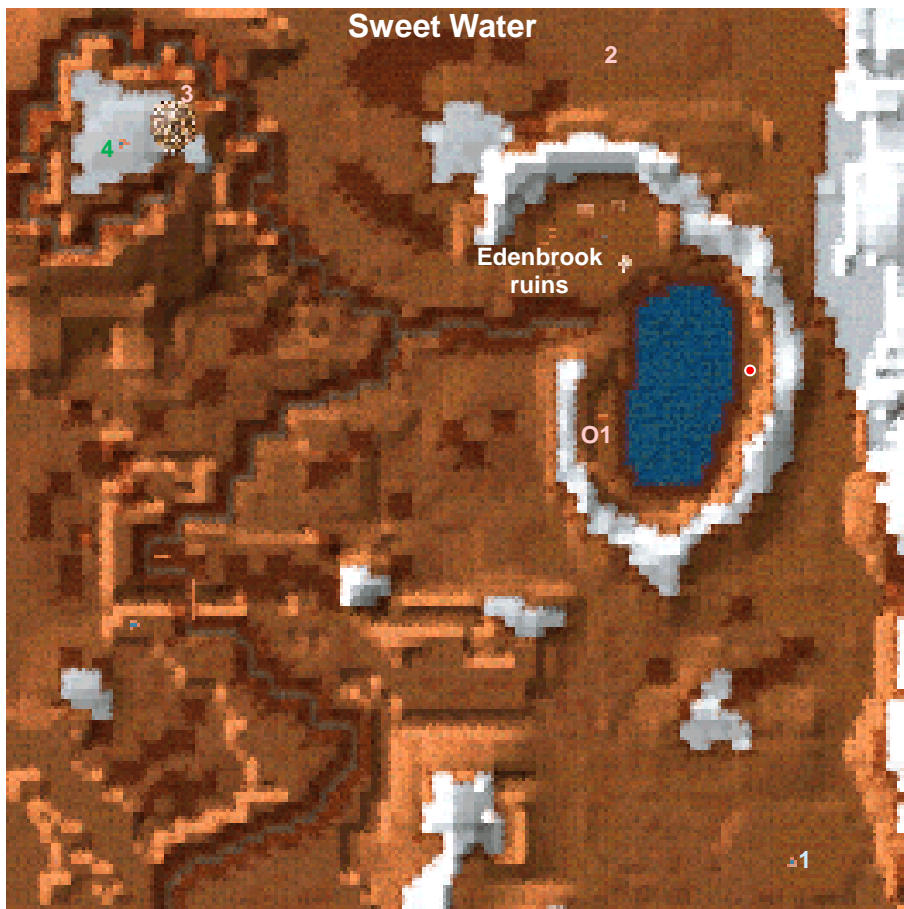
Relic *Hera* (amulet); AC+3, +50 HP, +50 SP, +50 Luck, -50 Pers

After Dragon Riders' Caves and training:

Status

24. Dec., Lv. 73-74, Rep. Honorable, Fame 10864.

Then it's time for the uncivilized areas. Started with Sweet Water (walked from SW tip of Kriegspire)



Paradise Valley 5d

Reset time: 8 months

Devil Spawn (Lv. 20, 600 XP; *Disease*; Imm.: Fire)
 Devil Worker (Lv. 40, 2000 XP, *Disease*; Imm.: Fire)
 Devil Warrior (Lv. 60, 4200 XP, *Drain SP*; Imm.: Fire, Mag)
 Devil Captain (Lv. 30, 1200 XP, *Disease*; Imm.: Fire)
 Devil Master (Lv. 50, 3000 XP, *Disease*; Imm.: Fire)
 Devil King (Lv. 70, 5600 XP, *Drain SP*, Imm.: Fire, Mag.)

Difficulty: Easy (lv 73++)



Kriegspire 5d

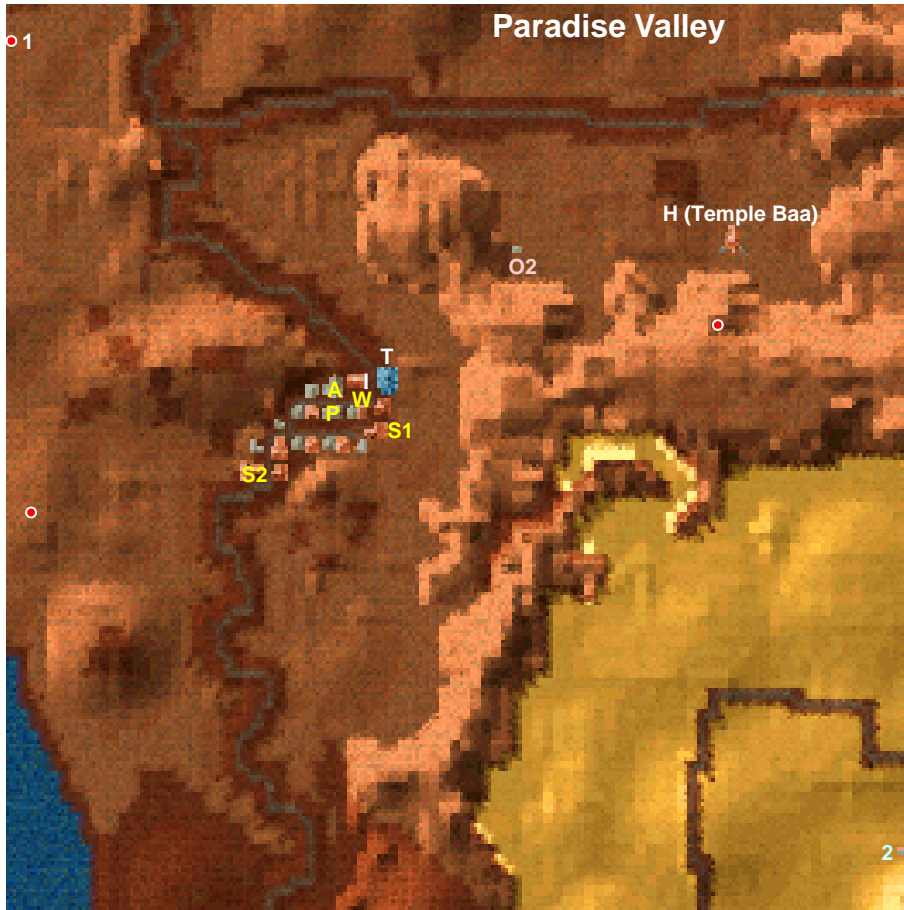


1. Fountain, +50 all stats temp
2. Pedestal (q 20)
3. The Hive (end game)
4. Well, poison!

Arrived from Kriegspire near (1), where we drank and set a Beacon. Then went north, checked out the Obelisk and the chest (no goodies), and placed the statuette on its pedestal (2). Lastly on this occasion, cleared the Edenbrook ruins for devils. The game designers have really done a good job recreating the area as described in Roland's letters...

When done here, continued our travel southwards, towards Paradise Valley.

Sweet Water 5d



- S1 Rexella, [Master Blaster](#) (5000)
 S2 Su Lang Manchu, [Master Dark Magic](#) (0)

1. Chest, must use Telekinesis to open
2. Fountain, +100 Power temp

Training: unlimited



Hermit's Isle 5d

Reset time: 6 months

[Sea Serpent](#), [Sea Monster](#), [Sea Terror](#)
[Hydra](#) (Lv. 45, 2475 XP; Imm.: Fire)
[Venomous Hydra](#) (Lv. 55, 3575 XP, *Pois*; Imm.: *Pois*.)
[Colossal Hydra](#) (Lv. 65, 4875 XP, *Brk item*)
[Titan](#) (Lv. 65, 4875 XP, *Brk item*; Imm.: Elec, Mag)
[Noble Titan](#) (Lv. 75, 6375 XP, *Brk item*; Imm.: Elec, Mag)
[Supreme Titan](#) (Lv. 95, 9975 XP, *Kill*; Imm.: Elec, Mag)
[Red Dragon](#) (Lv. 80, 7200 XP; Imm.: Fire)
[Blue Dragon](#) (Lv. 90, 9000 XP, *Brk item*; Imm.: Cold.)
[Gold Dragon](#) (Lv. 100, 11000 XP, *Brk item*; Imm.: Mag, also resistance 90 in all realms)

Difficulty: Medium, except [Supreme Titan](#) Very hard (lv 73-76)



Arrived in NE corner of map, and immediately had to fight a band of Hydras. When the area around the eastern end of the road had been cleared, set a Beacon here and returned to Castle Ironfist. As it was now January, we got a new pilgrimage and walked to Bootleg Bay.

From now on each day starts by casting Day of the Gods and Day of Protection, and using the Beacons to the fountains in Sweet Water, Kriegspire, Eel Infested Waters; then to Blackshire (or Silver Cove) to replenish SP before a Beacon to today's goal.

On returning to Paradise Valley, cleared the area north and near the Baa Temple, then returned to IFC for training.

Status

21. Jan, Lv. 74-75, Rep. Respectable, Fame 11059.

Strategy for fighting Titans:

Most important, don't let several Titans come into spell casting range (especially not a Supreme Titan) – try to lure one or two away from the others, and fight them down. The winning tactics appears to close in on them and fight with melee weapons.

(Expensive spells often fail and not worth the cost)

After *each* successful battle, run for safety and save!

(But still we suffered a lot of kills of course...)

Advanced eastwards fighting Titans and eventually reached chest (1) with a relic:

Relic [Artemis](#) (bow); 5D2+12 +20 Elec dam., -10 all resistances

(The penalty was too big, so decided not to use it.)

Eventually reached town and cleared it for Titans (many!)



With the town “safe” (*not!*) we had finally reached the home of the Dark Magic Master. But our reputation is far too good! That was fixed by a visit to Kriegspire Castle, and the Curator of Kriegspire – paid 10000 gold to replenish all HP and SP, and lose 976 karma. We needed to do this twice to reach the needed Notorious Reputation. Then could return to Su Lang Manchu and become Masters of Dark Magic (most noticeable advantage, more powerful Day of Protection spells).



