





Promotions

Basic		Good Path		Evil Path	
Archer → Warrior Mage	Snick, Avlee	Master Archer	Mark, HD	Sniper	Snick, Avlee
Cleric → Priest	Falk, Deyja	Priest of Light	Devine, Celeste	Priest of Dark	Falk, Deyja
Druid → Great Druid	Green, TF	Arch Druid	Green, TF	Warlock	Anwyn, Nighon
Knight → Cavalier	Org, Erathia	Champion	Rowan, Br. Des.	Black Knight	Org, Erathia
Monk → Initiate	Hume, HD	Master	Hume, HD	Ninja	Sand, Pit
Paladin → Crusader	Quixote, Erathia	Hero	Quixote, Erathia	Villain	Setag, Deyja
Ranger → Hunter	Sower, TF	Ranger Lord	Sweet, Br. Des.	Bounty Hunter	Sower, TF
Sorcerer → Wizard	Grey, Br. Des.	Archmage	Grey, Br. Des.	Lich	Wynac, Pit
Thief → Rogue	Lasker, Erathia	Spy	Lasker, Erathia	Assassin	Undersadow, Deyja

[illegible]

[illegible]

Skill	Expert Teacher		Master Teacher	GM Teacher
Axe	Woodsplitter, HD	Goblinreaver, Avlee	Keenedge, Stone City	Stonecleaver, Tatalia
Blaster	Sir Caneghem, Celeste		Crag Hack, Celeste	Resurectra, Celeste (Castle) Kastore, Pit (Castle)
Bow	Rudyman, Br. Des.	Suretail, TF	Ravensight, Nighon	Cardick the Steady, HD
Dagger	Smiling Jack, Br. Des.	Ottin, TF	Slasher, Nighon	Lasker, Erathia Fist, Tatalia
Mace	Tamloc, Stone City	Harvest, Erathia	Rothham, Tatalia	Felburn, Deyja
Spear	Greydown, Tatalia	Holden, Avlee	Silverpoint, TF	Falconeye, Stone City
Staff	Withersmythe, HD	Hawthorne, Nighon	Penderton, Br. Des.	Mithrit, Avlee
Sword	Ravenhill, Erathia	Arin, Tatalia	Slicer, Deyja	Townsaver, HD
Unarmed	Steeleye, HD	Stone, Br. Des.	Brawler, Evenmorn isl.	Norris, Erathia
Leather	Iversson, HD	Deerhunter, Avlee	Nedlon, Nighon	Miyon the Quick, TF
Chain	Steelcoif, Tatalia	Bith, TF	Dragontracker, Avlee	Nevermore, Deyja
Plate	Burnkindle, Stone City	Lotts, Tatalia	Forgewright, Erathia	Brand the Maker, Br. Des.
Shield	Wolverton, Erathia		Gallowswell, Tatalia	Smithson, Evenmorn isl.
Dodge	Mist, HD	Spyder, Br. Des.	Crane, Evenmorn isl.	Wain, Erathia
Air magic	Stormeye, Tatalia	Windsong, TF	Greenstorm, Avlee	Gayle, Br. Des.
Earth magic	Kern, HD	Welman, Stone City	Stonewright, TF	Avalanche, Deyja
Fire magic	Redding, Tatalia	Treasurestone, TF	Temper, HD	Blayze, Erathia
Water magic	Ravenhair, Avlee	Whitecap, TF	Rainshield, Nighon	Torrent, HD
Body magic	Hillsman, HD	Hearthswarm, Erathia	Brother Bombah, Tatalia	Tempus, Avlee
Mind magic	Julian the Delver, Erathia	Whitesky, Nighon	Featherwind, Avlee	Bremen, Tatalia
Spirit magic	Stillwater, HD	Riverstone, Tatalia	Dreamwright, Erathia	Benjamin the Balanced, TF
Light magic	Lightsworn, Br. Des.		Morningstar, Celeste	Magnus, Celeste (Castle)
Dark magic	Nightcrawler, Deyja		Darkenmore, Pit	Ironfist, Pit (Castle) Kastore, Pit (Castle)
Meditation	Wiseman, Deyja	Whitesky, Nighon	Greensward, Br. Des.	Kaine, Avlee
Alchemy	Watershed, Br. Des.	Willowbark, TF	Witherspoon, Nighon	Apple, Avlee
Armsmaster	Steele, Tatalia	Botham, Deyja	Brightspear, Avlee	Lasiter Slayer, Ld. of Giants
Body Building	Thorinson, Stone City	Hollyfield, Br. Des.	Foestryke, Deyja	Thomas, Nighon
Disarm trap	Lasker, Erathia Taran the Lifter, Tatalia	Fiddlebown, TF	Skinner, HD	Quicktongue, Nighon
ID Item	Krewlen, HD	Hollis the True, Nighon	Benson, Br. Des.	Blueswan, TF
ID Monster	Black, TF	Nosewirt, Nighon	Swiftfoot, Avlee	Raven the Hunter, HD
Learning	Applebee, Br. Des.	Putnam, Deyja	Senjac, Nighon	Smithson, Evenmorn isl.
Repair item	Thomas, HD	Gizmo, Stone City	More, Tatalia	Gareth the Fixer, Erathia
Merchant	Thain, Stone City	Weatherston, TF	Caverhill, Evenmorn isl.	Brigham the Frugal, Br. Des.
Perception	Weider, HD	Ottertton, Avlee	Dotes, TF	Cleareye, Deyja
Stealing	Lasker, Erathia Lightfingers, HD	Elmo the Pincher, Nighon	Shadowrunner, Deyja	Nightwalker, Tatalia

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

Turin, Dwarf Paladin – Crusader – Hero

[illegible]

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

Faramir, Human Archer – Warrior Mage – Master Archer

[illegible]

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

Bombadur, Dwarf Cleric – Priest – Priest of Light

[illegible]

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

Luthien, Elf Sorcerer – Wizard – Archmage

[illegible]

Note

This walkthrough is a combination of two different game sessions.

In first play-through the plan was to develop skills and do as many side-quests as possible before pursuing the main quest. This turned out to be a bad strategy. According to net-clues, the trumpet-quest would pop up some time after completing the Tularean Caves and Riverstride Fort quests, and then the Arbiter would die some time after.

But what happened was that Judge Fairwater died before I had even started doing those quests (apparently there's some max time before he dies, whatever else has happened in the game). Hence, I never got the chance to become Lords of Harmondale, but nevertheless completed the game (the rest of the game wasn't affected in any way).

Still this wasn't quite satisfactory, so replayed the game up to the arrival at Celeste, this time taking care to carry out the quests as soon as we received them.

Also had the experience to play the first part of the game optimally w.r.t skill development.

The order in this walkthrough is therefore, i) the latest play-through from Emerald Island to Celeste. ii) Rounding off missing quests (done prior to Celeste in first play-through, but not yet done in second). iii) Remaining from first play-through.

The level references on the maps and the progress tables are therefore not 100% accurate.

Legend for maps

I: Inn

B: Bank

C: Coach Travel

D: Docks

A: Armory

W: Weapons

H: Healing (temple)

T: Training

P: Potions (alchemist)

G: Guild

A/E/F/W/B/M/S:

air/earth/fire/water

body/mind/spirit

M: Magic shop

TH: Town Hall

(white): Neutral

X: quest-related

Y: shops/guilds / Skill trainer

X: fountains/wells/pedestals

Chest

O: Obelisk



Start of game:
Arriving at Emerald Island,
 welcomed by Margaret



1. Well, +50 Fire resistance
 2. Carolyn Withers; Membership Air & Fire Guild
 3. **Lord Markham's headquarters**
Markham: Find missing contestants
Judge Thomas: Return contest items to him
 4. Roger Tellmar; Membership Body & Spirit Guild
 5. Well, +2 luck (if low), max 8 uses
 Pedestal, Haste
 6. Well, +5 SP
 7. Well, +5 HP
 8. **Hut** w. many chests, incl. **Seashell**
 9. Pedestal; Day of the Gods
 10. Pedestal; +50 Fire resistance
 11. Game of Luck (+3 skill points)
 12. Donna Wyrith
 13. **Dragon Cave** (Contestant's shield, bow ++)
 14. **Temple of the Moon**
- Inn: **Ailyssa the Bard** outside, sells Lute (500g).

Dragonfly (24), Fire Dragonfly (56), Queen Dragonfly (144)
 (Level 1 on entry) [(...): XP received for monster]

NOTE: Magic skills are cheaper here than anywhere else. I.e. spend the gold on Bow-skill & bows (needed, and else hard to get before much later), plus all available magic skills.

Unintended incidence:

According to "official play guide", a "Mr. Malwick" is supposed to address party and offer a fireball wand, in exchange for some service. Accepting has some unfortunate side-effects later in the game. After first dragonfly attack we searched a dead person and found a wand of fireballs. This way we got the very useful wand without having to experience the negative consequences...



Markham:

Isn't this hunt exciting? I really am grateful you came to my little event, and hope you have fun, even if you don't win. I think it's great that everyone is competing in a spirit of good sportsmanship and camaraderie.

If you win, you'll be in charge of one of the most scenic areas in all Erathia! Harmondale is just outside of the Tularean Forest, right on the edge of the Elf-Human border. And I'm sure you'll love the castle. It's a bit of a fixer-upper, but it's quite roomy and has excellent ventilation. It breaks my heart to part with this property, but I feel that the time has come for me to give something back to the people.

Thomas:

Good afternoon. My duty is to verify that you have all the items necessary to win the contest. You are required to bring a **red potion**, a **longbow**, a **floor tile from the Temple of the Moon**, a **wealthy hat**, **seashell**, and an **instrument** to me. You can bring them in any order, just show them to me one at a time so that I may verify them.



Greatest monster challenge: Lots and lots of Dragonflies between (6) and (8), esp. in swamp by (8). Draw them to well (7) and fight them there.

Used available money to buy bow and bow-skill. (Also check on wells!) Then found more gold by fighting dragonflies. After a while could clear area in the swamp and got access to the chests in the hut, containing **Sea shell** and **red potion** (or ingredients), plus weapons and armor that could be sold or used.

Thomas:

What took you so long? Almost every group has turned in a red potion by now. This is the easiest item in the hunt to manage, but better late than never. I will mark it off your list. (q1)

A beautiful shell, much like the ones that Sally sells. This certainly came from Emerald Island. I shall mark the shell off your list. (q2)

Next we headed for the Dragon Cave. Can't fight it anyway, so just as well to get this done early – earning a few more gold and XP before the temple. Day-of-Gods and Fire Resistance pedestals before encounter.

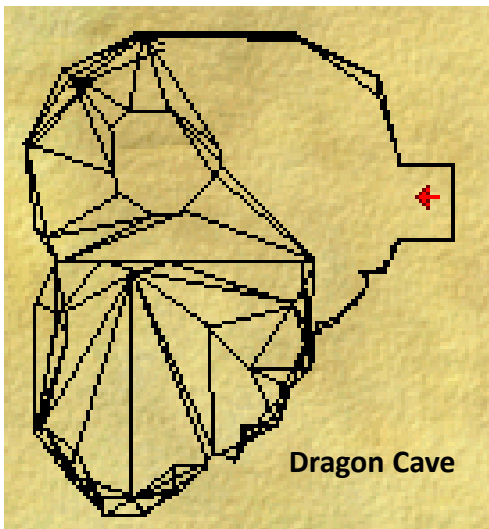
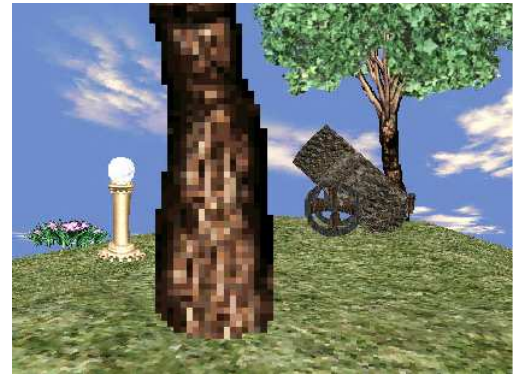
Donna Wyrith:

Missing People:

Hmm... I recall a few strangers poking around the entrance to the Dragon's Cave recently. I didn't notice if they went inside, but I haven't seen them around since. They must have realized how dangerous that place is and headed back to town.

Abandoned Temple:

The cave right behind my house is not the Abandoned Temple. It belongs to **Morcarack the Pitiless**, the Dragon of Emerald Island. He doesn't appreciate visitors, so I wouldn't advise going there. The Abandoned Temple is buried in the hill south of my house. You can get to it by entering the caves at the top of the hill.



Didn't even try to fight the dragon (It can be done, though...)

Get in, grab **shield** and **bow**, get out – save – re-enter, grab gold – exit, save, ... until the cave had been looted (and some deaths later...)

Deliver shield to **Markham**:

(Proof of missing contestants)

There really is a dragon on the island? I thought everyone was referring to the dragonflies everywhere. I'll warn everyone to stay away from that cave so we don't lose anyone else. (q7)

Dragon (??), Rats. -- Shield, Longbow, Plate, Leather ++ Gold.

Thomas:

This **longbow** certainly qualifies for the hunt. Good work, I shall mark it off your list. (q3)

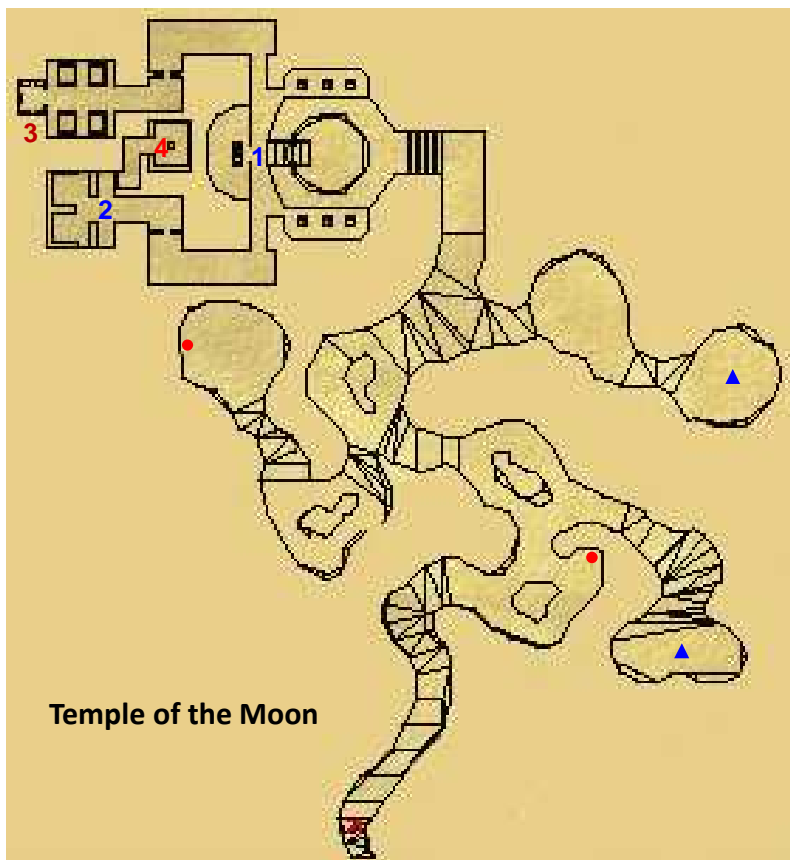
After more training and equipping headed for the Temple



The Temple of the Moon



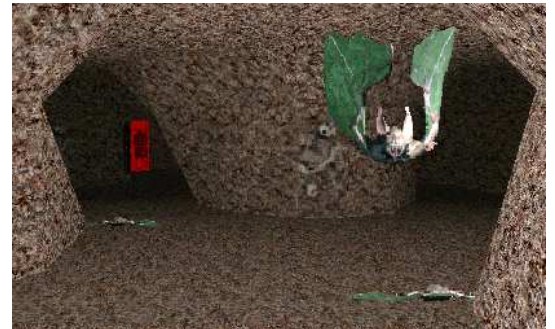
The dripping of water and a strange, unidentifiable squeaking are the only noises that seem to come from the entrance to this cave.



● Chest

▲ Item / Gold

1. Fireball-trap
2. Spell scrolls in book-cases
3. 5 chests, incl. [Wealthy Hat](#)
4. Scrolls + Spellbooks + [Floor tile](#)



Giant Bat (30), Vampire Bat (96), Inferno Bat (171)
 Giant Rat (29), Lightning Rat (56), Fire Rat (96)
 Giant Spider (75), Venomous Spider (144), Widowmaker (?)
 (Level 3 on entry)



Delivered floor tile and wealthy hat to Thomas (q4, q6)

Then went to Inn where Alyssa the Bard was waiting outside.

Instruments

I own a few instruments, but I only brought my lute with me. It's old and not quite as well kept as some of the others, but I didn't want any of my good instruments stolen by pirates or damaged from exposure to the humid, salty air.

-- Buy Lute for 500 gold.



Delivered Lute to Thomas (q5)

Lord Markham:

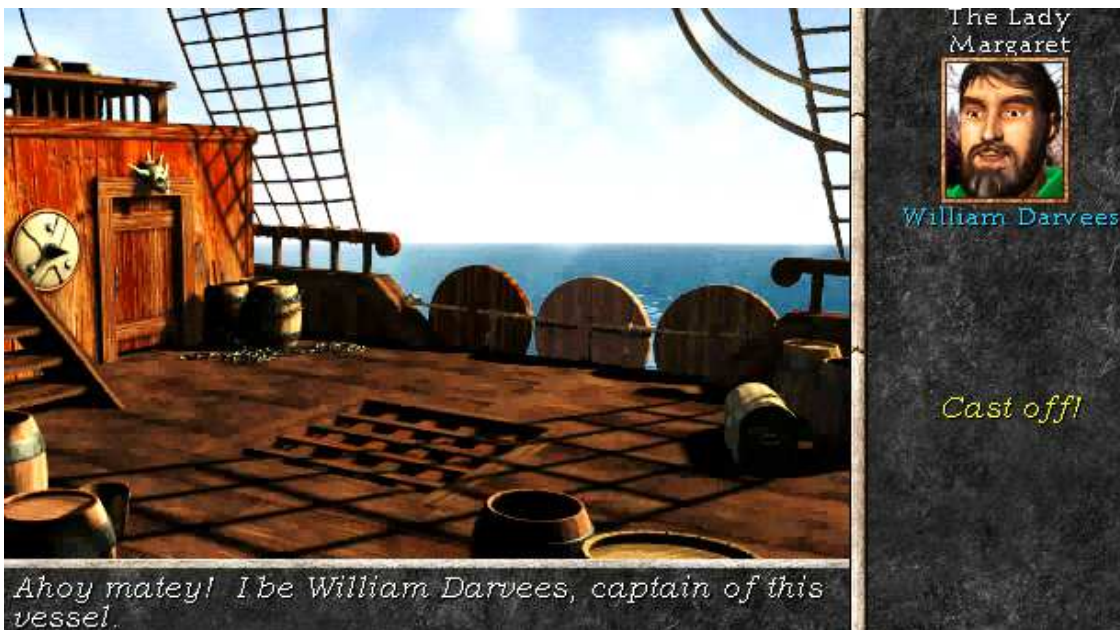
Congratulations! You are the new Lords of Harmondale! Isn't it thrilling? You can't imagine how good it feels for me to give this property away to you! All of the benefits and rewards, and of course, the responsibilities of governing the town of Harmondale are now yours.

(Lord Markham produces a deed and contract) ... Just sign here...And here...And if I could just get your initials here...Yes! Well, that's that! You're all set. And once again, congratulations!!!

Ship.

Well, the ship that will take you to your fiefdom awaits you in the harbor. My entourage and I will be taking a different ship out. Just board whenever you're ready.

Now just rounded off with a final session of training, and spent our last gold on purchases which are cheaper here than elsewhere, before leaving Emerald Island for good.



Part 2

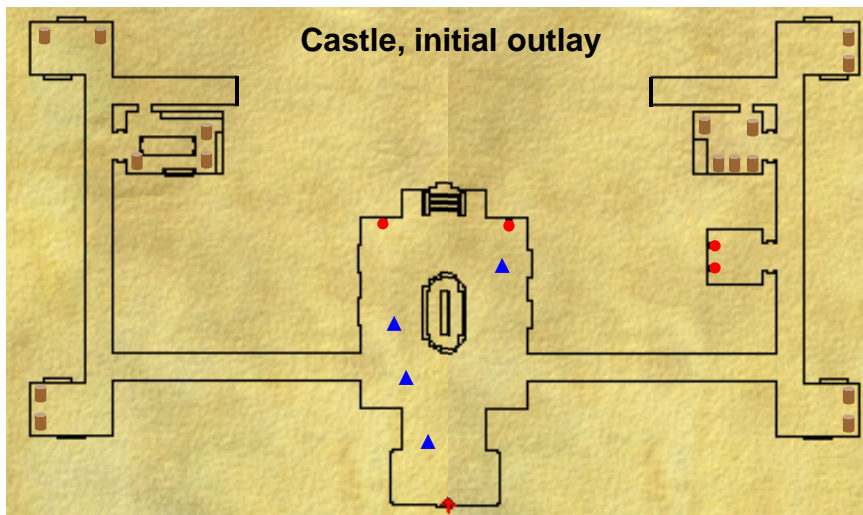
After the journey, found ourselves near the entrance to Castle Harmondale, and proceeded to entrance.



Castle: Greeted by Butler:

Ah, the new Lords! Please excuse the condition of the Castle – it's been quite awhile since anyone has taken proper care of it. I would have greeted you indoors, but for the **Goblins**. A small tribe of them has moved inside. I've asked them to leave, but they won't listen to me. They were quite rude, as a matter of fact.

Perhaps you could ... talk to them? I'll be in the On the House Tavern here in HD should you manage to "convince" them to leave. (quest 8)



- Chest
- ▲ Item / Gold
- Barrel w. stats-boost

"Items" here are actually trash heaps (more than shown). Some contain really good items, some nothing or poor stuff. But all searching results in being diseased. Recommended procedure: Wait with the trash heaps until all monsters have been disposed of. Search all (save to get good items), then use cure disease potion or go to temple (to get away with only one expensive cure)

Giant Bat, Vampire Bat, Inferno Bat
Giant Rat, Lightning Rat, Fire Rat
Goblin (56), Hobgoblin (96), Goblin Lord (250)
(Level 4 on entry)



After cleansed the castle of monsters:

Butler:

Thanks heavens you've cleaned them out! Now we need to find a way to clean up the castle and rebuild the damaged sections. The only people I can think of who would have the inclination and the ability to do this are the **Dwarves in Stone City**, located in the **Barrow Downs** to the south. The entrance to Stone City lies in the center of the Barrow Downs on one of the largest hills. (quest 12)



1. Town Hall
 2. Mystic Bowes, Membership Fire Guild
Carla Trent, Membership Air Guild
 3. Tom Withersmythe, [Expert Staff](#) (2000)
Douglass Iverson, [Expert Leather](#) (1000)
 4. Fenton Krewlen, [Expert ID Item](#) (500)
Shane Thomas, [Expert Repair Item](#) (500)
 5. Ashen Temper, [Master Fire Magic](#) (4000)
[Darron Temper](#) (q10)
 6. Sheldon Mist, [Expert Dodge](#) (2000)
Kira Steeleeye, [Expert Unarmed](#) (2000)
 7. Cardrick the Steady, [GM Bow](#) (8000)
[Lawrence Mark](#), [Archer Good 2. PQ](#)
 8. Straton Hillsman, [Expert Body Magic](#) (1000)
Yarrow Elmsmire, Membership Body Guild
 9. Bertram Stillwater, [Expert Spirit Magic](#) (1000)
Alise Nightwood, Membership Spirit Guild
 10. Lenord Skinner, [Master Disarm Trap](#) (2500)
Peryn Lightfingers, [Expert Stealing](#) (500)
 11. Torrent, [GM Water Magic](#) (8000)
 12. Well (receive 200 gp if poor)
 13. Pedestal, Stone Skin
 14. Skill Contest
- C: Erathia M, W, F (45g)
Tularean Forest Tu, Th, Sa (45g)
Arena Su (45g)
- Inn: [Butler](#) (after left castle) (q12)
[Davrik Peladium](#) (q11)
- H: [Tarin Withern](#) (q9)
- T: <= lv. 15

By (13) met a person who turned out to be a disguised hobgoblin, named Hairbaugh. After defeating him, found a note instructing him to "Light the beacons", but never saw the significance of this. (Found some unlit beacons on main map though.)



Note on Skill Contest: (Contest of Endurance etc.)
Which skill to test is random, and each test can only be won once (get 3-7 skill points). After area reset the contest is also reset, to test another skill, which can be won if not already won elsewhere.



Darron Temper:

My brother, Elron, was an avid **Arcomage** player. Have you played Arcomage yet? Horribly addictive game, if I do say so. In any rate, you can only play if you have a deck, and decks are hard to come by... So I guess you probably haven't. In any case, Elron wanted to go over some strategies to help him win more games. Unfortunately, he didn't want to be in town because he didn't want anyone else to spy on him and learn his tricks so he went to the **White Cliff Caves** SE a bit from town. Elron hasn't been back in almost a week. I'm certain something horrible has happened to him, but if he's alive I'd like to know that too. Would you do me the service of **locating him**? I don't have a lot of money to pay you back with, but I'd be greatly in your debt. (quest 10)

Davrik Peladium:

My Lords, I was beset by foul bandits when I returned from Avlee, and they took everything I had brought with me from the Elves. They even took my **signet ring**! Without it I cannot continue my business because I cannot seal contracts between myself and other merchants. I've heard the bandits base themselves out of a **camp in Erathia**, but I am no warrior – I'd not last a minute against them. Please go to Erathia and see this justice done! (quest 11)

Tarin Withern:

We have no one to turn to but you, the new Lords of Harmondale. The **Lantern of Light** is a treasured holy relic, used by the temples in Erathia. Its value is more symbolic than of power – without it the temples servants lose faith. This Lantern disappeared while being brought to this temple from the temple in Stone City. We believe it was lost somewhere in the maze-like **Barrows**. Please find it and return it to us. (quest 9)



Now started exploring the Harmondale surroundings. First checked the area in the hills surrounding town for items, and found some good, but mostly reagents. Could train, sell and equip a little before extending exploration to a larger area. Right outside town were met by hordes of **goblins**, and first task became to fight them and rid the area of vermin.



Tularean Forest
5d

Erathia
5d

Tularean Forest
7d



Barrow Downs
5d

Goblin, Hobgoblin, Goblin Lord
(Level 4 on entry)

1. Goblin Fort. When taken can use fire devices at attackers. Hidden chest. Opening releases new hordes of monsters
2. Shrine, Teleport to Land of Giants (after activated at destination point...)
3. **Bartolomew Hume**, **Monk PQ (1 & good 2)**
4. Ronald Kinney, Membership Mind Guild
Illene Farswell, Membership Water Guild
Pedron Sablewood, Membership Earth Guild
Rydrick: (Party) Buy arrowheads (200)
(Party) Sell Tularean wood (237)
5. Johanson Kern, **Expert Earth Magic** (1000)
6. Gregory Weider, **Expert Perception** (500)
Raven the Hunter, **GM ID Monster** (6000)
7. Chadrick Townsaver, **GM Sword** (8000)
Turgen Woodsplitter, **Expert Axe** (2000)
8. Well, +10 Might temp.
9. **White Cliff Caves**

After goblins had been removed, first visited the **Arbiter**:

How are you doing, my lords? I am **Judge Grey**.
I have the unusual job of arbitrating disputes between warring nations. The position has its rewards, but you'll never hear the people you're helping thank you. I always know I'm doing the right thing when both sides are angry with me at once.

Hint.

If there is one piece of advice I could give you, it would be to fix your castle. I don't know how you're going to find the gold and workers to do it, as only wealthy nobles and kings can afford such large scale projects. I suppose it's the old chicken and egg question...you must appear noble to gain wealth and respect, but you must have wealth and respect to appear noble.

In any event, if you expect to be lords of Harmondale for more than a few months, you need to find a way to prove you're not just lucky peasants. You must prove that you're fit to rule.



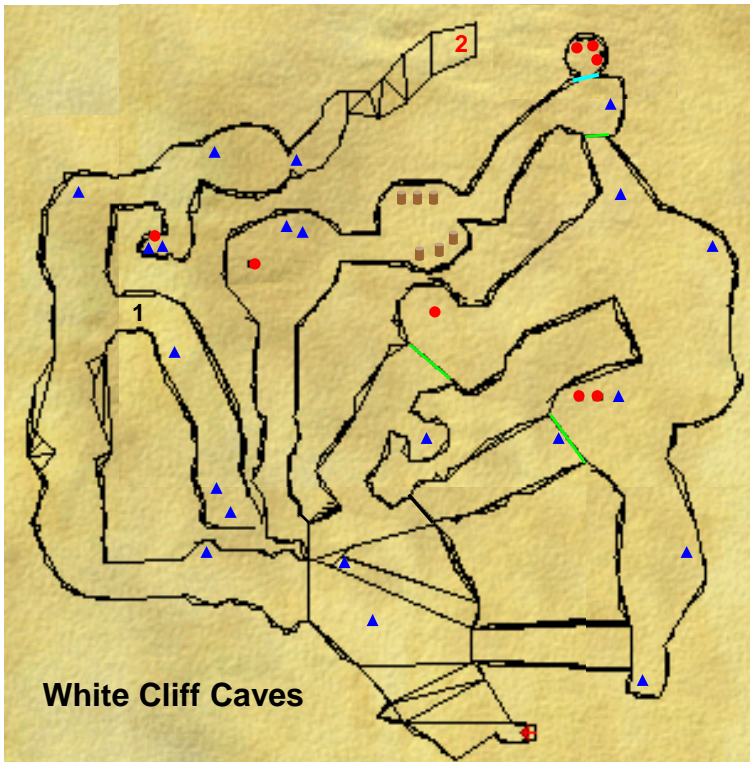
On the way to White Cliff Caves, went through the valley south of Arbiter, and also across the glacier at top – more goblin fights and also some pretty good items and gold. Area by river near Caves had to be cleared for goblins



White Cliff Cave



These caves are the traditional hideout of goblins and bandits. Whatever lives there now doesn't make the place smell too good...



1. [Troglodyte Queen \(551\)](#), poison
2. Bones, journal (Arcomage tactics), [Arcomage Deck](#).

Green lines: Ledge, OK down, *may* jump up.
Much gold and good items.
Light blue line: Secret wall



[Troglodyte Drone \(171\)](#), [Troglodyte Soldier \(336\)](#)
[Emerald Ooze \(264\)](#) (imm. to physical attack)
(Level 6 on entry)

After completing caves, returned to

[Darron Temper](#):

Dead? Oh dear! These are certainly his cards, though. I don't want the cards, you can have them – that game has cost me enough now. Oh, poor Elron! I have a little money you can keep for your help, and thank you for finding out what happened to Elron. ([q10](#))

Before going to Barrow Downs, took a quick sidestep, first to Tularean Forest to learn expert Bow, buy better bows and armor, and also raid the haunted trees-area for gold, items and reagents. In addition a lot of ore was found in area by obelisk. Then to Erathia to learn plate skill and making armor, weapons and items from ore.
(No maps provided for now...)

Returned to Harmondale, Inn, to try out the newly learnt game of Arcomage.



You need to have your own deck of cards to play. We will supply the opponent. Victory conditions vary per inn. Build your tower, destroy your opponent's tower, or collect enough resources before your opponent does.

Large yellow numbers in column are the generators. This is how many new units of a particular resource you will receive on your next turn. Small black numbers in column are the resources. This is how many units you have available to spend on your current turn.

Cards: Each have their own cost to play, indicated in a small circle in the lower right corner of the card. The cost will be deducted from your resources according to the color of the card. Left click on a card plays the card. Right click on a card to discard without playing.

Red represents your Quarry Generator which produces your Brick resources, blue represents your Magic Generator which produces Gem resources, green represents your Zoo generator which produces Beast resources.



On the way to Barrow Downs, also visited Hume:

[Bartholomew Hume:](#)

It is normal for novice Monks to ask for the path of enlightenment. I shall tell you the path, though the journey is yours to make. In the **Barrow Downs** is a series of tombs – one of which was constructed on a site of great natural power. You will know the right barrow because it is different from the rest. Reach this barrow and **meditate by the water**, and your promotion to Initiate will be complete.

[\(Monk PQ1, quest 13\)](#)

Then walked to the Barrow Downs

Barrow Downs

Harmondale 5d

Note: All area maps are presented at the time we started exploring, although the entire area is normally not explored before much later



1. Arvin Benecloud
(Party) Buy Glass Bottles (200) (sold Avlee 300)
(Party) Sell sand (300) (buy Tatalia 200)
2. Entrance Barrow IX
3. Entrance Barrow X
4. Entrance Barrow VII
5. Chest, containing extremely good items
When chest is closed, party is teleported to (6)
6. Area containing hordes and hordes of Gogs
(Strategy: Cast Fire resist & Water Walk before opening chest – run directly north on arrival (6).
Alternatively cross river at (F).)
7. Haunted Mansion
8. Chest containing Golem Chest (q24)
9. Pedestal, +20 Fire resistance temp
10. Pedestal, +20 Mind resistance temp
11. Well, +25 Fire resistance temp
12. Altar, +10 Might and Endurance perm.
13. Contest of Accuracy (failed at ~20)
- F: Fords

Shade (171), Specter (299), Ghost (551)
Gogling (119), Gog (231), Magog (504)
Stone Gargoyle (416), Marble Gargoyle (704),
Obsidian Gargoyle (1419) (Imm. to phys. att.)
(Level 9-10 while exploring)

Note:

On first visit, went directly to Stone City to receive and resolve quests there.

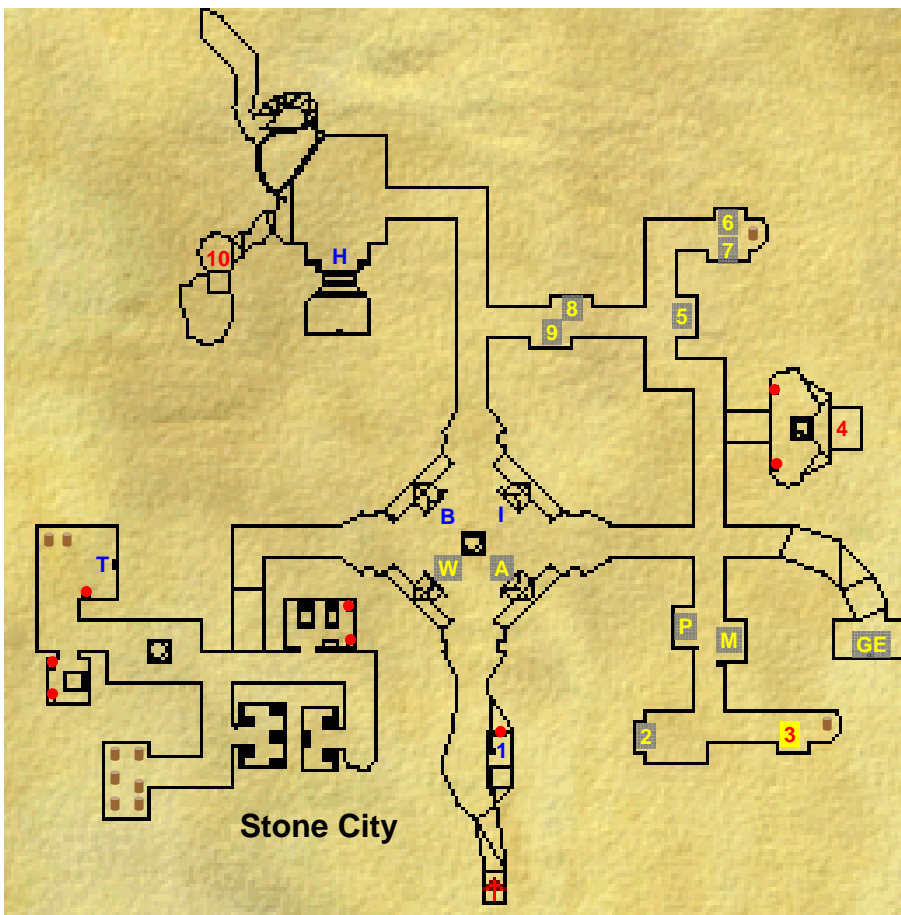
Rest of Barrow Downs including exploration was deferred to later when more experienced.