New training; Status

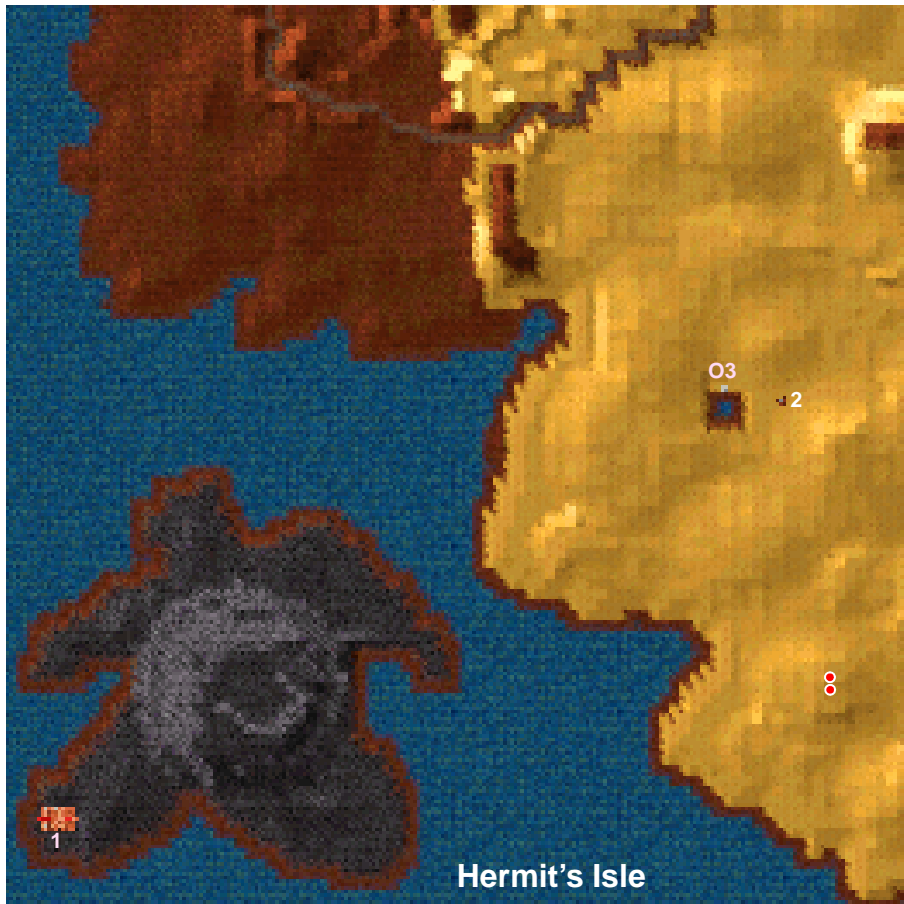
3. Feb, Lv. 75-76, Rep. Notorious, Fame 11335.

which also means a new pilgrimage, this time to Mist, before continuing the Paradise Valley exploration.

Cleared the area west of town (horde of Titans), and looted the chest and food in their camp. Then followed the road southwards, and only fought the battles necessary to reach the southern edge of the map. From there walked to Hermit's isle, where we were welcomed by a band of Hydras (surprise surprise)

Same procedure as last time – cleared the area near the northern edge of the road, set a Beacon there and returned to safety.

Paradise Valley 5d



1. **Supreme Temple of Baa**
2. Fountain, remove unnatural aging

Dragonsands 5d



Sea Serpent, Sea Monster, Sea Terror
Hydra, Venomous Hydra, Colossal Hydra
Titan, Noble Titan, Supreme Titan

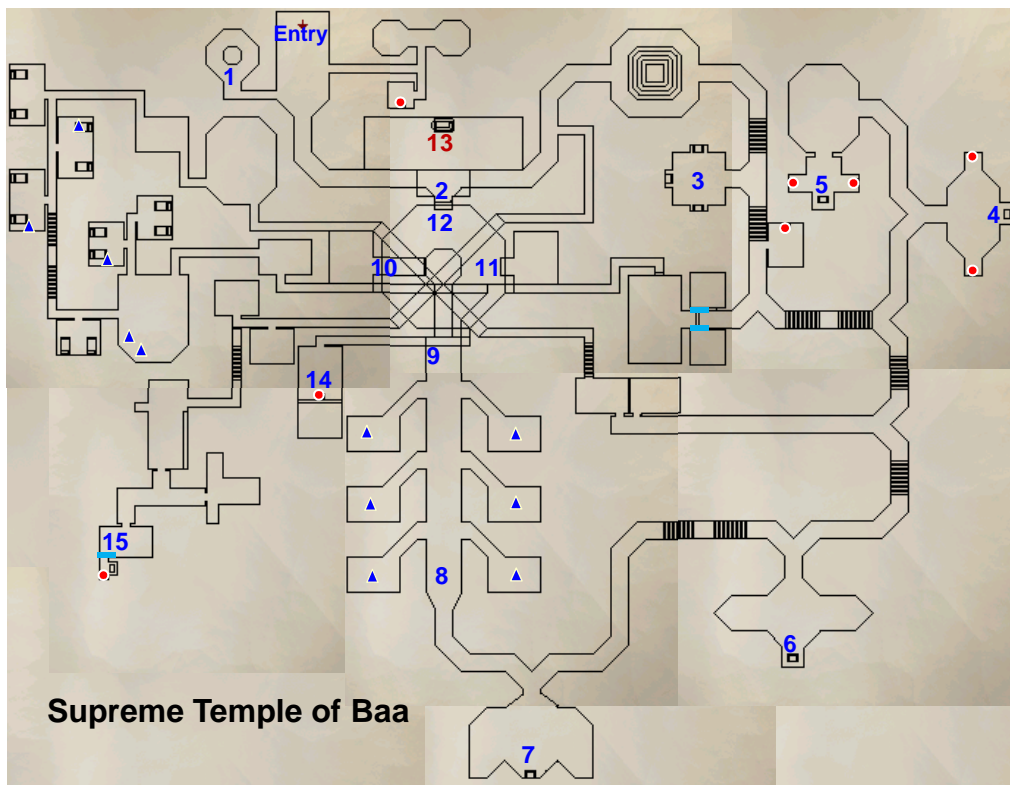
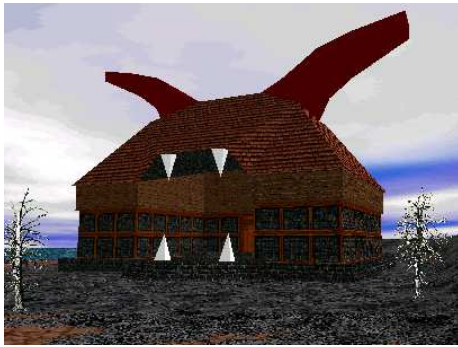
Difficulty: Medium, except **Supreme Titan**
Very hard
(lv 75-80)

Reset time: 6 months



From the north edge of the road, *slowly* worked our way southwards, battling Hydras and Titans to no end. After two days arrived at the narrowest part of the strait, after also checking out the Obelisk. Over to the island and cleared the eastern arm, then back to IFC for trading and training. Third day we made it to the temple, and went to New Sorpigal for a rest before proceeding. 28. Feb. we entered the temple.

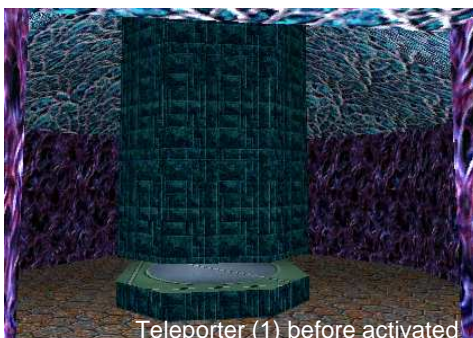




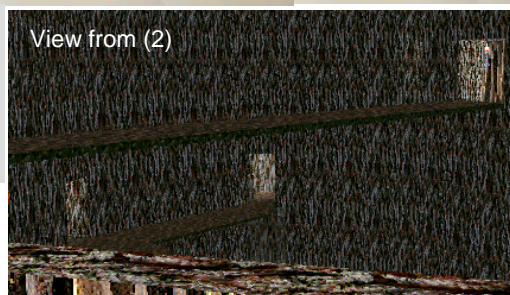
1. Teleporter to Free Haven Sewers (must be activated here first)
2. Window overlooking center room w. bridges at different levels
3. Altars of Pain, Cold, and Fire Touch to activate altars (4 – 7) + temple gongs
4. Altar of Air (+10 Elec res. one. char)
5. Altar of Earth (+10 Mag. res.)
6. Altar of Water (+10 Cold res.)
7. Altar of Fire (+10 Fire res.)
8. Monsters attack from north. When walking past rooms, monsters attack from there too. (Go past then retreat)
9. Switch to move bridge; Toggles 9-10 & 9-11
10. Switch toggles 10-12 & 11-12
11. Switch toggles 9-11 & 11-12
12. Switch toggles 12-10 & 12-11
13. **Memory Crystal Alpha (Oracle quest)**
Silvertongue is here too (although didn't notice...)
14. Touching chest (empty) raises wall and releases monsters
15. Push crates to open wall

Acolyte of Baa, Cleric of Baa, Priest of Baa
Devil Spawn, Devil Worker, Devil Warrior
Fire Beast, Fire Spirit, Fire Elemental
Slicker Silvertongue (Lv. 25, 875 XP)

Difficulty: Easy (lv 77 - 78)



Teleporter (1) before activated



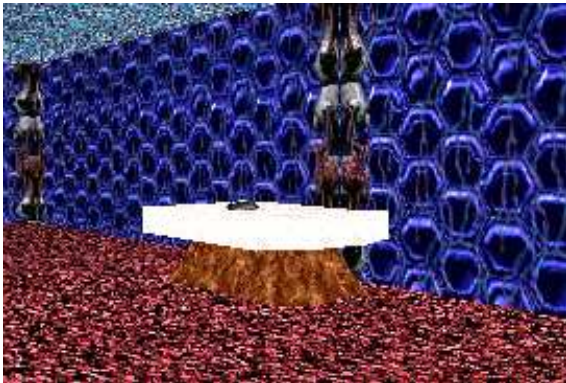
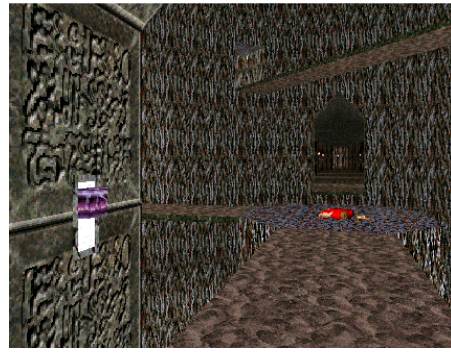
View from (2)



(3)



(8)



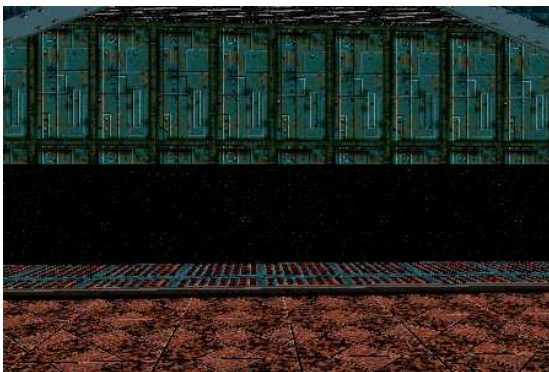
Having got hold of the last Crystal, back to Free Haven and the Oracle:

The Oracle

Placed **Memory Crystal Alpha** on one of the pedestals (4).

(1. Oracle Quest OK, 100000 XP)

Then proceeded downstairs for another talk to the Oracle.



I am Melian, Guardian of Enroth. Thank you for replacing my memory modules. Archibald took them from here when I refused to give him any help in his battle for succession. Your timing is impeccable. The Kreegan have invaded our world, and you must try and stop them. Unfortunately, Archibald's attempts at extracting information from me have damaged me enough that I cannot help you directly now. Instead, I can only give you advice.

While most of the Kreegan can be slain with ordinary weapons and spells, the elite guards and upper echelon breeders have tougher skin and natural defenses that protect them from anything but very powerful weapons. In the planetary control center beneath me are the weapons and armor you will need to survive battle with the enemy. My orders, however, will only permit passage to someone with a Control Cube. My instruments tell me that the only Control Cube left in Enroth can be found somewhere underground in Dragonsand.

5. Oracle Quest:

Find Control Cube in Dragonsands

Then to Castle Ironfist for new training;

Status

9. March, Lv. 79-80, Rep. Notorious, Fame 12742.

→ new pilgrimage (Silver Cove – personality)

Seer:

"To gain access to the Control Center, you will need the **Control Cube** located in the **Temple of VARN** in Dragonsand. Bring the Cube back to the Oracle to gain admittance into the Control Center. The Kreegan reactor is immune to all attacks. Only the ancient weapons from the Control Center will harm the reactor. **Make sure you have these weapons and the skill to use them.**"

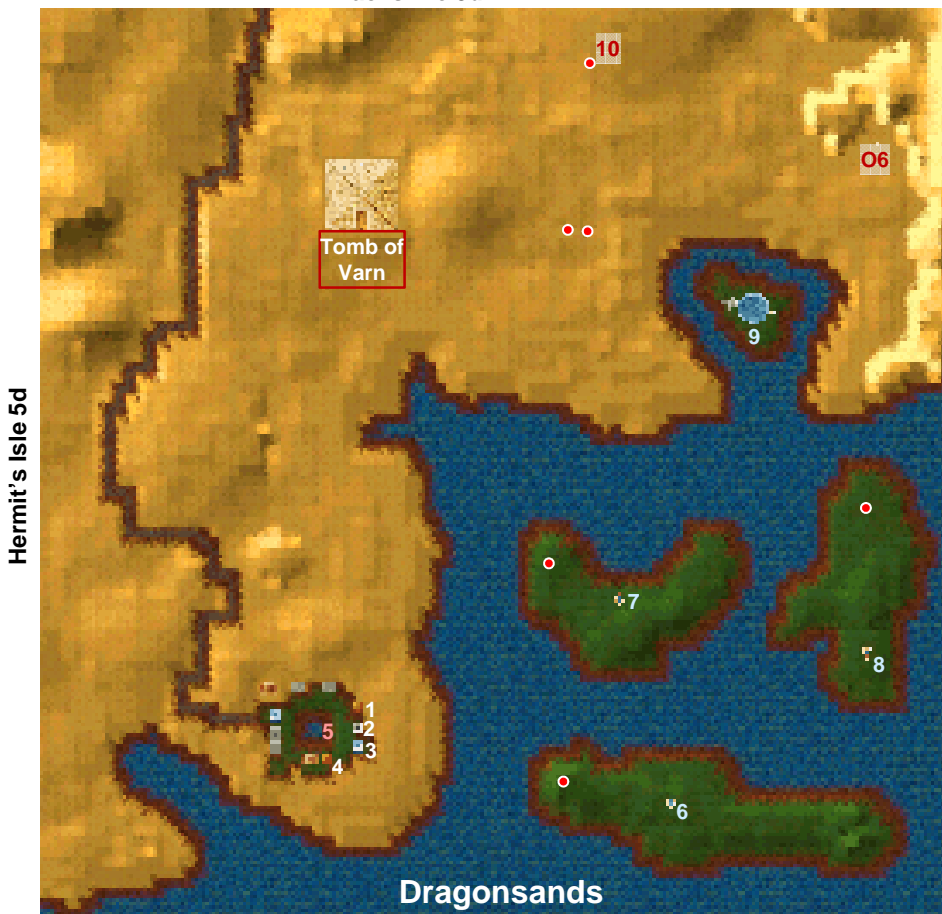
In previous games party has travelled to Dragonsands from Paradise Valley. This time we decided to try the teleporter from the roof of Buccaneer's Lair in New Sorsipigal, thinking (hoping) that it took us to Dragonsands Town. *NOT!* We ended up in the Shrine of the Gods, surrounded by fierce dragons on all sides – not a chance! But did manage to drink from the fountain before a quick TP back to New Sorsipigal.

After resting and recouping, returned to our Beacon on Hermit's Isle and took it from there.

Flied southeast to try the chests en route – some hopeless task (pic.) While in turn-based mode landed by the chests and looted them (nothing special), then continued our flight southeastwards as fast as we could. At the edge of the map landed and walked to Dragonsands, where we naturally were welcomed by a horde of Wyrms. And soon after we were in the Town Center.



Blackshire 5d



Mire of the Damned 5d

1. Najat Ramadi, Trades Golden Pyramids or Kegs into Armor
2. Kerman Murian, Trades Golden Pyramids or Kegs into Weapons
3. Irbil Baktarian, Trades Golden Pyramids or Kegs into Items
4. Bandar Jahrom, Trades Magic Lamps into Gems
5. **Pedestal (q 20)**
6. Fountain, +10 all stats perm (Eradicates drinker)
7. Fountain, +50 HP
8. Fountain, +10 Elem. res. perm (Eradicates drinker)
9. **Shrine of the Gods:**
Fountain, +20 all stats perm
Invisible teleporter inside (to [New World Computing](#))
Invisible teleporter at tilt of sword (to [New Sorsipigal](#))
10. Chest below rock – Goal of Obelisk puzzle



Reset time: 6 months

Fire Lizard, Lightning Lizard, Thunder Lizard
Wyrm, Giant Wyrm, Great Wyrm
Red Dragon, Blue Dragon, Gold Dragon

Difficulty: Medium - Hard

Dragonsands bears its name righteously. The battles aren't that hard, but there's apparently an endless supply of dragons, so it just goes on and on and on – hence more tedious than tough. The continuous breaking of armor / weapons / items doesn't help – really annoying.

On arrival, placed the last statuette on its pedestal, set a Lloyd's Beacon, and a town portal to Blackshire.



In Blackshire went to Twillen to collect the reward:

Twillen (Blackshire)

Good work! I have my youth again, thanks to you – have you ever thought about assisting me full-time? I could certainly use reliable help. I've managed to collect a variety of trinkets over the years, so please help yourself to a few of these in the chest outside as payment for your services. I need to clean up a few things here, but I think I'll head back to Castle Ironfist and see if there's an opening for a court magician.

(q 20 OK, 75000 XP + contents of chest)

Chest:

- Divine Dagger of Acid
- Supreme Axe of the Dragon (10-20 pt Fire dam, Might +25)
- Spell book Resurrect
- ~11000 gold

In other words, nothing worthwhile...

Back to Dragonsands, explored islands; drank from fountains (6, 7, 8) and looted chests. Wyrms and Lizards in this area. Then went northwards towards the tomb while clearing the area for Dragons. Outside Tomb, dragon dropped relic [Zeus](#), and nearby another dragon dropped relic [Hermes](#).

Relic [Zeus](#) (Plate armor); AC 64, +50 HP, +50 SP, +50 Luck, -50 Int
Relic [Hermes](#) (boots); AC 17, +100 Speed, -40 Acc.

Then a time-out for training and trading in Castle Ironfist, Status,
[5. April, Lv. 82, Rep. Notorious, Fame 13443](#)
(which means time for a pilgrimage to Frozen Highlands – endurance)

By 7. April we had advanced all the way to the chests, which contained good but not exceptional items. On the way another relic was dropped:

Relic [Arthur](#) (Crown); AC +5, Of the Gods (+10 all stats), +25 SP

By now we were pretty sick and tired of dragons, and both the areas near the Obelisk and the bay surrounding Shrine of Gods were over-crowded by them.

{In passing; in an earlier game party trained whenever ready for it during these fights – surprisingly when we had almost reached the Obelisk the map had been reset, and all the dragons had to be fought again. So learning is; don't overdo training while clearing this area.}

Anyway we decided to make a run for it – flew to Obelisk, checked the inscription and fled back to safety. If we want we can always come back later (which we never did). Also didn't return to Shrine of Gods after the unfortunate initial visit, so never visited New World Computing (which is rather pointless anyway).

We now had visited all obelisks, and summing up the messages:

1. Itotectthothesaip
2. nhrh_aherheatvdi
3. _etecpe_ersoede
4. t_haat_lt__en_lc
5. hd_scawehSfdewww
6. erbthieaeuu_,o'd
7. _ay,enis_nn_ans_
8. lg____gtS_cln;__
9. aoflo'h.hbtid_p_
10. nnaifnt_ieif_tu_
11. d_re_e_Hpfotyhz_
12. _t_staoi_on_oiz_
13. oon_htfdorstusl_
14. f_oteh__fe_h_e_
15. _nrh__tf__cehr__

Reading vertically:

In the land of the dragon to north by far
northeast, lies the cache of the captain
'neath the weight of the least. Hid for
the Ship of the Sun before her functions
ceased, lift the stone and you have
won; this riddle's puzzle pieced.

The treasure is in a chest hidden
underneath a rock at (10):

[250000 gold](#)

Spells [Dark Containment](#) &

[Divine Intervention](#)

Relics [Morgan](#), [Igraine](#), [Guinevere](#)




Relic *Morgan* (Amulet); AC +3, +20 SP, of Fire, Air, Water, and Earth magic
 Relic *Igraine* (Ring); AC +2, +25 SP, of Body, Mind, and Spirit magic
 Relic *Guinevere* (Ring); AC +2, +30 SP, of Light and Dark magic



Shrine of the Gods





Dark Magic


Dark Containment

This spell attempts to trap the force of darkness into its victims, hence the name Dark Containment. The target of the spell will suffer from random effects- though certain creatures are immune to this spell.