Inn: First sight when arriving from Harmondale





First views of Stone City



1. Feldin Urthsmite, Membership Earth Guild
2. Balan Gizmo, [Expert Repair Item](#) (500)
3. [Spark Burnkindle](#) (q15)
4. Critias Burnkindle, [Expert Plate](#) (1000)
5. [King Hotfarr IX](#) (q14)
6. Aldrin Tamloc, [Expert Mace](#) (2000)
7. Trip Thorinson, [Expert Body Building](#) (500)
8. Dalin Keenedge, [Master Axe](#) (5000)
9. Seline Falconeye, [GM Spear](#) (8000)
10. Jobber Thain, [Expert Merchant](#) (2000)
9. Jasper Welman, [Expert Earth Magic](#) (1000)
10. [Entrance \(lift\) to mines](#)
- T: ≤ 100

All chests exploded, many were empty (either they were empty, or contents blew up.)

W: Mostly axes, some good maces
A: Very good stuff.

Spark Burnkindle:

A few years back, while mining underneath Stone City, we came upon quite a shock. It seems that the Warlocks from Nighon had burrowed under the sea to make a sneak attack upon the shores of Erathia. Their careless tunneling has sunken the earth around here until now the areas around the old dwarven barrows, and of course, Stone City, rest far above the terrain. We discovered a force of troglodytes in our mining areas, with a tunnel leading back to Nighon. If you could help us by [ridding the tunnels of the troglodytes](#), we could get back to mining. Can you help us? ([quest 15](#))

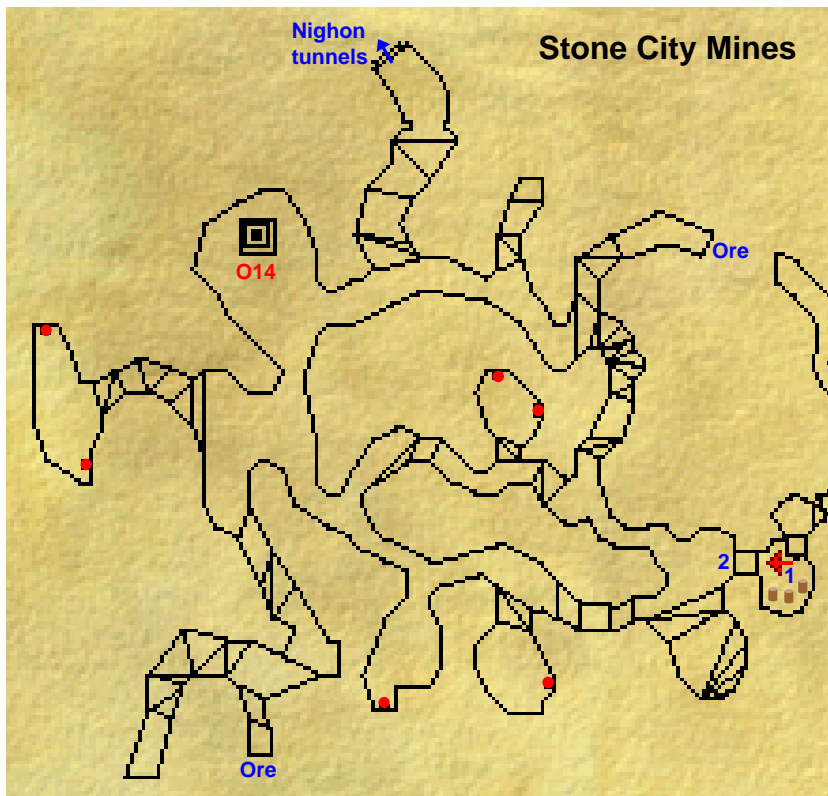


King Hothfarr IX

So... The new lords of Harmondale I have before me. Not impressed. Doubt other kings think much of you either. Hrmph. Probably get yourselves killed soon. But maybe there's more than meets the eye here. Yes. Maybe you can do something for me, and I for you.

Medusas have taken my mines in eastern Bracada. Turned a few of my people to stone. Dangerous monsters, don't want to lose more lives on a rescue. OK to lose yours though.

Take this elixir and pour it on the statues. Wake them up. Then I will fix your castle. Give you respect. Go now, and beware of the griffins in Bracada. (quest 14)



1. Intermediate level – change lifts (fight)
2. Entry point to mines proper

All chests exploded, too low disarm trap skill. Recommend increase perception.

Ore can be used in Erathia
(make weapon / armor / item)

Just a matter of doing off with all the troglodytes



Troglodyte Drone (171), Troglodyte Soldier (336)
Troglodyte Queen (551) (poison)
(Level 6 on entry, level 7 when finished)

Reported back to [Spark Burnkindle](#),
and received reward for (q15)

Then returned to Harmondale, and proceeded to Erathia.



Norbert Thrush:

So you are the Lords of Harmondale, eh? You don't look like much; we shall see how history judges you! I myself am a historian and collector of rare historical items. Lord Markham also collects such items of interest and there is one item in particular that would complete my collection, **Parson's Quill** – the Quill used to sign the Treaty of Pierpont ending the first Timber War. I know you have dealt with Lord Markham before, it's how you became Lords of this land after all, and if you would **take this letter to Lord Markham in Tatalia**, I'm sure he would respond favorably. I would be even more in your debt if Lord Markham sends this item back with you! I would be sure to favorably record your heroic acts and deeds! (quest 19)
(Actually this quest was done earlier "on occasion", but is presented as part of first "official" visit to Tatalia.)

Gina Barns:

To be declared **ArcoMage Champion**, you must win a game of Arcomage in every tavern on, in, and under the continent of Erathia. There are 13 such taverns sponsoring Arcomage events. When you have accomplished this, return to me to claim the prize. (quest 18)

Sir Charles Quixote:

Ha! So, thee wishes to take the test to be a crusader? I cannot blame thee – the sense of pride one feels when one has accomplished a heroic deed is sublime! The test is simple. **A dragon must be slain**. I know just the one – **Wromthrax the Heartless**! He lives in a cave in **Tatalia**, and terrorizes the peasants who live near him when he's home. He should be in the cave this time of year. Because this is probably thine first dragon, I will travel with thee to give thee pointers. So, let us go forthwith, and spill this monster's black blood! (quest 17)

Note: Quixote becomes a member from now until quest has been resolved, so it's just as well to wait talking to him until party is ready for the Dragon (at least lv. 25)

Frederick Org:

The hallmark of the Cavalier is courage. I can promote you to Cavalier status, but before I'll do that, you'll have to prove to me your bravery in battle. Since most people are yellow bellied cowards at heart, I doubt you'll succeed. But if you want to try, here is what you must do: **Destroy all the undead in the haunted mansion in the Barrow Downs**. (quest 16)



First cleared out all bandits in the Bandit Camp (south), then followed the road towards Deyja and fought many more bandits in this area. After selling bounty and equipping headed for the Bandit Cave.

- TH. Town Hall
1. Randal Wolverton, **Expert Shield** (1000)
 2. Quilla Laraselle, Makes **weapons from ore**
 3. Robert Sourbrow, Makes **armor from ore**
 4. Cloud Agraynel, Makes **items from ore**
 5. Payge Ravenhill, **Expert Sword** (2000)
 6. **Norbert Thrush** (q19)
 7. Pip Hillier
(Party) Buy Griffin Feathers for 200
(Can be sold for 244 in TF)
(Party) Sell Arrowheads for 286
(Can be bought for 200 in HD)
 8. Tristen Heartswarm, **Expert Body Magic** (1000)
 9. Julian the Delver, **Expert Mind Magic** (1000)
 10. Wilbur Eversmyle, Membership Spirit Guild
 11. Tilgar Dirthmore, Membership Body Guild
 12. Heather Cardron, Membership Mind Guild
 13. **Gina Barns** (q18)
 14. Norbert Harvest, **Expert Mace** (2000)
 15. **Sir Charles Quixote**, **Paladin PQ1** (q17) & **good 2**
 16. **Frederick Org**, **Knight PQ1** (q16) & **evil 2**
 17. **Entrance to sewers**
 18. Well, +2 Might perm (no restriction)
 19. Pedestal, Day of the Gods
 20. Fountain, +50 Might temp.
 21. Well, +20 Body resistance temp.
 22. Pedestal, Heroism
- T: ≤ 25
C: Tatalia M, W, F (75g)
Deyja M, Th (75g)
Harmondale Tu, Th, Sa (75g)
Bracadia Desert W, Sa (75)
D: Tatalia Tu, Th, Sa (100g)
Avlee M, F (100g)
Bracadia Desert W (75g)
Evenmorn Island Su (100g) (after q30 OK)



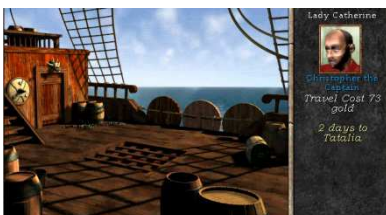
Deyja 5d



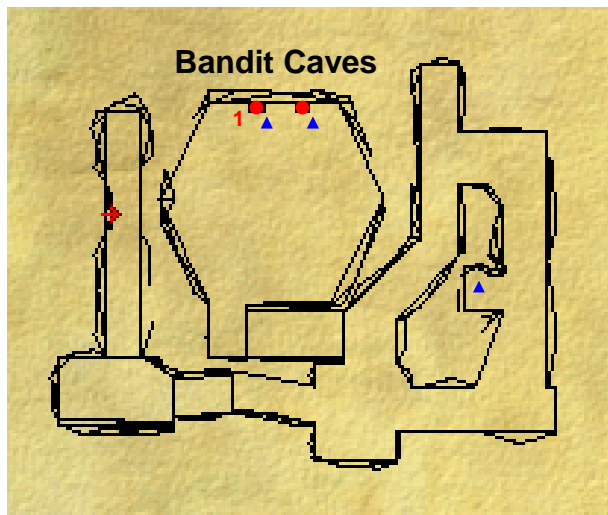
1. Norris, [GM Unarmed](#) (8000)
(Req. lv 10 in both Unarmed and Dodge)
2. Heather Dreamwright, [Master Spirit Magic](#) (4000)
3. Kenneth Wain, [GM Dodge](#) (8000)
(Req. lv. 10 in both Unarmed and Dodge)
4. Gareth the Fixer, [GM Repair Item](#) (6000)
5. Dekian Forgewright, [Master Plate](#) (3000)
6. Blayze, [GM Fire Magic](#) (8000)
7. **Bandit Caves**
8. **Fort Riverstride**
9. **The Hidden Tomb**
10. Well, +10 Acc. temp
11. Altar, +10 Luck perm
12. Skill Contest
- 17X. Sewer Entrances

Bracadian Desert 5d

[Robber](#) (144), [Raider](#) (336), [Bandit](#) (704)
[Griffin](#) (375), [Hunting Griffin](#) (759),
[Royal Griffin](#) (1200)
(Level 19 when exploring)



Bandit areas, in NE (above),
Bandit Camp south (left)



1. Chest containing signet ring.



Thief (144), Robber (144) Rogue (264)
Master Thief (504)
(Level 7)



Letter

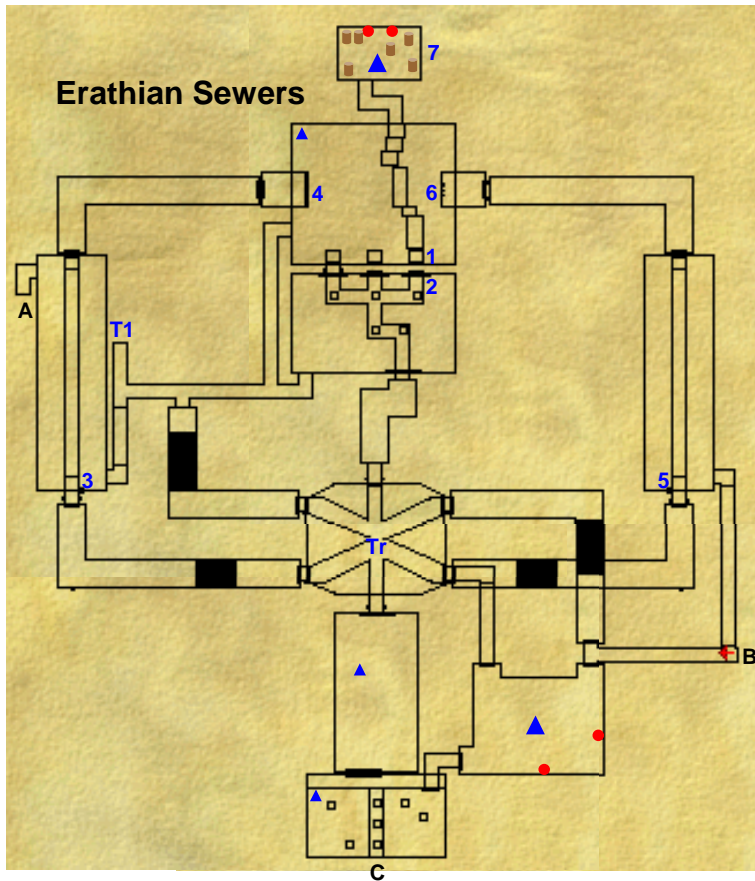
Velatyr,

Our raids have been quite successful; our position allows us to hit two routes, Erathia to Deyja and Erathia to Harmondale. We've done as you've suggested and kept our activity infrequent enough to prevent direct intervention from Erathian forces. Also, our cave has been hidden enough that casual observation won't be enough to locate it. Your payment is being finalized right now, and will be shipped to you soon.

Laerat

As we already had battled a lot of thieves and the like, party found we could just as well explore the sewers while we were at it.





A,B,C: Entrances (17A,B,C on main map)

T1: Teleporter to (1)

1. Arrival on TP from T1
Clicking door teleports to 2
2. Other side of door, TP from 1
3. Lever, makes bridge (initially only ledge here)
4. Three levers in wall. Levers move blocks in room below. Manipulate levers to make bridge from (1) northwards. This side: northern half
5. As 3
6. As 4, this side makes southern half of bridge
NOTE: Map shows bridge in its final position
7. Entrance to [William Lasker](#), Master Thief
[Thief 1 \(q20\)](#) & [good 2 PQ \(q52\)](#)

[Expert Disarm traps](#)

[Expert Stealing](#)

[GM Dagger](#)



[Giant Rat \(29\)](#), [Lightning Rat \(56\)](#), [Fire Rat \(96\)](#)
[Thief \(144\)](#), [Robber \(144\)](#)

[William Lasker](#):

I've really wanted that vase in Lord Markham's Manor in Tatalia.

Get me that vase, and I will promote you to Rogues, or Honorary Rogue. [\(q20\)](#)

Returned to [Davrik Peladium](#) in Harmondale to collect reward for signet ring [\(q11\)](#)

Then before attempting the Barrows, took a round trip to Tularean Forest and Avlee to do some easy quests, receive the Warrior Mage quest (before the Mines), develop skills and buy better weapons.

Advise: The Archer class can fight with spear, sword, or dagger. Spears are normally much more efficient than swords, so Archers should develop spear skill and get hold of a good spear as quickly as possible (Pierpont or Spaward). I.e. don't waste too many skill points on sword. Even though a master spear-fighter can use the spear one-handed, an archer cannot put a sword in the other hand (would require master sword), but spear and dagger is OK. Hence, might be smart to start out with dagger in lieu of sword, switch to spear when possible, and eventually fight with both.

Pierpont, Tularean Forest



Thom Lumbra:

During the wars between the Temples of the Sun and Moon, three statuettes were stolen from the shrines in the Bracada Desert, Tatalia, and Avlee. I represent a group of Druids that want these shrines back to their original form – it is critical for their worship. To this end, I am offering a substantial reward for anyone that will **find the statuettes and place them on the shrines.** (quest 25)

Ebednezer Sower:

Think you can improve? I have a test for you. A hunter needs to understand the woods, and a hunter needs to be as skilled with magic as with a blade. The best teachers for that are the faeries. There's a faerie mound in Northern Avlee.

Figure out how to get in, and the Faeries will grant magic to the genuine rangers among you, meaning that they will be promoted to Hunter status. The rest of you will be honorary hunters. (quest 26)

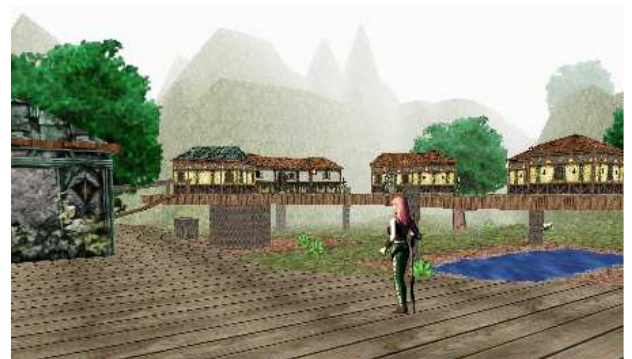
Johann Kerrid:

I hear you folk are the new Lords of Harmondale, eh? Perhaps you could do me a large favor, and help yourself in the process. To the north, in Avlee, lies the **Hall under the Hill**, the domain of the Faerie King. He owes me a debt from a previous service of mine, and I would like to collect it. Unfortunately, the faeries in the Hall and the tricks they play frighten me to death. If you would **deliver this letter to the Faerie King, and return what he gives you to me,** I'd be very grateful. You would also have the chance to meet the Faerie King for yourselves. (quest 27)

Anthony Green:

Advancement as a Druid is simple. You must **visit the three ancient temples** to nature we erected centuries ago and pray at their centers. They are in **Tatalia, Evenmorn Isle, and Avlee,** and look like circles of stone with an altar of water in their centers. Where exactly I will not say, but exploring the land about them is part of the process. When you have visited all three circles, return to me to detail your experience. (quest 28)

1. **Castle Navan**
2. Gilad Bith, **Expert Chain** (1000)
3. Cladrin Silverpoint, **Master Spear** (5000)
4. Jaycin Suretail, **Expert Bow** (2000)
5. Miyon the Quick, **GM Leather** (7000)
6. Lara Stonewright, **Master Earth Magic** (4000)
Devon Ivers, Membership Earth Guild
7. Benjamin the Balanced, **GM Spirit Magic** (8000)
8. Matric Weatherson, **Expert Merchant** (2000)
9. Alton Black, **Expert ID Monster** (500)
10. Mortie Ottin, **Expert Dagger** (2000)
Thom Lumbra (q25)
11. **Ebednezer Sower, Ranger PQ1 (q26) & evil 2**
12. Edgar Willowbark, **Expert Alchemy** (500)
13. Gretchin Fiddlebone, **Expert Disarm Trap** (500)
14. **Johann Kerrid** (q27)
Robert Bellknap
(Party) Buy Tularean Wood (200)
(Sell in HD for 237)
(Party) Sell Griffin Feathers (244)
(Buy in Erathia for 200)
15. **Anthony Green, Druid PQ1 (q28) & good 2**
16. Garet Dotes, **Master Perception** (2500)
17. Payge Blueswan, **GM ID Item** (6000)
18. Kindle Treasurestone, **Expert Fire Magic** (1000)
19. Sethric Windsong, **Expert Air Magic** (1000)
Patrice Vespers, Membership Air Guild
20. Herald Whitecap, **Expert Water Magic** (1000)
Tabitha Mistspring, Membership Water Guild
21. Fountain, +50 Earth resistance temp.
22. Pedestal, Earth resistance
23. Pedestal, Shield
- T: ≤ 25
- C: Avlee M, W, F (75g)
Deyja Tu, F, Su (75g)
Harmondale Tu, Sa (75g)
- D: Avlee Tu, Th, Sa (100g)
Bracada Desert M, W (100g)
Evenmorn Island Su (100g) (after q30 OK)



Avlee 5d

Deyja
5d



Harmondale 5d

Tree (264 / 504)
(Level 19-21 while exploring)

1. Tularean Caves
2. Chest w. Trumpet (after received q36)
3. Clanker's Laboratory
4. Oldest Tree
5. Altar, +10 Water, Fire, Air resistance perm
6. Skill Contest



Oldest tree



Steagal Snick:

[Wheeze] So you think you can become Warrior Mages, do you? It isn't easy. You must be equally proficient in magical skills and physical skills. There is a test of this. Visit the Red Dwarf Mines. Inside you will find two kinds of beasts – one that can be harmed only with magic, and one that can be harmed only with steel. In the back of the lower section of the mines you will find a machine created by the Dwarves that powers the lift – the only access between the upper and lower sections of the mines. To keep the creatures trapped in the lower section, you will have to replace the belt in the machine with this one, a worn belt that will only last about an hour before breaking. This should give you enough time to get to the lift and get out before you are trapped down there. Seal away these creatures and return to me – only then will I call you Warrior Mages. (quest 23)

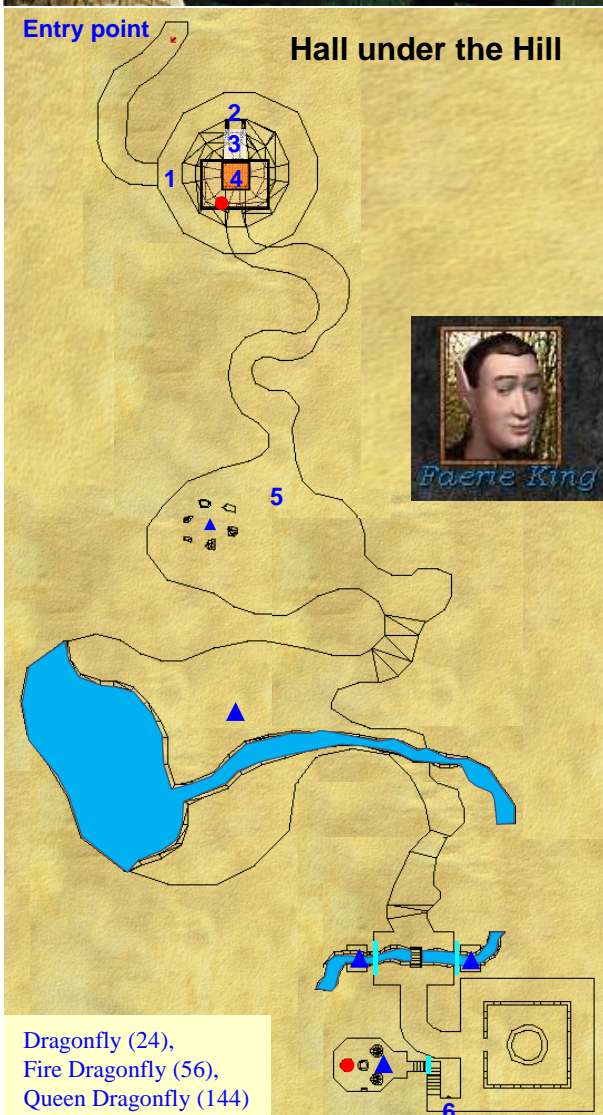
1. Paula Brightspear, Master Armsmaster (5000)
2. Cassandra Holden, Expert Spear (2000)
Kethric Otterton, Expert Perception (500)
3. Jeni Swiftfoot, Master ID Monster (2500)
4. Wort Goblinreaver, Expert Axe (2000)
Mikel Deerhunter, Expert Leather (1000)
5. Rislyn Greenstorm, Master Air Magic (4000)
6. Medwari Dragontracker, Master Chain (3000)
Infernon
(Party) Buy Enrothian Wine (200)
(Sell in Tatalia for 300)
(Party) Sell Glass Bottles (300)
(Buy in Barrow Downs for 200)
7. Jillian Mithrit, GM Staff (8000)
8. Steagal Snick, Archer PQ1 (q23) & evil 2
9. Karla Ravenhair, Expert Water Magic (1000)
Ashandra Snowtree, Membership Body Guild
10. Myles Featherwind, Master Mind Magic (4000)
Rawm Derish, Membership Mind Guild
11. Hall under the Hill
12. Pedestal, Body resistance temp.
13. Well, +2 endurance perm (unrestr.)
14. Well, +20 Water resistance temp.
15. Pedestal, Water resistance
- T: ≤ 50 (expensive)
- C: Tularean Forest Tu, Th, Sa (250g)
Deyja W, Su (250g)
- D: Tularean Forest M, W, F (250g)
Erathia Tu, Sa (250g)
Tatalia Th (250g)



1. Tempus, [GM Body Magic](#) (8000)
2. Lucid Apple, [GM Alchemy](#) (6000)
3. Kaine, [GM Meditation](#) (6000)
4. Chest contains [Golem Left Arm](#) (q24)
5. [Altar – Knight statuette](#) (q25)
6. [Druid Altar](#) (q28)
7. [Temple of Baa](#) (q49)
8. [Titan Stronghold](#) (q48)
9. Skill Contest (100 req., +7 skill pts)

[Sprite](#) (336), [Sylph](#) (816), [Water Elemental](#) (1656)
[Wyvern](#) (551), [Horned Wyvern](#) (1064), [Ancient Wyvern](#) (1739)
 (Level 32-39 when exploring)





1. Room with "the Hill" proper
Walk around anti-clockwise until you notice you've been teleported. Walk back until another TP. Now map shows entrance to north
2. Entrance to Hill revealed
3. Meet with **Faerie King**
Deliver letter (q28), get pipes in return (quest 29)
(Note: This was it??? Compared to other promotion quests?)
-- Rest of Hill really not necessary, but of course did it for completeness (easy enough...)
4. Elevator down. Midways down, jump off to get chest in square room. (Contains **Faerie Ring**: Increase effect of air spells.)
5. Queen Dragonfly dropped **Faerie key**.
6. Hidden panel, open for keyhole. Unlock with Faerie Key.
Triggers "generation" of stairs to room to left, which didn't contain much anyway.

Faerie King:

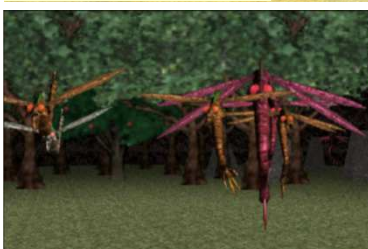
[The little king bows] Welcome to my realm, mortals! Few attain the door, and for that, I commend thee. But now that you stand at the threshold of Faerie, know that few return that dare to enter.

Hunter

Come to my door looking for magic? Thee've always had it, if thee knew where to look. Some I tell this to, and they still can't see it, though it be plain as the nose on their face. Those amongst thee that are simple Rangers are now **Hunters**, and those who aren't are but Honorary Hunters. Clever the ones who can knock on my door! (q26)

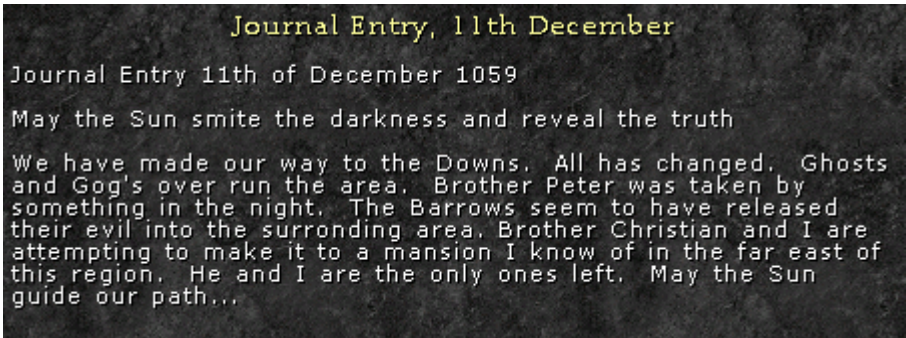
Pipes (q28).

So, Johann be wanting the **Faerie Pipes**, eh? I can't say I'm surprised – he wouldn't come here himself, the coward. The pipes will cost you, though... all your food. Of course, I've got some delightful food down below, should thee be wanting to restock your packs. (Too bad we had just over-filled our backpacks with food...) (quest 29)



After stats/skill advance, getting and resolving quests in Tularean Forest and Avlee, returned to Harmondale. At this time random items have been replaced, and some were pretty good (e.g. gauntlets of SP regeneration).

Party now felt ready for exploring the Barrow Downs and the Barrows. (Post-barrows comment: There's a lot of gold and items in the barrows, most importantly many wands of fire. These are necessary (crucial) in the Dwarven Mines, so the barrows should at any rate be explored before traveling to Bracadia and the Mines.



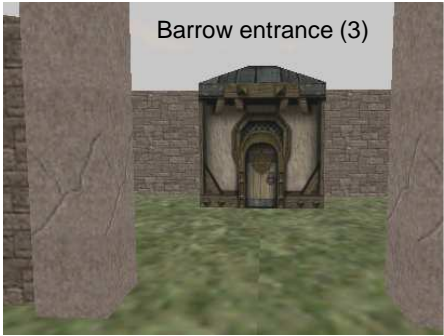
Found in chest by Haunted house

Barrows

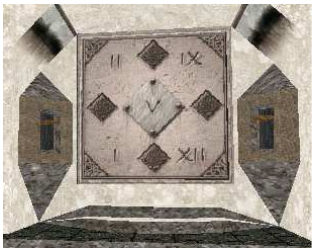
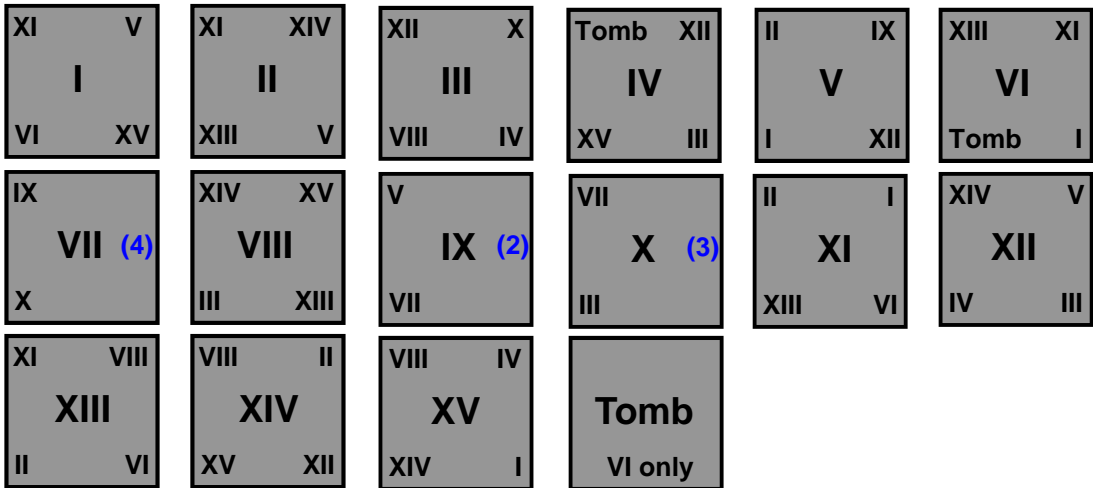
The barrows are an interconnected set of sub-dungeons, with teleporters from one location to another.

Monsters encountered in the barrows:

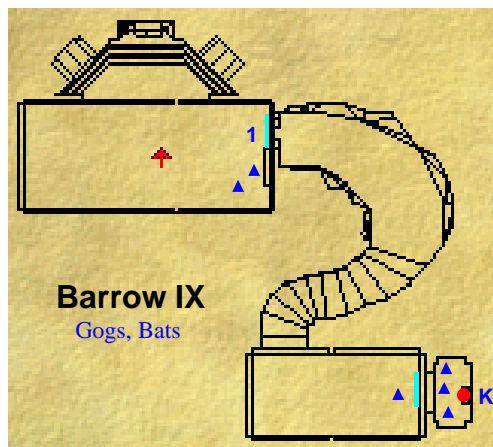
- Rats: Giant Rat (29), Lightning Rat (56), Fire Rat (96)
 - Bats: Giant Bat (30), Vampire Bat (96), Inferno Bat (171)
 - Gogs: Gogling (119), Gog (231), Magog (504)
 - Skeletons: Skeleton (96), Skeleton Warrior (200), Skeleton Lord (336)
 - Zombies: Rotted Corpse (171), Walking Dead (299), Zombie (459)
 - Ghouls: Ghast (171), Ghoul (299), Revenant (459)
 - Wights: Wight (336), Wraith (551), Barrow Wight (936) *
- Only one, in Barrow VI



“Map” of routes between sub-dungeons (teleporter destinations) (and example of travel guide)

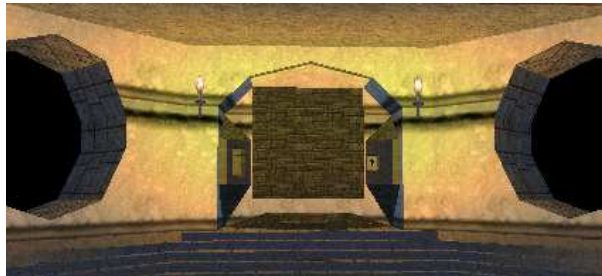


The individual barrows are shown in the order they were explored



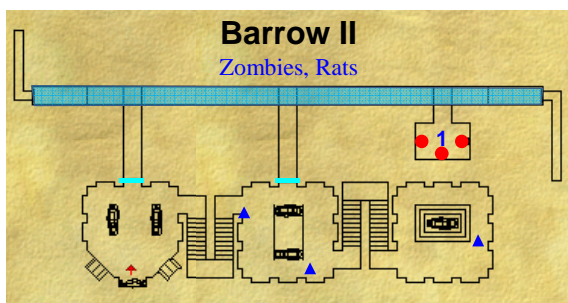
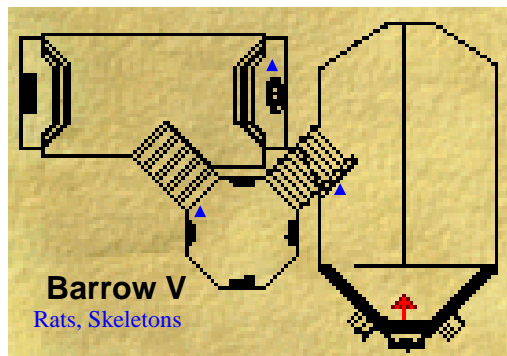
1. Move bookshelf to open secret door.
- K. Chest w. **Barrow Key**

Secret wall / door



The “travel system”. By setting switch to upper / lower position and exiting through left or right tunnel, up to four different destinations can be reached.