SP Cost	Normal: Slow rate of recovery
200	Expert: Faster recovery rate
	Master: Fastest recovery rate

So decided we were done here for now, and headed for the Tomb of VARN.



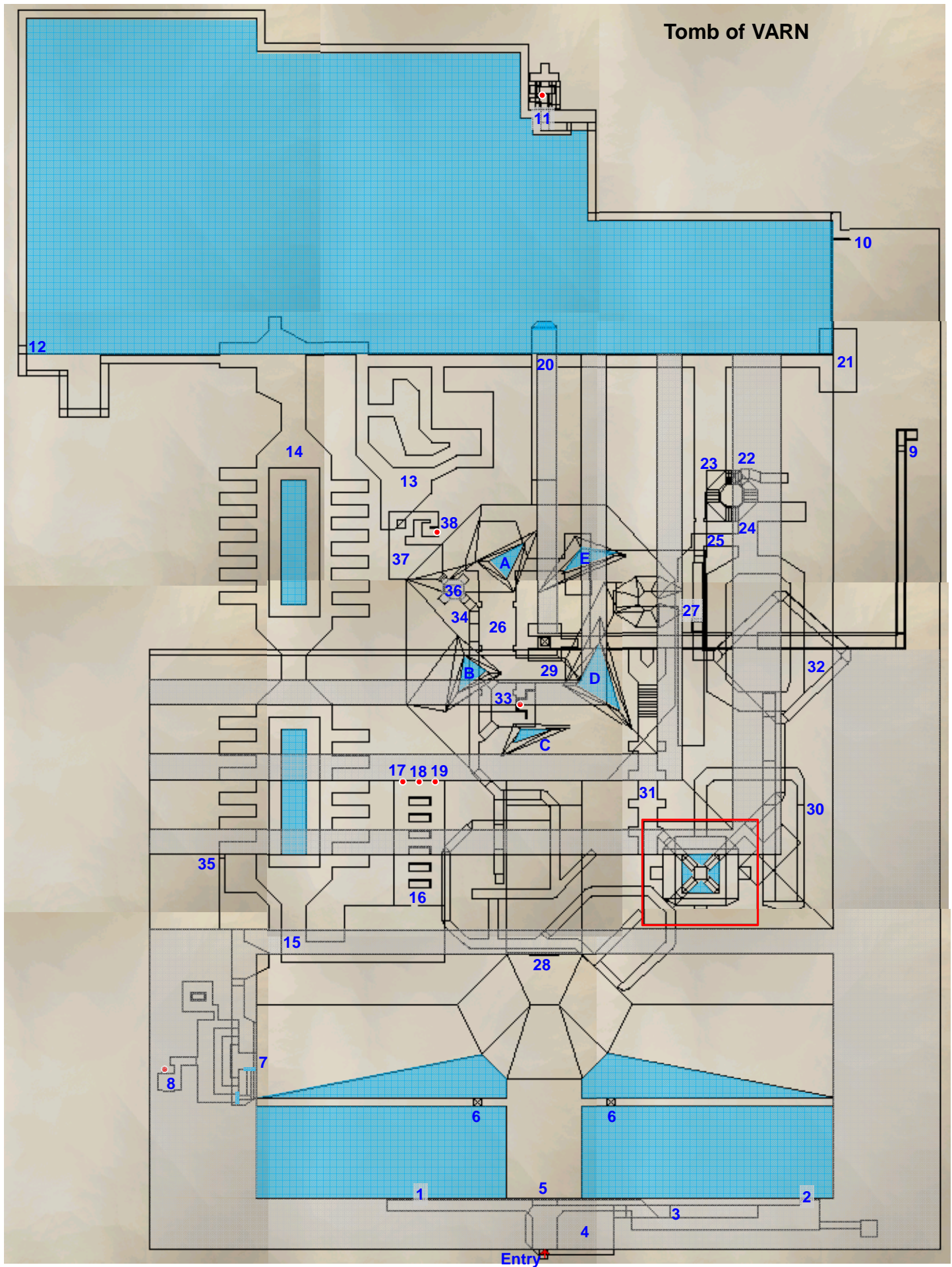


Tomb of VARN



This pyramid seems to be made of a strange, weathered metal. It appears to be partially buried in the sand.

Tomb of VARN



In entry hall met by genies. Found tapestries at (1) and (2):

(1) With painstaking care, you are able to decipher the message of the hieroglyphs:

Though the Crossing of the Void be a long and arduous journey, the land you find at the end will be sweet and unspoiled by ancestors or the Enemy. Take heart that your children's children will live in a perfect world free of war, free of famine, and free of fear. Remember your sacred duty to care for the Ship on her long Voyage and ensure her safe arrival in the Promised Land. Tend well the Guardian and house it securely away from the ship lest both be lost in a single misfortune.

(2) With painstaking care, you are able to decipher the message of the hieroglyphs, intermixed with diagrams of devils:

Remember our Enemy, children, and never underestimate the danger they pose. Though you will never see one during your journey, you must be forever vigilant against invasion from the Void once the Voyage has ended. Mighty beyond words, the Enemy is nonetheless vulnerable after a Crossing, for their numbers are small and their defenses weak. Use the energy weapons carried on the Ship to defeat them, and never, ever engage the Enemy with lesser weapons, or you will surely perish.

Proceeded down ramp (3) to room (4) where many genies and VARN-fighters were waiting. Sentinel dropped **Backdoor Key**. Entered large south hall at (5). [Pic → (Flame door in back)] (All blue areas are cleansing pools, used when hit by radiation (didn't notice if it helped, though)). Explored and cleared this area, taking notice of the message plaques at both sides of pillars (6).



Genie (Lv. 33, 1419 XP, Imm.: Cold, Mag)
Djinn (Lv. 44, 2376 XP, Sleep; Imm.: Elec, Mag)
Efreet (Lv. 55, 3575 XP, Afraid; Imm.: Fire, Mag)
Defender of VARN (Lv. 35, 1575 XP, Imm.: Mag)
Sentinel of VARN (Lv. 55, 3575 XP, Imm.: Mag)
Guardian of VARN (Lv. 65, 4875 XP, Brk Weap; Imm.: All mag)
Patrol Unit (Lv. 50, 3000 XP, Brk Item; Imm.: Pois, Mag)
Enforcer Unit (Lv. 70, 5600 XP, Brk Item; Imm.: Pois, Mag)

Difficulty: Medium – Hard (lv 83-84)



(6) One side:

Warning! Power Fluctuations! Alert Engineering immediately!

Other side:

In case of energy leak, bathe in one of the medicated pools placed for your safety and convenience.

To door (7), having to fight VARN creatures on ledge above and standing in a window above door. In room, more fights, and had to jump down "stairs" with no immediate way back up.



Continued to (8), where a switch opened a secret panel revealing the chest w. **Flame Door Key** and **Captain's Code Scroll**, and a **Crystal Skull** like the one we found in Hall of the Fire Lord

Captain's Code

When the Landing commences, Captain, take this code scroll to the central control chamber and speak activator key 'krik' when prompted. All of the senior officers must present their code scrolls and keys to open the way. Yours is the last key in the sequence.

NOTE: Don't discard the Code Scrolls. They must be present in the last stage of the VARN quest.

Secret door in SE part of area, to hallway which took us back up to the door (7).

There's a pyramid within the pyramid – sloping walls allow us to climb the outer walls of the “inner pyramid” up to ledges on various levels. These ledges are shown in light gray on the map. So now climbed up to the lowest ledge (and cleared it for VARN creatures), and proceeded eastwards and turned north, to what looked like an entrance (9). Just a solid wall (for now), and sign, “The entrance to the central pyramid lies to the South”.

Door (10) leads to large water-filled area (also cleansing pool) guarded by hordes of genie-types.



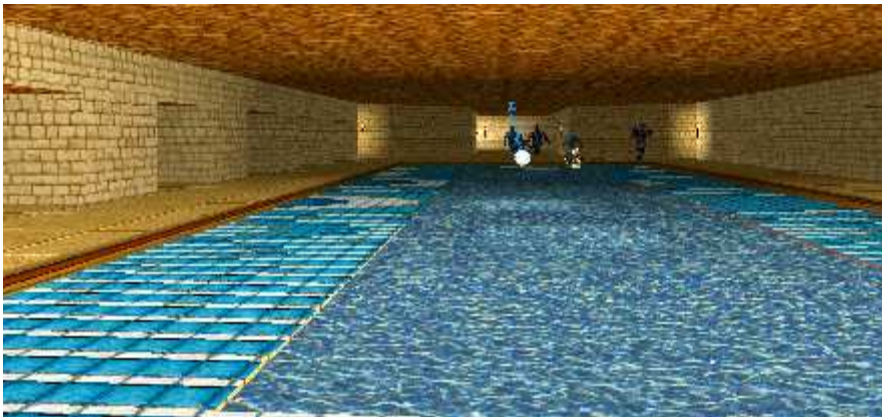
After clearing pool, checked the entrance to the **Water Temple (11)**, which was locked.



Then proceeded to **Back door (12)**, which could be opened with the key we found. Continued battling our way, first to the “maze” by (13) which contained naught but monsters. Cleared most of this area and then were low on HP and SP + time for a rest anyway, so spent the night in New Sorpigal before continuing.

Rooms (14) – pools with lots of alcoves along the side walls – all alcoves monster filled, and also contained items like potion bottles, reagents, and magic lamps (which can't be used, but traded for gems in town center).

Spent most of the day clearing these rooms, so when rounding the corner at (15) and finding the next room had a VARN creature family reunion, called for a new time-out.



Next day returned totally replenished and was a real party killer.

Room (16) is the **library**; all book shelves contained spell books, some good, but we had them all.

(17): Statue. Touch for **Communication Officer's Code Scroll**

(18): Locked chest

(19): Statue. Touch for **Engineer's Code Scroll**



Communication Officer's Code

When the Landing commences, Communications Officer, take this code scroll to the central control chamber and speak activator key 'aruhu' when prompted. All of the senior officers must present their code scrolls and keys to open the way.

Engineer's Code

When the Landing commences, Engineer, take this code scroll to the central control chamber and speak activator key 'yttocs' when prompted. All of the senior officers must present their code scrolls and keys to open the way.



Finished in this area returned the way we came and went east to hall at (20). Going (fighting our way) south we found the **Central Control Chamber** (with the triangle-shaped pools). As we're not ready for this room yet, retreated and continued exploring elsewhere. (21) was empty – only monsters. (22): Stairs down to dead end (nothing)

(23): Winding stairs up. Top of stairs nothing but monsters, so concentrated on stairs exit at middle level (24). Room south of here has a lower central part with ledge around.

Exit south from lower level, and as no apparent way back up, waited with this, and walked into hall (25), which leads to room with alcoves (26) and ends in room below pool. Nothing but monsters. Returned to stairs (23), and went south, but was stopped by a chute at (27).

Returned to **Central Control Chamber** and started clearing the room for VARN creatures. In and near this room got "Radiation damage". Only small damage, and sometimes "absorbed by crystal skull" (only wearer). Bathed in pools afterwards to play it safe, but don't know if that was necessary. By now was exhausted and out of SP, so time for a new night's rest in New Sorigal.

Next day we made a direct assault by unlocking the **Flame door (28)** (as we had eliminated the monsters in the Central Control Chamber already, this fight became much easier than if we'd taken this way in the first place.)

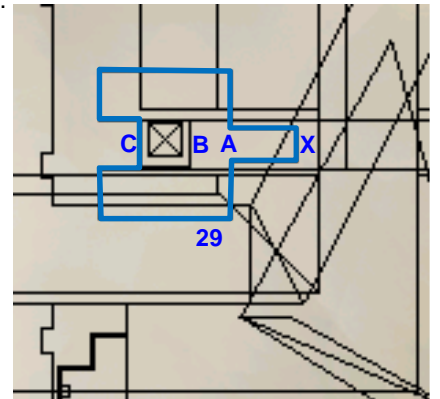
Now climbed all the way up to the uppermost ledge, and found what looked like a door at (29).

This turned out to be a teleporter and ended inside isolated room (blue edge, map →) at A:

X: Exit – teleporter to main entrance of Tomb.

On arrival, B is a solid wall, but after walking to X and back, the wall B disappeared and revealed a platform of some sort.

C: Three switches. Left and middle: Traps (small damage). Right: Elevator down – far down. At bottom of lift, corridor east which eventually ends up at (9), which now is open.



Next went back to stairs exit (24), back to room south of here, and jumped into central depression and exited by south door, leading to winding corridor (30), which ends in room with hole in floor (red outline on map). Jumped down hole, being careful not to land directly below, which is a new hole (Pic →).



Jumped down this hole and ended up in the lowest room, with four cleansing pools (→) and three exits.

NW exit: To room w. alcoves (31) ending below oval room, with hole in roof (hence landing place from above).

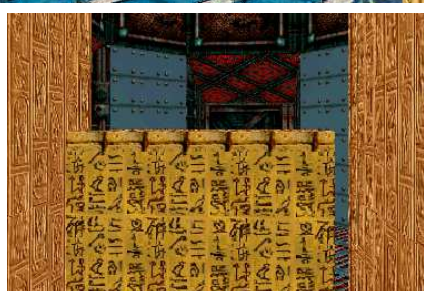
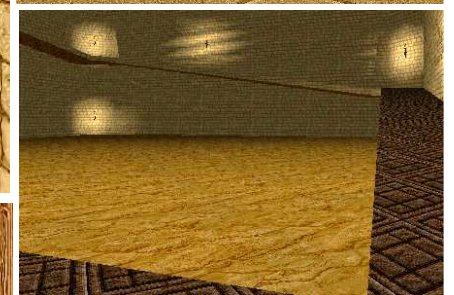
NE exit: To room (32) with ledge leading up to corridor with chute (27)

Hence these two exits, lots of fighting leading to naught.

SE exit: To maze of corridors and chutes, eventually leading to chest (33), with

First Mate's Scroll and **Water Temple Key**.

From there could continue northwards to (34) where we could look into but not enter Well of VARN.



Didn't find a way out of this maze, and as it was at the end of a long days work anyway, we simply took a Town Portal to New Sorigal for a well deserved rest.

First Mate's Code

When the Landing commences, First Mate, take this code scroll to the central control chamber and speak activator key 'kcops' when prompted. All of the senior officers must present their code scrolls and keys to open the way.

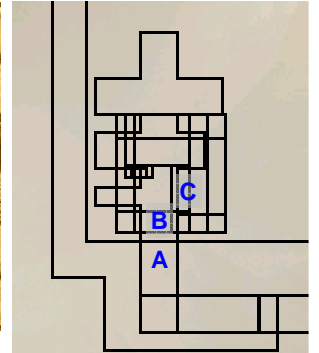
Returned next day (22. April), and headed directly for the Water Temple, which we now have found the key for.

A: Entrance (unlock with Water Temple Key)

Top level only alcoves with monsters.

B: Winding stairs down and down. At bottom,

C: Chest w. **Navigator's Code**, **Bibliotheca Chest Key**,
Crystal Skull (+7000 gold).



Navigator's Code

When the Landing commences, Navigator, take this code scroll to the central control chamber and speak activator key 'ulus' when prompted. All of the senior officers must present their code scrolls and keys to open the way.

Naturally went back to the library (16) and unlocked the chest (18) with the **Bibliotheca Chest Key**.

Found **Doctor's Code scroll**, **VARN chest key**.

While in the area, found that we had missed the exit from SW edge of rooms (14), (35). This led to the window overlooking large south hall, above the door (7).

Doctor's Code

When the Landing commences, Doctor, take this code scroll to the central control chamber and speak activator key 'yoccm' when prompted. All of the senior officers must present their code scrolls and keys to open the way.

With that all of the preparatory steps should have been completed. So then went back to the **Central Control Chamber** and cleared the area for any remaining creatures.

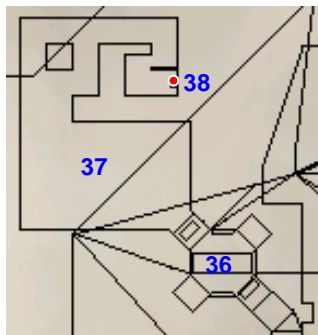
The pillar in the center of the room had two plaques:

"Only the one bearing the key may speak the code" and

"The Well of VARN must be keyed last"

When we enter one of the cleansing pools A-E, we are prompted for the code, but *only if the character carrying the corresponding code scroll is the active character*.

- A. Engineer: yttocs
- B. First Mate: kcops
- C. Doctor: yoccm
- D. Navigator: ulus
- E. Communication Officer: aruhu



Then proceed to top of Well of VARN (36).

Speak Captain's Code: krik, and well opens.

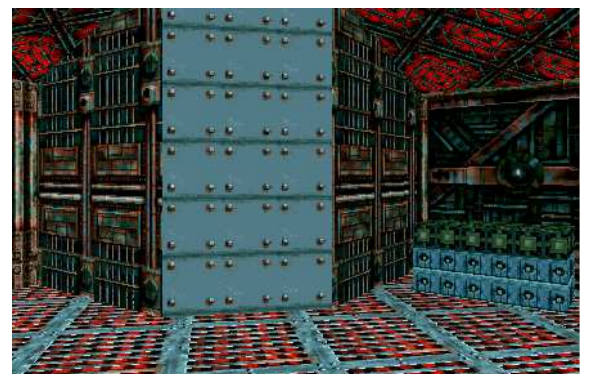
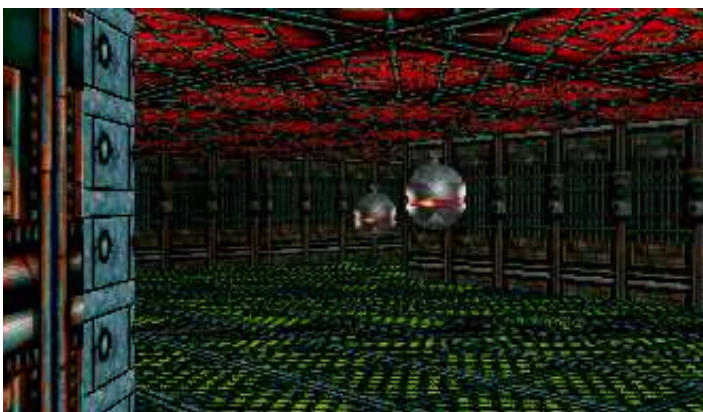
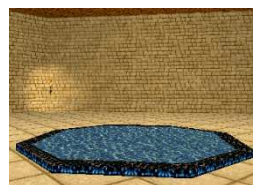
Descend, and arrive at what looks like the interior of a space ship.

Encounter **Patrol units** and **Enforcer units**.

Secret door to room (37) (more orbs), and

finally find chest at (38)... Locked – open with **VARN chest key**.

Chest contains **Control Cube** (5. **Oracle quest**)



That was that – not too tough, but took its time.

So now could return to Oracle in Free Haven by a Town Portal

The Oracle

You now have access to the Control Center. Simply ask to be transported and I will oblige. One warning however – the guardians of the Control Center are no longer under my control, so please exercise caution while visiting the Center.

(5. Oracle Quest OK, 500000 XP)

Kreegan

As I said, the Kreegan are resistant to most of the weapons available in Enroth, but not all. To rid the world of them, you will need to find where their vessel crashed and **destroy the main reactor**. The only problem is that the resulting explosions from the reactor will destroy the planet. You will **need a powerful spell** to prevent the explosion from damaging the planet, but no spell like that exists in the world today. The only person I can think of that would know of such a spell is **Archibald**, but he is in no condition to teach you. To make matters worse, the reactor cannot be harmed by normal weapons or spells – you will **need the ancient weapons** in the Control Center to destroy the reactor.

6. Oracle quest: Get ancient weapons from Control Center

7. Oracle quest: Obtain powerful spell (from Archibald?)

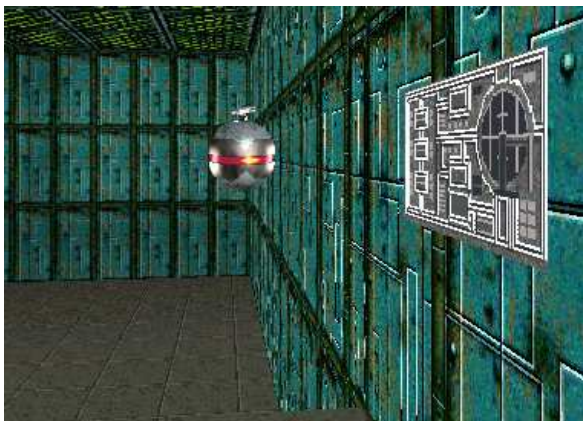
8. Oracle quest: Locate and destroy Reactor.