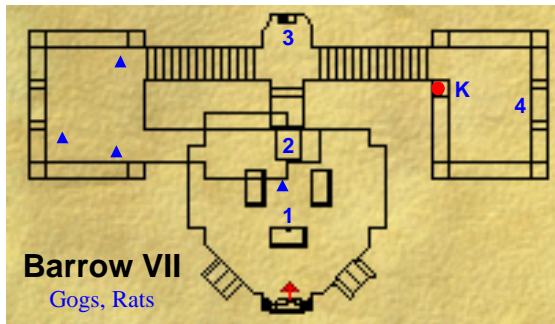
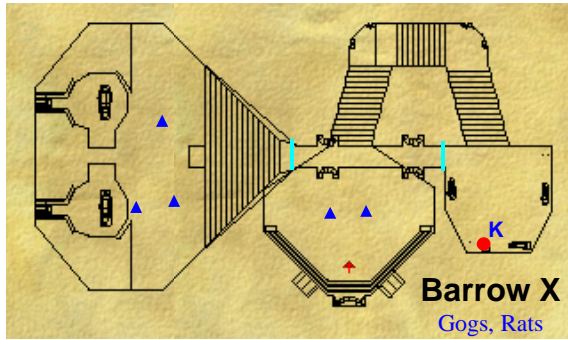
(Left). The info plate still locked – no guidance available
(Right) After unlocking the plate with **Barrow Key**.
Right tunnel out to wilderness
Left tunnel to barrow V if switch UP, to barrow VII if down.



1. Chest w. **Lantern of Light (q9)**

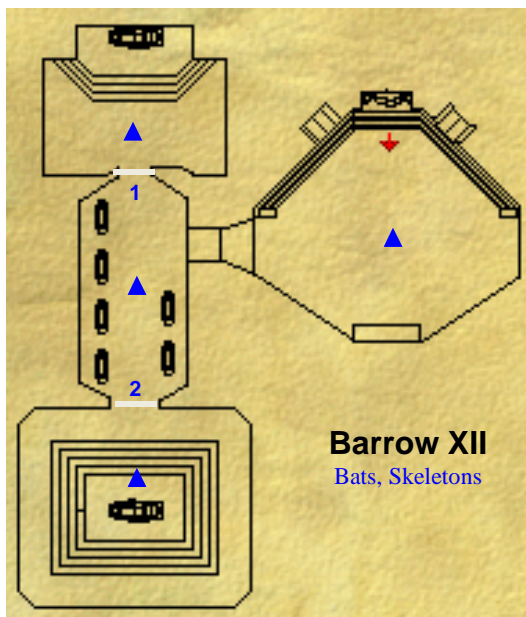


At this time was fully loaded, so went to Stone City to sell / equip / train.
Reentered from entrance (3) main map.



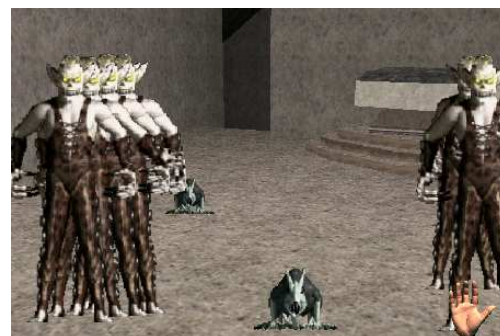
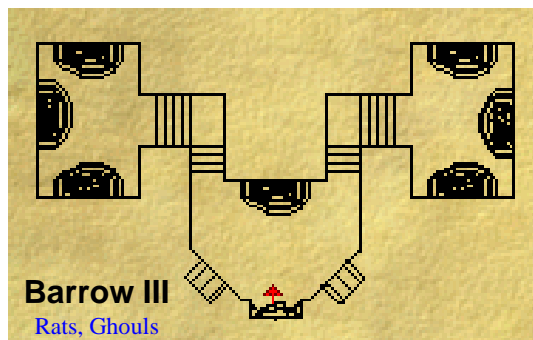
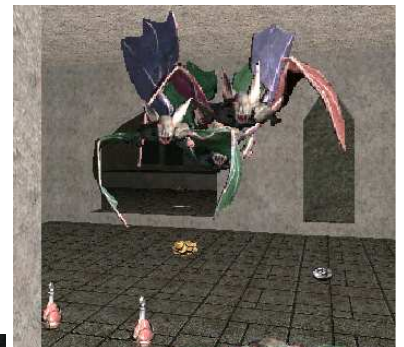
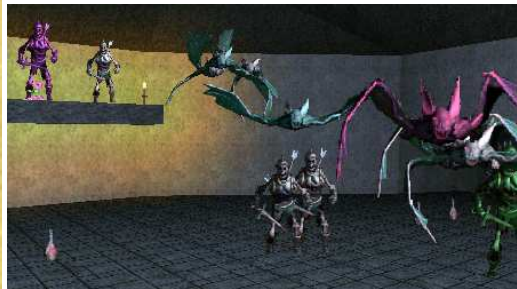
1. Switch in altar wall opens 2
2. Trap door to lower level
3. Open altar to reveal switch:
Opens passage back to entry room
4. Lift up to ledge w. chest

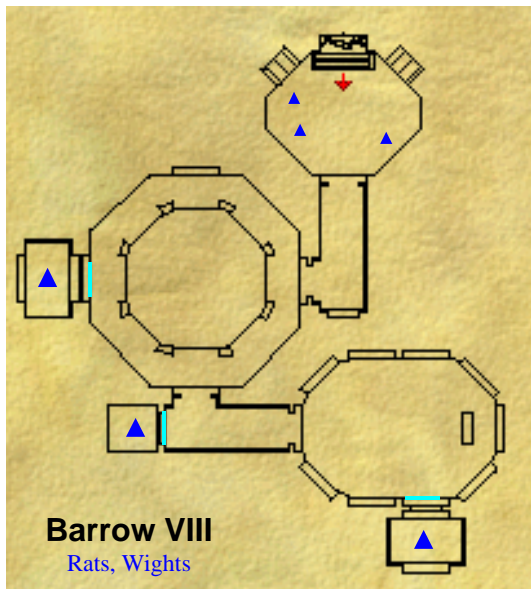
Note: After unlocking this tablet w. Barrow Key, *all* info tablets were open. This has not happened in earlier versions of MM7 (Bug fix?)



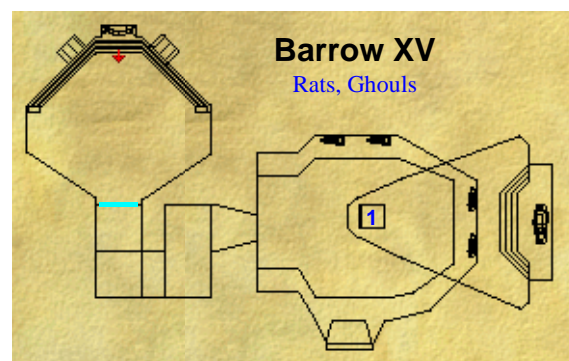
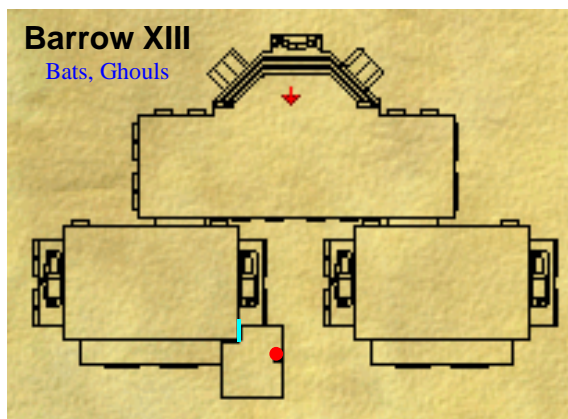
1. Click N. door to open S. door
2. Click S. door to open N. door

Large item-symbol: Lots of treasure.

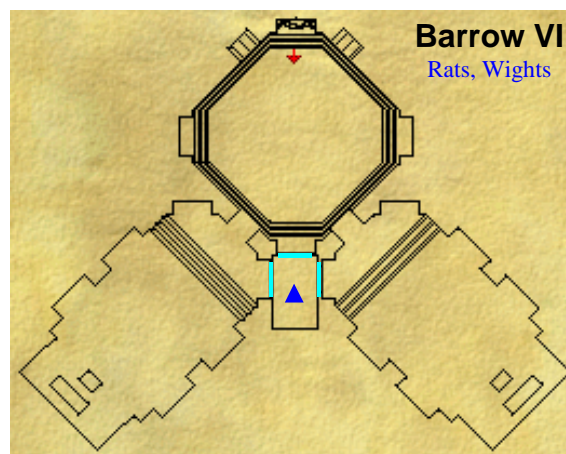
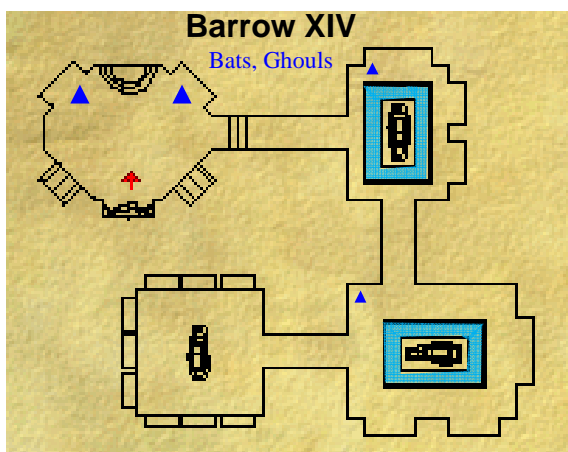


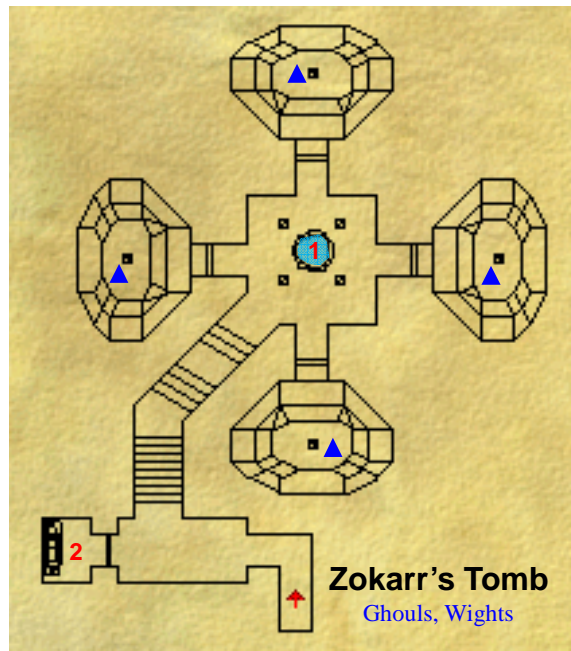


Much gold and goodies in this barrow!

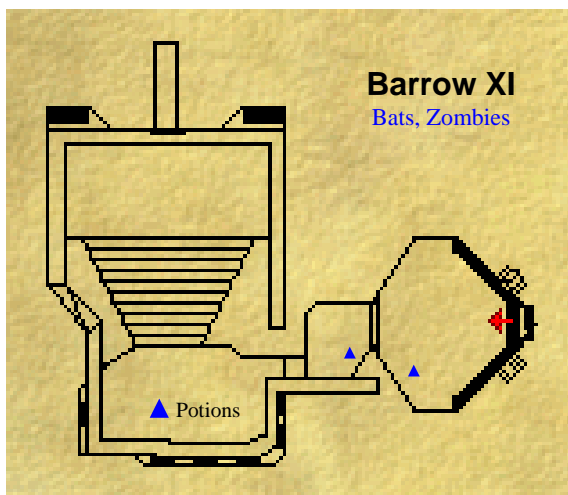
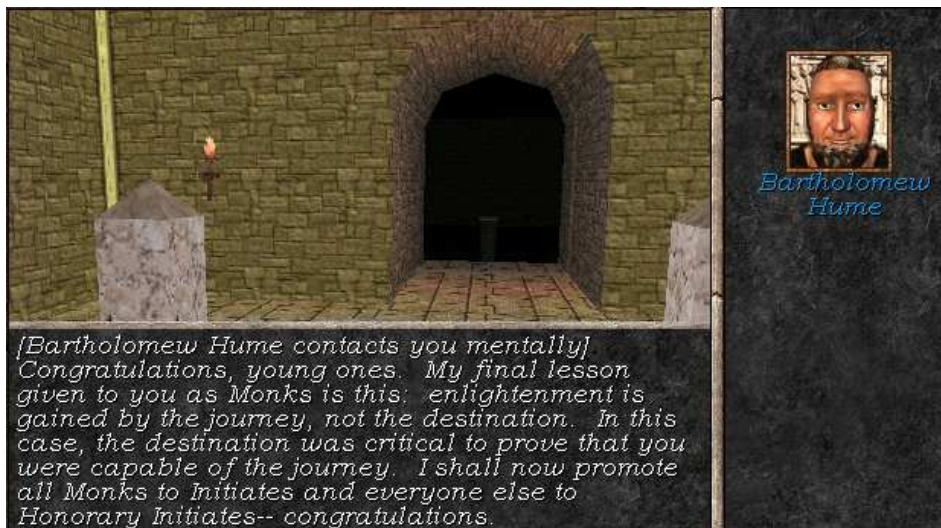
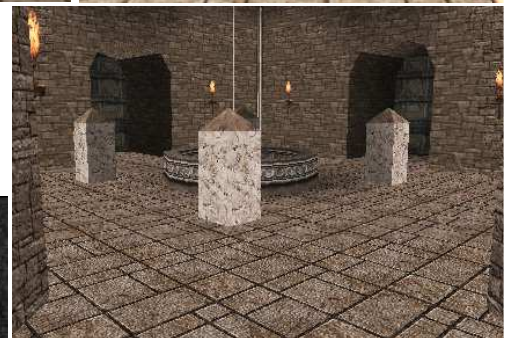


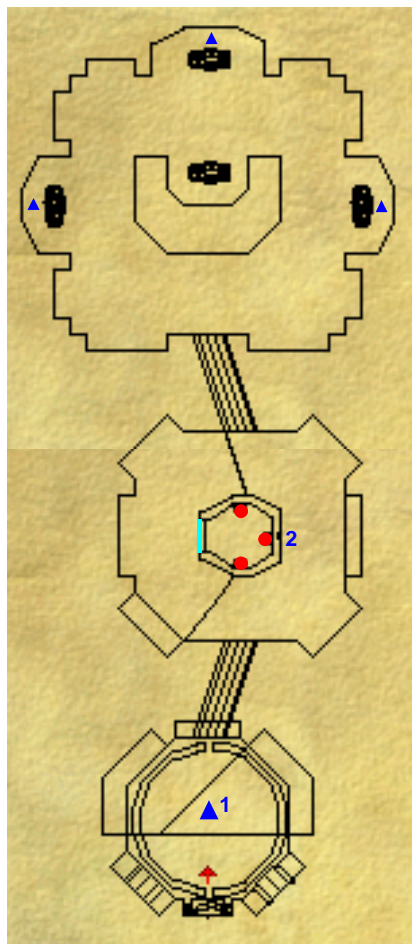
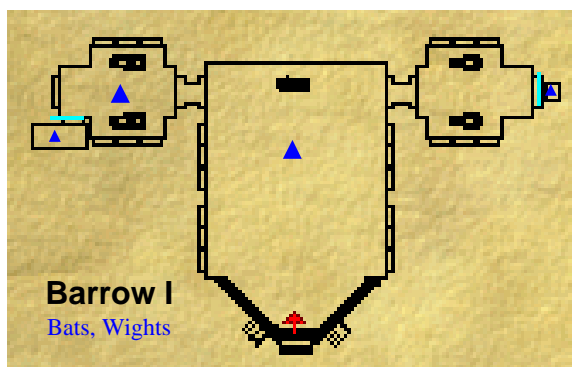
1. Lift up to upper level, but nothing there (?)





1. Meditate at pool (q13).
2. Coffin for Zokarr's remains (q50)





1. Gold and potions.
2. Switch for secret door

With lots of gold and new items first went to Stone City, then Harmondale; to re-equip, train and develop skills. Now party felt ready for Dwarven Mines, so found a boat to Bracadia Desert (via Erathia).

Erathia 5d



1. Gayle, [GM Air Magic](#) (8000)
2. Brigham the Frugal, [GM Merchant](#) (8000)
3. Smiling Jack, [Expert Dagger](#) (2000)
4. Samuel Benson, [Master ID Item](#) (2500)
5. Brand the Maker, [GM Plate](#) (7000)
6. Spyder, [Expert Dodge](#) (2000)
7. Bryce Watershed, [Expert Alchemy](#) (500)
8. Janet Thomas, Membership Water Guild
9. Kelli Hollyfield, [Expert Body Building](#) (500)
10. Isaac Applebee, [Expert Learning](#) (2000)
11. Elsie Penderton, [Master Staff](#) (5000)
11. School of Sorcery,
[Thomas Grey](#), Sorcerer PQ 1 & good 2
12. Ethan Lightsworn, [Expert Light Magic](#) (2000)
12. Tessa Greensword, [Master Meditation](#) (2500)
13. [Gary Zimm](#)
14. [Leda Rowan](#), Knight good PQ 2
15. [Lysander Sweet](#), Ranger good PQ 2
16. [Red Dwarf Mines](#) (q14)
17. Chest containing normal
(correct) Golem head (q24)
18. [Altar](#) (Angel Statue, q25)

[Griffin](#) (375), [Hunting Griffin](#) (759), [Royal Griffin](#) (1200)
(Level 25 when exploring)

19. Chest with wrong
Golem head (q24)
 20. Skill Contest
 21. Pedestal: Shield
 22. Pedestal: Earth Resistance
 23. Well; random bad effects
 24. Fountain,
+25 Int. & Pers. temp.
- I: [Judge Fairwater](#)
is here (new Arbiter)
- C: Erathia M, W, F, Su (125)
Harmondale Tu, Sa (125)
- D: Tatalia M, W, F (250)
Evenmorn Isl Tu, Th (250)
Tularean Forest Sa (250)
Erathia Su (250)

Marked items: Genie lamps

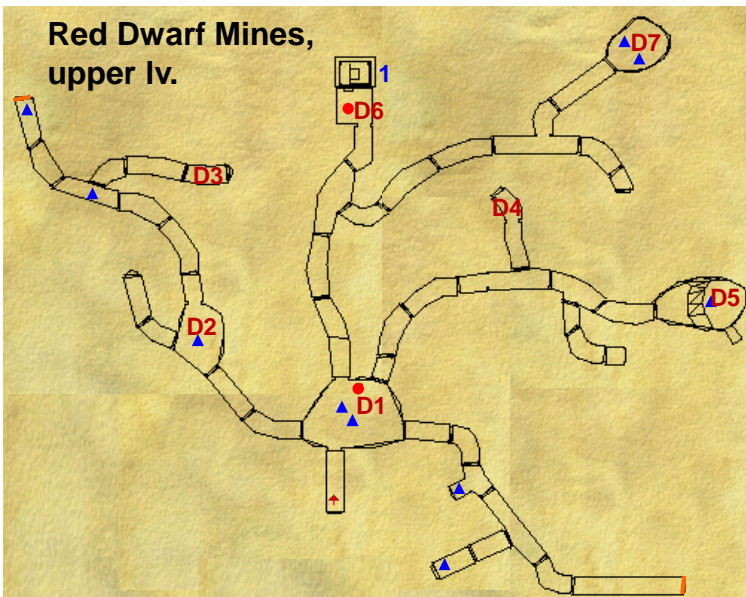
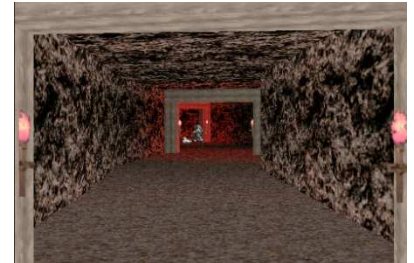




The Red Dwarf Mines



Though recently abandoned by the Dwarves, you can still easily see the craft and care they put into this mine.



1. Lift to lower level (w. lever)
DX Dwarf (stoned) Use elixir to cure.

Red dots: Mine carts containing treasure
Orange lines: Wall with ore.



Emerald Ooze (264), Sapphire Ooze (504), Bloodstone Ooze (875)
(Level 15)

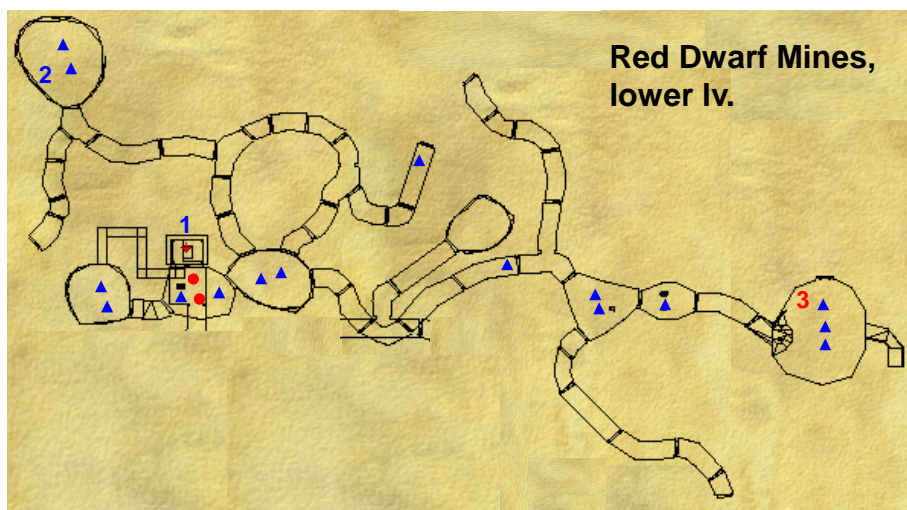


Journal Entry

..going fine. We managed to find a perfect place for the lift engine, near a continuous supply of steam energy. With proper maintenance, that engine should work forever. The metals we've discovered on the lower level are much better quality than the junk upstairs; though we haven't seen a lot of gems or precious metals. Hopefully the dig tomorrow turns up something better.

August 12th, 1167

We broke through what appeared to be a natural cave, and we discovered a horrible creature with the body of a snake with a female human torso. The mere gaze of these creatures was enough to turn our miners to stone. The rest of us fled, and Drathen Keldin, our engineer, stayed back to try and sabotage the lift. I'm not sure where the creatu...



Red Dwarf Mines, lower lv.

1. Lift to upper level
2. Empress Medusa
(has amulet of immunity to stoning)
3. Lift operating machine (q23)
(Click on it uses broken belt, and done)

Mostly medusas, a few oozes.

Empress & Queen stone,

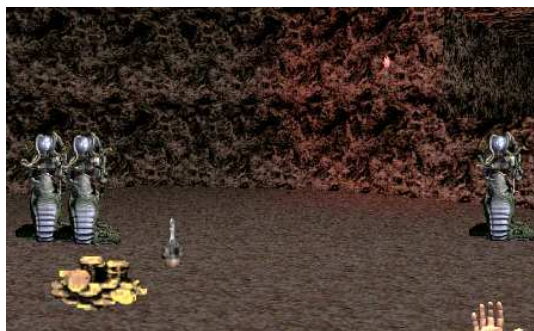
standard medusas paralyze

Note (bug(?)): Some medusas are "inside" a wall, can be attacked by "attacking wall", but definitely attacks party. Difficult...

[Emerald Ooze \(264\)](#), [Sapphire Ooze \(504\)](#), [Bloodstone Ooze \(875\)](#)
[Medusa \(1575\)](#), [Queen Medusa \(2000\)](#), [Empress Medusa \(2475\)](#)
 (Level 15)

Upper level was pretty easy (but without the fire wands we found in the Barrow Downs it would have been a challenge...)

Lower level was *very tough*, with a lot of restores needed.



Medusa Empress finished off in the back – YESSS!

Now could return to Barrow Downs, Stone City:

Dwarf King Hothfarr IX, after Dwarves Rescued:

Welcome back, Lords of Harmondale! Now, I will help you. My engineer will work for you.

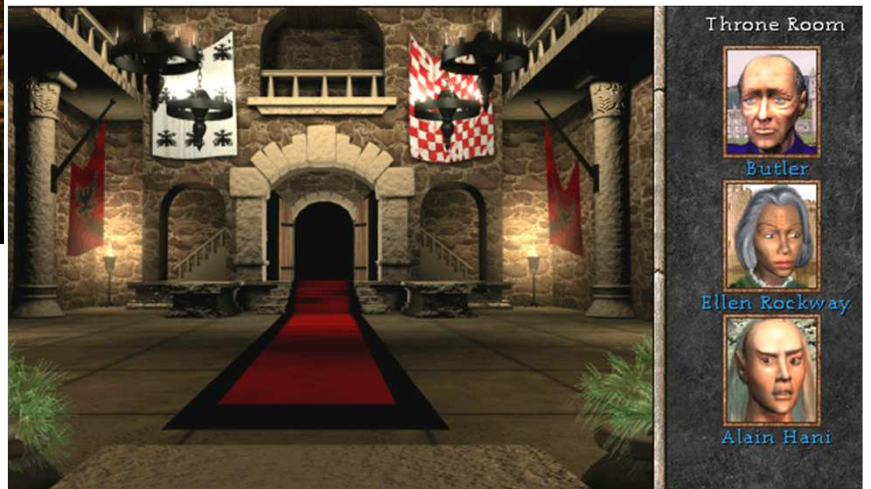
Fix up your castle. You have my thanks. You are welcome here forever. (q14)

Hmmph. One more thing. Your work has interested the other courts. They will send ambassadors to you now – check your throne room. Watch your back, my friends.



On return to Harmondale found that the Dwarves had already fixed the castle – first view the front door of our home was in a much more presentable state.

In the throne room the ambassadors were already waiting.



Ellen Rockway:

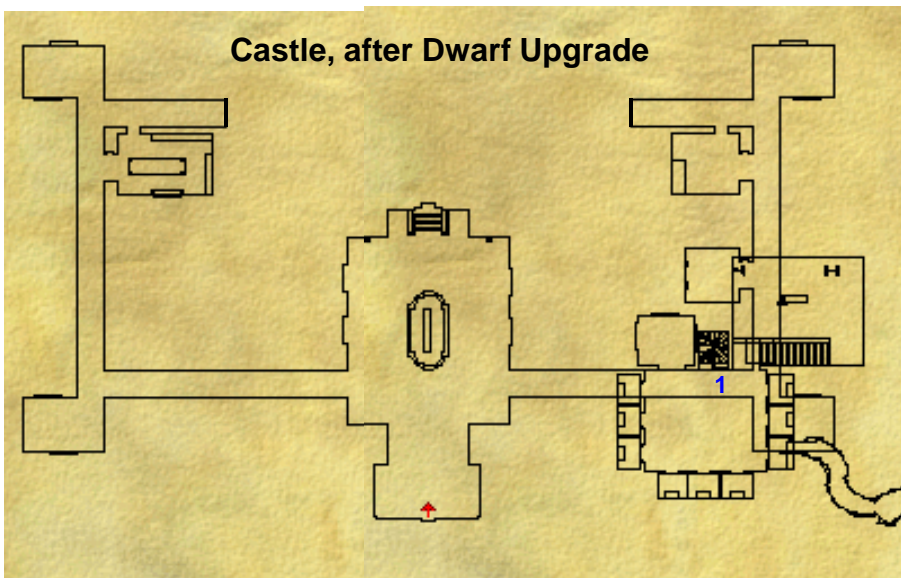
I am Ellen Rockway. I speak for Erathia on matters of state. I will be staying here in your court for the duration of your reign.

Your Queen wishes to speak with you as soon as possible. Since the War, she has taken up residence at Gryphonheart Castle in Steadwick. This is strictly business – whenever new lords assume their office she meets with them to make sure there are no misunderstandings. **Queen Catherine is particularly interested in you**, and has told me she wishes to employ your services.

Alain Hani:

Greetings. I am Alain Hani, Ambassador from Avlee. I speak for my country, and my word is Avlee's bond. I will always be available for any business you wish to conduct.

Though Avlee is not currently in charge of Harmondale, my King, **Eldrich Parson** of Avlee, lays claim to this territory as our rightful domain. The reasons are complicated, but boil down to the simple fact that Erathia stole our land in the Timber Wars many years ago, and we will not give up until we have it back. **My King wishes to speak with you**. Please travel to Pierpont in the Tularean Forest and meet with him. We will make it worth your while.



1. New stairs down to prison
Some gold, items, remains of prisoners, a torture note, and even a half-dug tunnel.

Castle looks in a general better condition

Note: Chests are fine for storing items which we don't want to drag around or sell.

From now on the clock ticks continually, and further plan should allow for all necessary events to happen before time limits.

First took a Harmondale round trip to collect new items and visit Arbiter, then headed north; first to Avlee to get the warrior mage promotion, then to King Parson to start the sequence of quests.

Arbiter (Judge Grey):

Welcome back, my lords. Erathia and Avlee are at each other's throats again. Feeling the heat yet?

Hint.

Once again, the Human kingdom of Erathia and the Elvish kingdom of Harmondale are fighting. As the local Judge, it has fallen to me to patch up their differences and bring the two sides to the negotiating table. The two sides are so evenly matched that either could prevail.

[The judge leans closer to you, lowering his voice] and I'll tell you something else – I don't much care anymore who wins. They are like children fighting over a toy. Neither really wants Harmondale – they just want to deny it to the other.

So, you're on your own. Whatever actions you take now in support of one side or another could really make a difference. Just remember that they couldn't possibly care less what happens to you or who rules in Harmondale. Protect yourselves and your people first. We didn't have this conversation.



Then to Avlee, [Steagal Snick](#):

Very Good. You have passed the test. Now the creatures are sealed away and won't be able to prey on the dwarves any longer, and you have proven your ability in both sorcery and steel. I am proud to declare all Archers among you Warrior Mages, and everyone else Honorary Warrior Mages. Congratulations! Now get out. I already weary of your company. ([q23](#))

As there was no immediate boat / coach back to Tularean Forest, we decided to make a detour via Deyja, to collect some skills, stats, and quests.

Tularean Forest 7d



Erathia 5d

[Harpy \(336\)](#), [Harpy Hag \(459\)](#), [Harpy Queen \(551\)](#)
[Rotted Corpse \(171\)](#), [Walking Dead \(299\)](#), [Zombie \(459\)](#)

1. Wanda Foestryke, [Master Body Building](#) (2500)
(Req. 50 End.)
 2. Leane Shadowrunner, [Master Stealing](#) (2500)
 3. Patwin Felburn, [GM Mace](#) (8000)
 4. Jasp the Nightcrawler, [Expert Dark Magic](#) (2000)
 5. Barbara Wiseman, [Expert Meditation](#) (500)
 6. [William Setag](#), [Paladin evil 2 PQ](#)
 7. Avalanche, [GM Earth Magic](#) (8000)
 8. Agatha Putnam, [Expert Learning](#) (2000)
 9. [Watchtower 6](#)
 10. Back Entrance to Watchtower 6
 11. Altar, +10 Earth, Mind, Body resistance perm.
 12. Pedestal, Heroism
 13. Well, +2 Int. perm.
 14. Skill Contest
 15. Chest contains [Golem Right Leg](#) (q24)
 16. Chest contains [Golem Left Leg](#) (q24)
- C: Erathia M, W, F (125g)
Tularean Forest Tu, Th, Sa (125g)
- I: [Judge Sleen](#) is here (q36)
- Pay: Pay 1000g Necromancer tax, or be ambushed by Zombies.



Deyja Town

Hobgoblin (96)

1. Petra Cleareye, [GM Perception](#) (6000)
2. Malisha Karrand, Membership Spirit Guild
3. Halain Nevermore, [GM Chain](#) (7000)
4. Tugar Slicer, [Master Sword](#) (5000)
[Seth Drakkson](#) (evil q72)
5. Seknit Undershadow,
Drink Tea: +50 End. temp
[Thief evil PQ 2](#) (q64)
6. [Daedalus Falk](#), [Cleric 1](#) (q30) & [evil 2 PQ](#) (q65)
7. Edgar Botham, [Expert Armsmaster](#) (2000)
8. Well: Drunk
9. Well: +10 Pers. temp
10. Well, +10 Fire resistance temp
11. Pedestal: Heroism

Note: Opening hours 6pm – 6am.



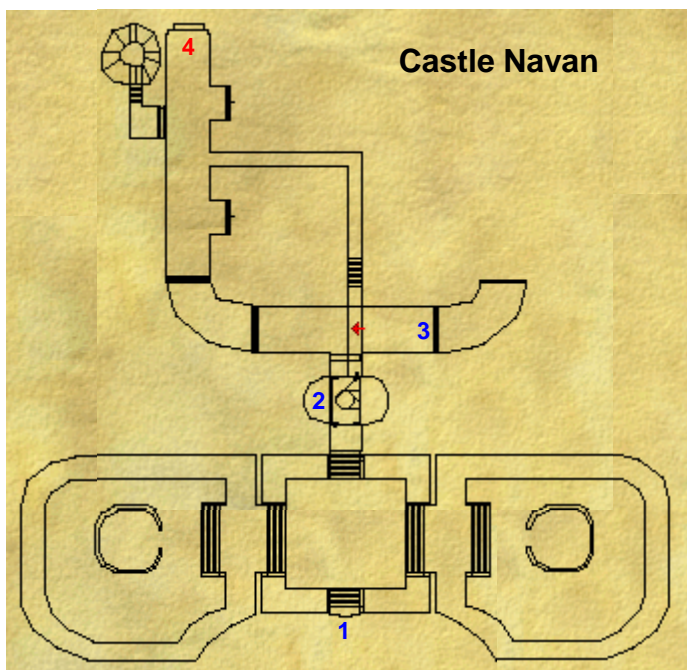
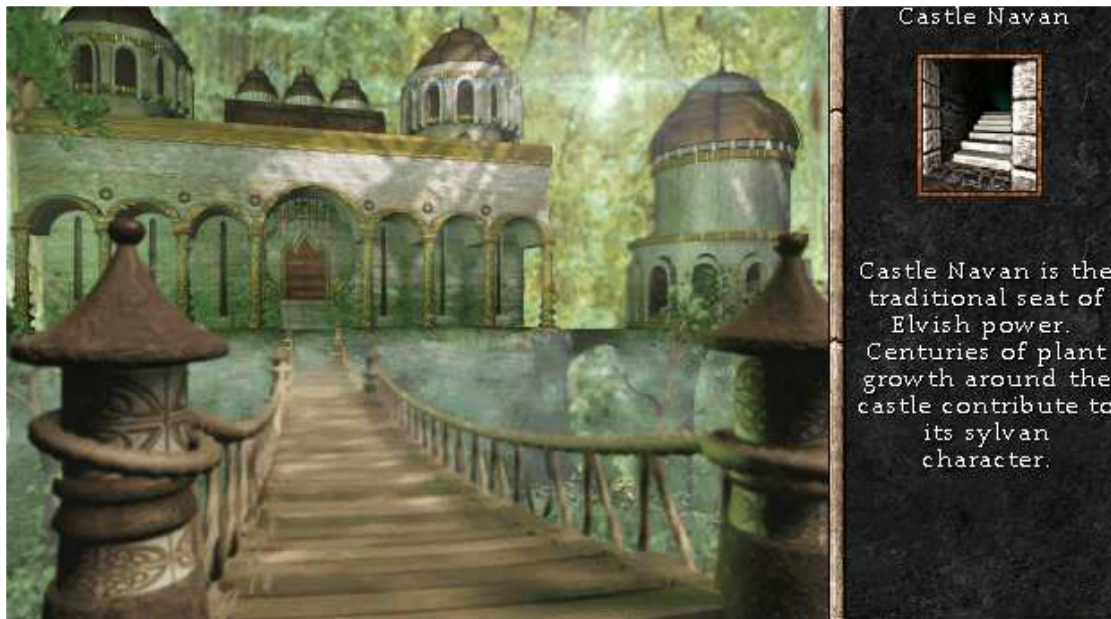
Daedalus Falk:

[High Priest Falk bows and clasps his hands together] Shadow Conceal, Lords. How may I be of service?
[Priest](#).