Ancients:

Though my memory has been damaged by Archibald, I can still remember the danger that our ancient enemy, the Kreegan, pose to our world. The Kreegan first appeared roughly 1500 years ago, attacking outlying colonies and stealing their resources. It was thought at the time they simply needed certain minerals, and could be reasoned with, but this was not the case. Their life cycle forces them to breed until the world cannot support their numbers, then they send ships off to other worlds to renew the cycle. Their attacks against the empire of the Ancients disrupted the network of shipping and communications that held us all together, causing the Silence that marks the first year of our modern calendar. Without support from the homeworlds, our fledgling technology failed, bringing us to this sorry state. I would help rebuild our technology, but I seem to have become a religious figure in the minds of many people, and very few visit me or understand what I have to offer. Perhaps this Kreegan crisis we face will bring people to their senses--as long as we survive it.

Must be careful to do things in the right order now. We have lots of XP and will soon gain a lot of skill points to spend. We are *also* close to learning the Blaster (Ancient Weapon) skill, and should not waste many of those skill points on anything but advancing as far and quickly as possible in Blaster, which is going to be our main weapon once we get hold of it.

So entered the Control Center and directly into first room to left. After defeating a couple of orbs, we found the crucial plaque on the wall:



Computer Terminal

Blaster weapons provide an effective, accurate ranged attack. To operate the blaster, hold the grip comfortably in your hand, point the barrel at your target, and gently squeeze the trigger. Should the weapon misfire, do not look into the barrel – give the weapon to an instructor and let them fix the problem. Never point a blaster at something you do not want to vaporize.

And by that we had learned Blaster Skill.

Proceeded to room at other side of hall, and found a blaster in the chest.

That's enough for now, so Beacons to Castle Ironfist for training.

Status:

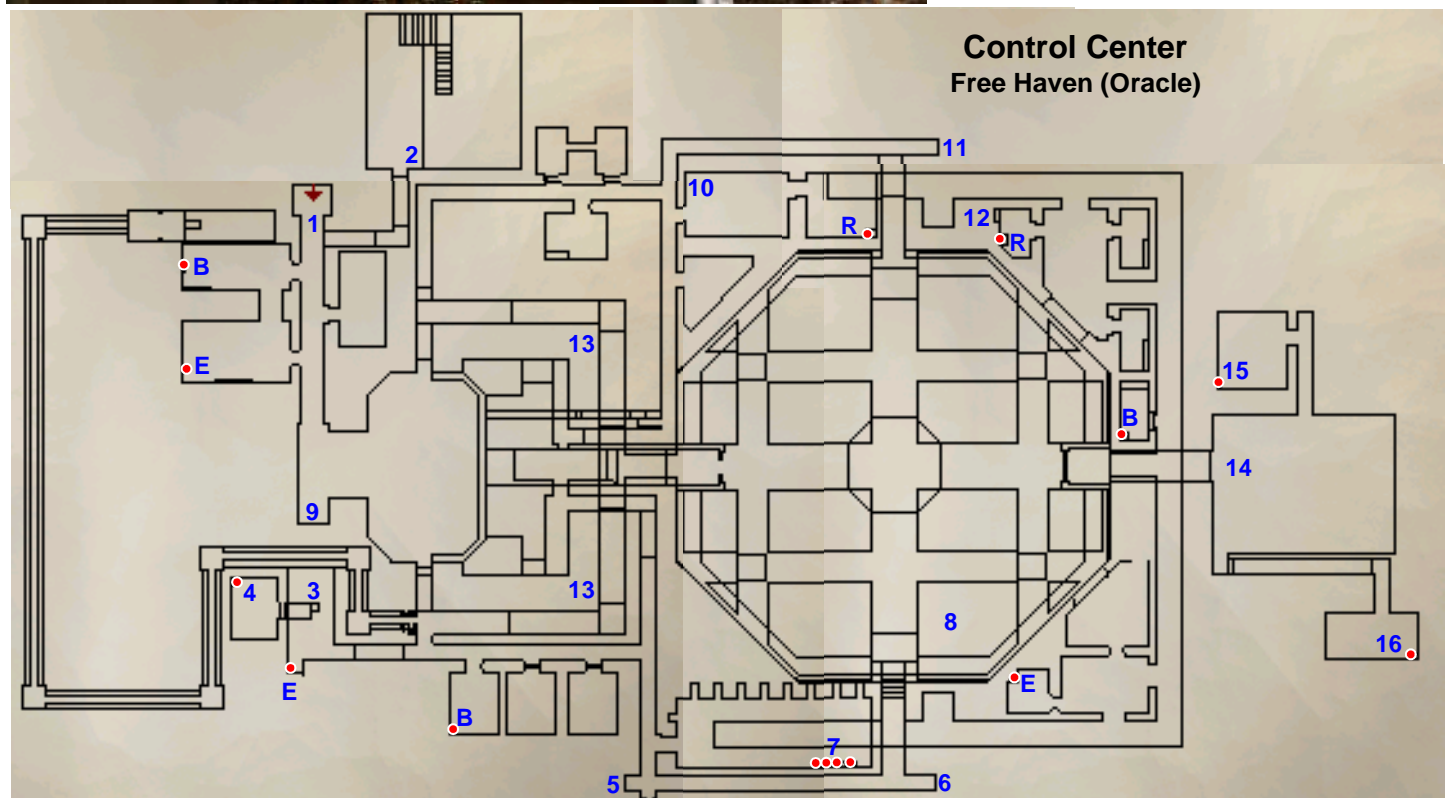
3. May, Level 93-94, Reputation Notorious, Fame 17413

Now a round trip for pilgrimage, advancing to Blaster Expert and Master, and spent about one million gold at the well in Kriegspire to buy XP.

Then new training to level 96.



View from entrance



Patrol Unit (Lv. 50, 3000 XP, *Brk Item*; Imm.: Pois, Mag)
Enforcer Unit (Lv. 70, 5600 XP, *Brk Item*; Imm.: Pois, Mag)
Terminator Unit (Lv. 70, 5600 XP, *Eradicate.*; Imm.: Pois, Mag)

Difficulty: Hard (lv 96)

- E. Empty chest
 - B. Chest w. one **Blaster**
 - R. Chest w. one **Blaster Rifle**
 - 1. Computer Terminal
 - 2. Computer Terminal (Blaster skill)
 - 3. Pressure pad toggles door
 - 4. Computer Terminal, Chest w. 1 **Blaster Rifle**, 2 **Blasters**
 - 5. Computer Terminal
 - 6. Computer Terminal
 - 7. 4 chests w. 3 x **Blaster**, **Blaster Rifle**, 4 x Memory crystals, Control cube.
 - 8. Large room on two levels w. lots of orbs.
 - 9. Computer Terminal
 - 10. Switch for door to east
 - 11. Computer Terminal
 - 12. Computer Terminal
 - 13. Hall up to upper level of large room (8)
- By now we had got what we came for, so could have left. But took eastern part (access from upper level of (8)) just for completeness.



Computer Terminal (1)

Hello and welcome to this self-guided tour of the Varn Planetary Control Facility. We gladly welcome all visitors. As you arrive at each key area, be sure to check any of our display screens for more information. Enjoy your tour!

Computer Terminal (2)

{Blaster skill – reported earlier}

Computer Terminal (4)

Chief Engineer Wilson's Personal Log. I have locked myself in Storage Room #6 but currently have no means of escape. The drone-bots have gone mad and have started killing everyone in sight. I was able to access the main control terminal on Level Four despite warnings of a hazardous leak, and I sent a distress signal, but since we have not had contact with any of the colonies for several weeks, I do not believe that a rescue is possible. I have also managed to seal this facility so that the drones can not escape. It is my hope that the colonists will be able to mount some sort of defense by the time my encryption codes are broken. Tell Emma I love her. Wilson out.

Computer Terminal (5)

We apologize for any inconvenience, but we ask that all personnel evacuate the facility at this time. Please do not be alarmed. Thank you.

Computer Terminal (6)

Before entering the Planetary Reaction Chamber, please request a pair of Safety Goggles from one of our Drones. During peak hours of operation, this facility can generate enough power to produce a light bright enough to be seen from space. Please avoid looking directly into the light.

Computer Terminal (9)

The room to your left is the main meeting hall. Visiting dignitaries from around the world have feasted at banquets held in their honor. In fact, it is said that at his 21st birthday party King Sheridan nearly choked to death on a piece of mogred, but was saved by a serving girl who he later married and made his Queen. Ahh, l'amour.

Computer Terminal (11)

Alert, environmental controls are offline on Level Four, Sections 18 through 96. Access restricted to drones until further notice.

Computer Terminal (12)

This is the main equipment storage and repair facility. By now, you may have noticed several floating Drone-bots. They are responsible both for maintaining the key systems of this facility as well as sanitation. If a unit becomes damaged, it is brought here to be repaired.

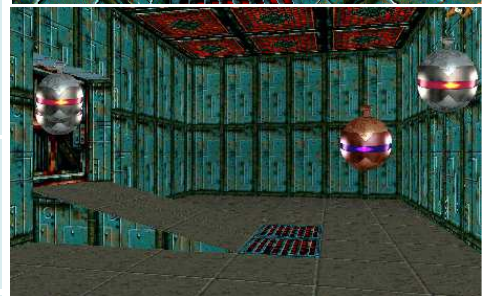
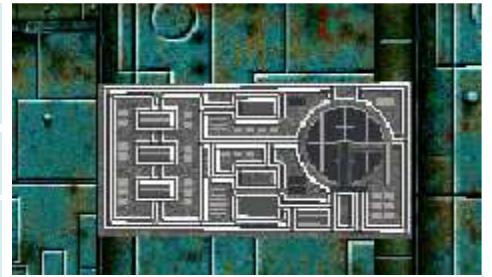
As said, having come this far we have found four blaster rifles, and hence our mission in the control center is complete. But nevertheless wanted to map and explore the missing east part, which meant first fighting lots of orbs in the main room (8) (which else can be left alone), then exiting through east door lower level, to arrive in room (14). This room is crowded with orbs, most of the Terminator kind. Moreover they gather along the west wall, making fighting them more difficult. So it was a matter of rounding corner – fight a few rounds, reload if eradicated, retreat and save if not, and thus passes time. Wasn't that tough, really. So could proceed to collect the "rewards":

15. Lots of memory crystals (to what use...?)

16. Lots of Control Cubes + Proclamation scroll – yeahhh!

Proclamation

Congratulations! I hereby proclaim you all Super-Goobers!



And with that, we left the Control Center (feeling a little awkward???)

Having got four blasters, plus skill:
6. Oracle Quest OK

Party will now use blasters as their weapons. They don't do *very* much damage, but are much faster than any other weapons, so damage done in a round surpasses anything else. Some disadvantages: Archer can't use a shield, and had some defense from spear. All of the weapons equipped before had some advantages regarding resistances or stats – but you can't win 'em all. Exception: Pug will mostly continue to use spell-casting in battles, and has some great advantages by having his staff equipped. So he'll continue using the staff / bow, and only equip his Blaster when we encounter the reactor.

Seer:

"Before you destroy the reactor, you will need a spell capable of containing the resulting explosions. **You must free Archibald from his stone prison. Talk to Nicolai and bring him the Third Eye – he will allow you to use Tanir's Bell to turn Archibald back to normal. From there, you should be able to convince Archibald to give you the knowledge you need.**"

Went to Kriegspire to trade some more gold into XP, and found that the well didn't have infinite uses. Back to Castle Ironfist for training to lv. 98. It was 2. June, but our Darkmoor-Beacon had run out, so skipped that shrine. Reputation is still Notorious, which isn't good at all, as we'll shortly see.

Tried to enter the Castle to talk to Nicolai about freeing Archibald, but alas;



We don't want that..., not with the game approaching the end.

So reloaded, and went to temple and donated some 1000 gold, where after our reputation improved to **Respectable**.

Second attempt at entering castle – no problems whatsoever.

Nicolai Ironfist
Uncle Archibald

You want to free Archibald?! If the Oracle told you to do it, I guess we should, but he'll be trouble once he's loose, that's for sure. I know where the bell is that turned him to stone, but I can't open the family vault that it's in without the **Third Eye**. It's one of three gems you need to put into the door of the vault in order to open it. I've got two of them – one in my father's crown and one in his scepter, but my father hid the third one, and he didn't tell me where it is. If you could find it, I could open the vault and get the bell.

Solution found in the letters from Roland in the beginning of the Manual – the Third Eye is hidden in the well.

So went to well, and returned to Nicolai with Third Eye.

Nicolai Ironfist

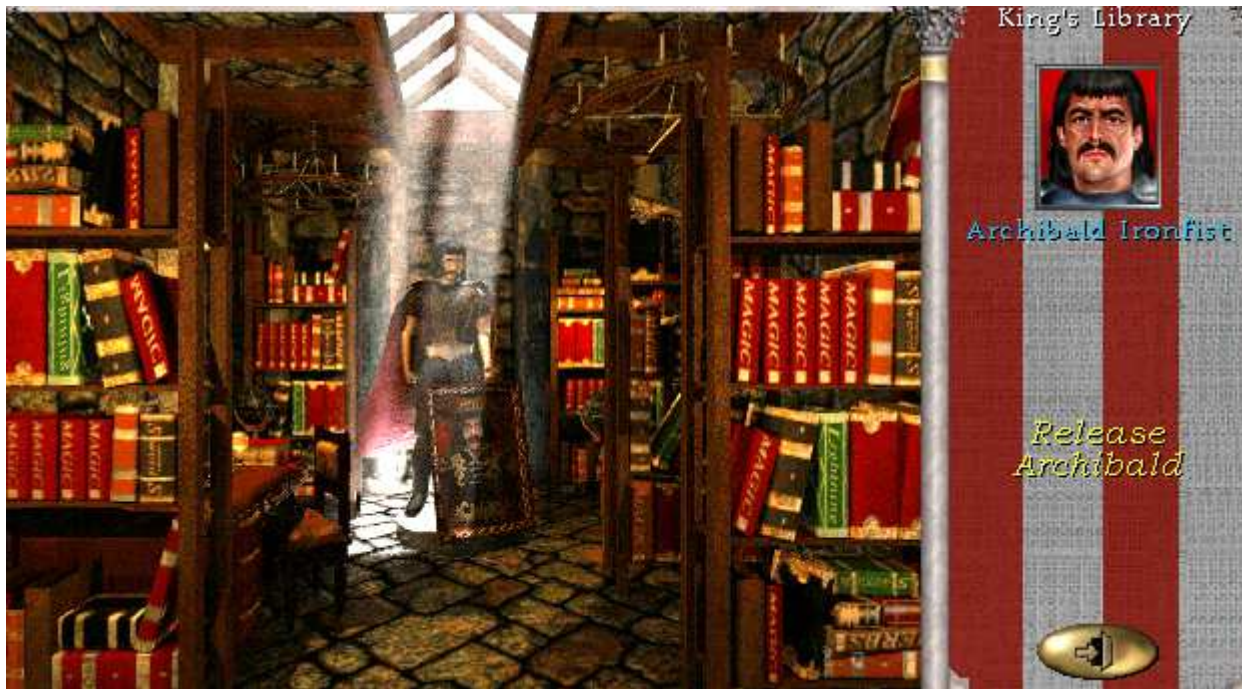
You the **Third Eye**! All right, wait here – the bell should be in the vault. <Nicolai runs out of the throne room, returning a short while later> OK, here it is!

...

I hope you know what you're doing. Everyone says my uncle is quite treacherous.



Finally went to Castle upstairs and entered the library.



Archibald Ironfist

Now wait just a minute Tanir, and I'll make it worth your while to let me... Oh. <Archibald is silent for a long while> I guess I have you people to thank for releasing me from my prison of stone. Thank you! You say you need a spell that I've created? <reaching to the shelves and removing a library scroll> Well, as a reward, I'll give you the **Ritual of the Void**. Use it in good health. Now, I'm sure you're very busy, as am I... <Archibald waves his arms and fades away>

Ritual of the Void

The ritual described on this scroll seems to be a complex magical formula requiring the caster to face the target from a distance and follow a lengthy and exacting series of steps. You can't figure out what the effect of the spell will be once it's been cast.

(7. Oracle Quest OK, 50000 XP, -928 karma)

So now our reputation is back at **Despicable**, and as we don't want to be known as such, another round of donating at the temple, until we once again were **Respectable**.

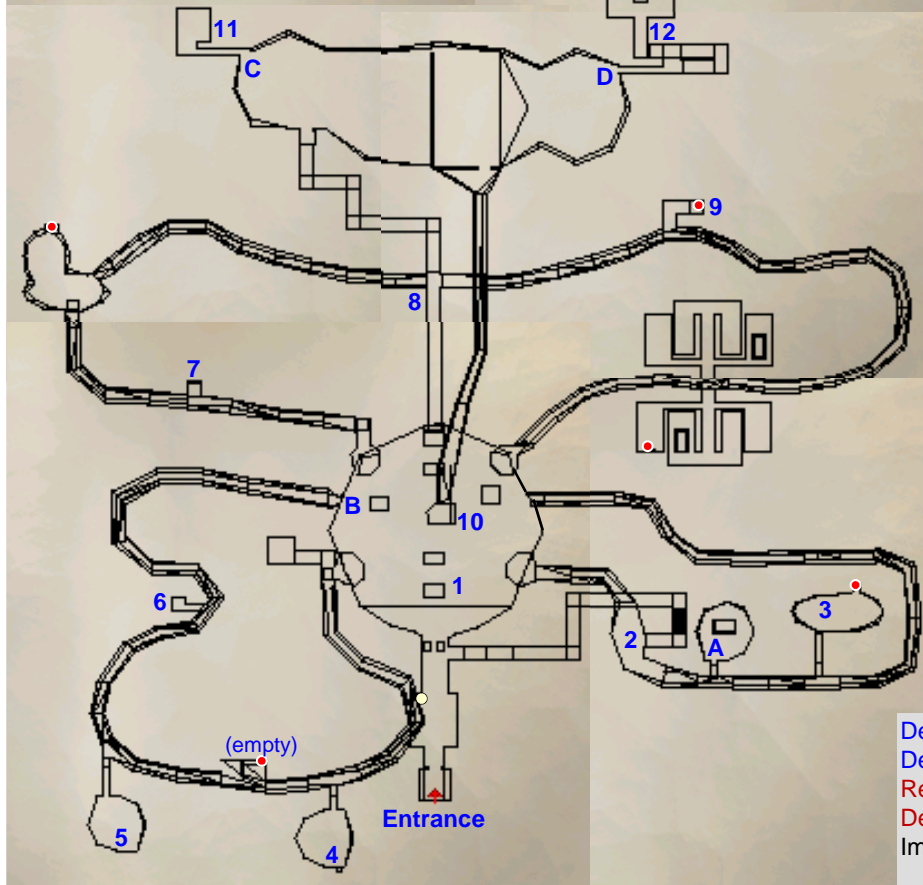
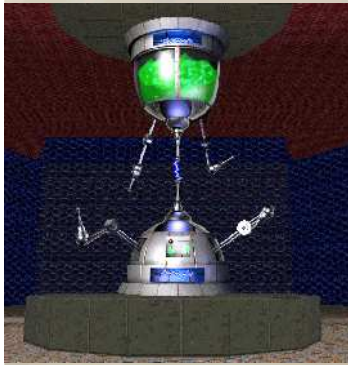
And we're ready for the end game.

From Beacon at the fountain in Sweet Water fled northwest to the Hive at top of the hill (didn't care to fight our way up – by now we're in no mood for unnecessary fighting...)





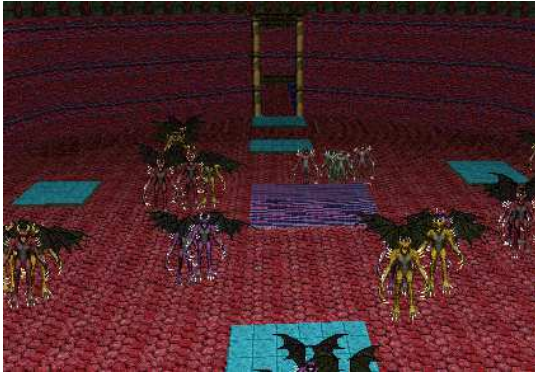
The Hive Sweet Waters



1. **Central entry room.** Crowded with devils. Actually only reasonably tough battle in this dungeon, due to the drain SP ability of some monsters. Save often and restore if SPs are drained. Finished off this room, and returned to IFC for training. On return discovered (remembered) that *reset time is 7 days*. So had to do it again – and then decided to take a final training and do it a third time (11. June, lv. 101, Rep. Ave, Fame 20258) Jumped into SE hole, and found
2. passage back to entrance area (door at top opens only from secret passage)
A: Door won't budge
3. Switch
B: Door won't budge
Jumped down SW hole:
4. Switch
5. Switch teleports party to entrance
6. Keg; +20 HP, unlimited use
B opens from corridor
Jumped into NW hole:
7. Switch (supposed to turn off flushing system, but that didn't happen.)
8. Junction with doors east, west, north. Doors open only from corridor side
Jumped into NE hole:
9. Chest w. **Hive Sanctum Key**
10. "Trap door". Was still closed, so went back to (3) and toggled switch OFF/ON another time. On return to central entry room, (10) was open.
So jumped down here and went north. Door C supposed to open by throwing a couple of switches (3 & 4?, ??) – enter room w. switch (11) – opens door A. Behind A, some devils and naught else (any purpose of these doors?)