[Falk gives you a grandfatherly smile] You have, perhaps, an ambition to be priests? I can help you, if you'll help me. There is an island south of Bracada where stands an old temple that I need to find again. I think the pirates west of Erathia must know where the island is. The Erathian navy is rather feeble, and hasn't been able to root them out of their hiding places amongst the Tidewater Caverns. Perhaps the pirates have a map. If you can bring me that map, I would promote you to Priest status immediately. ([quest 30](#))

Then to Tularean Forest and the Elf King





1. Castle Entrance
2. Lift: Northern section on a lower level than entry section
3. Stopped by guard: "Halt! Visitors aren't permitted in this section of the castle. If you are looking for King Parson's throne room, take the lift down and follow the left corridor." (Can be reached from Tularean caves – not this time)
4. **Throne room**



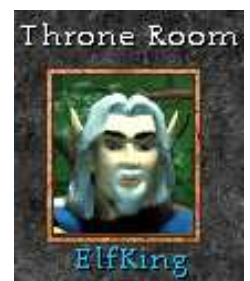
Elf King:

So, Harmondale has new lords. Again. Well, [King Parson looks at his scribe] we better write their names down lest history blinks and misses them, eh? Haw haw ha! [Ahem] Yes. Well, you had a reason for visiting me, right?

Riverstride Plans.

Welcome. I understand you've been appointed Lords of Harmondale by that idiot Markham. You know, I WILL restore Avlee's rule over Harmondale – the only question is whether you are with me, or against me. If you're with me, I will ensure that you retain your post. Against me, and I will have done with you once my armies occupy your lands.

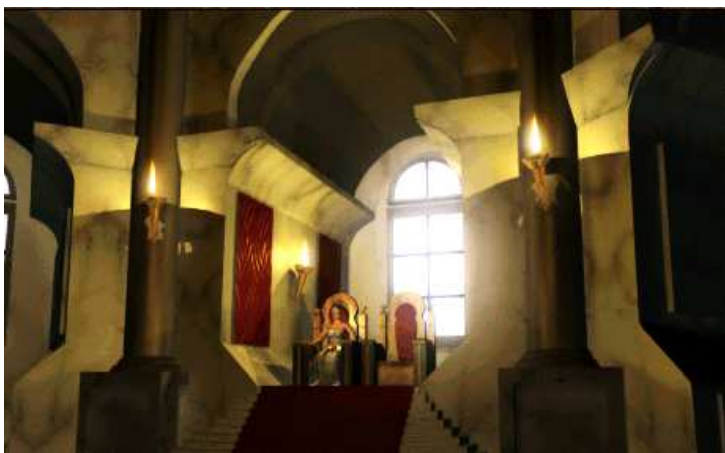
[King Parson smiles affably] So, of course you're with me! You just need to prove it. Like a famous leader once said: Trust, but verify! Words to live by. What I want right now is the **plans to Fort Riverstride**. It's a huge fort that stands between your lands and Erathia proper. You can't miss the thing. Sneak in there and get me those plans. If you can do this, I will be in your debt. Not only that, there's a substantial gold reward as well. If the plans are to be any use to me at all, though, I need them delivered to me within a month. (quest 32)



This was Thursday 11. Oct. So went to Harmondale and picked up some skills (no training while this quest sequence is going on – training takes time!) and left for Erathia where we arrived 19. Oct. First visited Queen Catherine, and then did the Riverstride quest.



Map provided later



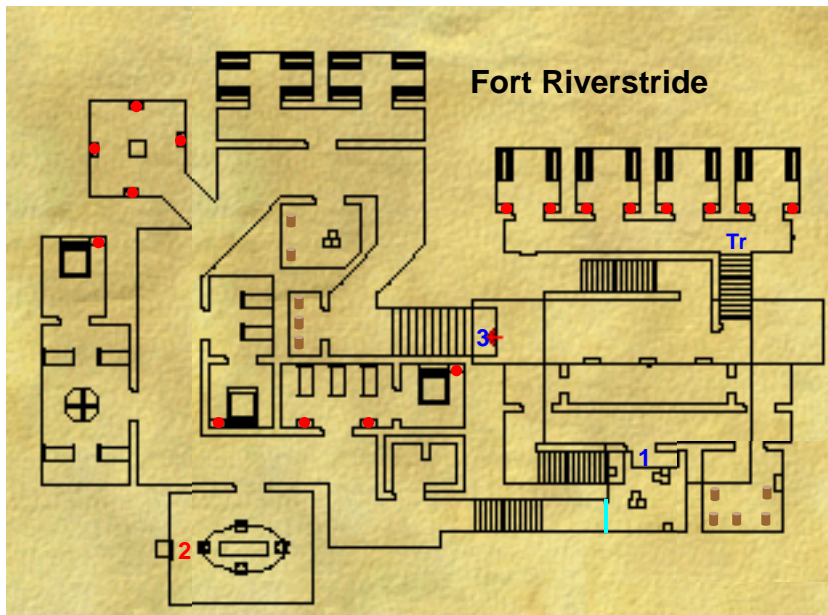
Queen Catherine:

Lord Markham tells me you are the new lords of Harmondale. Welcome to the peerage. Now, why do you request an audience of me?
Prisoner of war.

An Erathian spy, **Loren Steel**, was revealed and captured. He is now imprisoned in the Tularian Caves. Find him, release him, and bring him back to me. To be of any use, however, he has to be back here within 28 days. (quest 33)

This was Friday 19. Oct.





On entry, met by guard:

"Excuse me, but visitors are not allowed here in Fort Riverstride. I'm afraid I have to ask you to leave. Any attempt to go further into the fort will be treated as a hostile action, and will be dealt with as such."

1. Main entrance upper level
2. Vault, hidden behind painting
Contains **Riverstride plans** (q32)
3. Trap door exit to river

Archer (171/551), Bowman (551), Elite Archer (1131)
Conscript (336), Soldier (816), Fighter (1575),
Swordsman (200), Warrior (336), Guard (459)
(lv. 17-18)



After getting the plans returned to Harmondale (22. Oct.) and continued to Tularean Forest, where we arrived 25. Oct, well within time limit.

Elf King:

[The King smiles broadly as you hand him the plans] Thank you! These will be VERY useful. My factor will deposit 5000 gold pieces in your bank account for services rendered. When we finally win this round against Erathia, I will not forget you.

Then headed for the Tularean Caves.



The Tularean Caves



Fresh human or elvish footprints lead into this cave, and weeds and brush have been cleared from the entrance recently.

As the coach was ready for Tatalia, chose that as next destination



Swamp Troll (504), River Troll (1064), Mountain Troll (1824)

1. Kerin Greydawn, [Expert Spear](#) (2000)
2. Kyra Stormeye, [Expert Air Magic](#) (1000)
3. Solomon Riverstone, [Expert Spirit Magic](#) (1000)
4. Xavier Bremen, [GM Mind Magic](#) (8000)
5. Halain Sampson, Membership Mind Guild
6. Flynn Arin, [Expert Sword](#) (2000)
7. Brother Rothham, [Master Mace](#) (5000)
8. Lisha Redding, [Expert Fire Magic](#) (1000)
9. Tonken Fist, [GM Dagger](#) (8000)
10. Calindra Goldensight
(Party) Buy sand (200) (Sell BD 300)
(Party) Sell Enrothian wine (300) (Buy Avlee 200)
11. Brother Bombah, [Master Body Magic](#) (4000)
12. Taran the Lifter, [Expert Disarm Traps](#) (500)
13. Thomas More, [Master Repair Items](#) (2500)
14. Tricia Steelcoif, [Expert Chain](#) (1000)
15. Everil Nightwalker, [GM Stealing](#) (6000)
16. Trent Steele, [Expert Armsmaster](#) (2000)
17. [The Wine Cellar](#) (q41)
18. [Ferdinand Visconti](#) (q21)
19. [Lord Markham's Manor](#) (q19, 20)
20. Pedestal: Stoneskin
21. Pedestal: Heroism
22. Well, +2 Speed perm

Ferdinand Visconti:

As you may have already guessed, I'm a collector of fine art. Currently, I am looking for a [set of paintings, one of King Roland, one of his brother Archibald, and one of the angel statue in the courtyard of Castle Ironfist](#). This set is of great value, and as a collector, I'm willing to pay quite handsomely for it. If you should gather the entire set of paintings, bring them back to me and I'll be sure to compensate you well for your effort. ([quest 21](#))

Lord Markham:

Ah, the contestants! I hope you haven't come to try to give Harmondale back to me! If you look at the contract you signed, it explicitly states that your deal is irrevocable on page nine, subparagraph iii, section C. The deal really is cut and dried. Buy the ticket – take the ride!

::Yawns:: Now, is there anything else you wished to speak about?

...A letter from Norbert Trush the Historian? Let me see it. [Lord Markham scans the letter briefly] Hmmmmmm ... he wants the Peacock feather that was used to sign the treaty of Pierpond, does he. Well, seeing as though he has a supposed original of the Treaty, I guess the feather should go to him. He has promised me anything else in his collection. Take this to him and tell him that I will come collect from him shortly! ([quest 22](#))

{ Also made an attempt to steal the vase, but this must / should wait until we've learned the Invisibility Spell }



Many good items in the swamp area south of town, but well guarded by trolls.



Swamp Troll (504), River Troll (1064), Mountain Troll (1824)

1. Isram Gallowswell, [Master Shield](#) (3000)
 2. Karn Stonecleaver, [GM Axe](#) (8000)
 3. Weldik Lotts, [Expert Plate](#) (1000)
 4. [Dragon Cave](#) (q17)
 5. [Druid Altar](#) (q28)
 6. [Mercenary Guild](#) (good q46)
[Niles Stantly](#) (good q54 / evil q74)
 7. [Tidewater Caverns](#) (q30)
 8. Chest contains [Golem Right Arm](#) (q24)
 9. [Altar](#) (Eagle Statue, q25)
 10. Well, +20 AC temp
 11. Skill Contest
- T ≤ 50 (expensive)

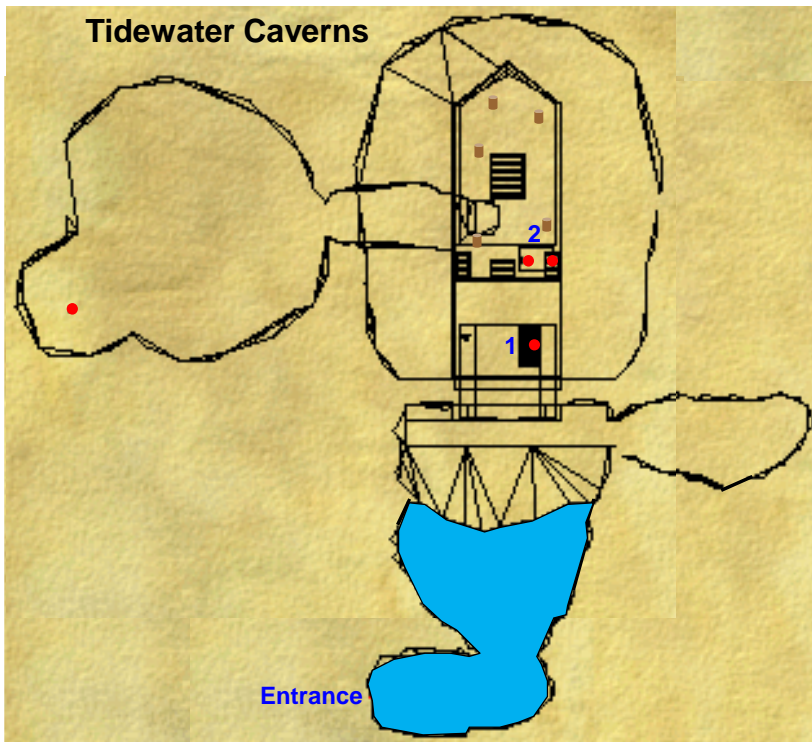




The Tidewater Caverns



These caverns have been the hideout of pirates and ne'er-do-wells for centuries.

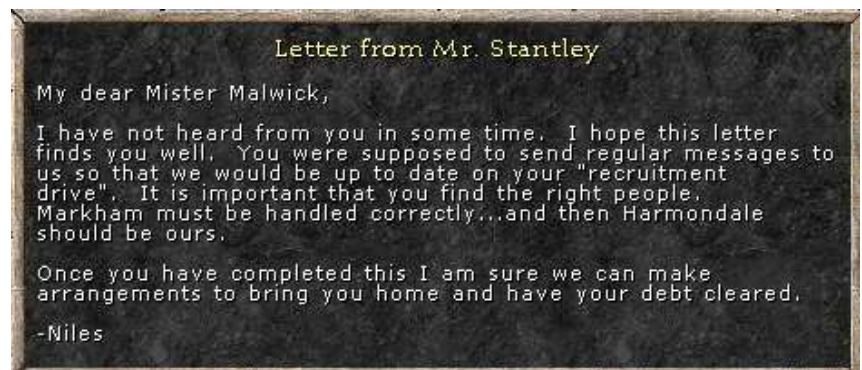


1. Secret door (trapped), room w. chest under stairs
2. Secret door
Western chest contains **Evenmorn Map** (q30)

Too many items / gold here to show on map.



Thief (144), Rogue (264), Master Thief (504)
Skeleton (96), Skeleton Warrior (200), Skeleton Lord (336)
Shade (171), Specter (299), Ghost (551)



Letter from Mr. Stantley

My dear Mister Malwick,

I have not heard from you in some time. I hope this letter finds you well. You were supposed to send regular messages to us so that we would be up to date on your "recruitment drive". It is important that you find the right people. Markham must be handled correctly...and then Harmondale should be ours.

Once you have completed this I am sure we can make arrangements to bring you home and have your debt cleared.

-Niles

After completing this quest we found a boat ready for the Bracadian Desert, which was as good as anywhere to go. Arrived there 26. Nov., and headed for the School of Sorcery.



Thomas Grey, School of Sorcery:

I am indeed the one to speak to if you wish to become Wizards. Every student of mine must complete a project before I name them Wizards. This year's project is to **build a golem**. There are spare parts scattered about the lands from here to Avlee. You'll need all four limbs plus the torso and the head. Pay special attention to where you get the head – one of my students made a mistake while making a head last summer and gave the defective head away as a joke.

When you have all the parts, come talk to me. I'll promote you to Wizards then, and I'll animate your Golem. Well, on your way, and have fun! (quest 24)



Note: When we get this quest, an image of a gold golem appears in the "NPC window". As golem parts are found, touch golem image with the part, and it's automatically added to the puzzle. (Saves some inventory space.) A final click when all parts are there completes the assembly. (If two or more NPCs are present the golem is hidden and has to be scrolled visible – which was a reason we didn't understand how to assemble it on a previous play-through.)

Note also the other NPC – she "increases the value" of all gold we find. Very useful (almost essential!), and the only NPC worth hiring.

Next, traveled to Erathia and resolved the Thrush-Markham quest (q22).

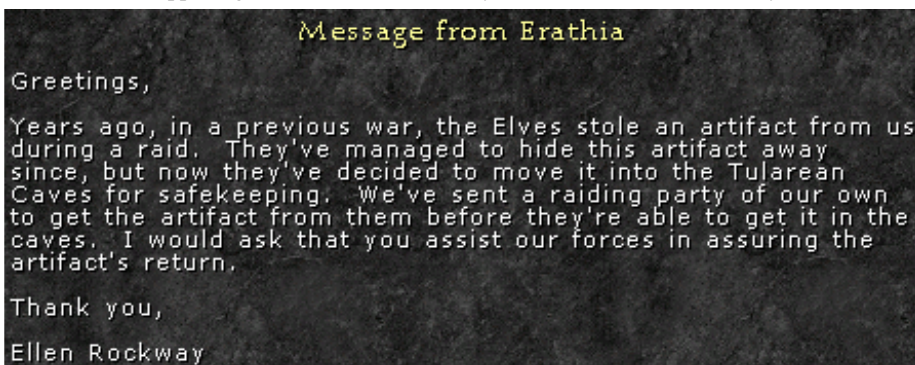
Now 1. Dec., so still have some time. First went to Deyja to deliver map to Falk.

Daedalus Falk, Deyja:

The Map! You found it! [Falk looks at the map, and points at the island] There it is. The island has been shrouded in mist since the Churches of the Sun and Moon began fighting over a century ago. Keep the map – I have the coordinates now, and will have no trouble finding the place when I need to. I am proud to declare the Clerics amongst you to be Priests, and the rest to be honorary Priests. Thank you so much for your good work! (q30)

It was now 4. Dec., and the plan was to go to Avlee, via Tularean Forest. But on arrival Tularean Forest 6. Dec. was met by a Messenger:

My lords, I have an urgent message from the Erathian Ambassador for you. I am told that it has details of an important event that is happening RIGHT NOW, and that you should read it immediately. Here is the letter.



Proceeded to area near the entrance to the Tularean Caves, and found two groups battling each other out. No one seemed to care about us, so opened the chest that had appeared since the last time we were there, and found the trumpet



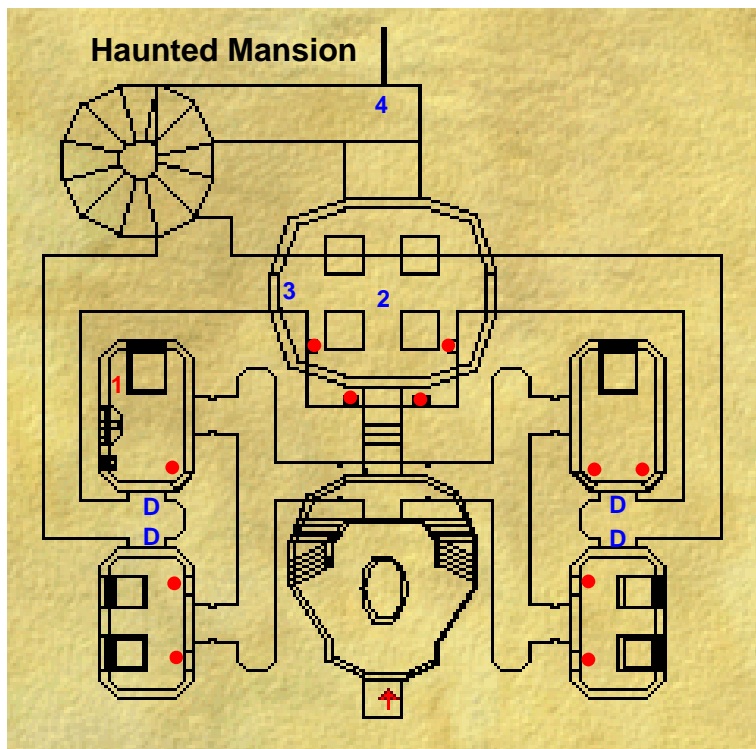
Aided by numerous hints, now did not take the trumpet to neither King Parson nor Queen Catherine, but **gave it to Judge Grey**. (In agreement with his earlier advice, we have now helped the two sides one time each, and acted neutral on the third occasion (could have sabotaged both Riverstride and Loren Steel-quests to the same effect...)) – 18. Dec.

Arbiter:

You were wise to return the Trumpet to me. Now I can use it to help shore up the weak side in this conflict and promote peace. Thank you.

Now just to wait for development of happenings – nothing we can do to influence history any more. So took the time to round up ongoing quests. First to Barrow Downs (arrived 23. Dec.), this time exploring entire area (the “good” chest had been refilled with even better items since last time...), getting the golem part, and found time was ripe for exploring the **Haunted House**.





1. Angel Painting (q21)
2. Library – scrolls & spell books in shelves
3. Protruding book – move to open North door
4. Lever = fireball trap

All chests exploded, and did a lot of damage.
Alternative strategy: Learn Telekinesis spells and stand at safe distance when opening chests.

"Just" a matter of doing off with all the undead

Ghast (171), Ghoul (299), Revenant (459)
Wight (336), Wraith (551), Barrow Wight (936) (unnatural aging)
(Lv. 21-22)
(Some restores, one due to aging)



After this stopped in Stone City to sell / equip / train. Left Barrow Downs on 4. Jan., and arrived Harmondale 9. Jan., only to be met by a new **Messenger**:

My lords, I have been dispatched by the ambassadors from Erathia and Avlee to inform you of Judge Grey's untimely death. We believe it was a heart attack, and there is no reason to suspect foul play.

However, they wish to speak to you at once, and urge you to return to your castle. They have declared a truce until a successor can be found for Judge Grey.



Hence went directly to the castle, and were met by:



Ah, greetings! My lords, I am Ambassador Wright from Bracada. You know, the wizards on Erathia's southern border. You've become very important persons! Since Judge Grey died in your lands, you must choose another Arbiter to help settle the dispute between Erathia and Avlee.

I formally invite you to visit Bracada and meet Judge Fairweather, who we strongly recommend for the post. I don't mean to be pushy, but I'm sure you understand your choice will affect future relations between our two governments...

Throne Room



Ambassador Wright

A pleasure to meet you, my lords. My name is Ambassador Scale, and I represent Deyja, the land of the Necromancers northwest of Erathia. Now, I know what you're thinking--Necromancy! Yuck! Isn't that death magic? Well, it IS, but we merely pursue knowledge for it's own sake; rather noble if you ask me. We're not so bad. You should speak with some of the fellows--they really know how to party. [The Ambassador forces a smile] Ha ha ha!

I invite you to visit Deyja. When Judge Grey died, you became the ones who must choose his successor. We have someone in mind who will encourage our enemies to...um...bring this terrible war to an end. Yes. I urge you to choose Judge Sleen.

It would mean so much to us, and we could do so much for you! Think about it, but don't think too long!

Throne Room



Ambassador Scale

I need a little time to "think this over". (Actually want to round off remaining quests, which shouldn't take very long. Must collect reward for Haunted House, and find the remaining golem pieces, so that I have the complete Golem when I'm going to Bracadia anyway.)

So went to Erathia and got Knight (honorary) promotion, then to Tatalia (some skills, and the golem part I "forgot" last time), and then to Avlee for the last part.



Pretty tough fight with Water Elementals and the like. Retreat to nearby island whenever necessary.

So now had all the parts and could go to Bracadia for promotion and appointing new Arbiter.

Arrived at Bracadia Desert, first to the School of Sorcery and [Thomas Grey](#):

[You proudly display your assembled golem to Master Grey, and he nods approvingly] ... Well done. Head looks alright, but you can never be sure... Well, good work! Clearly, you qualify for Wizard status. All Sorcerers amongst you are now Wizards, and all non Sorcerers are now honorary Wizards! ([q24](#))

[Master Grey spends awhile casting the spell that animates your golem] ... He's all yours! Take him back to your castle and put him where you want. He'll attack intruders relentlessly.

Then to the Inn, and addressed Judge Fairweather ("We choose you!") ([q37](#))

[Judge Fairweather](#):

A wise decision. You won't regret this – believe me. I knew you were going to make this decision, and my bags are already packed and ready to go. All you need to do now is get me to my new home, and I'll take care of the rest.

Judge Fairweather joined party, and we went immediately to the Arbiter's home in Harmondale.

Having installed him there,

[Hint](#):

You have made the wise choice, my lords. [Gavin Magnus](#), leader of the Wizards, would like to speak with you. Go to the Bracada Desert – the teleporter to Celeste will function now, and use it to enter Celeste. Gavin awaits you in Castle Lambent. Time is precious; don't waste it dallying around. ([quest 38](#))

Then got a cut-scene with all competing parties present, and the new Arbiter performing his first task – resolving the Erathia – Avlee battle on Harmondale, establishing Harmondale as an independent Kingdom ruled by us.

(Note: Outcome of this decision is highly dependent on the manner in which we handled the Riverstride – Lorren Steel – Trumpet quests)

At this time party was level 22-23.



Peace You win

My lords have chosen Sir Brandis Fairweather as the arbiter for the Treaty of Harmondale. His reputation as an evenhanded referee is second to none. On January 25, 1169, Sir Fairweather presided over a tense negotiation to divide the contested lands of Harmondale and surrounds. Though discord threatened the peace, Sir Fairweather's quick diplomacy carried the day, and a formal peace treaty was signed between Erathia and Avlee.

In an historic development, the treaty provided for the creation of the Kingdom of Harmondale, naming my lords as the rulers and leaving to them the entire responsibility of administering the kingdom. Since invasion is not imminent, as it was in the case of the ill-fated King Vespian, hopes are high that the Kingdom of Harmondale will last a very long time.

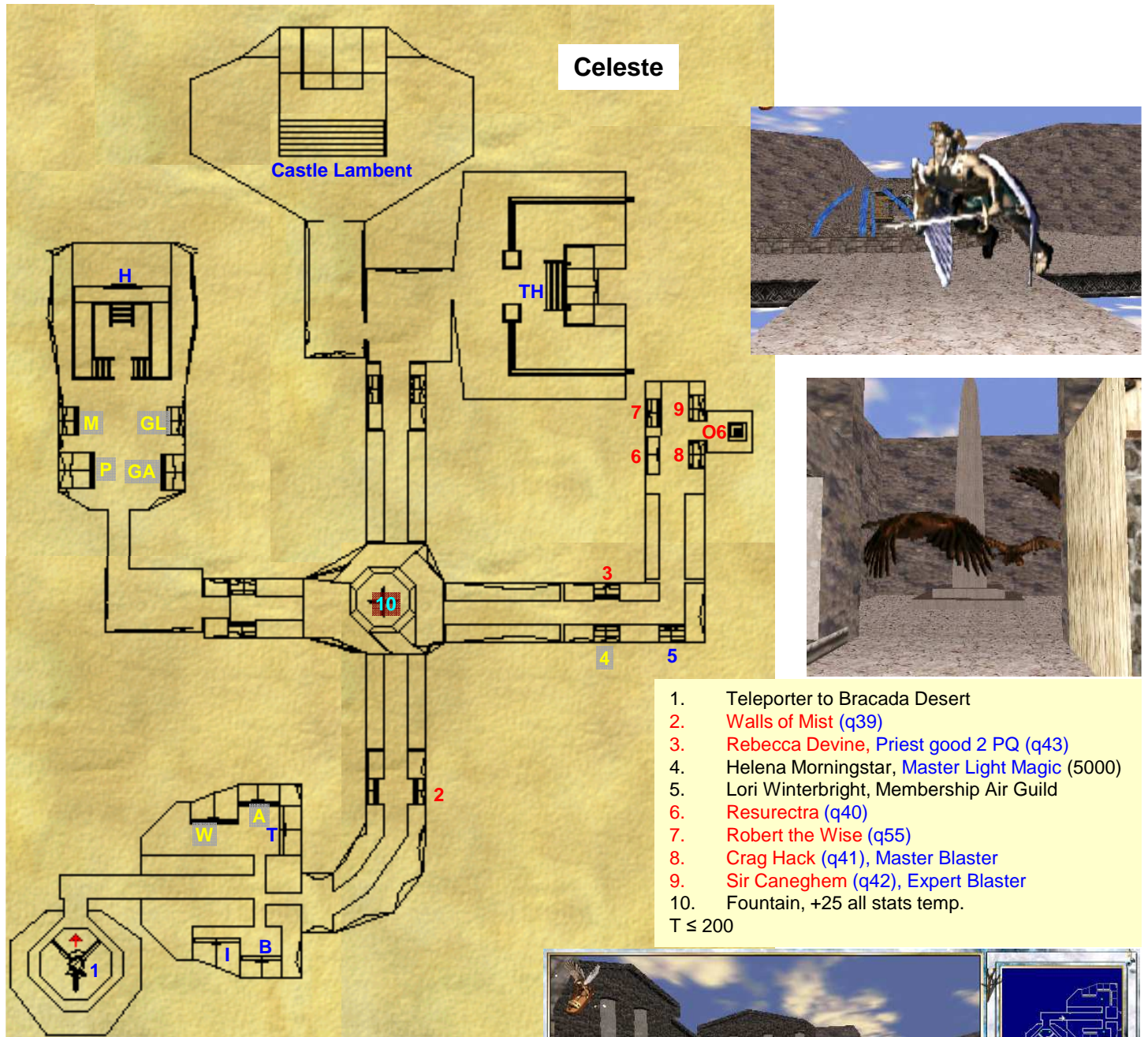
While ambassador Wright of Bracada seemed pleased with the choice of arbiter, Ambassador Scale was furious. He has issued (in the name of his government) a warning to all travelers, including my lords, from Harmondale that their "safety could not be assured". I think his meaning is clear. He has, however, expressed hope that perhaps some day the interests of the nation of Deyja will coincide with those of Harmondale. (Author's note: I don't think the interests of Deyja and Harmondale will ever "coincide" until they conquer us...)

After choosing the good path the game screen changed to a "heavenly" background and with "heavenly" music. (See Celeste)

End of Part 2

Part 3: Following the Good Path

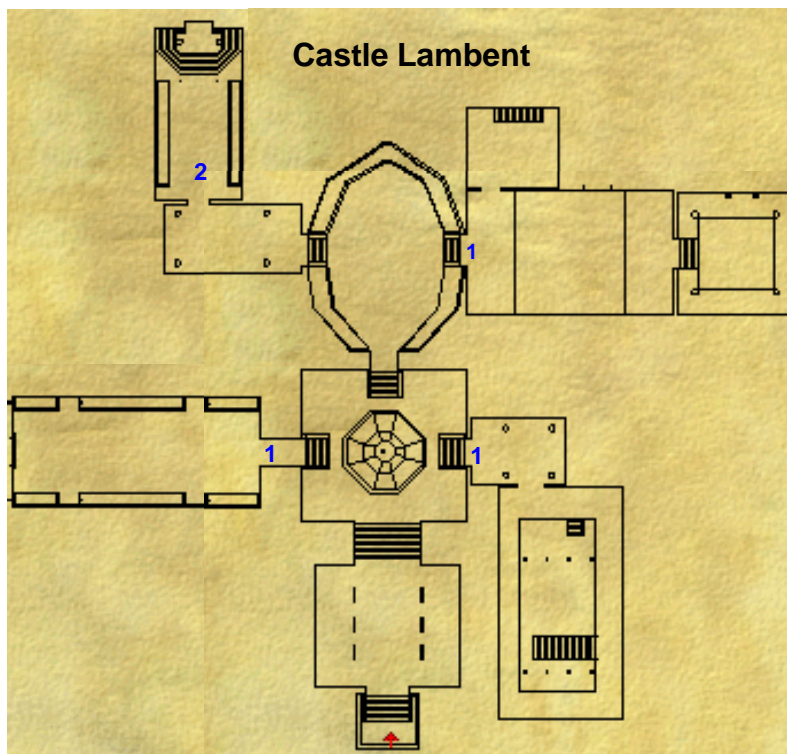
Followed the Arbiter's advice, and went directly to Bracadia and the teleporter to Celeste. A big advantage of coming to Celeste this early is that the shops have very good items, e.g. the Alchemist have black potions of permanent stats boost (+50 points).



New game window: Light and uplifted environment



Checked the shops, and then went directly to the castle.



1. No access, stopped by guard
2. Throne room, [Gavin Magnus \(q39\)](#)
[GM Light Magic \(8000\)](#)



Gavin Magnus:

New Lords from Harmondale, I see. Well, I am pleased to meet you at last. I am sure the relationship between our two governments will be a long and mutually beneficial one. You've made the right choice in allying with us. There is much we need to talk about, but my advisors first insist that you **walk the Wizard's Path** before our relationship can progress.

I know this test seems silly, but I assure its purpose is not. You can take the test whenever you feel ready. And if you fail today, you can always come back and try it another day.

The Test involves **entering the 'front door' of the Walls of Mist, and exiting through the 'back door'**. I use the word 'door' loosely – you'll see when you get there. You will not need your weapons. You will fail the test if you kill any creature in the Walls of Mist. If you can complete this task, you will be given membership in the Guild of Light.

Good Luck ([quest 39](#))

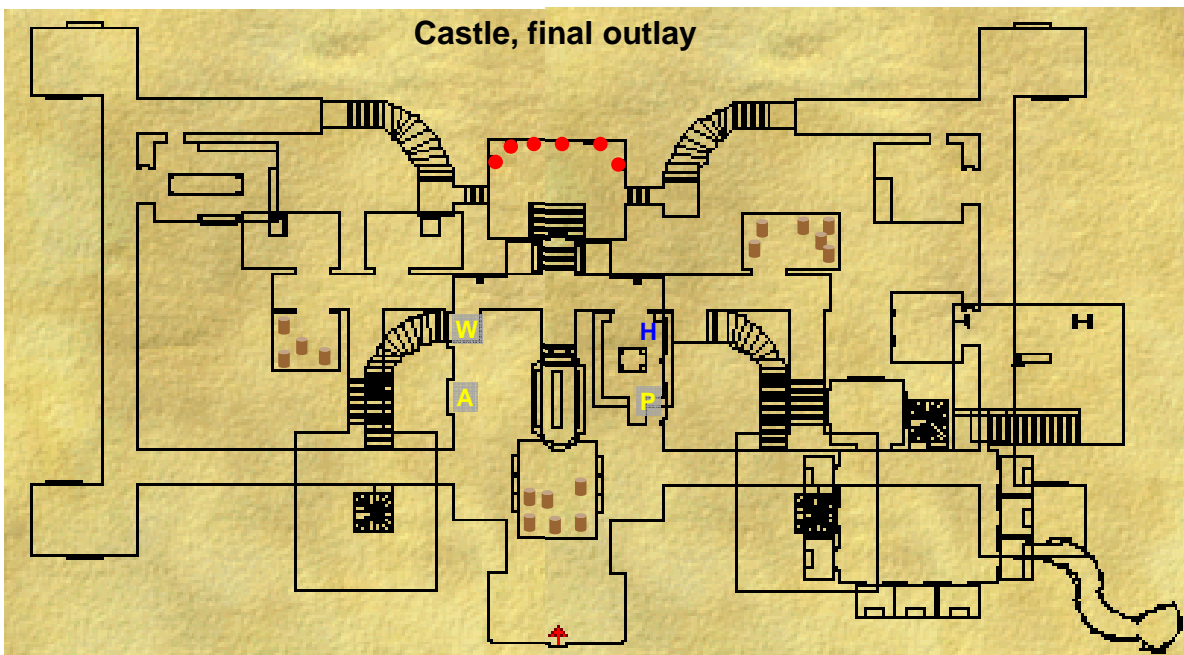


The Walls of Mist can't be done without the Invisibility spell, i.e. Master Air magic. And moreover, the minimum (70 minutes) is a little on the short side. So no point in even trying. As there's nothing more to do in Celeste before we have completed this quest, returned to the mainland and worked on other tasks until we have developed needed proficiency. First headed back to Harmondale to install the golem in the castle.