Devil Spawn, Devil Worker, Devil Warrior
Devil Captain, Devil Master, Devil King
Reactor (Lv. 100, 11000 XP, Imm.: All but Blaster)
Demon Queen (Lv. 100, 11000 XP, Drain SP, Imm.: Fire, Mag.)

Difficulty: Medium (lv 98-101)



Door D must be opened with **Hive Sanctum Key**.

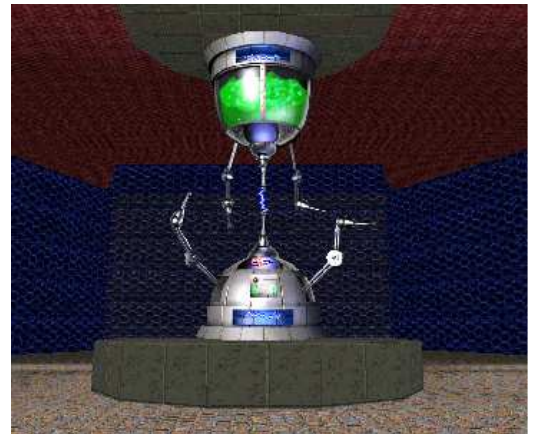
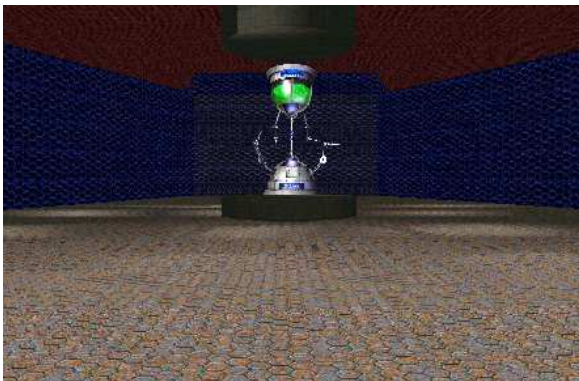
(12) is a switch for entering lowest level (winding corridor), and encounter Reactor at (13). With blasters this is an easy fight.

Immediately after Reactor has been disposed of party is moved to face the Demon Queen (14) (no chance to save in between fights).

Note that for some reason both HP and SP have been replenished, and an anti-magic spell has been cast (all protective spells disappeared).

Demon Queen drains spell points at first opportunity, so first task is to re-cast Day of the Gods and Day of Protection. Note also that reactor room behind us has been filled up with devils. Didn't bother with them, but concentrated all fire power on Demon Queen, which was also finished off relatively easy.

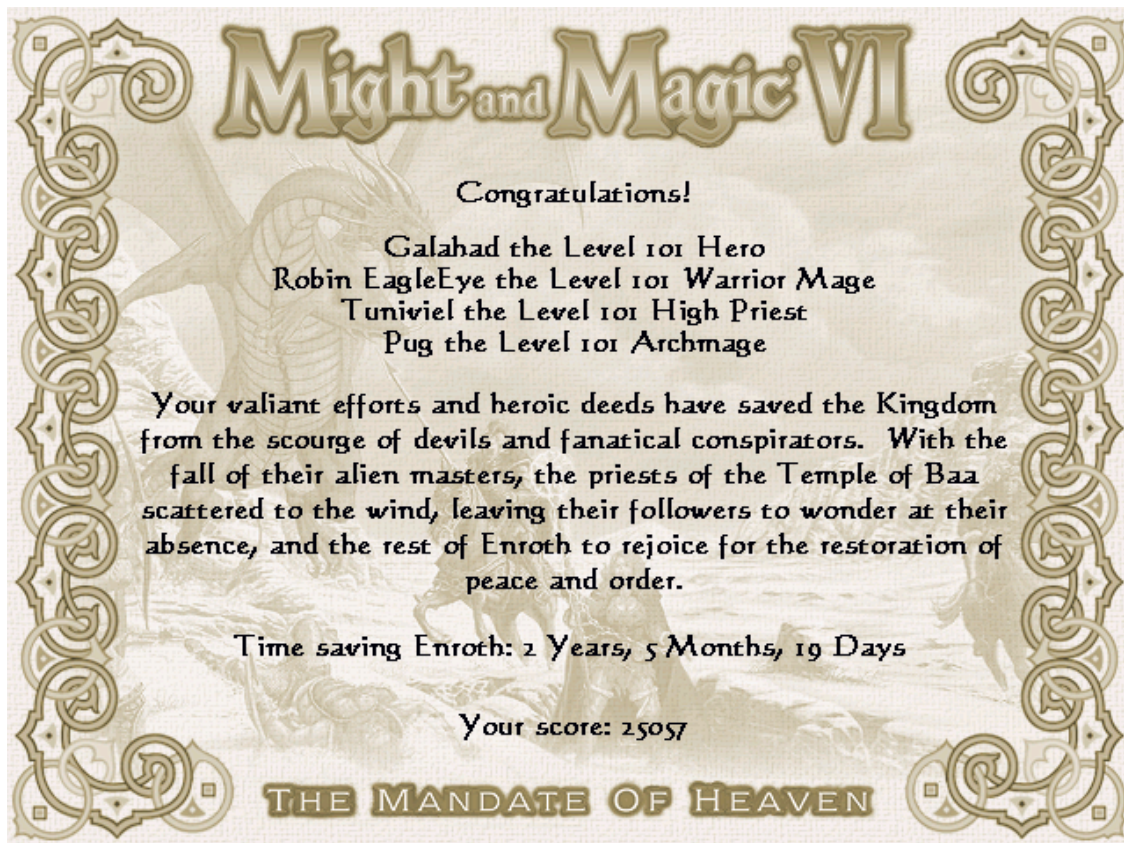
Now all the creatures came after us, but that didn't matter – just made for the exit (15) and enjoyed the end-game cut graphics – first Hive blowing up and then celebration.





And finally a view of Archibald, laughing maliciously, "I'll be back"...

Final stats: Level 101 (ready for training), Reputation Average, Fame 20822



<i>Galahad the Hero</i>		Skill Points: 1	
Might	232 / 134	Age	25 / 25
Intellect	150 / 52	Level	101 / 101
Personality	226 / 128	Experience	5241940
Endurance	209 / 111	Attack	+87
Accuracy	215 / 117	Damage	17 - 37
Speed	208 / 110	Shoot	+87
Luck	252 / 154	Damage	17 - 37
Hit Points	740 / 760	Fire	205 / 117
Spell Points	536 / 548	Electricity	172 / 84
Armor Class	176 / 176	Cold	167 / 79
Condition: Good		Poison	158 / 70
Quick Spell: None		Magic	142 / 54



<i>Robin EagleEye the Warrior Mage</i>		Skill Points: 1	
Might	216 / 118	Age	23 / 23
Intellect	203 / 105	Level	101 / 101
Personality	187 / 89	Experience	5194648
Endurance	201 / 103	Attack	+84
Accuracy	218 / 120	Damage	17 - 37
Speed	204 / 106	Shoot	+84
Luck	208 / 110	Damage	17 - 37
Hit Points	732 / 752	Fire	171 / 83
Spell Points	514 / 526	Electricity	150 / 62
Armor Class	113 / 113	Cold	143 / 55
Condition: Good		Poison	143 / 55
Quick Spell: None		Magic	134 / 46



<i>Tuniviel the High Priest</i>		Skill Points: 1	
Might	187 / 89	Age	24 / 24
Intellect	171 / 73	Level	101 / 101
Personality	213 / 115	Experience	5191245
Endurance	192 / 94	Attack	+80
Accuracy	175 / 77	Damage	17 - 37
Speed	171 / 73	Shoot	+80
Luck	207 / 109	Damage	17 - 37
Hit Points	530 / 546	Fire	231 / 143
Spell Points	736 / 825	Electricity	182 / 94
Armor Class	174 / 174	Cold	153 / 65
Condition: Good		Poison	149 / 61
Quick Spell: None		Magic	133 / 45



<i>Pug the Archmage</i>		Skill Points: 0	
Might	188 / 90	Age	23 / 23
Intellect	204 / 106	Level	101 / 101
Personality	136 / 38	Experience	5194898
Endurance	211 / 113	Attack	+30
Accuracy	198 / 100	Damage	23 - 29
Speed	195 / 97	Shoot	+26
Luck	265 / 167	Damage	9 - 14
Hit Points	586 / 602	Fire	168 / 80
Spell Points	863 / 928	Electricity	170 / 82
Armor Class	116 / 116	Cold	153 / 65
Condition: Good		Poison	143 / 55
Quick Spell: None		Magic	136 / 48



Retrieved Lord Kilburn's Shield
Retrieved the Hourglass of Time
Destroyed the Devil's Post
Captured the Prince of Thieves
Fixed the Stable Prices
Ended Winter
Received Promotion to Honorary Crusader
Received Promotion to Honorary Hero
Received Promotion to Wizard
Received Promotion to Archmage
Received Promotion to Honorary Cavalier
Received Promotion to Honorary Champion
Received Promotion to Honorary Priest
Received Promotion to Honorary High Priest
Received Promotion to Honorary Great Druid
Received Promotion to Honorary Arch Druid
Received Promotion to Honorary Battle Mage
Received Promotion to Honorary Warrior Mage
Exposed the Traitor on the High Council
Awakened the Oracle
Gained Access to the Control Center
Destroyed the Hive and Saved Enroth
Killed Snergle
Saved the Mayor of Mist
Retrieved the Bad Candelabra
Retrieved Andrew's Harp
Retrieved Ethric's Skull
Killed the Spider Queen
Saved the Monolith
Destroyed the Wicked Crystal
Rescued Emmanuel
Found Zoltan's Artifact
Rescued Sharry
Rescued Angela
Rescued Sherell
Broke the Blackshire Curse
Killed the Werewolf Leader
Solved the Goblinwatch Combination
Returned with the Chime of Harmony
Retrieved Emil's Egg
Placed Twillen's statuettes
Aided the Lord of Fire
Delivered 6th Letter to Wilbur Humphry
Destroyed the Book of Liches
Super-Goober

Joined the Elemental Guild
Joined the Self Guild
Joined the Buccaneer's Lair Guild
Joined the Protection Services Guild
Joined the Smugglers' Guild
Joined the Blade's End Guild
Joined the Duelists' Edge Guild
Joined the Berserker's Fury Guild
Joined the Air Guild
Joined the Earth Guild
Joined the Fire Guild
Joined the Water Guild
Joined the Body Guild
Joined the Mind Guild
Joined the Spirit Guild
Joined the Light Guild
Joined the Dark Guild