Back in castle:



My Lords! Gavin Magnus sent engineers and artisans to upgrade Castle Harmondale! Now we have an upstairs and downstairs! Gavin Magnus also left gifts in chests in these new areas. The artisans are setting up shop in the entry hall and will have many wonderful items for sale! The workers, however, discovered an older area to the castle--a torture chamber and dungeon. It isn't a pretty sight, I'm afraid.



Took the opportunity to get some quests while in Harmondale:

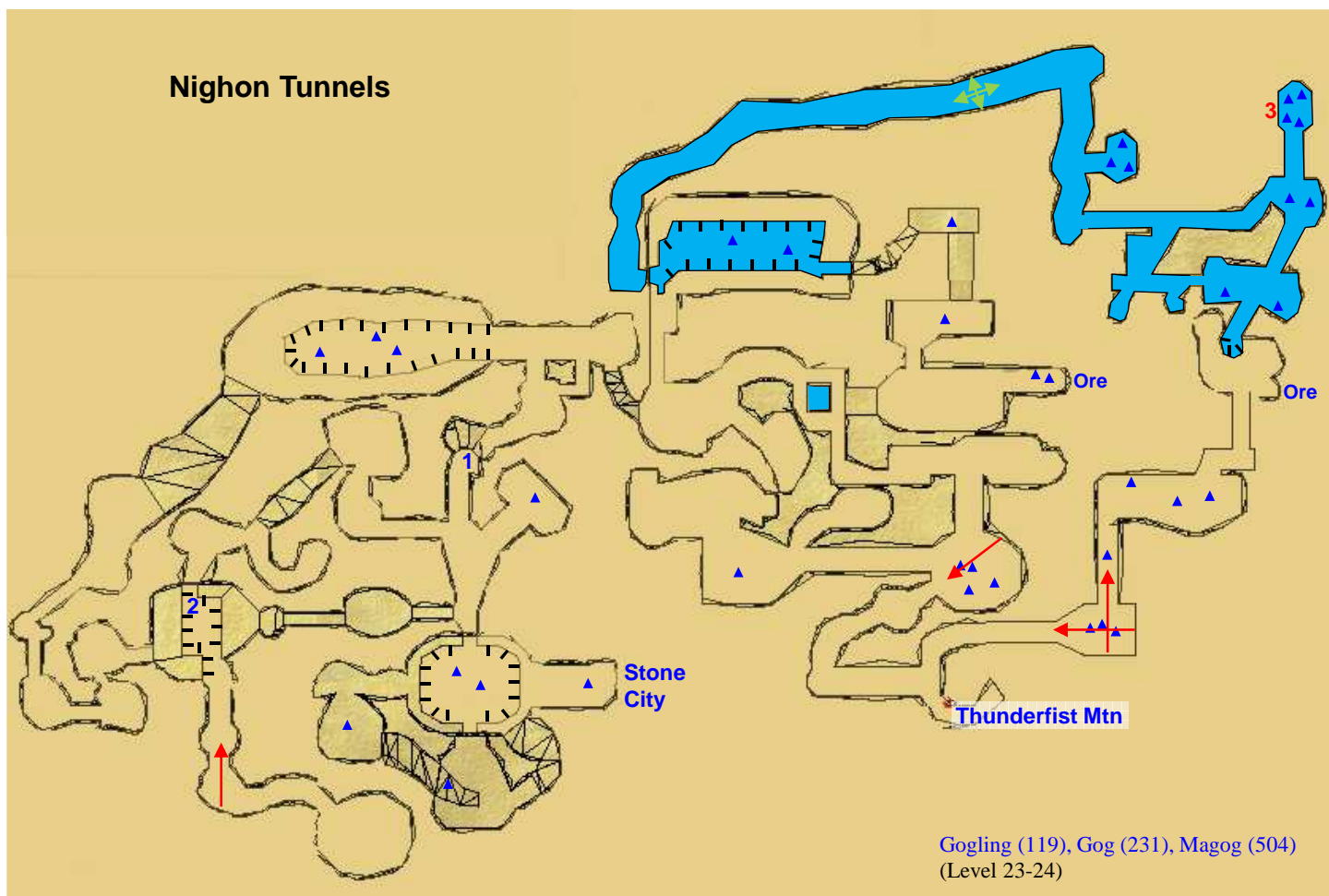
Lawrence Mark:

A few generations ago, an enchanted bow was created by alchemists in the Tularean Forest to seal another peace treaty between the elves and the humans. While en route to Erathia, the bow was taken from the couriers by the **Titans in Avlee**. They have no use for the thing, so it's probably in their stronghold still. Strike a blow for our profession, and **get that bow back**. It is absolutely the finest thing of its kind ever made. Oh, and while you're there, feel free to cut some of those bullies down to size – They stole it out of cruelty, not need! If you are successful, I will promote all Warrior Mages to Master Archers, or honorary Master Archers, as the case may be. (quest 48)

Bartolomew Hume:

I see you wish to continue your journey. Excellent! Have no fear, for you are prepared for your next step. You must extinguish the remnants of an evil order – the **Order of Baa**. **Defeat their High Priest** and return to me and I shall complete your training and promote you to Master. (quest 49)

Next went to Tatalia and explored rest of the map, fighting hordes of trolls and collecting a lot of treasure, and visited the Druid altar while there. Then headed for Stone city and the route to Nighon – we'd really like to learn Town Portal to cut down travel time, and Nighon is the place to go to learn Master Water Magic.



1. Small ledge. Can't be jumped – scale right wall
2. Can jump over here
3. Zokarr's skull and axe (q50)

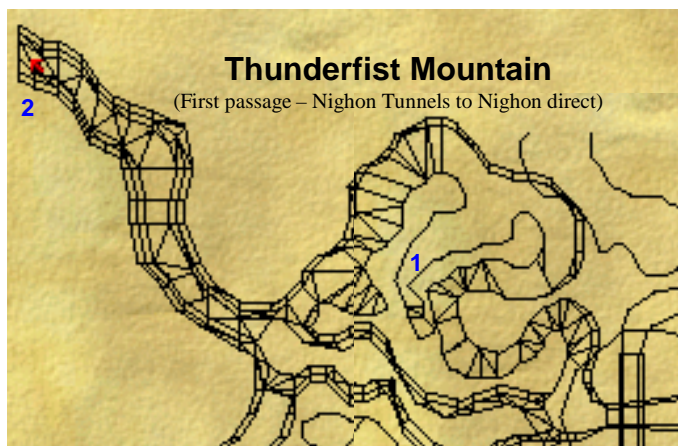
Red arrows: Fireball-traps

Green arrows: Acid trap

Much gold – large amounts in each heap!

Note: Warlocks and Dwarves fight each other in here. Stay out of these fights, or some clan becomes general enemies.

After exploring this map made an attempt on Thunderfist Mountain. Be prepared, when entering new tunnel run directly into some **Minotaurs** including **Minotaur headsmen**. Don't even try without knowing the Cure Insanity spell. (We had it at this time)



1. Entered here from Nighon Tunnels. Wanted to find shortest route to Nighon, and after a few failures (and restores) found that directly Left, Right – upwards, lead us there. Actually pretty short. Still had to fight quite a few monsters. Discovered that the winning strategy vs. the **Minotaurs** was to bombard them with Slow spells.
2. Exit South of Mt Nighon Town (Rest of Thunderfist Mountain map shown when it is explored much later in the game)

On exit Nighon went directly to the town, did what we were there for: learned Master Bow and Master Water Magic and thereby could take a very quick route back to our castle, by a Town Portal spell.

This passage:

Floating Eye (1200), Gazer (2000)

Minotaur (1911), Minotaur Headsmen (4071), Minotaur Lord (7031)

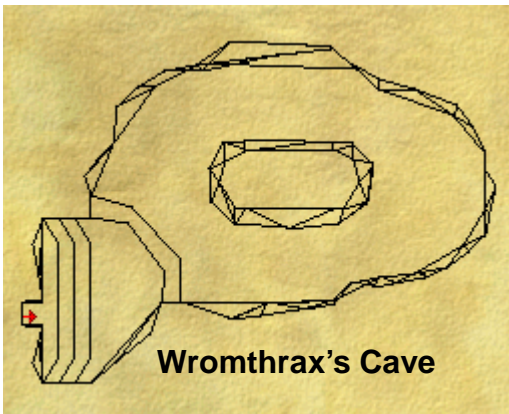
From now on, travelling could be done without thoughts of travel times and optimal routes...



Fond memories from first meeting with Thunderfist Mountain



At this time we were level 25-26, and from experience from earlier games found we could probably (just) handle the Dragon. Hence went to Sir Charles Quixote in Erathia, officially got the Paladin PQ, and further to Tatalia and entered the Dragon Cave (1 [Blue Dragon \(9000\)](#)). Strategy to stand behind a corner, jump round corner, fight and cast spells, retreat back to safety for heal & save (for some reason dragon didn't come after us). Took some time but in the end it was done.

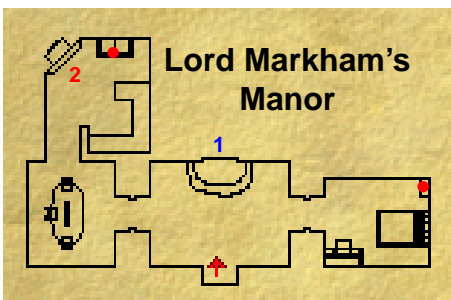


As Quixote was with us at the time, we received the promotions immediately. On next visit to Erathia (after Markham), visited him again:

Sir Charles Quixote:

I am pleased to see thee chose the path of Light, Crusaders! A wrong has been committed, friends, and who else but us can put it right? A wicked villain has kidnapped a fair maiden by the name of **Alice Hargreaves**. His name is **William Setag**, and he has imprisoned her in his tower. You must ride forthwith to **put this villain to the sword and rescue sweet Alice**! If you succeed, you will truly be Heroes of the Land! ([quest 51](#))

While in Tatalia (no Town Portal...), took the opportunity to steal Lord Markham's vase. Not difficult when we could cast Invisibility first. Had to fight our way out.)



1. Door to Lord Markham ([q19](#))
2. Vase (on fireplace) ([q20](#))

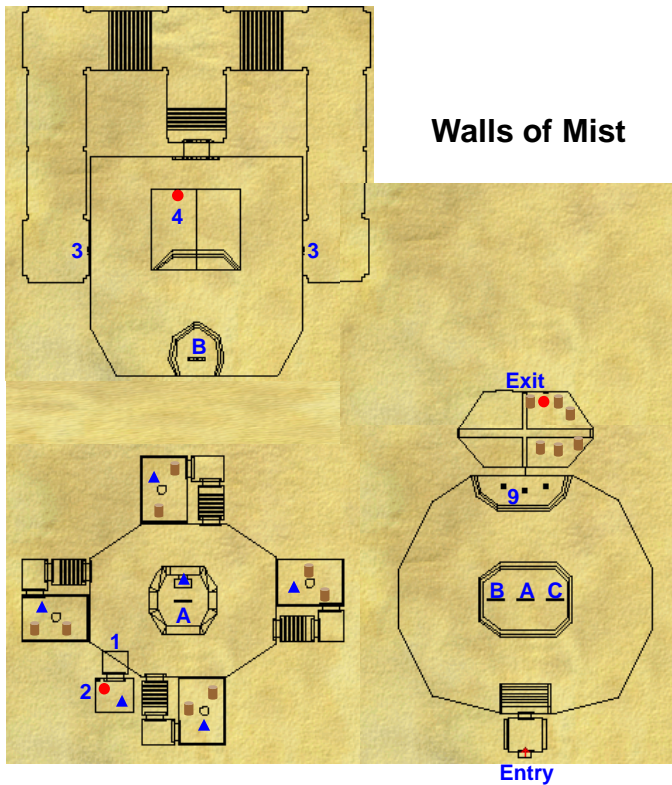
[Initiate of the Sword \(2000\)](#), [Champion of the Sword \(4200\)](#), [Swordsman \(200\)](#), [Guard \(459\)](#), [Adventurer \(816\)](#)

After this task Town Portal'ed to Erathia and visited Quixote (above) and went to the Sewers. After receiving award for the Vase quest:

William Lasker:

Your next task is somewhat more difficult ... more suited for Spies than Rogues. I have been asked to ensure that **Watchtower 6**, the only tower to survive the recent wars against the Necromancers, be unable to defend itself the next time it is attacked. Killing the guards inside won't help – the Necromancers will just fill it again with more troops. The tower is on the southern edge of the Necromancers' land. I want you to slip inside and **move the counterweight in the gatehouse at the top of the tower to the gatehouse at the bottom of the tower**. It is a heavy weight that can be found in a slot against the wall with a rope tied to it. When the time comes for an attack, the misplaced weights will be noticed too late, and the gate will not close. If you can do this, you will have proven your status as a Spy. ([quest 52](#))

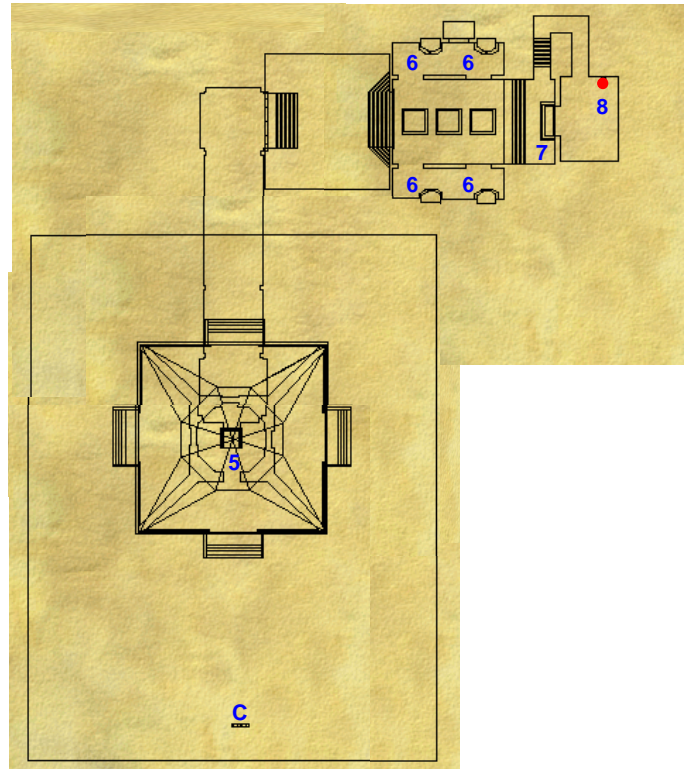
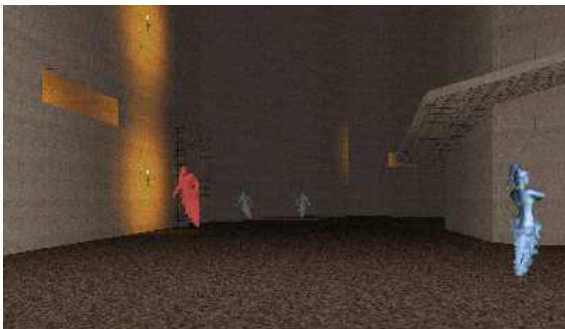
Now felt ready for the Walls of Mist, so returned to Celeste.



All sorts of monsters, but can't fight them anyway...
Imperative to have (high level) Invisibility
(We had 80 minutes – just barely enough)
(Level 25)



A place we visited numerous times, to fetch gold and items, and drink from the stats-boost barrels



A,B,C: Two-way teleporters

- A: Arrive on pillar, winding ledge down
Treasure and barrels reset each time
(infinite stats boost!)
- 1. Hidden elevator
- 2. Chest w. **Central Pillar Key**
- 3. Three buttons & lever. Correct combination allows move of lever, which opens recess in floor by (4).
(Combination & right or left (3) random)
- 4. Chest w. **West Pillar Key**
- 5. Elevator down
- 6. Pool w. button – button fills pool
Filling all four pools drains pool 7
- 7. When drained, jump in for access to lower level leading to (8)
- 8. Chest w. **East Pillar Key**
Use secret passage to return
- 9. Three pillars w. keyholes.
Unlocking all three opens door to N, allowing access to room w. barrels and exit.

Before entry, cast **Torch Light**, **Wizard Eye**, **Feather Fall** and **Invisibility**.

NOTE: Don't need to do it all at once. Get one key, return to ABC, exit save, and recast spells before re-entering.

Could return to Gavin Magnus and get award for quest, and membership in Light Guild.

Could also now talk to the advisors.

Resurrectra:

I am glad you passed the King's test. It shows you are dedicated to the Path of Light. Now we should go down to business. My fellow advisors and I have some work for you if you're willing. You will, of course, be rewarded. And always remember, that whatever we ask of you, we are always moving toward a noble goal, one you will be proud to have been a part of.

We need your help in **retrieving half of a key** to a very important place from our enemies, the Necromancers. Like us, they have enshrined their half of their key in their highest temple – The **Temple of the Dark**. I'm under no illusions this will be easy. Take your time and act when you are prepared. Also, bring our half of the key to us, as well. It is enshrined in the **Temple of the Light**. Since you're our ally, no one should trouble you when you go there to fetch the key. By the same token, please **don't harm any of them**, either. (quest 40)



Crag Hack:

Our allies in Tatalia have been complaining for some time of a mysterious presence. There have been numerous deaths and disappearances for the last few months, and they've asked us if we knew anything about it. I think I do. I suspect a **vampire is preying on Tatalia**. I don't have time to pursue the question myself, but to keep our allies happy, I'm asking you to please look into it. It's possible the monster's presence has deeper implications than just bad luck for Tatalia. (quest 41)

Sir Caneghem:

The plan involves **stealing the soul jars** the Necromancers rely on to prolong their miserable lives. They have them hidden somewhere in their **Guild Castle**, and are probably not prepared for the kind of small scale assault you people are so good at. A quick strike – in and out – should do the trick. Don't hang around the castle too long, or reinforcements will arrive, and try to get it right the first time, or they will permanently double their patrols. Once you have the soul jars, bring them back here so we can dispose of them properly. (quest 42)

Rebecca Devine:

Priests.

You have come to me seeking that I be your guide on the Path of Light. But be warned, to learn its ways, you must learn the ways of your own soul. I would suggest that we meditate on this for awhile, but you look like you're in a hurry. South of Bracada is an island called Evenmorn, and upon that island are the old **temples of the Sun and the Moon**. Both are inhabited by the remnants of the two religions, their once proud churches reduced to two old temples fighting for a small island.

The Church of the Sun was the founding religion for our current faith, the Path of Light. I propose we help them out and tip the balance in favor of the Church of the Sun. Using the map that Daedalus Falk sent you to find in order to become priests, convince a sea captain to bring you to the island. There, bring aid and comfort to the Church of the Sun by **purifying the altar in the Church of the Moon**. This will so weaken the Moon cult that the Church of the Sun will be able to overcome them in battle. Return to me when you have done this. (quest 43)

Robert the Wise:

Like my friends, I have a task for you as well, but now is not the time. Finish their work first, then I will tell you about my mission.



Next we explored the Bracadian Desert, visited shops and talked to people (Fly spell not crucial, but a big advantage on this map.)

Gary Zimm:

The School of Sorcery here in the Bracada Desert collects a number of odd magical paraphernalia. A few years ago an item of particular interest was stolen from the School by raiders from Deyja. This item, the **Season's Stole**, was worn by Priests of the Sun during religious ceremonies at the turn of the seasons. As a representative of the School of Sorcery, I'm authorized to reward you for its return. Our last information placed the stolen Stole in the **Hall of the Pit**; I would suggest checking there first. (quest 44)



Leda Rowan:

So you want to be **champions**, do you? Ha! How can you be a champion if you don't win any tournaments? You know, I can't really promote you to Champion status – you have to do it yourself, just like everything else. Go and **win five championship tournaments in the Arena at Knight level**, and come back to me. I'll call you Champions then, if you want. (quest 45)

Lysander Sweet:

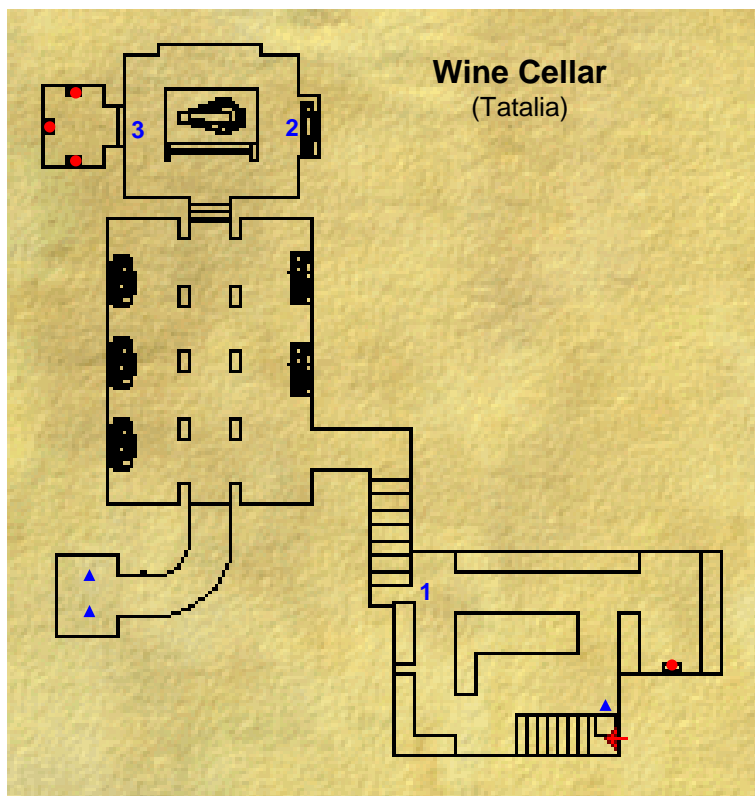
Well, it looks like you might be able to do the job I have in mind. The fundamental task a **Ranger Lord** faces is caring for the land. Recently, poachers removed a magical gemstone called the "**heart of the forest**" from the Tularean Forest. The forest has become restless, and attacks travelers who come too close. The forest blames all 'Walkers' for the theft, and won't calm down until the stone is returned. **Find the stone and return it to the oldest tree in the Forest**. Come back to me when you've done this. (quest 46)

Thomas Grey, School of Sorcery:

Welcome back, students. The golem lesson was just an exercise, but to advance to **Archmage**, you really have to do something for the profession. Copies of the fabled **Divine Intervention** spell are very rare, and unfortunately the School doesn't have one. There's been a history of bad luck regarding the spell.

It has been around for time immemorial, but the spell has never found its way into our hands. Always just out of reach, we often send guild members to find it, but every one has failed. Sometimes they have it in their hands, but lose it on the way back, other times, the book seems to vanish, only to resurface 20 years later in some old dungeon, or on a deserted island. Right now, we think it's in the **Breeding Zone in the Pit**. Find the spell, and return with it. Break the curse! (quest 47)

With a long list of new missions, first went to Tatalia to explore the Wine Cellar:



1. Wine rack = secret door
2. Lever opens secret door at (3)

Minion Vampire (600) , Vampire (1419), Elder Vampire (2784)
Giant Bat (30), Vampire Bat (96), Inferno Bat (171)
Necromancer (875), Speaker for the Dead (575),
Queen of the Dead (3000)
Shade (171), Specter (299), Ghost (551)
(Level 27)

Pretty tough, especially the Elder Vampire, so couldn't have done this any earlier.

Went to Celeste and collected reward (q41), and then found a boat to Evenmorn Island



Welcome committee
(short reset, they're there every time)

1. Bethold Caverhill, [Master Merchant](#) (5000)
(Req. Pers. 50)
Dennis Caverhill, Membership Water Guild
2. Oberic Crane, [Master Dodge](#) (5000)
Ulbrecht the Brawler, [Master Unarmed](#) (5000)
3. Fedwin Smithson, [GM Shield](#) (7000)
4. [Grand Temple of the Moon](#) (q43, q25)
5. [Grand Temple of the Sun](#) (q25)
6. [Druid Altar](#) (q28)
7. Circle of stones (Obelisk quest)
8. Pedestal: Body Resistance
9. Pedestal: Mind Resistance
10. Pedestal: Day of the Gods
11. Well; Teleport to 12
12. Well; Teleport to 11
13. Skill Contest
14. Altar, +10 Accuracy and Speed perm.
- D: Tatalia M, W, F (500)
Tularean Forest Sa (500)

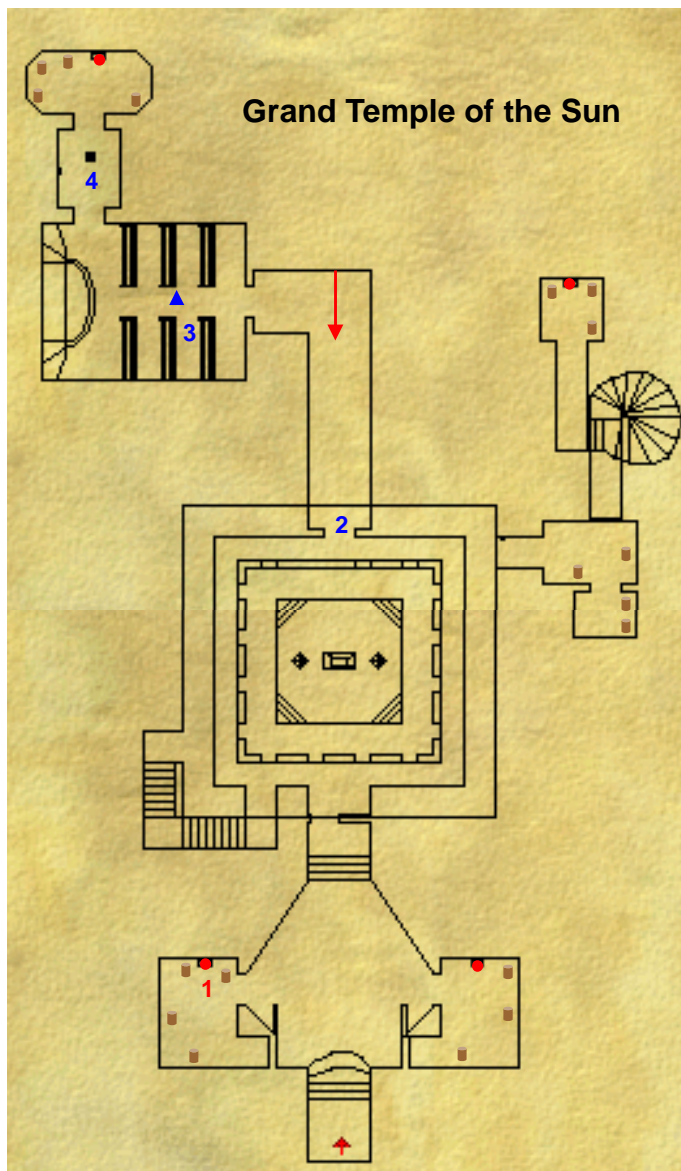
[Skeleton](#) (96), [Skeleton Warrior](#) (200), [Skeleton Lord](#) (336)
[Shade](#) (171), [Specter](#) (299), [Ghost](#) (551)
[Stone Gargoyle](#) (416), [Marble Gargoyle](#) (704), [Obsidian Gargoyle](#) (1419)
(Level 29)

Started by exploring the Island (including ridding it of a lot of bad guys),
found a lot of treasure, and talked to people.
Then headed for the Grand Temple of the Sun.



Grand Temple of the Sun

Overgrown and weather beaten, the Grand Temple of the Sun has seen better days. It appears someone is still taking care of the place.



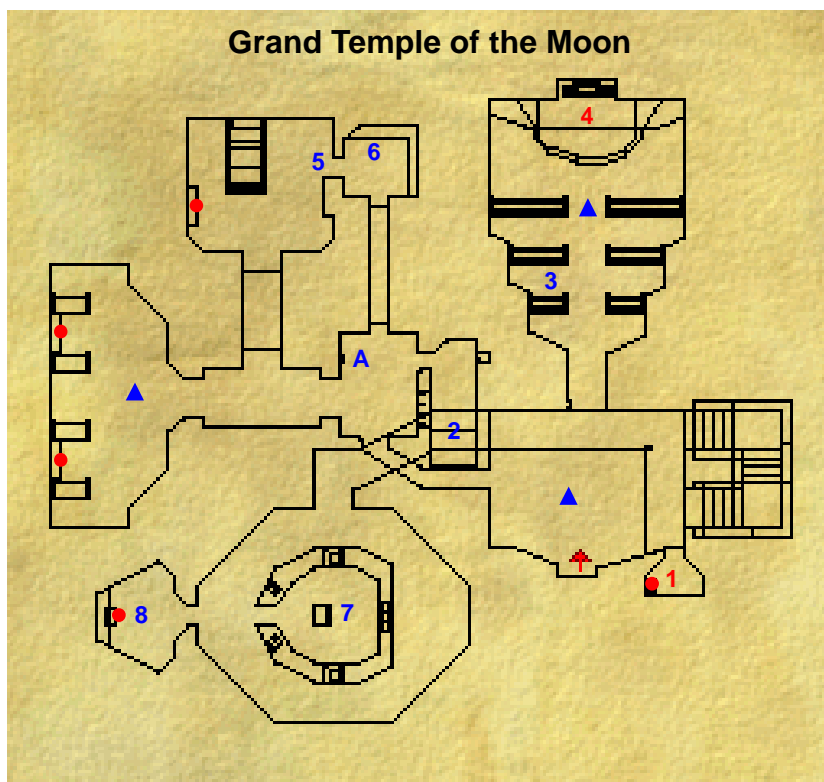
1. Chest w. **Knight statuette** (q25)
2. Releases fireball trap
3. Priest of Sun has **Sun Cloak** (AC+11, Incr. Light spells)
4. Press 6 buttons in walls, then center button, opens door north



Acolyte of the Sun (200) , Cleric of the Sun (600),
 Priest of the Sun (1200), Monk (144), Initiate (416), Master (999)
 (Level 29)

And next, the Grand Temple of the Moon.





1. Chest w. **Eagle statuette** (q25)
2. Pit trap. Fall down to jail below
Secret recess in wall contains telekinesis spells. Use on lever **A** to open door.
3. Priest of Moon has **Moon Cloak** (AC+11, Incr. Dark spells)
4. **Altar to purify** (q43)
5. Drawer = secret door
6. Lever closes pit trap (2)
7. Library, several scrolls
8. Chest w. good spell books (Hour of Power, Day of Gods ++)

Acolyte of the Moon (200), Cleric of the Moon (600), Priest of the Moon (1200)
Wight (336), Wraith (551), Barrow Wight (936)
(Level 29)



The Eagle statuette was placed in Tatalia, and the Knight statuette in Avlee, at some appropriate time, when we were there on other business.

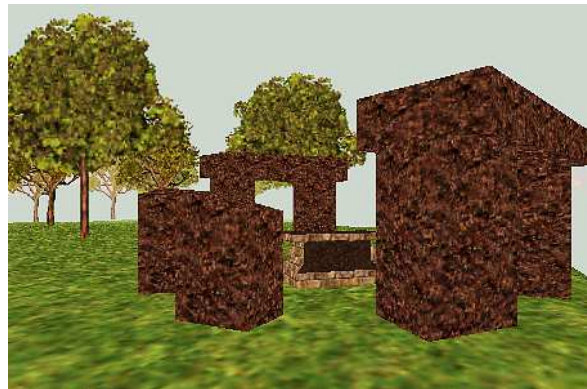
First to Celeste to collect reward, and then found it was high time to explore the Avlee wilderness (which is pretty tough) and thereby visit the last Druid Altar.
(Couldn't complete the Druid quest before Evenmorn anyway.)

Wyvern Plains, Avlee



There are lots and lots of [Wyverns](#) near the altar (careful with the [Ancient Wyvern](#) which can do an outright kill). Stay near the water, go up to the plains and fight some Wyverns, then retreat, fight off any followers, save and heal before returning.

Eventually party was rewarded by gaining access to the Druid altar, the last of the three.



Could then return to Anthony Green in the Tularean Forest, and receive promotion to (honorary) Great Druids. [\(q28\)](#)
Also got new quest:

[Anthony Green:](#)

To be named an Arch Druid, you must serve the land. I know of a service you could perform. In the land above Stone City, where the Dwarves bury their dead, is the [barrow of King Zokarr IV](#). He died fighting in defense of Stone City during the invasion of Erathia by Nighon. His remains were never recovered and still lie in those tunnels.

[Retrieve his bones and place them in his coffin](#) in his barrow. When you have done this, the King will rest, and so will the land. Return to me when you've performed this service, and I will perform the Ceremony of Ascension and name you Arch Druids. [\(quest 50\)](#)



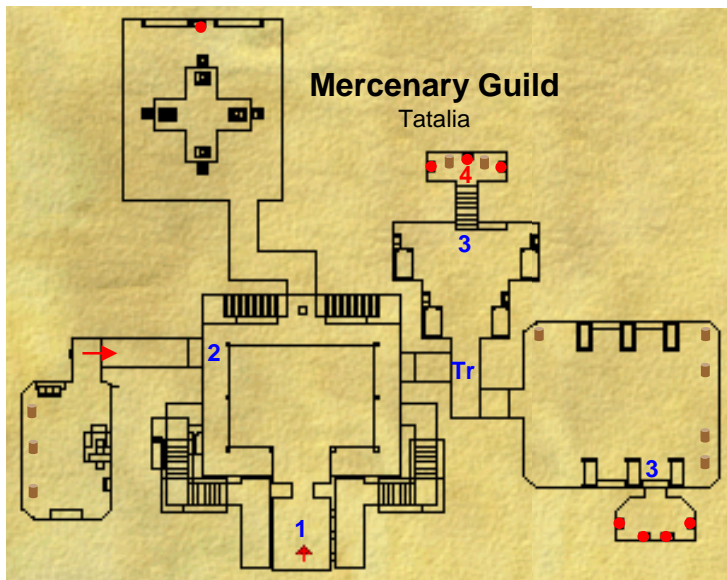
We had already found Zokarr's axe and remains in the Nighon tunnels, so at the next visit to the Barrow Downs we placed them in the coffin, and on return to Anthony Green:

[Master Green seems beside himself with joy at your accomplishment]

I felt the King's soul return to the land of the dead when you returned his bones. The land breathed a sigh of relief – did you feel it?

The Ceremony of Ascension is complete. I'm happy to promote all Great Druids amongst you to Arch Druids, and all honorary Great Druids to Honorary Arch Druids. This is a very happy day! Your service will be remembered!

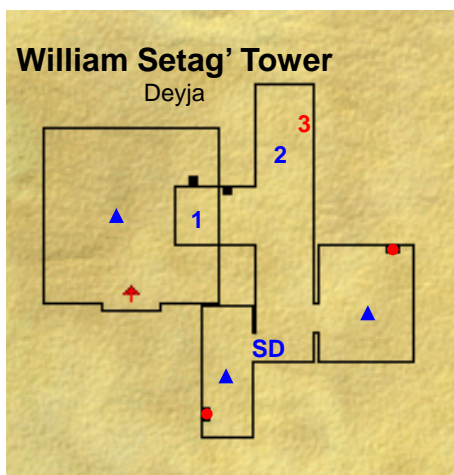
Next mission: Town portaled to Tularean Forest, and explored the islands, which included talking to oldest tree, who told us the heart of the forest was stolen by mercenaries. Hence next went to Mercenaries Guild in Tatalia.



1. Snipers in windows on both sides
2. Opening door activates fireball trap (stand to side)
3. Bookcase = secret door
4. Chest with **Heart of the wood** (q46)

Archer (551), Bowman (551), Elite Archer (1131)
 Initiate of the Sword (2000), Champion of the Sword (4200),
 Master of the Sword (7200)
 Robber (144), Raider (336)
 (Level 33)

Had a failed attempt at this one earlier, but this time with high level protection spells everything was fine, if not exactly easy. Returned to Bracadian Desert (Town portal to Celeste) and was promoted to honorary Ranger Lords (q46). Then to Deyja for the Hero Quest.



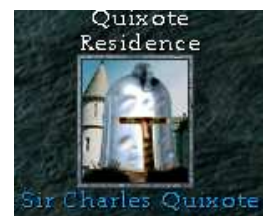
1. Lift to tower
2. **William Setag**. Has **key**
3. Key opens door to **Alice Hargreaves** (q51)

Giant Rat (24), Lightning Rat (56), Fire Rat (96)
 Initiate of the Sword (2000), Master of the Sword (7200),
 William Setag (7200)
 (Level 33)

After a quick Town Portal to Erathia:

Sir Charles Quixote:

Thee've done it! I knew thee could do it! I'm so proud of thee! Alice has been freed of the clutches of the wicked William Setag, evil has been vanquished, and good upheld. Where once there was wrong, now there is right! [Charles sight and smiles broadly.] Well. My work here is done! Thee have passed the tests and deserve thy reward. Therefore do I solemnly declare thee Heroes! (q51)



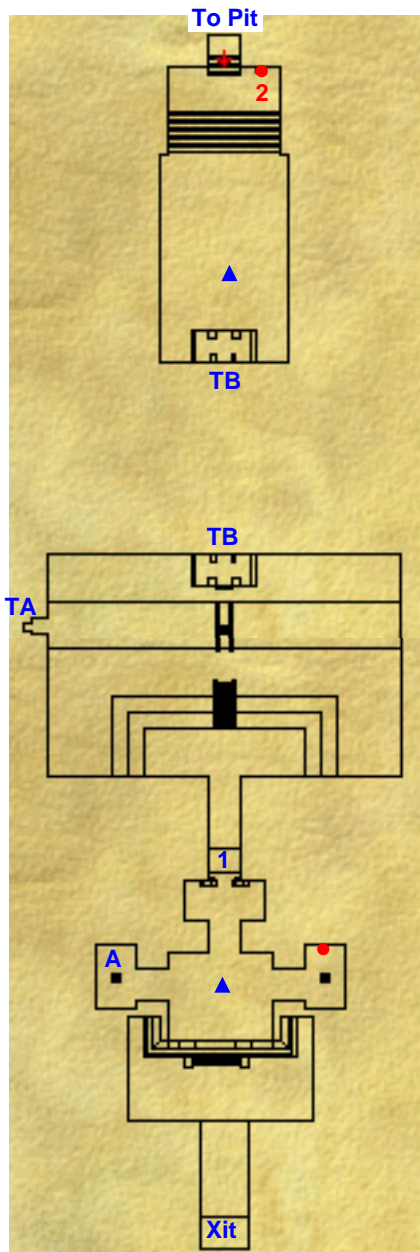
After some well deserved training decided to make an attempt at the Hall of the Pit, after first exploring rest of Deyja. Primary goal now is to complete all the Promotion Quests, but we're not quite ready for all yet.



The Hall of the Pit



A frightening spectacle of shadowy claws and twisted demonic figures beckons you inside. You can hear a woman singing in the distance, but can't quite make out the words.



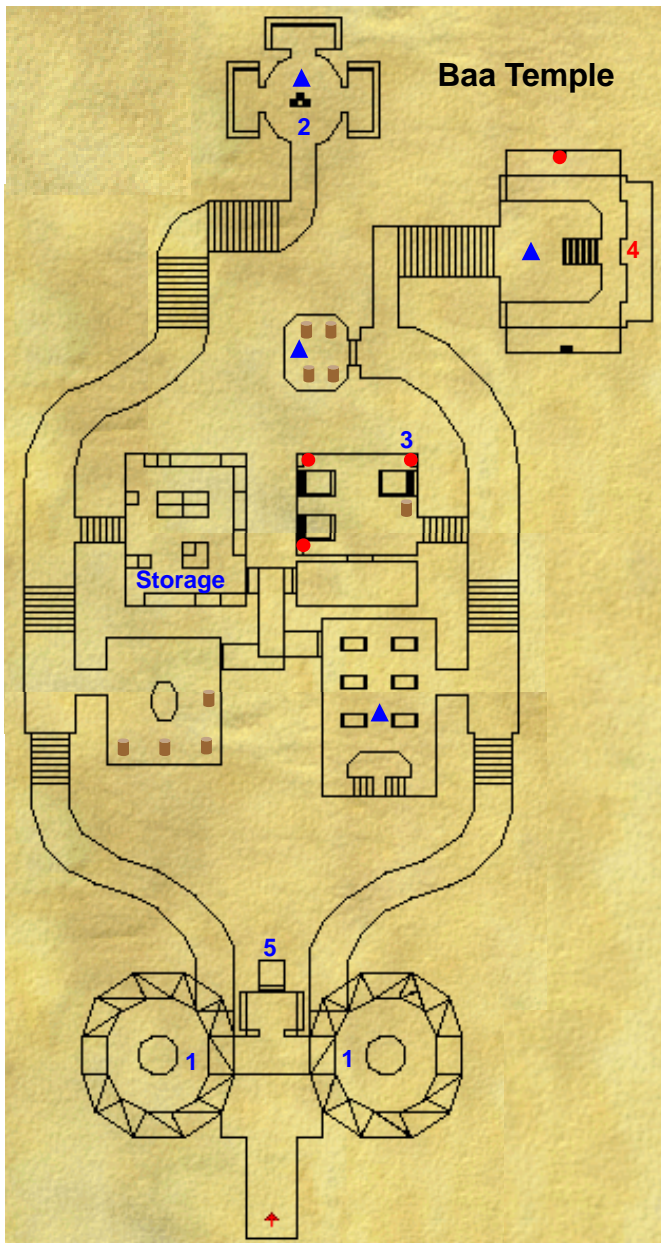
Hall of the Pit

1. Lift
2. Chest with **Season's Stole** (q44)

Stone Gargoyle (416), Marble Gargoyle (704), Obsidian Gargoyle (1419)
 Harpy (336), Harpy Hag (459), Harpy Queen (551)
 Rotted Corpse (171), Walking Dead (299), Zombie (459)
 (Level 35-36)

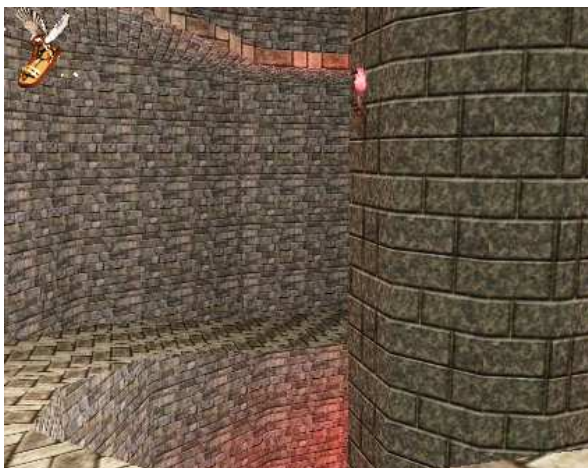
While here, also tried to enter The Pit itself. That was a mistake! Didn't stand a chance at this time, so have to develop some more before we can even think of the Pit. Therefore had to contend with returning the Season's Stole to Gary Zimm in Bracada Desert (q44).

After that a TP to Avlee, and explored rest of map, fighting a lot of water elementals, sprites and the like near the Titan Castle, and eventually reached the Baa Temple, which shouldn't be too hard now.



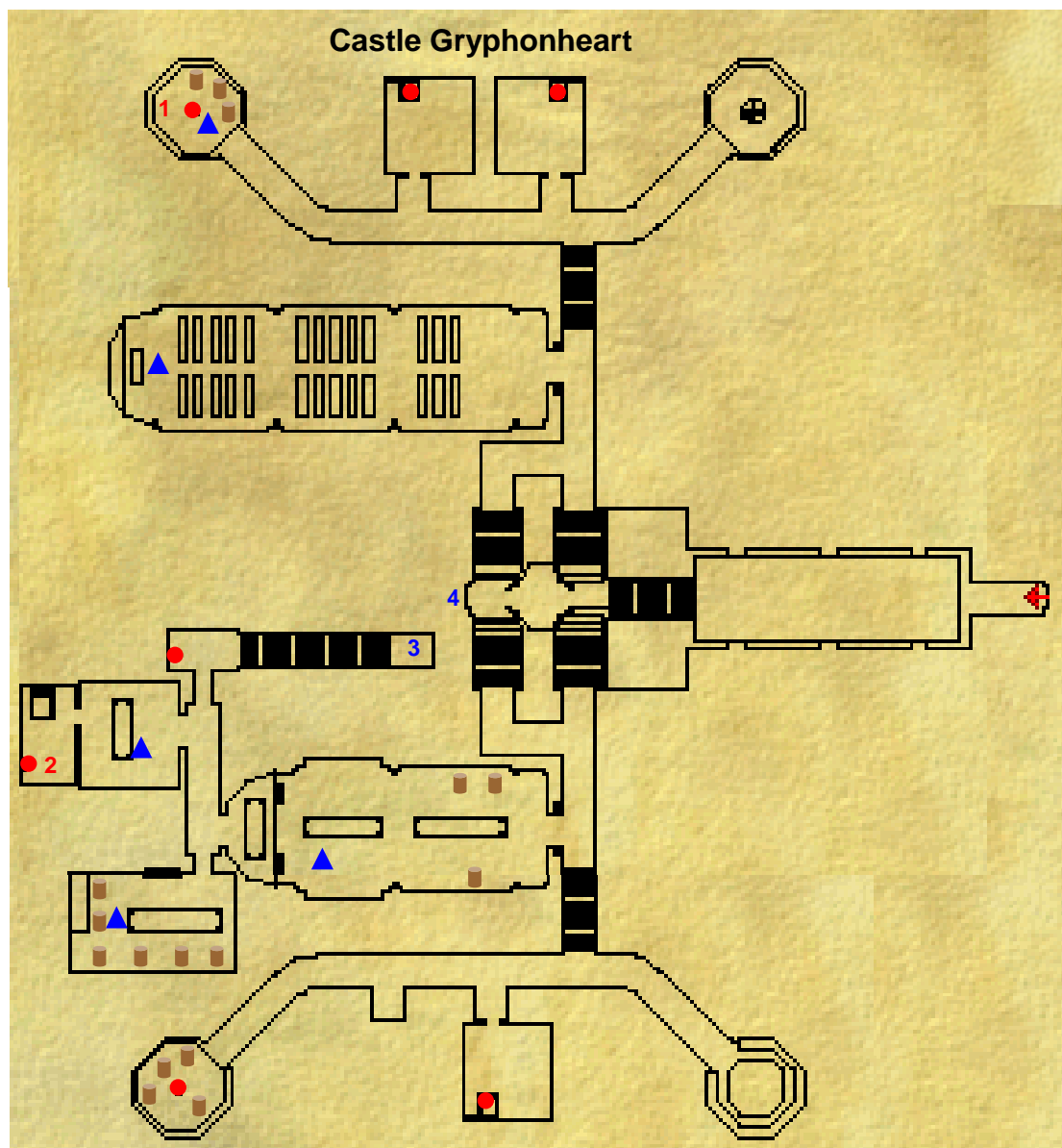
1. Winding stairs down to corridors
2. Jail. 3 buttons open cells, containing devils and low-value items
3. Chest w. good items (Other chests: mediocre)
4. High Priest of Baa (has Sheep Cloak) (q49)
5. Lift from bottom up. Have to jump to get all the way down. Fought devils to lift for a time-out. Can't exit lift at bottom.

Acolyte of the Moon (200) , Cleric of the Moon (600), Priest of the Moon (1200)
 Devil Worker (1200), Devil Warrior (3000), Devil Captain (5600)
 Giant Spider (75), Venomous Spider (144)
 (Level 37-38)



Back to Harmondale, received promotion to (honorary) Masters from Bertholomew Hume (q49), and went to Erathia to complete the painting-quest (Castle Gryphonheart).

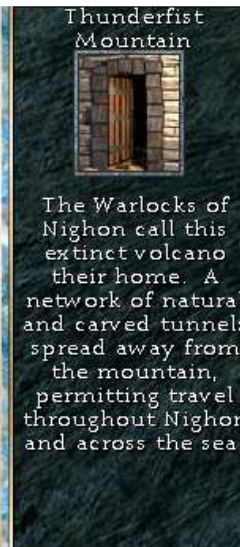
Didn't want to do more harm than necessary in here – after all Queen Catherine is some sort of associate. Used invisibility, and explored almost entire castle without being discovered. When we were revealed, we made our way out as quickly as possible trying not to make too much fuzz, cast Invisibility and re-entered.



1. Painting (q21)
2. Painting (q21)
Chest contains Catherine's Key
3. Backdoor exit to roof.
Locked, need Catherine's Key
4. Throne room

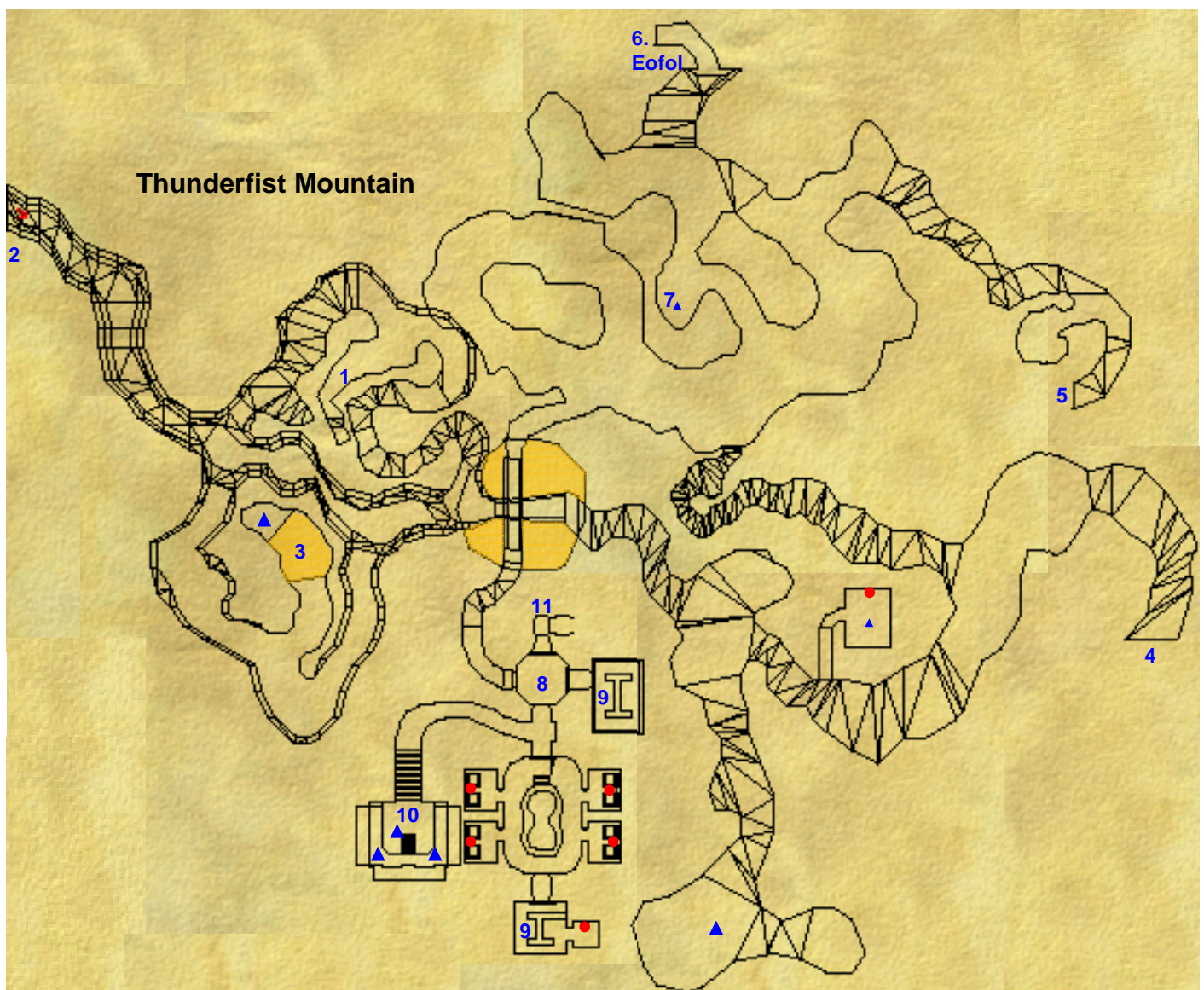
Archer (171/551), Bowman (551)
 Conscript (336), Soldier (816), Fighter (1575),
 Initiate of the Sword (2000), Champion of the Sword (4200)
 (Level 38-39)
 (Used invisibility and did this with only *one* kill (Conscript) which I couldn't avoid)

After collecting reward for the paintings (q21), decided party was strong enough to explore the rest of the tunnels near Nighon. Easiest way to TP to Nighon, and take it from there.



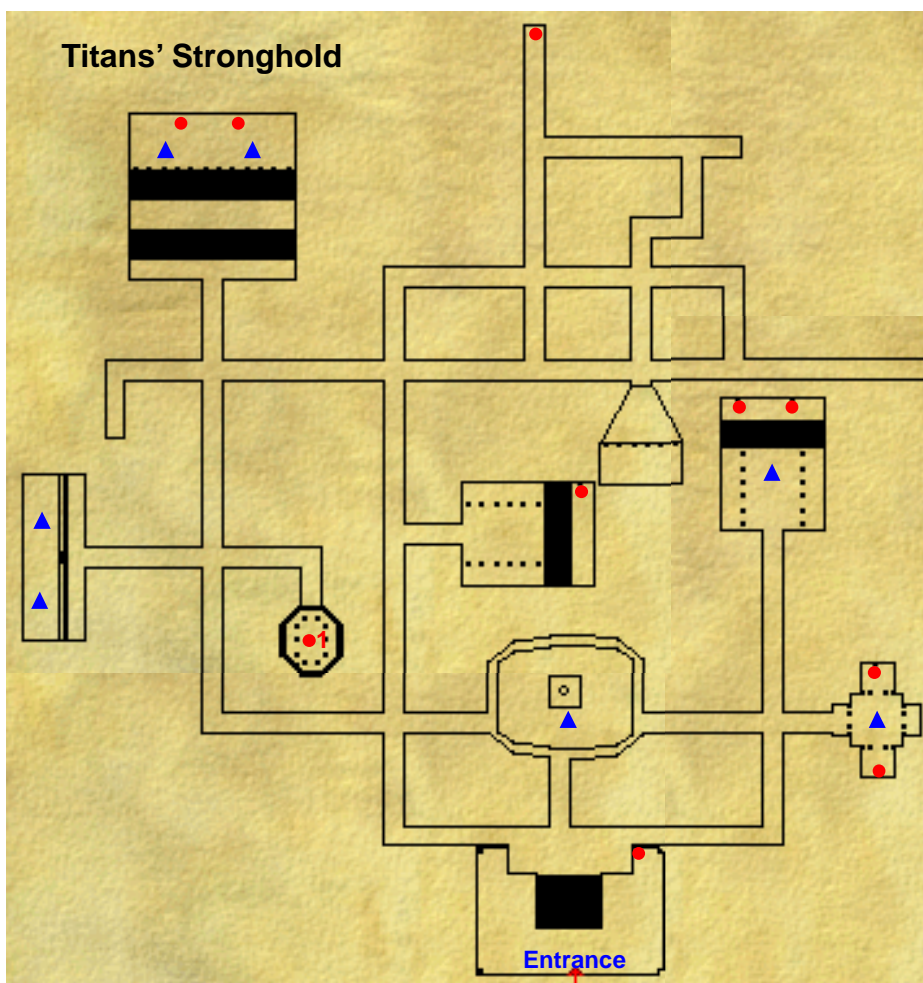
The Warlocks of Nighon call this extinct volcano their home. A network of natural and carved tunnels spread away from the mountain, permitting travel throughout Nighon and across the sea.

1. Exit to **Nighon Tunnels**
2. Exit to Nighon, N of town
3. Lava (cross w. fire protect)
4. Exit to Nighon, E of town
5. Exit to Nighon, by house cluster W
6. Exit to **Tunnels to Eofol**
7. Ghost Ring (Incr. Spirit)
8. Warlock area (Fortress lower lv.)
9. Library (low-level book / scroll)
10. Big fight and much gold / treasure
11. Lift up to Warlock Fortress



Floating Eye (1200), Gazer (2000), Evil Eye (5000)
 Minotaur (1911), Minotaur Headsman (4071), Minotaur Lord (7031)
 Fire Warlock (875), Water Warlock (1575), Air Warlock (3000)
 (+mediocre spiders)
 (Level 40-41)

Really nothing interesting in these tunnels, but needed to cross from Stone City to Nighon, and later also to Eofol (Land of Giants). Of course some gold / items.
 Next, headed for Titans' Stronghold in Avlee



1. Chest w. the **Perfect Bow** (q48)

Chests contain *extremely* good items
(Sword Relic: **Iron Feather**

Club Relic: **Mash**

Rings: Incr. Mind,

Incr. Water, +20 Fire res., +17 End,...

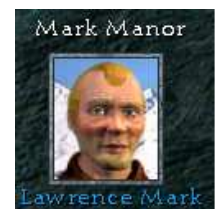
Belt: ID Monster +14, +10SP & Regen,
Chain, Leather,...)

In addition to shown items, gold and other
treasures are spread throughout the halls.



Titan (4875), Storm Titan (6375), Blood Titan (9975)
Green Dragon (7200), Blue Dragon (9000), Red Dragon (11000)
(Level 41-42)

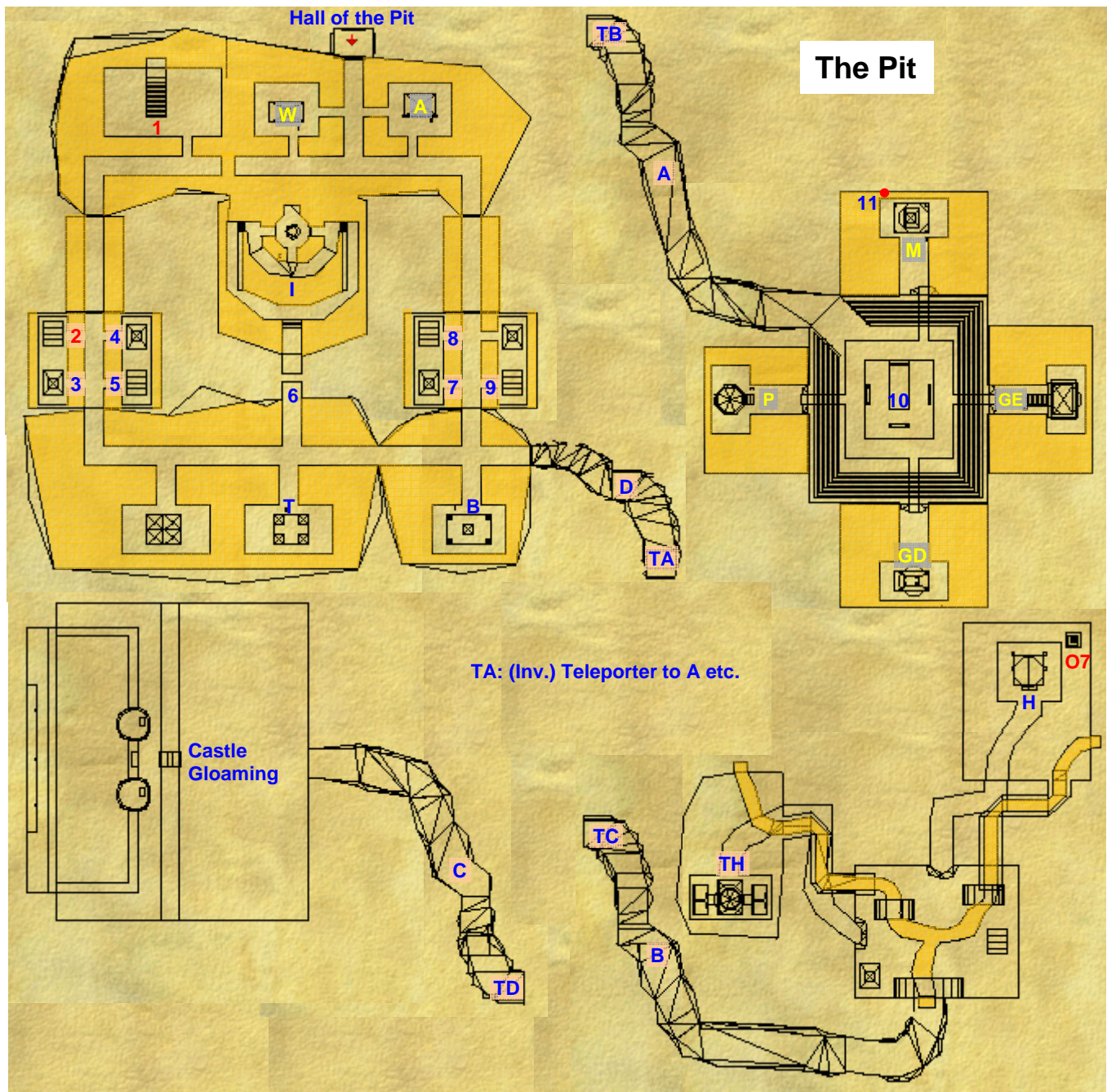
(Used invisibility and did it in several stages. In general managed to pass by guards in the halls, but missed twice. One, a blood titan by north chest. Used paralyze, and when done, no one else was near so could cast a new invisibility spell. Second in room to west, with two green dragons. Same; did away with them and cast a new invisibility. Monsters were very hard, so couldn't have done this by fighting my way through.



Returned to Lawrence Mark in Harmondale with the bow:
Lawrence Mark:

You found the bow! Let me take some measurements and adjust it to your specific style of archery. Once I have finished you should keep it and use it in defense of the land and the people. I am happy to promote all Warrior Mages to Master Archers, and all Honorary Warrior Mages to Honorary Master Archers. (q48)
(Without the adjustments it's just an "ordinary bow")

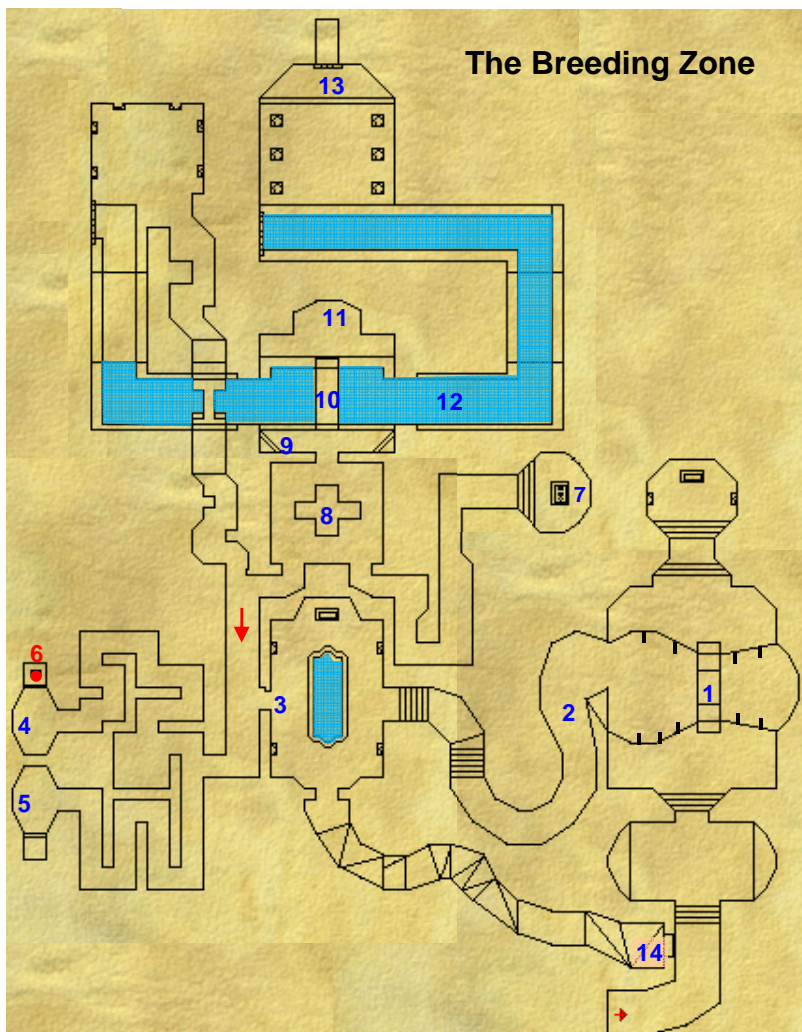
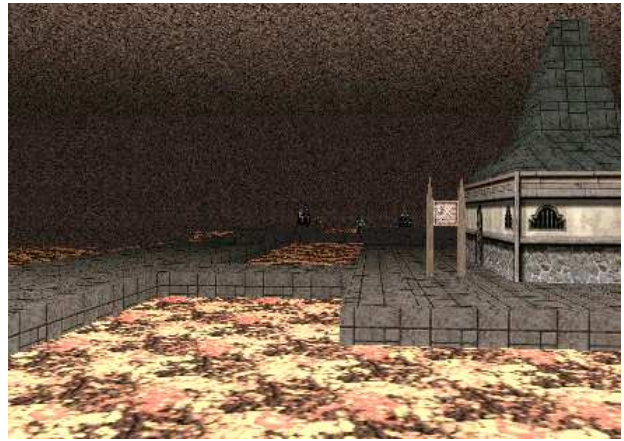
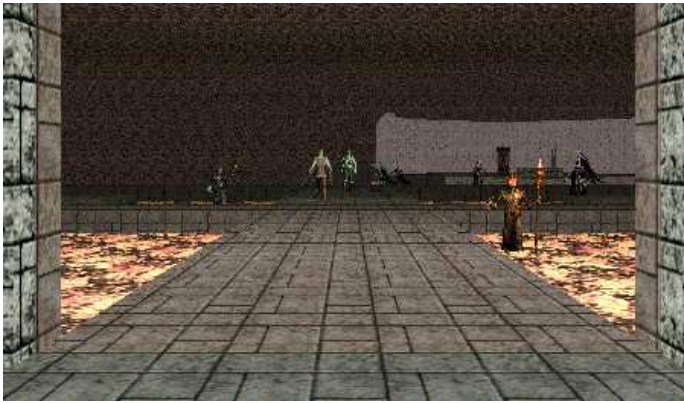
Then it's time to make an assault on the Pit. The first encounter, the welcome committee on entering from the Hall of the Pit, is really, really tough. Fortunately we could withdraw to the Hall of the Pit to rest and heal as needed.



1. The Breeding Zone
2. Tolberti (good q55 / evil q75)
3. Dark Shade (evil q 60)
4. Kastore (evil q62)
5. Maximus (evil q61)
6. Entry to Inn (step through lava)
7. Stephen Sand, Monk evil PQ2
8. Therese Umberpol, Membership Earth Guild
9. Halfild Wayne, Sorcerer evil PQ2
10. Seth Darkenmore, Master Dark Magic (5000)
11. Down to lower level (under shops)
- H: Use telekinesis to get chest
- H: Also Temple of Dark

Shade (171), Specter (299), Ghost (551)
 Minion Vampire (600) , Vampire (1419), Elder Vampire (2784)
 Necromancer (875), Speaker for the Dead (575), Queen of the Dead (3000)
 Lich (600), Power Lich (1200), Lich King (2000)
 Queen & King use pain reflection spells (ouch!)
 (Level 43-46 while exploring)

On this first visit to the Pit, cleared out the monsters in the entry area, then visited the shops, including the Inn and the last Arcomage contest. Lastly headed for the Breeding Zone to find the spell book.



1. Bridge – Jump down to Behemoths below
2. Corridor too small for Behemoths
3. Secret door – Shrapmetal trap
4. Button opens room by 5.
5. Button opens cache by 4
6. Chest w. **Divine Intervention** book (q47)
(For quest 47 only can now exit by (14))
7. Table w. 3 buttons, which opens a passage at (8). (Initially walls here)
8. Free passage after (7) OK
9. Pool. Drinking makes bridge (10)
10. Bridge spanning chasm
11. Button opens door (13)
12. Jump down to chasm from (10)
12. Behemoths' Family gathering
(Paralyze works wonders)
13. Exit from Breeding Zone
14. Another exit.

Gogling (119), Gog (231), Magog (504)
 Flame Warden (0), Guardian of Flame (0),
 Fire Elemental (0)
 Young Behemoth (2475), Behemoth (4200),
 Ancient Behemoth (8075)
 (Level 43-44)



After completing the Breeding Zone, other matters were definitely more pressing than exploring the rest of the Pit. First and foremost we wanted our promotion to Archmages, so returned to Bracadia (via TP to Celeste) and to Thomas Grey at the School of Sorcery:

Thomas Grey:

The book! The book! [Master Grey clutches his ears and spins around in joy]

You did it! Oh, what a wonderful day! I am so proud of you! You're all Archmages! Of course, if you weren't Wizards to begin with it's only an honorary title, but who cares? You found the book! [The Master sets the book down on a table next to a blank book. Both open simultaneously, and a quill arises from the desk to begin copying the text in the new book] ... You may keep the copy, and you should start seeing more copies in the Light guilds of Bracadia and Celeste. (q47)

Then went to Erathia to report the completion of the Arcomage quest to Gina Barns:

Gina Barns:

Congratulations – the prize is waiting in the chest outside my house:

2 x stalt-laced ore (good)

Boots: AC+10, +15 Fire resistance

Ring: +17 Air resistance

Helm (relic): Mind's Eye; AC+10, +15 Int., +15 Pers., Regen SP, Human

Chain (relic): Elven Chain; AC+30, of Recovery, +15 Spd, +15 Acc., Elven

Sword (relic): Elfbane; Shielding, Elf Slayer, Goblin

Gauntlets (relic): Forge Gauntlets; AC+10, +15 Mgt, +15 End, +30 Fire resist., Dwarven

Next took a TP to Mount Nighon to explore that area.



1. Thunderfist Mountain, entrance 2, Thunderfist map
2. Lanshee Ravensight, [Master Bow](#) (5000)
3. Rubida Nedlon [Master Leather](#) (3000)
4. Garic Hawthorne, [Expert Staff](#) (2000)
5. Aznog Slasher, [Master Dagger](#) (5000)
6. Helga Whitesky, [Expert Mind Magic](#) (1000)
7. Elmo the Pincher, [Expert Stealing](#) (500)
8. Evandor Thomas, [GM Body Building](#) (6000)
(Req. End. 50)
9. [Tor Anwyn](#), [Druid evil PQ2](#)
Dorothy Senjac, [Master Learning](#) (5000)
(Req. Int. 50)
10. Silk Quicktounge, [GM Disarm Traps](#) (6000)
11. [Mazim Dusk](#) (q31)
Tobren Rainshield, [Master Water Magic](#) (4000)
12. Elzbert Witherspoon, [Master Alchemy](#) (2500)
13. Hollis the True, [Expert ID Item](#) (500)
Christie Nosewirt, [Expert ID Monster](#) (500)
14. Lita Roggen, Membership Fire Guild
15. Thunderfist Mountain, entrance 5 , Thunderfist map
16. Warlock stronghold, Thunderfist Mtn. (11)
17. Thunderfist Mountain, entrance 4 , Thunderfist map
18. [The Maze](#)

Fire Warlock (875), Water Warlock (1575), Air Warlock (3000)
 Fire Hydra (2475), Air Hydra (3575), Chaos Hydra (4875)
 Roc (999), Greater Roc (1911), Thunderbird (3111)
 (Level 44-46 while exploring)

19. Well, restore 50 HP
20. Pedestal, Air resistance
21. Well, +20 all resistances temp
22. Well, +2 Pers. perm
23. Pedestal, Fire resistance
24. Well, + 2 skill pts.
25. Fountain, +50 Pers. & Int. temp
26. Altar, +10 Int. & Pers. perm
27. [Volcano](#).

Can't fly up, and climbing is close to impossible. When almost there I cast several jump spells back to back (while falling back down), and hence managed to get up. Mostly reagents, but some high-quality ore (worth the struggle). One reagent in volcano – town portal is the only way to get back up.

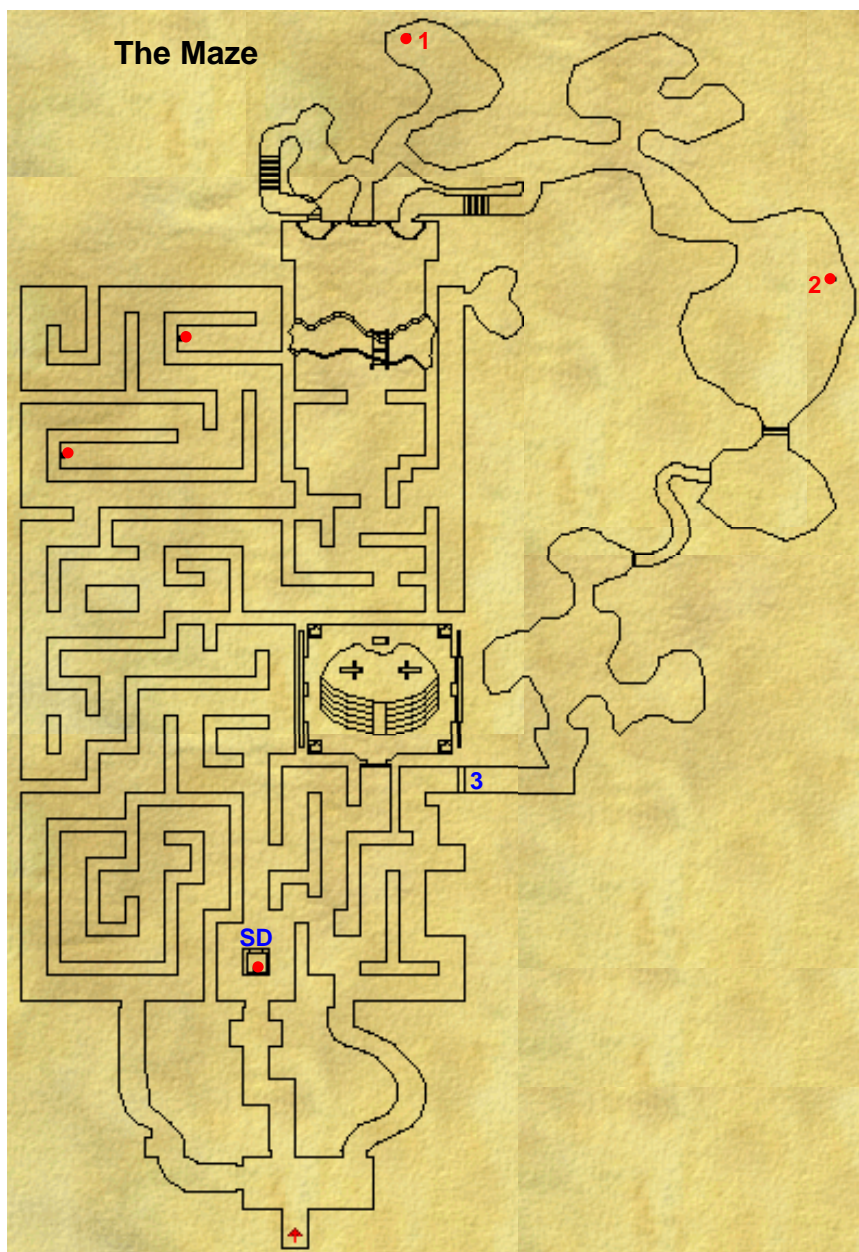
Mazim Dusk:

My brother, Haldar passed away last month. The family was sending his remains to me to put to final rest. Something happened to those delivering these remains to me; they disappeared in Nighon and has not been heard from since. I fear my brother's soul will never rest unless they are found! Please **return Haldar to me** if you find him? I will reward you well for this! (quest 31)



After exploring the area and fighting hordes of Hydras and Rocs on the way found "the Maze" and ventured inside...





1. Chest w. [Angel Statuette \(q24\)](#)
2. Chest w. [Halдар's remains \(q31\)](#)
3. Door opens only from this side.

Much treasure scattered around. Some good.



[Minotaur \(1911\)](#), [Minotaur Headsman \(4071\)](#), [Minotaur Lord \(7031\)](#)
[Fire Hydra \(2475\)](#), [Air Hydra \(3575\)](#), [Chaos Hydra \(4875\)](#)
[Fire Warlock \(875\)](#), [Water Warlock \(1575\)](#), [Air Warlock \(3000\)](#)
 (Level 46-47)



Returned to town:

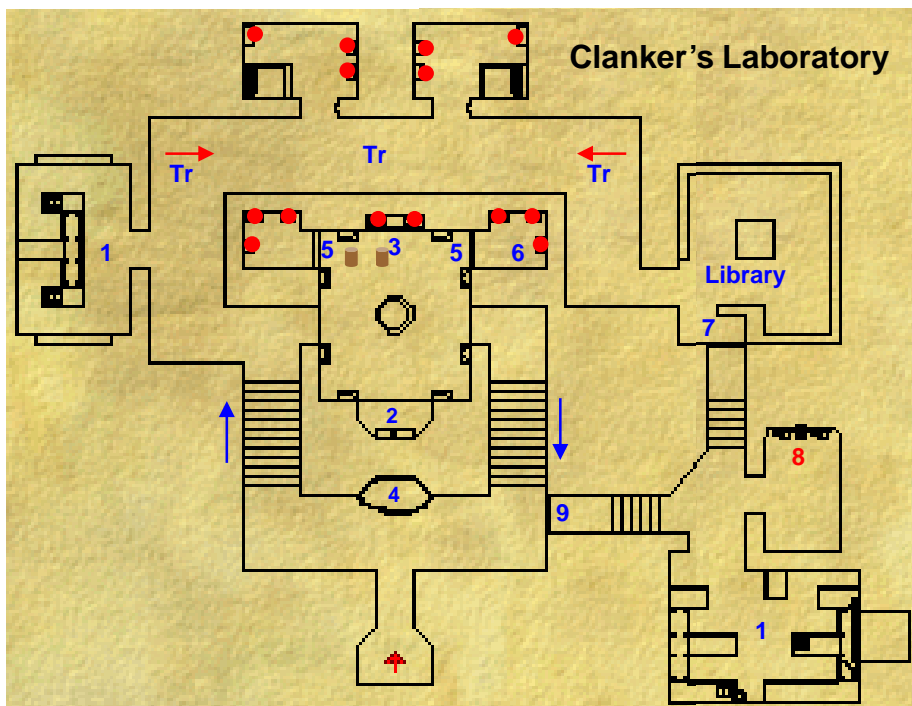
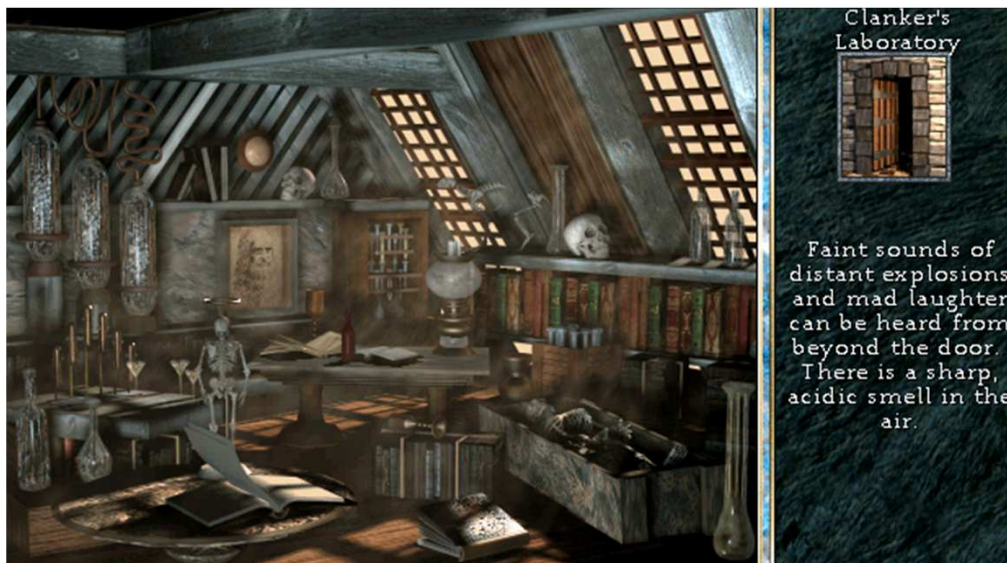
[Mazim Dusk](#):

Thank you for returning my "brother's" remains! He was a promising Warlock and his life was ended too soon. Now that I have his remains, I will attempt to bring him back as a Lich, and together we will seek greater power and glory! ([q31](#))



Having found the last of the three statuettes in the Maze, we could now place the **Angel statuette** in its shrine in Bracadia, and return to **Thom Lumbra** in the Tularean Forest to collect reward (q25).

While there, explored the rest of the "island part" of the map, including Clanker's Laboratory. Although we don't have any business there (evil quest only), we did it for the sake of completeness.



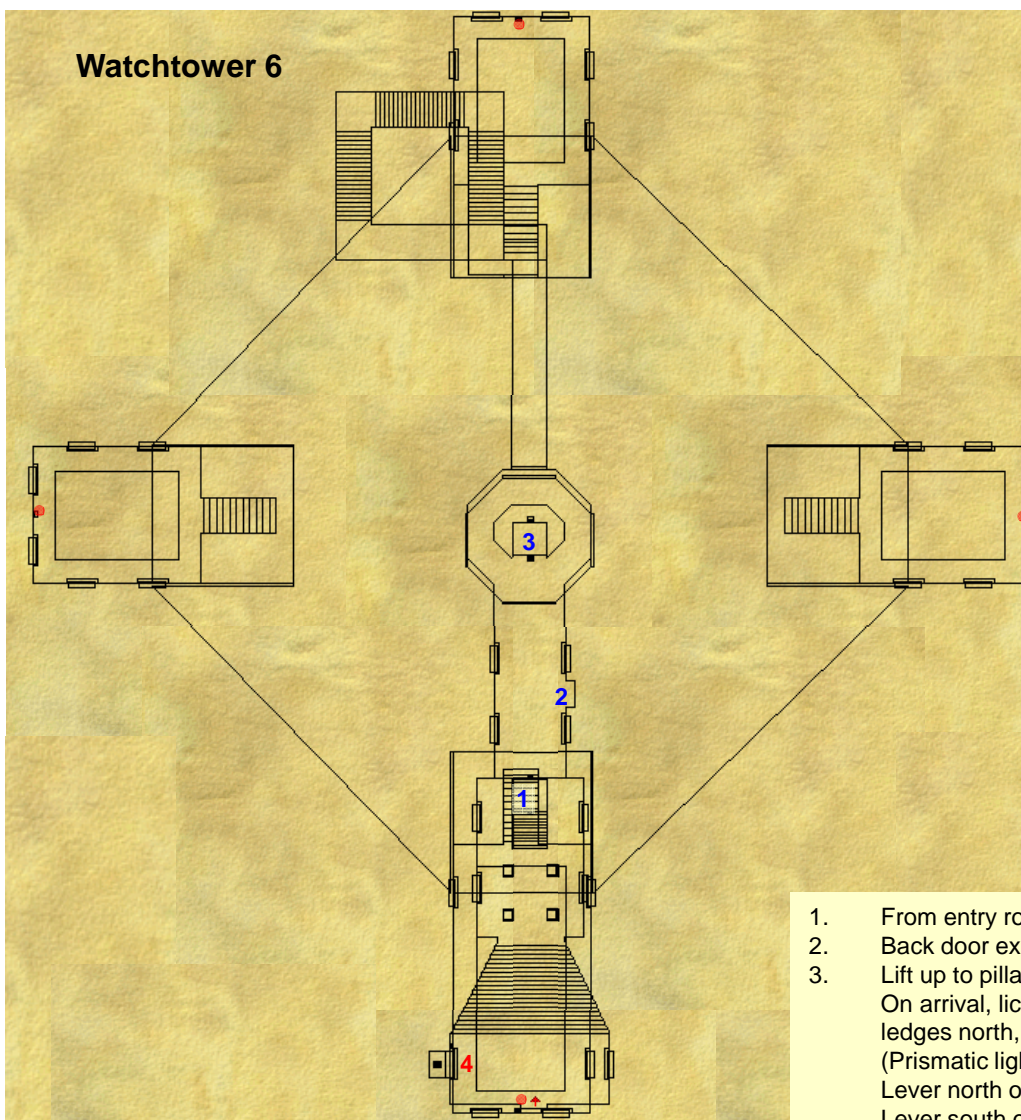
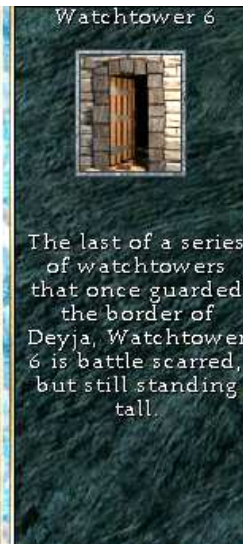
1. Laboratories with lots and lots of reagents and potions. some very good.
2. Button opens secret door at (3)
3. Secret cache w. two chests
4. Drink from pool to open two secret doors (5)
5. Secret doors opened from (4)
6. Chest w. relic **Titan's Belt** (+75 Mgt, -40 Spd)
7. Book sticks out from shelf. Push to open door to S.
8. Magic device (evil quest, not relevant now)
9. Door opens only from this side.

(Center room: Identical on 2. floor & cellar. Barrels are in cellar room, everything else on second floor room)

Arrows by stairs pointing ascending.
Much treasure scattered around.
Most mediocre.

Gogling (119), Gog (231), Magog (504)
Brass Golem (1575), Bronze Golem (704), Gold Golem (3000)
Floating Eye (1200), Gazer (2000), Evil Eye (5000)
(Golems explode when killed – fire damage)
(Level 51-52)

After this, headed for Deyja and the second thief PQ, sabotage Watchtower 6



1. From entry room, lift down to room w. (2)
2. Back door exit
3. Lift up to pillar top in center of large room. On arrival, liches and power liches attack from ledges north, south, east and west. (Prismatic light does the job). Lever north of lift: Operates lift
Lever south of lift: Make / remove bridge from pillar to one of the ledges (random which?)
From each ledge, stairs down to room below. (All chests are in these lower-level rooms)
4. Button to operate weight, moved down (q52)

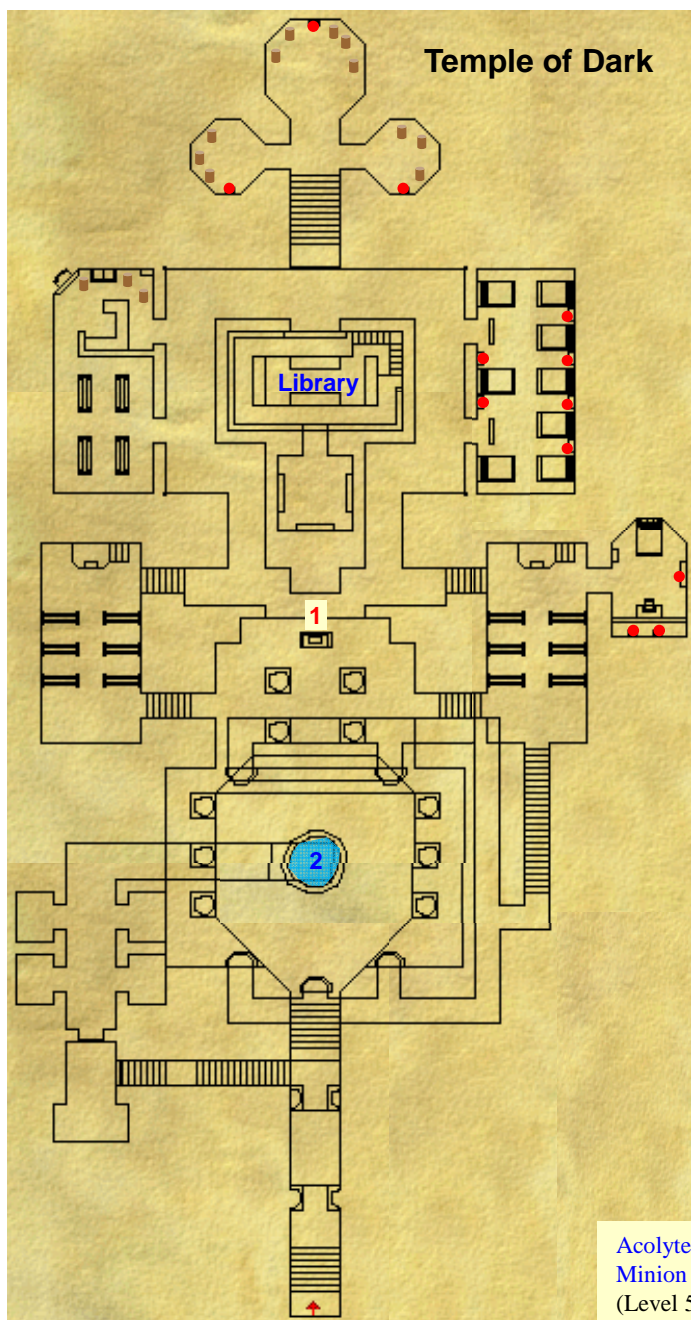
(Center room: Jump down from pillar.

Shades and necromancers.

Secret door to monster-filled stairs back to entry hall.)

Shade (171), Ghost (551)
Necromancer (875), Speaker for the Dead (575), Queen of the Dead (3000)
Lich (600), Power Lich (1200), Lich King (2000)
Clay Elemental (875), Stone Elemental (1200), Earth Elemental (2000)
(Level 51-52)

Another visit to the Pit. (Actually we were here quite often, to check on new supplies of weapons, armor and most important, black potions of permanent stats-boost.) This time to get the key from the Temple of Dark.

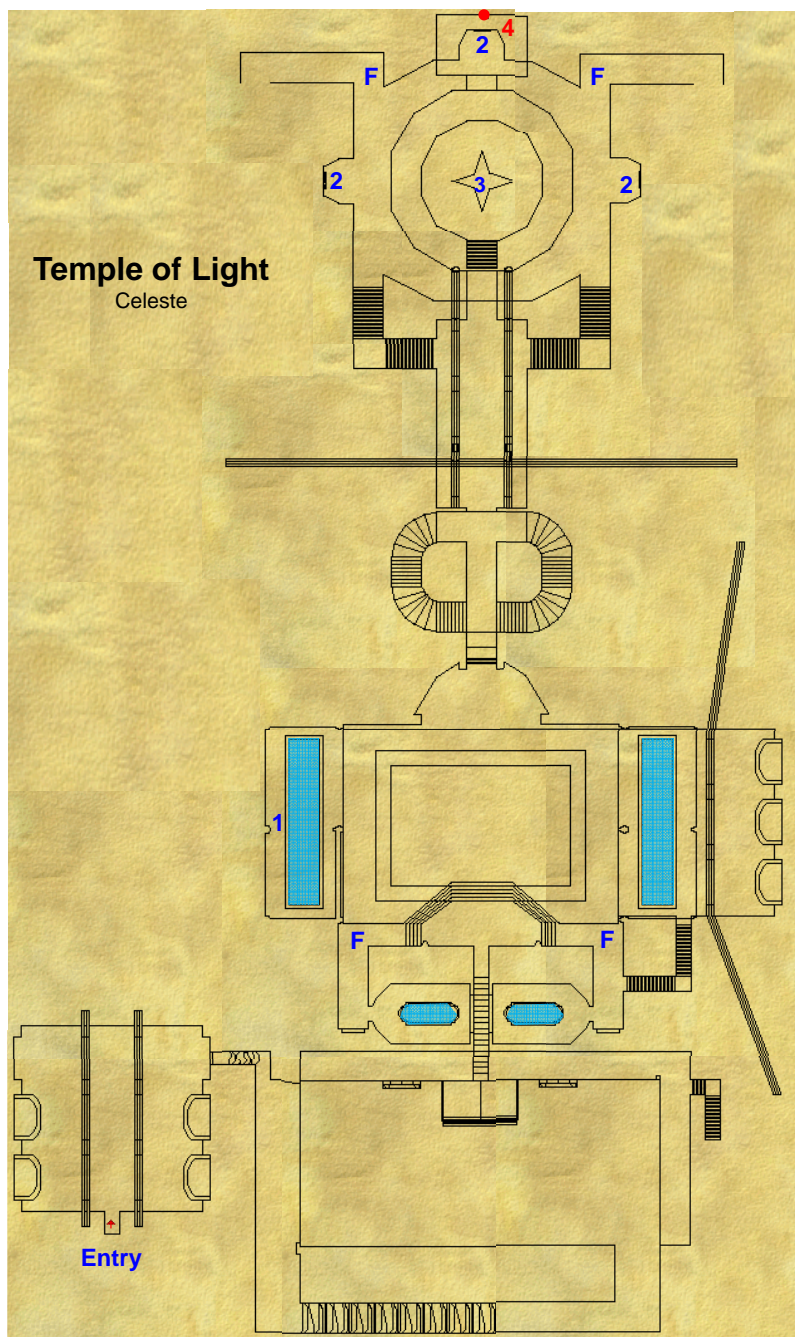


1. Lever at base of altar reveals chest w. **Dark Half of Key** (q40)
2. Fountain is an illusion. Enter for stairs down



Acolyte of the Moon (200) , Cleric of the Moon (600), Priest of the Moon (1200)
Minion Vampire (600) , Vampire (1419), Elder Vampire (2784)
(Level 53-54)





1. Torn Page (see picture)
2. Three plates, sun, moon, stars. Lower one as per instructions on page
3. Altar, touch after (2) – opens door north
4. Chest w. **Light Half of Key (q40)** (Level below (2))
- F: Forbidden area – stopped by guard.
(Pity – there's a lot of goodies and fun exploration in that area. Just for now too bad we're not playing evil...)



Torn Page

...Saint Perci traveled from Avlee to Bracada in search of the missing spear, and many times lost his way. He was unable to discover its location and wandered most the continent of Erathia.

When he had at last lost all hope, he had a vision: When the sun sets in the west, when the moon sets in the north, and when the stars fall in the east you shall find that which you seek.

Saint Perci gained hope from his vision, and set out again to sear...

Only a short way now to return the two key halves to **Resurectra**:

I knew you could do it! Never doubted you for a second! [You hand her the key halves, and she joins them by running a finger along the crack between them. It mends before your eyes, good as new]
Finally! One piece of the plan is in place. Your assistance has been invaluable. We are already in your debt, and I expect we'll be even deeper in debt before our plan comes to fruition. So have faith in us awhile longer – the future we're planning will astound you!



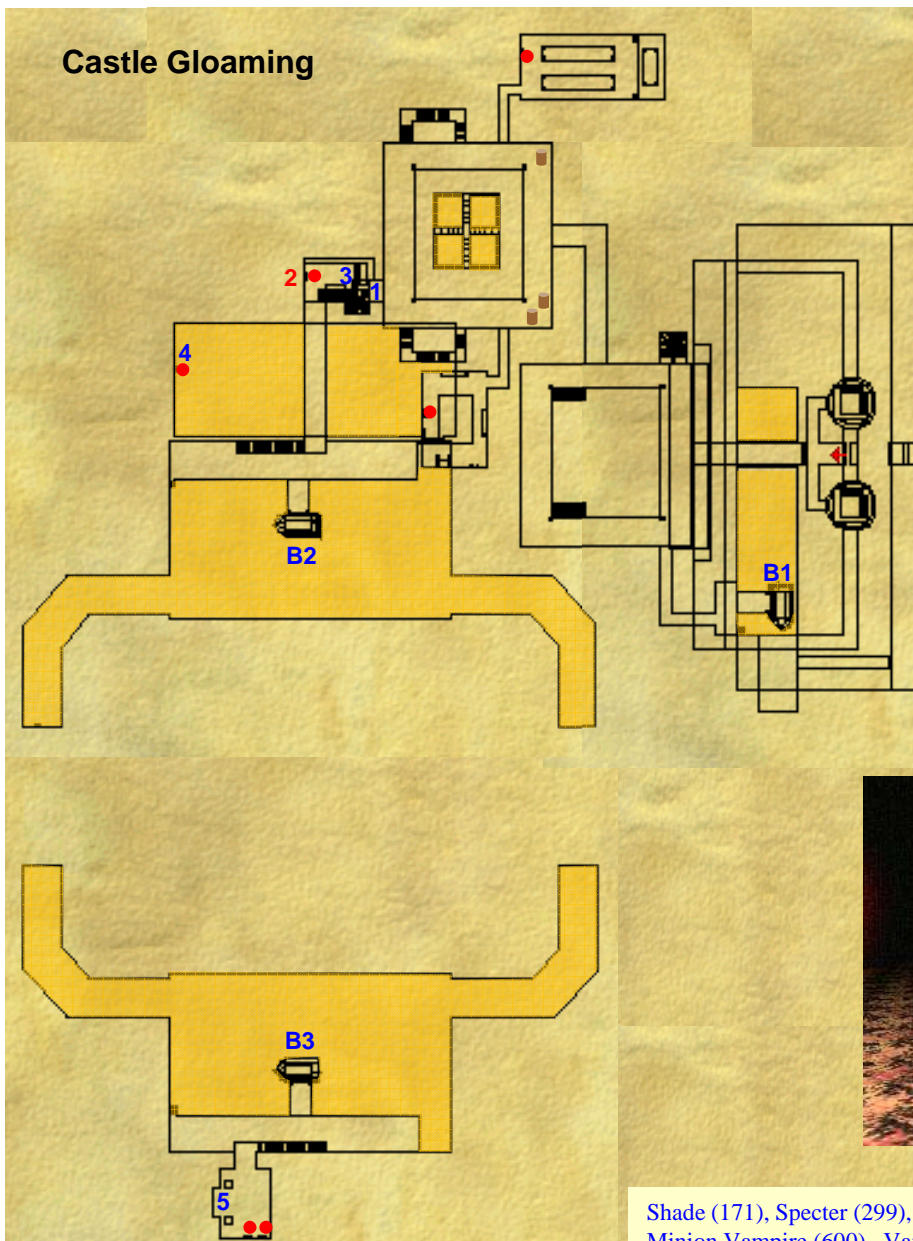


Castle Gloaming



Who knows why the Necromancers felt the need to build a castle deep within the bowels of the earth? Castle Gloaming is ugly, sinister, and very, very secure.

Castle Gloaming



1. Jump or steep stairs from ledge
2. Chest w. **Soul Jars** (q42)
3. Steep narrow stairs down
4. Use telekinesis to get chest
5. Locked door (Archibald?)
- B1. Boat. Use rudder to move to B2
- B2. Rudder to B3
- B3. Rudder to B1



Shade (171), Specter (299), Ghost (551)
 Minion Vampire (600), Vampire (1419), Elder Vampire (2784)
 Necromancer (875), Speaker for the Dead (575), Queen of the Dead (3000)
 Lich (600), Power Lich (1200), Lich King (2000)
 (Level 55)

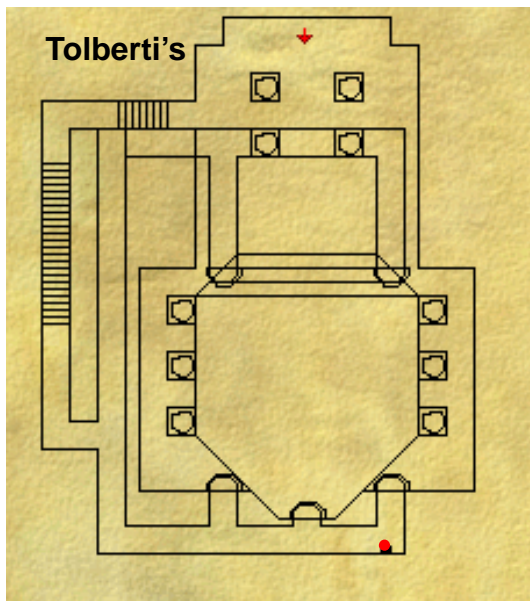
Returned to Celeste and delivered the Soul Jars to Sir Caneghem (q42). Having finished all the advisor-quests we could address Robert.

Robert the Wise:

You've finished their missions. Good. Our conflict with the Necromancers is rapidly coming to a conclusion. I have a dangerous, but critical mission for you. The future of your...er, our world depends on your success.

Our counterparts, the former advisors to Archibald, each carry a token called a **command cube** on their person that we absolutely must acquire to complete the Goal. There is no way any of them will part with their cube willingly, which means that we must get it some other way. You will have to take it from one of them, and we think the easiest would be **Tolberti**. Unlike the rest of them, he disdains proper security and has taken up residence in one of the apartments in the Pit. I need you to infiltrate the Pit again and get the cube from him. Be careful – he is well armed and much tougher than he appears. When you have the Cube, return to me. We have but a short distance to the Goal, and all will be revealed very soon. (quest 55)

Hence once again back to the Pit.



Tolberti (7200)
Eradicate, imm to Mind & Light.
Slow worked best
(Level 56)

Tolberti had the command cube we wanted, and also left a **Blaster**.

On return to **Robert**:

[Robert takes the cube] Once again, you succeed! The Goal is so close! I know you have many questions, and I'm sure Resurrectra will answer them all, after you do just one more mission for her. You will find her with Gavin Magnus in the throne room of Castle Lambert.
(or in her house, more likely...)

All members in party also got **Blaster Skill**.

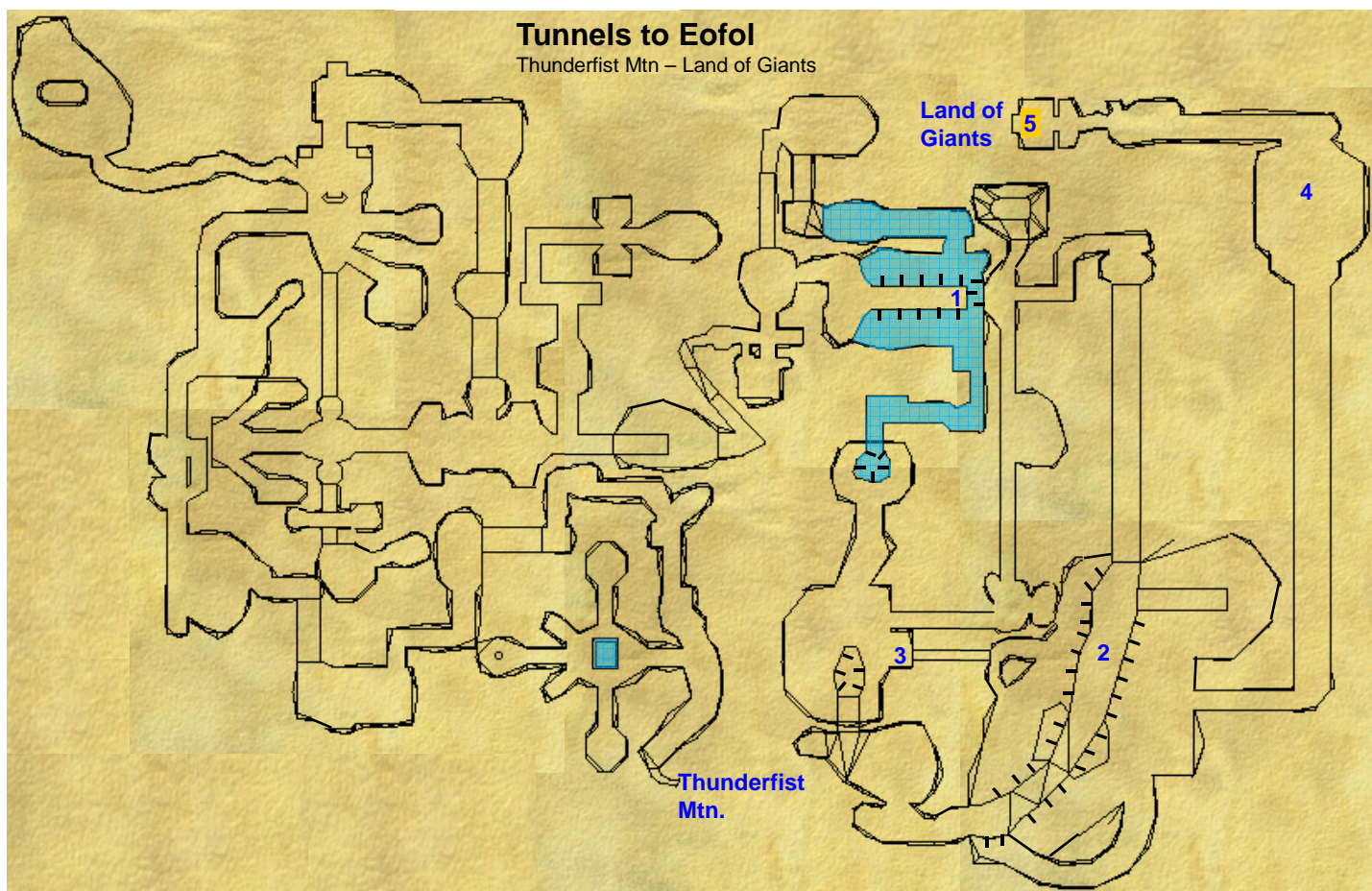
Resurrectra :

Our plans rapidly approach their conclusion, but there is a hitch. The **Kreegan** – also known as the Devils, or the Demons, must be destroyed before we finish our plans. They represent a terrible threat, and though they do little but lick their wounds today, will one day regain their strength and devastate the world. If anything we do is to have lasting effect, we must first destroy these monsters for once and for all.

You are strong, but not strong enough to defeat the devils on your own. They are vulnerable to the brand of magic most commonly wielded by the Necromancers, and less so by our own Wizards. It is imperative that you infiltrate the Devils' base and **kill their leader Xenofex**. That should end their threat to this world for some time. The Warlocks have dug a tunnel from their volcano to the Land of the Giants – the land the Devils claim as their own. Perhaps you can use that. (quest 56)



Next mission, a big one: Tunnels to Eofol, and the Land of Giants.

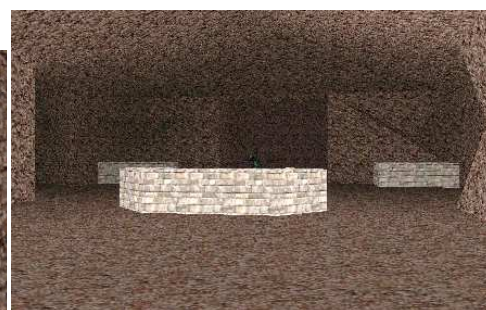


1. Jump across chasm
Smart to take eastern cave first
2. Behemoth / Medusa family gathering
3. Lots of Behemoths – can't enter narrow hallway to east
4. Another family gathering
5. Telepathic message from Archibald when exiting caves. Got blaster.

Nothing much more than exploring the caves and fighting endless hordes of Behemoths and Medusas. Not a big problem really.

Much gold, most mediocre items, but did get a ring of increased Light spells from a Medusa.

Medusa (1575), Queen Medusa (2000), Empress Medusa (2475)
Young Behemoth (2475), Behemoth (4200), Ancient Behemoth (8075)
(Level 60)



On exiting tunnels by (5) ... [Got **Blaster**]



You receive a telepathic message: My...Lords. My name is Archibald Ironfist. You've probably heard of me--it is I who, up until recently, was the ruler of the Pit. With my retirement, I find myself no longer concerned with the affairs of state. I know that we were adversaries, but I am forced to ask for your help. In return, I think I can help you.

I see that you're on your way to do battle with the devils, and I want to make sure it goes well. With the aid of equipment I have found in my new laboratory, I have discovered that my brother Roland, husband to Queen Catherine of Erathia, remains imprisoned by the devils in their foul, ah, dwelling.

Please rescue him! Not even I can bear to think of my brother in those conditions! To help you along, I offer this weapon. It was...found by my loyal servant sergeant Piridak, amongst my advisor's personal belongings. I hope it helps.



Archibald Ironfist



1. Tunnels of Eofol
2. Lasiter the Slayer, [GM Armsmaster](#) (8000)
3. Altar, teleport to / from Harmondale Altar
4. **Colony Zed**
5. Dragon Cave (West)
6. Dragon Cave (East)
7. Pedestal, Earth resistance
8. Pedestal, Haste
9. Well, ("You make a wish" – something happened, but what?)
10. Pedestal, Day of the Gods
11. Pedestal, Shield
12. Pedestal, Water resistance
13. Pedestal, Air resistance
14. Pedestal, Fire resistance
15. Pedestal, Heroism
16. Pedestal, Immolation
17. Pedestal, Mind resistance
18. Pedestal, Stone skin
19. Pedestal, Body resistance
20. Skill Challenge (200+, +10 skill pts)

Titan (4875), Storm Titan (6375), Blood Titan (9975)
 Green Dragon (7200), Blue Dragon (9000), Red Dragon (11000)
 Devil Worker (1200), Devil Warrior (3000), Devil Captain (5600)
 Captain drains *all* SP (ouch), else used Berserk and Paralyze – no problems
 (Level 63-66 while exploring)



Dragon Nest: *Many* Dragons, lots of gold and items. On dragons found,

- Relic Amuck (Axe) (3d7+11, Mgt+100, End+100, AC-15)
- Relic Yoruba (Plate) (AC60, Imm. to disease, insanity, paralyze, poison, sleep, stone)

First battled Titans, lots of Titans, in area west of entrance, then (slowly) cleared area towards the obelisk along the coast. (Lots of devils) ... this place is *crowded* with monsters! After reaching the obelisk we had all the obelisk messages, and could decipher the code:

Pirates five, one survive
Hide the gold under the sand
White flower, witching hour
Bloom upon a haunted land.

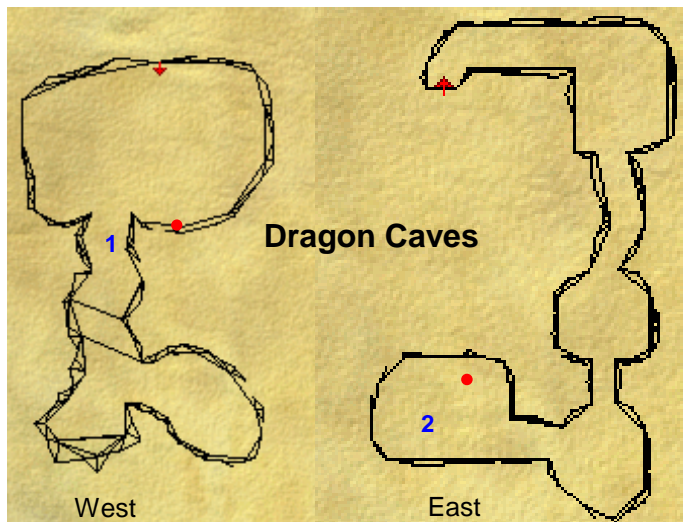
{ **Haunted land = Evenmorn island, witching hour = midnight to 01.00** }

So went to Evenmorn, the Circle of stones, and waited till midnight:

- 100 K gold
- Mogred helm
- Spell book: Reanimate
- Horseman shield (AC9, HP+12)
- 2 lumps of ore
- Hero's Belt (+5 Armsmaster, +15 Might, Regen. HP, Male)
- Lady's escort (Ring) (Water walk, Feather fall, Of protection, Female)
- Ring (Pers.+8)
- 2 Philosopher's stone
- Longsword

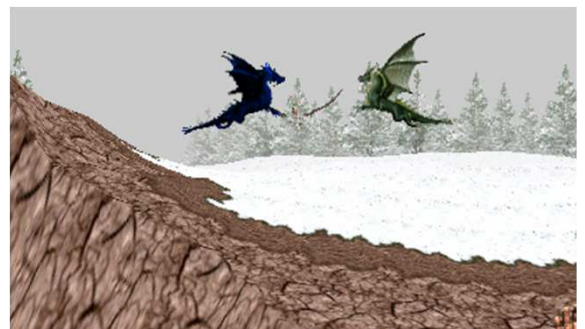
Not much worth mentioning after all that struggle...

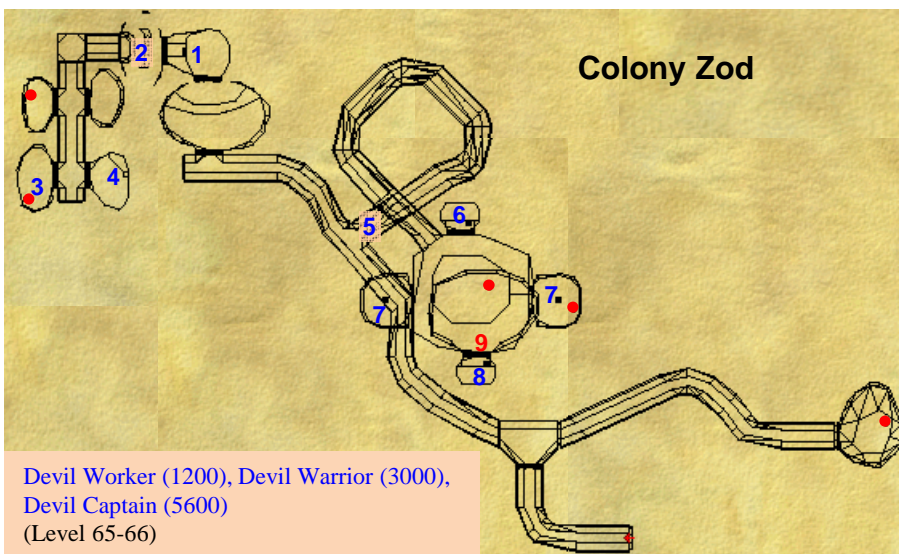
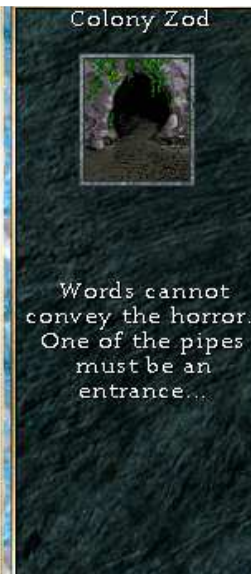
Then returned to the Land of Giants and continued our extermination mission. Found lots of goodies, and eventually ended up in the Dragon nest area, where we after battling the dragons in the nest (berserk did the trick!) could explore the dragon caves.



Green Dragon (7200), Blue Dragon (9000), Red Dragon (11000),
Mega Dragon (11000)
(Level 65-66)

1. **Mega Dragon** has relic **Hermes** (sandals)
(AC+20, Spd+100, Acc+50, +50 Air res.,
Regen HP & SP, Feather Fall)
2. Dragon eggs ([evil quest](#))





Devil Worker (1200), Devil Warrior (3000),
Devil Captain (5600)
(Level 65-66)

1. Lift up to level 2
2. Four buttons open the four cells
3. Chest contains artifact **Wallace** (sword)
(3d4+12, Armsmaster+10, Pers+40)
4. Cage with **Roland Ironfist**. Got **Zod key**
5. This corridor was opened by rescuing Roland
6. Lift up to level 2
7. Buttons to open door to 8 (push both)
8. Lift up to level 3
9. Need Colony Zed Key to open.
Xenofex & lots of devils behind door

Much gold and items + chests.
Except Wallace nothing of value compared to what we already have.

On leave Colony Zed:
Cut scene with Archibald and Cathrine & Ronald; Archibald being sentenced to exile in Clanker's laboratory forever.

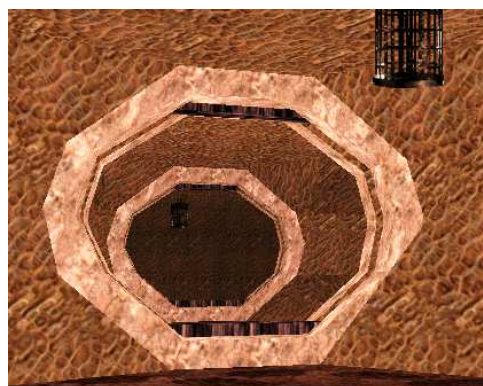


On freeing **Roland** from cage:

Roland Ironfist:

Thanks for getting me out of that cage. I thought I had managed to escape when I was able to steal a key from the guard, but it didn't open my cage! Whatever it's used for, I'm sure you'll find it more useful than I will.

I need to get back to my kingdom right away; who knows what sort of horrible things have happened while I've been away. Excuse me for my abruptness, but I want to breathe fresh air again. You've done both Erathia and Enroth a great service, and I'm in your debt.



Having finally cleared the entire Land of Giants-map we could return to Celeste and report our success in this final quest.

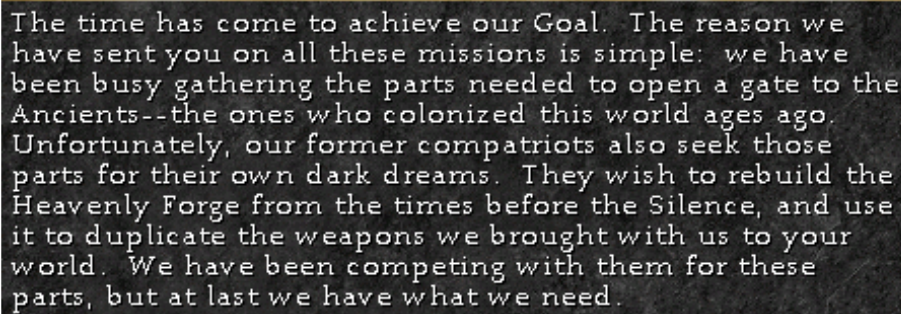
When addressing Resurrectra; a cut scene showing the Ancients coming to Enroth, and talked about old feud between Sheltem and Corak (MM 1-5) ++.

For the Xenofex task party got lots of XP and leveled up about 8 levels.

Resurrectra:

YOU ARE HEROES!!! Your work against the devils was masterful! And the rescue of King Roland was as delightful as it was unexpected. History will never forget your names for doing what you just did! I for one, am very proud to know you.

Final Task:



The time has come to achieve our Goal. The reason we have sent you on all these missions is simple: we have been busy gathering the parts needed to open a gate to the Ancients--the ones who colonized this world ages ago. Unfortunately, our former compatriots also seek those parts for their own dark dreams. They wish to rebuild the Heavenly Forge from the times before the Silence, and use it to duplicate the weapons we brought with us to your world. We have been competing with them for these parts, but at last we have what we need.

Except for one thing. We have been unable to find the Oscillation Overthruster on your world. All would be lost, but there is one such device aboard the Lincoln--the vehicle that brought us to your world. It is in the sea west of Avlee and secured against entry, even from ourselves. Now you must wear our environment suits, enter the ship, and return with the Overthruster; you will find these suits in the chest outside this throne room. For the suit to function properly you must not be wearing any equipment. As for us, we must stand watch at the gate, and battle our former comrades.

Found the diving suits in the chests outside the throne room, and went directly to Avlee, and to the western edge of the map, to don the suits. "Not wearing anything" is literal – not even a ring is permitted!

Then proceeded westwards for a day, to reach the Shoals, and

The Final Mission

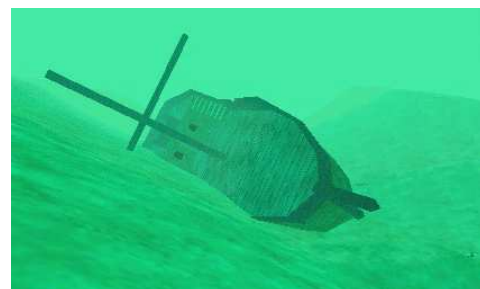
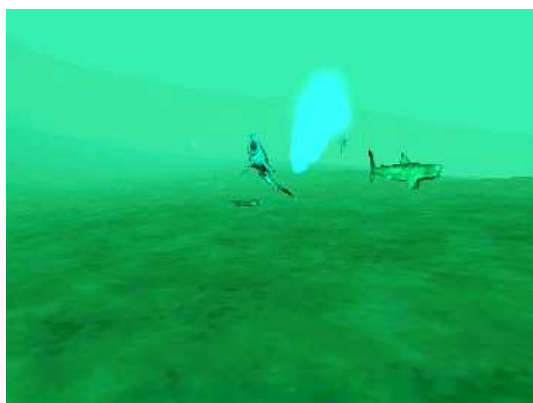


1. Shipwreck
Chest contains [Temple in a bottle](#)
(Use to teleport to [Strange Temple](#))
2. [Entrance to Lincoln](#)
3. Pedestal, Heroism
4. Pedestal, Day of the Gods

[Giant Shark \(1064\)](#), [Piranha Shark \(1656\)](#), [Dragon Shark \(2784\)](#)
(Level 73-75 while exploring)

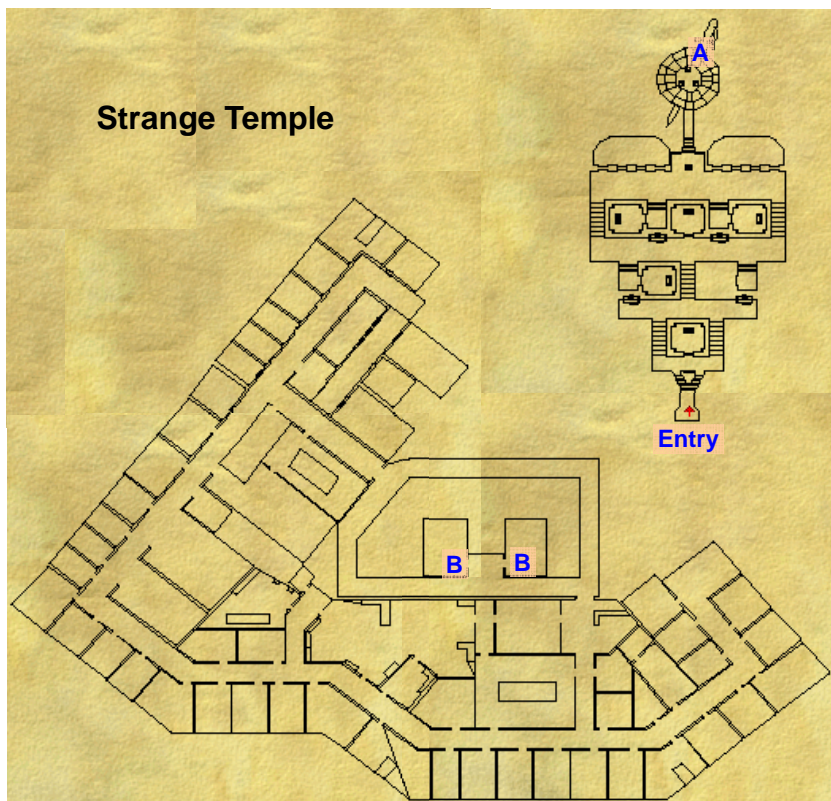
Note: No spellcasting under water!

Much gold and items, but really don't need anything by now.



Having found the bottle by (1), of course had to “try” it. (A better plan would have been to wait until we had set a Lloyd's Beacon in the area, or at least to have had a recent save game available...).

Was then immediately teleported to “The Strange Temple”, which is a replica of New World Computing's offices.



A: Teleporter to B.

B: Teleporter to A.

Area with many rooms:

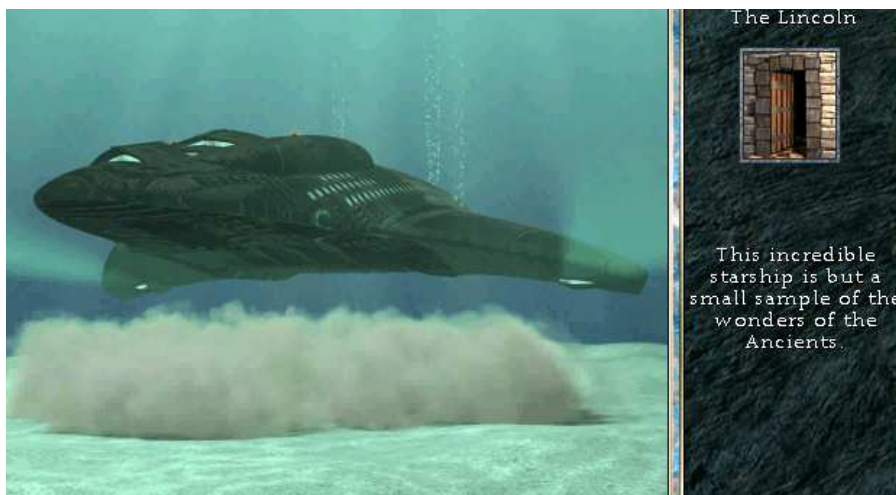
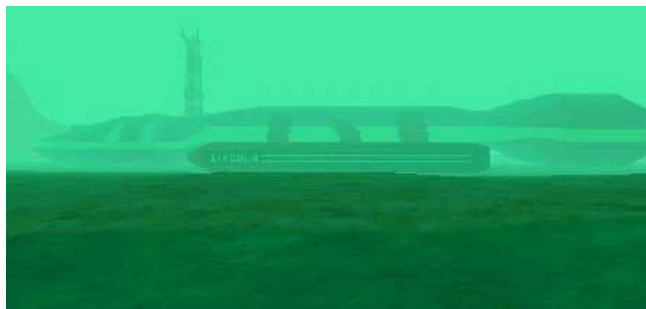
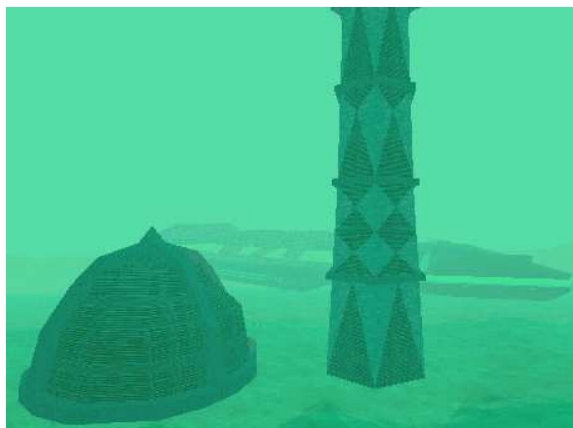
Each room represents a New World Computing Office, and you can get to meet the entire MM7 development team.

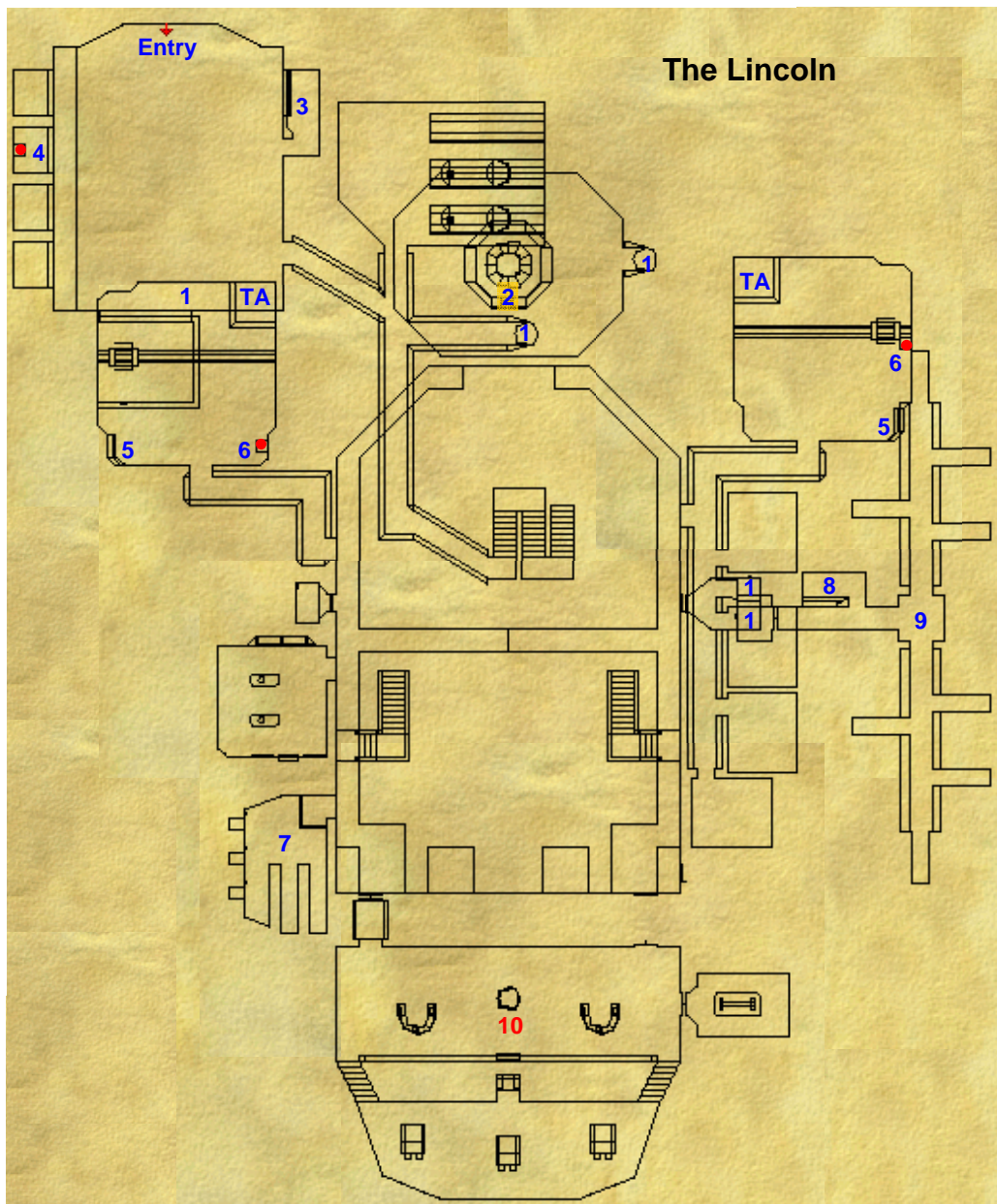
On exit was teleported to back of Harmondale Castle, so had to walk to Shoals once more...

This time, explored rest of Shoals, and then headed for “The Lincoln”

Blaster Man (A, B, C)

(One of each – the rest are friendly)





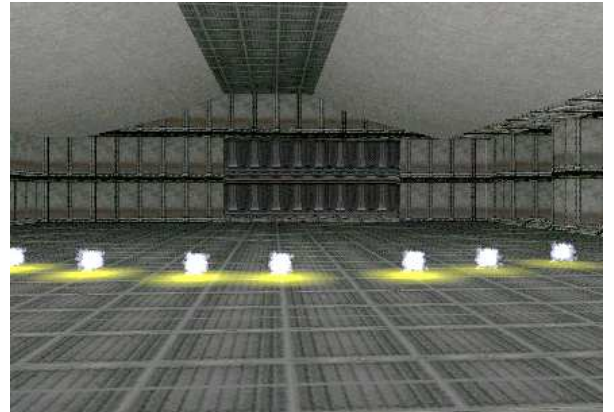
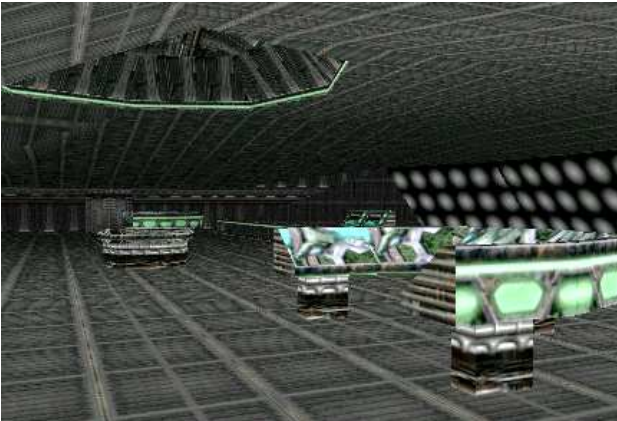
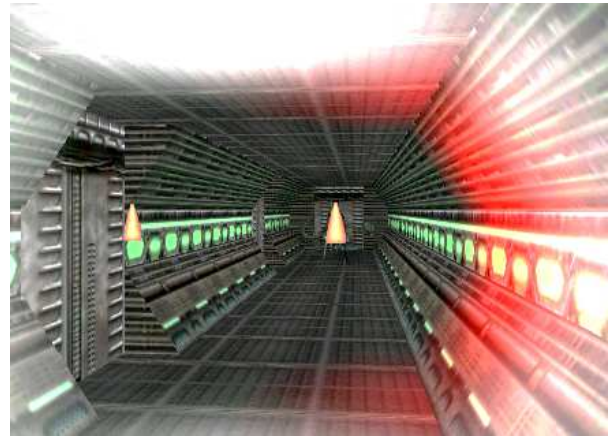
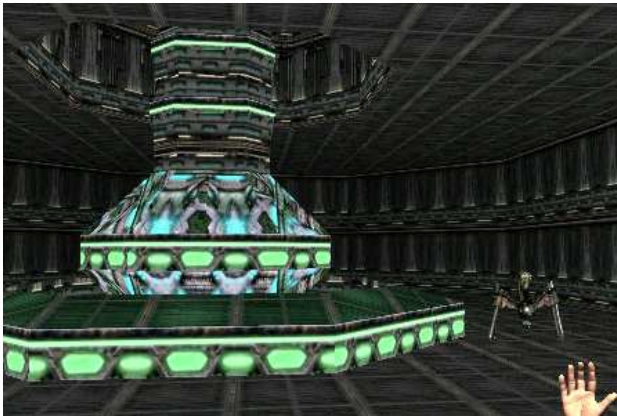
1. Lift
2. Button "Power restored" (doors can now be opened)
3. 4 buttons, each raises a storage bay on opposite side of large (entry) room
4. Chest w. three **blaster rifles** (5d5+12)
5. Button operates container lift in roof
6. Chest w. **blaster rifle**
7. Area containing many **blasters & blaster rifles**
8. Buttons open doors to prison area
9. Prison area
10. **Oscillation Overthruster** (in pool)

Seeker Droid (3000), Sentinel Droid (5600), Assassin Droid (9000)
 All attack w. Earth Spells, and are immune to Spirit, Mind and Body
 (Light, Fire, Air, and Earth spells worked fine – mostly slow or
 paralyze + blasting)
 (Level 73-76)

Much gold and items. Don't need any of it now.

When taking Oscillation Overthruster from (10), sparks
 spells are activated, and operate everywhere on ship.
 (Used Lloyd's Beacon to return to entry room (picture)
 to make this map, then town portal to Celeste and
 end-game.)





Control room near Overthruster

Entry room at the end, with sparks-spells activated everywhere

Arriving in Celeste, got an end-game cut scene, hoorays and certificate:



Turin the Hero		Skill Points: 0	
Might	271 / 141	Age	25 / 25
Intellect	232 / 102	Level	74 / 74
Personality	278 / 148	Experience	2794832
Endurance	292 / 162		
Accuracy	279 / 149	Attack	+129
Speed	258 / 128	Damage	17 - 37
Luck	232 / 102	Shoot	+129
		Damage	17 - 37
Hit Points	499 / 653	Fire	161 / 41
Spell Points	321 / 322	Air	159 / 39
Armor Class	196 / 167	Water	167 / 47
Condition: Good		Earth	146 / 26
Quick Spell: None		Mind	141 / 21
		Body	141 / 21

Skills for Turin		Skill Points: 0	
Weapons	Level	Armor	Level
Bow Expert	9	Leather	2
Mace Grand	10	Plate Master	9
Blaster Grand	14	Shield Grand	11
Magic	Level	Misc	Level
Spirit Magic Master	7	Armsmaster Expert	4
Mind Magic Master	12	Body Building Expert	5
Body Magic Master	12	Learning	4
Light Magic	10	Meditation Expert	5
		Merchant Expert	4
		Perception	2
		Repair Item Grand	10



Faramir the Master Archer		Skill Points: 5	
Might	298 / 168	Age	28 / 28
Intellect	303 / 173	Level	76 / 76
Personality	227 / 97	Experience	2901569
Endurance	256 / 126		
Accuracy	247 / 117	Attack	+122
Speed	246 / 116	Damage	17 - 37
Luck	227 / 97	Shoot	+122
		Damage	17 - 37
Hit Points	674 / 683	Fire	158 / 38
Spell Points	267 / 337	Air	158 / 38
Armor Class	153 / 124	Water	144 / 24
Condition: Good		Earth	151 / 31
Quick Spell: None		Mind	141 / 21
		Body	147 / 27

Skills for Faramir		Skill Points: 5	
Weapons	Level	Armor	Level
Bow Grand	10	Chain Grand	13
Dagger Expert	5		
Spear Master	7	Misc	Level
Sword Expert	6	Armsmaster Expert	4
Blaster Grand	13	Body Building Expert	7
		Learning Master	7
Magic	Level	Disarm Trap Expert	8
Fire Magic Master	9	Meditation Expert	6
Air Magic Master	10	Merchant Expert	4
Water Magic Master	10	Perception Master	8
Earth Magic Master	7		
Light Magic	10		

<i>Bombadur the Priest of Light</i>		Skill Points: 0	
Might	244 / 114	Age	26 / 26
Intellect	204 / 74	Level	76 / 76
Personality	259 / 129	Experience	2929692
Endurance	246 / 116		
Accuracy	230 / 100	Attack	+122
Speed	226 / 96	Damage	17 - 37
Luck	217 / 87	Shoot	+122
		Damage	17 - 37
Hit Points	402 / 420	Fire	191 / 71
Spell Points	412 / 626	Air	164 / 44
Armor Class	171 / 142	Water	148 / 28
Condition: Good		Earth	161 / 41
Quick Spell: None		Mind	131 / 11
		Body	152 / 32

<i>Skills for Bombadur</i>		Skill Points: 0	
Weapons	Level	Armor	Level
Bow Expert	6	Chain Expert	8
Mace Master	7	Shield Master	10
Blaster Grand	13		
Magic	Level	Misc	Level
Spirit Magic Grand	10	Alchemy	1
Mind Magic Grand	10	Body Building	4
Body Magic Grand	12	Identify Monster	2
Light Magic Grand	16	Learning Master	9
		Meditation Master	10
		Merchant Master	8
		Perception Expert	4



<i>Luthien the Archmage</i>		Skill Points: 0	
Might	240 / 110	Age	29 / 29
Intellect	269 / 139	Level	76 / 76
Personality	172 / 42	Experience	2949513
Endurance	253 / 123		
Accuracy	303 / 173	Attack	+125
Speed	344 / 214	Damage	17 - 37
Luck	222 / 92	Shoot	+125
		Damage	17 - 37
Hit Points	324 / 324	Fire	174 / 54
Spell Points	444 / 754	Air	191 / 71
Armor Class	143 / 114	Water	145 / 25
Condition: Good		Earth	163 / 43
Quick Spell: None		Mind	155 / 35
		Body	145 / 25

<i>Skills for Luthien</i>		Skill Points: 0	
Weapons	Level	Armor	Level
Bow	5	Leather Expert	6
Staff Master	9		
Blaster Grand	13	Misc	Level
Magic	Level	Identify Item Grand	10
Fire Magic Grand	12	Identify Monster Expert	6
Air Magic Grand	12	Learning Master	8
Water Magic Grand	12	Meditation Master	10
Earth Magic Grand	10	Merchant	5
Light Magic Grand	14	Perception Expert	4

Awards for Luthien the Archmage

ArcoMage wins: 16

ArcoMage losses: 1

Rescued the dwarves from the Red Dwarf Mine

Rescued Loren Steel

Retrieved Fort Riverstride Plans

Completed Wizard Proving Grounds

Retrieved Both Temple Pieces

Slayed Xenofex

Solved the Mystery of the Wine Cellar

Retrieved Soul Jars

Assassinated Tolberti

Won the Scavenger Hunt on Emerald Island

Removed goblins from Castle Harmondale

Returned Withern's Lantern

Returned Haldar's Remains

Returned Lord Davrik's signet Ring

Returned Parson's Quill to Norbert Thrush

Troglodyte Slayer

Found and placed all the statuettes

Retrieved the complete set of paintings

ArcoMage Champion

Found the missing contestants on Emerald Island

Retrieved the Heart of the Wood

Promoted to Honorary Priest of the Light

Promoted to Honorary Great Druid

Promoted to Honorary Arch Druid

Promoted to Wizard

Promoted to Archmage

Promoted to Honorary Hunter

Promoted to Honorary Ranger Lord

Promoted to Honorary Warrior Mage

Promoted to Honorary Master Archer

Promoted to Honorary Crusader

Promoted to Honorary Hero

Promoted to Honorary Rogue

Promoted to Honorary Spy

Promoted to Honorary Cavalier

Promoted to Honorary Initiate

Promoted to Honorary Master

Promoted to Honorary Priest

Joined the Water Guild

Joined the Body Guild

Joined the Mind Guild

Joined the Spirit Guild

Joined the Light Guild

Joined the Air Guild

Joined the Earth Guild

Joined the Fire Guild